Oracle® Retail Merchandising Foundation Cloud Service/Merchandising System

Implementation Guide

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Value-Added Reseller (VAR) Language

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Preface

This Implementation Guide describes the requirements and procedures to install this Oracle Retail Product release.

Audience

This Implementation Guide is for the following audiences:

- System administrators and operations personnel
- Database administrators
- System analysts and programmers
- Integrators and implementation staff personnel

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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.

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Overview

Merchandising refers to both the cloud service version of the solution, Oracle Retail Merchandising Foundation Cloud Service, as well as the on-premise version, Oracle Retail Merchandising System. This document covers Merchandising and some of the key considerations when implementing this solution and touches on impacts to the other solutions in the Merchandising suite, Trade Management, Sales Audit, Pricing, Invoice Matching, and Allocation.

Merchandising is the foundation for retailers that records and controls virtually all data in the retail enterprise and ensures data integrity across all integrated systems. Merchandising includes key functions such as item maintenance, inventory management, and replenishment. This functionality provides easy access to the information that is crucial to the day-to-day merchandising activities within a retail organization, providing the ability to focus on key decisions that help achieve sales and profit targets. Merchandising streamlines business practices and unifies business systems across retail channels to better serve customers. Because Merchandising has been developed as a web-based, scalable product, it fully supports the large volumes found in retail, leaving more time for retailers to concentrate on the bottom line.

This document outlines some of the key implementation considerations that you should review when planning a Merchandising implementation to help configure the solution to best meet your business processes and maximize benefits from the solution.

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Getting Started

System Options[1]

The sections below outline the system options or configurations that should be reviewed at the beginning of your Merchandising implementation. Even if you are not planning to use certain features right away, you may want to consider some of the items now as they are not easily changed later. It should also be noted that some of these attributes are not able to be updated using the Merchandising screens. If you need to update some of these attributes in a production environment[2], an SR should be logged to have the Oracle Cloud Operations team assist in making these updates in a cloud services implementation. If implementing on premise, you will need to update the values in the database directly.

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[1] All options associated with Oracle Retail Trade Management can be found in the Import Management documentation.

[2] In non-production environments, you can update using the Data Viewer option.

Install Options

Required Configurations

The options listed below are those that you will be asked to provide at the point where your Merchandising environments are provisioned, as they drive how other options are defaulted and how some seed data is loaded into the solution. It is important to review these options and make sure they are well understood as many cannot be changed after initial implementation.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Calendar	No	Yes		Indicates whether the Gregorian or the 4-5-4 calendar is going to be used in Merchandising. Valid values are Gregorian (C) or 454 (4).
Start of Half Month	No	Yes	2	This is the month number of the first month of the first half of any year. The month number must be from -12 to 12, excluding 0 and -1. A negative number indicates that the first half of the year starts in the previous calendar year with -2 = February, -3 = March, and so on. A positive number corresponds to the normal calendar month number.

For example:

- If your fiscal year starts in February of the same calendar year, then you would set this value to 2

- If your fiscal year start in November of the previous calendar year, then you would set this value to -11

Note: Updates to this option require the entire calendar to be rebuilt. This should not be changed after you have started creating inventory related transactions in Merchandising.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Corporate HQ Country	No	No		Contains the base country code used in Merchandising assumed to be the primary country of import. It is mostly used as a default for various functions in Merchandising.
Data Level Filtering Enabled	No	Yes	No	Indicates whether data filtering based on organizational and merchandise hierarchies is used within the Merchandising suite of solutions. All Merchandising solutions, except Allocation leverage data filtering if this is enabled. Valid values are Yes (Y) and No (N). For more information on data filtering, see the security guides for Merchandising solutions.
				This will be defaulted to No initially for purposes of data conversion. It can be updated later to Yes, as needed, once conversion is completed.
Default Tax Type	No	Yes	SVAT	Determines what type of taxation is being used in Merchandising. Valid values are: Simple VAT (SVAT), Global Tax (GTAX - used for Brazil implementations only), or US Sales (SALES). Because this option cannot be changed after implementation, it is recommended that most retailers - even those operating in the US only - use Simple VAT and then set up a VAT Region that is tax exempt for US stores and warehouses. This will allow for future expansion into other regions.
Cost Method	No	Yes	A	Indicates whether standard cost or weighted average cost (WAC) will be used for inventory and gross profit calculations. This parameter must be set even if using the retail method. Valid values are: Weighted Average Cost (A) or Standard Cost (S).

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Language	No	Yes		Contains the "base" language used in Merchandising. This is the language that it is assumed all data entities will be created in and controls the language used for integration to other solutions. You will be prompted to enter the code associated with your preferred language. The code used will be the ISO code for your language (e.g. en for English, de for German, and so on).
Pricing	No	Yes	Yes	Indicates whether or not Pricing is being used and if so whether used in full or is running in simplified mode. The Merchandising screen displays the Pricing option, if this option is Yes, as either Full Functionality or Simplified. See the Pricing Implementation Guide for more details on this setting.
Primary Currency	No	Yes		Contains the code representing the base currency used in Merchandising and the Merchandising Suite of products. This base currency will be used in all currency conversions.
Supplier Sites	No	Yes	Yes	This must always be set to checked (Y), which indicates both the supplier and supplier site levels are being used. Supplier sites are used to indicate payment or purchase sites for a particular supplier that mimics how the data is stored in a financials system. If you do not have both levels in your financials system, then you can set a one to one relationship between supplier and supplier site in Merchandising. Note: this value is not displayed in the system option screen.
Table Owner	No	Yes	RMS01	Indicates the owner of the database tables, which is defaulted at installation time and cannot be changed.

In addition to the system options noted above, you will also be asked to provide the following information at provisioning time, related to calendar:

Week Option

This will determine which day your week begins. Options are:

- 1 - Saturday - Friday

- 2 - Sunday - Saturday

- 3 - Monday - Sunday

Initial Virtual Date

Merchandising uses a virtual date (sometimes referred to as vdate) in much of its processing. This is usually the same as the actual date, but in some cases, such as when processing end of day batches, the vdate may lag behind the actual date while the end of day processing completes. This initial virtual date should be entered in the format DD-MON-YYYY.

Company Name

Providing the company name as part of the provisioning process will initialize the organizational and merchandising hierarchies with the single required company record. The name you provide will be used with dummy address information. The address information can be updated later, if desired, by using the spreadsheet download/upload functionality described in the *Oracle Retail Merchandising Foundation Data User Guide*.

Optional Configurations

At the time of provisioning, you will also be asked about the below system options, as they are protected in Merchandising through the user interface. If you don't know the values for your implementation initially, they will be set to the defaults indicated in the table below. If changes are required in your production environment post provisioning, an SR can be logged to have them updated.

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Use Budgeted Shrink for Ending Inventory	No	Yes	N	This field indicates whether budgeted shrinkage will be used in the calculation of period ending inventory value in the stock ledger. If this value is set to Yes (Y), then shrinkage will be calculated as a percentage of sales when the month is closed in the stock ledger. If this value is set to No (N), then actual shrinkage is used when the month is closed in the stock ledger.

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Consolidated Exchange Rate	No	Yes	No	Indicates whether Oracle Retail will support the addition, maintenance, and viewing for the consolidation exchange rate. If Yes, then the consolidation exchange rate is used as default for currency conversion within the Merchandising Suite of products. If No, then the operational exchange rate is used as the default. Valid values are Yes (Y) or No (N).
Financial Integration	Yes	Yes	NULL	Indicates whether or not Merchandising, Sales Audit, and Invoice Matching will be integrating with a Financials solution. There are two valid values: O or A. If you choose A (Oracle Retail Financials Integration), then that means that you will be integrating with on premise or cloud versions of Oracle Financials or PeopleSoft using the packaged integration as part of Oracle Retail Integration known as RFI. If you choose O (Custom Point to Point), then this means that you are planning to use another method of integration to a non-Oracle financials application. For both of these two options, creation of suppliers and supplier sites in Merchandising is turned off, as it is assumed that is managed in your financials solution. However, if you leave this null, then supplier creation remains turned on. See the "Financials Pre-Requisites" section for more information on how this flag is used.
				Note: This option is not displayed in the System Options user interface if the value is left as NULL.
Stock Ledger Time Interval	No	Yes	W	Determines the lowest time interval for the stock ledger, either month (M) or week (W). Week can be selected only if you are running a 454 calendar.
Import Management	No	Yes	Yes	Indicates whether Import Management functionality is being used in your implementation. Valid values are Yes (Y) or No (N).
				Note: If using import management, then the label in the System Options screen will either display Full Functionality or Simplified, depending on the setting of the Simplified RTM indicator. Otherwise, it will read Not in Use.

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
HTS Tracking Level	No	Yes	S	Indicates the level at which Harmonized Tariff Schedules (HTS) are tracked - either by sourcing country (S) or manufacturing country (M). This value is set on initial installation and cannot be changed. If a value isn't provided on install, it will default to sourcing country.
Automatically Generate IDs	No	Yes	N	Identifies whether supplier and partner IDs will be automatically generated by Merchandising. Valid values are Yes (Y) or No (N). It is recommended that if you are integrating suppliers and partners into Merchandising from a financial system that you set this to No, as this integration will initially load both suppliers and partners into the supplier table in Merchandising and you will need to re-create the partner manually using the same ID in order to facilitate transactional integration.
Department Level PO	No	Yes	N	Indicates whether multiple department orders will be allowed to be created in the Merchandising. The value Yes indicates that department is required on orders, whereas No will indicate multi-department orders are allowed. This is also used for purchase orders generated out of replenishment to determine how orders are built. However, it should be noted that for purchase orders created in external systems and sent to Merchandising for execution, the department level validation is bypassed. Valid values are Yes (Y) or No (N).
Allow Shipping/ Receiving at Warehouses	No	Yes	Y	Indicates whether or not Merchandising should allow receive shipments at warehouses within Merchandising screens, or if receipts will always be done in an external system, such as a warehouse management system. This may be set to Yes even in cases where a warehouse management system exists in order to support exception handling at corporate. Valid values are Yes (Y) or No (N).

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Allow Shipping/Receiving at Stores	No	Yes	Y	Indicates whether or not Merchandising should allow receive shipments at stores within Merchandising screens, or if receipts will always be done in an external system, such as SIM. This may be set to Yes even in cases where a store inventory management system exists in order to support exception handling at corporate. Valid values are Yes (Y) or No (N).
Retain Customer Information	No	Yes	Y	Indicates whether or not customer details will be stored with a customer order while it is retained in Merchandising. If set to No (N), then when a customer fulfillment order is imported into Merchandising, the customer details will not be retained and the fulfilling solutions (warehouse, store, supplier) will need to utilize a lookup to get the details from an order management solution (OMS) or a customer management solution based on order number or customer ID. Valid values are Yes (Y) or No (N).
Order Management	No	Yes	Y	Indicates whether or not Merchandising is integrated with an Order Management Solution (OMS) to manage customer order fulfillment and returns. Valid values are Yes (Y) or No (N).

Dynamic Hierarchy

Dynamic Hierarchy in Merchandising is a way to allow you to change the names of the merchandise and organizational hierarchy levels in Merchandising, as well as the terms used for manufacturers, distributors, wholesalers, franchisees, and countries of manufacture. This includes both the default English version of the terms, as well as the translated terms for all the supported languages.

In cloud service implementations, if you choose to rename any level of the hierarchy, you can request this from the Oracle Cloud Operations team during provisioning. You will then be provided with a csv file to fill out with your preferences - only those that need to be updated need to be included. For example, if you want to call the fourth level of the Merchandise Hierarchy Category instead of Department, you would include Category and the plural Categories in the Department and Departments lines, respectively. Once this has been completed, you will return the file to the Oracle Cloud Operations team and scripts will be run to update the usage of these terms throughout Merchandising, including updating both labels and error messages.

For on premise implementations, you should populate the values that you desire for the hierarchy levels in the dynamic hierarchy table in the database (DYNAMIC_HIER_TOKEN_MAP, DYNAMIC_HIER_TOKEN_MAP_TL) and

run the Replace Dynamic Token (replace_dynamic_token.sql) script to replace the hierarchy tokens for labels and error messages.

Once these updates have been applied, changes cannot be made. If you choose to make changes after initial install to the naming used, you will need to do this manually by updating the terms through updates to codes and descriptions, error messages, and resource bundle updates. Codes and their descriptions, along with error messages, are updated using a spreadsheet upload function in Merchandising, as described later in this document. More information on updating resource bundles used for labels and other UI updates can be found in the *Merchandising Customization and Extension Guide*. If you wish to add translations for these terms for a custom language, the same process would apply as is described in the Translation section below.

System

The options in this section are used throughout Merchandising and even in the other Merchandising suite of solutions to drive processing. Many of the options in this section are also part of the installer options described above, which means changing them after initial implementation is difficult if not prohibited. Care should be taken before changing any of these options in order to prevent data integrity errors in the solution.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Corporate HQ Country				See "Install Options" section.
Table Owner				
Language				
Calendar				
Primary Currency				
Consolidated Exchange Rate				
Default Item Image	Yes	No		Holds the default image file name for item image that will be displayed in reports in Merchandising when an item image is not found. This image is assumed to be found at the default image path location.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Historical Exchange Rates to Display	No	No	5	Used to control how many historical exchange rates are presented to users while selecting an exchange rate. The currently active exchange rates and future effective rates are included in the list of values by default. This option controls how many historical rates should also be included.
Image Path	Yes	Yes	www.oracle.com	Holds the default path for where image URLs are stored. This will default onto items when image relationships are created, but can be updated as needed.
Quantity/Percentage Decimal Precision - Maximum	No	No	4	Holds the maximum decimal digits for quantity or percentage precision displayed in Merchandising. The value should be between 0 and 4.
Quantity/Percentage Decimal Precision - Minimum	No	No	0	Holds the minimum decimal digits for quantity or percentage precision displayed in Merchandising. The value should be between 0 and 4.

Financials

Financials system options are used to determine how the financial portion of inventory transactions are recorded in Merchandising, as well as they are rolled up into the stock ledger and posted to the General Ledger. Like the options in the System section, many of these are set up at initial install and cannot be modified after due to their impact on inventory valuation.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Close Month After Days	No	No	5	Determines how many days after the end of a fiscal month that the month will be closed in the stock ledger. If set to zero, then the stock ledger will close the month on the last day of the fiscal period. If set to a value greater than zero, then that many days will be added to the end of the fiscal period to determine when the month will be closed.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Close Month with Open Counts	No	Yes	N	Determines whether a fiscal month can be closed if an open Unit & Value type stock count exists. Valid values are Yes (Y) or No (N). If this system option is set to No, the length of time required for confirming stock count results should be considered when scheduling counts so as not to hold up the close of a month. When set to Yes, a Unit & Value count can remain open after the close of only one month. If it is still not completed by the end of the second month close, it will delay the month closing.
Cost Method				See "Install Options" section.
G/L Rollup Level	Yes	Yes		Denotes the level at which information will be sent to the General Ledger from the Merchandising stock ledger. Valid values are department (D), class (C), or subclass (S).
Margin Impact History Records	Yes	Yes		Indicates how many historical future cost records will be displayed for an item-supplier-country-location on the Margin Impact screen.
Minimum Cumulative Mark-on	Conditional	Yes		Indicates the minimum value that will be used when comparing the calculated cumulative mark-on percentage for a subclass/location/month. If the calculated value falls below this minimum then the Markup % of Retail for the department will be used. This is only required if you are using retail accounting in some departments.
Maximum Cumulative Mark-on	Conditional	Yes		Indicates the maximum value that will be used when comparing the calculated cumulative mark-on percentage for a subclass/location/month. If the calculated value is above this maximum then the Markup % of Retail for the department will be used. This is only required if you are using retail accounting in some departments.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Merchandise Cost Mapping Code	No	No	9999999	Contains the value that will be used to create transaction data records for purchases, and to map merchandising cost to a General Ledger account. Care should be taken to ensure the value does not overlap with any non-merchandise codes used in Merchandising. It also needs to be a different value than is defined for the Unmapped Cost Components Mapping Code system option.
Post Positive Debits and Credits	No	No	N	Allows you to specify whether the financial postings should always post only positive debits and credits. If yes (Y), only positive values will be posted to the General Ledger. If no (N), the posting negative amounts will be allowed, when applicable. This parameter can be edited; this will result in the changes being reflected in GL posting batch runs subsequent to the change.
Start of Half Month				See "Install Options" section.
Start of Half Month				See "Install Options" section.
Stock Ledger Retail Tax Inclusive	No	Yes	Conditional	This field indicates whether retail value in stock ledger is VAT inclusive or not. When the default tax type is set to Simple VAT (SVAT), then the default value for this attribute is checked (Y), otherwise it is unchecked (N).
Stock Ledger Time Interval				See "Install Options" section.
Unmapped Cost Components Mapping Code	Conditional	No	8888888	Contains the value that will be used as a catch-all to sum up any cost components which are not mapped to a specific non-merchandise code under this value. Care should be taken to ensure the value does not overlap with any other non-merchandise codes used in Merchandising. It also needs to be a different value than what is defined for the Merchandise Cost Mapping Code system option. Only required if using estimated landed cost (ELC) in Merchandising.
Use Budgeted Shrink for Ending Inventory				See "Install Options" section.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
ELC Inclusive on Pricing and Acquisition Cost - Company Stores	No	Yes	Y	Used to indicate if the pricing cost should be inclusive or exclusive of estimated landed cost (ELC) for company-owned stores. Valid values are Yes (Y) or No (N).
ELC Inclusive on Pricing and Acquisition Cost - Customer Stores	No	Yes	Y	Used to indicate if the pricing and acquisition cost should be inclusive or exclusive of estimated landed cost (ELC) for customer stores (e.g. franchise stores). Valid values are Yes (Y) or No (N).

