

# **Oracle® Retail Store Inventory Management**

Implementation Guide, Volume 1 – Configuration

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Oracle Retail Store Inventory Management Implementation Guide, Volume 1 – Configuration, Release 13.2.6

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- Do you need different information or graphics? If so, where, and in what format?
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If you find any errors or have any other suggestions for improvement, then please tell us your name, the name of the company who has licensed our products, the title and part number of the documentation and the chapter, section, and page number (if available).

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# Preface

The *Oracle Retail Store Inventory Management Implementation Guide, Volume 1–Configuration* provides detailed information that is important when implementing SIM. The *Oracle Retail Store Inventory Management Implementation Guide, Volume 1–Configuration* provides the following information and more:

- System and store administration  
Details the SIM system and store options. System option parameters allow a user to change the parameter for the entire system and all stores. Store option parameters are only specific to the store the current user is logged in to.
- Functional design and overview  
Provides detailed information concerning the various aspects of the SIM functional areas.

## Audience

This document is intended for the Oracle Retail Store Inventory Management application integrators and implementation staff, as well as the retailer's IT personnel.

## Documentation Accessibility

For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=docacc>.

### Access to Oracle Support

Oracle customers have access to electronic support through My Oracle Support. For information, visit <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=info> or visit <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=trs> if you are hearing impaired.

### Related Documents

For more information, see the following documents in the Oracle Retail Store Inventory Management Release 13.2.6 documentation set:

- *Oracle Retail Store Inventory Management Release Notes*
- *Oracle Retail Store Inventory Management Installation Guide*
- *Oracle Retail Store Inventory Management Data Model*

- *Oracle Retail Store Inventory Management Operations Guide*
- *Oracle Retail Merchandising Implementation Guide, Volume 1 – Configuration*
- *Oracle Retail Store Inventory Management User Guide*

## Customer Support

To contact Oracle Customer Support, access My Oracle Support at the following URL:

<https://support.oracle.com>

When contacting Customer Support, please provide the following:

- Product version and program/module name
- Functional and technical description of the problem (include business impact)
- Detailed step-by-step instructions to re-create
- Exact error message received
- Screen shots of each step you take

## Review Patch Documentation

When you install the application for the first time, you install either a base release (for example, 13.2) or a later patch release (for example, 13.2.6). If you are installing the base release and additional patch releases, read the documentation for all releases that have occurred since the base release before you begin installation. Documentation for patch releases can contain critical information related to the base release, as well as information about code changes since the base release.

## Oracle Retail Documentation on the Oracle Technology Network

Documentation is packaged with each Oracle Retail product release. Oracle Retail product documentation is also available on the following Web site:

[http://www.oracle.com/technology/documentation/oracle\\_retail.html](http://www.oracle.com/technology/documentation/oracle_retail.html)

(Data Model documents are not available through Oracle Technology Network. These documents are packaged with released code, or you can obtain them through My Oracle Support.)

Documentation should be available on this Web site within a month after a product release.

## Conventions

The following text conventions are used in this document:

<b>Convention</b>	<b>Meaning</b>
<b>boldface</b>	Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.
<i>italic</i>	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.

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<b>Convention</b>	<b>Meaning</b>
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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# Introduction

Oracle Retail Store Inventory Management (SIM) empowers store personnel to sell, service, and personalize customer interactions by providing users the ability to perform typical back office functionality on the store sales floor. The results are greatly enhanced customer conversion rates, improved customer service, lower inventory carrying costs, and fewer markdowns. SIM delivers the information and flexible capabilities that store employees need to maintain optimal inventory levels and to convert shoppers into buyers.

The SIM solution does the following:

- Improves perpetual inventory levels by enabling floor-based inventory management through handheld (HH) devices and store PCs.
- Minimizes the time needed to process receipt and check-in of incoming merchandise.
- Receives, tracks, and transfers merchandise accurately, efficiently, and easily.
- Reduces technology costs by centralizing hardware requirements.
- Guides users through required transactions.
- Allows customizations to the product through an extensible technology platform.

The retailer's modifications are isolated during product upgrades, lowering the total cost of ownership.

## Skills Needed for Implementation

The implementer needs an understanding of the applications and technical concepts described in this chapter.

## Applications

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**Note:** See the *Oracle Retail Store Inventory Management Installation Guide* for a list of the Oracle Retail applications that are certified with this version of SIM.

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The implementer should understand the interface requirements of the integrated applications (with or without Retail Integration Bus (RIB)) and data sources for the foundation data. Depending on the version of SIM that you are using, SIM might be deployed either as:

- Standalone (that is, without RIB)

- With Oracle Retail Merchandising System (RMS), Oracle Retail Price Management (RPM) and Oracle Retail Integration Bus (RIB)
- With Oracle Retail Merchandising System, Oracle Retail Price Management, Oracle Retail Warehouse Management System (RWMS) and Oracle Retail Integration Bus
- With Oracle Retail Point-of-Service (ORPOS) alone
- With Oracle Retail Merchandising System, Oracle Retail Price Management, Oracle Retail Warehouse Management System, Oracle Retail Integration Bus, and Oracle Retail Point-of-Service

The implementer needs functional knowledge of the following applications:

- RMS
- RIB
- RPM
- ORPOS
- RWMS

## Technical Concepts

The implementer should understand the following technical concepts:

- UNIX system administration, shell scripts, and job scheduling
- Web Logic application server (for Oracle Retail 13.4 deployments)
- Oracle Application Server (for integrating with RMS/RIB 13.1.x and older version only)
- Performance constraints based on the retailer's infrastructure
- Technical architecture, deployment options with load balancer
- Retailer's hierarchical (SKU/store/day) data
- Knowledge of Enterprise-Java including web services , PL/SQL
- LDAP setup and usage
- BIPublisher (Oracle printing engine) and Internet printing protocol

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## Technical Architecture

This chapter describes the technical architecture for Oracle Retail Store Inventory Management.

### SIM Technology Stack

SIM has an n-tier architecture consisting of a client tier, a middle (server) tier, and a data tier. The client tier contains a PC client (a Java desktop application) and handheld devices. The middle (server) tier contains the SIM server (deployed as a J2EE application inside the Oracle Application Server) and the Wavelink server (a standalone server for the handheld devices). The data tier consists of an Oracle 10g database and an LDAP directory.

### Advantages of the Architecture

SIM's robust distributed computing platform enables enhanced performance and allows for scalability.

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

The following list is a summary of the advantages that accompany SIM's use of an n-tier architectural design.

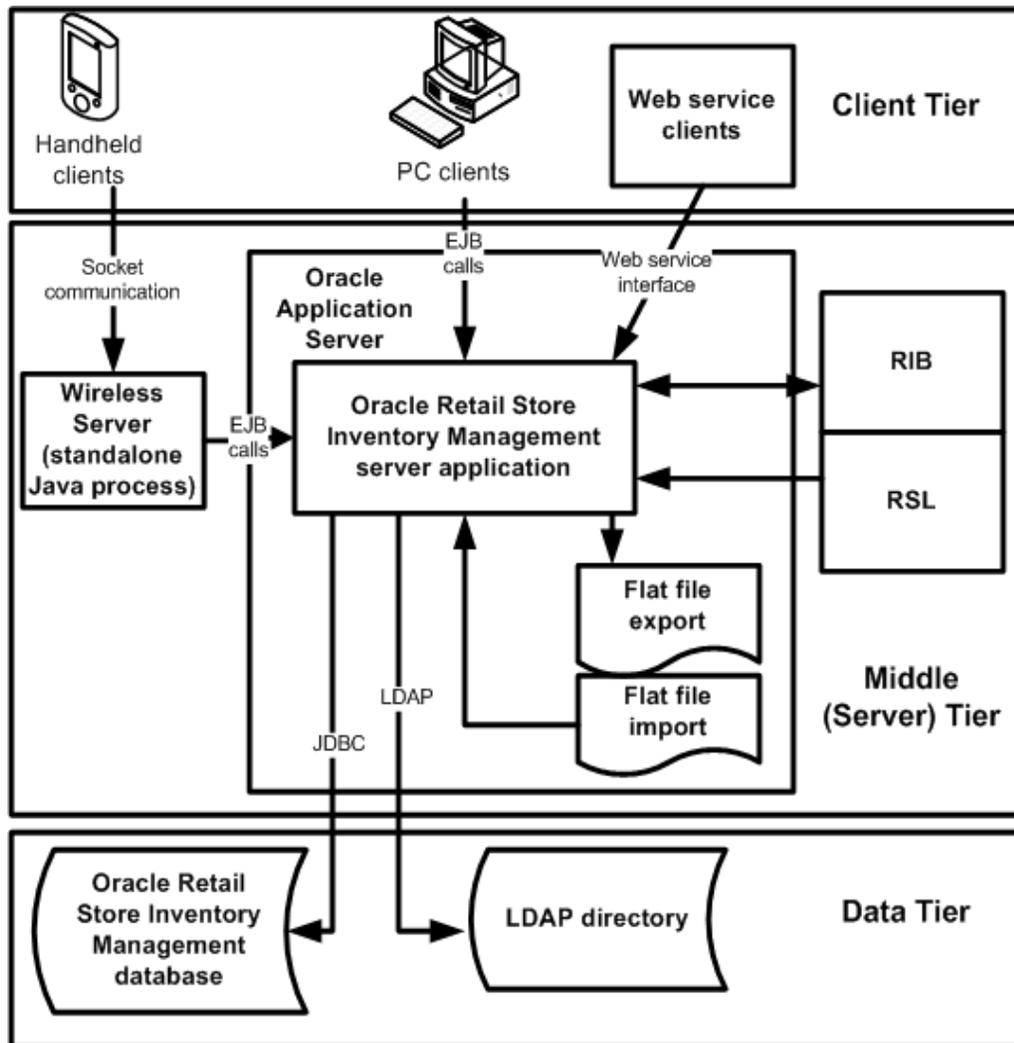
- **Scalability:** Hardware and software can be added to meet retailer requirements for each of the tiers.
- **Maintainability:** The separation of presentation, business logic, and data makes the software cleaner, more maintainable, and easier to modify.
- **Platform independence:** The code is written once, but can run anywhere that Java can run.
- **Cost effectiveness:** Open source market-proven technology is utilized, while object-oriented design increases reusability for faster development and deployment.
- **Ease of integration:** The reuse of business objects and function allows for faster integration to enterprise subsystems. N-tier architecture has become an industry standard.
- **High availability:** Middleware is designed to run in a clustered environment or on a low-cost blade server.

- Endurance: Multi-tiered physically distributed architecture extends the life of the system.
- Flexibility: The system allocates resources dynamically based on the workload.
- Security: SIM login processing uses Oracle WebLogic security providers.

## SIM Technical Architecture Diagrams and Description

This section provides a high-level overview of SIM's technical architecture. [Figure 2-1](#) illustrates the major pieces of the typical three-tiered SIM implementation.

**Figure 2-1 SIM Technical Architecture**



### Client Tier

SIM can be deployed on a wide variety of clients, including a desktop computer, a hand-held wireless device, and so on. The UI is responsible for presenting data to the user and for receiving data directly from the user through the front end. The presentation tier only interacts with the middle tier (as opposed to the database tier). To optimize performance, the SIM PC front end facilitates robust client-side processing.

The PC side of SIM is built upon a fat client architecture, which was developed using Swing, a toolkit for creating rich graphical user interfaces (UIs) in Java applications.

The handheld communication infrastructure piece, known as the Oracle Retail Wireless Foundation Server, enables the handheld devices to communicate with the SIM server. The handheld devices talk to the Oracle Retail Wireless Foundation Server, which in turn makes calls as a client to the SIM server.

## Middle (Server) Tier

By providing the link between the SIM client and the database, the middle tier handles virtually all of the business logic processing that occurs within SIM's multi-tiered architecture. The middle tier is comprised of services, most of which are related to business functionality. For example, an item service gets items, and so on. Within SIM, business objects are beans (that is, Java classes that have one or more attributes and corresponding set/get methods) that represent a functional entity. Most business objects have very few operations; in other words, business objects can be thought of as data containers, which by themselves have almost no business functionality.

Although the PC client and the handheld client use the middle tier's functionality differently, the middle tier is the same for both clients. For example, the handheld device, used on the fly, performs frequent commits to the database, while the PC performs more infrequent commits. The application is flexible in that it accommodates the different styles of client-driven processing.

The middle tier is designed to operate in a stateless manner, meaning it receives whatever instruction it needs to access the database from the client and does not retain any information between client calls. Further, SIM has failover abilities; if a specific middle tier server fails, processing can roll over to another SIM server for continued processing.

If the workload warrants, SIM can be vertically scaled by adding additional application servers. Because SIM servers are running on multiple application servers in a stateless system, work can be seamlessly distributed among the servers. The result of this feature is that SIM clients do not need to know that additional application servers have been added to help with the workload. SIM application servers can contain multiple containers, each of which is related to a unique Java Virtual Machine (JVM). Each container corresponds to a specific SIM instance. Introducing multiple instances of a container allows SIM retailers to more effectively distribute the processing among several containers and thereby horizontally scale the platform. As the request load for a service increases, additional instances of the service are automatically created to handle the increased workload.

The middle tier consists of the following core components, which allow it to make efficient and reliable calls to the SIM database:

- Server services contain the pertinent business logic.
- DAO objects handle database interaction.
- Databeans contain the SQL necessary to retrieve data from and save data to the database.

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**Note:** There is at least one databean for every table and view in the database, but there may be more, used for different specific purposes.

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### Data Access Objects (DAO)

DAOs are classes that contain the logic necessary to find and maintain data persistence. They are used by services when database interaction is required.

### Java Database Connectivity (JDBC)

DAOs communicate with the database via the industry standard JDBC protocol. In order for the SIM client to retrieve the desired data from the database, a JDBC connection must exist between the middle tier and the database. JDBC facilitates the communication between a Java application and a relational database. In essence, JDBC is a set of Application Programming Interfaces (APIs) that offer a database-independent means of extracting and/or inserting data to or from a database. To perform those insertions and extractions, SQL code also resides in this tier facilitating create, read, update, and delete actions.

## Database Tier

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**Note:** The SIM data model includes some tables and columns that are SIM-specific and some that derive their names from the Association for Retail Technology Standards (ARTS) data model. Note, though, that SIM uses but does not fully conform to the ARTS standard.

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The database tier is the application's storage platform, containing the physical data used throughout the application. The database houses data in tables and views; the data is used by the SIM server and then passed to the client. The database also houses stored procedures to do data manipulation in the database itself.

## Distributed Topology

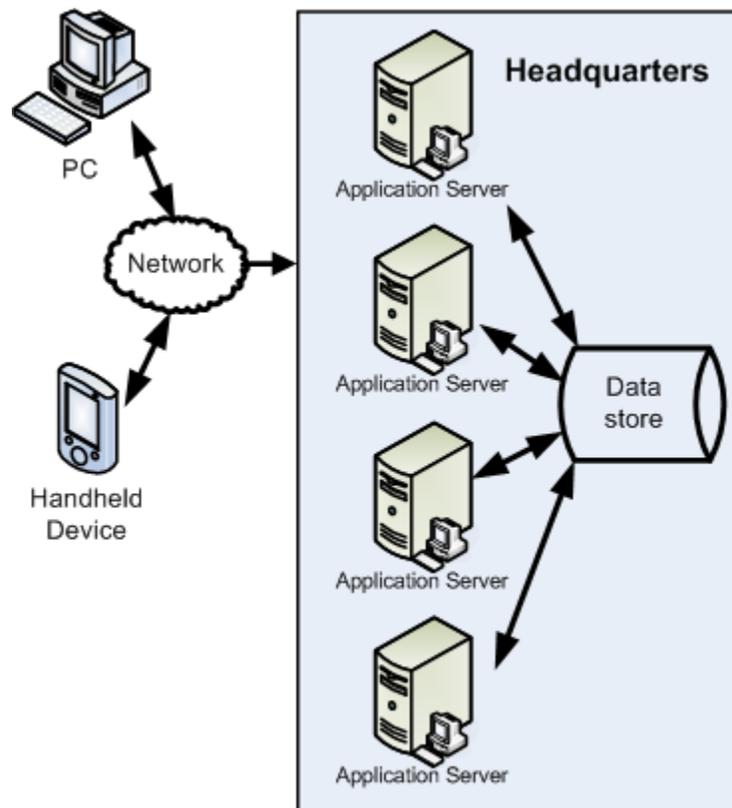
One of SIM's most significant advantages is its flexible distributed topology. SIM offers complete location transparency because the location of data and/or services is based upon the retailer's business requirements, not upon technical limitations. SIM's client server communication is an EJB call (which uses RMI). Because the server does not have to be in the same store as the in-store clients, the clients log onto the server over the wire.

SIM's client code makes use of helper and framework classes that contain the logic to look up remote references to EJBs on the server and make calls to them. These helper and framework contain no business logic but contain only enough code to communicate with the server.

For example, if a helper class is called by the client to perform the method update shipment, the helper class appears to have that capability, though in reality it only behaves as a passage to the EJB remote reference, which is looked up from the server. The EJB remote reference communicates across the network with the server to complete the business-logic driven processing. The server performs the actual update shipment business logic and returns any return values or errors to the client.

Connectivity between the SIM client and the middle tier is achieved via the Java Naming and Directory Interface (JNDI), which the SIM client accesses with the necessary IP address and port. JNDI contains the means for the client to look up services available on the application server.

[Figure 2-2, "SIM Deployment"](#) illustrates SIM's deployment.

**Figure 2-2 SIM Deployment**



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## Setup and Configuration

This chapter describes the setup and configuration for Oracle Retail Store Inventory Management.

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**Note:** For information about Oracle Single Sign-On and Oracle Retail Store Inventory Management, see the *Oracle Retail Store Inventory Management Installation Guide*.

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### Security

SIM provides role-based user access control in order to manage application functionality and data available to users.

This role-based user access control allows security to be managed in a way that corresponds closely to the organization's structure.

This model provides improved support for customization, maintenance, and management of security in SIM, simplifying customer implementations while maintaining a high degree of control and flexibility.

Security is handled by assigning privileges (permissions) to a role in SIM. These roles are assigned to stores and users (in LDAP or SIM). If the user does not have a permission the feature will not be available for user.

At this time, SIM secures buttons and drop down values on the PC and menu options on the handheld device.

To allow flexibility on how security is implemented, four modes of deployment exist:

#### **External**

An external system controls security (LDAP). Users and role/store assignments are administered in LDAP. Roles are set up in SIM and need to match those set up in LDAP. Authentication is performed in LDAP.

#### **Internal**

SIM controls all aspects of security. Users, roles, user/role/store assignments are all administered in SIM. Authentication is performed in SIM.

#### **Failover**

Failover indicates that a hybrid approach will be used for authentication. Each time a user is successfully authenticated in an external system, the user information in SIM will be updated, including password. Then if the external security system is unavailable for authentication, SIM will try to authenticate the user internally with the

password that was used during the last successful authentication. SIM will be able to authenticate internally created users as well in this mode.

### Partial Failover

All users and roles are kept in SIM only, but the password can be handled externally. The external password can be cached in case of connection failure, but LDAP retains the master password configuration. SIM will check the password externally. If it cannot be found, SIM will look internally. If LDAP rejects the password, then the assumption is that the password is externally controlled. SIM will be able to authenticate internally created users as well in this mode.

- User – user create
- Role – role user assignment
- Store – store user assignment
- Password – password creation/maintenance
- Login – user authentication control

**Table 3–1 LDAP and SIM Process Control**

Mode of Deployment	Application Control	Process Control
Internal		SIM: <ul style="list-style-type: none"> <li>■ User</li> <li>■ Role</li> <li>■ Store</li> <li>■ Password</li> <li>■ Login</li> </ul>
External		LDAP: <ul style="list-style-type: none"> <li>■ User</li> <li>■ Role</li> <li>■ Store</li> <li>■ Password</li> <li>■ Login</li> </ul>
Failover	LDAP control	LDAP: <ul style="list-style-type: none"> <li>■ User</li> <li>■ Role</li> <li>■ Store</li> <li>■ Password</li> <li>■ Login</li> </ul> SIM: <ul style="list-style-type: none"> <li>■ Login (use cache in case LDAP is not reachable)</li> </ul>

**Table 3–1 (Cont.) LDAP and SIM Process Control**

<b>Mode of Deployment</b>	<b>Application Control</b>	<b>Process Control</b>
Failover	SIM and LDAP control	LDAP: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Password</li> <li>▪ Login</li> </ul> SIM: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Login (Use Cache In Case Ldap Is Not Reachable)</li> </ul>
Failover	SIM Control	SIM: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Password</li> <li>▪ Login</li> </ul>
Partial Failover	LDAP control	LDAP: <ul style="list-style-type: none"> <li>▪ Password</li> <li>▪ Login</li> </ul> SIM: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Login (Use Cache In Case Ldap Is Not Reachable)</li> </ul>
Partial Failover	LDAP and SIM control	LDAP: <ul style="list-style-type: none"> <li>▪ Password</li> <li>▪ Login</li> </ul> SIM: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Login (Use Cache In Case Ldap Is Not Reachable)</li> </ul>
Partial Failover	SIM Control	SIM: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Password</li> <li>▪ Login</li> </ul>

## How SIM Associates Menus and Menu Items

Menus and buttons on the PC are defined in the PC\_MENU\_ITEM table. In order to add a new button, a new row must be put into the PC\_MENU\_ITEM table.

For more information, see "Update the PC Screen" in *Oracle Retail Store Inventory Management Implementation Guide – Volume 4, Extension Solutions*.

## SIM Permission Definitions

The permissions used in SIM are stored in the AC\_PERMISSION table. Permissions are identified by a unique name, which is used by the application to control user access and in the navigation.xml file to associate menus with permissions.

Permissions can be associated with a device type (PC, handheld, server) that is used to retrieve a user's authorized permissions during log in. When a user logs in on the PC client, only permissions with a device type of PC (or no device type) are available to the user.

Permissions can be associated with a permission group, which are stored in the AC\_PERMISSION\_GROUP table. Permission groups are sets of permissions that allow permissions to be filtered by category during role creation or searches.

For more information, see [Appendix C, "Appendix: SIM Permissions"](#).

## SIM Role Definitions

A role is a named collection of permissions. Roles are created and edited in SIM using the security administration screens, and are stored in the AC\_ROLE, AC\_ROLE\_PERMISSION tables. When using external security, the role header information is also stored in LDAP as a simRole, although only the roleName is used by SIM and the role information is retrieved from the SIM database. Roles can contain any combination of available permissions and can overlap with other roles.

Roles are associated with a role type, which is defined in the AC\_ROLE\_TYPE table. The default role types include Store and Corporate. Role types are used to control which roles a user is allowed to assign based on their permissions. A user with permission to assign store roles is not allowed to assign corporate roles without additional permissions.

The role detail screen also allows the assignment of data permissions, which control access to specific types of data. For example, data permissions can be used to control access to specific inventory adjustment reason codes, item request timeslots, role types, or product group types.

In case failover or partial failover is used, LDAP will only need to store those roles assigned to users that are controlled by LDAP.

### Technical overview

#### User

This class represents the header information for a user. This includes information such as:

- username
- first name
- last name
- locale

- user type
- user status
- start/end dates
- default store ID
- other state information

User objects are used to hold both internal and cached user data. Users are primarily identified by their username instead of their database ID.

#### **UserPassword**

This class represents a user password. It contains information for an individual password record such as date and status. It is used for both current passwords and password history. User password objects are used to hold both internal and cached password records.

#### **UserRole**

This class represents a role assignment for a user. It includes information such as start/end date, store ID, and other state information. User role objects are used to hold both internal and cached assignments. A role assignment with no specified store ID applies to all available stores.

#### **UserStore**

This class represents a store assignment for a user. Store assignments do not exist for super users as they have implicit access to all stores. User store objects are used to hold both internal and cached assignments.

#### **Permission**

This class represents an individual permission. It is mostly used when managing roles as it contains additional information used for assignment to roles, such as description, device type, and permission group. Permissions with no device type apply to all devices. Permissions are primarily identified by their name instead of their database ID.

#### **PermissionGroup**

Permission groups are used to categorize and filter permissions for filtering and display purposes. It is mostly used for security management operations.

#### **PermissionSet**

This class represents a set of permissions and any associated parameters. It is used to hold the set of permissions that have been assigned to a role. Permission sets are also used to hold the union of permissions for multiple roles that a user has been authorized to access. This class includes methods to test for the presence and absence of permissions in the set.

#### **Role**

This class represents the header information for a role. It contains the role name, description, role type, and whether an end date is required for assignment to a user. It is mostly used for security management operations. Roles are primarily identified by their name instead of their database ID.

#### **RoleType**

This class represents a role type that has been defined in the database. Role types are used for filtering and display purposes but are also used with data permissions to restrict access to functionality for certain types of roles. It is mostly used for security management operations.

## External Security Setup (LDAP)

The external security model uses LDAP. In this mode LDAP is the only responsible application for all security control (with exception of assigning permissions to roles). LDAP will need to be set up before users can login.

## SIM User Definitions

Users are defined in LDAP as simUser records.

User records contain information such as:

- user name
- status
- user type
- default store
- locale
- other data defined by the schema

To log in to SIM, a user must have an active status (0). Users can be assigned start or end dates to restrict their authorization by date.

## SIM User Allowed Stores

Users are assigned stores to which they are allowed access. To log in to a store, the user must first be assigned to that store. The user's allowed stores also restrict which stores the user can be assigned roles for.

Users that are defined as super users are allowed access to all stores, but still require role assignments in order to gain permissions.

Store assignments are stored in LDAP as userStores attributes in simUser records.

When a user logs into SIM using the PC client, their default store is automatically selected. The user can change stores by selecting one of their allowed stores from the combo box on the main screen.

## SIM User Role Assignments

Users are given permissions by assigning roles to users. Permissions are never directly assigned to users. A user can be assigned multiple roles, producing a combined permission set that is the union of the role permissions.

Role assignments are stored in LDAP for an external model as simUserRole records, which are child nodes of simUser records. Role assignments can have start or end dates to restrict their validity by date. The userRoleStores attribute of the simUserRole record specifies which stores are valid for the role assignment. If no store is specified then the role assignment applies to all stores available to the user.

When a user logs into SIM they are given permissions for all valid role assignments for the store that was selected.

## Oracle Software Security Assurance (OSSA)

Sensitive information such as user credentials must be encrypted and stored in a secure location, known as password stores or wallets. These password stores are secure software containers that store the encrypted user credentials.

SIM has implemented using wallet alias names in the following areas:

- RIB remote service lookup (publisher and subscriber)
- RSL remote service lookup

SIM uses external secure password stores for the SIM client to look up SIM remote services:

- SIM stores the database password in a secure password store for the database standalone program that invokes sqlplus or sqlldr.
- SIM stores the application remote login password in a secure password store for java application programs.

SIM also modifies programs to use security alias names for accessing database or remote applications:

- The application server user name and password are listed in the jndi.cfg files.
- The application server user name and password are listed in JnlpLaunch.properties file.
- The data seeding (import) program passes the user and password when invoking the sqlplus and sql loader (sqlldr) inside the program.
- Any other data import utility or adhoc batch program uses SIM standard java wrapper to call the stored procedure; if using java wrapper is not applicable, and if connecting to the database through a database client utility such as sqlplus or sqlldr, then the secure pass store is used and tnsalias for database connection credential stored in the wallet must be used.

For more information, see "Appendix: Setting Up Password Stores with Oracle Wallet" in *Oracle Retail Store Inventory Management Installation Guide*.

## Setting up LDAP Data for SIM

SIM is certified to work with only Oracle Internet Directory LDAP server (OID), as specified in the Application Server Requirements section of the SIM Installation Guide. The sample, unsupported .ldif files that SIM includes are provided only as reference.

Once an LDAP server has been installed, the SIM data schema (SIM.schema) must be loaded on top of the default LDAP core schema (core.schema) supplied by the server. The following sample LDIF files are included in this release at SIM\_INSTALL\_DIR/sim/application/sim13/ldap. For more information, see [Appendix A, "Appendix: LDAP Schema"](#).

SIM is intended to work with any Lightweight Directory Access Protocol (LDAP) product. Out of the box, SIM ships sample .ldif files that can be used to create data in an LDAP system.

Customers are expected to use these files as examples to create their own data load files and hook into their own pre-existing corporate LDAP authentication system.

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**Note:** The following scripts and configuration files are provided as examples only. Variations will be necessary to match the data setup in SIM and the LDAP server that is chosen and installed.

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### readme.txt

Descriptions of the files in the directory and an overview of how the data needs to be structured in LDAP.

**sim\_objectclasses.ldif**

The objectclasses that are used and required by SIM. This file can be used directly to create the required objectclasses in your LDAP directory.

**sim\_add\_company.ldif**

The base company container. This file must be modified before it is imported into your LDAP system.

**sim\_add\_containers.ldif**

The containers for holding users, stores, and roles. This file must be modified before it is imported into your LDAP system.

**sim\_data\_roles.ldif**

Sample role data. This file must be modified before it is imported into your LDAP system.

**sim\_data\_stores.ldif**

Sample store data. This file must be modified before it is imported into your LDAP system.

**sim\_data\_users.ldif**

Sample user data. This file must be modified before it is imported into your LDAP system.

**sim\_data\_users\_roles.ldif**

Sample user role assignment data. This file must be modified before it is imported into your LDAP system.

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**Note:** A simUser can have more than one simStore by simply repeating the userStores line, but should only have one defaultStore. A simUserRole can also have more than one simStore by repeating the userRoleStores line.

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**Note:** Any user store entry for the user object must have corresponding Store data populated in the SIM Oracle database to allow a successful login (table PA\_STR\_RTL). Any simUserRole object must have corresponding role and store data populated in the SIM Oracle database.

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## Using Oracle Virtual Directory to Authenticate SIM

The *Using Oracle Virtual Directory to Authenticate SIM* document explains how to use the Oracle Virtual Directory (OVD) to authenticate Oracle Retail Store Inventory Management.

The document is available through My Oracle Support (formerly MetaLink).

Access My Oracle Support at the following URL:

<https://support.oracle.com>

Oracle Retail Store Inventory Management: Using Oracle Virtual Directory to Authenticate Oracle Retail Store Inventory Management (**Doc ID: 840179.1**)

## Internal Security Setup (SIM)

The default security model in SIM is LDAP authentication (external authentication). To change the security model to use internal security, run the following SQL script:

```
update rk_config set CONFIG_VALUE = '0' where config_key = 'SECURITY_
AUTHENTICATION_METHOD';
```

For internal security, use the following:

- username: **orsimadmin**
- password: **orsimadmin**

### SIM User Definitions

Users are defined in SIM through the UI.

User records contain information such as:

- user name
- status
- user type
- default store
- locale
- other data defined by the UI

To log in to SIM, a user must have an active status. Users can be assigned start or end dates to restrict their authorization by date.

### SIM User Allowed Stores

Users are assigned stores to which they are allowed access. To log in to a store, the user must first be assigned to that store. The user's allowed stores also restrict which stores the user can be assigned roles for.

Users that are defined as super users are allowed access to all stores, but still require role assignments in order to gain permissions. New stores are automatically assigned to this user, but role assignments are not.

When a user logs into SIM using the PC client their default store is automatically selected. The user can change stores by selecting one of their allowed stores from the combo box on the main screen.

### SIM User Role Assignments

Users are given permissions by assigning roles to users in the SIM UI. Permissions are never directly assigned to users. A user can be assigned multiple roles, producing a combined permission set that is the union of the role permissions.

Role assignments can have start or end dates to restrict their validity by date.

Since users can have different roles at different stores (for example, a manager in Store One, but sales associate in Store Two), roles and stores are assigned as a pair to a user. This allows for very specific setup in SIM.

When a user logs into SIM they are given permissions for all valid role assignments for the store that was selected.

## Failover Setup (SIM/LDAP)

Failover setup will cache external user role and store assignment as well as password information. This allows users to continue to log in when LDAP is down. SIM Internal assigned stores/roles will be added to the external user assigned roles/stores. In case the user is fully internal to SIM, SIM password information will be used to authenticate.

It is optional to create a user in SIM, or assign roles and stores in SIM.

### **SIM User Definitions**

Users are defined in SIM through the UI or in LDAP. If a user at some point will have SIM-assigned roles/stores, and corporate-assigned roles/stores, the user needs to be first created in SIM, before that user has logged in to LDAP. Once cached information is pulled down into SIM, the user can no longer be created in SIM. The password initially assigned to the user will be trumped by the password assigned in LDAP.

Users can be created externally, internally or exist both in SIM and LDAP.

### **SIM User Allowed Stores**

Can be assigned in SIM or in LDAP, or both.

### **SIM User Role Assignments**

Roles are assigned to SIM or LDAP, or both.

## Partial Failover Setup (SIM/LDAP)

Partial failover setup will only cache password information. Users, stores and role assignment information are all handled inside of SIM.

This allows corporate control on which users can log in, but detailed authorization assignments can be controlled by a different group of users (for example, Store manager). The user will also continue to be able to log in when LDAP is down.

In case the user is fully internal to SIM, SIM password information will be used to authenticate.

### **SIM User Definitions**

Users are defined in SIM through the user interface and in LDAP. The user has to be first created in SIM, before they should log in. The password initially assigned to the user will be replaced by the password assigned in LDAP.

Users have to exist both in LDAP and SIM, since LDAP authenticates and SIM authorizes.

### **SIM User Allowed Stores**

Should only be assigned in SIM.

### **SIM User Role Assignments**

Roles are assigned in SIM only.

## Time Zones

When stores are added to SIM, they are populated in the PA\_STR\_RTL table. The store time zone column, RK\_TIMEZONE, is NULL by default. When it is null, SIM assumes a GMT time zone for that store.

After SIM is initially set up with DataSeeding, all stores in PA\_STR\_RTL need to be updated with a valid time zone. In addition, every time a new store is added to the system (for example, from an external system through an Oracle Retail Integration Bus (RIB) message), the new record in PA\_STR\_RTL also needs to be updated with a valid time zone as specified in Steps 1-2 in the following section.

### Setting the Time Zone (standalone)

To set the proper time zone for a store, you will need to add an appropriate value to the RK\_TIMEZONE column of the PA\_STR\_RTL table. Since there is no UI available for this, you will need a user with DBA privileges to make the table data modification.

1. Valid time zones can be found in the SIM view TIME\_ZONE\_NAMES\_V.
2. Choose the appropriate value from the view, and populate that value in the RK\_TIMEZONE column of the PA\_STR\_RTL table.
3. Repeat these steps for each store.

Examples of some time zones are:

- Asia/Tokyo
- Europe/Belfast
- GMT
- Mexico/BajaSur
- Pacific/Honolulu
- US/Central
- US/Eastern

## Defaulting Store Configuration Parameters

There are a number of store options related to reporting and printing reports in SIM. These can be configured at the store level; however, it is best to have reasonable default values for these options so that when new stores are created in SIM (either through data seeding or by getting a message from the RIB) the configuration is mostly correct.

The default options are created by a PL/SQL procedure called INSERT\_DEFAULT\_ST\_CONFIG\_VAL. The definition of this PL/SQL procedure should be modified before running data seeding so that it creates default options specific to your environment.

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**Note:** This procedure can be altered to modify the default value for any store configuration option. The following are the specific keys related to reporting. For definitions of what these keys mean, see [Chapter 5, "System and Store Administration"](#).

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- REPORTING\_TOOL\_ADDRESS

- REPORTING\_TOOL\_REQUEST\_URL
- REPORTING\_TOOL\_REQUEST\_USERNAME
- REPORTING\_TOOL\_REQUEST\_PASSWORD

## Data Seeding

SIM requires merchandising data such as item, supplier, stores, warehouse, hierarchy, UOM conversion, differentiators, organization unit, pricing, and configuration information for transaction data. This merchandising data needs to be imported from a merchandising system, for example, Retail Merchandising System (RMS). The SIM data seeding process seeds data into SIM through an export and import mechanism.