Foundation

This section contains system options that are targeted at configurations and defaults for merchandise hierarchy and supplier setup, items, cost changes, and rounding rules for case packs.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Department/Class/Subclass				
Automatically Generate IDs	No	No	N	Identifies whether the department, class and subclass ID's will be automatically generated or whether users will key in the ID values. Valid values are Yes (Y) or No (N).
Domain Level	No	Yes	D	This field determines the domain grouping level that will be used when interfacing data to external systems which leverage this functionality. However, the integration has changed to just default a domain value and so this parameter is not used any longer. It must be left as the default of Department (D).
Supplier				
Automatically Generate IDs				See "Install Options" section.
Bracket Costing	No	No	N	Indicates whether or not bracket costing is enabled in Merchandising. If any of your suppliers support bracket costing this should be set to Yes and then the flags and brackets can be defined for suppliers and items. Valid values are Yes (Y) or No (N).
Item				

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Auto Approve Child Items	No	No	Y	Determines whether children of approved parents will be created in approved status. If Yes, children of approved parents will be created in approved status. If set to No, child items will be created in a worksheet status and must be separately approved before they can be used for transactions. If all critical item information for transaction level items can be inherited from the parent, Yes is the recommended setting. But, if transaction level items are unique such as having different costs or supplier from the parent, then it is suggested this be set to No. Valid values are Yes (Y) or No (N).
Default Packing Method	No	No	HANG	Used to indicate the default packing method for items when they are created. Valid values are Flat (F) or Hanging (H), and are managed under the code type PKMT. If desired, additional values can be specified or the names of the current values could be updated as part of your implementation.
EAN13 Prefix	Yes	No	123456	If EAN13 reference item IDs are auto generated, then this option determines the prefix that will be used will indicate the prefix that will be used. This field must be either NULL or contain a 6-digit long prefix.
Grocery Items	No	No	Y	Indicates whether the Grocery Attributes container will be displayed in the Items screen, which is used to specify item attributes related to perishability, wastage, and packaging. It also will control whether or not catch weight will be selectable when creating new items.
Location Traits Default				
Returnable	No	No	Y	Used as a default for items when item/location traits do not exist for an item or item/location. It will also be a default for when item/location traits are added to item/locations. Valid values are Yes (Y) or No (N).
Refundable	No	No	Y	Used as a default for items when item/location traits do not exist for an item or item/location. It will also be a default for when item/location traits are added to item/locations. Valid values are Yes (Y) or No (N).

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Back Orderable	No	No	Y	Used as a default for items when item/location traits do not exist for an item or item/location. It will also be a default for when item/location traits are added to item/locations. Valid values are Yes (Y) or No (N).
Cost				
Minimum Between Create and Effective Days	Yes	No	7	Indicates the minimum number of days prior to the cost change effective date that a cost change can be entered.
Retention of Cost Events Days	Yes	No	NULL	Determines how long historical cost events are retained in the cost event tables. Valid values are 0-99 days.
Rounding				
Case	No	No	50	Holds the value for case rounding threshold that is used as a default when creating items, if a default has not been defined for the supplier. During rounding, this value is used to determine whether to round partial case quantities up or down. If the case-fraction in question is less than the threshold proportion, it is rounded down; if not, it is rounded up. For instance, with a case size of 10 and a Threshold of 80%, Case quantities such as 18, 29 and 8 would be rounded up to 20, 40 and 10 respectively, while quantities of 12, 27 and 35 would be rounded down to 10, 20 and 30 respectively. Quantities are never rounded down to zero; a quantity of 7, in the example above, would be rounded up to 10.
Inner	No	No	50	Holds the value for inner rounding threshold that is used as a default when creating items, if a default has not been defined for the supplier. During rounding, this value is used to determine whether to round partial inner quantities up or down. If the inner-fraction in question is less than the threshold proportion, it is rounded down; if not, it is rounded up. Quantities are never rounded down to zero. See the case rounding attribute for examples of how the threshold is used. Inner rounding is used for transfers and allocations, not purchase orders.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Layer	No	No	50	Holds the value for layer rounding threshold that is used as a default when creating items, if a default has not been defined for the supplier. A layer is defined as the case size x ti size. During rounding, this value is used to determine whether to round partial layer quantities up or down. If the layer-fraction in question is less than the threshold proportion, it is rounded down; if not, it is rounded up. Quantities are never rounded down to zero. See the case rounding attribute for examples of how the threshold is used.
Order Rounding Level	No	No	C	Holds the default value for rounding level that is used as a default when creating items, if a default has not been defined for a supplier. This is value, along with the case, layer, and/or pallet rounding thresholds will be used to determine how to round order quantities for an item/location/supplier/country. Valid values are defined on the codes table with a code type of ORL: Case (C), Layer (L), Pallet (P), Case/Layer (CL), Layer/Pallet (LP), Case/Layer/Pallet (CLP). Case, Layer, and Pallet use their respective rounding thresholds, while Case/Layer, Layer/Pallet, and Case/Layer/Pallet round from the highest rounding level down by threshold.
Pallet	No	No	50	Holds the value for pallet rounding threshold that is used as a default when creating items, if a default has not been defined for the supplier. A pallet is defined as the case size x ti quantity x hi quantity. During rounding, this value is used to determine whether to round partial pallet quantities up or down. If the pallet-fraction in question is less than the threshold proportion, it is rounded down; if not, it is rounded up. Quantities are never rounded down to zero. See the case rounding attribute for examples of how the threshold is used.

Functional

The attributes in this section are used to configure a few different areas. One set is used to indicate which functions in Merchandising are being used by your implementation, another is used to define default units of measure, and the last is used to define how certain item numbers will be generated by the solution.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Functionality Used in the Application				
Concession/ Consignment	No	No	Y	Determines if you have enabled functionality for using consignment and/or concession items. Valid values are Y or N.
Contracts	No	No	Y	Indicates whether or not contract functionality is used within Merchandising. If this is Yes, then the contracting options will be displayed in the task list to users with the applicable privileges. If No, then they will be hidden for all users. Valid values are Yes (Y) or No (N).
Deals	No	No	Y	Indicates whether or not deals functionality is used within Merchandising. If this is Yes, then the deals options will be displayed in the task list to users with the applicable privileges. If No, then they will be hidden for all users. Valid values are Yes (Y) or No (N).
Estimated Landed Cost	No	No	Y	Determines whether estimated landed cost will be used within the system. When used, this will also enable cost zones, cost components, and cost profiles to be used. Changing the value from Yes to No after items have been created is not advised and will require a mini-conversion of item data to ensure a cost zone group is associated with each item. Valid values are Yes (Y) or No (N).
Franchise	No	No	Y	Indicates whether or not franchise functionality will be enabled in Merchandising. If enabled, then stores of type Franchise can be created, and franchise orders and returns will be able to be created. Valid values are Yes (Y) or No (N).
Organizational Units	No	Yes	Y	When a company is divided into different ledgers or a company has operations in different countries, it may use different sets of books for each division. An org unit is a subdivision within a set of books which could represent a sales office, division, or department. Org units are not associated with legal entities. This column will be used to determine if organizational units are used within the system. Only a setting of Yes is allowed in Merchandising.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
OTB	No	No	N	Determines whether open to buy budgets will be validated when approving purchase orders. It also will be used to control recalculation of OTB during reclassification. Valid values are Yes (Y) or No (N).
Replenishment	No	No	Y	Indicates whether or not replenishment functionality is used within Merchandising. If this is Yes, then the replenishment options will be displayed in the task list, as well as other menu options where replenishment attributes can be viewed and maintained by users with applicable privileges. If No, then they will be hidden for all users. Valid values are Yes (Y) or No (N).
Retain Customer Information				See "Install Options" section.
Default Values for Units of Measure				
Dimension UOM	No	No	IN	Contains the default dimension unit of measure. All dimension UOM fields will default to this value, but can be updated as needed in most cases. Valid values are any UOM in the UOM Class of Dimension.
Standard UOM	No	No	EA	Contains the default standard UOM will be used during item setup. However, this can be changed on an item by item basis as needed. Standard unit of measure indicates how inventory will be tracked for the item. Usually this will be set to EA. However, if most items are inventoried by weight or length, you may want to change this to a different value.
Unit of Purchase	No	No	S	Contains the default unit of purchase used when creating purchase order. This will determine how quantity is entered on an order in terms of eaches, cases (or the case equivalent) or pallets. Eaches will be defined as the standard unit of measure for an item. Valid values are: S (standard unit of measure), C (case or case equivalent), P (pallet).
Volume UOM	No	No	IN3	Contains the default volume unit of measure. All volume UOM fields will default to this value, but can be updated as needed in most cases. Valid values are any UOM in the UOM Class of Volume.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Weight UOM	No	No	LBS	Contains the default weight unit of measure. All weight UOM fields will default to this value, but can be updated as needed in most cases. Valid values are any UOM in the UOM Class of Mass.
Item Identifier Generation Rule				
Check Digit	No	Yes	Y	This field indicates whether or not check digits will be used when the Oracle Retail Item Number type is generated. By default, this will be set to checked (Y). Note: other item types, such as UPC-A and EAN8 also use check digits, but those are not controlled by this parameter and are always validated.
Modulus #	No	No	11	The modulus number for check digit calculations used within Oracle Retail.
Weight 1	No	No	2	The value to be used as a weight for the check digit calculation in the rightmost position. Valid values 1-999
Weight 2	No	No	4	The value to be used as a weight for the check digit calculation in the 2nd digit position from the right. Valid values 1-999
Weight 3	No	No	8	The value to be used as a weight for the check digit calculation in the 3rd digit position from the right. Valid values 1-999
Weight 4	No	No	16	The value to be used as a weight for the check digit calculation in the 4th digit position from the right. Valid values 1-999
Weight 5	No	No	32	The value to be used as a weight for the check digit calculation in the 5th digit position from the right. Valid values 1-999
Weight 6	No	No	64	The value to be used as a weight for the check digit calculation in the 6th digit position from the right. Valid values 1-999
Weight 7	No	No	128	The value to be used as a weight for the check digit calculation in the 7th digit position from the right. Valid values 1-999

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Weight 8	No	No	256	The value to be used as a weight for the check digit calculation in the 8th digit position from the right. Valid values 1-999

Inventory

There is a large set of options that are used to configure the various inventory functions in Merchandising. Because of that the sections below have been broken into functional areas where the system options best align: Replenishment, Shipment, Transfers and RTVs, Allocation, Sales and Returns, and Stock Counts.

Replenishment

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Default Size Profile	No	No	N	Defines if the size profile should be defaulted when defining item/location level replenishment attributes. When set to Yes the Apply Size Profile checkbox on replenishment attributes screen is checked by default. Valid values are Yes (Y) or No (N).
Distribution Rule	No	No	PRORAT	Indicates which distribution rule to use when it is necessary to spread inventory between virtual warehouses. This usually occurs when Merchandising receives an updated quantity for a physical warehouse for a transaction or which the impacted virtual warehouse is not known - usually a stock count. The valid values for this option are Proration (PRORAT), Minimum to Maximum (MN2MX), or Maximum to Minimum (MX2MN).

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Max Weeks of Supply	Yes	No	26	Contains the default maximum weeks of supply to use in the investment buy opportunity calculation. The investment buy opportunity calculation will not recommend an order quantity that would stock the associated warehouse beyond this number of weeks. While most retailers set maximum weeks of supply at the system level only, Merchandising does offer the ability to override this parameter at the warehouse or warehouse/department level. This value is currently used by the investment buy functionality only.
Maximum Scaling Iterations	Yes	No		Determines the maximum number of iterations the constraint scaling process should perform when attempting to find a valid solution for an order before the process should stop. This is meant to prevent lengthy or run-away scaling processes. For orders consisting of dynamic or time supply replenishment methods, this value represents the maximum number of days of supply added to the order before stopping. For non-forecasted items, this value represents the maximum number of cases that will be added to an item/location due to scaling. If the maximum scaling iterations variable is reached during the scaling process, scaling will consider this an invalid solution and notify the user that a valid solution could not be reached due to the maximum scaling iterations value. Maximum scaling values can also be set at the item/location level. Item/location maximums will prevent an item/location from being scaled further, but allow other item/locations to continue the scaling process. In all cases, if the maximum scaling iterations value is set to zero, scaling will view it as no limit and will process until a solution is reached. If using scaling it is recommended to set this to a value greater than zero.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Order Not After Days	Yes	No	3	Contains the number of days after the replenishment date plus the maximum lead time of the item/locations on the order that the not after date should fall for orders created by the replenishment process. The not before date is calculated by the replenishment date plus the minimum lead time of the item/locations on the order (i.e. not before date = replenishment date + minimum lead time)
Reject Store Orders	Yes	No	N	This indicator is no longer used by Merchandising. It was replaced with a similar indicator at the item/location level.
Use Location Activity Schedules	No	No	Y	Indicates if location activity schedules are used in the replenishment calculations. Valid values are Yes (Y) or No (N).
Use Location Delivery Schedules	No	No	Y	Indicates if location delivery schedules are used in the replenishment calculations. Valid values are Yes (Y) or No (N).
Use Size Profile on Presentation Stock	No	No	N	Determines whether the size profile concept is applied to presentation stock. If Yes, then when the replenishment attributes that are defined for a parent item/diff are spread to the transaction item level, presentation stock is included in this computation. Valid values are Yes (Y) or No (N).
WH / Cross Link Stock Category	No	No	Y	Determines if the WH/Cross Link stock category will be used in replenishment. This stock category attempts to fulfill store need with warehouse inventory first and then creates linked purchase orders to fulfill the balance of a store's need.
Worksheet PO Cleanup Delay Days	No	No	1	Indicates the number of days that purchase orders will be retained in Merchandising in a Worksheet status based on their written date. If not in a submitted or approved status by this number of days, the order will be automatically closed.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Warehouse Store Assignment Type	Yes	No	A	Determines which item/location records are updated by the Warehouse/Store Assignment Process. Valid values are Warehouse Stocked (W), Cross-docked (C), WH/Cross Link (L), and All (A). If set to All, the source warehouse for the all types are updated. Otherwise, only those item/locations with the indicated stock category are updated. If not using the Warehouse Store Assignment functionality in Merchandising, or it is not desired to use it to update the source warehouse for replenishment, then this can be left as NULL.
Investment Buy				
Annual Cost of Money	Conditional	No	6.5	Contains the cost of money, defined as the annualized percentage cost to borrow capital for investing. This value represents your cost of tying up money in inventory rather than using it for other purposes. This parameter is one of several system parameters used to determine carrying costs in the investment buy calculation and can be set at the system level with the option to override at the warehouse or warehouse/department level. It is currently used by the investment buy functionality only.
Look Ahead Days	Conditional	No	30	Contains the number of days before a cost event (deal end or cost increase) that the investment buy opportunity calculation will begin considering the event. The parameter is set at system level and cannot be overridden. For investment buy eligible items, the system monitors deal expirations and cost changes occurring within this time frame set by the retailer, and includes these opportunities in the investment buy calculation. This value is currently used by the investment buy functionality only.
				For item/locations on replenishment, supplier reviewing time will override the look ahead days parameter when the number of days is greater. This ensures the investment buy opportunities are evaluated in the same cycle as the replenishment review, which allows users to combine investment buy and replenishment quantities on supplier orders.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Storage Type	Conditional	No	W	Indicates which type of storage costs should be used as the default storage cost when calculating investment buy opportunities. Valid values are Warehouse (W) and Outside (O). This parameter can be set at the system level with the option to override at the warehouse or warehouse/department level, and is currently used by the investment buy functionality only.
Target ROI	Conditional	No	20	Dictates the percent return on the investment buy purchase that must be met or exceeded for the calculation to recommend an order quantity. The investment buy algorithm will solve for the target date, which is the maximum number of days in advance the investment buy can be purchased while remaining within the target ROI. The target ROI parameter can be set at the system level with the option to override at the warehouse or warehouse / department level. This value is currently used by the investment buy functionality only.
Outside Storage				
Cost Measure	Conditional	No	E	Contains the type of the outside storage cost. Valid values include: Mass, Volume, Pallet, Case, Each, Stat Case. This parameter can be overridden at the warehouse and/or warehouse/department level.
Cost UOM	Conditional	No		Contains the unit of measure for which the default cost of outside storage is applicable, used when the Outside Storage - Cost Measure is Mass or Volume. This parameter can be set at the system level with the option to override at the warehouse or warehouse/department level, and is currently used by the investment buy functionality only.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Weekly Cost	Conditional	No		Contains the default cost of outside storage, expressed as the weekly cost per the unit of measure specified in Outside Storage - Cost UOM. This parameter can be set at the system level with the option to override at the warehouse or warehouse/department level. This value is held in the primary currency and currently used by the investment buy functionality only. Cost of outside storage is defined as the weekly fully loaded cost of warehousing products in a non-retailer owned facility, including all applicable expenses related to storing the inventory, including lease, rent or building depreciation, taxes, labor, insurance and estimates of additional pallet handling as a result of investment buy.
Warehouse Storage				
Cost Measure	Conditional	No	E	Contains the type of the warehouse storage cost. Valid values include: Mass, Volume, Pallet, Case, Each, Stat Case. This parameter can be overridden at the warehouse and/ or warehouse/ department level.
Cost UOM	Conditional	No		Contains the unit of measure for which the default cost of warehouse storage is applicable, used when the Warehouse Storage - Cost Measure is Mass or Volume. This parameter can be set at the system level with the option to override at the warehouse or warehouse/department level, and is currently used by the investment buy functionality only.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Weekly Cost	Conditional	No		Contains the default cost of warehouse storage, expressed as the weekly cost per the unit of measure specified in Warehouse Storage - Cost UOM. This parameter can be set at the system level with the option to override at the warehouse or warehouse/department level. This value is held in the primary currency and currently used by the investment buy functionality only. Cost of warehouse storage is defined as the weekly fully loaded cost of warehousing products in a company-owned facility, including all applicable expenses related to storing the inventory, including lease, rent or building depreciation, taxes, labor, insurance and estimates of additional pallet handling as a result of investment buy.

Shipment

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Allow Auto Shipping/ Receiving at Stores	Yes	Yes	N	Indicates whether or not Merchandising should auto receive shipments at stores. This option works in conjunction with the Allow Shipping/Receiving at Stores option and is only used when Allow Shipping/Receiving at Stores is Yes. Valid values are Yes (Y) or No (N).
Allow Duplicate Receiving	No	No	N	Indicates whether or not duplicate receiving is allowed. If set to No, Merchandising will attempt to identify receipts that may have accidentally been processed from a warehouse or a store multiple times and skip processing them a second time. If detected, an error will be raised in processing the receipt. If set to Yes, then duplicate receipts will not be monitored for by Merchandising. Valid values are Yes (Y) or No (N).
Allow Shipping/Receiving at Stores				See "Install Options" section.

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Allow Shipping/Receiving at Warehouses				See "Install Options" section.
Close Open Shipment Days	No	Yes	3	Indicates the number of days that a shipment will stay open (in Unmatched status) before Merchandising will attempt to close it.
Receive Pack Component	No	Yes	Y	Indicates if stores will receive at the component or pack level. Valid values are Yes (Y), indicating that receiving will be at the component level, or No (N), indicating receiving will occur at the pack level. This flag is used in conjunction with the tampered carton functionality.
Wrong Store Receipt Exception Handling	No	No	Y	Indicates whether or not the system will look for wrong store receipts for transfers and allocations and attempt to reconcile based on the occurrence, or handle it as over and under receipts at each location. Valid values are Yes (Y) and No (N).
Reserve Customer Orders on Receipt	No	No	N	Indicates whether customer orders that have inventory sourced from another location will be reserved automatically upon receipt in the store or wait on a second fulfillment message from OMS. Valid values are Yes (Y) or No (N).

Transfers and RTVs

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Auto Close Transfers to Stores	No	No	N	This option will auto close any stock orders (transfers or allocations) to stores regardless of source after the first receipt. Only set this to Yes if all stock orders to stores will use the Transfer Receipt Treatment system option for overages and shortages and if only one shipment is expected for store receipts. Valid values are Yes (Y) or No (N).

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Auto Close Transfers to Warehouses	No	No	N	This option will auto close any stock orders to warehouses regardless of source after the first receipt. Only set this to Yes if all stock orders to warehouses will use the Transfer Receipt Treatment system option for overages or shortages and if only one shipment is expected for warehouse receipts. Valid values are Yes (Y) or No (N).
Auto Close Unshipped/ Partially Shipped Transfers	No	No	N	Setting this flag to Yes will automatically cancel an overdue transfer after so many days, based on either the create date for the transfer (if it has never been shipped), or the latest ship date. The number of days is determined based on the Stock Order Auto Close Days. Note: this option is not used for Allocations
Department Level Transfer	No	No	N	Indicates whether to enforce a single department on transfers. If Yes, then each transfer must contain only items within a single department. If No, then items from multiple departments can appear on a single transfer. This is also used by replenishment to determine if warehouse to store transfers should be split by department. Valid values are Yes (Y) or (N).
Increase Transfer Quantity After Approval	No	Yes	N	Controls if the transfer quantity can be increased once a transfer has been approved. If Yes, then transfer quantity can be changed if there is outstanding quantity on the transfer (e.g. transfer qty > distributed/selected/shipped qty). When No, a user can only update the transfer to indicate total stock on hand should be shipped instead of a manually entered quantity. Valid values are Yes (Y) or (N).
Intercompany Transfer Basis	No	No	T	Determines if intercompany transfers are based on transfer entity or set of books. Valid values are Transfer Entity (T) or Set of Books (B).
RTV Not After Date Lead Time Days	No	No	1	Determines the default number of days between the Transfer Not After Date and the RTV Not After Date when RTVs are created as part of the mass-return transfer (MRT) process.

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
RTV Unit Cost Source	No	No	A	This parameter determines the value used to set the default unit cost on an RTV (return to vendor). Valid values are Average Cost (A), Standard Cost (S), or Last Receipt Cost (R). Note: if more than one receipt occurs in the same day with different costs, the last receipt cost used will be the higher cost, to favor the retailer.
RTV/RAC Transfer	No	No	A	Identifies whether RTV and re-allocation transfer types will always be handled as intracompany transfers or not. These two types are used when creating transfers in the mass return transfer (MRT) functionality in Merchandising. Valid values are Intracompany (A) or Intercompany (E). If set to Intra-Company, RTV and reallocation transfers will be processed as intra-company transfers from the stock ledger standpoint regardless of whether the transfer is across entities.
Transfer Price to Exceed From Loc WAC	No	No	Y	Indicates whether the price for an intercompany transfer should be allowed to exceed the weighted average cost of the item at the from location or not, indicating a profit for the selling entity. Valid values are Yes (Y) or No (N).
Validate Availability for Customer Orders	No	No	Y	Controls whether or not the Customer Order Fulfillment interface will perform inventory validation. If the value of this parameter is Yes (Y), inventory validation will be performed when customer orders are uploaded into Merchandising. If set to No (N), then inventory validation will be bypassed. Note: for orders fulfilled from store inventory, Merchandising does not validate inventory regardless of the setting.
Validate External Warehouse Availability	No	No	Y	Controls whether or not the External Transfer interface will perform inventory validation. If the value of this parameter is Yes (Y), inventory validation will be performed when transfers are uploaded into Merchandising. If set to No (N), then inventory validation will be bypassed.

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Markdown Location for Retail Differences				
Store to Store	No	Yes	S	For store to store transfers, if there is a retail difference between the two locations, a markdown will be recorded for one of the locations. This option identifies which location is impacted. Valid values are Sending Location (S) or Receiving Location (R).
Store to Warehouse	No	Yes	S	For store to warehouse transfers, if there is a retail difference between the two locations, a markdown will be recorded for one of the locations. This option identifies which location is impacted. Valid values are Sending Location (S) or Receiving Location (R).
Warehouse to Store	No	Yes	S	For warehouse to store transfers, if there is a retail difference between the two locations, a markdown will be recorded for one of the locations. This option identifies which location is impacted. Valid values are Sending Location (S) or Receiving Location (R).
Warehouse to Warehouse	No	Yes	S	For warehouse to warehouse transfers, if there is a retail difference between the two locations, a markdown will be recorded for one of the locations. This option identifies which location is impacted. Valid values are Sending Location (S) or Receiving Location (R).
Stock Order Auto Close Days				
Store to Store	Yes	No		For transfers, this option works with the Auto Close Unshipped / Partially Shipped Transfer indicator. The option determines how many days that store to store transfers will remain open before Merchandising tries to close them automatically. In addition to cancelling the unshipped portions of the transfer, these options will apply the Transfer Receipt Treatment options for any discrepancies between shipped and received. If left as null, then auto close logic will not be applied and this type of transfer must be manually closed.

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Store to Warehouse	Yes	No		For transfers, this option works with the Auto Close Unshipped / Partially Shipped Transfer indicator. The option determines how many days that store to warehouse transfers will remain open before Merchandising tries to close them automatically. In addition to cancelling the unshipped portions of the transfer, these options will apply the Transfer Receipt Treatment options for any discrepancies between shipped and received. If left as null, then auto close logic will not be applied and this type of transfer must be manually closed.
Warehouse to Store	Yes	No		For transfers, this option works with the Auto Close Unshipped / Partially Shipped Transfer indicator. For allocations, it is used as part of the Document Close process. The option determines how many days that warehouse to store allocations or transfers will remain open before Merchandising tries to close them automatically. In addition to cancelling the unshipped portions of the transfer, these options will apply the Transfer Receipt Treatment options for any discrepancies between shipped and received. If left as null, then auto close logic will not be applied and this type of transfer or allocation must be manually closed.
Warehouse to Warehouse	Yes	No		For transfers, this option works with the Auto Close Unshipped / Partially Shipped Transfer indicator. For allocations, it is used as part of the Document Close process. The option determines how many days that warehouse to warehouse allocations or transfers will remain open before Merchandising tries to close them automatically. In addition to cancelling the unshipped portions of the transfer, these options will apply the Transfer Receipt Treatment options for any discrepancies between shipped and received. If left as null, then auto close logic will not be applied and this type of transfer or allocation must be manually closed.

Transfer Receipt Treatment

System Options	Optional?	Re-configuration Restricted?	Default Value	Description
Store to Store	Yes	No		Determines the automated reconciliation treatment that will be applied for shortages for all store to store transfers. Valid values are: Receiving Location (RL), Sending Location (SL), and Both Locations (BL). Each option has its own inventory and financial transactions that apply. It is recommended that this option be set to the most common reconciliation method so that users can focus on exceptions. Note: if this option is not null, then all overages will use the Both Locations treatment, as this is how SIM or SIOCS apply updates. If this value is left null, it implies that your store inventory solution uses a different approach and then the Overage Non-Store to Store treatment is used.
Overage Non Store to Store	No	No	NL	Determines the automated reconciliation treatment that will be applied for overages for all allocations and transfers that are not store to store. Valid values are: Receiving Location (RL), Sending Location (SL), and Both Locations (BL). Each option has its own inventory and financial transactions that apply. It is recommended that this option be set to the most common reconciliation method so that users can focus on exceptions.
Shortage Non Store to Store	No	No	NL	Determines the automated reconciliation treatment that will be applied for shortages for all allocations and transfers that are not store to store. Valid values are: Receiving Location (RL), Sending Location (SL), and Both Locations (BL). Each option has its own inventory and financial transactions that apply. It is recommended that this option be set to the most common reconciliation method so that users can focus on exceptions.

Allocation

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Allocation Method	No	No	P	Indicates the allocation method that will be used as the default for allocations and cross-dock purchase order allocations if there is not enough stock to fulfill the allocation quantity to stores. Valid options are Prorate (P), Allocation Quantity (A), or Custom (C). This indicator is included in the data sent to WMS when processing allocations. The logic to actually prorate the quantity would live in that solution; it is informational only in Merchandising.
Default Order Type	No	No	AUTOMATIC	This field identifies the default order type associated with transfers and standalone allocations. Oracle Retail Warehouse Management System (RWMS)uses this value to determine how to distribute stock orders. Valid values include AUTOMATIC, WAVE, and MANUAL.
Default Up Charges to Allocations	No	No	Y	Indicates whether up charges, which can be used to pass on expenses in processing shipments between locations, should be defaulted onto Allocations. Up charges, if defined, are always defaulted onto transfers. Valid values are Yes (Y) or No (N).
Validate External Allocation Quantities	No	No	Y	Controls whether or not the External Allocation interface will perform inventory validation. If the value of this parameter is Yes (Y), inventory validation will be performed when allocations are uploaded into Merchandising. If set to No (N), then inventory validation will be bypassed.

Sales and Returns

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Account for Customer Returns in Store	No	No	RL	Allows you to define which location gets "credit" for a return when a customer order is returned in the store - the return location or the original location. Valid values are Return Location (RL) or Original Location (OL).

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Account for Sales for Store Fulfilled Orders	No	No	FL	Allows you to define which location gets "credit" for a sale when a customer order is fulfilled by shipment or pickup from a store location - either the fulfilling location or the order location. Valid values are Fulfillment Location (FL) or Order Location (OL).
History Level	No	No	A	This field is used to determine how inventory values should be captured in the sales history tables in Merchandising during end of week processing. Valid values are All Items (A), Items Sold Only (I), or No History (N).

Stock Counts

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Auto Process Stock Counts	No	Yes	N	Indicates whether stock counts will be automatically processed for units, value, or both after the designated number of elapsed days based on the Minimum Between Count and Variance Days. Valid values are For Units Only (Y), For Value Only (V), For Units and Value (S), and Never (N).
Minimum Between Count and Variance Days	No	No	NULL	Indicates the number of days before stock count variances will be automatically processed. If set to 0, variances will be processed immediately.
Minimum Between Create and Count Days	No	No	3	Indicates the minimum number of days before a scheduled stock count that the stock count can be created.
Stock Count Lockout Period Days	No	No	1	Contains the number of days before a stock count date that changes must stop for that stock count. This parameter is also used to determine the date that the stock count will be exploded to item level from department, class, or subclass levels, if the count was created at those levels. This lockout parameter typically defines the preparation time needed at a location prior to the count occurring. This must be a value greater than zero.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Stock Count Reporting - Cost Variance	No	No	99	When reviewing count unit results in the Unit Variance and Adjustment screen, only item/locations with cost value variances larger than that defined in this parameter (+ or -) will be shown in the screen, allowing users to focus on exceptions. The value should be entered in primary currency. Note that all variances will be reflected in shrinkage calculations on the stock ledger. If all cost variances should be displayed, then set this value to 0.
Stock Count Reporting - Retail Variance	No	No	9999.99	When reviewing count unit results in the Unit Variance and Adjustment screen, only item/locations with retail value variances larger than that defined in this parameter (+ or -) will be shown in the screen, allowing users to focus on exceptions. The value should be entered in primary currency. Note that all variances will be reflected in shrinkage calculations on the stock ledger. If all retail variances should be displayed, then set this value to 0.
Stock Count Reporting - Unit Variance	No	No	3	When reviewing count unit results in the stock count screens, only item/locations with unit variances larger than that defined in this parameter (+ or -) will be shown in the screen, allowing users to focus on exceptions. Note that all variances will be reflected in shrinkage calculations on the stock ledger. If all unit variances should be displayed, then set this value to 0.

Localization

The Localization options are focused on configuration that are particular to certain regions, but may not be relevant to others. Because they are all tied to financials, the configurations in this section are all protected in the System Options page.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Default Tax Type				See "Install Options" section.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Default VAT Region	Conditional	Yes	1000	This field contains the default vat region and will be defaulted to region 1000 when installed if the tax type has been set to Simple VAT, as this is required when operating in that tax configuration. This will be used when a VAT region cannot otherwise be determined for a location.
Enable NWP Processing	No	Yes	N	Indicates if Neiderstwertprinzip (NWP) processing is turned on in the system. This is an annual report in Germany to provide the lowest cost value that an item in inventory was acquired at. If enabled in the system, the process keeps track of the lowest value an item was acquired at during a fiscal year, and that is the value used at the end of the year to produce a report for the inventory value, rather than using WAC or current supplier cost. Valid values are Yes (Y) or No (N).

Procurement

The Procurement options are all related to configuration of functions used to manage aspects of purchasing merchandise from your suppliers, including management of the purchase orders themselves. Also included are options related to deals and costs for orders, contracts, and consignment billing functionality. Each of these areas have their own subsection below that describes the various options.

Deals

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Backposted Deals Affected by Unit/Cost Adjustments	No	No	N	Determines if cost or unit adjustments will affect backposted deals processing, where any matched shipment after unmatched shipment will be used to calculate the correct on hand and adjust quantity for WAC calculation. Valid values are Yes (Y) or No (N).
Calculate Deal Negative Income	No	No	N	Determines if negative income will be calculated in case of RTV and sales return transactions during deal period. Valid values are Yes (Y) or No (N).

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Cost Level	Yes	No	DNN	Indicates which cost bucket is used when calculating the return on investment for investment buy opportunities and also for deals. Valid values are Net Cost (N), Net Net Cost (NN) and Dead Net Cost (DNN). Net cost usually includes the base cost of the item less off-invoice discounts. Net Net cost usually includes the net cost of the item less bill back deals. Dead Net Cost usually includes the net net cost less rebates.
Credit Memo Level	No	No	D	This indicator decides at what level the credit/debit memos for deals will be posted to Invoice Matching. Valid values are Location (L), Set of Books (B), Transfer Entity (T), or Deal (D). Default value if NULL is D.
Deal Age of Highest Priority	No	Yes	O	Indicates if older or newer deals have a higher priority when calculating deal income. Valid values are Oldest (O) or Newest (N).
Deal Lead Time (to be active)	Yes	No	1	Number of days from today until deals can become active when creating new deals.
Deal Type of Highest Priority	No	Yes	P	Indicates if annual deals or promotional deals have a higher priority when calculating deal income. Valid values are Promotional (P) or Annual (A).

Purchase Orders

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Approved PO Close Delay Days	No	No	1	Contains the closing delay, in days, for approved orders where an ASN has been sent from the supplier, but no receipts have been made. The closing delay is based off of the latest ship date for ASNs for the order. Orders can be reopened based on subsequent receipts or for other purposes.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Auto Close Orders with Partial Receipt	No	No	N	Indicates whether orders that have been partially received should be auto closed after a set number of days delay. The delay days is defined in the Partially Received PO Close Delay Days parameter. Orders can be reopened based on subsequent receipts or for other purposes.
Copy Exchange Rate from Order	No	No		When copying a PO from an existing PO, this indicator determines if the exchange rate will be copied on the new PO. When Yes, the exchange rate will be copied from existing POs. If No, then the latest exchange rate is used for POs. Valid values are Yes (Y) or No (N).
Department Level PO				See "Install Options" section.
Expiry Date for Pre-Issued Order Days	No	No	30	Determines the number of days delay before pre-issued order numbers expire. This delay will cause the automatic cancellation of pre-issued order numbers if a matching order number is not entered within the specified number of days.
Franchise Default Warehouse	Conditional	No		Indicates the virtual warehouse that will be used as the default costing or sourcing warehouse if a default warehouse is not defined for the franchise store during item/franchise store ranging or franchise order upload. Required if franchise functionality is being used.
Latest Shipment Days	No	No	30	Indicates the number of days after which the latest ship date should default from the earliest ship date for purchase orders. Valid values are between 1-999 days.
Order Approval Amount Based On	No	No	C	Determines whether the order approval upper limit amount by user role is based on total cost or total retail of the order.
Override EDI Supplier Cost	No	No	Y	Determines whether to apply bracket costing and deals to purchase orders that are initiated from suppliers and received via the EDI PO acknowledgement upload (e.g. EDI855). If Yes, then the unit cost on the PO will be calculated by applying off invoice deals and/or bracket costing to purchase cost, when applicable. Otherwise, the cost sent in the upload will be used.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Partially Received PO Close Delay Days	No	No	1	Determines the number of days after the order's not after date that POs will be automatically closed if still open and partially received. This works with the Auto Close Orders with Partial Receipt indicator.
Reclass Items on Approved POs	No	No	Y	Indicates whether or not item reclassification is allowed when there are open, approved purchase orders for the impacted items on the reclass event. If Yes, item reclassification can take place while item exists on approved orders as long as there are no receipts against the order. If it is a single department order and the results of the reclassification mean that there are now multiple departments on the order, then the department will be cleared on the order header. If set to No, then all orders must be closed before the reclassification can proceed. Valid values are Yes (Y) or No (N).
Redistribution Factor	No	No	2	A redistribution warehouse is intended to act as a temporary warehouse for ordering that is used until the actual order locations have been determined some time closer to the shipment of an order. Purchase orders that are created for a redistribution warehouse are flagged in the Order Redistribution report x days before they are expected to arrive, so that this redistribution can occur. This system option increments the lead time by a percentage to determine how many days prior to the not before date that the orders should start appearing in the report using the maximum defined supplier lead time for items on the order as a basis. Valid values are 0% to 999%.
Use Order Exchange Rate from Order	No	No	N	Determines whether or not the exchange rate for the purchase order should be used for calculating expenses associated with an order/item/location or if the current exchange rate (at the time of receipt) should be used. If Yes, then the negotiated rate on the purchase order is used. If No, then the exchange rate at the time of receipt is what is used. Valid values are Yes (Y) or No (N).

Cost Adjustments

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Receiver Cost Adjustment	No	No	F	Drives the type of adjustment made to weighted average cost (WAC) when a receiver cost adjustment is performed. If Standard, then WAC will be recalculated using all the units on the receipts for the purchase order. If FIFO, then the adjustment will layer receipts for the PO on a first in/first out basis and adjust WAC only for those units in store whose receivers are still in inventory at the location. Valid values are Standard (S) or FIFO (F).
WAC Recalculated During Adjustments	No	No	N	Determines if weighted average cost (WAC) will be recalculated when unit or cost adjustments are done for purchase order receipts. If most of your purchasing is done into a warehouse and immediately cross-docked to another location, you may want to set this to No, as inventory will often no longer be at the location when receipt adjustments occur and therefore WAC does not need to be recalculated. Valid values are Yes (Y) or No (N).