The seed data includes foundation data (non-store specific data, for example, item, supplier, merchandise hierarchy, and so forth) and store data (for example, store, item locale, and so forth). The data seeding provides a feature to import foundation data and all stores data; it also provides a feature to seed store-related data only for the required stores.

When completed, a verification process verifies the data seeding. The verification process counts the number of records in RMS and number of records in SIM for the same entity. Any discrepancies will be known and suitable action can be taken by the administrators based on the log.

Retailers are required to be aware of the following before starting the data seeding process:

- It is highly recommended to back up the SIM database before executing the data seeding scripts.
- Data seeding scripts flush out the data from few tables before seeding. The tables include Item, Item-Location, Supplier, Party and Party Details. This is done to have a clear set of data and avoid any conflict with the data that would exist in the tables before.
- Performance can be an issue when a large amount of data needs to be migrated in a limited timeframe.
- If there are any custom modifications to the SIM database schema, then those need to be handled by the custom-modification of the seeding scripts or retailer team.
- Any bad data, due to null values or missing constraints, identified during seeding must be manually moved to the new SIM schema.
- Verify the availability of required configuration and access to Oracle database utilities.
- For the execution of data seeding scripts, the minimal required configuration should be available.
- The data seeding scripts need access to the Oracle DB utilities such as SQL Plus and SQL loader. The access to these utilities by the control file needs to be verified. If there is no access then an error is shown to provide necessary access.
- Verify RMS and SIM Corporate Database access. Verify that both RMS and SIM databases are up. Data seeding will fail to complete if either of the databases is down.
- Verify file and folder permissions. During the execution of data seeding, there is a need to create temporary files and folders. The recommended permissions for data seeding directories or files are `rwrxwrx-x(775)`.

## Executing Script

See "Running Data Seeding" in the *Oracle Retail Store Inventory Management Installation Guide* for data seeding execution steps.

## Data Seeding Scripts and Usage Description

Following are the main script files and their usage description:

**Table 3–2 Script Files and Usage Description**

Script Files	Description
data_seeding.sh	<p>This is the main control script for the data seeding process. It gives the option of selecting foundation data seeding, store data seeding, data seeding foundation verification, data seeding store verification and data seeding cleanup.</p> <p>The main tasks of this script are:</p> <ul style="list-style-type: none"> <li>■ Checking to see if ORACLE_HOME is set.</li> <li>■ Checking to see if SQLPLUS and SQLLDR are accessible.</li> <li>■ Checking to see if the SIM and RMS databases are up and accessible.</li> <li>■ Getting the user input for seeding.</li> <li>■ Invoking data_seed_foundation.sh if foundation data seeding is selected.</li> <li>■ Invoking data_seed_store.sh if store data seeding is selected.</li> <li>■ Invoking data_seed_foundation_verification.sh if data seed foundation verification is selected.</li> <li>■ Invoking data_seed_store_verification.sh if data seed store verification is selected.</li> <li>■ Invoking data_seed_cleanup.sh if data seeding cleanup is selected.</li> </ul>

**Table 3–2 (Cont.) Script Files and Usage Description**

<b>Script Files</b>	<b>Description</b>
data_seed_foundation.sh	<p>This is the main control script for foundation data seeding that invokes separate scripts and completes the data seeding for foundation data from RMS to SIM.</p> <p>The main tasks of this script are:</p> <ul style="list-style-type: none"><li>■ Initial cleanup of data (temp tables, stored procedures, functions and indexes created as a part of data seeding) by invoking data_seed_cleanup.sh.</li><li>■ Invoking initial_setup_rms.sql, initial-setup_sim.sql to carry out the initial setup of temp tables, procedures, functions and indexes.</li><li>■ Disabling the related table foreign keys by invoking disable_fks.sql.</li><li>■ Exporting the data from RMS by executing the .sql files in the export_data folder.</li><li>■ Importing the data into SIM using the control file in the control_file folder.</li><li>■ Loading the data into SIM by invoking config_to_sim.sql, item.sql, supplier.sql, warehouse.sql.</li><li>■ Enabling the foreign keys that were disabled at the start of foundation data seeding by invoking enable_fks.sql. It gives the count of tables and can be verified with the disabled FK table count.</li><li>■ Carrying out the data seeding verification by invoking data_seed_foundation_verification.sh.</li></ul>

**Table 3–2 (Cont.) Script Files and Usage Description**

Script Files	Description
data_seed_store.sh	<p>This is the main control script for store data seeding that invokes separate scripts and completes the data seeding for store data from RMS to SIM.</p> <p>The main tasks of this script are:</p> <ul style="list-style-type: none"> <li>■ Setting the default option for store selection as <b>ALL</b> (data seeding is done for all the stores).</li> <li>■ Letting the user input store IDs for data seeding. The store IDs should be separated by comma, with no spaces between the store numbers entered.</li> <li>■ Initial cleanup of data (temp tables, stored procedures, functions and indexes created as a part of data seeding) by invoking data_seed_cleanup.sh.</li> <li>■ Invoking initial_setup_rms.sql and initial-setup_sim.sql to carry out the initial setup of temp tables, procedures, functions and indexes. For the verification process, it also invokes verification_setup_store_sim.sql to setup the tables/procedures for verification at the end of seeding.</li> <li>■ Disabling the related table foreign keys by invoking disable_fks.sql.</li> <li>■ Preparing store list filter for the data export from RMS. For each of the stores to be seeded, the following is done: <ul style="list-style-type: none"> <li>– Creating a store_number_temp table in RMS. This temp table holds only one store ID at any given time. Stores_list.sql will call the procedure SPLIT_AND_INSERT_STORE_NUMBERS and creates a directory with the store ID as its name, in the DATA folder under STORE.</li> <li>– Creating a store_number_temp_verify table in RMS. This temp table holds all the store IDs that are given as input for the store data seeding. This table is used for the verification process at the end of the seeding. Stores_verification.sql will call the procedure STORE_NUMBERS_VERIFY.</li> <li>– Creating a store_number_temp table in SIM. This temp table holds the list of all store IDs that are given as input for the store data seeding. This table is again used for the verification process. Stores_list.sql will call the procedure SPLIT_AND_INSERT_STORE_NUMBERS to add the store ID entries to the temp table.</li> </ul> </li> </ul>

**Table 3–2 (Cont.) Script Files and Usage Description**

Script Files	Description
	<ul style="list-style-type: none"> <li>■ Exporting the data from RMS by executing the .sql files in the export_data folder.</li> <li>■ Importing the data into SIM using the control file in the control_file folder.</li> <li>■ Loading the data into SIM by invoking stores.sql.</li> <li>■ Loading the dependencies for all the seeded stores by invoking inventory_adjustment_for_unavailable_qty.sql, msob.sql, report_format.sql, sequencing.sql, store_config.sql.</li> <li>■ Enabling the foreign keys that were disabled at the start of foundation data seeding by invoking enable_fks.sql. It gives the count of tables and can be verified with the disabled FK table count.</li> <li>■ Carrying out the data seeding verification by invoking store_data_verification.sql, which will insert the RMS and SIM condition to the verify table and execute the procedure DATASEEDVERIFY.</li> </ul>
data_seed_foundation_verification.sh	<p>This is the foundation data verification script.</p> <p>The main tasks of this script are:</p> <ul style="list-style-type: none"> <li>■ Invoking verification_setup_foundation.sql by passing the RMS DB connection details as parameters (RMS_USER/RMS_PWD@RMS_DB).</li> <li>■ Invoking foundation_data_verification.sql.</li> </ul>
data_seed_store_verification.sh	<p>This is the store data verification script.</p> <p>The main tasks of this script are:</p> <ul style="list-style-type: none"> <li>■ Invoking verification_setup_store.sql by passing the RMS DB connection details as parameters (RMS_USER/RMS_PWD@RMS_DB).</li> <li>■ Invoking call verification_setup_store_rms.sql.</li> <li>■ After the initial setup is done, the user is prompted to enter the store IDs for verification. Store IDs must be separated by a comma; no space between the store IDs.</li> <li>■ Invoking store_data_verification.sql.</li> </ul>
data_seed_cleanup.sh	<p>This is the cleanup script. It does the entire cleanup of any temporary tables, indexes, stored procedures and functions created both on the RMS and SIM database as a part of data seeding.</p> <p>This script invokes data_cleanup_rms.sql and data_cleanup_sim.sql.</p>
data_seed_uin_attributes.sh	<p>This script inserts/updates the Unique Identification Number (UIN) attributes on department/class level for each store that uses UINs (indicated by the store configuration AUTO_DEFAULT_UIN_ATTRIBUTES value). The input data file created by the user is processed to set up the store UIN at department and class, as well as store UIN items. See <a href="#">Appendix F, "Appendix: Data Seed UIN Attributes File Layout"</a> for details.</p>
data_cleanup_rms.sql data_cleanup_sim.sql	<p>Drops the temporary tables, stored procedures, functions and indexes created as a part of the data seeding process in RMS and SIM, respectively</p>

**Table 3–2 (Cont.) Script Files and Usage Description**

Script Files	Description
verification_setup_ foundation.sql verification_setup_store.sql	Drops any existing database link, drops temporary tables, creates a database link to RMS and creates the temporary verification table for foundation and store, respectively.
foundation_data_ verification.sql store_data_verification.sql	Consists of scripts to insert the details of the tables to be verified into the temporary verification table. It calls the DATASEEDVERIFY procedure to verify the count of rows in RMS and SIM for foundation and store, respectively.
verification_setup_store_ rms.sql verification_setup_store_ sim.sql	Run as a part of the store data seeding to set up the temporary tables and procedures to capture the store IDs that are given as input for the store data seeding for RMS and SIM, respectively.

---

**Note:** On Solaris platforms, some standard UNIX commands exhibit abnormal behavior. If data seeding verification indicates errors, a likely cause is that the import into SIM started before earlier extract processes were completed.

This can be fixed by adding a sleep command before starting the successor process. The following is an example of adding additional sleep time in data\_seed\_foundation.sh:

```
# checking if RMS SQL process done
<< script >>
echo 'Importing data into SIM'

#add additional sleep time before start sucessor process
Sleep 900
echo 'Import data to SIM completed'

echo ctl loading data into SIM to complete `date`
<< script >>

#add additional sleep time before start sucessor process
Sleep 900
<< script >>

echo 'Data Loaded'
#add additional sleep time before start sucessor process
Sleep 900
echo 'Enabling Foreign Keys'
<< script >>
```

---

## Performance Improvement Tips

The following tips are only suggestions, and retailers need to use them at their own discretion:

- Usage of DIRECT=TRUE will improve the performance as the SQL loader loads the data directly into tables rather than generating insert queries.

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**Note:** DIRECT=TRUE can be used only if there are no clustered tables in the schema.

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- Use Unrecoverable as an option in SQL loader that would avoid the writing of the changes to redo log files and in turn improve the performance.
- Set the destination database to No Archive Log mode.

## Security FAQ

- The default security model in SIM is LDAP authentication (external authentication). To change the security model to use internal security, run the following SQL script:

```
update rk_config set CONFIG_VALUE = '0' where config_key = 'SECURITY_
AUTHENTICATION_METHOD';
```

For internal security, use the following:

- username: **orsimadmin**
- password: **orsimadmin**
- The default algorithm used to store passwords in SIM is Secure Hashing Algorithm (SHA).  
This can be configured in the server.cfg file to be any algorithm recognized by the Java encryption API.
- When creating roles, job functions and corporate hierarchies must be considered and taken into account.

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## Functional Design and Overviews

This chapter provides information concerning the various aspects of SIM's functional areas.

### Store Inventory Management Overview

SIM empowers store personnel to sell, service, and personalize customer interactions by providing users the ability to perform typical back office functionality on the store sales floor. The results are:

- Greatly enhanced customer conversion rates
- Improved customer service
- Lower inventory carrying costs
- Fewer markdowns

Store Inventory Management ensures that all available salespeople are on the sales floor selling to customers.

The benefits of the Store Inventory Management solution include:

- Improve customer service and coverage
- Ability to perform back office functionality anywhere in the store, even on Oracle Retail Point-of-Service terminals
- Improve perpetual inventory levels by enabling floor-based inventory management through handheld devices and store PCs
- Minimize the time required to process a receipt and check-in of incoming merchandise
- Receive, track, and transfer merchandise accurately, efficiently, and easily
- Reduce technology costs by centralizing hardware requirements
- Easy to use UI interface guiding users through the required transactions
- Extensible technology platform that allows customizations to the product. This ensures the retailer's modifications are isolated during product upgrades and lowering the total cost of ownership.

Store Inventory Management has been specifically designed to meet the needs of a high turnover labor force by providing easy to use screens that guide a user through processing a transaction.

Store Inventory Management also provides Store managers and personnel with the ability to easily perform an array of in store operations:

- Receive merchandise
- Replenish stock
- Manage physical inventories
- Look up product information
- Transfer or return stock
- Adjust inventory
- Stock counts
- Order stock

Store Inventory Management provides store employees with the information and flexible capabilities that are needed to maintain optimal inventory levels in the store and convert shoppers into buyers.

## Solution and Business Process Overview

Store Inventory Management manages the inventory movement of merchandise within the store and provides users with detailed Item/SKU information needed to perform key tasks. The functionality in SIM includes:

- Lookups – Item, Supplier, Container, Customer Order Pickup
- Unique Identification Number (UIN) Support
- Receiving – Warehouse, Supplier
- Transfers/Transfer Requests
- Returns/Return Requests
- Receiver Unit Adjustments
- Stock Counts
- Store Ordering
- Item Requests
- Sequencing
- Shelf Replenishment
- Inventory Adjustments
- Wastage
- Price Changes
- Ticketing
- Item Basket
- E-mail Alerts
- Printing Reports

SIM also has System Administration functionality, which enables users to configure different parameters within the system based on their business processes. The system administration screens also contain the ability to create product groups. A product group is a collection of departments, classes, subclasses, or items, which can be used to schedule stock counts, order product, replenish store shelves, and for addressing wastage.

SIM is fully integrated with the Oracle Retail Merchandising System (RMS), a warehouse management system, an invoice matching system, and Oracle Retail Sales Audit (ReSA) using the Oracle Retail Integration Bus (RIB). Most transactions are direct updates, with only a few using batch processes and some using direct update integration. Any store using SIM, maintains its own inventory and reports those numbers to the merchandising system. Most foundation data within SIM can be populated using the data-seeding program provided.

Deploying SIM as part of the Oracle Retail enterprise ensures the accuracy and timeliness of all inventory information across the retailer's supply chain.

The SIM UI is split up in five parts, each focused on a particular function in the system:

- Administration: All administrative information can be found under this section.
- Shipping/Receiving: This dialog concerns itself with all shipping and receiving matters at the store. It includes, warehouse, store and supplier deliveries as well as returns to these entities.
- Inventory Management focuses on all the elements that can affect inventory positions within the store (excluding point-of-sale).
- Lookups: Under this dialog the user can find detailed information regarding items, suppliers and containers.
- Reports: This function will call up the reporting tool associated with SIM allowing the user to print custom and base reports.

Most of the inventory features discussed in this section are applicable to both Oracle Retail Mobile Store Inventory Management (the handheld devices) and the Oracle Retail Store Inventory product (the PC).

The handheld device enables the user to register items for the different inventory transactions with more accuracy by scanning barcodes and validating transactions against centrally deployed reference data.

## Inventory Management

This section describes inventory management within SIM.

### Inventory Adjustments Functional Overview

To assist in maintaining perpetual inventory, SIM provides the ability to create inventory adjustments for all items within a store. SIM conveys changes to the merchandising system. Inventory adjustment functionality within the SIM system can be accomplished on a PC-based deployment, on a wireless handheld device, or on a combination of the two deployment methods.

Inventory adjustment processing within SIM includes the following features:

- Reason codes, which correspond to dispositions, can be assigned to inventory adjustments, thus moving stock to various inventory buckets. This code not only is used for reporting purposes, but also indicates to the system whether the amount is to be incremented or decremented and in which direction. Two examples follow:
  - Example 1:  
A reason code of Removed for repair would indicate to the system that the inventory for the selected item is to be decremented from the available stock on hand (SOH) bucket and incremented in the unavailable SOH bucket.

- Example 2:

A reason code of Return from repair instructs the system to move the selected inventory by decrementing the unavailable SOH bucket and incrementing the available SOH bucket.
- Stock on Hand and Unavailable inventory are not only used to indicate to a store user what is available to sell, but it also ensures proper replenishment ordering for all the stores through the central replenishment system.
- Manual or automatic adjustments can be made to the SOH inventory level for an item.
- Automatic inventory adjustments have hard coded reason codes that cannot be changed. These need to be set up in an identical manner in RMS. An example of these hard coded values is reason code 76-79, which is used to reverse stock count inventory adjustments that are caused by late sales.
- Moving stock to an unavailable bucket creates a pending inventory adjustment record. Later, these pending adjustments can be transformed into inventory adjustments out of inventory or back into available inventory.
- Receiving damaged inventory will automatically add quantity to the unavailable pending inventory adjustment record.
- The customer order (inventory reservation) requests will either increase or decrease the unavailable quantity by adjusting the customer reserve quantity bucket.
- System used inventory adjustment codes can be displayed to or hidden from the user.
- The system notifies the merchandise system of all inventory adjustments.
- Serialization support:
  - Users are allowed to move serialized inventory into unavailable inventory positions (pending inventory adjustment record), or out of unavailable.
  - When using auto-generated UINs, it is possible to add new serialized inventory into the store when selecting a disposition that would normally increase SOH.
  - Moving serialized inventory out of inventory is permitted.

### **A Summary of Reason Codes and Dispositions**

The following table (shown for example purposes) provides a list of SIM's reason codes that are preloaded, their descriptions and the dispositions that are linked to the reason code.

For example, code 83 refers to a theft, which indicates that the stock is moved from available in the store to out (the stock is gone from the store).

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**Note:** Some reason codes are flagged as system-required. Do not remove these reason codes. If they are removed, SIM will not function properly.

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**Table 4–1 Preloaded Reason Codes**

<b>Internal Code</b>	<b>External Code</b>	<b>Reason Code Description</b>	<b>Disposition</b>
1	1	Shrinkage	Available -> Out
2	81	Damage - Out	Available -> Out
3	82	Damage - Hold	Available -> Unavailable
4	83	Theft	Available -> Out
5	84	Store Use	Available -> Out
6	85	Repair - Out	Available -> Unavailable
7	3	Repair - In	Unavailable -> Available
8	86	Charity	Available -> Out
9	87	Stock In	Out -> Available
10	88	Stock Out	Available -> Out
11	89	Dispose from on Hold	Unavailable -> Out
12	90	Dispose from SOH	Available -> Out
13	91	Stock - Hold	Available -> Unavailable
14	92	Admin	Available -> Out
15	93	Store Customer Return	Out -> Available
16	94	Product Transformation – In	Out -> Available
17	98	Product Transformation – Out	Available -> Out
18	95	Consignment	Available -> Out
19	96	Ready to Sell	Unavailable -> Available
20	97	Returns	Unavailable -> Available
24	77	Unit Late Sales Decrease SOH	Available -> Out
25	79	Unit and Amount Late Sales Decrease SOH	Available -> Out
26	78	Unit and Amount Late Sales Increase SOH	Out -> Available
27	76	Unit Late Sales Increase SOH	Out -> Available
28	145	Due to return to Vendor	Unavailable -> Available
29	180	Customer Order Reservations - In	Available To Sell -> Customer Order Reserve
30	181	Customer Order Reservations - Out	Customer Order Reserve -> Available To Sell
31	75	Stock Count UIN Unavailable to Missing	Unavailable -> Available

**Updating Reason Codes** SIM provides a UI that allows the user to add new reason codes to synchronize with those set up in RMS. It is also possible to hide them from users, and indicate which are system controlled. A brief description indicates the disposition of the item for easier set up.

Inventory Adjustment Reason Maintenance UI will allow for Inventory Adjustment Reasons to be maintained in a UI versus directly through the database:

- This screen lists external code, description, disposition, use in UI and system required indicator of all the available reason codes in SIM.

- All the system required reason codes would have its system required indicator checked. Any reason that is marked as system required cannot have its reason code, disposition and system required indicator changed through this UI. Only description and the use UI indicator are allowed to be modified.
- The user will not be allowed to delete the inventory adjustment reason codes that are marked as system required.

The following Reason codes are marked as System Required on install:

**Table 4–2 System Required Reason Codes**

<b>External Code</b>	<b>Description</b>	<b>Disposition</b>	<b>Functional Area</b>
1	Shrinkage	Stock On Hand	Wastage Batch
75	Stock Count Unavailable to Missing	Stock On Hand and Unavailable	UIN not counted during stock count
76	Unit Late Sales Increase SOH	Stock On Hand	Late Sales processing for unit counts
77	Unit Late Sales Decrease SOH	Stock On Hand	Late Sales processing for unit counts
78	Unit and Amount Late Sales Increase SOH	Stock On Hand	Late Sales processing for unit and amount counts
79	Unit and Amount Late Sales Decrease SOH	Stock On Hand	Late Sales processing for unit and amount counts
82	Damaged Hold	Unavailable	Transfers, Direct Delivery, Warehouse Delivery
87	Stock In	Stock On Hand	All stock counts
88	Stock Out	Stock On Hand	All stock counts
96	Ready to Sell	Unavailable	Transfers, Direct Delivery, Warehouse Delivery
97	Returns	Unavailable	Returns (add unavailable sourced item/quantity to return)
145	Due to return to Vendor	Unavailable	Returns (remove unavailable sourced item/quantity from return)
180	Customer Order Reservation In	Customer Order Reserve	Customer Order Web Service
181	Customer Order Reservation Out	Customer Order Reserve	Customer Order Web Service
Pending-Reason Code	Unavailable	Unavailable	Used for pending Inventory Adjustment records

- Only records that have a checked value for the use in UI will be allowed for use in the inventory adjustment screen.
- The user will be allowed to add additional Inventory Adjustment Reason Codes, both system-required and non-system-required, through this UI.
- The change made through this UI is not integrated with RMS. Retailers have to make sure that the changes done in this screen are in sync with RMS.

---

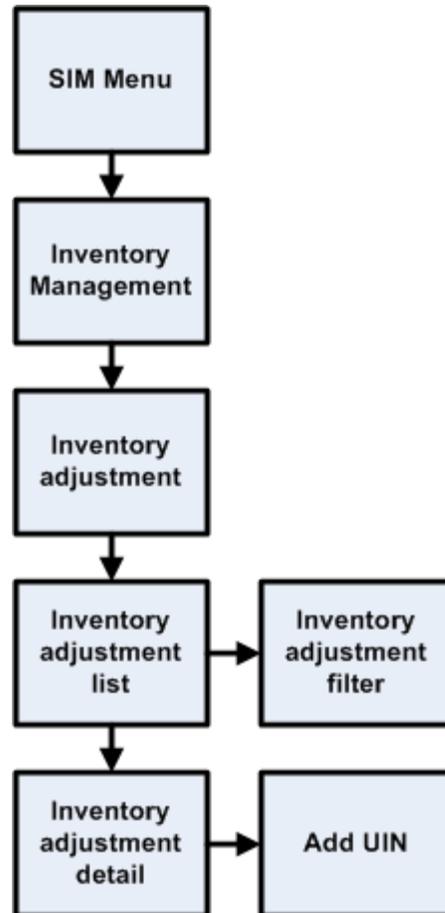
---

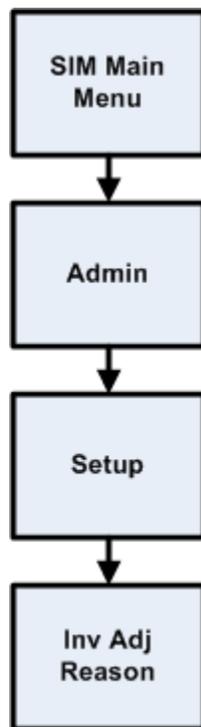
**Note:** SIM and RMS must have the same inventory adjustment reason codes to work properly, with the exception of the Pending Reason Code, which is used for internal purposes only.

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**Figure 4-1 Business Process Flow – Inventory Adjustments PC**



**Figure 4–2 Business Process Flow – Inventory Adjustment Reason Maintenance PC**

## Wastage Functional Overview

Wastage is the process through which inventory is lost over time (bananas turning black, for example).

In order to maintain more accurate inventory values, SIM uses two methods to control wastage:

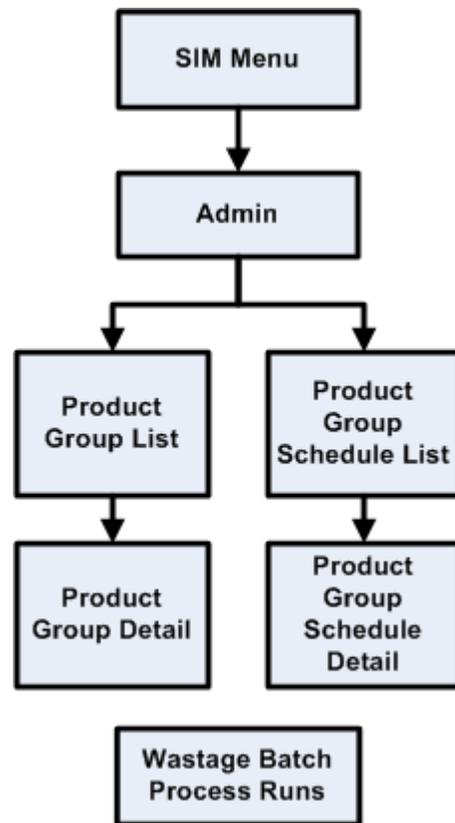
- The first method provides users in stores the ability to create wastage product groups. Variance percentage or standard UOM amounts can be set up on the wastage product group. Individual items and item hierarchies can be associated into a product group.

A user can schedule the date when a wastage product group batch process is run, and inventory adjustments are automatically made based upon the variances set up on the product group. Inventory adjustments are sent over the Oracle Retail Integration Bus (RIB) to the merchandising system.

- The second method is controlled through the sales process. The external audit system provides a percentage or quantity in its sales upload file that indicates by how much the inventory needs to be reduced in addition to the sold quantity.

Each of these methods has a specific use or need. The first method is usually used when an item's size is reduced because of not being sold over time. For example, meat will become lighter as fluids evaporate. Other items, such as cheese or ham, will only be reduced when the outside layers are cut off to sell the item.

**Figure 4-3 Business Process Flow (non-sale bases)**



## Store Orders Functional Overview

Store orders are used to create, change and approve orders to a supplier or transfers requests to a warehouse. When there is a shortage of items, or demand for particular items increases, store users need to have the ability to create store orders. The user selects either a warehouse or a supplier and adds the items and quantities. The store orders use Oracle Retail Service Layer (RSL) to action the order in RMS.

Store ordering functionality is very similar to item request functionality. Unlike item request functionality, which is only valid for items that are on the store order replenishment process, store order functionality is valid for all items, cannot be scheduled and is only available on the PC.

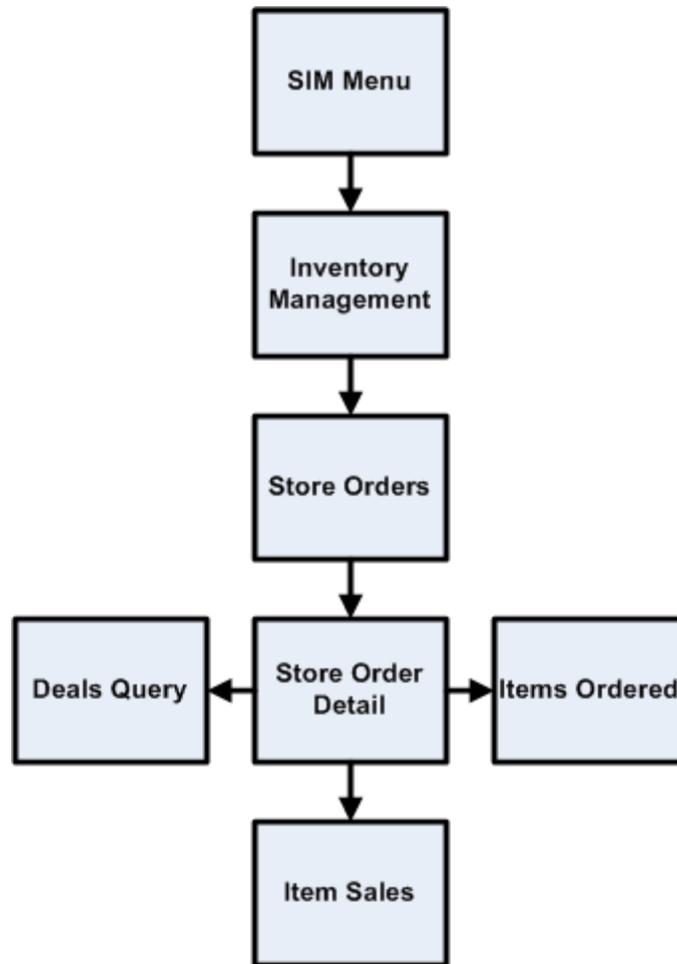
Store Orders also create the purchase order or the warehouse transfer immediately, while Item Requests depend on replenishment attributes and the nightly batch run from RMS.

Store order processing within SIM includes the following features:

- Create orders for the supplier or the warehouse.
- Save the creation of the order without approving it.
- Amend items and orders in SIM that were created either manually or through replenishment in RMS.
- Delete pending orders.
- Approve store orders.
- Query off-invoice deals when editing an existing Store Order to a Supplier.

- Query item's sales and store orders when editing an existing Store Order.

**Figure 4-4 Store Orders Business Process Flow – PC**



## Item Requests

The item request functionality gives the user the ability to request inventory for individual items using the replenishment and sourcing parameters of the merchandising system (RMS) from within the SIM application directly. This functionality empowers the store by giving the store user the ability to manage stock shortages and increased demand using the SIM application.

This functionality differs from that of "[Store Orders Functional Overview](#)". In terms of item requests, SIM sends a request to the merchandising system that is generally processed using the merchandising system replenishment and sourcing parameters. Store orders functionality, on the other hand, allows the user direct access to the merchandising system (RMS) and does not enforce the replenishment or sourcing parameters of the merchandising system.

A SIM user is able to use item request functionality to request items regardless of the replenishment type normally used by the merchandising system to replenish the item.

All items are sourced from either a warehouse or through a supplier depending on the sourcing parameters for the item specified in the merchandising system. Items

specified as using Store Order replenishment (or items that are not set up for auto-replenishment at all) are sourced through the creation of one-off purchase orders or warehouse transfer requests only after the store has requested inventory using the Item Request functionality.

Any quantities requested for items that have a replenishment type other than Store Order are added above and beyond the quantity that is normally sourced through the merchandising system on the item's next replenishment review date. However, if the requested delivery date falls prior to such an item's next replenishment review date, the request is sourced through the creation of a one-off purchase order or warehouse delivery request instead. All inventory requested is sourced to the store at the earliest possible date given the replenishment review date, the supplier or warehouse lead time, and any other factors that may influence the time it takes a delivery to reach the store.

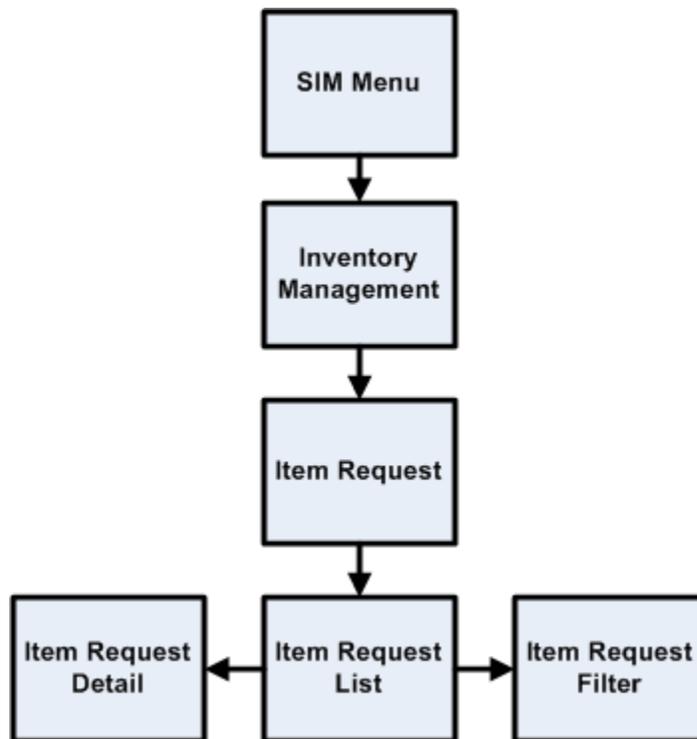
For store order replenishment items, the user can specify a time slot during the day by which the ordered items are to be delivered to the store. This is useful for ordering breakfast items early morning (doughnuts), lunch items (sandwiches), and hot meals for the evening. Item requests can be created with timeslot deliveries for as early as today's date. Security exists on the delivery timeslot fields, at both the store level and the user level. The user cannot delete line items or the master item request if the user does not have data permissions for a selected timeslot.

In addition to being able to manually create Item Requests, the SIM user is able to schedule Item Requests for review through front-end product group screens on a cyclical basis. This functionality facilitates the request of items that are specified as using Store Order replenishment by allowing the user to add individual items, as well as entire sections of the merchandise hierarchy, to an Item Request Product Group. When the Item Request Product Group is scheduled for review, SIM automatically generates a blank Item Request and adds all items within the specified merchandise hierarchies that have a **Store Order** replenishment type to the Item Request, along with any individual items specified as part of the Item Request Product Group. The user can then enter the actual quantities of the items necessary, and submit the request. Note that the user also has the ability to add items that do not have a **Store Order** replenishment type to an Item Request Product Group, but only on an individual item-by-item basis.

The following list summarizes the Item Request functionality that is available in SIM. Because of this functionality, the SIM user has the ability:

- To create an item request product group and schedule it for review.
- To manually create an unscheduled item request.
- To search for and view an item request whether created manually by a user or automatically by the product group scheduler.
- To edit a pending item request.
- To delete a pending item request.
- To request a pending item request.
- To save changes to a Pending Item Request without requesting it.
- To print an Item Request Report.

The SIM database contains a view called the Item\_Request\_Report\_V that contains all of the data for this report.

**Figure 4-5 Item Requests Business Process Flow – PC**

## Price Changes Functional Overview

The retailer uses price changes to change the price of a particular item at a location. Price changes are performed only on the PC.

In the merchandising system (such as RMS), users create the initial retail prices for items that will flow into SIM. After the initial prices have been set, ensuing control of prices is handled through a price management system. The price management system uses price zone structures or different levels to ensure consistent pricing within an area. Regardless of the level at which the initial prices are set, all prices in RMS and SIM are held at the item/location level.

Once users are managing prices in a price management system, they can use a flexible structure to control the retail prices via permanent, promotion or clearance changes. This functionality allows the user to use different sets of locations to control the retail prices of items without being locked into a zone structure. As a result of this flexibility, all prices are held at the item/location level, while they can be managed at higher levels.

In RMS, an indicator at the item/location level determines whether SIM users can request changes to an item's retail price at a specific location. This indicator is editable and controls behavior going forward but not in the past.