Contracts

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Generate Order Prior to Ready Date Days	Conditional	No	5	Determines the number of days prior to the date that the contract calls for products to be ready for shipment at the supplier that purchase orders should be generated off of contracts. Once generated the purchase orders will be sent to the supplier for fulfillment. Required only if using contracting functionality.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Soft Contracts	No	Yes	Y	Contracts are agreements with your suppliers to purchase a certain amount of a set of items during a set period of time. A soft contract is a contract that has items that are not yet firmed up to the transaction item level, so the items on the contract are either a parent item or parent/diff combinations. If you are using contracts functionality, then set this value to Yes if your suppliers support soft contracting or No if they do not. Valid values are Yes (Y) or No (N).

Consignment Orders and Invoices

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Consignment Order and Invoice Frequency	Conditional	No	M	Indicates the frequency that purchase orders and invoices should be generated based on sales of consignment items. Valid values are daily, weekly, monthly, or multiple. Multiple indicates that multiple purchase orders and invoices could be created in a day based on how often sales are processed. This also works with the Consignment Order and Invoices Level to determine how to create the orders and invoices.
Consignment Order and Invoice Level	Conditional	No	I	Indicates at what level purchase orders and invoices should be created based on sales of consignment items. Valid values are Supplier/Department, Supplier/Department/Location, or Item/Supplier/Location. This also works with the Consignment Order and Invoice Frequency to determine how to create the order and invoices.

Data Retention

Data Retention parameters are related to how long information related to a particular entity or function will remain in the solution after it is closed, made inactive, or otherwise no longer needed. These parameters are primarily used by the various batch programs that do the actual removal of information from the solution. In some cases, there is also an archiving option for some of these functional areas as an alternative to removing them completely. Archiving moves the data to a separate archive table in Merchandising for a period of time and then eventually moves it into a file for longer

term storage. In cases where both options exist, it is assumed you will choose to run one version of those for your environment. For more on the programs that remove data and which have archiving options, see the *Oracle Retail Merchandising System Operations Guide, Volume 1*.

History

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Closed Deal Months	No	No	1	Indicates the number of months that deals are held after they are closed. After this number of months, they will be removed from Merchandising.
Closed Order Months	No	No	6	Indicates the number of months that completed orders will be held after they are closed. After this number of months, they will be removed from Merchandising.
Competitive Pricing Months	No	No	3	Indicates the number of months competitive pricing information is held after the date it was recorded. After this number of months, they will be removed from Merchandising.
Competitive Shop Lists Months	No	No	7	Indicates the number of months a competitive shop list item will remain after the date of the competitive shop. After this number of months, the shop list item will be removed from Merchandising.
Contract Inactive Months	Conditional	No	12	Indicates the number of months a contract will remain after its last status update when it is in an inactive status (Worksheet, Submitted, Complete, Cancelled, or Deleted). After this number of months, they will be removed from Merchandising if there are no longer any orders associated with the contract.
Daily Sales Discount Months	No	No	12	This field contains the number of months that daily sales discount records are retained. All history dated later than this will be automatically removed.
Foundation Staging Days	No	No		Indicates how many days of history should be retained in staging tables for franchise cost and cost template upload records based on the last date that the records were updated in staging tables.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Future Cost Days	No	No	10	Indicates the number of days before current date that events are held in the Future Cost table before they are removed. Note: one record with an active date less than or equal to the current will always be retained on the table to make sure at least one record exists for every item/location.
History - Rejected Cost Change Days	No	No	3	Indicates the number of days that rejected cost changes will remain after their effective date. After this number of days, they will be removed from Merchandising.
Item Sales Months	No	No	12	Indicates the number of months of sales history, held at item/location/week level will be retained. After this number of months, older records will be removed from Merchandising.
Non-Stockholding Franchise Sales Days	Conditional	No	180	Indicates the number of days of sales history for non-stockholding franchise stores will be retained. After this number of days, older records will be removed from Merchandising.
Pricing Days	No	No	999	Indicates the number of days of price change history will be retained. After this number of months, older records will be removed from Merchandising. Note that the last record for an item/location/tran type will remain in the table to ensure at least one record of history is retained.
Stock Ledger Purge Months	No	Yes	18	Determines the number of months data is retained in the daily, weekly, monthly and half-level stock ledger tables.

EDI Transactions

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
EDI 852 Report Transmissions	Conditional	No	1	Indicates the number of days daily sales information will be held before it is transmitted to suppliers via the Download Sales and Stock On Hand to Suppliers process, which outputs a file meant to be transmitted via the EDI852 transaction.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
EDI Revision Days	Conditional	No	7	Indicates the number of days the EDI versions/revisions should be stored on the tables after an order has been completed or cancelled.

Replenishment

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Activity Schedules Months	No	No	11	Indicates the number of months that the company closed and location closed schedules are held in the system before being removed.
Attribute History Weeks	Conditional	No	4	Indicates the number of weeks that replenishment attribute history will be retained based on the last update date for the record.
Investment Buy Results Days	Conditional	No	3	Indicates the number of days records on the investment buy results table should be retained based on its create date.
Results Days	Conditional	No	5	Indicates the number of days that records on the replenishment results table should be retained based on the replenishment date.
Scheduled Update Days	Conditional	No	1	Indicates the number of days that scheduled replenishment updates will be retained based on the scheduled active date.
Store Order Days	Conditional	No	7	Indicates the number of days records on the Store Orders table should be kept based on the need date.
Store Ship Schedule Months	No	No	3	Indicates the number of months that shipment schedules are retained after the dates are past.
Worksheet Order Days	Conditional	No	14	Indicates the number of days replenishment orders in worksheet status will be retained after their replenishment date.

Inventory

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Customer Orders Months	No	No	6	Indicates the number of months that store-fulfilled customer orders should be retained in the solution, based on their create date. Customer orders managed by this parameter are those that are not tied to a transfer or purchase order in Merchandising. Those types of customer orders are removed based on the transfer or purchase order being removed. This process also removes any customer orders that were not fulfilled due to inventory not being available.
Franchise Orders and Returns	Conditional	No	6	Indicates the number of months of history for franchise orders should be retained after the orders have passed their not after date. Orders will only be removed if all transfers, purchase orders, and store orders associated with the franchise order have already been removed, all billing is extracted and there are not any franchise returns against the order. Similarly, for returns, this parameter is used to indicate the number of months to keep return history based on the date the return is created. Returns are only removed if all billing has been extracted and the transfers associated with the return have been removed from the system.
Inventory Adjustment Months	No	No	18	Indicates how many months inventory adjustment records are retained based on the date of the adjustment.
MRT Transfer Days	No	No	1	Indicates the number of days that mass return transfers (MRTs) will be retained past their close date. MRTs will only be removed from the system if all transfers associated with the MRT are also closed.
RTV Order Months	No	No	12	Indicates the number of days return to vendor (RTV) order history is retained based on an RTV's completed date.
Transaction Data Days	No	No	30	Indicates the number of days transactional data history should be retained in the system.
Transfer Months	No	No	6	Indicates how many months completed transfers will be retained by the system based on the close date of the transfer.

Security

The options in this section are used to manage data level filtering in Merchandising, Invoice Matching, and Pricing. The main parameter, Data Level Filtering Enabled, is set as part of the installer options. But, the other attributes in this section are also important as they determine at what level of the merchandise or organizational hierarchy various item and location related entities would have this filtering applied. For more on data filtering, see the Oracle Retail Merchandising Security Overview white paper found on My Oracle Support under ID 1585843.1.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Merchandise Hierarchy				
Diff Groups	No	Yes	D	Indicates the merchandise hierarchy level that will be used to filter diff groups. For any diff group that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the diff group. Valid values are Division (D), Group (G), Department (P), Class (C), Subclass (S).
Season	No	Yes	D	Indicates the merchandise hierarchy level that will be used to filter seasons. For any season that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the season. Valid values are Division (D), Group (G), Department (P), Class (C), Subclass (S).
Ticket Type	No	Yes	D	Indicates the merchandise hierarchy level that will be used to filter ticket types. For any ticket type that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the ticket type. Valid values are Division (D), Group (G), Department (P), Class (C), Subclass (S).
UDA	No	Yes	G	Indicates the merchandise hierarchy level that will be used to filter user defined attributes (UDAs). For any UDA that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the UDA. Valid values are Division (D), Group (G), Department (P), Class (C), Subclass (S).
Organizational Hierarchy				

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Diff Group	No	Yes	A	Indicates the organizational hierarchy level that will be used to filter diff groups. For any diff group that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the diff group. Valid values are Chain (C), Area (A), Region (R), or District (D).
Item List	No	Yes	A	Indicates the organizational hierarchy level that will be used to filter item lists. For any item list that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the item list. Valid values are Chain (C), Area (A), Region (R), or District (D).
Location List	No	Yes	A	Indicates the organizational hierarchy level that will be used to filter location lists. For any location list that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the location list. Valid values are Chain (C), Area (A), Region (R), or District (D).
Location Traits	No	Yes	C	Indicates the organizational hierarchy level that will be used to filter location traits. For any location trait that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the location trait. Valid values are Chain (C), Area (A), Region (R), or District (D).
Season	No	Yes	A	Indicates the organizational hierarchy level that will be used to filter seasons. For any season that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the seasons. Valid values are Chain (C), Area (A), Region (R), or District (D).
Ticket Type	No	Yes	A	Indicates the organizational hierarchy level that will be used to filter ticket types. For any ticket type that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the ticket type. Valid values are Chain (C), Area (A), Region (R), or District (D).

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
UDA	No	Yes	A	Indicates the organizational hierarchy level that will be used to filter user defined attributes (UDAs). For any UDA that you want to have available only to a subset of users, you would associate an entity of the level indicated here with the UDA. Valid values are Chain (C), Area (A), Region (R), or District (D).

Integration

This section of parameters shows the solutions that Merchandising is integrated with, as well as some key integration related parameters.

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Integration System Code	Conditional	No	MRCH-COMP	Used to identify RMFCS when integrating with OROB. This should be configured to be the same value in SIM, OROB, and OROMS.
Publish RIB Objects	No	No	N	Indicates whether the Oracle Retail Integration Bus (RIB) will be publish as only changed values or both changed values and full objects when an update is made for certain entities. The entities impacted by this flag include item, supplier, purchase order, transfer, allocation, and RTV requests. Valid values are Deltas and Full (Y) or Deltas Only (N).
Publish Store Available to Sell Updates	No	No	N	Determines whether or not available inventory information for stores will be published via RIB to an OMS for customer order fulfillment. Valid values are Y or N. If set to N, it is assumed that a store inventory solution such as SIM/SIOCS, is communicating store inventory in support of customer ordering.
Applications				
Advanced Inventory Planning	No	No	N	Indicates whether Merchandising is integrated with Oracle Retail Advanced Inventory Planning (AIP) as part of your implementation. Valid values are Yes (Y) or No (N).

System Option	Optional?	Re-configuration Restricted?	Default Value	Description
Allocation	No	No	Y	Indicates if you are using Oracle Retail Allocation as part of your implementation. Valid values are Yes (Y) or No (N).
Forecasting	No	No	Y	Indicates whether Merchandising is integrated with a forecasting solution, such as Oracle Retail Demand Forecasting. If Yes, then when creating items, those that you wish to have forecasted will be able to be flagged. If No, then items cannot be flagged as forecasted. Valid values are Yes (Y) or No (N).
Import Management				See "Install Options" section.
Invoice Matching	No	No	Y	Indicates whether Merchandising is integrated with the Oracle Retail Invoice Matching. Valid values are Yes (Y) or No (N).
Order Management				See "Install Options" section.
Pricing				See "Install Options" section.
Sales Audit	No	No	Y	Indicates whether or not Sales Audit is being used as part of your implementation. Valid values are Yes (Y) or No (N).
Store Inventory	No	No	N	Indicates whether Merchandising is integrated with Store Inventory Management or Store Inventory and Operations Cloud Service. Valid values are Yes (Y) or No (N).
Financials Integration				See "Install Options" section.

Configure Calendar

Setup of calendar in Merchandising is required for maintaining accounting periods, and is also used for integration and some operational reporting as well. The dates and periods defined in the calendar are the basis of scheduled batch programs and end of period inventory and financial calculations. Recording of all transactions and, thereby history, is based on the calendar. A consistent calendar facilitates proper analysis and time-based performance comparison.

Merchandising supports two options for calendars, both of which contain 12 months in a year; a Gregorian calendar, as well as a standard retail, or 4-5-4 calendar. In addition to weekly and monthly calendars, RMS also facilitates "half yearly" time periods for which budgeting and reporting can be done in the stock ledger.

As part of the install options, you will have selected your calendar type as either 4-5-4 or Gregorian, as well as what is the current date and what day your week starts on: Saturday, Sunday, or Monday. Additionally, as one of the system options, the first month of your fiscal calendar has been defined. If you are running a 454 calendar, then based on these options, the calendar configuration will have been loaded into the solution using the National Retail Federation (NRF) calendar as a model. This includes adding an extra week every 7 years to account for leap years in the 12th period to make it a 4-5-5 quarter[3]. The first date loaded into the calendar is 31-Dec-2006 and 30 years are loaded by default. If you are running a Gregorian calendar, then the calendar is loaded using that model with the first date being 01-Jan-2007 and 30 years are loaded by default.

It is strongly recommended that any updates to calendar are made very early in your implementation before data that use the calendar begins being tracked in the solution. This is because updates can result in major restructuring of data that would impact stock ledger and year over year comparisons. The most calendar common updates - other than adding periods - is to change which month is the first month of the year or to change how leap years are accounted for in a 454 calendar. Any changes made to the calendar will require coordination with the Oracle Cloud Operations team to re-run the scripts used to build the full calendar, in a cloud services implementation.

Calendar Maintenance

If there are updates required to the calendar information that is loaded, such as how you want to handle the leap years, those can be done leveraging the Calendar Maintenance functionality. Calendar updates are done through a spreadsheet download and upload processes, which are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To modify the calendar, select the template type of Administration from the Download Data screen and then the template Calendar Definition. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice.

Once opened, there will be 3 sheets that can be modified - Calendar, Half and Half TL. The Calendar will show all the past and future months defined in the system along with first day, year, month sequence and number of weeks in the month. Existing calendar months can be deleted or updated, and new months can be added in this tab.

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[3] Merchandising also supports accounting for this extra week in other months resulting in a 5-5-4 or a 5-4-5 configuration in the impacted quarter. As well, the extra week can be added as a 6th week in the month resulting in a 4-6-4 period.

The Half tab shows Half No, Half Name and Half Date. This tab supports addition, update and delete of definitions related to Half.

Lastly, Half TL tab will show the Half with their translated name and number in other languages, as applicable for your implementation. This tab allows for the addition of new rows, removal of existing rows, and update to existing.

Adding a Calendar Month

To add a new Calendar Month, select the Calendar tab and in a blank line in the template, select the action type of Create and enter the first date for the 454 month. The date must be entered in the 'DD-MON-YYYY' format. Next add the 4-5-4 year, the month belongs to in YYYY format. Add the sequence number of the month in that year (1-12) and lastly the number of weeks in that month. This value could be 4, 5 depending on the system followed by you company ensuring that each quarter has 13 weeks. Every 7th year, however, to overcome the leap year anomaly, a quarter with 14 weeks needs to be set up by having two months in a quarter with 5 weeks or one month with 6 weeks.

Adding a Half

To add a new Half, select the Half tab and in a blank line in the template, select the action type of Create and enter the Half No. Half number is combination of year and half number (1 or 2). For example, half numbers for the year 2019 will be 20191 and 20192. The year for which half number is created must exist in the Calendar tab. Next enter Half Name and Half Date descriptions in the primary language (as defined in the Merchandising system options). These columns are mandatory to be added and can be descriptive and up to 120 characters. Next, select the Half TL tab, navigate to a blank row and select the action type of Create and the Half No. for which the translation applies. Next select the language in which the translated name will be entered. Finally, enter the translated name. The translated name can also be up to 120 characters long. This is an optional step.

Updating a Calendar Month or Half

If you would like to update any details a similar process will be followed as that described above for creating new Calendar Month or Half. First, download the Calendar spreadsheet, and then navigate to the tab where you would like to make your updates.

The following columns can be updated in each tab:

■ Calendar - First Day, 4-5-4 Year, 4-5-4 Month, Number of Weeks

■ Half - Half Name, Half Date

■ Half TL - Half Name

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet. Once your updates are complete, save and close the spreadsheet.

Deleting a Calendar Month or Half

If you wish to delete a Calendar Month or Half, update the action column to select Delete in each of the tabs where it occurs. A Half cannot be deleted if the data for that Half has already been processed in the system or that Half exists in any other related tables.

Uploading Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, you'll again select the template type Administration and the template Calendar. This will generate a process description automatically, but this can be updated if desired. Lastly, you'll select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list. For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Depending on the updates made to the calendar, such as how far into the future they were made, some dates may not be updated until the next time the end of day process runs. For example, the calculated last day of the half may be changed as a result of the updates, but would not be reflected until the next day based on how end of day processing updates dates.

3

Configure Seeded Data

In addition to system and reports options, there is also a set of data that is populated in Merchandising when it is installed. Some of this is driven off the installer options described above, while other is loaded for all implementations and you are given the opportunity to configure it to best meet your business needs. Much of this data, such as country codes and currency codes, are also likely to be used in other solutions in your environment, so care should be taken to ensure that the codes in Merchandising match those used in your other solutions. The sections below describe the key seeded data sets and how you would configure them.

Codes and Descriptions

Across all the Merchandising solutions, codes and their descriptions are used to define valid values, reason codes, labels on screens, and a number of other similar functions. These codes are loaded on initial installation of the solution; however, Merchandising supports the ability for codes to be configured in implementations to hide those not relevant, update descriptions to better suit your business, and in some cases add your own codes. These updates can be made through spreadsheet download and upload processes. These processes are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To add or update codes, you will select the template type of Administration from the Download Data screen and then the template Codes and Descriptions. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be three sheets that can be modified - Code Types, Codes, and Code Description Translations.

Note: code types and codes cannot be deleted. If you wish to not have certain codes displayed, then the Used flag should be set to No for the code.

Add a Code Type or Code

To add a new code type, start in the Code Types tab, and, in a blank line in the template, select the action type of Create. Next enter a unique code type (up to 4 characters) and the description for the code type in the primary language (as defined in the Merchandising system options) of up to 120 characters. The Num Code Required column, which determines whether or not the codes in this type must be numeric, must be set to either Yes or No.