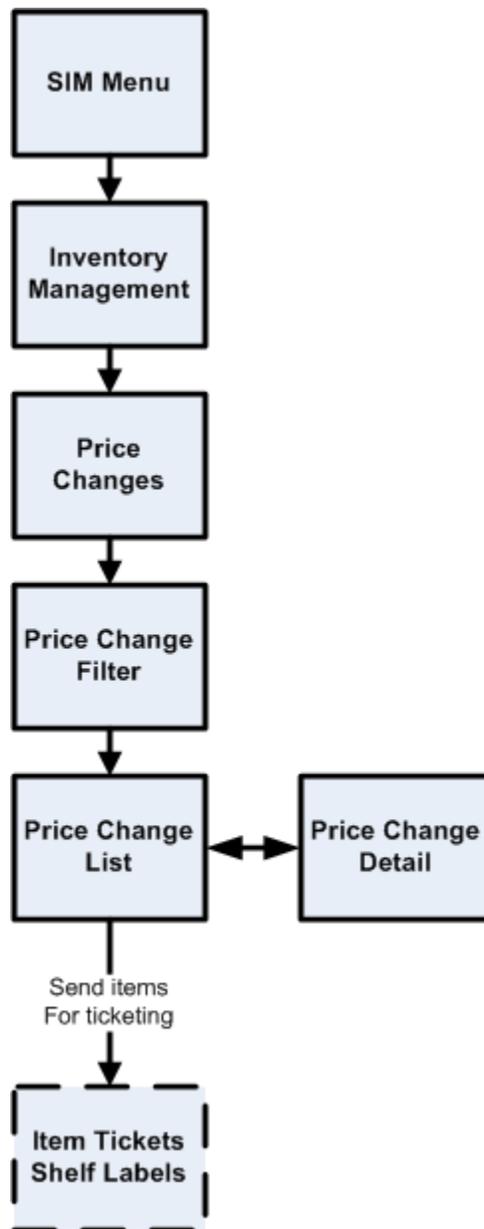
If SIM users have control of the retail price for an item at a location, they are able to send price change requests for permanent price changes, clearances or simple promotions to a price management system. The price management system checks for any conflicts and provides a response to SIM regarding the status of the request. If the request is accepted, the price management system also sends a price change event back to SIM.

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SIM users are able to edit and create price events given the following assumptions and restrictions:

- The item/location store control-pricing indicator must be set to **Y** for an item.
- The price event must not be a complex promotion (such as multiple promotions or regular price changes on the same day, buy/get, threshold, min/max).
- Any change requests, if approved, update the existing price event in the price management system.
- SIM can modify the retail price and effective dates for a price event. If a user requests a new price change for the same item/location/date instead of changing/correcting the existing price event, the request is sent to a price management system as a new event request. It undergoes conflict checking in the price management system. If any conflicts are found with existing price events, a rejected response is communicated to SIM.
- If an item/location is not set up for store controlled pricing in RMS, SIM users view all price events that are sent from a price management system, but they have no control over them. SIM is unable to create new price change requests to be sent to a price management system.
- Communication between SIM and a price management system is handled by RSL (providing a direct update connection between the applications). Normal operation of pricing assumes that RSL and a price management application are both available. No manual override is provided within SIM.
- Prices are interfaced to SIM through the RIB or the bulk price batch.

It is recommended to only run one of the two interfaces at the time.

**Figure 4-6 Price Changes Business Process Flow – PC**

## Ticketing Functional Overview

Tickets and labels can be generated from price changes, item description changes and from purchase orders (PO) that have been received.

SIM allows stores to print shelf edge labels and item tickets for stock.

Item tickets and shelf labels can be created and printed for individual items in the Item Tickets dialogs that exist on both the PC and the wireless device. Items in the ticket-printing list can be filtered by:

- Hierarchy
- PO
- Ticket type

- Label type
- Promotion ID
- From and to effective dates

Multiple items can be selected to be printed at once.

Tickets can be created on the PC in the following ways:

1. Manual:

- a. Individual ticket—When creating an item ticket, the user provides the quantity of the item to print and an override price (if necessary). The override price in ticketing is used to indicate the old price or a special promotion allowing the user to show the mark down.

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**Note:** This override price does not generate a price change.

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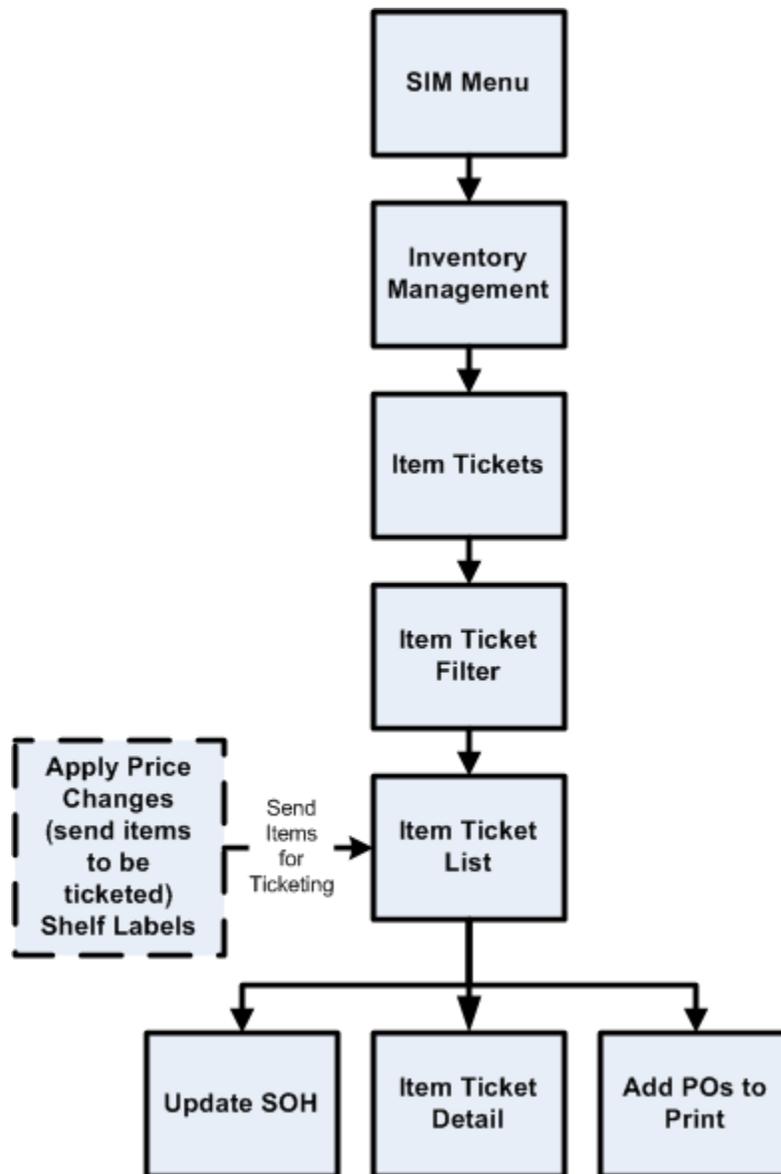
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- b. Pricing dialog—Users can also send tickets to the Item tickets dialog to print at a later time by selecting price changes from the price change list screen and then having it added to the Item Tickets dialog.
  - c. PO receipts—Users can also create item tickets for purchase orders that have been received: The purchase order is selected and the corresponding received shipment on the Add PO screen is accessed from the Item Tickets. Item Tickets would then be generated for the items on the purchase order for the received quantities.
2. Automatic:
- a. Item description changes
  - b. Price changes received from an external system
  - c. UDA changes for an item

The handheld device can only print manual individual created tickets. It is possible to use belt printers as long as they have their own unique printer network ID.

Label formats and label quantities will be maintained at the micro sequence location level for items set up in sequencing. This allows for defaulting label types based on primary location.

Figure 4-7 Ticketing Business Process Flow – PC



### Ticketing UIN Support

SIM automatically prints tickets when a serial number is auto-generated. A ticket for the AGSN can also be printed using the Item ticketing dialog. Serial numbers cannot be printed.

### Sequencing Functional Overview

Sequencing functionality provides users the ability to know the relative location of an item in a store. Sequencing a store improves store processes and reduces the time that employees spend looking for items (during a stock count, for example). The retailer can sequence all items in the store and create unique locations to hold the items. The system can prompt users to a specific location to look for a specific item. Sequencing functionality within the SIM system can be accomplished on a PC-based deployment, on a wireless handheld device, or on a combination of the two deployment methods.

Sequencing functionality includes two means by which items can be assigned to places within a store: Macro sequencing and micro sequencing. When ordering, the system follows this pattern.

Macro sequences represent the highest level of locations that are set up in the store. The user can create macro locations, assign items to macro locations, remove items from macro locations, move items within macro locations and re-sequence an entire macro location (wireless only).

A micro sequence is the lowest (most granular) item location level.

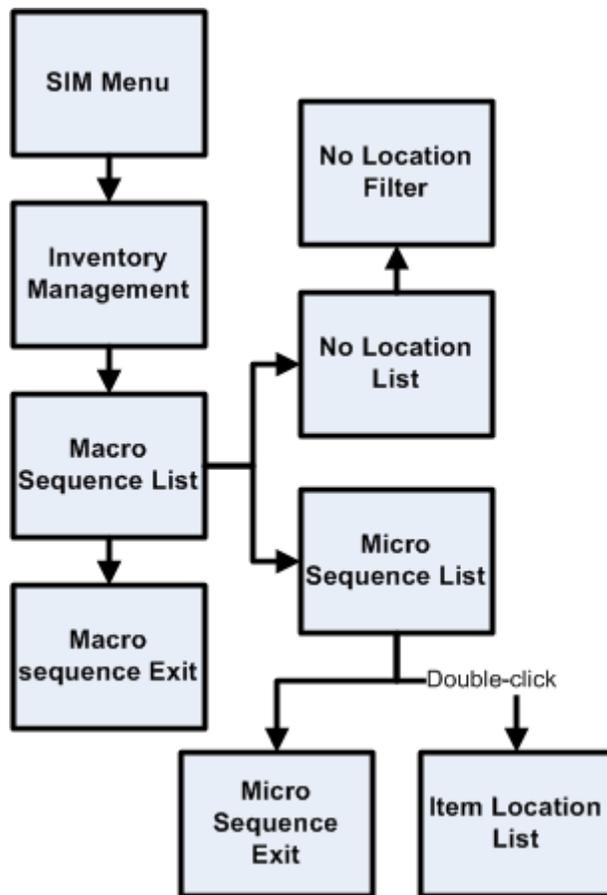
The following table provides an example of sequencing:

**Table 4-3 Micro Versus Macro Sequencing**

<b>Macro Sequence</b>	<b>Micro Sequence</b>
Produce	Oranges
	Apples
	Bananas
	Oranges
Frozen foods	TV dinners
	Burritos
	Burritos
Cereal	Toasted oats

Sequencing is used within Stock Counts and Shelf Replenishment to aid the user in proceeding to the next item during a count.

**Figure 4–8 Sequencing Business Process Flow – PC**



## Shelf Replenishment (Pick Lists) Functional Overview

The replenishment process attempts to ensure that the shop floor inventory is set at a level best suited for customers.

Shelf replenishment functionality within SIM is related to the movement of goods from the back room to the shop floor. For example, when a user sees that a certain soda quantity is low, he or she can instigate a replenishment process so that more of the soda is moved from the back room.

Shelf replenishment-related processing within SIM includes the following features:

- The system calculates what should be held on the shop floor to ensure that customers' expectations of availability are maintained. Store employees are driven to replenish the most urgently needed items first.
- The system offers a display of the location from which stock can be picked to ease the search for stock when the pick lists are being filled.
- The system allows picking requests to be generated on demand.
- The system leads the user around the back room in micro sequence order, so that items can be picked in the most efficient matter.

Replenishment requires that the available SOH be divided into three buckets: shop floor, back room, and delivery bay. Because of these buckets, shelf replenishment affects almost every area in the application. For example, inventory adjustments and transfers are affected because the system must take the inventory buckets into account

when engaging in these areas of functional processing. The system's available inventory is the sum of the three buckets.

When merchandise becomes available (enters the store through a transfer, a DSD, and so on), the merchandise is always placed in the back room bucket.

The user can create a within-day or an end-of-day pick list. The two different types of pick lists have store level configurations for the fill level. Typically an end-of-day pick list would have a higher fill level than a within-day pick list, as there would be more time to stock the shelves.

When the user creates a pick list, the system runs a replenishment calculation that checks for those items that belong to pick list product groups. The system takes those items and compares their capacity to their shop floor SOH. The system then generates a pick list in order of the items that need replenishment the most and orders them in sequential order for the user. For within-day pick lists the system will stop when the amount to pick is equal to the amount suggested by the system. For end-of-day pick lists the system continues until all items that need picking are picked.

Pick lists can be created on the PC or the handheld device and can be fulfilled on either device. If they are created on the PC, the user is able to action them on the handheld device.

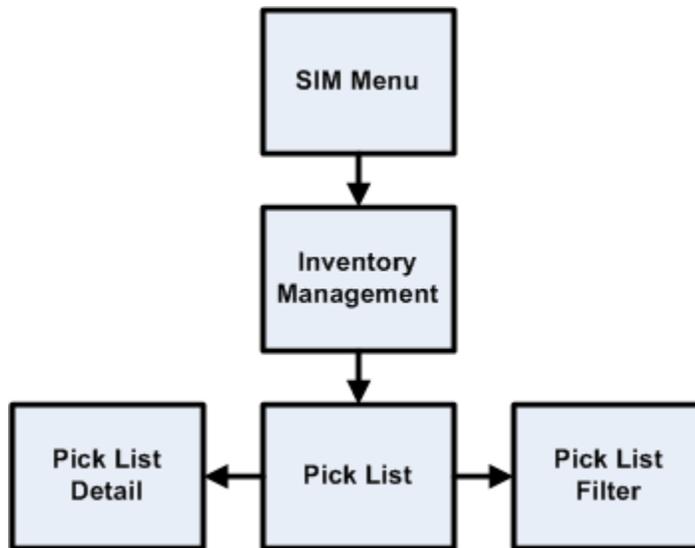
### **Replenishment Calculation Summary**

Once the calculation is started, the system engages in the following processing:

- The system gets all the items that are sequenced on the shop floor with capacity in the product group.
- If a previous pick list exists for the selected group and it is in progress, the system assumes that all of the items on the pick list will be completed. If a previous pick list exists and is not started, the system deletes the old pick list and creates a new one.
- The system checks and gets the configuration parameters established through the UI (group unit of measure, fill percentage, and so on).
- The system gets the shelf quantities and available SOH for the items found.
- The system converts the quantities to the correct group default unit of measure.
- The system compares the shelf quantity to the summed shop floor capacity for every item to determine the percentage the item is out of stock.
- Once the out of stock percentage is calculated for every item, the system orders the items from the highest out of stock percentage to the lowest. If any of the items have the same out of stock percentage, the system uses the item that has the least amount on the shelf. For example, if item A has 10 out of 100 on the shelf, and item B has 1 out of 10 on the shelf, they both have the same out of stock percentage. However, the system considers item B a higher priority because there is less of it on the shelf.
- For each item, the system calculates the pick amount that should be brought from the back room/delivery bay to the shop floor. Keeping the items in priority order, the system looks at the available SOH, the items in the back room/delivery bay, and to what percentage the shop floor needs to be filled. The system takes the inventory from the back room first and then takes the inventory from the delivery bay. The shop floor quantity can only be equal or less than the capacity.
- If the pick list type is within day, the system stops when the amount to pick is equal to the summed pick amount calculated by the system.

- If the pick list type is end of day, the system continues until all of the items are completed.
- If the system generated pick amount is a decimal, the system rounds down to the nearest whole number.
- The system generates and displays the list in sequence order to the user. If the items are not sequenced in the back room, the system displays the items in item ID order.

**Figure 4–9 Shelf Replenishment Business Process Flow – PC**



## Stock Counts Functional Overview

SIM provides the ability to schedule, perform, and authorize stock counts. SIM includes the following types of stock counts, each of which is described in this section:

- Ad hoc
- Unit
- Unit and Amount
- Problem line

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**Note:** The counting processing is identical among the unit only, unit and amount, and problem line stock count types. What differs among these three stock count types is either the setup or the items being counted.

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SIM includes the following types of counting methods for stock counts, each of which is described in this section:

- Un-guided
- Guided
- Third Party

Portions of the stock count functionality, such as the setup of product groups, schedules, and authorizations, are performed on the PC only. The actual counting of inventory can be performed on both the PC and the wireless device. A master count is created for a single product group and is then broken down into one or more child counts based on the counting method or hierarchy breakdown chosen during the product group setup. The user is able to save the child stock count on the PC or handheld device and resume at a later time.

### **Future Stock Counts**

Future stock counts are stock counts for which the scheduled date has not yet arrived. The user can view a list of future stock counts, and the user also has the option to generate a future count to view the count details. The user cannot take any action on a future stock count, the purpose is to allow the store to view future workload so that the store can plan ahead for staffing.

### **Unscheduled Counts – Ad Hoc Stock Counts**

An ad hoc stock count is performed by a user walking through the store scanning any items that need to be counted. They have no group or schedule functionality associated with them.

Ad hoc stock count processing within SIM includes the following features:

- The system creates an inventory snapshot as each item is identified and added to the stock count.
- Ad hoc counts can only be initiated on the handheld device. Once the count has been saved on the handheld device, it can be completed later on the handheld device or PC; any existing ad hoc stock count can be retrieved and resumed on the handheld device and PC.
- The system utilizes discrepancy thresholds (established in administration setup by the retailer) based on a percentage or standard unit of measure by the item's class in the merchandise hierarchy.
- On the PC, the system allows for the authorization of items that are discrepant (based on the percentage or standard unit of measure thresholds).
- Where the authorized item quantities entered by the user differ from the SOH, the system creates inventory adjustments that are sent to the merchandising system. See "[Inventory Adjustments Functional Overview](#)" in this chapter.
- It is possible to have multiple users scan for the same ad hoc stock count.
- Since the user determines the order the items are scanned in, and no predefined list exists, sequencing has no impact to these counts.

### **Scheduled Stock Counts**

Several different scheduled stock counts exist, each with its own specific differences. They do, however, have common setup pieces.

- Individual items or item hierarchies are associated into a single unit product group for the purpose of scheduling a stock count.
- Stock Count product groups can be scheduled for a stock count on a specified day or on scheduled intervals (for example, daily, weekly, monthly, or annually).
- One or more stores can be assigned to the scheduled stock count, and each store will complete their stock count individually.

- A group of valid stock count items is generated at the store level using batch processes.
- Users with proper security are prompted of any discrepancies outside of set tolerances, and the system can automatically force a recount if the discrepancies are too high. The system utilizes discrepancy thresholds (established in administration setup by the retailer) based on a percentage or standard unit of measure by the item's class in the merchandise hierarchy.
- An auto-authorization feature can be selected during the product group setup. If set up for auto authorization, SIM automatically authorizes the stock count after the count or re-count has been completed. In this case, no user intervention is needed to confirm the count. For Sarbanes-Oxley Act or auditing process requirements, this can be the optimal way to process a unit and amount count.
- Retailers can perform their Unit, Problem Line or Unit and Amount stock counts using different counting methods:

**Third Party Stock Counts** These stock counts are scheduled in SIM, but the actual counting process is performed using the third-party system. Once the physical stock counting process has been completed, the third-party system exports the results of the count to SIM.

SIM compares the count information with the SOH value currently held in SIM. In SIM, users can view all items in the stock count that are discrepant and non-discrepant when compared to the SOH figure. Pre-defined variance limits (units, percent, and value difference) are used to determine which items fall outside the acceptable level and are therefore considered discrepant.

Any items SIM does not recognize can be added through the Rejected Items dialog. Items that require UINs can also be assigned UINs through the Rejected Items dialog.

The items associated to a product group will be associated to a master stock count when generated, which in turn can be broken down based on the hierarchy selected by the user during the product group setup (for example Department, Class, Sub-class).

It is possible to create Third Party Stock Counts for any merchandise hierarchy level supported in SIM.

For Third Party Stock Counts to work, the third party counter needs to receive an extract of the items, quantities and UINs to count from SIM.

This report can be printed to the screen and subsequently saved by a user. The report only needs to be accessible in the stock count dialog.

The Third Party Stock Count Extraction Report allows a retailer to extract the snapshot value and in store UINs in an XML format that should be counted for a specific stock count. This report may need to be modified by individual retailers for different third parties when performing a stock count, and is only meant as a starting point.

If this report is generated before a snapshot is taken, the UIN and snapshot quantity field will be empty, so the assumption is that the extract will be created after the snapshot is taken.

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**Note:** This will most often be used to print reports for third party stock counts; however, it should work for all stock count types.

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This XML report contains the following information:

- Header:

- Stock Count ID
- Store ID
- Detail
  - Item number (SIM SKU number)
  - Item description
  - Total snapshot quantity for the item
  - UINs for the item

**Unguided Stock Counts** When performing a scheduled stock count (unit or unit and amount), the user is able to scan items on the handheld device without being prompted for which item to scan. This feature is controlled through the product group setup by choosing Unguided for the counting method. Multiple employees are able to scan items for the same stock count. This feature is controlled through a system option.

Unguided stock counts cut down the time it takes to completely scan a count and provides more flexibility. This process applies to both count and recount processes.

The items associated to a product group will be associated to a master stock count when generated, which in turn can be broken down based on the hierarchy selected by the user during the product group setup (for example Department, Class, Sub-class).

For unguided counts, the retailer can configure SIM to save the item count automatically when the user moves on to count a different item. For example, if the user scans item A three times and then scans item B, the count value for item A is saved when scanning item B. This automatic save reduces the need for store personnel to remember to save count values manually and it allows longer scan times without interrupting the scanning of items for the count. Users might forget to save, and if the system experiences a problem, the data recorded up to that point will be saved if SIM is configured to do so.

**Guided Stock Counts** Guided stock counts prompt the user for the next item in sequence. This feature is available for scheduled Unit, Problem Line and Unit and Amount counts and is controlled through the product group setup by choosing Guided count method.

SIM generates a master count that is broken down by location. A Child count is created for every macro location and the user is prompted to scan the next item based on its location within the store. If an item exists in multiple locations, the user is warned if the item has not been counted in all locations.

If sequencing is not set up for the items, the user is prompted in item order.

It is also possible to have these counts automatically processed, ensuring no store interference. This automatic third-party process does not require any counting or approval from store personnel.

### **Unit-Only Stock Counts**

Unit-only stock counts are usually small stock counts set up on a recurring pattern every few weeks or monthly. Unit-only stock count processing within SIM includes the following specific features:

- Setup of the stock count can be done at the item, merchandise hierarchy level.
- On the PC, the system allows for the authorization of items that are discrepant (based on the percentage or standard unit of measure thresholds) or non-discrepant, or both.

- Where the authorized item quantities entered by the user differ from the SOH, the system creates inventory adjustments that are sent to the merchandising system. See "[Inventory Adjustments Functional Overview](#)", in this chapter.

### Unit and Amount Stock Counts

Unit and amount stock counts are usually only done once or twice a year. They are often required by law to be performed once a year and are done for the entire store or specific merchandise hierarchies. They give the retailer the ability to consolidate the actual counted values for merchandise and the booking numbers at year end.

Unit and Amount stock count processing within SIM includes the following features:

- Setup of the stock count can only be done at merchandise hierarchy level.
- Unit and amount counts are scheduled and counted within SIM and then sent to RMS. RMS accepts the unit variances and the user inputs the variance amounts in Central Office.
- Unit and amount product groups are scheduled for a specified day.

The stock count schedule for unit and amount stock counts is sent to the merchandising system anytime it is created, updated or deleted.

- One or more stores can be assigned to the scheduled stock count.
- A stock count item list is generated at the store level using a batch process that runs daily.
- On the PC, the system requires the authorization of all items (based on the value, percentage, or standard unit of measure thresholds).
- Upon completion of authorization, a flat file is sent to the merchandising system with a header that contains the stock count ID, stock count date, and the store number that executed the count. The file contains details for each item and the quantity counted. This information is then staged in the merchandising system and can be used for reporting purposes.

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**Note:** The **Export Results** button has been removed and results will automatically be exported to the merchandising system upon confirmation of the last child count. The user no longer needs to manually export the results to the merchandising system using the UI.

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### Stock Counts UIN Tracking

For items that require UINs, the user must capture the UIN when performing a stock count on the PC or handheld device. The count quantity will always equal the number of UINs captured for the item.

The count/re-count stages only allow the user to count UINs that already exist in the store. If a UIN does not exist in the store, the UIN can be added during the Authorize stage. When the count is confirmed, the UIN is created for the current store and the status moves to In Stock.

For UINs that have a status of In Stock after the initial count but move to another status before the count is authorized, SIM does not update the UIN to In Stock upon confirmation. In order to achieve this, a snapshot of the status is taken at the time the snapshot is taken. The snapshot will always be taken at the beginning of the child count, including Unit and Amount counts.

For UINs that exist for the item in the current store but are not counted on the stock count, the status gets updated to Missing upon confirmation of the count.

For AGSN items, SIM requires the user to scan the UINs to capture the quantity as it does for regular serial numbers. During the authorization process, the user is able to adjust the authorized quantity to account for items that are missing UIN labels. The user can auto generate UINs during the authorization process by selecting **Auto Generate** from the UIN pop-up.

An audit record is created when the stock count is authorized.

### **Problem Line Stock Counts**

This functionality gives stores the ability to create automated stock counts according to predefined criteria (for example, the retailer could decide to count all of the items that have negative SOH values).

Once stores have established the criteria (based upon problematic areas), a batch process runs to find any items that meet the criteria. The found items are added to the scheduled stock count. They are counted in the same way as in a scheduled unit stock count. Note that problem line stock counts will be executed every day.

Problem line stock count processing within SIM includes the following features:

- Individual items and item hierarchies are associated into a single problem line product group for the purpose of scheduling a stock count.
- Problem Line product groups schedules will be defaulted to daily, every one day and cannot be changed
- On the PC, the system allows for the authorization of items that are discrepant (based on the percentage or standard unit of measure thresholds) and non-discrepant.
- Where the authorized item quantities entered by the user differ from the SOH, the system creates inventory adjustments that are sent to the merchandising system. See "[Inventory Adjustments Functional Overview](#)", in this chapter.

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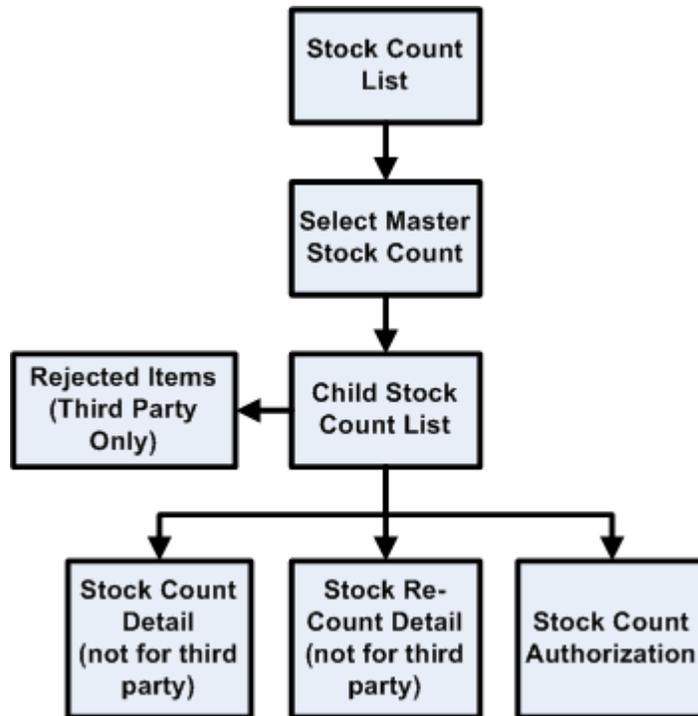
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**Note:** With the exception of the extraction criteria, the execution (counting, snapshot taking, authorization) is the same as with a regular unit count.

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**Figure 4–10 Business Flow (Unit, Problem Line, Unit and Amount and Third Party)**

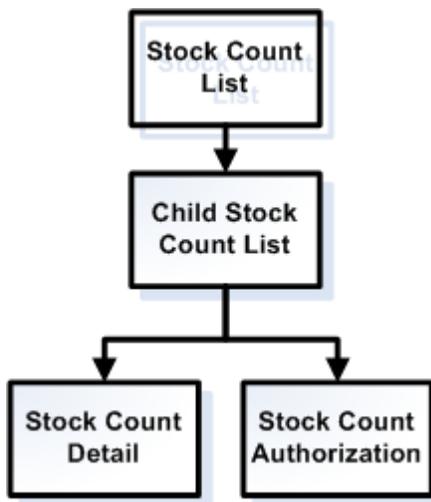



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**Note:** Third Party count/re-count process is not performed in SIM; it is performed through the third party system.

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**Figure 4–11 Business Flow – Ad Hoc (PC only)**

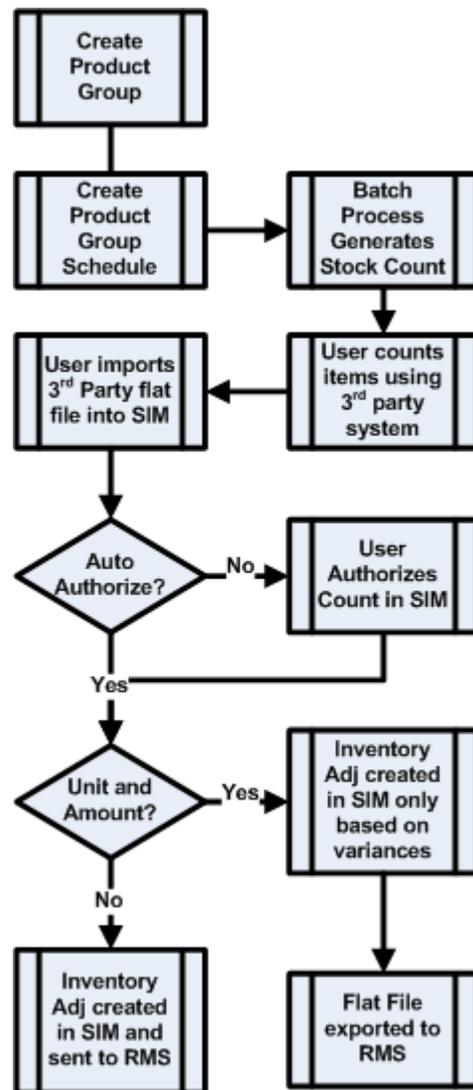


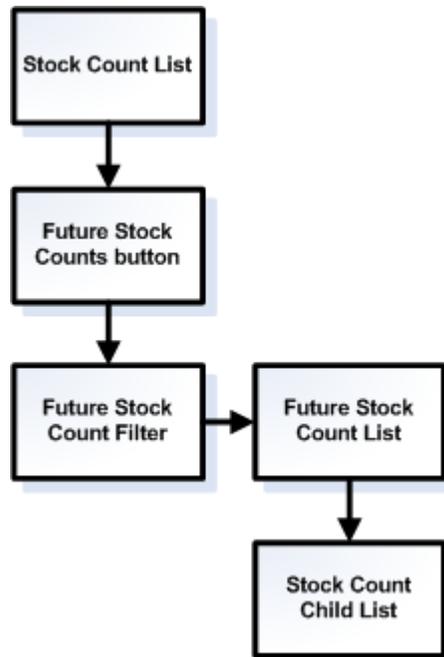

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**Note:** Ad hoc count process is initiated on the handheld device by scanning an item. Once the count has been saved on the handheld device, the user is allowed to complete the count from the handheld device or PC. There is no re-count for Ad Hoc and an Ad Hoc will only have one child count. Authorization occurs on the PC only.

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Figure 4-12 Business flow – Third Party



**Figure 4–13 Business Flow – Future Stock Count**

## Item Basket

Item Basket functionality allows the user on the handheld device to scan a list of items. This list of items can be interfaced to other applications through a web service to aid them in specific tasks. These tasks can range from line busting (Oracle Retail Point-of-Service), using it for wedding list generation or simply identifying trouble items.

Specific features include:

- Identifying a specific type of basket
- Scanning or entering quantity for the item
- Entering or auto-generating a unique ID for calling it up
- Edit, delete and add functionality
- Print ticket functionality for register scanning

The following is an example of a possible business flow for line busting:

Items are scanned into the Store Inventory Management handheld device and the basket is created in Store Inventory Management. Optionally, the customer can be presented with a printed ticket containing a barcode, which can then be presented at checkout.

At an Oracle Retail Point-of-Service terminal, the operator must enter the unique Item Basket ID or scan the barcode from the ticket printed by the Store Inventory Management handheld device, and the basket details are retrieved from Store Inventory Management and displayed on Oracle Retail Point-of-Service for item tender.

If a UIN needs to be captured for an item, Oracle Retail Point-of-Service will have this responsibility.

## Shipping and Receiving Functional Overview

SIM has four distinctive shipping and receiving dialogs:

- Transfers: Store-to-store transfer requests, dispatch, and receiving
- Returns: Warehouse and supplier returns and return requests and dispatch
- Direct store delivery (DSD): Supplier deliveries and Quick Order Creation
- Warehouse delivery

### Store-to-Store Transfer Functional Overview

Within SIM, the following areas of functionality are related to transfers and are discussed in this section:

- The creation of store to store transfers
- The receipt of store-to-store transfers
- E-mail alerts

#### Store-to-Store Transfers

SIM allows for the lookup, creation, editing, and deletion of store-to-store transfers. A store-to-store transfer is the movement of stock from one store to another, within a given company.

This functionality can be performed on the PC deployment, on a handheld wireless device, or a combination of both. Users can create a transfer by selecting the receiving store and adding items by scanning and/or engaging in manual entry. The system verifies the receiving store is approved to receive the selected items and that the sending store has the available SOH inventory. A transfer can be immediately sent or saved to be dispatched at a later time. At the point the transfer is dispatched, SIM decrements the on hand inventory from the sending store and increments the in-transit inventory for the receiving store.

The following features of transfer-related functionality within SIM:

- Stock is differentiated by different buckets depending on stock status (for example, in-transit stock, reserved for transfer stock, and so on).
- The system automatically updates stock inventory on the basis of the status of the transfer.
- Buddy store functionality allows for the setup of a group of stores within a transfer zone in SIM to which the retailer often transfers items. This shortens the list of values that users select from when they create a transfer.

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**Note:** The retailer continues to have the option of creating a transfer to any store outside of the buddy store group, as long as it resides within the transfer zone.

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- When saving a transfer before dispatch, SIM will communicate transfer positions to the external merchandise system and reserve internally the inventory. This allows for a more accurate replenishment.

**An Overview of Stock Movement after a Successful Dispatch** The stock moves from the transfer reserved and transfer expected buckets.

1. The transfer reserved quantity for the outbound location decreases as does the SOH for the outbound location.
2. The transfer expected for the receiving store results in a stock movement to the in transit bucket. The transfer quantity is removed from the in transit bucket to the SOH bucket when the receiving store receives the transfer.

**Figure 4–14 Store-to-Store Transfers Business Process Flow – PC**



### Transfer Requests

Transfer requests provide stores the ability to request products from other stores or allow corporate users to move inventory across stores using the central merchandising system. Transfer Requests are accessed from the Transfer dialog. SIM allows for the lookup, creation, editing, and deletion of store-to-store transfer requests.

A store user creates a transfer request by first selecting the store to request the merchandise from and then adding items to the request. Once the request has been sent to that store, the user can either accept or reject the request. Once this is done, an e-mail is sent out to the requesting store to notify of the response. If the transfer request is rejected, inventory does not get updated. If the transfer request is accepted, the user is directed to the transfer create dialog where all of the items and quantities have been defaulted. From here on, the dialog will act as a regular transfer.

Retailers are only allowed to accept or reject a transfer request awaiting response on the PC. The actual transfer request can be created on either the PC or the wireless device.

## Transfer Shipment

After a request has been approved, or during the creation a new transfer, the user is able to identify which units should be shipped. Through the context field, the user can indicate the purpose of the transfer.

A new transfer can be created on the PC or the handheld device. SIM allows the creation, deletion and cancellation of a transfer.

If UINs need to be tracked for an item, the user must enter them instead of a quantity.

When saving a transfer, SIM reserves the inventory and communicates this information to RMS. This ensures inventory is not incorrectly appropriated for other means.

## Transfers Receiving

The retailer is able to receive against transfers on both the handheld device and the PC.

On the PC, the store user can select the appropriate dispatched transfer coming into the users store to receive against.

On the handheld, the retailer can receive a store-to-store transfer by scanning an item on the transfer.

By scanning or manually entering, the user adds the items to be received at the transfer, item, or case level. The ability to receive unexpected items not originally on the delivery is configurable.

In the scenario where a transfer receipt being received is of substantial size and cannot be completed at one time, the user has the ability to save the delivery. This allows the user to save what has been received and return at a later time to continue receiving. Once the user has completed receipt of the entire transfer, the transfer would then be moved to a Received status. When the transfer is completed, SIM decrements the inventory from in-transit status and increments the on hand inventory appropriately. At this point, changes to the transfer receipt can no longer be made unless the system is configured to allow for receipt adjustments.

- During the receiving process, the store user has the opportunity to record any damaged or missing items on the transfer. An inventory adjustment record is written for damaged units (with a reason code of damaged-hold) to adjust the units from Available SOH to Unavailable SOH in the receiving store. This information is reported to the central merchandising system.

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**Note:** E-mails are also sent out to the sending store if a transfer received contained damaged items.

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- When items are received for more than the dispatched quantity, the system adjusts the difference out of the sending store's SOH. No inventory adjustment record is sent to the merchandising system or displayed. An e-mail notification of the adjustment is sent to the sending store. The e-mail includes the transfer number, item numbers, and the quantities adjusted out.
- Depending on the settings, when items are received for less than the dispatched quantity, the system can adjust the difference in the sending store's SOH (no loss) or ignore the missing units (sending or receiving loss). No inventory adjustment record is sent to the merchandising system or displayed. An e-mail notification of the adjustment is sent to the sending store. The e-mail includes the transfer number, item numbers, and the quantities adjusted in.

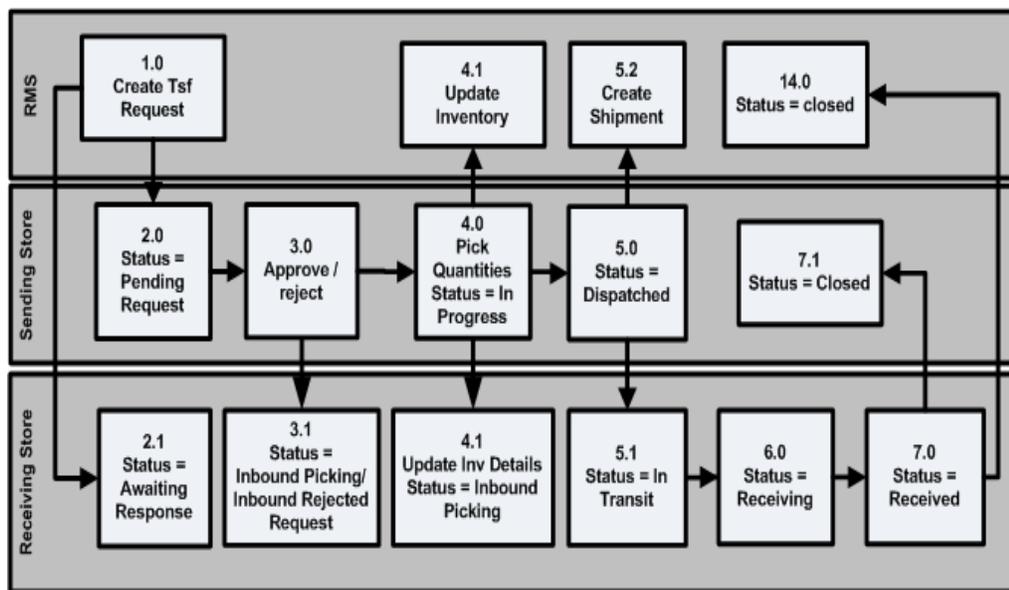
- The inventory is not recognized in SIM until the transfer has been received.
- When receiving UINs, the user is restricted to the UINs that were shipped, or be able to add unexpected UINs depending on configuration.

An auto receipt option exists for shipped transfers. This dialog can be found under the administration section, SIM Stores, Auto-Receive stores.

- It is also possible to auto-receive in full the moment an ASN transaction arrives or to auto-receive based on *x* number of days after the transfer has shipped. This is configurable through a system administration parameter.

**Note:** E-mail Alerts: An e-mail alerts batch program will look at all of the dispatched transfers that have not yet been received within a configurable number of days and send out an alert to both the sending and receiving store.

**Figure 4–15 Transfer Request to Transfer Receipt**



The following table represents the different states a request or transfer can be in, based on the sending store or the receiving store.

For example, a transfer in dispatched status from the sending locations can be in **In Transit** or **Receiving** status in the receiving store.

**Table 4–4 Different States of a Request or Transfer**

Phase	Sending Store Status	Receiving Store Status
REQUEST	N/A	New Request
REQUEST	Pending Request	Awaiting Response
REQUEST	Outbound Rejected Requests	Inbound Rejected Requests
REQUEST	N/A	Cancelled Request
TRANSFER	In Progress	Inbound - Picking
TRANSFER	Dispatched	In Transit

**Table 4–4 (Cont.) Different States of a Request or Transfer**

Phase	Sending Store Status	Receiving Store Status
TRANSFER	Dispatched	Receiving
TRANSFER	Closed	Received
TRANSFER	Cancelled Transfer	Inbound - Cancelled

## Warehouse Delivery

Warehouse delivery functionality within SIM is utilized when goods are sent from a warehouse or external finisher to a receiving store. Warehouse delivery within the SIM system can be accomplished on a PC-based deployment, on a wireless handheld device, or on a combination of the two deployment methods.

SIM allows for receiving from any number of company-operated warehouses or external finishers. These entities must be approved shipping locations for the receiving store, and the items shipped must be approved for delivery to the receiving store.

When the transfer or allocation is created, SIM is able to display this information to the user with the estimated in store date.

The moment the warehouse or external finisher ships the transfer/allocation, SIM is notified over the RIB and moves inventory into an In-transit inventory bucket. When the user confirms the receipt of the ASN the inventory will be moved from In-transit to the Stock on hand (SOH). The merchandising system will be directly updated with the received information.

Receiving can be done at the following levels:

- Advanced Shipping Notice – This receiving level assumes a retailer's distribution center or warehouse system is very accurate and the store accepts the entire ASN without checking the content.
- Container – Store users can scan the barcode on the container (pallet/distribution unit/carton) within a receipt to find the quantities contained within and receive all contents.
- Case/Item – This is the lowest level of the receiving process where each item is received individually. Additionally, an initial receipt can be done at a high level and saved to allow for detailed item level receiving at a later time. The ability to receive unexpected items not originally on the delivery is configurable.
- Warehouse Quick Receiving – Warehouse quick receiving allows the user to scan each container as it comes off the truck. The user can confirm and reconcile after all the containers have been scanned. This function is only available on the Hand Held.

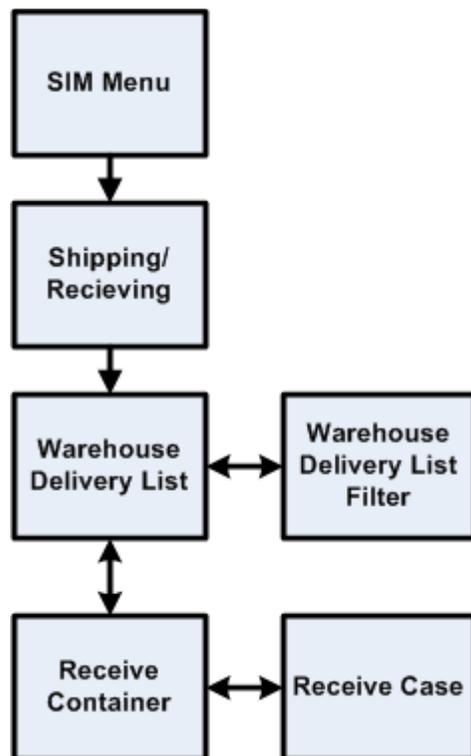
During the receiving process, the store user has the opportunity to record any damaged or missing items on the receipt. An inventory adjustment record is written for damaged units (with a reason code of damaged-hold) to adjust the units out of Available SOH and into the Unavailable SOH in the receiving store. This information is reported to the central merchandising system.

In the scenario where a delivery being received is of substantial size and cannot be completed at one time, the user has the ability to save the delivery as In Progress status. This allows the user to save what has been received and return at a later time to continue receiving. Once the user has completed receipt of the entire warehouse delivery it would then be moved to a Received status. At this point, changes to the delivery can no longer be made unless it is configured for Unit Receiver Adjustments.

When scanning a container that is listed as missing from a confirmed Advance Shipping Notice (ASN) in Quick Warehouse receiving on the handheld device, SIM receives the container instead of prompting the user with an error message. This receiving process follows the same logic as regular container receiving. The result of this operation is that the receipt is amended with the missing container now received. A message is sent to RMS to bring both systems in sync.

It is possible to auto-receive a warehouse delivery. External finishers and warehouse deliveries can be configured through a system administration parameter. The store user has the option to auto-receive in full the moment an ASN transaction arrives or auto-receive based on  $x$  number of days after the ETA date.

**Figure 4–16 Warehouse Receiving Business Process Flow – PC**



### Warehouse Quick Receiving

Warehouse quick receiving allows the user to scan each container as it comes off the truck. The user can confirm and reconcile after all the containers have been scanned. This acts as a follow up audit after the truck has been unloaded and has left.

### Quick Receiving with Missing Containers

When scanning a container that is listed as missing from a confirmed Advance Shipping Notice (ASN) in Quick Warehouse receiving on the handheld device, SIM receives the container instead of prompting the user with an error message. This receiving process follows the same logic as on the PC. The result of this operation is that the receipt is amended with the missing container now received. A message is sent to RMS to bring both systems in sync.

## Warehouse Delivery UIN Tracking

When receiving containers using either the handheld or the PC, SIM validates the container to see if it contains any items that have a Capture Time of Store Receiving. If any items do, SIM requires the user to scan the individual UIN numbers within the Container.

If a serial number is not scanned, the quantity on the delivery will not increase. At this time, the ASN message from the warehouse does not include any UIN information.

For AGSN receiving, the user enters the received quantity and damaged quantity. UINs are not scanned during the receiving process for items that require AGSNs. SIM generates UINs and prints a ticket for each damaged and received item upon receipt confirmation. A business process should be put in place to put the AGSN tickets on the correct items.

Warehouse Quick Receiving allows for a user to quickly receive at the container level, therefore, if the container has items that require UINs, the user will be given the option to receive the UINs now or set the container aside to be received later.

When the delivery is accessed after it has been received, the user can view the UINs that were created.

## External Finisher-Specific Logic

Through the returns dialog, items can be shipped to an external finisher for repair. After the finisher has completed the repair work, a transaction is generated for SIM to receive against. The receipt is done in the warehouse delivery dialog where the user can receive against the transaction, receive a single container or receive the individual item.

If the items were UIN items, the warehouse delivery dialog will check to see if the UINs shipped to the finisher are being returned. If they are UINs that are new, the user can still receive them, but will be asked to confirm the delivery.

## Direct Store Delivery (DSD)

DSD occurs when the supplier drops off merchandise directly in the retailer's store. This process is common in convenience and grocery stores, where suppliers routinely come to restock merchandise. In these cases, the invoice may or may not be given to the store (as opposed to being sent to corporate), and the invoice may or may not be paid for out of the register. The SIM system allows for the retailer to create new delivery records. This process allows the retailer to enter/scan a product bar code from any of the items in the delivery. Once the system verifies the bar code, the retailer can choose the supplier for the delivery. The system allows the retailer to either select an existing purchase order associated with that supplier to receive against, or to create a new purchase order. DSD delivery functionality within the SIM system can be accomplished on a PC based deployment, on a wireless handheld device, or on a combination of the two deployment methods.

The retailer can enter invoice information and receive items by the case/pack or by the item. The retailer can also print a delivery receipt once all items have been received, and the delivery is finalized. Note that the system is also able to handle deliveries partially received, allowing for multiple receipts against a single PO.

Through security permissions, the retailer can prevent users from over-receiving on the delivery. Once the expected quantity is reached, the user is prevented from receiving any more units. Receiving for damages can also be restricted through security. A system parameter allows the user to receive above the expected quantity but the stock on hand does not get updated for any units that exceed the expected

quantity. A second system parameter allows the user to receive damaged units but, as with over-receiving, the stock on hand will not be adjusted for these units. These over-received and damaged units are moved to a separate table upon confirmation of the delivery and can be published to an external system. In case both parameters are set up, the damaged units will be removed before the undamaged units.

Upon completing the order, the system validates whether the supplier allows for:

- any discrepancies
- only overages, not short receipts
- no discrepancies based upon a supplier attribute

A security setting dictating whether supplier discrepancies can be overridden is checked against the receipt. If the discrepancies cannot be overridden, the receipt is not completed. The user has an option to reject the entire delivery. If overridden, the receipt process continues on.

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**Note:** In a standalone environment, the supplier level indicator can be manually set up on the supplier in the SIM DB.

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Upon completing the delivery, the SOH for the store is updated with the received quantities. An inventory adjustment record is written for damaged units (with a reason code of **damaged**) to adjust the units out of SOH in the receiving store.

The receipt and purchase order information is published to the RIB for the purposes of the merchandise system.

Depending upon system configurations, users can re-open direct deliveries and adjust received quantities (within an established number of days). Corrected data is then processed and resent to the merchandising system. This unit receiving adjustment functionality is only available on the PC.

If the unit cost configuration is turned on, in certain conditions, the user will be able to enter a unit cost for DSDs created in SIM. These costs will be used by the merchandise system to generate a Purchase Order(PO). When receiving against existing Purchase Orders, SIM cannot update the cost since it is controlled by the merchandise system. If it is not filled in, then the merchandise system will default the cost.

### **Receiving Against Advanced Shipment Notices (ASN)**

Because of receiving-related processing within SIM, the retailer is able to receive against advanced shipment notices (ASN) on both the handheld device and the PC. ASNs that originate at the vendor are published to the RIB, and SIM subscribes to the data.

When a direct delivery is received, SIM checks for a corresponding open ASN against the PO.

Retailers are prompted as to whether they would like to apply the ASN to the delivery. If the ASN is applied, the shipped quantities from the ASN are applied to the quantity received for the direct delivery. Depending on configuration, if new items are included in the ASN but do not reside on the original PO, the items are added to the PO. Once the ASN is applied, the retailer can modify any of the received quantities.

A system option controls whether or not expected quantities are defaulted in for direct store deliveries with ASNs. This allows more detailed control by the retailer. If the quantities are not automatically defaulted, the user can scan each unit individually to ensure that the correct quantities are recorded. If the quantities are defaulted, only a

visual inspection can be done since scanning the item will automatically increase the received quantity.

### **Direct Delivery UIN Tracking**

Before confirming a receipt for a direct delivery on the handheld or the PC, SIM validates to see if any items have a Capture Time of Store Receiving. Serial numbers must be entered or scanned when receiving items that require UINs. If a serial number is not scanned, the quantity on the delivery will not increase.

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**Note:** If applying an ASN, the user is prompted if the defaulted quantity is not equal to the number of UINs scanned to be received.

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The Receive All option will not be available if UINs are required for at least one of the items on the DSD.

At this time, the ASN message from the supplier does not include any UIN information.

For AGSN receiving, the user enters the received quantity and damaged quantity. UINs are not scanned during the receiving process. SIM generates UINs and prints a ticket for each damaged and received item. A business process should be put in place to put the AGSN tickets on the correct items.

When the delivery is accessed after it has been received, the user can view the UINs that were created.

### **Direct Exchange (DEX) and Network Exchange (NEX) Receiving**

Direct Exchange (DEX) and Network Exchange (NEX) are uniform communications standards. DEX is the means through which a supplier, using a handheld device, can exchange electronic invoicing information with a store's direct store delivery (DSD) system. NEX differs in its delivery system, using the web as opposed to a hand-held cradle.

SIM is designed to support the integration of a supplier's DEX/NEX information into direct delivery-related screens, thereby simplifying the receiving process. Data is transferred to a store's DSD system using the Electronic Data Interchange (EDI) transaction set 894 (delivery/return base record). With the uploaded data, the store user can view, edit, and confirm the information contained in the file before receiving the direct delivery.

A system option controls whether or not expected quantities are defaulted in for direct store deliveries with DEX/NEX. This allows more detailed control by the retailer. If the quantities are not automatically defaulted, the user can scan each unit individually to ensure that the correct quantities are recorded. If the quantities are defaulted, only a visual inspection can be done since scanning the item will automatically increase the received quantity.

### **Existing POs vs. Quick Order Entry**

An existing PO is defined as a PO coming from an external system. SIM can receive against such POs with or without an ASN.

SIM also has the ability to create POs on the fly. These can be based on DEX/NEX transactions or be manually entered based on an invoice from the vendor.

**Figure 4-17** *Direct Store Delivery (newly created) Business Process Flow – PC*

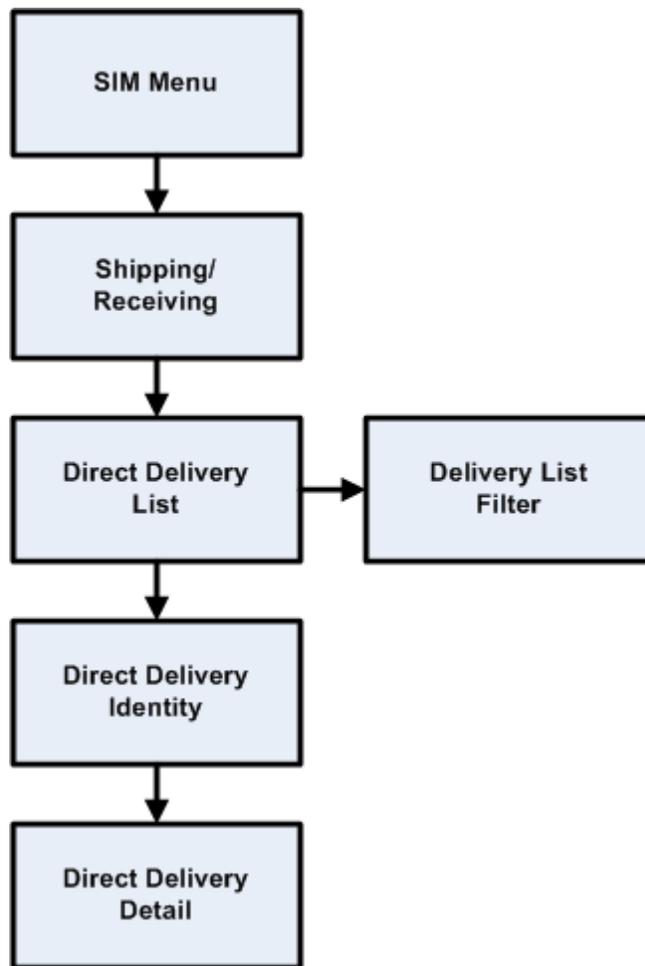


Figure 4-18 DSD Multiple Available ASNs Business Process Flow – PC

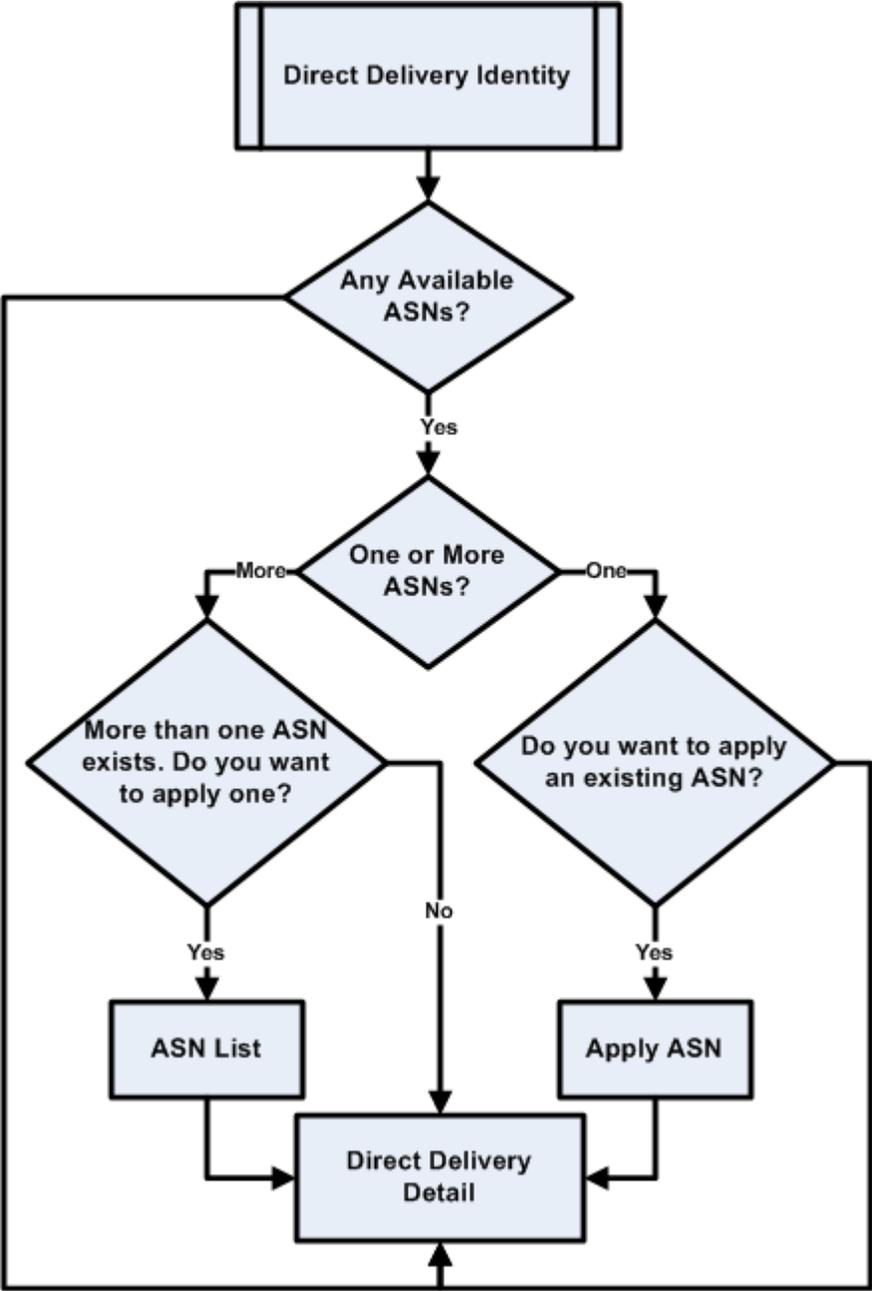
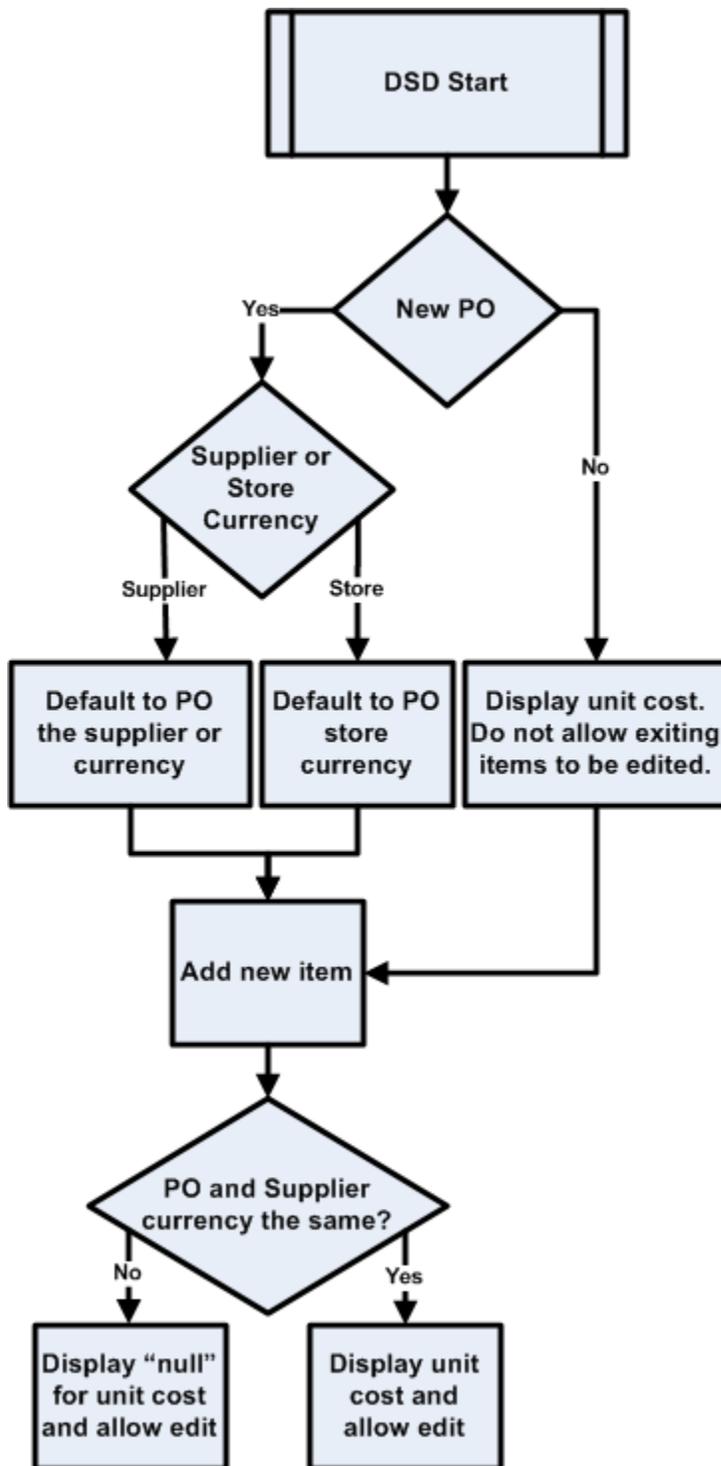


Figure 4–19 DSD Updating and Defaulting Cost Business Process Flow – PC



### Receiver Unit Adjustments

During the receiving process, there are situations where it becomes necessary to be able to amend a receipt once it has been completed and sent to the merchandising system for processing. SIM allows users to edit quantities on receipts from a warehouse, direct delivery, and transfer once those shipments have been received.

Unit Receiver Adjustments are available depending on system configurations. There are three separate system configurations corresponding to each receiving function. The configurations represent the number of days a receipt can be adjusted. For example, if the configuration is set to zero, this would disable the unit receiver adjustment functionality. Conversely, if a unit receiver adjustment were set to a value greater than zero, the receipt would be available for the specified amount of days. The users can re-open already received deliveries by clicking **Adjust Delivery** that is available on the receiving detail screen, and then modify the received quantities. Corrected data is then processed and resent to the merchandising system.

Unit Receiver Adjustments are only available on the PC and uses the existing receiving screens.

### Receiver Unit Adjustments UIN Tracking

When a receipt is adjusted for an item that requires a UIN, the UIN will need to be added or removed from the transaction. If UINs are added, the received quantity increases by the number of additional UINs added. If UINs are removed from the receipt, the received quantity decreases by the number of UINs removed.

If externally generated receipt adjustments are sent from RMS, an exception is captured. The SOH and receipt will still be updated for the receiver unit adjustment on the backend.

For example:

	RMS		SIM	
	SOH	Rcpt	SOH	Rcpt
	3	3	3	3

External receiver unit adjustment done in for -1.  
SOH and receipt updated in both external system and SIM.

	RMS		SIM	
	SOH	Rcpt	SOH	Rcpt
RUA	-1	-1	-1	-1
	2	2	2	2

A business process should be put in place to resolve the discrepancy on the UI. See ["Resolving UIN Discrepancies"](#) for more details.

When entering the DSD, Warehouse Delivery or Transfer dialogs, the user will be prevented from exiting the RUA transaction until the received quantity equals the number of UINs.

Receipt Adjustments for Transfers should not be allowed for any UIN unless the status of the UIN is in In Stock. The reason for this is that other states such as shipped out, reserved for shipping, unavailable, customer order reserved and so forth have other business transactions against them. The item should be removed from those transactions before the adjustment is allowed. The business workaround would be to add the item back in stock and then remove it through the adjust transfer dialog.

When adjusting receipts for AGSNs, an AGSN would be added or removed from the list. When adding units to the receipt of a Warehouse Delivery, DSD, or Transfer, SIM:

- Creates AGSNs for items that are added or items that increase in quantity
- Prints labels automatically for the newly created AGSNs
- Associates the AGSN to the item without prompting the user to add/scan them manually

In case of a RUA that is reducing inventory, the user will be required to select the AGSN that is being removed from the transaction.

## Returns and Return Requests Functional Overview

This section describes the functions of SIM returns and return requests.

### Returns

SIM allows a store user to look up, create, edit, delete, and complete returns from the store to an external finisher, a company-owned warehouse and/or directly to the vendor. Returns functionality within the SIM system can be accomplished on a PC based deployment, on a wireless handheld device, or on a combination of the two deployment methods.

If the return is to a warehouse (RTW), the user selects the appropriate warehouse from a list. If the return is direct to a vendor (RTV), the user enters the vendor number or uses the search option to identify the vendor for which the items should be shipped.

For the RTV, the user is prompted to enter a reason code for the return if the supplier requires a return authorization code.

The user can also choose to ship the item to an external finisher. Through the context field, the user can specify the purpose of the return. For example, the user can indicate the item is being returned for repair. After the finisher has completed the repair work, a transaction is generated for SIM to receive against. The receipt is done in the warehouse delivery dialog.

The context field can only be assigned if the return is created in SIM.

Return to warehouse and finisher require the user to select an inventory status at the header level of the return to define whether all items are returned from available or unavailable inventory. For return to supplier, the user may return available and unavailable items on the same return transaction and this would be done by selecting the Use Unavailable flag for the line item. Item quantities can be entered in eaches or cases. Once the applicable quantities are entered, the user is prompted to enter a reason code for the return. The reason codes are retailer defined. Available SOH is decremented for the return except when the item has unavailable inventory. After the reason code is selected, the user may either complete the return or save it to be completed at a later date.

Once a return is dispatched, the available stock on hand is decremented. If the user decided during the return process to source the quantity from unavailable inventory, an additional inventory adjustment is generated with a reason code of returns that moves the stock from unavailable to available.

Once the return is completed, a return document can be printed to be used both as a report and/or a packing slip for the shipment.

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**Note:** It is only possible to return merchandise directly to the vendor (RTV) from SIM if the vendor is allowed to receive returns and if the vendor is allowed to do Direct Store Deliveries.

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### Returns UIN Tracking

For Return to Warehouse and Return to Vendor transactions, the system will check if the capture time is store receiving for the item. If it is, the user will be required to enter

UINs and the quantity field will be equal to the number of UINs entered/scanned for the item. Saving the transaction will move the UINs to Reserved for Shipping status.

If the UIN added to the return is in unavailable status, SIM assumes the user wants to use unavailable inventory for the return. A separate check for unavailable inventory is not needed for UINs.

If the UIN is not assigned to the current store, the UIN is not allowed to be added to the return.

Once dispatched, the UIN will move to Shipped to Warehouse for RTWs, Shipped to Finisher for Return to Finisher, and Shipped to Vendor for RTVs.

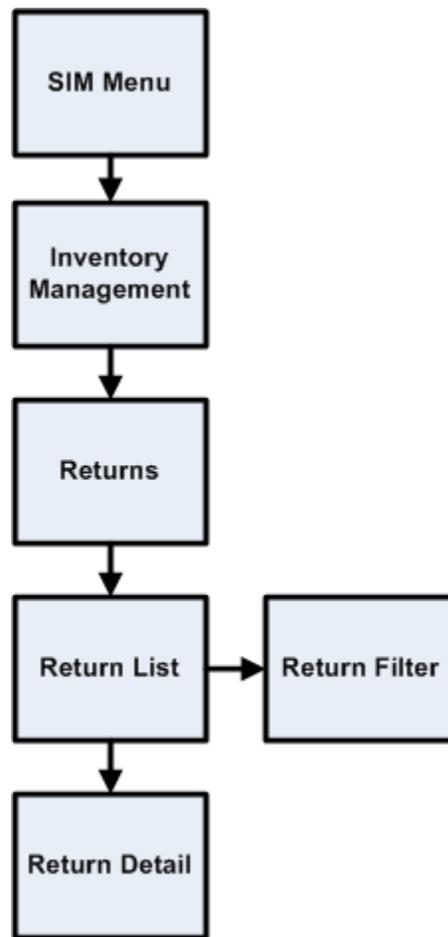
An audit record is captured for each status change.

## **Return Requests**

Return requests functionality enables return requests to be fulfilled from a store to a warehouse (RTW) and/or to a vendor (RTV) that were generated using the merchandising system.

A return request might be generated by a safety concern (for example, glass shards are discovered in a product). The functionality can be summed up as a return generated by the merchandising system that can be edited and approved in SIM. Return requests functionality within the SIM system is accomplished only on the PC-based deployment.

Once SIM receives the return request data, it takes over the request and allows store users to add, edit, delete, save, and dispatch the return request. Once the request is deleted or dispatched, a message is sent back to the merchandising system.

**Figure 4–20 Return Requests Business Process Flow – PC**

## Lookups

This section describes SIM lookups.

### Item Lookup

SIM provides store users the ability to query basic item information and search for stock in other store locations. All of the lookup functions have filter status on which to search. For example, a user can search for items by item number, description, supplier, and/or merchandise hierarchy. The information that can be searched on and displayed to the user is as follows:

- Search Criteria
  - Item Number (UPC, SKU)
  - Unique Identification Number (UIN)
  - Item Description
  - (Primary) Supplier Name
  - (Primary) Supplier Number
  - Warehouse

- 
- Finisher
  - Merchandise Hierarchy
  - Ranged indicator
  - User-Defined Attribute (UDA): UDA Text, Value, or Date
  - Information Displayed
    - Item Number (SKU)
    - Item Description
    - Item Image
    - Supplier Name
    - Supplier Number
    - Primary UPC/EAN Number
    - VPN
    - Primary Supplier
    - UIN Detail
    - Item/Location ranging
    - Primary Sequence Location
    - Unit Of Measure
    - Simple Pack Conversion
    - Concession/Consignment Item
    - Inventory – defaults to the store the user is logged on to and displays the following categories in units:
      - \* Total Stock on Hand
      - \* Available Stock on Hand
      - \* Shop Floor
      - \* Backroom
      - \* Unavailable Stock
      - \* Transfer Reserved
      - \* RTV Reserved
      - \* Ordered Quantity
      - \* Delivery Bay
      - \* In Transit
      - \* Received Today
    - Stock on hand at other store locations (Stock Locator)
    - Customer Orders
    - Department, Class, and Subclass
    - Item differentiators and their related items
    - Primary Pack Size

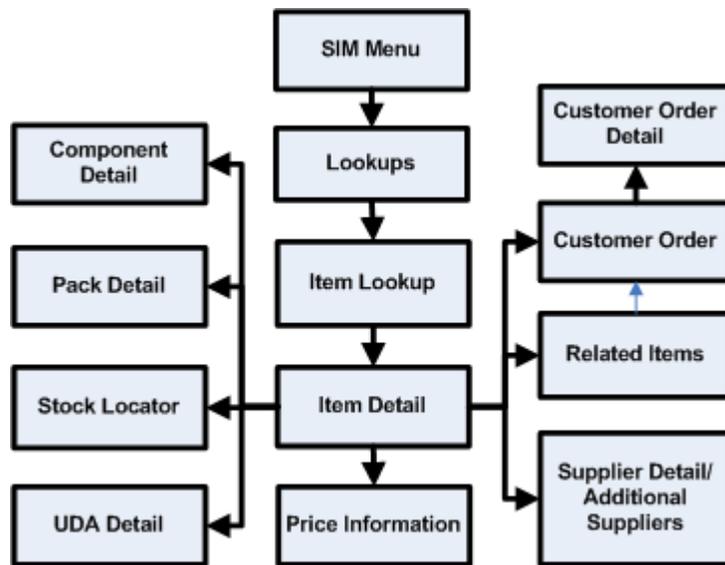
- Pricing – Current and Regular Retail Price
- Price Status – Clearance, Promotional, Market
- Regular Multi Price information
- Price History
- Item Status – active/inactive
- Next allocations – Delivery Date, Warehouse, UOM, Quantity, Timeslots
- Replenishment Method
- Reject Store Orders – for store orders
- Next Delivery Date – for auto replenishment items
- UDA Detail

In an effort to reduce the number of keystrokes, if a lookup on an item is done during the processing of a separate function (that is, a transfer), the ability to use the item directly from the search is enabled. For example, the user can search for an item or supplier directly from the transfer screen, select Use Item, and the information will default into the transfer currently being created.