Next, the codes that belong in this code type must be added. To do this, move to the Codes tab in the spreadsheet. Again, navigate to a blank row in the sheet and select an action type of Create. Enter your new code type and then the first code (up to 6

characters), along with its description. The description here should be in the primary language (as defined in the Merchandising system options) and can be up to 250 characters. For system required, this should be set to No for any new codes that are added for an implementation. The display order allows you to define in which order you want the codes in this code type displayed and is a required field and must be unique for the codes in the type. Lastly, the Used column indicates whether or not you are using this code actively in the system; valid values are Yes and No. Continue this process until all the new codes for the type have been added. If you are adding a new code to an existing code type, this same process would apply, just using the existing code type instead.

Lastly, if you wish to add translations for the codes in languages other than the primary language, this can be done in the Code Description Translations tab. Navigate to a blank row and select the action type of Create and the language in which the translated description will be entered. Then, enter the code type and code for which the translation applies. Finally, enter the translated description. The translated description can also be up to 250 characters long. This is an optional step.

Update Code Type or Code

If you would like to update any details for existing code types or codes, a similar process will be followed as that described above for creating new codes. First, download the spreadsheet, and then navigate to the tab where you would like to make your updates.

The following columns can be updated in each tab:

- Code Types - Description
- Codes - Description, Display Order, Used
- Code Description Translations - Description

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet.

Upload Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Codes and Descriptions. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

Note: because all the tabs in this spreadsheet have a lot of rows, it's recommended that you delete any you are not updating from the template. This will not remove them from the system, but will make your updates process faster. Worksheets and columns in the spreadsheet cannot be removed, however.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Units of Measure (UOMs)

Unit of measure is used in many transactions in the Merchandising solutions - including item setup, purchasing, and pricing - to define how items are inventoried,

costed, and sold. A default list of UOMs are loaded into Merchandising on initial installation, however modifications can be done to the list to add new values, remove values that are not used, and update descriptions. All of these updates are done through a spreadsheet download and upload processes, which are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To modify UOMs, select the template type of Foundation from the Download Data screen and then the template UOMs. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice.

Once opened, there will be 4 sheets that can be modified - UOM Class, UOM Class TL, UOM Conversion, and UOM X Conversion. The UOM Class will show all the existing UOMs in the system currently with their primary language descriptions. This tab also allows for the deletion of existing UOMs or the addition of new UOM to an existing UOM Classes. The UOM Class TL tab will show the UOMs with their translated codes and descriptions in other languages, as applicable for your implementation. This tab allows for the addition of new rows, removal of existing rows, and update to existing. The UOM Conversion tab has the rules for how to convert from one UOM to another. It allows for new rules to be added, existing rules to be removed, and updates to be made to the rules. Lastly, the UOM X Conversion tab has logic to support conversion between two different UOM classes, such as between volume and mass. This tab also supports addition, update, and delete, however it is recommended that no changes be made to this tab, given the technical nature of the changes and that UOM classes are fixed.

Add a UOM

To add a new UOM, start in the UOM Class tab and in a blank line in the template, select the action type of Create and enter the code for the new UOM you wish to add, using up to 4 characters, and select the relevant UOM Class. Enter the same code in the UOM Translation column and then enter the business description for your UOM in the UOM Description Translation column. The description should be entered in the primary language as configured in the Merchandising system options and can be up to 120 characters.

Next, select the UOM Class TL tab and in a blank row select Create as the action and enter again the UOM added in the UOM Class tab. Next, select the primary language for your implementation and then enter the same translated code and description that you entered in the UOM class tab for that language. Repeat this in additional rows for any other languages that apply. Note, even if you operate in only one language, you must enter at least the primary language in this tab for new UOMs in order for descriptions to display properly.

In the UOM Conversion tab, add a row for your new UOM and any other UOMs in the same class that it can be converted into, if applicable. This is optional. If you wish to add a conversion, then select a blank row in the spreadsheet and select the action type of Create. Next, enter the UOM code for the "from" UOM and then the "to" UOM code. Select an operator from the list of values (Multiple or Divide) and then enter a factor. For example, if you wish to convert from ounces (OZ) to pounds (LB), you could enter an operator of Divide, and a factor of 16.

Update a UOM

If you would like to update any details a similar process will be followed as that described above for creating new UOMs. First, download the UOM spreadsheet, and then navigate to the tab where you would like to make your updates. Note: the UOM Class tab does not allow updates, only create or delete.

The following columns can be updated in each tab:

- UOM Class TL - UOM Translation, UOM Description Translation
- UOM Conversion - Operator, Factor
- UOM X Conversion - Convert SQL

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet. Once your updates are complete, save and close the spreadsheet.

Delete a UOM

If you wish to delete a UOM because it is not used by your business, update the action column to select Delete in each of the tabs where it occurs. This includes both UOM Class and UOM Class TL, and may also include UOM Conversion. There are some UOMs that cannot be deleted, as they are expected to exist in the system, such as EA - Eaches. As well, there are many areas that use unit of measure throughout Merchandising, including item setup, purchasing, deals, up-charges, importing, etc. Care should be taken before deleting a UOM to ensure it is really not used or an error could be raised on upload.

Upload Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, you'll again select the template type Foundation and the template UOMs. This will generate a process description automatically, but this can be updated if desired. Lastly, you'll select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

See also "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Countries

Countries are used throughout the application including the importing process, countries of origin and manufacture for your suppliers, and addresses. A default list of countries are loaded into Merchandising on initial installation, however modifications can be done to the list to add new values, remove values that are not used, and update descriptions. Countries are maintained through the upload/download process. This functionality is accessed from the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To add, update, or remove a country, select the template type of Foundation from the Download Data screen and then the template Countries. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice.

Add a Country

To add a new country, select the action type of Create on an empty row on the Countries tab.   Next enter up to a 3 digit code for the country, along with the country description in the primary language of up to 120 characters. The other columns in this

table will generally be the same for all countries, outside of Brazil. It is recommended they be set as follows if adding a country other than Brazil:

Adding a country translation can be done in a similar manner from the Country Translations tab. This facilitates the ability to translate the country description in multiple languages.

- Localized Ind = No

- The following will be automatically set as follows, if not configured for the GTAX (for Brazil) tax type:

    - Item Cost Tax Include = No

    - Default Purchase Cost = Base Cost

    - Default Deal Cost = Base Cost

    - Default Cost Comp Cost = Base Cost

- Default Location and Default Location Type can be left blank

Adding a country translation can be done in a similar manner from the Country Translations tab. This facilitates the ability to translate the country description in multiple languages.

Update a Country

If you would like to update any details for countries, a similar process will be followed as that described above for creating new. First, download the spreadsheet, and then navigate to the tab where you would like to make your updates.

The following columns can be updated in each tab:

- Countries - Country Description, Localized Ind, Default Location, Default Location Type

- Country Translations - Description

The columns Item Cost Tax Include, Default Purchase Cost, Default Deal Cost, and Default Cost Comp Cost on the Countries tab can only be updated when the default tax type is Brazil Localization (GTAX), when default tax type is Simple VAT (SVAT) or US Sales Tax (SALES), they are automatically set as described above.

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet.

Remove a Country

If you wish to remove a country, select the Delete action on the row of the country you which to delete on the Countries tab. Removing a country translation can be done in a similar manner on the Country Translations tab.   Note that removing a country is not allowed if it is still in use.

Upload Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, you'll again select the template type Foundation and the template Countries. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

States

States are defined in Merchandising for all the valid countries present in the system. They are primarily used in Merchandising while defining addresses for various entities such as supplier sites or stores. A default list of states are loaded into Merchandising on initial installation, however modifications can be done to the list to add new values, remove values that are not used, and update descriptions. To upload or maintain states the spreadsheet download and upload process is used. This functionality is accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To modify States, select the template type of Administration from the Download Data screen and then the template States. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice.

Once opened, there will be 2 sheets that can be modified - States and States TL. The States tab will show all the state IDs along with its description and the ID for the country it's associated with. This tab supports addition, update and delete of States. Next, States TL tab will show the states with their translated name in other languages, as applicable for your implementation. This tab allows for the addition of new rows, removal of existing rows, and update to existing.

Add a State

To add a new State, select the States tab and in a blank line in the template, select the action type of Create and enter the state ID. The ID can be up to 3 characters. Next add the Country ID. This must be a valid country already defined in the system. Lastly, add the description of the state in the primary language (as defined in the Merchandising system options). The description can be up to 120 characters.

If you wish to add state descriptions in any other languages, then select the State TL tab and in a blank row select an action type of Create. Then, enter the translated description, the same state and country codes added in the States tab, and select the language the description is written in. The translated description can also be up to 120 characters long. This is an optional step.

Update a State

If you would like to update any details a similar process will be followed as that described above for creating new State. First, download the States spreadsheet, and then navigate to the tab where you would like to make your updates.

The following columns can be updated in each tab:

- States - Description
- States TL - Description

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet. Once your updates are complete, save and close the spreadsheet.

Delete a State

If you wish to delete a State, update the action column to select Delete in each of the tabs where it occurs. Note that a state cannot be deleted if it is currently associated with any entity in Merchandising, so an error will be raised if this occurs when the changes are uploaded.

Upload a State

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, you'll again select the template type Administration and the template States. This will generate a process description automatically, but this can be updated if desired. Lastly, you'll select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Inventory Adjustments

Reason Codes

Whenever an inventory adjustment is made in Merchandising that impacts total stock on hand - either through integration or using online screens, a reason code must be included for the increase or decrease. Any new reason codes added can be done following the details found in Oracle Retail Merchandising Inventory User Guide section on Inventory Adjustments. Take care to synch any reason codes set up in Merchandising with those used in your warehouse management system and store inventory management system to ensure there are no errors when adjustments are interfaced to Merchandising. Additionally, there are some functions within Merchandising that will generate an inventory adjustment as part of processing. The details on how to configure reason codes to be used for these transactions is also found in the Oracle Retail Merchandising Inventory User Guide section on Inventory Adjustments. The transactions that reason codes can be configured for include:

- Wastage Adjustment
- Stock Count Unit Variance
- Inventory Adjustment by Item
- Inventory Adjustment by Location
- Item Transformation at Finisher
- Inter Company Transfer
- Transfer Overage Sending Location
- Transfer Overage Receiving Location
- Transfer Short Sending Location
- Transfer Short Receiving Location
- Transfer Short/Close Sending Location
- Transfer Short/Close Receiving Location

- Late Posting: Sale

- Late Posting: Return

- Late Posting: Transfer Out Sending Location

- Late Posting: Transfer Receipt

- Late Posting: PO Receipt

- Late Posting: RTV

- Late Posting: Inventory Adjustment

- Customer Order Return Without Inventory

- Wholesale Franchise Destroy On Site Return

Status Types and Codes

Inventory status types and codes are used when performing inventory adjustments in Merchandising, or when inventory adjustments or other inventory updates are done in stores or warehouses and uploaded to Merchandising. As part of the initial install, some values are seeded into these tables, as follows

Inventory Status Type	Description
1	Trouble Merchandise
2	Customer Order

Inventory Status Code	Description	Inventory Status
ATS	Available to Sell	NULL
UTS	Unavailable to Sell	NULL
WIP	Work in Progress	NULL
DIST	Distributed	NULL
TRBL	Trouble	1
RIP	Receipt in Progress	NULL
COR	Customer Order	2

Warehouses and stores send inventory status codes with their transactions and, based on how it is mapped to a status type, may be moved to an unavailable status in Merchandising when the transaction is processed. For example, if a warehouse sent a receipt with a status code of TRBL, it would be moved to the Merchandising unavailable bucket called Trouble Merchandise. But, if the WIP status was sent, the inventory would remain in available status. As part of your implementation, you should determine which inventory statuses you want to use as part of your implementation and also make sure to synch the status codes with what is used in your warehouse and store inventory management solutions and update Merchandising as needed. For details on how to add or update the status codes and types, see "Inventory Adjustments" in the *Oracle Retail Merchandising Inventory User Guide* section on Inventory Adjustments.

Error Messages

Within Merchandising, error messages are maintained in a manner that allows for the message text and translations to be maintained by each customer. These error messages are loaded on initial installation of the solution; however, Merchandising supports the ability for the messages to be configured in implementations to update descriptions to better suit your business, and in some cases add your own error codes and descriptions. These updates can be made through spreadsheet download and upload processes. These processes are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To add or update error messages, you will select the template type of Administration from the Download Data screen and then the template Error Messages. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be two sheets that can be modified - Error Messages and Error Message Translations.

Note: error messages can be deleted but it is advised that they are not. Doing so may result in a cryptic error code being displayed to a user in the system without a business-friendly description.

Add a Message

To add a new message, start in the Error Messages tab, and, in a blank line in the template, select the action type of Create. Next select an Error Type, which is a way to classify the error based on its usage. Then, enter a unique key value (up to 25 characters, no spaces) and the description for the message in the primary language (as defined in the Merchandising system options) of up to 250 characters. The Approved column is used to indicate if the error message has been reviewed and approved. Only rows with an approved value of Yes will appear in the application but this column can be utilized to mark rows for proofreading by a second user before they're marked as approved.

If you wish to add translations for the error messages in languages other than the primary language, this can be done in the Error Message Translations tab. Navigate to a blank row and select the action type of Create and the language in which the translated text will be entered. Then, enter the error message code for which the translation applies. Finally, enter the translated text. The translated text can also be up to 250 characters long. This is an optional step.

Update a Message

If you would like to update any details for existing messages, a similar process will be followed as that described above for creating new messages. First, download the spreadsheet, and then navigate to the tab where you would like to make your updates.

The following columns can be updated in each tab:

- Error Messages - Error Type, Text, Approved
- Error Message Translations - Text

Note: the symbol '%s' followed by a number (for example, %s1) indicates a substitution variable. The application will substitute a value in for these variables when the error is displayed to an end user. These should not be removed or changed when updating base error message descriptions.

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet.

Upload Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Error Messages. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

Note: because all the tabs in this spreadsheet have a lot of rows, it's recommended that you delete any you are not updating from the template. This will not remove them from the system, but will make your updates process faster. Worksheets and columns in the spreadsheet cannot be removed, however.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Domains

Domains were formerly used in integration between Merchandising and Oracle Retail RPAS applications, such as Oracle Retail Demand Forecasting (RDF). This concept is no longer used in RPAS, but is still included in some of the integrations with Merchandising. In order to support this integration, a single domain is seeded into the table on installation. There should always be one and only one record in this table. Additionally, records will be added for each new department set up that creates a cross reference to the domain.

> **Note:** The system option for Domain Level must be set to Department.

4

Other Implementation Considerations

Before you start adding items, stores, warehouses, and suppliers into Merchandising, there are a few things that should be considered. For most Merchandising implementations, it is assumed that data will be converted into the solution using the Merchandising Data Conversion application. But, if using the screens to do any type of data entry, the following should be noted.

Create a Company

Merchandising supports only a single company that is the top of both the merchandise and organizational hierarchies. This company must be inserted directly in the table before any hierarchy data can be added, but subsequent updates can be done using the spreadsheet download/upload process. More details on this can be found in the "Organizational Hierarchy" section in the *Oracle Retail Merchandising Foundation User Guide*.

Financials Pre-Requisites

If you are integrating to a financials system, such as Oracle Cloud Financials, there are certain data elements that are typically managed in the financials solution that must be loaded into Merchandising prior to creating suppliers and locations. These include currency rates, payment and freight terms, sets of books, and org units. Transfer entities, although not managed as part of financials integration, are also included in this section as there are similar setup dependencies. Additionally, other information also needs to be configured to ensure that financial data from the Merchandising stock ledger can be sent to the General Ledger.

The sections below indicate the key areas to be initialized in Merchandising to ensure that data can be set up in Merchandising and that your financial integration will be configured properly. See the *RFI Implementation Guide* for more details on all these data elements.

Currency Rates

Although the currencies themselves are loaded as part of seed data, exchange rates are not loaded, but at least one rate will be needed for each currency that is relevant for your implementation, including stores, warehouses, partners, and suppliers. You will also need to initialize a rate for the base currency, which should always be set to 1. See "Manage Currencies" for more details on manually loading exchange rates.

Generally, an external source provides the exchange rates for both Merchandising and your financials solution. So, as an alternative to loading these manually, you can also initialize these through the financials integration. For Peoplesoft and Oracle Financials, Merchandising has out of the box integration to import currency rates. See the "Initial

Loading of Currency Exchange Rates" section in the *RFI Implementation Guide* for more details.

Payment and Freight Terms

Before creating suppliers and partners, you will need to make sure that you have loaded the applicable payment and freight terms into Merchandising. You will also want to ensure that these are the same payment and freight terms used by your financials application. Similar to currency rates, Merchandising also has integration for payment terms if you are using Peoplesoft as your financials application. However, for other solutions and for freight terms, these are manually managed between the two solutions. See "Manage Freight and Payment Terms" in the *Oracle Retail Merchandising Finance User Guide*.

Transfer Entities, Sets of Books, and Org Units

Before you start creating locations and suppliers, you'll need to configure your transfer entities, sets of books, and org units in Merchandising. Sets of books and org units are used as part of the financials integration, but they must be manually configured into Merchandising. All implementations require at least one set of books and one org unit be configured into the solution. Transfer entities are required if you've set the Intercompany Transfer Basis to Transfer Entity, but otherwise are optional. If using, these must also be set up prior to creating stores, warehouses, and any external finishers. You will also need to define a relationship between transfer entities, sets of books, and org units as part of this setup. Instructions for managing all these entities are found in the "Manage Financial Administration Data" chapter of the *Oracle Retail Merchandising Finance User Guide*.

Suppliers

Suppliers are usually initiated in financials and integrated into Merchandising, rather than created within Merchandising manually. If you are using this method to manage your suppliers, then it is recommended this is how suppliers be initialized in Merchandising as well. This is because the financial integration utilizes a cross-reference table for supplier IDs used between solutions. More information on this can be found in the *RFI Implementation Guide* in the "Supplier Information Integration" section.

General Ledger Configuration

Once locations and hierarchies have been established in Merchandising, you will need to configure how stock ledger data will be mapped to the General Ledger (GL). There are two components of this: GL Setup, which contains key information by set of books used in the GL mapping, and GL Cross References, which are used to map the various stock ledger transactions to GL accounts. The details on how to configure these components can be found in the *Oracle Retail Merchandising Finance User Guide*. Once the cross-references have been established, you can use the validation service that exists as part of the financials integration to validate your configuration, if you are configured to use RFI. For more details on this, see the Requesting Chart of Accounts Combination Validation section in the *Oracle Retail Financials Integration Implementation Guide*.

If you are not using RFI for financials integration, then financial accounts are validated based on those stored in Merchandising. The GL Chart of Accounts Subscription can be used for importing those details.

Domain Value Maps

If you are using the Oracle Retail Financials Integration (RFI) to integrate with PeopleSoft, Oracle Financials (EBS), or Cloud Financials, there are cross-references that also must be set up as part of the implementation called Domain Value Maps. This is applicable for the following entities: freight and payment terms, org units, sets of books, country codes, currency conversion types, currency codes, language codes, states, and VAT codes. These cross references are generally a one-time setup upon initial conversion, but the following will need to be manually managed between solutions if updates are made post implementation - freight terms, payment terms, and org unit IDs.

For more details on this, see the *Oracle Retail Financial Integration for Oracle Retail Merchandise Operations Management and Oracle Financials Implementation Guide* section on "Working with Domain Value Maps (DVMs)".

Pricing Pre-Requisites

Merchandising has a dependency on Pricing for managing initial pricing for items. It uses the Pricing zone group/zone definitions and rounding rules to help default a suggested retail price based on the cost for the item. This is applicable whether you're running the full Pricing functionality or running in simplified mode. For details on how to manage these entities, see the *Oracle Retail Pricing Foundation Data User Guide*.

Price Zone Groups and Zones

Zones are used to group stores and warehouses[1] that are priced similarly together for more effective management of pricing. One or more zone groups can exist to support different pricing approaches, such as by hierarchy, by type of pricing, and so on. Before creating locations, at least one zone group should be created in Pricing. Then, when you create your first location in Merchandising, it will be automatically added to the zone group and will create a zone in the currency of the location that you added. Subsequent locations will use a "like location" to determine whether to add the new location to the existing zone, or if the location is a different currency, create a new zone. After all locations have been initialized in Merchandising, you can add more zones or move locations between zones, as needed.

Rounding Rules

Rounding rules are optional, but if desired these can be created to indicate how to smooth calculated retail prices. For example, if you want all your non-sale prices to have 00 as the decimal. Rounding rules can also be configured to be used for initial pricing by defining it as part of the initial price zone definition.

Initial Price Zone Definitions

In order to establish the zone group that should be used when initializing retail price for an item, a relationship between the department, class, or subclass from Merchandising is made with a zone group in the Initial Price Zone Definition in Pricing. This definition also includes the markup type (cost or retail), a target markup percent, and optionally the rounding rule that should apply. This is then used for all new items created in that hierarchy for establishing the retail price by zone based on the primary supplier's cost. This relationship must be defined before creating items in Merchandising.

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[1] There is a system option in Pricing that determines whether or not warehouse prices will be managed in zones. If this is set to No, then warehouses will not be added to zones when created.

5

Globalization

Translation

Merchandising supports operating the user interface in 19 languages, including English. As part of the install options, you'll designate one language as "primary". This primary language is how labels and data are displayed by default to users, what is held in the base tables for data entities, and what is used in integration to other systems[1]. The primary language is also what is loaded as a default for all screen labels, error messages, and seeded data in Merchandising at the time of installation. By default, only the primary language you indicated at installation is loaded in Merchandising, but if you wish to have more languages loaded, then you can request to have the language strings loaded for these languages as well.

In addition to English, the languages that can be supported in the user interface for Merchandising include:

- Arabic

- Chinese (Simplified)

- Chinese (traditional)

- Croatian

- Dutch

- French

- German

- Greek

- Hungarian

- Italian

- Japanese

- Korean

- Polish

- Portuguese

- Russian

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[1] Item translations are included in outbound item integration from Merchandising. See the Item Publication integrations in the *Oracle Retail Merchandising Operations Guide Volume 2* for more details.

- Spanish

- Swedish

- Turkish

This means that all screen labels, error messages, and menu options are supported out of the box in these languages and users are able to select from these languages as their preferred language. Data translation is also supported to allow data that you create as part of your implementation, such as store names, item descriptions, and hierarchy names, can be seen in the preferred languages of your users as well.

Translate Retailer Data

When creating data in Merchandising, such as a new item, it is assumed that data is always entered initially in the primary language in the main entity screen. But, you can also enter translations for the data, as needed, by selecting the translation iconic button (🌐). See the "Transl ate Data" chapter in the *Oracle Retail Merchandising Do the Basics User Guide* for details on how to add translations for your data via the user interface. Additionally, for items that are uploaded via spreadsheet, translations can be provided via the upload.

Translate Labels and Seeded Data

If you would like to modify the translations for labels, error messages, codes and descriptions, or other seeded data, or add translations for other languages[2] that are not included in the list above, there are several methods provided. The method used will depend on the data that needs to be updated/added. Translatable text is held in two different ways:

- Resource bundles, which contain most of the screen labels, menus, and messages

- Database tables, which contain strings used in drop-downs, some labels, error messages, and are used to hold the data level translations for both the seeded data as well as your data

Resource Bundles

Screen labels and other UI related data that may require updates/additions for Merchandising are managed in resource bundles. For details on how to make updates to resource bundles see the "Resource Bundles" section *Oracle Retail Merchandising Cloud Services Customization and Extension Guide*.

Database Tables

Most other labels and drop-downs that are not managed in resource bundles are managed in the "Codes and Descriptions" spreadsheet download/upload process. You can use the method described for managing that data to update or add your translations in the designated tab in the spreadsheet.

Error messages and other seeded data entities are also managed via spreadsheet download and upload. For each of these entities, translations can also be added in the spreadsheet in a separate tab, using the entity ID as a cross reference. The details on the translation for these entities is found with the information on managing these entities in either the user guides or in this document. These include:

- Computational Value Bases

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[2] Additional support is also available for the following languages by adding your own translations using the tools described in this section for adding your own translations: Czech, Danish, Finnish, Hebrew, Norwegian, Thai, Albanian, Latin Bosnian, Bulgarian, Estonian, Latvian, Cyrillic Serbian, Lithuanian, Romanian, Slovakian, and Slovenian.

- Cost Change Reasons

- Cost Components

- Countries

- Currencies

- Deal Component Types

- Error Messages

- Inventory Adjustment Reasons, Codes, and Types

- Languages

- Non-Merchandise Codes

- States

- Tender Types

- Units of Measure

- VAT Codes

In a cloud service implementation of Merchandising, there will be some entities where the tables holding the descriptions are not accessible via the UI or spreadsheet download/upload. For these entities, if you require additional translations to be added, you will need to log an SR to have the Oracle Cloud Operations team assist you in a cloud services implementation. The following data entities are impacted:

- Address Types

- Cost Event Run Types

- Mass Change Rejection Reasons

- Order Types

- Tran Data Codes and References

For the base strings in English for these tables, see My Oracle Support ID 1608569.1 and select the Merchandising document (rms_translation_pairs.xls). These can be used as a basis for adding your own translations.

Configure User Language

Users can choose their preferred language to have the user interface displayed as part of setting up their user preferences. As noted above, the values loaded in the base table of an entity are always maintained in the primary language. And as such all users, irrespective of their configured language, will see the primary language in the screens where an entity is created and maintained, and translations (including their preferred language) are shown in separate translation screens. However, if that same screen is accessed in view mode the description will be shown in their preferred language. Similarly, if viewing the entity in another UI - for example, viewing the item description in the purchase order details screen - the description will be shown in their preferred language.

Not Translated

The following information is available in English only:

- Documentation, including online help, release notes, and product guides

- Batch programs and messages

- Log files

- Configuration tools

- Demonstration data

- Training Materials

Manage Languages

Within Merchandising, languages are used to define and display translations of text. A default list of languages is loaded into Merchandising on initial installation, however modifications can be done to the list to add new values, remove values that are not used, and update descriptions. These updates can be made through spreadsheet download and upload processes, which are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To add or update languages, you will select the template type of Administration from the Download Data screen and then the template Languages. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be two sheets that can be modified - Languages and Language Translations.

Add a Language

To add a new language, start in the Languages tab, and, in a blank line in the template, select the action type of Create. Next enter a unique language identifier (up to 6 digits), and then enter the description for the language in the primary language (as defined in the Merchandising system options) of up to 120 characters. Finally, enter the internationally recognized ISO Code for the language which is published by the International Organization for Standardization (ISO). Note: the Web Help Server, Report Server, and Web Report Server can be entered, but they are no longer used by Merchandising.

If you wish to add translations for the language in languages other than the primary language, this can be done in the Language Translations tab. Navigate to a blank row and select the action type of Create and the language in which the translated description will be entered. Then, enter the language for which the translation applies. Finally, enter the translated description. The translated description can also be up to 120 characters long. This is an optional step.

Update Languages

If you would like to update any details for existing languages, a similar process will be followed as that described above for creating new languages. First, download the spreadsheet, and then navigate to the tab where you would like to make your updates.

The following columns can be updated in each tab:

- Languages - Description, Web Help Server, Report Server, Web Report Server, ISO Code

- Language Translations - Description

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet.

Uploading Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and

select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Languages. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Manage Currencies

Within Merchandising, currencies and rates are maintained to support conversions between different currencies where there is need for multi-currency operations. Updates to currencies can be made through spreadsheet download and upload processes. These processes are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To add or update currencies, you will select the template type of Finance Administration from the Download Data screen and then the template Currencies. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be three sheets that can be modified - Currencies, Currency Translations, and Current Exchange Rates.

Add a Currency

To add a new currency, start in the Currencies tab, and, in a blank line in the template, select the action type of Create. Next enter a unique currency code (should be a 3-character code), and then enter the description for the currency in the primary language (as defined in the Merchandising system options) of up to 120 characters. Next, the Currency Cost Format and Currency Retail Format must be entered. These columns contain the display format mask for cost and retail values displayed in the application screens for this currency. Finally, enter Currency Cost Decimal and Currency Retail Decimal values to indicate how many decimal values should be displayed in the application screens for this currency. The decimal values also determine what precision cost and retail values should be stored at in the stock ledger.

If you wish to add translations for the currency in languages other than the primary language, this can be done in the Currency Translations tab. Navigate to a blank row and select the action type of Create and the language in which the translated description will be entered. Then, enter the currency code for which the translation applies. Finally, enter the translated description. The translated description can also be up to 120 characters long. This is an optional step.

Finally, exchange rate details must be defined. Navigate to a blank row in the Currency Exchange Rates tab and select the action type of Create. Enter the currency code and a date the rate is effective from, using the DD-MON-YYYY format. Select an Exchange Type value and enter an Exchange Rate. The Exchange Rate is the conversion rate between the currency code in the new record and the system's primary currency. While currency rates are normally maintained by the financial system and interfaced into Merchandising this capability to maintain them manually also exists.

Note that different rates may be defined by Exchange Type but at a minimum a rate must be defined for either the Consolidation or Operational types, as determined by the system parameter for "Consolidated Exchange Rate". If the Consolidated

Exchange Rate is being used, then an exchange rate must be defined for the Consolidated exchange type, otherwise an Operational rate must be defined.

Update Currencies

If you would like to update any details for existing currencies, a similar process will be followed as that described above for creating new currencies. First, download the spreadsheet, and then navigate to the tab where you would like to make your updates.

The following columns can be updated in each tab:

- Currencies - Currency Description, Currency Cost Format, Currency Retail Format, Currency Cost Decimal, and Currency Retail Decimal
- Currency Translations - Currency Description
- Currency Exchange Rates - no updates are allowed on this tab. To update the exchange rate for a currency code a new row must be added with a future effective date.

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet.

Delete a Currency

Existing currency codes, translations, and rates can all be deleted by selecting the action type Delete in the row you wish to delete. However, a currency code cannot be deleted if it is referenced elsewhere in Merchandising, such as on a Purchase Order.

Upload Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Finance Administration and the template Currencies. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Manage Entity Exchange Rate Configuration

Merchandising and Trade Management provide the option to configure which date to use when determining the exchange rate to use for certain transactions. This configuration also allows you to determine whether or not the entities exchange rate should be used or ignored. For example, if an exchange rate is entered on a purchase order, you can determine if that rate should be used or the one in the currency exchange rate table based on the date configuration. This table is seeded initially, but can be updated as needed to support your business. The following entities support configuring the date to use for currency exchange rates:

Table 5–1   Manage Entity Exchange Rate Configuration Options

Entity	Exchange Rate Date Options
Merchandising	

Table 5–1 (Cont.) Manage Entity Exchange Rate Configuration Options

Entity	Exchange Rate Date Options
Order Cost	Transaction Date*, Original Order Approval Date
Order Expenses	Transaction Date*, Original Order Approval Date
Trade Management	
Order Assessments	Transaction Date*, Original Order Approval Date
Transportation	Commercial Invoice Date*, Finalized Date
Customs Entry	Entry Date*, Confirmed Date
Letter of Credit	Application Date*, Confirmed Date
Obligations	Obligation Approval Date, Invoice Date*, Paid Date

* Initial system default

The configuration for this function is accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data. To update the configuration, you will select the template type of Finance Administration from the Download Data screen and then the template Entity Exchange Rate Configuration. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be one sheet that can be modified - Entity Exchange Rate Config.

Update Entity Exchange Rate Configuration

If you would like to update the exchange rate date used for any of the above entities, download the spreadsheet, and then navigate to the row where you would like to make your updates and choose the action type of Update.

The following columns in the worksheet can be updated:

- Ignore Entity Exchange Rate - this can be set to Yes or No, depending on whether you want to use the exchange rate on the entity or use one in the exchange rate table based on the date configuration. The default for all entity options is No.

- Exchange Rate Date - indicate the date you want used for an entity. Valid values are based on the table above.

Uploading Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Finance Administration and the template Entity Exchange Rate Configuration. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

See also Download/Upload Data from Spreadsheets in the *Oracle Retail Merchandising Do the Basics User Guide*.

Currency Cross Reference

Currency Exchange Type mappings exist as a cross reference between the Merchandising currency types and those maintained in an external financial system, if they differ. This cross reference is used when importing current exchange rates from the financial system, where the financial system may maintain a different exchange type than is used in Merchandising. Updates to these mappings can be made through spreadsheet download and upload processes. These processes are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To update currencies exchange type mappings, you will select the template type of Finance Administration from the Download Data screen and then the template Currency Exchange Type Mappings. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be one sheet that can be modified - Currency Exchange Type Mapping.

Update a Mapping

Currency exchange type mappings can only be updated. It is not permitted to add new or delete existing rows. To update existing mappings, first download the spreadsheet. In the Currency Exchange Type Mapping sheet all existing cross reference values will be displayed. To update an existing record, select the action type of Update for the row being updated. Both the External Exchange Types and RMS Exchange Types columns may be updated but both are required.

Uploading Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Finance Administration and the template Currency Exchange Type Mappings. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Manage VAT Codes/Rates

As part of the base installation, the data below will be seeded into the VAT tables in Merchandising if you are configured to run in Simple VAT mode (see "Install Options"). One VAT region will be added (1000 - VAT Region 1000), which will be assigned as the default VAT region. Four VAT codes will also be created with one rate record added using the date of the install as the active date as shown below. Before you add hierarchies, suppliers, locations, or items, you'll want to refine this data based on your tax requirements. For more details on how to do this configuration of regions, codes, and rates, see the *Oracle Retail Merchandising Finance User Guide* section for Manage Financial Administration Data.

VAT Code	Description	Rates
S	Standard	10.00

VAT Code	Description	Rates
E	Exempt	
C	Composite	
Z	Zero	

6

Item Types

Merchandising supports creating a number of different types of items, as well as a number of different item format types. This section outlines some basic information about the different item number formats and types of items supported to help you understand how you may want to configure this for your business.

Item Number Types

Merchandising supports a number of different item number formats. However, for most implementations, there is a much smaller subset of these types that are used. It usually is helpful to hide the types that not relevant for your business to assist your users in setting up items and ensure that they follow the standards you define. This can be done by updating the used flag for code type UPCT, following the directions in the Codes and Descriptions section of this document.

The most commonly used number types for transaction level items and above are the Oracle Retail Item Number or Manual to account for any unique item formats or for legacy items that might require an alpha numeric character. The majority of the rest of the item types are various barcodes - some of which are applicable for individual items and some of which are more applicable to packs.

Table 6–1   Item Number Type Codes and Code Descriptions

Code	Code Descriptions
EAN13	EAN/UCC-13
EAN13S	EAN/UCC-13 with Supplement
UCC14	EAN/UCC-14
EAN8	EAN/UCC-8
ISBN10	ISBN-10
ISBN13	ISBN-13
MANL	Manual
NDC	NDC/NHRIC - National Drug Code
ITEM	Oracle Retail Item Number
PLU	PLU
SSCC	SSCC Shipper Carton
UPC-A	UCC12
UPC-AS	UCC12 with Supplement

Table 6–1   (Cont.) Item Number Type Codes and Code Descriptions

Code	Code Descriptions
UPC-E	UCC8
UPC-ES	UCC8 with Supplement
VPLU	Variable Weight PLU

Item and Transaction Levels

Merchandising has a flexible three-level item hierarchy that allows you to choose how to configure your items to best suit your business. You may choose to use all three levels, or you may use only one or two, depending on the types of items you buy and sell. It is also flexible enough to allow you to use different configurations for different parts of your business. For example, if you have a portion of your business that sells clothing that has a style, SKU, and barcode level, you may use all three levels. But, another part of your business may not have the style level, and so you could choose to use only two-level items for that division.

Determining how you want create your items in the various areas of your business is a key implementation activity. As part of that decision, the transaction level - or the level at which key item activities like inventory management occurs - must also be determined. The most common models for items and the transaction level used for each are as follows:

Table 6–2   Item and Transaction Levels

	Level 1	Level 2	Level 3	Transaction Level
Fashion	Style	SKU	Barcode	SKU
Hard-lines	SKU	Barcode	n/a	SKU
Grocery	SKU	Barcode	n/a	SKU
Packs (Simple and Complex)	Pack	Barcode	n/a	Pack

As part of the initial configuration of the solution, you may want to update the labels that Merchandising uses for each of these levels to better suit your business and make it easier for your users to understand which options to select when creating new items. The labels for the levels are managed as codes and can be updated in the Codes and Descriptions download/upload process described in this document. The codes applicable codes are described below.

Transaction Level Descriptions (code type = TLVL)

This code type is used for the transaction level dropdown when a user creates non-pack items, or when searching for items using Item Search.

Table 6–3   Transaction Level Descriptions

Code	Base Descriptions
1	Level 1
2	Level 2
3	Level 3

Item Level Descriptions (code type = ILVS)

This code type is used to populate item level dropdowns in Item Search.