The handheld will display the same information but also has a walk through lookup function. This feature allows the user to scan a specific item and walk through the different differentiators of the item. The user is then presented with the on hand positions and details of the found item. This is especially useful when a customer cannot find the item, but the store has a very similar item. For example, the user presents a black large T-shirt, but the item the customer actually wants is a red medium sized T-shirt.

The user will also find in this dialog some rudimentary information on customer orders.

**Figure 4–21 Item Lookup Business Process Flow – PC**



### Item Image URLs

SIM enables a customer to define a URL to an image for an item. When the application server is inside a firewall and the referenced images are outside the firewall, the managed server that runs within the application server might need to be started with JVM options defining the proxy server through which URL requests must pass to get outside the firewall, to access images.

The following is an example of these settings:

```
export JAVA_OPTIONS="-Dhttp.proxyHost=myproxy.mycompany.com -Dhttp.proxyPort=80  
-Dhttp.nonProxyHosts=localhost|127.0.0.1|*mycompany.com|10.141.*  
-Djava.net.preferIPv4Stack=true"
```

These settings must be passed to the managed server JVM during startup. This is usually done within the shell script that launches the managed server.

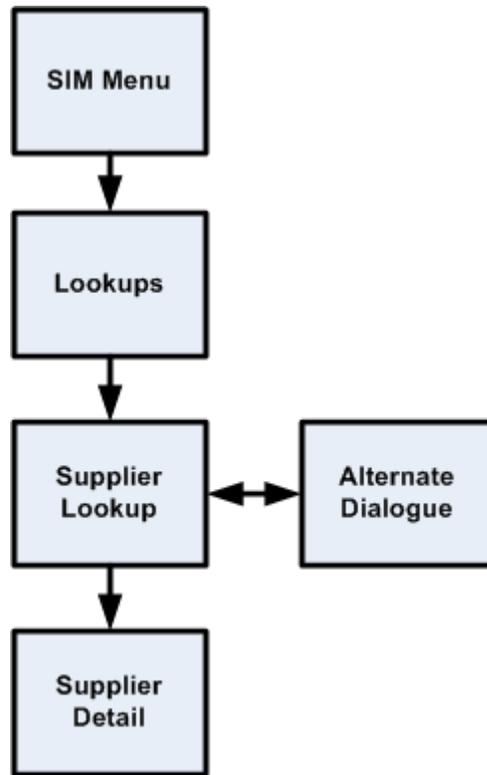
### Supplier Lookup

SIM provide users with the ability to query information on suppliers. The following is displayed after a search is performed:

- Supplier Name
- Supplier Number
- Supplier HQ Address, Phone, Fax, Contact, E-mail Address
- Supplier Returns Address, Phone, Fax, Contact, E-mail Address
- Status of the supplier
- Returns Allowed indicator
- Return Authorization Required indicator

As with the item lookup functionality, if a lookup on a supplier is done during the processing of a separate function (that is, a transfer), the ability to use the supplier directly from the search is enabled. This functionality is available on both the handheld and the PC.

**Figure 4-22 Supplier Lookup Business Process Flow – PC**

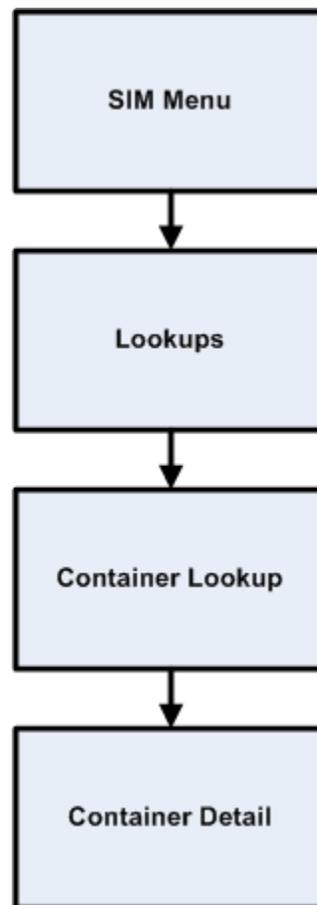


## Container Lookup

SIM provides users with the ability to query shipping container information and displays the following:

- Container ID
- ASN Number
- Container Status (Received, In Transit, and so on)
- Item information
- Receipt Date and Time
- From Location
- Number of Cases
- Damages

This functionality is available on both the handheld and the PC.

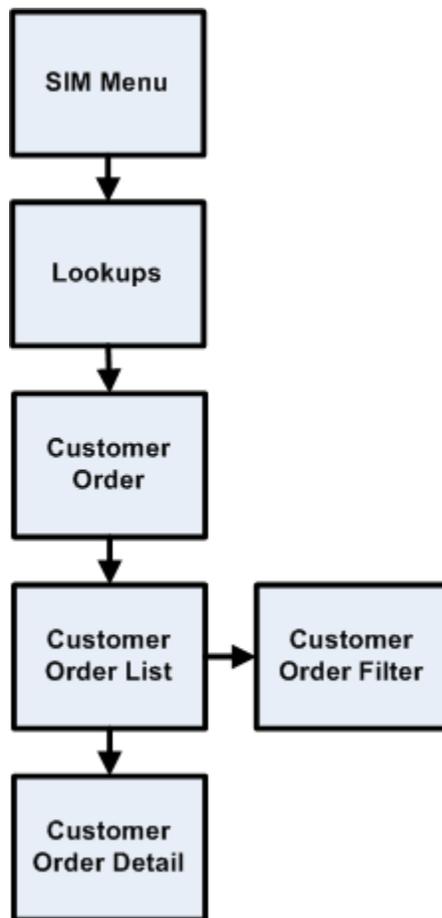
**Figure 4–23 Container Lookup Business Process Flow – PC**

## Customer Orders

SIM has the ability to retain some basic information on the customer orders that are responsible for reserving customer specific inventory. The following information can be displayed:

- Item and Item Description
- Customer Order ID
- Reservation type (for example, Layaway, Customer Pickup)
- Status
- Comments (for example, delivery instructions)
- Remaining, fulfilled, reserved, and cancelled quantities
- Last updated

UINs cannot be assigned on Customer Orders, this must be done through an external system. However, the user can view UINs that have been assigned for the Customer Order.

**Figure 4–24 Customer Orders Business Process Flow – PC**

## Unique Identification Number (UINs)

This section describes the SIM unique identification number.

### Functional Overview

Retailers who sell items such as electronics, cell phones, weapons, medication, and fresh items often have to track unique numbers or attributes for a single item or a group of items. These numbers are often called serial numbers, batches, unique identification numbers, FCC ID, expiration ID, and so on.

SIM now supports unique identification number logic. The retailer can track the individual instance of an item in SIM from the moment it enters the store until the moment it leaves the store, resulting in better inventory control. UIN tracking is expected to reduce shrinkage, hold stores accountable for individual items, and increase customer satisfaction.

In SIM, UIN functionality allows the user to:

- Lookup a UIN
- View audit trail of UINs
- Resolve UIN discrepancies
- Update UIN status

- Receive UINs (Direct Delivery, Warehouse Delivery, Transfer)
- Count UINs (Stock Counts)
- Perform Inventory Adjustments on UINs
- Prints (Ticketing)

UINs can be captured at the time of sale (Oracle Retail Point-of-Service) or at the time of store receiving (SIM). If the UIN is captured at the time of the sale, Point-of-Service captures the UIN and the UIN is not tracked in SIM. If the UIN is captured at the time of receiving, SIM captures the serial number when it arrives in the store using a direct store delivery or warehouse delivery.

UINs are not allowed for type 2 items, non-inventory items, notional packs, non-sellable simple packs, concession items and consignment items.

## Auto-Generated Serial Numbers (AGSNs)

SIM also has the ability to auto generate UINs and track the item with that UIN number. The UINs are created during the receiving process and a label is generated for each of these units.

Auto-generated serial numbers will be generated during the receiving process or while performing a stock count or inventory adjustment. If auto generation is being used during the receiving process, the UIN is captured and the UIN information is provided to the user after receipt confirmation.

An auto generation process generates UINs in a sequenced order and assigns to items as needed during DSD receiving, Warehouse Delivery, Transfer Receiving, Stock Counts and Inventory Adjustments.

The default process uses a sequence generated number and is configurable so the customer can enter a desired starting point or hook it into an external service (through customizations).

An audit record is captured for each UIN that has a status updated.

When an item is scanned during the receiving process, the system checks to see if a UIN is required to be captured for the item. If the UIN type is set to Auto Generation (AGSN), the Auto Generation routine will be called and the generated number is displayed on the UIN pop-up after the items have been confirmed for the warehouse delivery, DSD, or transfer.

SIM will automatically print an item ticket with the newly generated UIN number.

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**Note:** The print option will only be available for generated UINs. The user will not be able to print UINs that are not auto-generated by the system.

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- UINs are auto-generated upon receipt confirmation of a warehouse delivery or direct store delivery and labels are printed for each UIN
- UINs are auto-generated for incoming transfers that are received from a store that does not capture UINs
- UINs are auto-generated for inventory adjustments with disposition movement of OUT -> ATS and a ticket prints automatically
- Ability to print/re-print AGSN from Item Ticket Detail screen and UIN Detail screen

- UINs are auto-generated for receiver unit adjustments where the quantity has increased

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**Note:** For externally created adjustments, manual intervention is needed.

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### **AGSN Auto-Ticket Printing**

When a new AGSN item is received, SIM automatically prints a ticket.

To improve performance while receiving serialized items, the generated UINs are stored in a print batch table, grouped by a batch ID. This batch ID is pushed to a staging queue. This ends the receiving operation.

A new polling timer is created, which picks the staged UIN print batch message and prints the UINs as a batch through a UIN print batch consumer.

Instead of printing AGSN item tickets directly upon the receipt, the printing now goes through the new polling timer. Printing is done asynchronously, depending on the frequency of the polling timer.

The AGSN report template prints multiple pages (batch UINs) or a single page (single UIN).

### **UIN AutoNumber**

To facilitate the application of serial numbers (UIN), SIM adds a new process that creates the UIN and tracks the item with that number.

During the receiving process, SIM registers how many units are received and generates a label for these units. The process will be identical to how a user receives without capturing UINs, but units are tracked.

The benefits for such a model is the speed of the receiving, which can be done at container level, and removes difficulties some users encounter, for example, trying to find the barcode on large items such as a refrigerator, or determining how to track an item such as a cell phone, which has three barcodes.

For auto-generated serial numbers, SIM bypasses entering individual specific serial numbers at the time of receiving and simply accepts a quantity. This operation is the opposite of normal serial number operations. The quantity entered is then used to generate serial numbers and assign them to the particular item.

AutoGenerateSerialNumberDao contains APIs to retrieve a number of new IDs (or serial numbers) based on the count parameter. This is handled by getting the next values from the AUTO\_GENERATE\_SN\_SEQ sequence. SIM can be modified to generate any sort of serial number the user needs by changing dao.cfg. The user can plug in any class in the AUTO\_GENERATE\_SERIAL\_NUMBER\_DAO=xxx line and implement any process to generate serial numbers.

If a previously existing auto-generated serial number is scanned, it is treated identical to regular serial numbers.

**Table 4–5 Enumerations**

Enumeration	Description
FunctionalArea	Describes the business functional area and sometimes phase of the business process.
UINType	Describes the type of a UIN. Currently only SERIAL and AGSN are available.
UINStatus	Describes the status of the UIN.
UINCaptureTime	For the specific item and store, it defines the time when a new UIN may be captured and inserted into the data store. Either SALE or STORE_RECEIVING.
UINAvailability	Used as a parameter when searching for records based on availability.
UINActionType	This represents action type that triggered a UIN update (namely from a web service.).

**Table 4–6 UINStatus**

Name	Code	Description	Comment
IN_STOCK	0	In Stock	This status can be sold, inventory adjusted, stock counted, shipped, reserved for shipping and reserved for sale.
SOLD	1	Sold	This status is considered a final status and can only be changed through a stock count, return or inventory adjustment.
SHIPPED_TO_WAREHOUSE	2	Shipped To Warehouse	This status is considered a final status and can only be changed through another receipt or special inventory adjustment.
SHIPPED_TO_STORE	3	Shipped To Store	This status can be changed to in stock when the item is received, unavailable if the item is damaged during return or removed from inventory in case it is short received.
RESERVED_FOR_SHIPPING	4	Reserved For Shipping	This status indicates UIN on return or transfer.
SHIPPED_TO_VENDER	5	Ship To Vendor	This status is considered a final status and can only be changed through another receipt or special inventory adjustment.
REMOVED_TO_INVENTORY	6	Remove From Inventory	Set when an item is removed from stock. Only can be changed if item is moved back into inventory.
UNAVAILABLE	7	Unavailable	Set when inventory adjustment is made to unavailable, damaged received quantities or when item is reserved for customer orders.
MISSING	8	Missing	Will be set when a stock count can not find the serial number or the item goes missing during a shipment.
IN_RECEIVING	9	In Receiving	This means that a receipt is In Process but has not yet been confirmed. This can occur during DSD Receiving, Warehouse Receive or Transfer Receiving.
CUSTOMER_RESERVED	10	Customer Reserved	This status will be set when Oracle Retail Point-of-Service uses the customer order Web service to communicate a UIN that is reserved for a customer order.

**Table 4–6 (Cont.) UINStatus**

Name	Code	Description	Comment
CUSTOMER_FULFILLED	11	Customer Fulfilled	This status will be set when Oracle Retail Point-of-Service uses the customer order web service to communicate a UIN that is fulfilled for a customer order.
SHIPPED_TO_FINISHER	12	Shipped To Finisher	The state that an item should be in when receiving from a Finisher.
UNCONFIRMED	99	Unconfirmed	This means a UIN has been scanned or entered but has not yet been processed. The UIN is in a temporary state and can move from None to any other state during validation. Note: The functional identifier will not exist until the transaction has been completed.

**Note:**

- UIN **Open** Status = IN\_STOCK, RESERVED\_FOR\_SHIPPING, UNAVAILABLE, CUSTOMER\_RESERVED and IN\_RECEIVING.
- UIN **Closed** Status = SOLD, MISSING, SHIPPED\_TO\_STORE, SHIPPED\_TO\_WAREHOUSE, SHIPPED\_TO\_VENDOR, SHIPPED\_TO\_FINISHER, REMOVE\_FROM\_INVENTORY and CUSTOMER\_FULFILLED.

**Table 4–7 UINAvailability**

Name	Description
OPEN	Open
CLOSED	Closed
ALL	All

Used as a parameter when searching for records based on availability.

**Table 4–8 UINActionType**

Name
SALE
RETURN
VOID_SALE
VOID_RETURN

This represents the action type that triggered a UIN update (namely, from a web service).

## Auditing

Any time a status change occurs for a UIN, an audit record is captured and is available for viewing on the UIN History screen.

## UIN Setup

A store parameter allows the user to turn on/off UIN functionality by store. Multiple system parameters control the purging of UIN information.

SIM provides a store/class level setup for UIN attributes. These attributes can be auto-defaulted in based on a system parameter. When attributes are added or modified at the class level, the attributes will be applied to each item/location level for all items that belong to the specified department/class.

The UIN attributes screen is required for standalone implementations of SIM. The UIN Attributes screen should not be used if the retailer plans to pull attributes from an external system.

UIN attributes include the following:

- Type of UIN (AGSN/Serial Number)
- Capture Time (Store Receiving/Sale)
- UIN Label
- Ticket Format (AGSNs)
- External system create UIN

## UIN Status

Each time an item with a UIN is scanned, SIM captures the status of that item.

Depending on the functional area for which that item is scanned, a different status will be assigned. This feature allows SIM to ensure data integrity and provide an audit trail of the life of the item.

Before any transaction is completed (dispatched or confirmed), SIM validates that the status of the items on the transaction are still valid.

For example, a UIN on a transfer might be invalid if a stock count cannot find the item and move the **Reserved for Shipping** status to **missing**. The item will stay on the transaction, but the user must remove it before dispatching. SIM lets the user know the item is not in a valid status anymore.

### UIN Statuses

The following are descriptions of the SIM UIN statuses.

#### Unconfirmed

A UIN has been scanned or entered but has not yet been processed. The UIN is in a temporary state and can move from Unconfirmed to any other state during validation.

#### In Stock

The item is in stock and can be sold. This status is usually achieved after an item is received, returned or when it is fixed from a repair.

#### In Receiving

A receipt is In Process but has not yet been confirmed. This can occur during DSD Receiving, Warehouse Receive or Transfer Receiving.

#### Sold

The item has been sold to a customer. The UIN status can get set to Sold through the new Point-of-Service Web service.

**Reserved For Shipping**

Any time a transfer or a return is created and saved the UIN is marked as Reserved For Shipping. Only UINs in "In Stock" and "Unavailable status" will be allowed to be shipped.

**Shipped To Store**

When a store-to-store transfer is dispatched, the status of the UIN is set to Shipped To Store. In order to update the UIN to Shipped to Store a UIN must be In Stock or Reserved for Shipping.

**Shipped To Warehouse**

When a warehouse return is dispatched, the status of the UIN is set to Shipped to Warehouse. In order to update the UIN to Shipped to Warehouse a UIN must be In Stock, Reserved for Shipping, or Unavailable status.

**Shipped To Vendor**

When a vendor return is dispatched, the status of the UIN is set to Shipped to Vendor. In order to update the UIN to Shipped to Vendor a UIN must be In Stock, Reserved for Shipping, or Unavailable status.

**Shipped To Finisher**

When a finisher return is dispatched, the status of the UIN is set to Shipped to Finisher. In order to update the UIN to Shipped to Finisher a UIN must be In Stock, Reserved for Shipping, or Unavailable status.

**Removed From Inventory**

A UIN will be updated to Removed From Inventory using either an Inventory Adjustment or a Short Receipt. In order to update the UIN to Removed From Inventory a UIN must be In Stock, Shipped to Store or Unavailable status.

**Missing**

A UIN will be updated to Missing when performing a stock count. If an item is not found that is currently In Stock, Reserved for Shipping or Unavailable, the UIN will be updated to Missing.

**Unavailable**

A UIN will be updated to Unavailable either via an Inventory Adjustment or a Damaged Receipt. A UIN must be in either In Stock, Sold, Shipped to Store, Customer Fulfilled, Removed from Inventory, or Missing Status before it can be moved to this status.

**Customer Reserved**

This status will be set when the Oracle Retail Point-of-Service uses the customer order Web service to communicate a UIN that is reserved for a customer order:

- The selling service to validate the item is valid to be sold will be used to validate that the UIN is available to be reserved.
- A UIN must be in either In Stock, Customer Order Fulfilled before it can be moved to this status.

**Customer Fulfilled**

This status will be set when Oracle Retail Point-of-Service uses the customer order web service to communicate a UIN that is fulfilled for a customer order:

- The selling service to validate the item is valid to be sold will be used to validate that the UIN is available to be fulfilled.

- A UIN must be in either In Stock or Customer Order Reserved before it can be moved to this status.

## Resolving UIN Discrepancies

UINs can be resolved in multiple ways, depending on what the discrepancy is.

The user can view discrepancies on the Resolution List screen. The UIN Resolution screen will display all exception records that were created due to attempting a status change that is not allowed using one of the following:

- UIN Update Status Web Service
- Customer Order Web Service
- Externally generated Receipt Adjustments

When a UIN store mismatch occurs, an e-mail notification is sent to the store with which the UIN was originally associated. This applies to Transfers, Inventory Adjustments and Stock Counts. These discrepancies do not appear on the Resolution list screen, instead the notification will occur through an e-mail and can be resolved by adding the item to a Problem Line stock count or resolving it via an inventory adjustment.

Resolving the UIN record on the UIN Resolution screen does not resolve the discrepancy on the transaction. The recommendation is to resolve the discrepancy by fixing the issue on the transaction or by doing an inventory adjustment:

- The UIN discrepancy can be resolved directly through the transaction from where the discrepancy originated. This is the recommended business process.
- The user can check the **UIN Discrepancies** flag when creating a Problem Line count using Product Group setup. This will add discrepant UINs to the count and resolve the discrepancy through completion of the stock count.
- The status of the UIN can be updated directly from the UIN resolution screen. This automatically marks the record as **resolved**. This does not resolve the inventory discrepancy.
- The UIN record can be moved to **resolved** on the Resolution screen by clicking **Resolve** from the UIN (without updating the status or the inventory).

For Third Party stock counts, UIN discrepancies can be resolved through the Rejected Items screen. If the UIN is not present for an item that requires a UIN when the third party count is uploaded to SIM, the record will be written to the Rejected Items table for later resolution. The Rejected Items screen allows the user to assign a serial number for those items.

Whenever an invalid UIN is scanned on any type of stock count, the invalid UIN will appear on the Rejected Items screen. A user with the proper permissions can review the invalid scans and assign a valid UIN to bring the UIN back into the stock count if desired.

### Examples of Resolving Discrepancies

The following are examples of SIM resolving discrepancies.

#### Example 1 – Store Mismatch: Allow Unexpected UINs parameter is set to Yes

1. Transfer sent from Store A to Store B.
2. Store B receives the transfer. Item 1 was not on the transaction; however, it did get shipped on the truck so Store B receives the unexpected UIN.

3. The UIN is now associated with Store B and an e-mail will be sent to Store A to notify them of the discrepancy. The item/UIN was not on the transaction and therefore the item/UIN is still reflected in Store A's inventory.
4. The user can create a problem line stock count at Store A and check the UIN Discrepancies flag. This action will place Item 1 on the stock count and resolve the inventory discrepancy once the count is completed. The discrepancy could also instead be resolved using an inventory adjustment to move the UIN out of stock.

**Example 2 – Store Mismatch: Allow Unexpected UINs parameter is set to No**

1. Transfer sent from Store A to Store B.
2. Store B receives the transfer. Item 1 was not on the transaction; however, it did get shipped on the truck so Store B attempts to receive the unexpected UIN but SIM does not allow it.
3. The UIN is still associated with Store A. Store B will have to call Store A and have them create a new transfer so Item 1 moves out of Store A and into Store B. An exception record is not created on the Resolution List screen for either store since SIM never allowed the UIN to change status from one store to another.

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**Note:** If the user chooses to update the status using the Resolution list screen, they still must create the transfer so that the inventory gets updated correctly.

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4. Once the status has been updated by Store A, the Store B user can now receive the item.

**Example 3 – Resolution List Screen RUA**

Updating UIN Status at store you are logged in to.

1. RUA is done in RMS for Direct Delivery at Store A.
2. Exception record created for Store A due to the external adjustment and appears on Resolution List screen in Store A.
3. The user logs into store A and goes to Resolution List screen to find exception record.
4. The user should navigate to the Direct Delivery and click **Adjust Delivery** and manually add or remove UINs as necessary. Adjusting the delivery will update the UIN to the correct status.
5. Users can click **Resolve** from the UIN Resolution screen to indicate they have manually resolved the discrepancy. The **Update UIN Status** button is used as an additional check and allows user to update status in case it is ever needed. It is a place where the user can update the status or view an audit trail of the UIN. Ideally, the user will be adjusting the transaction itself, which should update the UIN status to where it needs to be. For example, removing UIN from DSD moves UIN status to Removed from Inventory. Adding a UIN to DSD moves UIN status to In Stock.

**Example 4 – Resolution List Screen: Customer Order Web service**

1. Customer Order Web service calls SIM to move item to Customer Order Reserved and the item/UIN is not in stock.
2. SIM records a discrepancy error on Resolution List screen.

3. The user creates an inventory adjustment to bring the UIN In Stock.
4. The user can log in to the store called by the web service and update the status to Customer Order Reserved using Resolution List screen.

**Example 5 – Update UIN Status Web Service Processing ACTION = SALE or VOID-RETURN**

1. UIN is found and is in one of the following statuses:
  - Unavailable
  - Sold
  - Reserved for Shipping
  - Shipped to Store
  - Shipped to Warehouse
  - Shipped to Vendor
  - Missing
  - Customer Order Reserved
  - In Receiving
  - Removed from inventory
2. UIN cannot be updated to Sold if it is in one of the statuses from Step 1, so an exception record is created and appears on the Resolution List screen for the store.
3. Depending on the integration, the user must update the status of the UIN manually from the UIN Resolution List screen and re-process the transaction, or just update the status of the UIN.

The unified web service will not update the SOH if the status does not match. The UIN status update web service, on the other hand, will fail independently from the sales transaction web service or ReSA upload file. Fixing the problem for the UIN status update web service will only require a status update. The unified web service call might require a status update to In Stock and a re-process of the entire record.

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**Note:** The user might need to remove the UIN from the physical transaction. Depends on what status it was in. For example, if it was in Shipped to Store, the user should, from a business perspective, navigate to the transfer and remove the item/UIN from the transfer.

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**Example 6 – Update UIN Status Web Service Processing ACTION = RETURN or VOID-SALE**

1. UIN is found and is in a state other than Sold.
2. Status cannot be updated since it is not in sold status and exception is created and appears on Resolution List screen.
3. Access exception record from Resolution List screen and update the status.



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## System and Store Administration

This chapter describes the system and store administration for Oracle Retail Store Inventory Management.

### Overview

Under the administration section, the user can find all system setup tasks and often corporate executed tasks:

- Product Group and Product Group Scheduler

This feature allows customers to set up recurring events with sets of items.

- Ad Hoc Stock Counts

This section allows the user to set up ad hoc stock count variance levels for each merchandise hierarchy at the class level.

- UIN Resolution

The UIN Resolution screen allows the user to view and resolve UIN status discrepancies. The user can also view an audit trail of the discrepant item's UIN history.

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**Note:** Resolving discrepancies from the UIN Resolution list screen does not resolve the inventory discrepancy. See "[Resolving UIN Discrepancies](#)" for more detail.

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- Security

The user can create and modify roles. When creating a new role, it is possible to add a variety of privileges for the handheld device or PC. In addition to general restrictions for functional areas, the user is also able to secure the different types of product groups that exist and the reason codes a user has access to for creating inventory adjustments.

- Technical Maintenance

Several technical functions can be controlled under this header:

- UI Configuration

This feature allows the user to configure font type and size, color scheme and icons by theme. In addition translated values can be modified through this dialog as well.

- Polling Timers

Polling timers allow the user to identify how often the system will check the SIM integration layer for new messages generated by external systems.

- Staged Messages

The staged messages UI allows a user to validate the content of message and if needed manually restarts the message for polling purposes.

- Setup

- SIM Stores

Management of SIM managed stores, setup of buddy stores, and auto receiving for store transfers.

- \* SIM Managed Stores

User can set up those stores that will use SIM. This prevents the store from publishing RIB Messages to the external system when auto-receiving.

- \* Buddy Stores

SIM allows for the concept of Buddy Stores. Buddy Stores can be set up to indicate groups of stores that can transfer merchandise from one store to another. The concept does enforce transfer zones if used in the Oracle Retail Merchandising System.

- \* Auto Receive Stores

SIM allows users to set up Stores at which transfers are automatically received when shipped.

- Administration Parameters

SIM has many application parameters that allow clients to customize the product according to their business. The application parameters are split into system and store options. System option parameters allow a user to change the parameter for the entire system and all stores. Store option parameters are only specific to the store the current user is logged in to.

- Formats and Printer Selection

Tickets and labels can be set up here and a default printer can be assigned to them. In addition, it is possible to assign a default printer to print reports.

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**Note:** Tickets and labels need to be created in the printing tool used to print them. These screens are just for printer and type setup.

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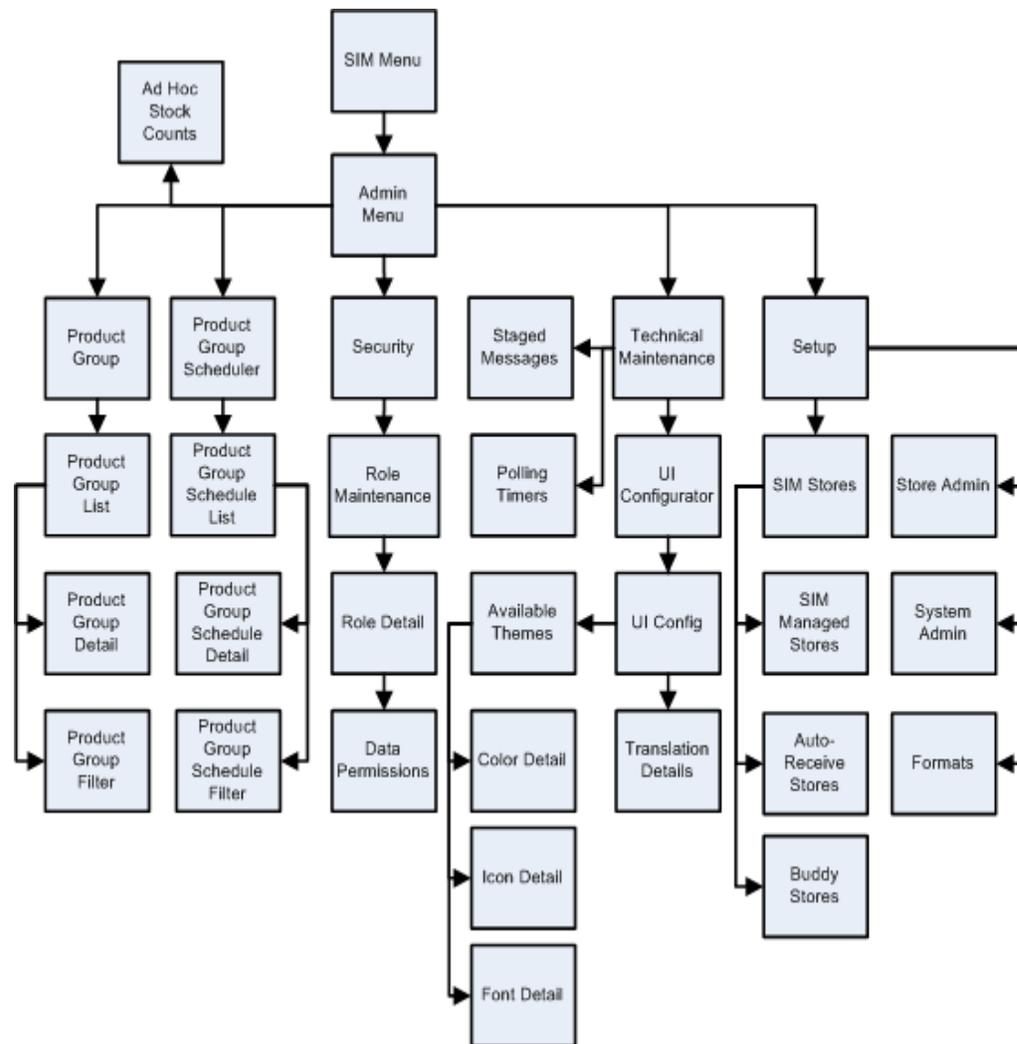
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- UIN Attributes

- Inventory Adjustment Reason

Inventory adjustment reason codes help control the loss or unexpected gain of items for the general ledger and stock ledger. SIM has the ability for the user to set these up to match the external merchandising system. It is also possible to hide or modify the disposition of the existing reason codes.

Figure 5-1 Store Administration



## Product Groups/Scheduler

Within the System Administration screens is the ability for a store user, with the proper security, to create any number of groups of items to be used within the SIM application. These groups can be comprised of entire areas of the merchandise hierarchy (for example, an entire subclass) or can be simply a group of individual and unrelated items. Depending on the product group, the user can set up additional details such as:

- Tolerances
- Counting Method (Guided/Unguided/Third Party)
- Hierarchy Breakdown
- Recounts
- Item Status
- Stock on Hand
- Expiration

- Delivery Dates
- Auto Authorize
- Problem Line Parameters

Product groups can be created for:

- Unit Stock Counts
- Unit and Amount Stock Counts
- Problem Line Stock Counts
- Pick Lists (Shelf Replenishment)
- Wastage
- Item Requests

Once the groups are created, the user has the ability to schedule how often each group is to be counted or ordered. Using a calendar wizard, the user selects the count group and whether it is to be counted daily, weekly, monthly, or yearly. One or more stores can be assigned to the schedule, depending on stores the user has access to. SIM maintains these schedules and automatically prompts users to complete the counts at their scheduled times. Product group schedules can be used for:

- Unit Stock Counts
- Unit and Amount Stock Counts
- Problem Line Stock Counts
- Wastage
- Item Requests

## Store Administration

The store administration functionality allows you to set values for options that control a variety of system behaviors. The values of these system options apply only to your location.

### Set Store Options

Navigate to **Main Menu > Admin > Setup > Store Admin**.

The Store Admin window opens.

Figure 5–2 The Store Admin Window

The screenshot shows a window titled "Store Inventory Management" with a "Done" and "Cancel" button bar. Below the buttons is a "Topic" dropdown menu set to "-All-". The main area contains a table with three columns: "Topic", "Option", and "Value".

Topic	Option	Value
Admin	UIN Processing Enabled	Yes
Direct Delivery	Direct Delivery Auto Remove Damaged Quant...	No
Direct Delivery	Direct Delivery Auto Remove Over Received ...	No
Direct Delivery	Direct Delivery Default Delivery Quantities	Yes
External Finisher	External Finisher Auto Receive	Not Allowed
External Finisher	External Finisher Auto Receive Number of Days	0
Item Basket	Item Basket Printing	Manual
Item Request	Display Item Request Delivery Timeslot	Yes
Pick List	Replenishment - Delivery Bay Inventory	Yes
Pick List	Replenishment - End of Day max. fill %	100
Pick List	Replenishment - Item Out of Stock (Standard ...	2
Pick List	Replenishment - Item Out of Stock %	10
Pick List	Replenishment - Within Day Max. fill %	75
Reporting	Reporting Tool Address	http://redevlv0126.us.oracle.com:17007/xmlp...
Reporting	Reporting Tool Request Password	welcome1
Reporting	Reporting Tool Request URL	http://redevlv0126.us.oracle.com:17007/xmlp...
Reporting	Reporting Tool Request Username	sim
Reporting	Reporting Tool Request User Realm	none
Sequencing	Assign Shelf Edge Labels	No
Sequencing	Display Sequence Fields	Yes
Stock Counts	Stock Count Default Timeframe	Before Store Open
Ticketing	Send Item Tickets to Ticketing for Description...	No

1. Select the option that you want to modify.
2. Double-click the Value field and set the option value in either of these ways:
  - Select a value from the list.
  - Enter an appropriate value in the field.
3. Click **Done**. You return to the Setup menu. Click **Done** again to return to the Admin menu.