Table 6–4   Item Level Descriptions

Code	Base Descriptions
1	Level 1
2	Level 2
3	Level 3

Pack Item Level Descriptions (code type = PITL)

This code type is used to populate the transaction level dropdown when a user creates a pack or to display the label for a pack item.

Table 6–5   Pack Item Level Descriptions

Code	Base Descriptions
1	Pack
2	Reference Item

Transaction Level 1 Item Level Descriptions (code type = T1IT)

For items that have their transaction level set to level 1, this is the label that is displayed when viewing the item in the Item workflow. This is usually used for hardline and grocery items that don't utilize differentiators.

Table 6–6   Transaction Level 1 Item Level Descriptions

Code	Base Descriptions
1	SKU
2	Reference Item

Transaction Level 2 Item Level Descriptions (code type = T2IT)

This code type is used for display labels for a level 2 transaction item. This is usually used for fashion items that utilize differentiators.

Table 6–7   Transaction Level 2 Item Level Descriptions

Code	Base Descriptions
1	Style
2	SKU
3	Reference Item

Transaction Level 3 Item Level Descriptions (code type = T3IT)

This code type is used for display labels for items that have the transaction level set to level 3. This is a less common item configuration, but may be used when you wish to track inventory at the barcode level in Merchandising.

Table 6–8   Transaction Level 3 Item Level Descriptions

Code	Base Descriptions
1	Style
2	SKU
3	Reference Item

Item Types

There are several different types of items that are supported in Merchandising. You may use all or just a subset of the item types in your business. For those item types that are not used, you can hide the options in the lists displayed to users to prevent them from choosing the wrong item types, if desired. This can be done in a few ways. If you have some users that work with grocery items and others who do not, you can assign the grocery privilege to the users that will set up the grocery item types (transformable items, deposit items, or catch weight items) and not to other users. Or if none of your items are considered "grocery" you can set the Grocery system option to unchecked to hide these item types from all your users. To further limit the list for either group of users, can also set the Used indicator to No for code type ITNG, for non-grocery items, or ITMT, for the full list of item types described below. See Codes and Descriptions for more details on how to make this update.

Regular Items

This is the most common item type. It can be used to represent a barcode, a fashion style or SKU, a hard-lines item, or a grocery item that doesn't fall into one of the other categories below. Regular items can be classified as inventoried, sellable, and/or orderable.

Complex Packs

Complex packs are a collection of other items that are either sold or ordered under a single identifier. Complex pack components can include individual items or another pack, often referred to as a nested pack. If adding a pack as a component of another pack, the component pack cannot have a nested pack as one its components. There are two types of complex packs - vendor and buyer. Buyer packs are primarily created to facilitate ordering or to represent a sellable only pack; whereas vendor packs are often defined by your supplier. Typical examples of orderable complex pack are fashion prepacks where all the component items are SKUs in a single style or display packs that contain a variety of sellable SKUs, where the shipping container may also be used for display in the store, such as for selling batteries.

The table below shows which types of component packs can be nested pack inside which types of packs.

| Pack Types -> | Buyer Pack | | | Vendor Pack | |
Component Types	Orderable/Sellable	Non-Orderable/ Sellable	Orderable/ Non-sellable	Sellable	Non-Sellable
Buyer Pack (Orderable/Sellable)	Yes	Yes	Yes	No	No
Buyer Pack (Non-Orderable/Sellable)	No	Yes	No	No	No
Buyer Pack (Orderable/Non-Sellable)	Yes	Yes	Yes	No	No
Vendor Pack (Sellable)	Yes	Yes	Yes	Yes	Yes
Vendor Pack (Non-Sellable)	Yes	Yes	Yes	Yes	Yes

Simple Packs

Simple packs are similar to complex packs, but they only contain a single component item. Simple packs are always orderable and optionally can be sellable as well.

Deposit Items

Deposit items are defined as a product that has a portion which is returnable to the supplier and is sold to the customer, with a deposit taken for the returnable portion. In Merchandising, there are actually four distinct types of deposit items that work together for purchasing, sales, and returns. A good example of this type of item would be soda sold in bottles.

Content Item

This type of item is created as a sellable, orderable, and inventoried item and represents the contents of the deposit item, for example the actual soda in the soda bottles. All content items must be linked to a single container item.

Container Item

The container item is sellable only and is associated with one or more content items. Usually this item will be set up with a retail that is the equivalent of the deposit value. Although this item is sellable only, because of its link to the content item, it will be automatically added to transactions involving the content item. For example, if you create a return to vendor transaction for the content item, the container item will also be added.

Returned Item

This would represent the empty container that is returned by the customer in order to receive their deposit back. The retail price associated with this item should be the deposit amount that will be refunded to the customer. This item type is always created as sellable and inventoried, but not orderable. This is managed as a separate item so that it can be tracked as a financial liability while in the possession of the customer.

Crate Item

This is optional, but may be used to represent a container containing multiples of the content/container item combinations. For example, a box containing 12 bottles of soda. These crate items are always created as sellable, inventoried, and orderable.

You may also create a complex pack that contains the container and content items, with an associated barcode for selling or ordering purposes. The crate item can also be optionally be included. If that type of pack is created, then it will be searchable by the item type of Deposit Complex Pack. This item type is not selectable when creating items, but rather is system derived after the complex pack has been created based on the component items. This is also a type of complex pack that can be setup on replenishment, as it is technically a simple pack, even though there are multiple items included, since replenishment is really driven based on the content item.

Transformable Items

Transformable items are items that are purchased in one form and sold in another. Most commonly this is used in grocery where butchering or other breakdown of products is performed in the store or warehouse. There are two types of transformable items that must be created - sellable and orderable.

Orderable

Orderable transformation items cannot be sold, and so do not have a retail price, but their inventory is decreased based on sales of the sellable items that are linked to it. One or more sellable items can be associated with the orderable item, with each sellable item having a percentage of the orderable items defined. You can also define a percentage of the orderable item that is considered production loss. For example, if your orderable item is a side of beef, the sellable components may be a specific cut of streak.

Sellable

This item type is created as a subset of the orderable item that exists post-transformation and is what is ultimately sold to the end consumer. When sold, these items decrease the inventory of the orderable item based on the transformation details defined for the orderable item.

A sellable item can be associated to more than one orderable items as well. For example, if you have a sellable item called Meatloaf Mix, which is comprised of equal parts of ground beef and ground pork. If you choose to have a sellable item associated with multiple orderable items, then you'll also define the percent of the sellable item that comes from each orderable.

> **Note:** Deposit and Transformable item types will only be visible to users when creating new items if they have the Grocery privilege assigned to them in Merchandising.

Other Item Variations

Catch Weight Items

Catch weight is a variation of a regular item or simple pack that allows for the ordering and management of items that vary by weight from one instance of an item to the next. Examples of this are primarily in the grocery industry, where items such as

fresh produce, deli, butchery, and prepackaged cheese and meat are often purchased by weight and may be sold by weight or as individual products (eaches). Catch weight items can have a varying cost by unit of measure (UOM) and have an average weight maintained for the items, which is used by any transactions involving the items where a weight is not captured.

Four different types of catch weight items are supported, which are driven by two main attributes selected when creating these types of items - the order type and the sales type.

Order Type

There are two order types supported, fixed weight and variable weight. In both cases, you'll be ordering by weight from your supplier. But, for fixed weight items, the price you pay your supplier doesn't vary based on the actual weight of the product when it is received. This is usually used for product where you have an agreed upon cost per case, like for a crate of fruit. Variable weight on the other hand can vary more from shipment to shipment, and so the weight received is the weight that you would pay the supplier. This works well for items like a whole ham that will be sliced in store when sold to a customer.

Sales Type

There are also two sales types supported, loose weight and variable weight. Items sold in varying weights, like bananas or deli meat, are sold by weight and also inventoried by weight. Whereas other items that are pre-packaged may be inventoried as eaches, even though they are sold by weight. A good example of a variable weight each would be pre-packaged steaks or cheese sold in the store.

Table 6–9   Sales Types

	Order Type	Sales Type	Example
Type 1	Fixed Weight	Loose Weight	Bananas
Type 2	Variable Weight	Loose Weight	Deli meat or cheese
Type 3	Fixed Weight	Variable Weight Each	Pre-packaged cheese
Type 4	Variable Weight	Variable Weight Each	Pre-packaged steaks

For more information on creating and using catch weight items, see the Catch Weight Overview white paper found on My Oracle Support under ID 1585843.1.

Consignment and Concession Items

Consignment and concession are two different business models used for items that are owned by the supplier until the point that they are sold in your stores. Consignment is a marketing arrangement where physical control of merchandise, but not the title of ownership is transferred from the consignor (the supplier) to the consignee (the retailer). The title to the goods remains with the consignor until the goods are sold. Upon sale of the goods, the consignor bills the consignee via an invoice. Concession is an arrangement where a retailer rents floor space in their store to a supplier in return for a percentage of sales turnover for items sold. The retailer does not own the inventory being sold and ownership is not transferred when the items are sold. Instead, a record of concession sales is recorded and the retailer bills the supplier.

In Merchandising, the designation of the ownership type for an item is made based on the primary supplier/country. You can use the same ownership model for all locations for an item or have some items with one ownership model and others with another.

However, for a particular item it cannot be concession at one location and consignment at another.

The cost that you pay your supplier for consignment and concession items is also defined at the supplier/country or supplier/country/location level. It can be based on a set cost (like owned items) or based on a percentage of the selling price.

Like regular items, consignment and concession items can be inventoried and included on inventory transactions, such as purchase orders and transfers, but will not impact your stock ledger until they are sold to an end consumer or you otherwise take ownership of the items. For example, if you transfer an item from a location where it is consigned to a location where it is considered owned. Similarly, if a customer return is made at a location where the inventory is consigned, the item is "returned" to the supplier from a financials perspective, although it still exists in your location.

The primary difference between consignment and concession items is generally how you invoice your supplier. For consignment items, purchase orders and invoices are generated for sales and return to vendor transactions and debit memos are generated for returns. However, for concession items, the sales data is instead staged for direct billing via accounts receivable; POs, RTVs, invoices, and debit memos are not generated for concession items.

Other Notes:

- The following item types in Merchandising cannot be designated as consignment or concession: transformable, deposit, packs (simple and complex), or catch weight items.

- The ownership model for a particular item must be the same for all virtual warehouses in a particular physical Warehouse.

- The ownership model for all child items under a single parent must be the same.

7

Estimated Landed Cost

If you are using estimated landed cost functionality in Merchandising, then there are a few additional components that are seeded into the solution that you will need to be aware of and in some cases update. These include cost components, CVBs, and cost zone groups.

Note: For additional information on these topics, see also the Oracle Retail Trade Management white paper found on My Oracle Support under ID 1585843.1.

Cost Components

Cost components are another piece of seeded data in Merchandising that is loaded if you are using estimated landed cost functionality. These seeded cost components must remain in the system and should not be updated as they are used for specific functionality. These components are:

- Total Expense (TEXP)
- Total Expense Country (TEXPC)
- Total Expense Zone (TEXPZ)
- Order Cost (ORDCST)
- Unit Cost (UNCST)

It is expected that you will also add cost components related to specific expenses and assessments for your business. For more information on adding cost components, see the "Cost Components" section in the *Oracle Retail Merchandising Foundation Data User Guide*.

Computational Value Bases

Computational value bases (CVBs) are also loaded when using estimated landed cost, as part of the base installation that relate to the cost components described above. These should not be modified as they are used for very specific functions within the landed cost calculations.

- TEXPC - Total Expense Country
- TEXPZ - Total Expense Zone
- TEXP - Total Expense

Additional CVBs can be added as needed to support your business. For more information on creating new CVBs, please see the *Oracle Retail Merchandising Foundation Data User Guide* section on Computational Value Bases.

Cost Zone Groups

When using estimated landed cost functionality in Merchandising (see Functional system options above), then all items will need to be associated with a cost zone group. Zone groups and zones are used to manage expenses associated with purchasing product and moving it from a lading port to your locations. Stores and warehouses that incur similar in-country expenses can be grouped into a zone for easier management of the estimated costs.

As part of the initial data seeding, Merchandising will create two zone groups:

- 1000 - Location Zone Group

- 2000 - Geographic Cost Zones

These can be updated to descriptions that better suit your business in the Cost Zones page in Merchandising. For more information on this update, see the *Oracle Retail Merchandising Foundation Data User Guide* section Manage Cost Zones. Once you begin creating stores and warehouses, you can then group the appropriate stores and warehouses together in your desired zone groupings.

8

# Configure Spreadsheet and Background Processing

Merchandising uses a spreadsheet download and upload process for creation and maintenance of a number of different entities, including foundation data, items, and purchase orders. To support those functions, there are a number of different configurations that should be reviewed as part of your implementation. These configurations fall into two main categories - template configuration and another set of system options. Additionally, there are several background processing jobs in Merchandising that can be configured using a spreadsheet download/upload process. These background jobs run outside the nightly batch cycle to purge old data, or evaluate whether transactions can be closed. All of these configurations are described in this section.

Configure Templates

All spreadsheet downloads and uploads leverage templates, which determine the specific format that Merchandising expects when downloading and uploading data. For many of the foundation data entities these formats are fixed. However, for certain entities where the number of attributes being managed is larger, template configuration is available. This configuration is also available for three entities for Pricing. The entities supported are:

- Items
- Cost Changes
- Purchase Orders
- Replenishment Attributes
- Price Changes
- Clearances
- Promotions

Template configuration can be used to update the worksheet tab titles and column headers, hide worksheets or columns that are not used, and define default values for attributes. For example, if you may want to create one template for new items and another that is used for updating specific item attributes, like adding user defined attributes (UDAs). Or you could create one template that is used for managing replenishment attributes for items that use Min/Max replenishment and one for items that use Dynamic replenishment.
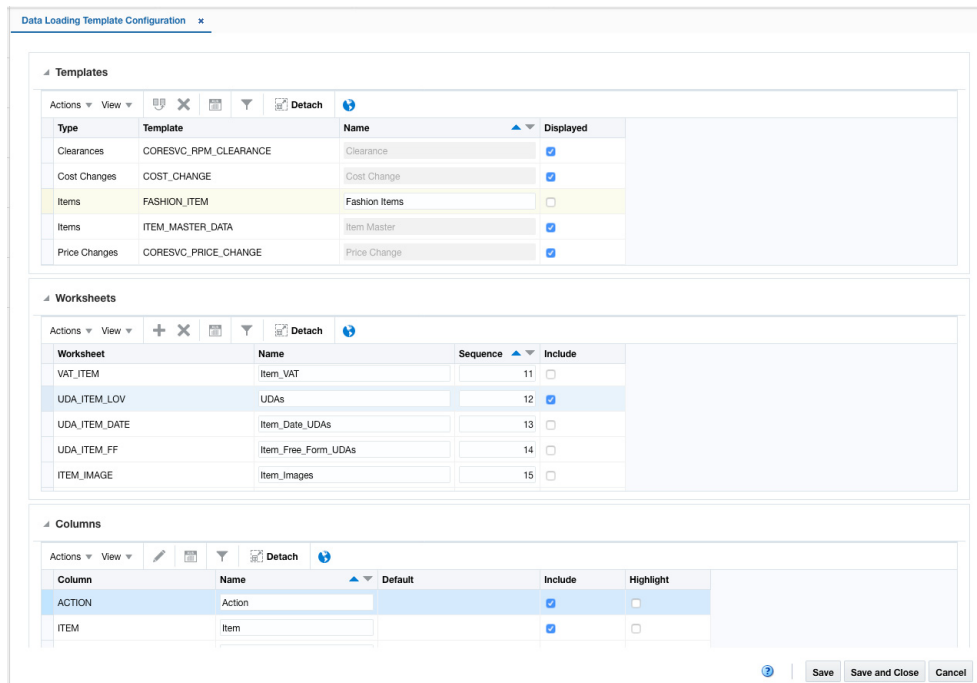
To access the template configuration, select the Data Loading Template Configuration option under Application Administration in the task list. Initially you should see the base template for each of the entities listed above. It is recommended that you do not modify the base templates, but instead start with selecting the base template for the entity you are configuring and the select the Create from Existing option in the Actions menu of the Template table. This will preserve your configurations when the application is patched. From here you can update the template name, which is what users will select when uploading or downloading this entity and choosing whether or not it should be displayed. If it is not set to display, then this template will not be visible to users outside this configuration screen.

Next, select which worksheet you want to include in your template, and in which order you want them displayed. For example, if you are creating a template for updating UDAs for an item, you may only want the Item and UDA LOV tabs included. You can also update the name of the worksheet; however, it should be noted that if you plan to use Microsoft Excel for spreadsheet maintenance, there should not be any spaces between words in your worksheet names.

Lastly, for each column in the included worksheets, you can choose whether or not to include it in the template, update its display name, and choose whether or not to highlight the column in the spreadsheet. The highlight may be useful if you are trying to direct users to update or validate a particular set of attributes in the spreadsheet. Additionally, for each attribute whether it is included or not, you can define a default value. Where applicable, a list of values will also be available to select valid values for the defaults.
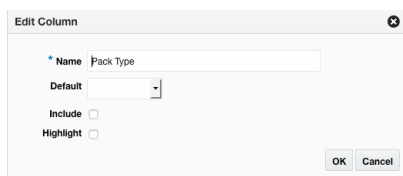
After all your updates are applied to the template configuration, save your changes and then access the Download Blank Template option under Data Loading in the task list to test your template configuration.

Manage Template Lists of Values

Merchandising provides the capability to configure the templates used for uploading data via spreadsheet by configuring code types that will be used for populating drop down lists in the spreadsheet columns. The code types used refer to those that can be viewed and updated in the "Codes and Descriptions" template (accessed under the Administration template type). Any changes to the codes in the code type, including which are displayed and the descriptions used, should be made in that template. However, if you would like to change the code type used for a template or add a new one, this configuration is also created, maintained, or deleted through spreadsheet upload and download processes. These processes are accessed through the main Merchandising task list under Foundation Data > Download Foundation Data and Foundation Data > Upload Foundation Data.

To add or update code types associated with a template, you will select the template type of Administration from the Download Data screen and then the template Data Loading Configuration. Click the Download button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be a single sheet that can be modified - S9T Listvals.

Add a Code

To add a code type for a template, start in the S9T Listval tab, and, in a blank line in the template, select the action type of Create. Next, enter a template category to which the spreadsheet belongs to. Valid values for this column are stored under code type S9TC and can be viewed in the Codes and Descriptions template. Next, specify the valid sheet name and column name to which this drop-down mapping belongs to. The valid values used for these two columns must be based on the definitions stored in the S9T_TMPL_COLS_DEF table for the specific template; sheet name uses the value in WKSHT_KEY and column name uses the value in COLUMN_NAME. Finally, enter the code type from which the drop-down values should be obtained from.

Update Induction Configuration

If you would like to change the code type associated with a template, a similar process will be followed as that described above for creating new induction configuration. First, download the spreadsheet, and then navigate to the tab where you would like to make your updates.

In the tab where you are going to make your updates, select the action type of Update, and then correct the value in the spreadsheet. Only the Code column can be updated.

Deleting an Induction Configuration

If you wish to delete an induction configuration, update the action column to select Delete.

Uploading Changes

For all actions defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Induction Configuration. This will generate a process description automatically, but this can be

updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Admin Induction Configuration

There are several parameters that impact the upload of foundation data via spreadsheets, as well as the download into spreadsheets. These parameters are managed via the Foundation Data Upload and Download Tasks via the Admin Induction Configuration template listed under the Administration template type. This template when downloaded contains one worksheet, Admin Induction Config. The worksheet carries a single row of information and supports only updates. The parameters contained in the worksheet are described below. To make updates to the attributes, select the action type of Update in the appropriate tab and apply your changes.

System Options	Description
Maximum Records for Download	Indicates the maximum number of records for the entity that you are downloading that can be extracted into a spreadsheet at a time. If the entity contains more than this number of rows, apply data filters, if available, to minimize the number of records to manage. If the entity you are trying to download has more than this number of records in it, an error will be raised.
Maximum Records for Synch Download	Indicates the maximum number of records for the entity that you are downloading that can be extracted into a spreadsheet in synchronous mode (while the user waits). If the data set exceeds this number of records, the request will be processed asynchronously.
Maximum File Size for Upload	Indicates the maximum number of records for an entity that can be uploaded in one process. If an entity exceeds this number of records, users will have to break their data into separate data sets for uploading. For entities that have more than one table contained in the spreadsheet, the "header" table is used for the record count.
Maximum File Size for Synch Upload	Indicates the maximum number of records can be uploaded for an entity in synchronous mode (while the user waits). If the data set exceeds this number of records, the request will be processed asynchronously.

Uploading Changes

For the attributes defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Admin Induction Configuration. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet. To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Item Data Loading Configuration

There are several parameters that impact the upload of items via spreadsheets or using the integration methods, as well as the download of items into spreadsheets. These parameters are managed via the Foundation Data Upload and Download Tasks via the Item Data Loading Configuration template listed under the Administration template type. This template when downloaded comprises of two worksheets, Item Induction Configuration and Coresvc Item Induction Configuration. Each of these worksheets carries a single row of information and supports only updates. The parameters contained in each of these worksheets are described below. To make updates to either set of attributes, select the action type of Update in the appropriate tab and apply your changes.

Item Induction Configuration

This worksheet contains parameters that specify upper bounds on file size and the number of records that can be uploaded or downloaded.

System Options	Description
Maximum Number of Items for Download	Specifies the maximum number of items that can be downloaded at a time. The value in this parameter is compared to the number of item master level records would be extracted based on the criteria used in the Merchandising screen to initiate the extract. It is recommended that this be set to 1,000 or lower for best performance.
Maximum Number of Items for Synchronized Download	Specifies the maximum number of items, counting by item master rows, that can be downloaded while the user waits, before switching to asynchronous processing.
Maximum File Size for Upload	Specifies the maximum size of the file (XML or .ods) that can be processed for upload at a time, measured in bytes. It is intended to be set based on a typical file sizes and processing time considerations. It is recommended that this be set to 500MB or lower for best performance.
Maximum File Size for Synch Download	Specifies the maximum size of the file (XML or .ods) that can be processed for an upload in synchronous mode, measured in bytes. This value should be set based on acceptable wait times. If the file size exceeds this value, the process request will be queued for asynchronous processing.
Maximum Number of Cost Changes for Synchronized Download	Specifies the maximum number of cost changes, by the number of header rows, that can be downloaded while a user waits, before switching to asynchronous processing
Maximum Number of Cost Changes for Download	Specifies the maximum number of cost changes that can be downloaded at a time, by number of header rows. It is recommended that this be set to 1,000 or lower for best performance.

Item Configuration

This worksheet contains parameters that capture the default choices to be used while cascading of item details from parent to child or other higher to lower levels within the item structure during the creation of items via the upload process.

System Options	Description
Maximum Chunk Size	This indicates the maximum number of items, based item master records, that should be processed in one chunk.

System Options	Description
Number of Error on Process Retention Days	This attribute is no longer used by Merchandising.
Cascade UDA Details Indicator	Indicates whether updates, inserts, or deletes to UDAs for a parent item should be cascaded to the child items. Valid values are Yes or No.
Cascade of IUD for Item, Supplier and Country Indicator	Indicates whether updates, inserts, or deletes to item/supplier/country of origin records for a parent item should be cascaded to the child items. Valid values are Yes or No.
Cascade of IUD for Item, Supplier and Country Dim Indicator	Indicates whether updates, inserts, or deletes to item/supplier/country/dimensions for a parent item should be cascaded to the child items. Valid values are Yes or No.
Cascade of IUD for Item, Supplier, Manu Country Indicator	Indicates whether updates, inserts, or deletes to item/supplier/country of manufacture for a parent item should be cascaded to the child items. Valid values are Yes or No.
Update Default Location to All Item Supplier Country Indicator	Indicates whether updates, inserts, or deletes to item/supplier/country of origin records should be cascaded to the item/supplier/country of origin/locations. Valid values are Yes or No.
Update Child Default Location to all Item Supplier Country Indicator	Indicates whether updates, inserts, or deletes to item/supplier/country of origin/location records for a parent item should be cascaded to the child items. Valid values are Yes or No.
Cascade VAT Items	Indicates whether inserts, or deletes to VAT information for a parent item should be cascaded to the child items. Valid values are Yes or No.
Maximum Item Reserved Quantity	This parameter is used by the Item Reservation web service that can be used by an external system to request Merchandising item numbers. It specifies the maximum number of items that can be reserved in Merchandising by an external application.
Maximum Item Expiry Date	This parameter is used by the Item Reservation web service that can be used by an external system to request Merchandising item numbers. It specifies the maximum number of number of days for which item numbers that have been previously reserved will remain unused before they will be released.
Maximum Number of Threads	This attribute is no longer used by Merchandising.
Waiting Time between Threads (milliseconds)	This attribute is no longer used by Merchandising.
Cascade of Image Inherit on Child/Grandchild Indicator	Indicates whether image associated with a parent item should be inherited by the child items.
Cascade of IUD on Item, Supplier Indicator	Indicates whether updates, inserts, or deletes to the item supplier details associated with a parent item should be inherited by the child items.
Cascade of HTS	Indicates whether updates, inserts, or deletes to the HTS records for a parent item should be cascaded to the child items.
Cascade of Assessments	Indicates whether updates, inserts, or deletes to assessments records for a parent item should be cascaded to the child items.
Cascade of Expenses	Indicates whether updates, inserts, or deletes to the expense records for a parent item should be cascaded to the child items.

System Options	Description
Cascade of Item Tickets	Indicates whether updates, inserts, or deletes to ticketing information for a parent item should be cascaded to the child items.
Cascade of Seasons	Indicates whether or not seasons should be cascaded to child items when added for a parent item. Valid values are Yes (Y) or No (N).
Cascade of Upcharges	Indicates whether or not upcharges should be cascaded to child items when added for a parent item. Valid values are Yes (Y) or No (N).

Uploading Changes

For the attributes defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Item Data Loading Configuration. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet. To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Order Data Loading Configuration

There are several parameters that impact the upload of orders via spreadsheets or using the supported integration methods, as well as the download of orders into spreadsheets. These parameters are managed via the Foundation Data Upload and Download Tasks via the Order Data Loading Configuration template listed under the Administration template type. This template when downloaded comprises of two worksheets, Purchase Order Induction Configuration and Svc Order Parameter Configuration. Each of these worksheets carries a single row of information and supports only updates. The parameters contained in each of these worksheets are described below. To make updates to either set of attributes, select the action type of Update in the appropriate tab and apply your changes.

Purchase Order Induction Configuration

This worksheet contains parameters that specify upper bounds on file size and the number of records that can be uploaded or downloaded.

System Options	Description
Maximum PO for Download	Specifies the maximum number of orders that can be downloaded at a time. The value in this parameter is compared to the number of order header level records would be extracted based on the criteria used in the Merchandising screen to initiate the extract. It is recommended that this be set to 1,000 or lower for best performance.
Maximum PO for Synchronized Download	Specifies the maximum number of orders, based on order header records, that can be downloaded while the user waits before switching to asynchronous processing.
Maximum File Size for Upload	Specifies the maximum size of the file (XML or .ods) that can be processed for upload at a time, measured in bytes. It is intended to be set based on a typical file sizes and processing time considerations. It is recommended that this be set to 500MB or lower for best performance.

System Options	Description
Maximum File Size for Synch Download	Specifies the maximum size of the file (XML or .ods) that can be processed for an upload in synchronous mode. This value should be set based on acceptable wait times. If the file size exceeds this value, the process request will be queued for asynchronous processing.

Order Parameter Configuration

This worksheet contains parameters that capture the default set of choices to be used while creating or updating of Purchase Orders via the upload process.

System Options	Description
Maximum Chunk Size	This indicates the maximum number of orders, based on order header rows, that should be processed in one chunk.
Maximum Number of Threads	This indicates the maximum number of concurrent threads for processing orders.
Waiting time between Threads (milliseconds)	This parameter holds the number of milliseconds between the submissions of two threads.
Maximum Order No Quantity	Contains the maximum number of order numbers that can be pre-issued in one request via the Order Management Service API. As part of the service call, the request contains the number of order numbers that the external system is requesting. This would limit how large that number can be.
Maximum Order Expiry Days	Contains the maximum number of days from today that order numbers can be reserved when requested via the Order Management Service API. If the numbers are requested for a date longer than this, then an error will be raised.
Scaling on PO Quantity Indicator	Indicates whether or not scaling is to be performed on the quantities in the purchase order when uploaded. If not done as part of the upload, scaling can still be performed in the ordering screens manually after they are uploaded. Valid values are Yes or No.
Deals on PO Indicator	Indicates whether or not deals are to be applied on the purchase order on upload. If not done as part of the upload, deals can still be applied using the ordering screens manually after they are uploaded. Valid values are Yes or No.
Brackets on PO Indicator	Indicates whether or not bracket costing related brackets are to be applied to the purchase order, when applicable. If bracket costing is not used, this can be set to No. Valid values are Yes or No.
PO Approval on OTB Limit Exceed Indicator	Indicates whether or not PO approval via induction will be allowed if OTB limits have been exceeded for an order. If Yes, this will raise a warning only and the order will be able to be created in Approved status. If No, then it will raise an error with the order and it will remain in Worksheet status. Valid values are Yes (Y) or No (N). This check will only be performed if the system option for OTB is set to Yes.
Replenishment Recalculation Indicator	Indicates whether or not replenishment results are to be recalculated based on uploaded order updates. Valid values are Yes or No.
PO Linked Allocation Cancel Indicator	Indicates whether or not PO linked allocations will be cancelled when the order is cancelled or set back to worksheet status. If yes, then in order to re-allocate based on any updates to the order made while it is in worksheet status, the allocation will need to be re-created. Valid values are Yes or No.

System Options	Description
PO Linked Open Shipment Cancel Indicator	Indicates whether or not open shipments linked to the PO will be cancelled when the order is cancelled. Cancelled shipments cannot be reinstated. Valid values are Yes or No.
Manual Cost Override Indicator	Indicates whether or not manual costs will be overridden when deals are applied. If not, then when deals are applied to the order, the item/location combinations with a manual cost will be ignored. Valid values are Yes or No.

Uploading Changes

For the attributes defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Order Data Loading Configuration. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet. To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Replenishment Data Loading Configuration

There are several parameters that impact the upload of replenishment attributes via spreadsheets or using the supported batch upload, as well as the download of existing attributes into spreadsheets. These parameters are managed via the Foundation Data Upload and Download Tasks via the Replenishment Data Loading Configuration template listed under the Administration template type. This template when downloaded contains a single worksheet, Replenishment Induction Config. This worksheet consists of a single row of information and supports only updates. The parameters contained in the worksheet are described below. To make updates to the attributes, select the action type of Update in the appropriate tab and apply your changes.

System Options	Description
Maximum Chunk Size	This indicates the maximum number of replenishment attribute records that should be processed in one chunk.
Maximum Number of Threads	This indicates the maximum number of concurrent threads for processing replenishment attribute updates.
Waiting Time Between Threads (milliseconds)	This parameter holds the number of milliseconds between the submissions of two threads.
Maximum Replenishment for Download	Specifies the maximum number of replenishment attribute records that can be downloaded at a time. It is recommended that this be set to 1,000 or lower for best performance.
Maximum Replenishment for Synchronous Download	Specifies the maximum number of replenishment attribute records that can be downloaded while the user waits before switching to asynchronous processing.

System Options	Description
Maximum File Size for Upload	Specifies the maximum size of the file (XML or .ods) that can be processed for upload at a time, measured in bytes. It is intended to be set based on a typical file sizes and processing time considerations. It is recommended that this be set to 500MB or lower for best performance.
Maximum File Size for Synch Upload	Specifies the maximum size of the file (XML or .ods) that can be processed for an upload in synchronous mode. This value should be set based on acceptable wait times. If the file size exceeds this value, the process request will be queued for asynchronous processing.

Uploading Changes

For the attributes defined above, once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select Foundation Data > Upload Foundation Data from the main task list. In this screen, select the template type Administration and the template Replenishment Data Loading Configuration. This will generate a process description automatically, but this can be updated if desired. Lastly, select the Browse button and navigate to the directory where you saved the updated spreadsheet. To review the status of the upload and check whether any errors occurred, select the Foundation Data > Review Status task from the main task list.

For more information, see "Download/Upload Data from Spreadsheets" in the *Oracle Retail Merchandising Do the Basics User Guide*.

Cost Change Data Loading Configuration

Cost changes that are uploaded via either spreadsheet or the bulk batch upload use some of the same item level parameters as defined above. However, there are also a few that are unique for cost changes, as defined in the table below. Note: this configuration can currently only be updated by the Oracle Cloud Operations team in a cloud services implementation.

System Options	Description
Maximum Chunk Size	This indicates the maximum number of cost changes records, based on header level, that should be processed in one chunk.
Variance Comparison Basis	The basis by which the variance between the new and old unit cost are compared against the tolerance set for a supplier site. Valid values are: ■ Both (B) - new cost must fall within both the percent and value variance of the old cost (default) ■ Either (E) - new cost must fall within either the percent or value variance of the old cost ■ Value (D) - new cost must fall within value variance of the old cost ■ Percent (P) - new cost must fall within the percentage variance of the old cost

Background Process Configuration

Certain processes within Merchandising can be run in the background, periodically throughout the day. For these background processes, there are configurations that can be made to control how they will run. The configurations are managed in Merchandising through spreadsheet upload and download processes. These processes

are accessed through the main Merchandising task list under **Foundation Data > Download Foundation Data** and **Foundation Data > Upload Foundation Data**.

To update the configurations, you will select the template type of **Administration** from the Download Data screen and then the template **Background Process Configuration**. Click the **Download** button and when prompted, choose to either open the .ods file that is generated or save the file and open it separately in the spreadsheet application of your choice. Once opened, there will be one sheet that can be modified - Merch Batch Params.

Update Inventory Status Type or Code or Inventory Adjustment Reason

The structure of the data that is downloaded is such that each process name/parameter combination are listed in the rows in the spreadsheet template. The only action for these configurations is Update, new processes or parameters cannot be added. Additionally, only certain parameters can be updated. For each process listed, the following parameters can be updated:

- **NUM_THREADS** - Indicates the maximum number of threads that the job should execute each time this background process runs. Valid values are whole numbers greater than or equal to 1, with a maximum value of 30.

- **NUM_DATA_TO_PROCESS** - Indicates the maximum number of rows that the job will process per thread, each time it executes. This can be used to throttle the amount of data processed each time it runs. Valid values are whole numbers between 1-10,000.

- **COMMIT_MAX_COUNTER** - Indicates the maximum number of records that will be processed before committing the records in the database. Valid values are whole numbers between 1-10,000.

  Should be set to be less than or equal to the NUM_DATA_TO_PROCESS parameter.

- **ARCHIVE_IND** - Indicates whether the data from this process should be archived or just purged. If set to Y, data will be archived. Only those programs that have a Y value for parameter ARCHIVE_JOB_IND are eligible for archiving. Valid values are Y or N.

All other values are shown for reference only and are managed by the Oracle Cloud Operations team. If you would like to update any details for a background process, download the spreadsheet, and then navigate to the row where you would like to make your updates, filtering the spreadsheet by the Batch Name or Param Key column, as needed.

The following columns can be updated in each row:

- **Param Value** - enter the valid value for the Param Key in the row based on the descriptions above

- **Comments**

In the row where you make your updates, select the action type of **Update**, and then update the value in the spreadsheet.

Uploading Changes

Once all the updates have been made to the data in the spreadsheet, save the file and close it. Then, return to the Merchandising screens and select **Foundation Data > Upload Foundation Data** from the main task list. In this screen, select the template type **Administration** and the template **Batch Process Configuration**. This will

generate a process description automatically, but this can be updated if desired. Lastly, select the **Browse** button and navigate to the directory where you saved the updated spreadsheet.

To review the status of the upload and check whether any errors occurred, select the **Foundation Data > Review Status** task from the main task list.

See also "Download/Upload Data from Spreadsheets" and "View Data Loading Status" in the *Oracle Retail Merchandising Do the Basics User Guide*.

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Data Access Schema Configuration

The Data Access Schema (DAS) is a way for certain tables in the Merchandising Foundation production database to be replicated to an on-premise or hosted environment to provide you with more direct access to your production data in order to build extensions, integration, custom reporting, and so on. The DAS uses Oracle GoldenGate, which is a comprehensive software package for real-time data integration and replication in heterogeneous IT environments. If you purchased the subscriber license for using GoldenGate as part of your Merchandising subscription, then once you have installed and configured your target environment, you can configure which of the tables available for replication you want replicated to your target database. All tables in DAS are accessed via database views. Views are used to ensure that, even if a column it dropped from a base table or no longer used, the view continues to include all columns, so that any integrations or other extensions built using the data will not fail. Although they may need to be altered to remain functionally correct.

The list of tables that are available to be replicated are found in the DAS data model, which can be downloaded from My Oracle Support by accessing note 2200398.1. For details on configuring your target environment and adding tables to DAS, see the My Oracle Support note 2283998.1.