## Store Administration Options Table

The following table lists the store administration options in alphabetical order and describes each option.

**Table 5–1 Store Administration Options**

Topic	Store Administration Option	Valid Values	Default Value	Description
Admin	Enable Item Disposition in Transaction Updates	Yes, No	Yes	<p>If Yes, the system reads the reason code in the web service message and performs the inventory adjustment. If the reason code is not present, the system processes the return/void and increments the SOH.</p> <p>If No, the system does not look for the reason code in the web service message.</p>
Admin	UIN Processing Enabled	Yes, No	No	<p>This parameter dictate whether any of the UIN functionality is available within SIM for each store.</p> <p>If the parameter is <b>No</b>, then none of the UIN buttons or fields will be present in the application.</p>
Direct Delivery	Direct Delivery Auto Remove Damaged Quantity	Yes, No	No	<p><b>Yes:</b> When confirming the transaction, all damaged items are removed and put on the audit trail.</p> <p><b>No:</b> Any damaged quantities recorded for the delivery stay on the transaction.</p>
Direct Delivery	Direct Delivery Auto Remove Over Received Quantity	Yes, No	No	<p><b>Yes:</b> The user is allowed to add any quantity for the DSD ASN, but any quantity above the expected quantity is removed from the transaction. After the user confirms the transaction, the user is prompted that any over-received quantities are removed.</p> <p><b>No:</b> Follows standard DSD receiving process.</p>
Direct Delivery	Direct Delivery Default Delivery Quantities	Yes, No	No	<p><b>Yes:</b> SIM defaults the quantities from the DEX/NEX or ASN.</p> <p><b>No:</b> Does not default the quantities. The user can use the scan-scan feature.</p>
External Finisher	External Finisher Auto Receive	Not allowed, External Message, Date Driven	Not allowed	<p>This parameter drives the following functionality:</p> <ul style="list-style-type: none"> <li>■ <b>Not allowed</b> follows standard receiving process.</li> <li>■ <b>External message</b> receives the full finisher delivery the moment an ASN transaction arrives, which indicates that the delivery needs to be auto-received.</li> <li>■ <b>Date Driven</b> looks at a secondary store option (External Finisher Auto Receive number of Days) to determine how many days the transaction stays open before the transaction is fully received. If the parameter is set to <b>0</b>, the transaction auto-receives on the ETA date.</li> </ul>

Table 5-1 (Cont.) Store Administration Options

Topic	Store Administration Option	Valid Values	Default Value	Description
External Finisher	External Finisher Auto Receive Number of Days	0 - 99 <ul style="list-style-type: none"> <li>■ 0 means immediate receiving</li> <li>■ 1 means today (EOD)</li> <li>■ 2 means EOD tomorrow</li> <li>■ x means EOD x days starting from today</li> </ul>	0	SIM auto-receives any external finisher delivery ASN that has not been closed x days after the ETA date or the create date, depending on whether the ETA date is set or whether the auto-receive External Finisher delivery parameter is set.
Item Basket	Item Basket Printing	Manual, Automatic	Manual	If the value of this option is <b>Automatic</b> , Item Basket ticket is printed when the transaction is complete. If the value is <b>Manual</b> , SIM does not automatically print the ticket.
Item Request	Display Item Request Delivery Timeslot	Yes, No	No	If the value of this option is <b>Yes</b> , SIM displays the timeslot information in Item Request and Item Lookup.
Pick List	Replenishment – Delivery Bay Inventory	Yes, No	Yes	This option allows you to turn on or off the delivery bay functionality.
Pick List	Replenishment – End of Day max. fill %	Numeric 0 to 100	100	This configurable percentage allows each store to set its own fill percentage for creating end-of-day pick lists.
Pick List	Replenishment – Item Out of Stock (Standard UOM)	Numeric	2 (standard unit of measure)	Use this option to set a variance for out-of-stock items on the shelf. The out-of-stock field is used when receiving warehouse deliveries. If the quantity on the shelf is less than the amount in this field, the item appears as an out-of-stock item.
Pick List	Replenishment – Item Out of Stock %	Numeric	10	Stores can set a variance for out-of-stock items on the shelf. The out-of-stock field is used when receiving warehouse deliveries. If the percentage on the shelf (shopfloor divided by capacity) is less than the percentage specified by this option, the item appears as an out-of-stock item.
Pick List	Replenishment – Within Day Max. fill %	Numeric 0 to 100	75	This configurable percentage allows each store to set its own fill percentage for creating within-day pick lists.
Reporting	Reporting Tool Address	Text	(None)	This option can specify the URL of the reporting tool. This address is used to start the reporting tool when the user clicks <b>Reports</b> on the Main Menu. This address is used to display all operational reports, and user intervention is required to print reports.

Table 5–1 (Cont.) Store Administration Options

Topic	Store Administration Option	Valid Values	Default Value	Description
Reporting	Reporting Tool Request Password	Text	(None)	This option can specify the password of the specific report request.
Reporting	Reporting Tool Request URL	Text	(None)	This option can specify the URL of the specific report request.
Reporting	Reporting Tool Request Username	Text	admin	This option can specify the username of the specific report request.
Reporting	Reporting Tool Request User Realm	Text	None	This option should be used if SSO policy includes a user realm (known as Company Name in SSO terminology); if not, the property should be left as <b>none</b> .  <OSSO_USER>, <OSSO_PASSWORD>, and <OSSO_USER_REALM> should be used if the Oracle BI Publisher instance does not have local Oracle BI Publisher users and uses Oracle Single Sign-on instead for security.
Sequencing	Assign Shelf Edge Labels	Yes, No	No	If the value of this option is <b>Yes</b> , users are required to assign shelf edge labels for sequencing.
Sequencing	Display Sequence Fields	Yes, No	No	Indicates whether or not sequencing fields is displayed in the Item Lookup screen.
Stock Counts	Stock Count Default Timeframe	Before Store Open, After Store Close	Before Store Open	The setting of this option determines when the stock count is performed in relation to store opening hours for daily sales processing. It defines the default value for the Stock Count screen.
Ticketing	Send Item Tickets to Ticketing for Description Change	Yes, No	No	If the value of this option is <b>Yes</b> , a ticket is generated to be printed when the description of an item changes.
Ticketing	Send Item Tickets to Ticketing for Price Change	Yes, No	Yes	If the value of this option is <b>Yes</b> , when a new approved price change enters SIM, SIM automatically creates an item ticket record that is displayed on the Item Ticket List screen.
Ticketing	Send Item Tickets to Ticketing for QR Code Change	Yes, No	No	Indicates SIM generates a new ticket if the QR code changes based on the optional time/date. If no time/date is defined, it is generated immediately; if a time/date exists, it will be generated by a batch program.
Ticketing	Send Shelf Edge Labels to Ticketing for Description Change	Yes, No	No	If the value of this option is <b>Yes</b> , a label is generated to be printed when the description of an item changes.
Ticketing	Send Shelf Edge Labels to Ticketing for Price Change	Yes, No	Yes	If the setting of this option is <b>Yes</b> , when a new approved price change enters SIM, SIM automatically creates a shelf edge label record that is displayed on the Item Ticket List screen.

**Table 5–1 (Cont.) Store Administration Options**

<b>Topic</b>	<b>Store Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Ticketing	Send Shelf Edge Labels to Ticketing for QR Code Change	Yes, No	No	Indicates SIM generates a new label if the QR code changes based on the optional time/date. If no time/date is defined, it is generated immediately; if a time/date exists, it will be generated by a batch program.
Transfers	Store Auto Receive	Not Allowed, External Message, Date Driven	Not Allowed	<p>This parameter drives the following functionality:</p> <ul style="list-style-type: none"> <li>■ <b>Not allowed</b> follows standard Transfer receive process.</li> <li>■ <b>External message</b> receives the full store delivery the moment a transaction arrives, which indicates that the delivery needs to be auto-received. This feature works in correlation with the store auto-receive screen information configured under Admin &gt; SIM Store &gt; Auto-Receive Stores.</li> <li>■ <b>Date Driven</b> uses a secondary store option (Store Auto Receive Number of Days) to determine how many days the transaction stays open before the transaction is fully received.</li> </ul>

**Table 5-1 (Cont.) Store Administration Options**

Topic	Store Administration Option	Valid Values	Default Value	Description
Transfers	Store Auto Receive Number of Days	0 - 99 <ul style="list-style-type: none"> <li>▪ 0 means immediate receiving</li> <li>▪ 1 means today (EOD)</li> <li>▪ 2 means EOD tomorrow</li> <li>▪ x means EOD x days starting from today</li> </ul>	0	A batch program auto-receives any store transfers that have not been closed x days after they have been shipped, if the store auto-receive parameters are set.
Warehouse Delivery	Warehouse Auto Receive	Not Allowed, External Message, Date Driven	Not Allowed	This parameter drives the following functionality: <ul style="list-style-type: none"> <li>▪ <b>Not allowed</b> follows standard Warehouse receiving process.</li> <li>▪ <b>External message</b> receives the full warehouse delivery the moment an ASN transaction arrives. The external message indicates that the delivery needs to be auto-received.</li> <li>▪ <b>Date Driven</b> looks at a secondary store option (Warehouse Auto Receive number of Days) to determine how many days the transaction stays open before the transaction is fully received. If the parameter is set to 0, the transaction will auto-receive on the ETA date.</li> </ul>
Warehouse Delivery	Warehouse Auto Receive Number of Days	0 - 99 <ul style="list-style-type: none"> <li>▪ 0 means immediate receiving</li> <li>▪ 1 means today (EOD)</li> <li>▪ 2 means EOD tomorrow</li> <li>▪ x means EOD x days starting from today</li> </ul>	0	A batch program auto-receives any warehouse deliveries that have not been closed x days after the ETA date or the create date, depending on whether the ETA date is set and whether the auto-receive warehouse delivery parameter is set.

## System Administration

The system administration functionality allows you to set values for options that control a variety of system behaviors. The values of these system options are applied to all locations.

The system options are in these general categories:

- Receiving and shipping options
- Audit options

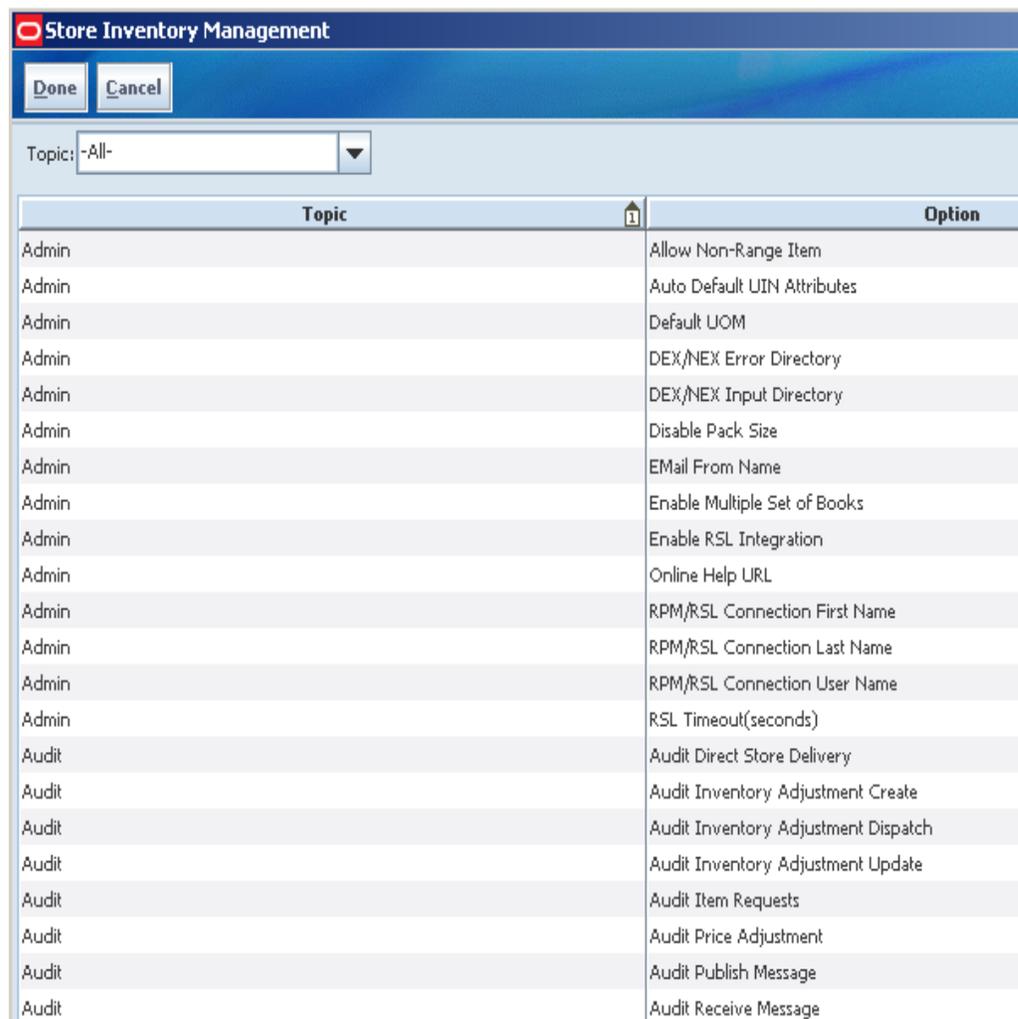
- Transaction adjustment options
- Days-to-hold options
- System usability options
- E-mail options
- Stock count options
- Warehouse receiving options
- Transfer options
- Time Zone options
- Miscellaneous options

## Set System Options

Navigate to **Main Menu > Admin > Setup > System Admin**.

The System Admin window opens.

**Figure 5–3 The System Admin Window**



Topic	Option
Admin	Allow Non-Range Item
Admin	Auto Default UIN Attributes
Admin	Default UOM
Admin	DEX/NEX Error Directory
Admin	DEX/NEX Input Directory
Admin	Disable Pack Size
Admin	E-Mail From Name
Admin	Enable Multiple Set of Books
Admin	Enable RSL Integration
Admin	Online Help URL
Admin	RPM/RSL Connection First Name
Admin	RPM/RSL Connection Last Name
Admin	RPM/RSL Connection User Name
Admin	RSL Timeout(seconds)
Audit	Audit Direct Store Delivery
Audit	Audit Inventory Adjustment Create
Audit	Audit Inventory Adjustment Dispatch
Audit	Audit Inventory Adjustment Update
Audit	Audit Item Requests
Audit	Audit Price Adjustment
Audit	Audit Publish Message
Audit	Audit Receive Message

1. Select the option that you want to modify.
2. Double-click the Value field and set the option value in either of these ways:
  - Select a value from the list.
  - Enter an appropriate value in the field.
3. Click **Done**. You return to the Setup menu. Click **Done** again to return to the Admin menu.

## System Administration Options Tables

The following tables list the system administration options in each general category and describe each option.

**Table 5–2 Topic: Admin Options**

System Administration Option	Valid Values	Default Value	Description
Allow Non-Range Item	Yes, No	Yes	This option gives stores the ability to add non-ranged items to functional areas in the application.
Auto Default UIN Attributes	Yes/No	No	<p>Dictates whether SIM auto-defaults in the UIN attributes.</p> <p>If the parameter is <b>Yes</b>, then when a new item is created using the RIB, SIM auto-defaults UIN attributes that were set up at the department class from the SIM UIN Attributes screen.</p> <p>If the parameter is <b>No</b>, then the UIN attributes are not defaulted in. Instead, the UIN attributes are defaulted from the external system. The parameter should be set to <b>No</b> if an external system controls the setup of item UIN attributes. In this case, SIM must not auto-default the UIN values as this action can override the intent of the external system.</p>
Default UOM	Cases, Standard UOM	Cases	This option allows the store to select the default unit of measure that the store will normally use. This system option is ignored in the stock counts functional area.
DexNex Error Directory	Editable text field	na	<p>Dictates where the error directory is located for Direct Delivery DexNex files. For example:</p> <pre>/u00/webadmin/product/10.1.3_9/OAS/user_projects/domains/java_domain/error</pre> <p>See the <i>Oracle Retail Store Inventory Management Operations Guide</i> for details on DexNex batch file processing.</p>
DexNex Input Directory	Editable text field	na	<p>Dictates where the input directory is located for Direct Delivery DexNex files. For example:</p> <pre>/u00/webadmin/product/10.1.3_9/OAS/user_projects/domains/java_domain/input</pre> <p>See the <i>Oracle Retail Store Inventory Management Operations Guide</i> for details on DexNex batch file processing.</p>

**Table 5–2 (Cont.) Topic: Admin Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Disable Pack Size	Yes, No	No	This option allows the user to edit the pack size in the application.
EMail From Name	Editable text field	simAlert@myCompany.com	When the system sends e-mail alerts, the specified e-mail address is displayed in the from name.
Enable Multiple Set of Books	Enabled, Disabled, SIM Only	Disabled	If the option is <b>Enabled</b> , SIM is expected to be in sync with RMS for the purpose of MSOB. If <b>Disabled</b> , MSOB functionality is disabled. If <b>SIM Only</b> , SIM uses the organization unit to limit the suppliers available to the store.
Enable RSL Integration	Yes, No	Yes	If set to <b>No</b> SIM does not attempt to make an RSL connection for both store orders and price change requests.
Online Help URL	Editable text field	na	
RPM/RSL Connection First Name	Editable text	ISOUser	First name of user logging in to RPM.
RPM/RSL Connection Last Name	Editable text	ISOUser	Last name of user logging in to RPM.
RPM/RSL Connection User Name	Editable text field	ISOUser	Description must be a valid RPM username for RSL to work. Used for logging on RPM side.
RSL Timeout (seconds)	Numeric	120	This option specifies the number of seconds before a timeout message is returned.

**Table 5–3 Topic: Audit Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Audit Direct Store Delivery	Yes, No	Yes	Direct store deliveries are tracked with process ID 8 (Direct_Delivery).
Audit Inventory Adjustment Create	Yes, No	Yes	The creation of inventory adjustments is tracked with process ID 12 (Inventory_Adjustment_Create).
Audit Inventory Adjustment Dispatch	Yes, No	Yes	The dispatch of an inventory adjustment is tracked with process ID 14 (Inventory_Adjustment_Complete).
Audit Inventory Adjustment Update	Yes, No	Yes	The updating of an inventory adjustment is tracked with process ID 13 (Inventory_Adjustment_Update).
Audit Item Requests	Yes, No	Yes	Completed item requests are tracked with process ID 201 (Store_Order_request).
Audit Price Adjustment	Yes, No	Yes	Price adjustments in the store are tracked by tracking printing of the tickets. Process ID 15 is used (Price_label_printed).
Audit Publish Message	Yes, No	Yes	The publishing of Retail Integration Bus (RIB) messages is tracked using process ID 16 (Publish_Message).

**Table 5-3 (Cont.) Topic: Audit Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Audit Receive Message	Yes, No	Yes	The subscription to RIB messages is tracked using process ID 17 (Receive_Message).
Audit Return Stock Update	Yes, No	Yes	A return that updates inventory is tracked using process ID 10 (Return_Stock_Dispatch).
Audit Security	Yes, No	Yes	Indicates if security information that is created and changed within SIM should be audited. If set to <b>Yes</b> , create/edit roles and failed/successful login attempts are audited.
Audit Session Timeout	Yes, No	Yes	A session time-out is tracked with process ID 4 (Session_Timeout).
Audit Stock Count Completed	Yes, No	Yes	Completed stock counts are tracked using Process ID 18 (Stock_Count_Completed).
Audit Stock Count Processed	Yes, No	Yes	The completion of a recount is tracked using process ID 101 (Stock_Recount_Completed).
Audit Transfer Dispatch	Yes, No	Yes	When a transfer is dispatched, it is logged using process ID 5 (Transfer_Dispatch).
Audit Transfer Receiving	Yes, No	Yes	When a transfer is received, it is logged using process ID 6 (Transfer_receive).
Audit Transfer Update	Yes, No	Yes	When a transfer is updated, it is logged using process ID 7 (Transfer_update).
Record an audit record for adjust delivery request	Yes, No	Yes	If this option is set to Yes, the system writes an audit record to the database when an adjust delivery request is made.

**Table 5-4 Topic: Direct Delivery Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Add Item to Direct Delivery on Receive	Yes, No	Yes	This option gives the user the ability to add unexpected items when receiving a direct delivery.
Default Direct Delivery Identification Method	Item, Supplier, Purchase Order	Item ID	When starting to identify a direct delivery on the PC, the user can choose to start with the item, supplier, or purchase order number.
Direct Delivery Preferred Currency	Store Currency, Supplier Currency	Store Currency	This option defaults the store or supplier currency to newly created POs depending on preference.
Direct Delivery Send Null Unit Cost	Yes, No	No	If set to Yes, SIM sends a null unit cost to the merchandising system, if the Delivery unit cost equals the Supplier Country unit cost.  If set to No, SIM always sends unit cost to the merchandising system.

**Table 5–4 (Cont.) Topic: Direct Delivery Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Disable Supplier Indicator for Purchase Order Creation	Yes, No	Yes	This option allows the system to ignore the <b>create new purchase order for supplier</b> flag. If the option is set to <b>Yes</b> , the system does not check the flag and always allows stores to create purchase orders. If the option is set to <b>No</b> , the system verifies when creating a direct delivery that it is allowed by the supplier.
Display Unit Cost for Direct Deliveries	Yes, No	Yes	This option allows the user to view and edit the unit cost on a direct delivery. Regardless of the display option, the system populates the unit cost for unexpected items or newly created purchase orders in SIM, if a unit cost is available.
Enable DSD Pack Receiving	Yes, No	Yes	This option allows packs to be received in direct store deliveries.
Number of days received direct deliveries can be adjusted	Numeric	0	This option specifies the number of days received direct deliveries can be reopened and adjusted. If a direct delivery falls within the number of days, an <b>Adjust Delivery</b> button is displayed on the received delivery. The user can edit values and confirm the delivery.

**Table 5–5 Topic: External Finisher Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
External Finisher Enable/Disable	Enable, Disable	Disabled	<p>When this parameter is enabled, the following dialog box displays the finisher details on the PC:</p> <ul style="list-style-type: none"> <li>■ Return Filter</li> <li>■ Return Details</li> <li>■ Finisher Lookup</li> <li>■ Warehouse Delivery Filter</li> <li>■ Finisher Details</li> </ul> <p>If enabled, the handheld device workflow will display finisher details.</p>

**Table 5–6 Topic: Pricing Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Enable Price Change	Yes, No	Yes	This option allows SIM to make price changes.

Table 5-7 Topic: Purge Options

System Administration Option	Valid Values	Default Value	Description
Days to Hold Audit Records	Numeric	30	Records are deleted in which the create date is less than or equal to the current date minus the number of days to hold.
Days to Hold Completed Customer Orders	Numeric	30	Indicates the number of days that Canceled and Fulfilled Customer Orders will be held in the system before being purged.
Days to Hold Completed Inventory Adjustments	Numeric	30	Records in <b>Complete</b> status are deleted, where the inventory complete date is less than or equal to the current date minus the number of days to hold.
Days to Hold Completed Purchase Orders	Numeric	30	All records in <b>Closed</b> status are purged after this number of days, where the complete date (the date of when all items were received on the order) is less than or equal to the current date minus the number of days to hold.
Days to Hold Completed Staging Records	Numeric	3	All successfully processed or deleted records will be purged where the update date is less than or equal to the current date minus the days to hold.
Days to Hold Completed Stock Counts	Numeric	30	Purge any records this number of days after the last stock count event has occurred. In other words, when the schedule date is less than or equal to the current date, SIM subtracts the number of days to hold completed stock counts from the date and deletes when this date is reached. A record is purged if the stock count has a status of <b>Complete</b> , except in the case of Unit and Amount stock counts. Unit and Amount stock counts are deleted only when the status is Authorize Completed.
Days to Hold Completed UINs	Numeric	120	Indicates how long completed UINs are kept in the system. Completed UINs are defined as any UIN that is in one of the following statuses: <ul style="list-style-type: none"> <li>▪ Sold</li> <li>▪ Shipped to Warehouse</li> <li>▪ Shipped to Vendor</li> <li>▪ Shipped to Finisher</li> <li>▪ Removed from Inventory</li> <li>▪ Customer Fulfilled</li> </ul>
Days to Hold Deleted Users	Numeric	30	This will determine the number of days users with a Deleted status will be held in the system. When the status of the user is updated to Deleted, the system should capture the date in GMT and use that as a basis for determining when the user should be purged from the system. All role, store, password history, and so forth should be purged as well.
Days to Hold Expired User Roles	Numeric	30	Store managers have the ability to assign temporary roles to users in the store. For roles that require an expiration date, after the number of days as defined by this new parameter, the temporary roles should be purged from the user.
Days to Hold In Progress Ad Hoc Stock Counts	Numeric	1	Any ad hoc count with a creation date/time stamp older than this number of days is deleted.
Days to Hold Item Requests	Numeric	30	Records are deleted in which the process date is less than or equal to the current date minus the number of days to hold, for item requests in <b>Completed</b> or <b>Cancelled</b> status. Any requests in <b>Pending</b> status are not purged.

Table 5-7 (Cont.) Topic: Purge Options

System Administration Option	Valid Values	Default Value	Description
Days to Hold Item Tickets	Numeric	15	After this number of days, all records in <b>Printed</b> or <b>Cancelled</b> status are purged from the database, where the status date is less than or equal to the current date minus the number of days to hold.
Days to Hold Locking Records	Numeric	3	Locking records are sometimes left behind because of system crashes or incorrect logout functionality. After this number of days, these records are deleted.
Days to Hold Pick Lists	Numeric	15	All records in <b>Complete</b> or <b>Cancelled</b> status are deleted, where the post date is less than or equal to the current date minus the number of days to hold.
Days to Hold Price Changes	Numeric	30	All price change records in <b>Completed</b> , <b>Approved</b> , and <b>Rejected</b> status are purged after this number of days, where the price change effective date is less than or equal to the current date minus the number of days to hold.
Days to Hold Price History	Numeric	90	The LE_HST_ITM_SLS_PRC table is purged so that it contains at least four historical prices for the item/store. This is consistent with the four historical prices the user is able to view in Price History within Item Lookup on the handheld device. The Price History table could potentially contain more than four records, because a minimum of one regular price record is required to be held in the database. The purge program needs to restrict these records from being deleted. The Days to Hold Price History parameter allows the user to keep records beyond the four most recent historical prices for this number of days, if desired. Prices in the future are not deleted and are not included in the four historical prices that remain in the database.
Days to Hold Received Shipment Records	Numeric	30	All records in <b>Complete</b> and <b>Canceled</b> status are purged after this number of days, where the inventory completed date is less than the current date minus the number of days to hold.
Days to Hold Received Transfer Records	Numeric	3	All records in <b>Received</b> , <b>Auto Received</b> , or <b>Canceled</b> status are purged after this number of days, where completed date is less than or equal to the current business date minus the number of days to hold. Transfer requests must also be included in this purge process when the transfer request record is in <b>Cancelled Request</b> , <b>Completed Approved</b> , or <b>Completed Rejected</b> status
Days to Hold Resolved UIN Exceptions	0 - 999	120	Indicates how long resolved UIN exceptions are kept in the system. The date the exception was resolved is the date the system uses to determine if the exception is ready to be purged.
Days to Hold Returns	Numeric	30	All records in <b>Dispatched</b> or <b>Cancelled</b> status for Return to Warehouse and Return to Vendor/Supplier are purged after this number of days, where the inventory completed date is less than or equal to the current date minus the number of days to hold.
Days to Hold Sales Posting	0 - 999	24	Indicates how long Point-of-Service transactions uploaded from either Oracle Retail Point-of-Service (ORPOS) or Oracle Retail Sales Audit (ReSA) are kept in the system.

**Table 5-7 (Cont.) Topic: Purge Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Days to Hold Temporary UINs	0 - 999	120	Indicates how long a temporary UIN will be kept in the system. A temporary UIN is any UIN with a status of <b>None</b> .
Days to Hold UIN Audit Information	0 - 999	120	Indicates how long UIN audit information is kept in the system. Audit information can be purged for a UIN within the system. The date the audit transaction was captured is used to determine if the record needs to be purged.
Purge Received Transfers	Yes, No	Yes	This option allows received transfers to be purged. This option works in conjunction with the Days to Hold Received Transfers system option.

**Table 5-8 Topic: Receiving Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Disable Damages	Yes, No	No	This option allows the user to receive damages on transfers, direct deliveries, and warehouse deliveries.
Disable Discrepancy Checks in all Receiving	Yes, No	No	When this option is set to <b>Yes</b> , the user does not have to go through the discrepancies at the end of receiving on the handheld device. This configuration applies to transfer receiving, direct deliveries, and to the item level only on warehouse receiving.

**Table 5-9 Topic: Returns Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Add Item to Return Requests	Yes, No	Yes	This option gives the user the ability to add items to a return request (a return generated by an external system).
Days to send Email alert before not after date for return requests	Numeric	2	Return requests generated in an external system sometimes require the return to be dispatched to the warehouse before a certain date. This option prompts the recipient of the e-mail the specified number of days before the not after date is reached, if the return was not dispatched.
DSD delivery supplier for RTV	If the <b>DSD delivery supplier for RTV</b> system option is set to <b>Yes</b> , then the system needs to check both the DSD indicator and the return-allowed indicator.  If the <b>DSD delivery supplier for RTV</b> system option is set to <b>No</b> , then only the return-allowed indicator needs to be validated for supplier returns.	Yes	This new indicator will check to see if the DSD-allowed indicator needs to be set in addition to the return allowed values when creating a supplier return in SIM.  <b>Note:</b> Regardless of the indicator, SIM should always be able to dispatch the RTV if it was created in an external system.

Table 5–10 Topic: Security Options

System Administration Option	Valid Values	Default Value	Description
Authentication Method	External, Internal, Failover, Partial Failover	Internal	<p>External: An external LDAP system has full control of Authentication and store/role assignments.</p> <p>Internal: SIM has full control of Authentication, user creation and store/role assignments.</p> <p>Failover: Indicates that a hybrid approach will be used for authentication. For each time a user is successfully authenticated in an external system, the user information in SIM will be updated, including password. Then if the external security system is unavailable for authentication, SIM will try to authenticate the user internally with the password that was used during the last successful authentication.</p> <p>Partial Failover: All users and roles are kept in SIM only, but the password can be handled externally. The external password can be cached in case of connection failure, but LDAP retains the master password configuration. SIM will check the password externally. If it cannot be found, SIM will look internally. If LDAP rejects the password, then the assumption that the password is externally controlled.</p>
Duration Before Failed Login Attempts are Reset (in hours)	0 - 999	24	If a successful login is not achieved and the duration as defined by this new parameter is reached, the previous failure logins will not be counted toward the maximum number of allowed failure login attempts.
Maximum Days for Temporary Users End Date	0 - 999	5	<p>For users who are defined as temporary, this will limit the time before Deactivating a temporary user.</p> <p>If the value is set to 0, then the temporary user account can have any end date.</p>
Maximum Number of Allowed Failure Login Attempts	0 - 999	5	<p>This is the number of failed login attempts a user can have before the user account within SIM will be locked. This parameter has no bearing on the external security system. If the external security system also provides this functionality, whichever value is lower will lock the user out first.</p> <p>If the value is set to 0, then the user account within SIM will be set to a status of Locked.</p>
Valid Cached User Authentication Duration (in hours)	0 - 999	5	<p>When external authentication occurs and the user is successfully authenticated by the external security system the password will be cached in SIM. If the external security system is down and the number of days defined for this parameter have not passed, the password cached in the system will still be valid for the user and can be used to authenticate the user if the Authentication Method is set to Failover.</p> <p>If the value is set to 0, then the cached authentication information will not be considered valid and will not be used during the failover process.</p>
Valid Cached User Authorization Duration (in hours)	0 - 999	48	<p>When external authentication occurs and roles and stores are passed back to SIM, these values will be cached in SIM. If the external security system is down and the number of hours defined for this parameter have not passed, the roles/stores cached in the system will still be valid for the user and can be applied when the user logs in when the Authentication Method parameter is set to Failover.</p> <p>If the value is set to 0, then the cached authorization information will not be considered valid and will not be used during the failover process.</p>

Table 5–11 Topic: Stock Count Options

System Administration Option	Valid Values	Default Value	Description
Stock Count Display Default Timeframe	Yes, No	No	This option determines whether the Stock Count Default Time Frame value is a selectable option on the stock count screens on both the handheld device and the PC.
Stock Count Lockout Days	Numeric	If RMS is not installed, 1 If RMS is installed, set to agree with the RMS value for lockout days	This option specifies the lead time required by RMS to create a unit and value stock count schedule.
Stock Count Null Count Quantity = 0	Yes/No	No	This option determines whether or not items with a null count quantity will be interpreted as a zero quantity for Unit, Problem Line and Ad Hoc stock counts.
Stock Count Sales Processing	Daily Sales Processing, Timestamp Processing	Timestamp Processing	<p>This option determines the kind of sales processing used for sales that are uploaded during the stock count process. Timestamp processing requires sales data to be uploaded with a specific time for every sales transaction. Daily Sales Processing requires the sales file to be uploaded with at least a date, but no time is required. Processing is less accurate with the latter option, and it can cause problems if stock counts are performed during the business day.</p> <p><b>Note:</b> If <b>Timestamp Processing</b> is selected, SIM prompts the user with a message:</p> <p><b>Timestamp Processing should not be used if your Sales Audit and Merchandise system does not support sales transactions with timestamps. Do you want to continue?</b></p> <p>If <b>Yes</b> is chosen, timestamp processing is used. If <b>No</b> is chosen, Daily Sales Processing is used.</p>
Unguided Stock Count Allow Multiple Users	Yes, No	No	If unguided stock counts are used, this option allows more than one user to scan simultaneously against the same stock count.
Unguided Stock Counts – Automatic Save	Yes, No	No	<p>If the parameter is set to Yes, the physical timestamp is taken as soon as the item is scanned for the first time, and is saved to the database along with the count value once the user scans the next item on the count.</p> <p>If the parameter is set to No, SIM records the physical timestamp in memory once a user begins counting. The timestamp and count value are posted to the database when the user manually saves the count. With this option, it is assumed the user manually saves the count on a frequent basis, particularly when moving from one area in the store to another.</p>
Updating Stock On Hand	Discrepant Items Only/All Items	Discrepant Items Only	This option determines whether the stock on hand will be updated for all items, both discrepant and non-discrepant items, or for discrepant items only when authorizing a Unit, Problem Line or Ad Hoc stock count.

**Table 5–12 Topic: Store Orders Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Restrict Store Purchase Orders to Store-Orderable Items	Yes, No	Yes	This option prevents items that are not store-orderable from being on regular store purchase orders.

**Table 5–13 Topic: Time Zone Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Daily GMT Batch Run	Yes, No	Yes	Indicates if the batch programs can be run multiple times a day.
Enable GMT for DEX/NEX	Yes, No	No	Dictates whether or not the DEX/NEX data being loaded into the system is in GMT.
Enable GMT for Direct Deliveries	Yes, No	No	Indicates whether or not the Direct Delivery messages published by an external system should have dates in GMT or not.
Enable GMT for Foundation Data	Yes, No	No	Indicates whether or not any foundation data messages being loaded into the system are in GMT.
Enable GMT for Inventory Adjustments	Yes, No	No	Indicates which date/time stamp is used in the inventory adjustment message when it is being published.
Enable GMT for Item Requests	Yes, No	No	Indicates whether or not the Item Request message being published should contain date/time stamps in GMT or not.
Enable GMT for Price Changes	Yes, No	No	Indicates whether price change messages being loaded into the system are in GMT or not. This also determines if the pricing date fields need to be converted when pushing data to a price management application using RSL.
Enable GMT for Receiving	Yes, No	No	Indicates whether or not receiving messages need to be published in GMT or not.
Enable GMT for RTVs	Yes, No	No	Indicates whether or not the RTV message being loaded into the system is in GMT. Likewise, if SIM publishes any RTV message this will determine which date/time stamp is used on the message as well.
Enable GMT for Sales Data	Yes, No	No	Dictates whether or not the sales data being loaded into the system are in GMT.
Enable GMT for Stock Counts	Yes, No	No	Indicates which date/time stamp is used in the stock count message when it is being published.
Enable GMT for Store Orders	Yes, No	No	Indicates whether or not the purchase order messages being loaded into the system has dates in GMT or not. Likewise, if SIM publishes any purchase order message this will determine which date/time stamp is used on the message as well.
Enable GMT for Store Transfers	Yes, No	No	Indicates whether or not the Transfer messages being loaded into the system from an external system has dates in GMT or not. Likewise, if SIM publishes any Transfer messages to an external system this will determine which date/time stamp is used on the message as well.

**Table 5–13 (Cont.) Topic: Time Zone Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Enable GMT for Third Party Stock Counts	Yes, No	No	Indicates whether the date/time stamp in the Third party stock count file (DSL DAT) is in GMT or not.
Enable GMT for Vendor ASN	Yes, No	No	Indicates whether or not the Vendor ASN messages being loaded into the system have dates in GMT or not.
Enable GMT for Warehouse Transfers	Yes, No	No	Indicates whether or not the transfer messages being loaded into the system have GMT dates or not. Likewise, if SIM publishes any transfer message to an external system this will determine which date/time stamp is used on the message as well.

**Table 5–14 Topic: Transfer Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Add Item to Transfer on Receive	Yes, No	Yes	This option gives the user the ability to add unexpected items when receiving a transfer.
Days to hold Dispatched Transfer before sending e-mail alert	Numeric	7	After this number of days, an e-mail alert goes to the sending and receiving stores.
Number of days received transfers can be adjusted	Numeric	0	This option specifies the number of days received transfers can be reopened and adjusted. If a transfer falls within the number of days, an <b>Adjust Delivery</b> button is displayed on the received transfer. The user can edit values and confirm the transfer.
Receive Entire Transfer	Yes, No	No	If this option is set to <b>Yes</b> , the user can only receive the entire transfer exactly as it was sent.
Transfer Damaged EMail Alert	Yes, No	Yes	If this option is set to <b>Yes</b> , an e-mail alert is sent when the receiving store receives goods as damaged.
Transfer Dispatch EMail Alert	Yes, No	Yes	If this option is set to <b>Yes</b> , an e-mail alert is sent when the sending store dispatches a transfer.

Table 5–14 (Cont.) Topic: Transfer Options

System Administration Option	Valid Values	Default Value	Description
Transfer Force Close Indicator	No Loss, Sending Loss, Receiving Loss	No Loss	<p>This option determines how SIM handles a short receipt between stores. RMS has a similar system option that needs to be set the same as in SIM.</p> <ul style="list-style-type: none"> <li>■ <b>No Loss.</b> In this case, the quantity that is short-received on the transfer between stores is added back into the SOH of the sending location.</li> <li>■ <b>Sending Loss.</b> SIM empties the remaining quantity in the transit bucket for the quantity that was not received. This difference is adjusted in the stock ledger by RMS for the sending location.</li> <li>■ <b>Receiving Loss.</b> SIM empties the remaining quantity in the transit bucket for the quantity that was not received. This difference is adjusted in the stock ledger by RMS for the receiving location.</li> </ul> <p>There is no real difference between SL and RL from a SIM perspective; in both cases, the missing quantities are written off, but from a financial perspective in RMS, there is a large implication.</p>
Transfer Over/Under EMail Alert	Yes, No	Yes	If this option is set to <b>Yes</b> , an e-mail alert is sent when the receiving store receives under/over goods.
Transfer Request Approve EMail Alert	Yes, No	Yes	If this option is set to <b>Yes</b> , an e-mail alert is sent when a transfer request has been approved.
Transfer Request Reject E-mail Alert	Yes, No	Yes	If this option is set to <b>Yes</b> , an e-mail alert is sent when a transfer request has been rejected.

Table 5–15 Topic: User Interface Options

System Administration Option	Valid Values	Default Value	Description
Display HH Length: Diff 1	Numeric	5	This option sets the display of the first differentiator on the handheld device to the specified number of characters. Because of space restrictions, no more than 21 total characters can be displayed on a single line on the handheld device. The priority of display is Diff 1, Diff 2, Diff 3, and Diff 4. If Diff 1 takes up 20 characters, only one character of Diff 2 can be displayed.
Display HH Length: Diff 2	Numeric	5	This option sets the display of the second differentiator on the handheld device to the specified number of characters. Because of space restrictions, no more than 21 total characters can be displayed on a single line on the handheld device. The priority of display is Diff 1, Diff 2, Diff 3, and Diff 4. If Diff 1 takes up 20 characters, only one character of Diff 2 can be displayed.
Display HH Length: Diff 3	Numeric	5	This option sets the display of the third differentiator on the handheld device to the specified number of characters. Because of space restrictions, no more than 21 total characters can be displayed on a single line on the handheld device. The priority of display is Diff 1, Diff 2, Diff 3, and Diff 4. If Diff 1 takes up 20 characters, only one character of Diff 2 can be displayed.
Display HH Length: Diff 4	Numeric	5	This option sets the display of the fourth differentiator on the handheld device to the specified number of characters. Because of space restrictions, no more than 21 total characters can be displayed on a single line on the handheld device. The priority of display is Diff 1, Diff 2, Diff 3, and Diff 4. If Diff 1 takes up 20 characters, only one character of Diff 2 can be displayed.
Display Item Description	Long Description, Short Description	Short Description	This option specifies whether the long or short item description is displayed in SIM. This option applies to both the handheld device and the PC.
Display Item Image Button	Yes, No	No	If set to <b>Yes</b> , an Image button is displayed on the Item Lookup Detail screen.  If set to <b>No</b> , the button is not displayed. This allows the retailer to hide the button if the retailer does not support displaying images.
Item Request UI Limit	Not to exceed the value of the UI performance limitation configuration setting.	1500	This option will determine the maximum number of items allowed on an Item Request.
Pick List UI Limit	Not to exceed the value of the UI performance limitation configuration setting.	1500	This option will determine the maximum number of line items allowed on a Pick List. This check will occur in addition to and after the application limits the transaction based on the pick list system parameters.
Problem Line UI Limit	Not to exceed the value of the UI performance limitation configuration setting.	1500	This option will determine the maximum number of line items allowed on a Problem Line stock count.
Search Limit Default for Container Lookup	1 - 999	500	This parameter indicates the default search limit for Container Lookup.

**Table 5–15 (Cont.) Topic: User Interface Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Search Limit Default for Inventory Adjustments	1 - 999	500	This parameter indicates the default search limit for the Inventory Adjustment List screen and Filter.
Search Limit Default for Item Lookup	1 - 999	500	This parameter indicates the default search limit for Item Lookup.
Search Limit Default for Price Changes	1 - 999	500	This parameter indicates the default search limit for the Price Change Filter.
Search Limit Default for Sequencing	1 - 999	500	This parameter indicates the default search limit for the No Location List screen filter.
Search Limit Default for Staged Message Lookup	1 - 999	50	This parameter indicates the default search limit on the Filter screen for Staged Messages.
Search Limit Default for Supplier Lookup	1 - 999	500	This parameter indicates the default search limit for Supplier Lookup.
Search Limit Default for UIN Resolution	1 - 999	500	This parameter indicates the default search limit on the UIN Resolution List Screen and Filter.
Unit and Amount Count UI Limit	Not to exceed the value of the UI performance limitation configuration setting.	5000	This option will determine the maximum number of line items allowed on a Unit and Amount stock count. This check will occur in addition to the Product Group variances values.
Unit Count UI Limit	Not to exceed the value of the UI performance limitation configuration setting.	1500	This option will determine the maximum number of line items allowed on a Unit stock count.

**Table 5–16 Topic: UIN Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Allow Unexpected UINs	Yes, No	Yes	<p>If set to <b>No</b>, SIM rejects the UIN in the following situations by prompting the user with an error message (EM14r):</p> <ul style="list-style-type: none"> <li>■ Unexpected UIN for a Transfer</li> <li>■ Inventory adjustment when UIN was not assigned to the current store</li> <li>■ Stock Counts, when the item was not originally assigned to the current store</li> </ul> <p>If set to <b>Yes</b>, SIM allows the unexpected UIN for the previous situations and sends an e-mail alert and adds the item to problem line stock count.</p> <p>Completing the transaction updates the UIN Status and updates the store the UIN is assigned to.</p>

**Table 5–17 Topic: Warehouse Delivery Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Add Item to Container on Receive	Yes, No	Yes	This option gives the user the ability to add unexpected items when receiving a warehouse delivery.
Number of days received warehouse deliveries can be adjusted	Numeric	0	This option specifies the number of days received warehouse deliveries can be reopened and adjusted. If a delivery falls within the number of days, an <b>Adjust Delivery</b> button is displayed on the received warehouse delivery. The user can edit values and confirm the delivery.
Warehouse Quick Receiving – Automatically confirm ASNs	Yes, No	No	<b>Yes</b> for this option specifies that the ASN number is confirmed when all containers have been received automatically, if the ASN is not already confirmed. <b>No</b> for this option allows a quick QA check, if required, on the handheld device; a value of <b>Yes</b> makes this impossible, because the ASN is completed.
Warehouse Quick Receiving Enabled	Yes, No	Yes	This option allows the handheld device to receive containers directly, without confirming the ASN number. Each container scanned will be fully received. The ASN number may still need to be confirmed as well.
Warehouse Quick Receiving – Prompt for received containers	Yes, No	Yes	<b>Yes</b> for this option means that the user is prompted with an error message if the container is already received. This slows down processing. For either <b>Yes</b> or <b>No</b> , the container scan does not affect the previously received units.
Warehouse Quick Receiving – Receive missing containers	Yes, No	Yes	This option allows Warehouse Quick Receiving to receive containers after the ASN number is confirmed.

SIM has the ability to produce reports that retailers can customize to reflect the unique requirements of their business.

## Operational Reports

Operational reports are generated from within the functional areas of SIM and include information about pick lists, stock count reports, shipping documentation, and so on. SIM uses a reporting tool when generating these reports in order to provide the user with a report formatting/layout mechanism.

The reporting tool allows the end user to specify the exact data fields to be displayed on the report (although this data is limited to the SIM data that is available for the specific operational report). Modifications to the formatting and data displayed on the report are made using the reporting tool.

SIM provides the user with a way to identify a single default report template to use for each of the different operational reports. When the user generates an operational report from within SIM, the application requests the report template that matches the default specified for that report.

## Analytical (and Ad Hoc) Reports

Analytical reports leverage data in SIM for historical analysis. Retailers can develop their own and use these reports to make decisions on key business processes within the store (such as previous days deliveries, number of items replenished on a given day, and so on).

The reporting tool provides the retailer with a report formatting/layout mechanism and allows the user to specify the exact data fields to be displayed on the report. All report metrics and parameters are defined using the reporting tool (although this data is limited to the SIM data that is available for the specific report).

## Assumptions

- SIM does not reference any other external security to enforce privileges for the reporting tool. If a user is given the ability to generate a report or to launch the reporting tool within SIM, it is assumed that the user is given the necessary level of access for the reporting tool as well.
- SIM does not manage any scheduling requirements for analytic (and ad hoc) reports. Such scheduling should be handled by the reporting tool itself.

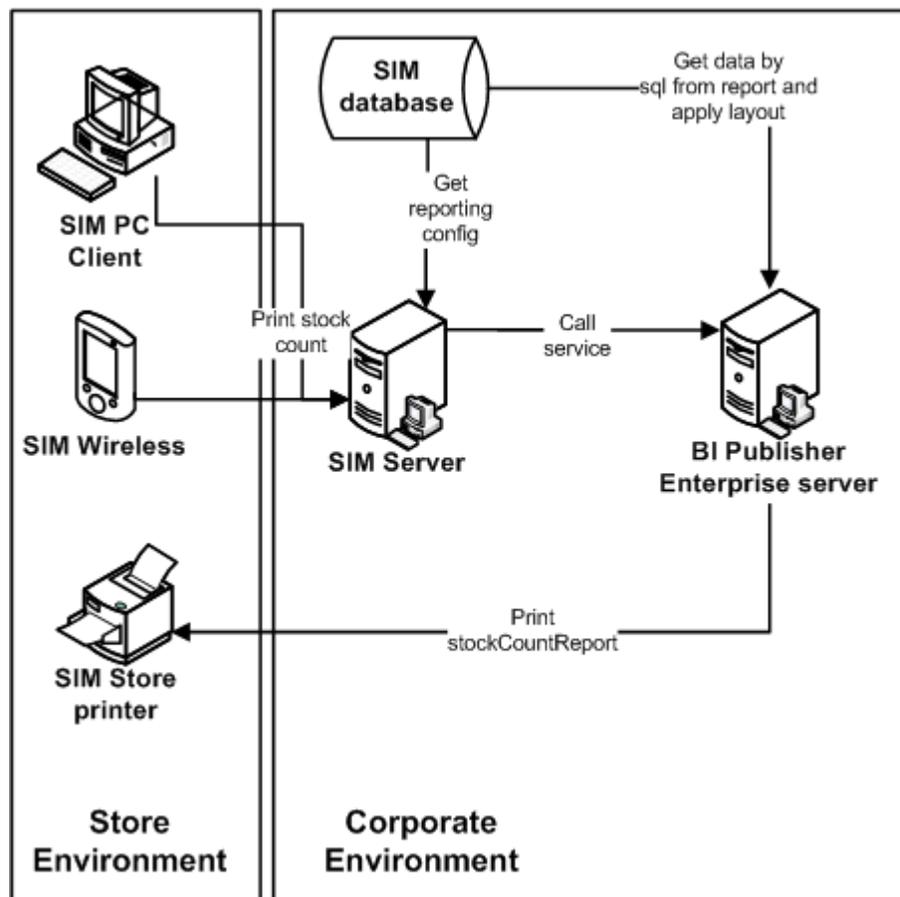
## SIM Reporting Framework

The following section describes the SIM reporting framework.

### Printing to Local Printers in a Store

SIM is able to print to local printers in a store using BIPublisher, as long as the printers are network-enabled printers that support internet protocol printing (IPP). SIM uses BIPublisher as the printing engine. The printers must be network-enabled in order to communicate with BIPublisher.

*Figure 6–1 Local Printing in a Store*



The following is the workflow for the process of printing locally in a store:

1. A retailer makes a request on the HH or PC to print an item.
2. That request goes to the centrally installed BIPublisher server.
3. The BIPublisher server receives URLs or parameters, runs a query to retrieve data to be printed, and formats the data.
4. That data is then sent back to the store's network-enabled printers.

SIM tables (RK\_RETAIL\_STORE\_PRINTER) refer only to the logical name of the printer. That logical name is set up using BIP-admin, for example, **myPrinter1**. Use BIPublisher to configure **myPrinter1** with specifics.

Do the following to set up a logical printer in SIM with BIPublisher 10.1.3.3 and higher:

1. Set up the logical printer using BIPublisher.
2. Ensure SIM table (RK\_RETAIL\_STORE\_PRINTER) refers to this logical name.
3. Select the **PDF to post-script** option for printing.

## SIM Operational Reports

**Table 6–1 Operational Reports**

Report Name	Report Parameters	Report view/s
ItemDetailReport	ITEMID, STOREID, Store_Timezone	ITEM_DETAIL_REPORT_V, ITEMDET_SEQUENCE_V, ITEMDET_ALLOCATION_V
DirectDeliveryReport	Receipt_ID, StoreTimezone	DIRECT_DELIVERY_REPORT_V
ItemRequestReport	Item_Request_Id, Store_Timezone	ITEM_REQUEST_REPORT_V
PickListReport	Pick_List_ID, Store_Timezone	PICK_LIST_REPORT_V
ReturnReport	Return_ID, Store_Timezone	RETURN_REPORT_V
InventoryAdjustmentReport	Inv_Adj_ID, Store_Timezone	INVENTORY_ADJ_V, RK_INV_ADJ_REASON
StockCountReport	STOCK_COUNT_ID, LOCATION_ID, PHASE, Store_Timezone	STOCK_COUNT_REPORT_V
WarehouseDelivery	ReportDocument_ID, Store_Timezone	WAREHOUSE_DELIVERY_REPORT_V, WAREHOUSE_DELIVERY_SHIPMENT_V
TransferReport	Transfer_ID, Store_Timezone	TRANSFER_REPORT_V
StockCountRejectedItemReport	STORE_ID	STOCK_COUNT_NOF_V
StoreOrderReport	STORE_ORDER_ID	rk_st_order_print, rk_st_order_li_print, rss_mini_location
ItemTicketReport1	ITEM_ID, DESCRIPTION, PRICE	No view, report is rendered using pass through parameters
ShelfLabelReport1	ITEM_ID, DESCRIPTION, PRICE	No view, report is rendered using pass through parameters
BolReturnReport	Return_ID	bill_of_lading_return_rep_v
BolTransferReport	Transfer_ID	bill_of_lading_transfer_rep_v

## Configuring a Report Printer in SIM

To configure a report printer in SIM, navigate to Admin > Setup > Printers. A screen opens, displaying a list of retail store printers. Users can add, delete, and edit printers for the user's store.

## Uploading Reports

The directory sim/bip\_reports holds all SIM reports in .zip format (one .zip file per report). The .zip files are comprised of an .xdo file and an .rtf report template. These .zip files can be readily imported to the BI publisher (BIP) server. All the reports are pre-configured with datasource name BIP-SIM-DATASOURCE. A datasource with this exact name and appropriate jdbc connection string will have to be set up on the BIP server. In addition, all SIM operational reports need to be uploaded to the specific

user's folder that is accessing SIM reports. They may also be placed in the Guest folder to provide shared access.

The .rtf templates may be modified or customized as needed using the BI Publisher Template builder plug-in for Word.

### Setting up the BI Publisher Server

To set up the BI Publisher Server:

1. Create a user and assign the BI Publisher Scheduler role, in addition to other reporting roles.
2. Create a new jdbc connection with datasource name BIP-SIM-DATASOURCE.
3. If you will print directly to a printer, create the printer in BIP. This printer server name will be used in `RK_RETAIL_STORE_PRINTER.PRINTER_NETWORK_ADDRESS` in SIM. If a CUPS server is used, this will be set as `<cups_server_name>/<printer_name>` in `RK_RETAIL_STORE_PRINTER.PRINTER_NETWORK_ADDRESS`.
4. When `RK_RETAIL_STORE_PRINTER.PRINTER_NETWORK_ADDRESS` is set to **browser** (case insensitive), for any report in SIM, press **Print** to launch the report in a browser instead of printing to a physical printer. This is only possible when using the SIM PC client. This feature is useful in initial stages of implementation, or if it is preferred to view the report in a browser.
5. If `RK_RETAIL_STORE.PRINTER_TYPE` is set to **1** (for postscript printing), the BI Publisher server will output the report in PDF format. If the `PRINTER_TYPE` is set to **2** (for ticket printing), the BI Publisher server will output the report in raw XML format (also known as DATA format in BI Publisher). This is to enable printing to a label printer, like a Zebra printer, using a Custom Filter in BI Publisher.

**Printing Labels and Tickets on a Label Printer** SIM was tested for printing labels and tickets on a Zebra label and ticket printer. This is achieved by using ZebraLink Enterprise Connector (ZEC) for Oracle BI Publisher. ZEC intercepts raw XML data coming from Oracle BI Publisher and applies a Zebra Programming Language (ZPL) template to create a ZPL stream understood by Zebra printers. To print multiple labels, work with ZebraLink to implement the ZPL script.

For testing, BI Publisher was configured to output reports in raw XML format, which was redirected to ZEC to print to Zebra printer. ZEC works with a wide range of Zebra printers.

### Oracle BI Publisher: Single Sign-On (SSO) Enabled

SIM integrates with an SSO-enabled Oracle BI Publisher server for reporting. The configuration property **Reporting Tool Request User Realm** for the Store Admin screen property should be used if SSO policy includes a user realm (known as Company Name in SSO terminology); if not, the property should be left as **none**.

`<OSSO_USER>`, `<OSSO_PASSWORD>`, and `<OSSO_USER_REALM>` should be used if the Oracle BI Publisher instance does not have local Oracle BI Publisher users and uses Oracle Single Sign-on instead for security. See [Table 6-2, "Setting Up SIM Reports"](#).

This is a different login from the SIM application SSO user login, and depends on the enterprise application SSO security settings.

## Setting up SIM

Select the Reporting topic on the SIM Store Admin Config screen. The following options need to be set up:

**Table 6–2 Setting Up SIM Reports**

Option	Value
Reporting Tool Request User name	<BIP_REPORTS_USER> or <OSSO_USER>
Reporting Tool Request User password	<BIP_REPORTS_USER_PASSWORD> or <OSSO_PASSWORD>
Reporting Tool Request User realm	none (default value) or <OSSO_USER_REALM>
Reporting Tool Request URL	http://<bip_server_host>:port/<bip_web_app>/servlet/scheduler
Reporting Tool Address	http://<bip_server_host>:port/<bip_web_app>/servlet/report or optionally any reports landing page you have created in BIP server. This URL will be launched in a browser when <b>Reports</b> is clicked on the SIM PC client.

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**Notes:** <BIP\_REPORTS\_USER> is the reports user that has been created in BI Publisher server to access SIM reports.

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## UDA Print Setup

Navigate to Admin > Setup > UDA Print Setup.

If the UDA is defined on this screen, then when an item UDA is changed, the item UDA is sent to ticketing for a label, ticket or both, based upon definition on this screen.

## Setting up Report Formats in SIM

Report Formats are configured in SIM through **Admin> Setup > Formats** screen. See the *Oracle Retail Store Inventory Management User Guide* to add/modify/delete report formats. Multiple formats can be defined for each report type. For a report type, the formats screen enables the user to assign at least one format as the default format.

Figure 6–2 Report Formats Screen

Format Name	Type	Default	Default ...	
Direct Store Delivery	Direct Store Delivery	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/DirectDeliveryReport/I
Inventory Adjustment	Inventory Adjustment	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/InventoryAdjustmentf
Item	Item	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/ItemDetailReport/Item
Item Basket	Item Basket	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/ItemBasketDefaultRep
Item Request	Item Request	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/ItemRequestReport/It
Item Ticket	Item Ticket	<input checked="" type="checkbox"/>		/Guest/SIM/ItemTicketReport1/It
Ticket Small	Item Ticket	<input type="checkbox"/>	Browser-Label	/Guest/SIM/ItemTicketReport2/It
Pick List	Pick List	<input checked="" type="checkbox"/>	MIN4PRT24	/Guest/SIM/PickListReport/PickList
Return	Return	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/ReturnReport/ReturnRe
Shelf Label	Shelf Label	<input checked="" type="checkbox"/>		/Guest/SIM/ShelfLabelDefaultRepo
Shelf label Square	Shelf Label	<input type="checkbox"/>		asdf
Stock Count Child List	Stock Count Child List	<input checked="" type="checkbox"/>	MIN4PRT24	/Guest/SIM/StockCountAllLocRepo
Stock Count Detail	Stock Count Detail	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/StockCountReport/Sto
Stock Count Rejected Item	Stock Count Rejected Item	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/ThirdPartyNotOnFileR
Stock Recount Detail	Stock Recount Detail	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/StockCountRecountRe
Store Order	Store Order	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/StoreOrderReport/Stor
Transfer	Transfer	<input checked="" type="checkbox"/>	MIN4PRT2...	/Guest/SIM/TransferReport/Transf
Warehouse Delivery	Warehouse Delivery	<input checked="" type="checkbox"/>	MIN4PRT24	/Guest/SIM/WarehouseDeliveryReq

After the SIM reports are uploaded to BI Publisher, the URL location for each report type must be set as follows:

Table 6–3 Report URL Locations

Type	URL Location
Warehouse Delivery	/ <BIP_SIM_REPORTS_FOLDER>/WarehouseDeliveryReport/WarehouseDeliveryReport.xdo
Transfer	/ <BIP_SIM_REPORTS_FOLDER>/TransferReport/TransferReport.xdo
Store Order	/ <BIP_SIM_REPORTS_FOLDER>/StoreOrderReport/StoreOrderReport.xdo
Stock Count Detail	/ <BIP_SIM_REPORTS_FOLDER>/StockCountReport/StockCountReport.xdo
Stock Count Child List	/ <BIP_SIM_REPORTS_FOLDER>/StockCountAllLocReport/StockCountAllLocReport.xdo
Stock Count Rejected Item	/ <BIP_SIM_REPORTS_FOLDER>/StockCountRejectedItemReport/StockCountRejectedItemReport.xdo
Return	/ <BIP_SIM_REPORTS_FOLDER>/ReturnReport/ReturnReport.xdo
Item Request	/ <BIP_SIM_REPORTS_FOLDER>/ItemRequestReport/ItemRequestReport.xdo
Item	/ <BIP_SIM_REPORTS_FOLDER>/ItemDetailReport/ItemDetailReport.xdo
Direct Store Delivery	/ <BIP_SIM_REPORTS_FOLDER>/DirectDeliveryReport/DirectDeliveryReport.xdo

**Table 6–3 (Cont.) Report URL Locations**

Type	URL Location
Item Basket	/<BIP_SIM_REPORTS_FOLDER>/ItemBasketReport/ItemBasketReport.xdo
Item Ticket	/<BIP_SIM_REPORTS_FOLDER>/ItemTicketReport1/ItemTicketReport1.xdo
Shelf Label	/<BIP_SIM_REPORTS_FOLDER>/ShelfLabelReport1/ShelfLabelReport1.xdo
Pick List	/<BIP_SIM_REPORTS_FOLDER>/PickListReport/PickListReport.xdo
Inventory Adjustment	/<BIP_SIM_REPORTS_FOLDER>/InventoryAdjustmentReport/InventoryAdjustmentReport.xdo

**Note:** <BIP\_SIM\_REPORTS\_FOLDER> is the folder where SIM reports have been uploaded on the BI Publisher server. For example, if SIM reports have been uploaded to the Guest folder, the folder is /Guest.

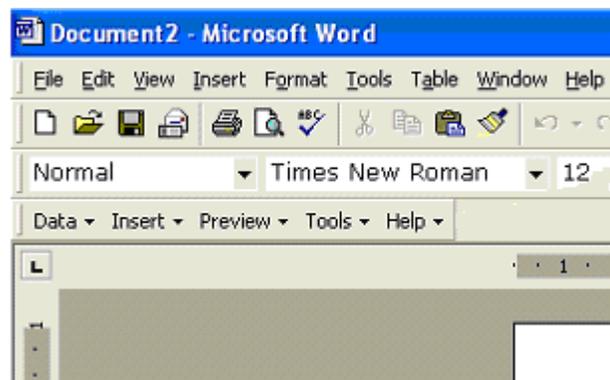
## SIM Reports Internationalization

Create a translation (XLIFF) file. For different supported locales, a separate XLIFF file is provided to the BI Publisher. During run time, BI Publisher picks up the default template (RTF) file and the corresponding XLIFF (xlf) file.

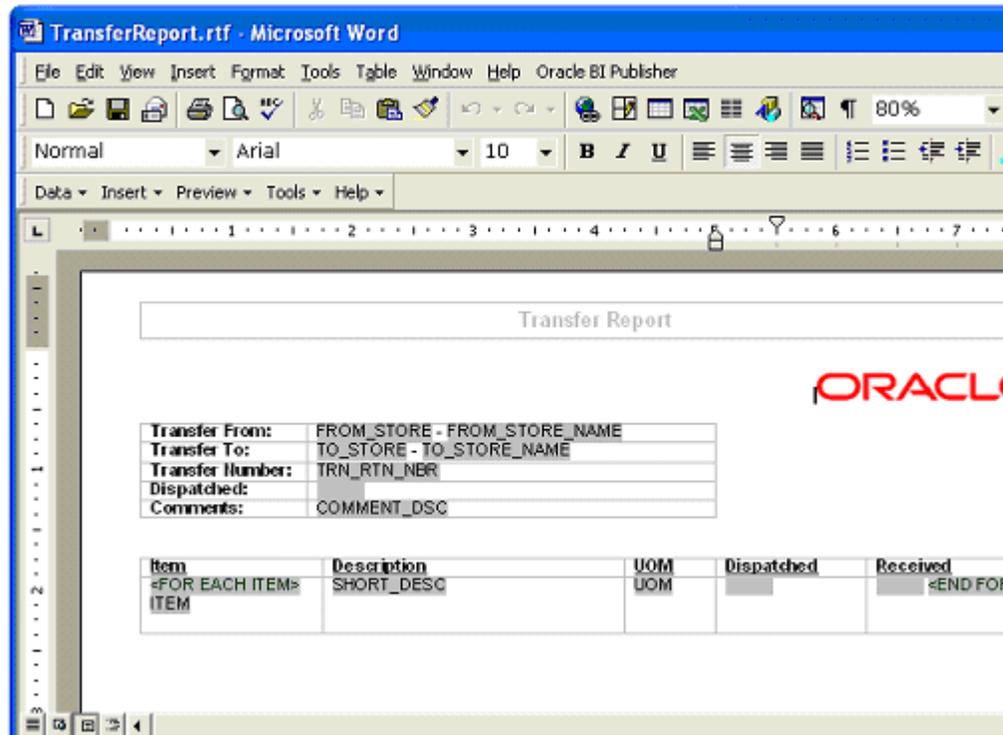
Do the following to create an XLIFF file:

1. Install Oracle BI Publisher Desktop. You see the following options in Microsoft Word:
  - Data
  - Insert
  - Preview
  - Tools
  - Help

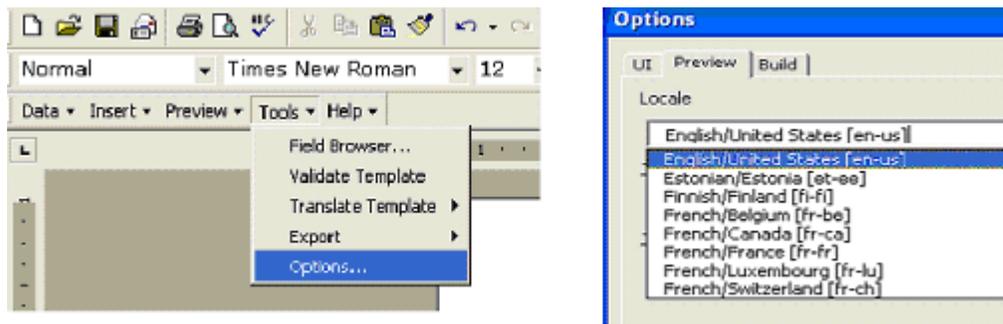
**Figure 6–3 Oracle BI Publisher Desktop Options in Word**



2. Open any existing template in Word, for example, TransferReport.rtf.

Figure 6–4 *TransferReport.rtf*

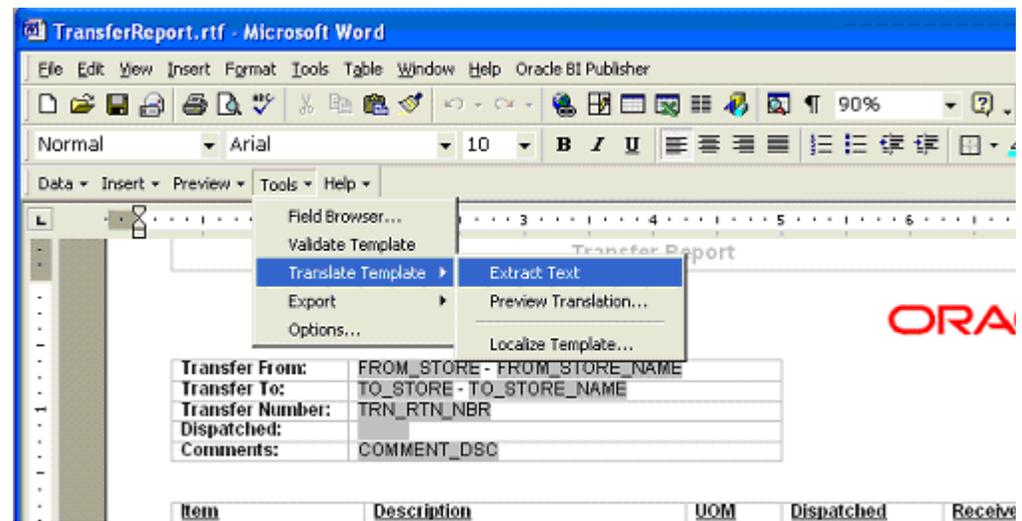
3. Localize the template by selecting **Tools> Option> Preview>Locale**.

Figure 6–5 *Localize the Template*

This locale name will appear in the **source-language** attribute of the XLIFF file.

4. From the Template Builder menu, select **Tool>Translate Template>Extract Text**.

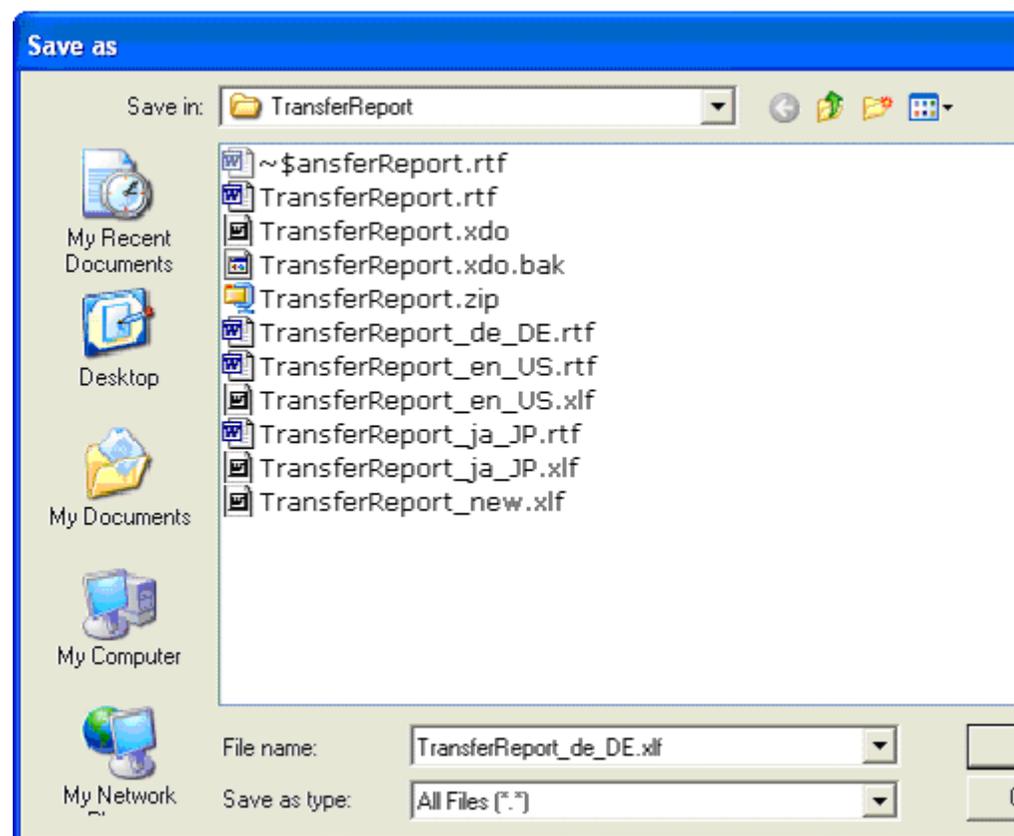
Figure 6–6 Extract Text for Export to XLIFF File



Template Builder extracts the translatable strings from the template and exports them to an XLIFF (.xlf) file.

5. Save the XLIFF file.

Figure 6–7 Save the XLIFF File



6. The XLIFF file generated by XML Publisher has the following structure:

```

<?xml version = '1.0' encoding = 'utf-8'?>
<xliff version='1.0'>
  <file source-language="en_US" target-language="en_US" datatype="XDO"
    original="orphan.xlf" product-version="orphan.xlf" product-name="">
    <header/>
    <body>
      <trans-unit id="e67afb09" maxbytes="4000" maxwidth="23" size-unit="char"
        translate="yes">
        <source>Transfer Report</source>
        <target>Transfer Report IN ENGLISH LANGUAGE</target>
        <note>Text located: header/table</note>
      </trans-unit>
      <trans-unit id="7f65664e" maxbytes="4000" maxwidth="23" size-unit="char"
        translate="yes">
        <source xml:space="preserve">Printed: </source>
        <target xml:space="preserve">Printed: </target>
        <note>Text located: footer/table</note>
      </trans-unit>
      <trans-unit id="b230538" maxbytes="4000" maxwidth="26" size-unit="char"
        translate="yes">
        <source xml:space="preserve">Page Number: [&#0] </source>
        <target xml:space="preserve">Page Number: [&#0] </target>
        <note>Text located: footer/table</note>
      </trans-unit>

```

The **<file>** element includes the attributes **source-language** and **target-language**.

The valid value for **source-language** and **target-language** is a combination of the language code and country code:

- Language Code: the two-letter ISO language code (in lowercase).
- Territory Code: the two-letter ISO country code (in uppercase).

The **<source>** element contains a translatable string from the template in the source language of the template.

The **<target>** element contains the translated string as per locale.

Different XLIFF (xlf) files can be created by providing translated strings to each **<target>** element and by specifying a **target-language** value as per naming convention.

### Template/XLIFF(xlf) File Locale Selection Logic

At run time, BI Publisher picks up the default template provided in **<ReportName>.xdo**, then applies a translation based on the user's selected Report Locale. First, BI Publisher tries to match an XLIFF file named for the locale, and if an exact match on language-territory is not found, then BI Publisher tries to match on language only.

For example, if you have a report for which the base template is **TransferReport.rtf**, and the locale is Japanese (**ja\_JP**), then the order of preference in descending order is:

- TransferReport\_ja\_JP.rtf
- TransferReport\_ja\_JP.xlf
- TransferReport\_ja.rtf
- TransferReport\_ja.xlf
- TransferReport.rtf

As soon as BI Publisher finds a matched template (RTF)/XLIFF file, it applies the translation and layout for the report.

## Number, Date, and Currency Format Support

BI Publisher supports number, date and currency formats by specifying BI Publisher format tasks.

1. Open any existing template in Word, for example, TransferReport.rtf.

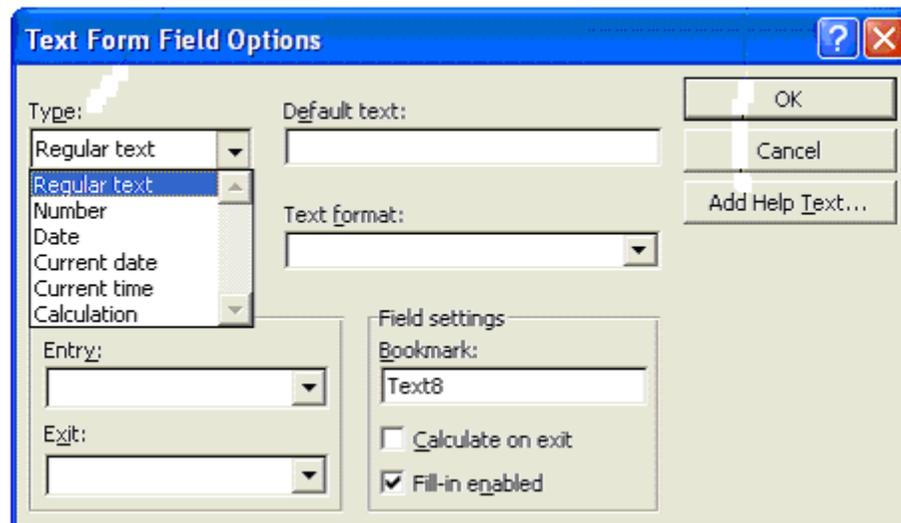
**Figure 6–8** Template and Placeholder of the XML Tag

<b>Transfer From:</b>	FROM_STORE - FROM_STORE_NAME
<b>Transfer To:</b>	TO_STORE - TO_STORE_NAME
<b>Transfer Number:</b>	TRN_RTN_NBR
<b>Dispatched:</b>	
<b>Comments:</b>	COMMENT DSC

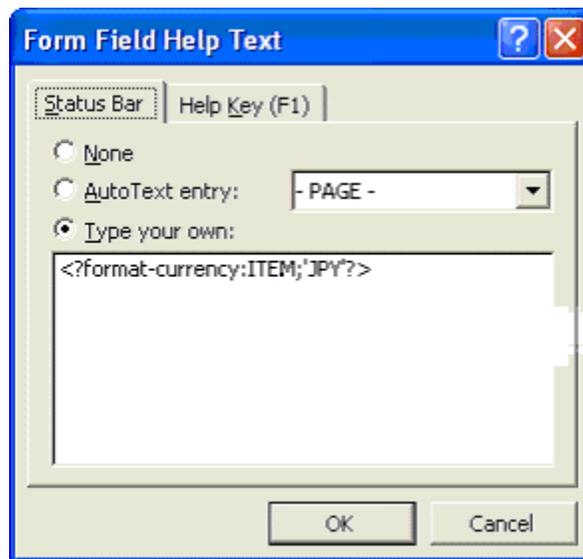
<u>Item</u>	<u>Description</u>	<u>UOM</u>	<u>Dispatc</u>
<FOR EACH ITEM> <b>ITEM</b>	SHORT_DESC	UOM	

2. Click the <ITEM> tag.
3. In the Text Form Field Options window, select **Regular Text** in the Type list.

**Figure 6–9** Text Form Field Options Window



4. Click **Add Help Text**.
5. In the Form Field Help Text window, enter the formats for number, currency or date.

**Figure 6–10 Form Field Help Text Window**

The following are example formats for number, currency and date:

**Example 6–1 Number Format**

```
<?format-number; 'NUMBER'; '999g999D99' ?>
```

Where *NUMBER* is the <XML> tag.

**Example 6–2 Currency Format**

```
<?format-currency; CURRENCY; 'CurrencyCode' ?>
```

Where *CURRENCY* is the <XML> tag, and *Currency Code* should be ISO specific ('JPY','USD').

**Example 6–3 Date Formats**

```
<?format-date:date_string; 'ABSTRACT_FORMAT_MASK'; 'TIMEZONE' ?>
```

or

```
<?format-date-and-calendar:date_string; 'ABSTRACT_FORMAT_MASK'; 'CALENDAR_
NAME'; 'TIMEZONE' ?>
```

Where:

- TimeZone is optional.
- If no format mask is specified, the abstract format mask "MEDIUM" is used as default.

**Additional Setting for Currency Format**

The following format should be specified in the xdo.cfg file.

**Example 6–4 Currency Format in xdo.cfg File**

```
<config version="1.0.0" xmlns="http://xmlns.oracle.com/oxp/config/">
  /*****
  <currency-formats>
```

```

    <currency code="USD" mask="999D99L" />
    <currency code="JPY" mask="999D9999X" />
  </currency-formats>
  /*****
</config>

```

The xdo.cfg file should be uploaded to BI Publisher Server in zipped format along with the xdo, RTF and XLIFF files. See [Uploading Reports](#) for more information.

## Report Engine Functional Specification

The following section describes the report engine functional specification.

### Functional Overview

It is possible on the PC to print multiple reports at the same time to different individual printers or browser sessions.

The handheld device will print the report that has been set up as the default option. If no default printer has been set up, the user is prompted to select the printer to print to.

The reporting functionality incorporates error handling when reports are printed. Error handling allows the user to continue in the event that the printing effort fails.

### Functional Requirements

The following section is the report engine functional requirements.

#### SIM Report List

The following reports can be printed:

- Direct Delivery
- Item Request
- Pick List
- Warehouse Delivery
- Returns
- Stock Count/Stock Recount
- Store Order
- Transfers
- Item Report
- Inventory Adjustment
- Item Ticket QR Code Report

### Detailed Report Information

The following section is the detailed report information.

#### Direct Delivery Report

Direct Delivery occurs when the supplier drops off merchandise directly to the retailer's store. This report allows the retailer to print a delivery receipt once all items have been received and the delivery has been finalized.

It consists of the following information broken into three sections:

**Header**

- Receipt Date–Date on which the receipt was created
- Supplier–Supplier for the PO/ASN received
- Store–Store at which goods were received
- PO Number–PO against which goods were received
- Invoice–Invoice number for the receipt
- Invoice Date–Invoice date for the receipt
- Comments

**Detail**

- Item ID–Item number for each line item received
- Item Description–Description of item
- Unit of Measure–Unit of measure for quantity (Cases or Eaches)
- Quantity Ordered–Quantity ordered according to the PO
- Quantity Shipped–Quantity shipped according to the shipment record
- Quantity Received–Quantity actually received
- Unit Cost–Unit cost of the direct delivered item–this column is displayed based on the system parameter (DISPLAY\_UNIT\_COST\_FOR\_DIRECT\_DELIVERIES) being set

**Totals**

Totals are provided for the Ordered/Shipped and Received quantities.

A section is also provided as a space holder to collect the signatures of the persons involved in the transaction.

**Figure 6–11 Direct Delivery Report**

Direct Delivery Report					
<b>Receipt Date:</b> 08/24/2004 <b>Supplier:</b> 8010 - Yoplait <b>Store:</b> 5004 - Leicester <b>PO Number:</b> SIM.64 <b>Invoice:</b> 123456 <b>Invoice Date:</b> 08/19/2004 <b>Comments:</b> Here are the comments for the PO. <div style="margin-left: 40px;">Here are more comments for the PO.</div>					
<b>Item</b>	<b>Description</b>	<b>UOM</b>	<b>Ordered</b>	<b>Shipped</b>	<b>Received</b>
100671266	Freezer Odor-Be-	EA	0.00	0.00	3.00
100671274	Smelling Salts -	EA	0.00	0.00	34.00
44444	Chicken Leg Minc	KG	0.00	0.00	49.00
<b>TOTAL</b>			<b>0.00</b>	<b>0.00</b>	<b>86.00</b>
<b>Driver Signature:</b> _____					
<b>Employee Signature:</b> _____					

**Item Request Report**

The item request functionality allows users to request inventory for individual items to manage stock shortages and increased demand. The requests are processed by the RMS using the replenishment parameters and sourcing information setup in RMS. The report allows the store users to print the details of item requests that have been generated.

The report consists of two sections with the following information:

**Header**

- Store–Store ID and name
- Request ID–Request ID referencing the request in the SIM system
- Expiration Date–Date setup to automatically close item requests that have been automatically generated by the product group scheduler, if no action has been taken
- Request Delivery date–Date on which requested product is wanted at the store
- User–User who generated the item request
- Comments–Additional information

**Detail**

- Item–Item number for each line item requested
- Short Description–Description of item
- SOH–Current available on hand inventory for the item
- In Transit–Current inventory in transit to the store

- UOM–Unit of measure for the request
- Pack Size–Pack size for the item
- Quantity–Quantity requested

**Figure 6–12 Item Request Report**

Item Request Report						
<b>Store</b>	5004 - Leicester					
<b>Request</b>	100000570					
<b>Expiration</b>						
<b>Request Delivery Date:</b>	8/24/2004 12:00:00AM					
<b>User:</b>	15004					
<b>Comments:</b>	Item Request Comments					
	Comment line number 2					
Item	Short Description	SOH	In Transit	UOM	Pack Size	Quantity
100651071	AA Low Fat Yoghu	200	0	Cases	100	22
100670221	Kitchen Knife Me	200	0	EA	100	37
44444	Chicken Leg Minc	50	50	Cases	25	3

### Pick List Report

The pick list report is related to the shelf replenishment functionality supported by SIM. Shelf replenishment in SIM facilitates movement of product between the back room and the shop floor. The pick lists generated list items and quantities that need to be replenished to the shop floor. The pick list report allows the users to print the generated pick list for operational purposes (for example, to use as a reference for the actual picking of product by the store associate).

The report consists of two sections with the following information:

#### Header

- ID–Pick list identifier used to uniquely identify a pick list
- Product Group–Description for the pick list, based on the product group used to generate the pick list
- Create Date/Time–Date/Time when the pick list was generated
- User–User who generated the pick list
- Status–Current status of the pick list
- Quantity–Total quantity to be picked for the items in the pick list. In case of within day pick lists, the system only adds items until the quantity to be picked is equal to the total quantity entered

**Detail**

- SKU–Item number for each line item to be picked
- Description–Description of item
- Pick From–Identifies where the product is to be picked from, could be either the back room or the delivery bay
- UOM–Unit of measure for the item to be picked
- Pack Size–Pack size for the item to be picked
- Qty–Quantity of the product to be picked
- Actual Qty–Actual quantity that was picked for the product

**Figure 6–13 Pick List Report**

Pick List Report						
<b>ID:</b>	43					
<b>Product Group:</b>	Pick List Home Shop					
<b>Create Date/Time:</b>	8/26/2004 2:27:49PM					
<b>User:</b>	15004					
<b>Status:</b>	COMPLETE					
<b>Quantity:</b>	500					
<u>SKU</u>	<u>Description</u>	<u>Pick From</u>	<u>UOM</u>	<u>Pack Size</u>	<u>Qty</u>	<u>Actual Qty</u>
100637121	Cheese Knife	Backroom	EA	1	25	25
100670212	Kitchen Knife La	Backroom	EA	1	25	25
100670221	Kitchen Knife Me	Backroom	Cases	100	1	100
100670255	Mixing Bowl	Backroom	Cases	100	1	100
100670283	Tea Towels	Backroom	EA	1	50	50
100670271	Oven Gloves	Backroom	EA	1	50	50
100670301	Salad Bowl	Backroom	Cases	100	1	100
100670319	Measuring Jug	Backroom	EA	1	50	50

**Warehouse Delivery Report**

Warehouse deliveries in SIM refer to products that are sent from a warehouse to the receiving store. Receiving for warehouse deliveries can be either at the shipment, container, or item level. The warehouse delivery report provides the ability to print details of the warehouse delivery shipments.

The report consists of two sections:

**Header**

The report header consists of information for the shipment and contains the following information:

- From–Originating Warehouse location details
- To–Destination store location details

- ASN #–Identifier for the shipment being received
- Status–Status of the warehouse delivery
- ETA–Expected arrival date of the warehouse delivery

**Detail**

The report detail is broken down by containers included in the shipment and contains the following information:

- Container–References the container label for the items that were shipped. A shipment could consist of multiple containers, in which case the report is grouped by containers
- Item–Item number for each line item requested
- Description–Description of item
- UOM–Unit of measure for the item
- Pack size–Pack size for the item
- Expected–Quantity expected in the container
- Received–Quantity actually received
- Damaged–Quantity marked as damaged
- Out of Stock–Indicates weather the product is currently out of stock at the store

**Figure 6–14 Warehouse Delivery Report**

Warehouse Delivery Report							
<b>From:</b>	7009 - Letchworth-WH						
<b>To:</b>	5004 - Leicester						
<b>ASN #:</b>	ASN LOAD 59						
<b>Status:</b>	New						
<b>ETA:</b>	08/11/2004						
<b>Container:</b>	CONT 59						
<u>Item</u>	<u>Description</u>	<u>UOM</u>	<u>Pack Size</u>	<u>Expected</u>	<u>Received</u>	<u>Damage</u>	<u>Out of Stock</u>
100637113	AA Gardening Glo	EA	1	5	0	0	
100637130	Kenwood Kettle	EA	1	5	0	0	
44444	Chicken Leg Minc	Cases	5	1	0	0	Yes
5555555	Atlantic Smoked	Cases	5	1	0	0	
<b>Container:</b>	CONT2 59						
<u>Item</u>	<u>Description</u>	<u>UOM</u>	<u>Pack Size</u>	<u>Expected</u>	<u>Received</u>	<u>Damage</u>	<u>Out of Stock</u>
100682133	AA Baby Food Pea		1	5	0	0	
100684083	Chicken Parts Pa	Cases	5	1	0	0	
40000098067	Disprin Pack	Cases	5	1	0	0	
400000103068	Coca-Cola 6-Pack	EA	1	5	0	0	

## Return Report

The returns functionality allows the store to ship returns either to the warehouse or directly to the vendor. The returns report can be printed as used either as a packing slip for the shipment or as a report for operational records of the store.

The report consists of two sections with the following information:

### Header

- From-Origin store location and description
- To-Destination location (could be either warehouse or supplier)
- Return Number-Reference number that uniquely identifies the return
- Authorization Number-An authorization number from the vendor referencing the document authorizing the return
- Status/Date-The current status of the return and the date on which the status was changed.
- User-User who created the return
- Not after date-Date after which the return cannot be dispatched (relevant in case of return requests received from the merchandising system)
- Comment-Additional information

### Detail

- Item-Item number for each line item on the returned
- Description-Description of item
- UOM-Unit of measure for the item
- Pack Size-Pack size for the item
- Qty-Quantity returned
- Reason Code-Reason code for the return



**Figure 6–16 Stock Count Report**

<b>Stock Count Report</b>
---------------------------

Description:	Unit Count
Date:	5/6/2009
Total Items:	12
Stock Count User:	
Re-Count User:	

Item	Description	UOM	Count
100052166	COM Test Item HTS 16	EA	
100055041	iscqa_item200	EA	
100055148	iscqa_COM3	EA	
100479012	Boons Farm Apple Wine	EA	
100480013	Boons Farm Straw Hill	EA	
100483011	Jaminson Irish Whisky	EA	
100484014	Crapapple White Wine	EA	
100515044	T-Farm Elderberry wine- Red	EA	
100517066	Rhine white White	MM2	
100522113	Notional Non-SS- Component	EA	
100525226	SO Wine	EA	
1234560004089	wine	EA	

Private and Confidential

**Stock Count Re-Count Report**

SIM allows the store users to create and schedule stock counts that will trigger an automatic recount when the counts fall outside a pre-defined variance. In case a recount is triggered the stock count recount report provides store users the ability to print out the stock counts that need to be recounted and record the results of the recounts.

The report consists of two sections with the following information:

**Header**

- Description–Master stock count description
- Date–Scheduled date for the master stock count
- Total Items–Total number of items in the master stock count
- Stock count user–User who last saved/completed the stock count

- Recount user–User who last saved/completed the recount

**Detail**

- Child Count Description–description of the child count appears as a header to the detail section (separate header for each child count). For guided counts, this will be the macro location name along with shopfloor/backroom if sequencing is being used.
- Item–Item number for each line item in the stock count
- Description–Description of item
- UOM–Unit of measure for the item
- Count–Physical count results entered for the initial stock count
- Recount–Count results for the recount of the stock count

**Figure 6–17 Stock Count Re-Count Report**

<b>Stock Re Count Report</b>
------------------------------

Description:	View
Date:	4/22/2009
Total Items:	10
Stock Count User:	QAAdmin
Re-Count User:	QAAdmin

Item	Description	Uom	Count	Re-count
100001238	Item Koh	EA	10	10
100001254	Item Koh	EA	10	10
100001262	Item Koh	EA	10	10
100001271	Item Koh	EA	10	10
100001289	Item Koh	EA	10	10
100001297	Item Koh	EA	10	10
100001300	Item Koh	EA	10	10
100001318	Item Koh	EA	10	
100001326	Item Koh	EA	10	
100001334	Item Koh	EA	10	

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## Store Order Report

Store orders provide the store users the ability to create and approve orders to a supplier or transfer requests to the warehouse directly in the merchandising system. The store orders report allows the users to print out the report of the order that had been created from the store.

The report consists of two sections with the following information:

### Header

- Store–Store requesting the order
- Store Order Number–Unique reference ID in SIM for the store order
- Status–Current status of the store order. Valid values are **Pending**, **Approved** and **Cancelled**
- Supplier/Warehouse–Source location for the store order
- Creation Date–Date on which the store order was created
- Not before date–Earliest date on which the order can be delivered at the store
- Not after date–Expiration date for the order
- User–User who created the store order
- Comments–Additional information

### Details

- Item–Item number for each line item in the store order
- Description–Description of item
- UOM–Unit of measure for the item (part of the quantity heading)
- Qty–Requested quantity for the item
- Unit cost–Unit cost of the requested item

**Figure 6–18 Store Order Report**

<b>Store Order</b>			
Store Order Number: 8131			
Store: 1000001026 -			
Status: Pending			
Supplier: 2345670000 - David Fashion Creations P/L			
Created Date: 22.03.2006			
User:			
Not Before Date: 27.06.2006			
Not After Date: 29.06.2006			
Comments:			
Item	Description	Quantity(Units)	Unit Cost
100077195	Box of 10 pens	1	\$1.00
100103445	Consillable m&am pack	1	\$1.00
100042043	Sample pack for 100	1	\$1.00

### Transfer Report

Transfer functionality allows stores to transfer stock from one store to another within a company. The transfer report allows the store users to print out the details of either a transfer or a transfer request. The printed report can be used either as a dispatch slip for the transfer shipment or for the store records.

The report consists of two sections with the following information:

#### Header

- Transfer from–Origin store location for the transfer
- Transfer to–Destination store location for the transfer
- Transfer number–Unique reference number for the transfer
- Status/Date–Status of the transfer and the date on which the status changed
- Comment–Additional information
- Dispatched–Date on which the transfer was dispatched

#### Details

- Item–Item number for each line item in the transfer
- Description–Description of item
- UOM–Unit of measure for the item
- Dispatched–Quantity of product dispatched



**Figure 6–20 Item Report**

Item Report					
<b>Item</b>	<b>Item Description</b>			<b>Ranged</b>	
Primary UPC	Primary Supplier Name			Merchandise Hierarchy:	
VPN	Primary Supplier Number			Dept	
Item Status	Ticket Type			Class	
				Subclass	
				Differentiators:	
				Diff1	
				Diff2	
				Diff3	
				Diff4	
<b>Stock On Hand Units:</b>		<b>Ordering Attributes:</b>		<b>Pricing:</b>	
Total Stock on Hand		Repl Method		Current Retail	
Pack Size		Reject Store Order		Pricing Status	
Available SOH		Next Delivery Date		Promotional Type	
Shop Floor					
Back Room					
Unavailable					
Transfer Reserved					
RTV Reserved					
Ordered Quantity					
Delivery Bay					
In Transit					
Received Today					
<b>Allocations:</b>					
Delivery Date	Warehouse	UOM	Quantity		
<b>Sequencing:</b>					
Location	Primary	Capacity	UOM	Label Format	Label Qt

### Inventory Adjustment Report

The inventory adjustment report allows the user to select an item that has been adjusted, and print information out for this. The report could be used to help as reference why inventory is unavailable (for example, loaning out for a demo or photoshoot), and confirmation that someone has ownership of that item.

The report consists of two sections with the following information:

#### Header

- Store–The store ID
- Adjustment Number–Unique inventory adjustment number in SIM
- Create Date–Date of creation
- Complete Date–Date of completion
- User–User requesting inventory adjustment
- Status–Status **Pending** or **Completed**
- Comments–Comments, if any

**Details**

- Item–Item number
- Item Description–Item description
- UOM–Unit of measure
- Pack Size–Pack size
- Quantity–Quantity adjusted
- Reason–Inventory adjustment reason

**Figure 6–21 Inventory Adjustment Report**

Inventory Adjustment Report	
<b>ORACLE</b>	
Store:	1111
Adjustment Number:	29212
Create Date:	3/2/2010
Complete Date:	3/2/2010
User:	Sue
Status:	Pending
Comments:	
Item:	100732541
Item Description:	dinning glass short cases
UOM:	cases
Pack Size:	1
Quantity:	15
Reason:	Unavailable
<div style="display: flex; justify-content: space-between; border-top: 1px solid black; padding-top: 5px;"> <span>Printed: 4/27/2010</span> <span>Page Number: 1</span> </div>	

**Item Ticket QR Code Report**

Item Ticket QR Code Report allows the users to create Item Ticket containing the QR code image. BI publisher connects to the Image Server and loads the image at the run time.

The report consists of the following information:

**Detail**

- Item Description–Description of the item.
- Item\_ID–Item number for which Item Ticket is generated.
- Price–The Label price for the item.
- Country of Manufacture–Country of manufacture of the item.

Figure 6–22 Item Ticket QR Code Report

## Bill of Lading Report

SIM users can print the Bill of Lading. The printed Bill of Lading displays the status of the Bill of Lading through the appearance or absence of watermarks on the Bill of Lading. A generic template for the Bill of Lading is created and inserted into the format table.

The Bill of Lading report process is designed to allow retailers to create a Bill of Lading report during a Returns or a Transfer dialog and print it.

The Bill of Lading consists of information that identifies the sender, the receiver and the carrier of the goods. It also lists the goods and their quantities that are being shipped. It identifies if the shipment is a result of a return or a transfer.

The process consists of two parts, creating the Bill of Lading and printing the Bill of Lading.

The Bill of Lading creation occurs in two stages. During the first stage, the Bill of Lading is automatically created when a shipment is created and saved. During the second stage, the Bill of Lading is updated when the retailer adds additional information to the transaction for the purpose of the Bill of Lading report such as requested pickup date, change of destination address, carrier name and address and change of motive for the shipment. Detailed information for a Return or Transfer such as the quantity being shipped or the items being shipped can be modified at any time prior to the dispatching of a shipment. The Bill of Lading is updated to reflect these changes.

The second part of the process occurs when the retailer prints the Bill of Lading. The Bill of Lading can be printed at anytime during the creation of a transfer or return. It is printed from the Return List screen or the Transfer List screen. It can be printed after the Return or Transfer is canceled (status = **canceled**) or after the transfer is dispatched. Each of these scenarios results in a variation of the Bill of Lading report.

For example, if a Bill of Lading is printed prior to dispatching, the Bill of Lading will have a watermark across the page that reads **DRAFT**.

**Figure 6-23 Bill of Lading – Draft Example**

CARRIER		Requested Pick-Up Date: 11/3/09		
<input type="checkbox"/> SENDER <input type="checkbox"/> RECEIVER <input type="checkbox"/> THIRD PARTY				
Carrier Name:		Carrier Signature:		
Carrier Address:		Dispatch Date: 11/3/2009		
TYPE : RETURN				
EAN	Item	Description	UOM	Quantity
400100671178	100671178	Ladies Home Journal	Cases	1
400100671178	100671178	Ladies Home Journal	Cases	2
400100671178	100671178	Ladies Home Journal	Cases	3
400100680091	100680091	Grill Scrubber	Cases	1
400100680091	100680091	Grill Scrubber	Cases	2
400100680091	100680091	Grill Scrubber	Cases	3
400100681077	100681077	BBQ Grilling Set	Cases	2
400100681077	100681077	BBQ Grilling Set	EA	5
400100681077	100681077	BBQ Grilling Set	Cases	1
40040000091068	40000091068	TV Guide	Cases	3
40040000091068	40000091068	TV Guide	Cases	2
40040000091068	40000091068	TV Guide	Cases	1
40040000091075	40000091075	Cosmopolitan	Cases	1
<b>TOTALS</b>				
			LINES	21
			Cases	39
			EA	5
Legalese fine print				
Comments				

If the Bill of Lading is printed after dispatching it will have no watermark on it. If the Bill of Lading is printed after the Transfer or Return has been deleted (status = **canceled**), the Bill of Lading will have a watermark across the page that reads **Canceled**.

### Printing the Return Bill of Lading

Print the Bill of Lading from the Return List screen.

The default filter for the Return List screen will be changed to include displaying dispatched returns with the current session.

1. If the return is in the In Progress state, the Bill of Lading prints with the watermark **DRAFT** on each page of the Bill of Lading.
2. If the return has been dispatched and it no longer appears on the List screen. use the filter to display the dispatched return.

The Bill of Lading prints without any watermarks.

3. If the return has been cancelled, use the filter to display the cancelled return.

The Bill of Lading will print with the watermark **CANCELED** on each page of the Bill of Lading.

## Printing the Transfer Bill of Lading

The Bill of Lading can be printed from the Transfer List screen. If the Transfer does not appear on the List Screen, the filter must be used to display the Transfer.

1. If the transfer is in the In Progress state, the Bill of Lading prints with the watermark **DRAFT** on each page of the Bill of Lading.
2. If the transfer is in the Dispatched state, the Bill of Lading prints without any watermarks.
3. If the transfer has been cancelled, the Bill of Lading prints with the watermark **CANCELED** on each page of the Bill of Lading.

---

---

## Internationalization

Internationalization is the process of creating software that can be translated easily. Changes to the code are not specific to any particular market. SIM has been internationalized to support multiple languages.

This section describes configuration settings and features of the software that ensure that the base application can handle multiple languages.

### Translation

Translation is the process of interpreting and adapting text from one language into another. Although the code itself is not translated, components of the application that are translated may include the following, among others:

- Graphical user interface (GUI)
- Error messages

The following components are not usually translated:

- Documentation (Online Help, Release Notes, Installation Guide, User Guide, Operations Guide)
- Batch programs and messages
- Log files
- Configuration Tools
- Reports
- Demonstration data
- Training Materials

The user interface for SIM has been translated into:

- Chinese (Simplified)
- Chinese (Traditional)
- Croatian
- Dutch
- French
- German
- Greek
- Hungarian

- Italian
- Japanese
- Korean
- Polish
- Portuguese (Brazilian)
- Russian
- Spanish
- Swedish
- Turkish

## DAO Layer

The following section describes the Data Access Object (DAO) layer.

### Tables

Three tables exist in the database to support internationalization: RK\_TRANSLATION\_LOCALE, RK\_TRANSLATION\_KEY and RK\_TRANSLATION\_DETAIL. Details about these tables can be found in the SIM Data Model documentation. The last remaining table used in the process is the AC\_USER table. The LANGUAGE and COUNTRY columns are used to determine the country and language of the employee who logs in. Alternatively, the locale information for an employee can be filled in from an LDAP connection. The employee's locale is matched with the RK\_TRANSLATION\_LOCALE table to retrieve translation information.

### Loading Data

Data load scripts populate the RK\_TRANSLATION\_LOCALE table on installation. Upon data load, one record is created in the RK\_TRANSLATION\_DETAIL table for each key in the RK\_TRANSLATION\_KEY table paired with each locale id in the RK\_TRANSLATION\_LOCALE table.

### Retrieving Translations

When retrieving translations, the displayable text is first retrieved from the RK\_TRANSLATION\_DETAIL table for the locale and key involved. If this value is missing or the DETAIL\_VALUE column is empty, then the KEY value is returned from the RK\_TRANSLATION\_KEY table as both the key and the value.

When retrieving translations for a locale, the detail value is read from the RK\_TRANSLATION\_DETAIL table for the language (with country and variant set to null). If a country exists in the locale, the country information is read from the DETAIL table and its values replace those read for the language. If a variant exists, the variant information is read from the DETAIL table and its values replace those of the language and country. Of course, this only occurs if an actual translation is found at the country and variant level (it will not suddenly null out the language value).

## Types of Internationalization

The following section describes the types of internationalization.

## Logging

Service layer error message logging does not attempt to translate the information at this time.

## Rules

The string parameter passed into the RulesInfo constructor within a Rule class is the language key used for translation.

### **Example 7-1** *ItemMustBeSellableRule*

```
public final class ItemMustBeSellableRule extends SimRule {
    private static final RulesInfo RULE_FAILED = new RulesInfo("Item not sellable.");
```

## PC UI Labels and Titles

Everywhere within the entire SIM Swing framework that a label or title is used, the translation takes place automatically within the component. All title and label strings are the keys into the translation functionality. Failure to find a translation for the label or title simply returns the label or title itself.

### **Example 7-2** *ItemLookupPanel*

```
private RTextFieldEditor itemDescriptionEditor = new RTextFieldEditor("Item
Description");
private RIntegerFieldEditor searchLimitEditor = new RIntegerFieldEditor("Item
Description");
```

## Error Messages and Exception

Error messages are long explanations of some validation or event failure that occurred in the system. The text message within the exception is the key into the translation functionality.

When dealing with error messages on the server, there should be no attempt at formatting or translation. Formatting and translation are strictly a client display responsibility. Simply create a business exception assigning the correct message and parameters and throw the error message to the client.

## Dynamic Value Messages in Exceptions

BusinessExceptions are capable of handling dynamic values internally. The constructor that takes parameters uses these parameters to complete the dynamic message string. A very good example is found in the LocationSequencer class when re-sequencing allocations. The max location error takes two dynamic numbers. The following example shows how those numbers are placed into a parameter array and passed in the construction of a business exception.

### **Example 7-3** *LocationSequencer*

```
public class LocationSequencer {

    public void resequenceSectionOfLocations(List values, int startingIndex, long
startGap) throws Exception {
        // if size is greater than max values - then we have an error
        if (values.size() > maxOrderValue) {
            Object[] params = new Object[2];
            params[0] = getMaxOrderValue();
```

```

        params[1] = Integer.valueOf(values.size());
        throw new BusinessException(ErrorKey.SEQUENCE_MAX_LOCATION_ERROR,
params);
    }
    // Additional Code
}

```

## Dates

No work needs to be done by the developer to internationalize dates within the application. Both `RDateField` and `RDateFieldEditor` handle all of the logic, the developer simply needs to use a `java.util.Date` object. All conversion from text to `Date` and `Date` to text is handled by these editors. [Example 7-4](#) shows how `setDate()` and `getDate()` are called on the editor. The date and calendar are displayed in the language and style of the locale set for the user who has logged on.

### **Example 7-4** *InventoryAdjustmentFilterDialog*

```

private RDateFieldEditor fromDateEditor = new RDateFieldEditor("From Date");
private RDateFieldEditor toDateEditor = new RDateFieldEditor("To Date");

    public void setFilter(InventoryAdjustmentQueryFilter filter) throws Exception
    {
        model.setFilter(filter);

        fromDateEditor.setDate(filter.getFromDate());
        toDateEditor.setDate(filter.getToDate());
// Additional Code
    }

    private void doSearch() throws Exception {
        InventoryAdjustmentQueryFilter filter = model.getFilter();

filter.setDateRange(fromDateEditor.getDateAtStartOfDay(),
toDateEditor.getDateAtEndOfDay());
        filter.setInventoryAdjustmentId(adjustmentEditor.getLongOrNull());
// Additional Code
    }
}

```

When formatting your own dates on PC Client (not through an editor), use the `LocaleManager` object, which has several methods for formatting dates. This automatically uses the currently assigned locale.

Another way to format dates is by using the `DateMask`, which allows the developer to assign a format type before formatting the date. `DateMask` can be used on any visual component that takes a mask. `DateDisplayer` formats a `Date` only in the `SHORT` format, but can be used on any visual component that takes a displayer.

There are four dates allowed within the system following a standard java convention: `SHORT`, `MEDIUM`, `LONG` and `FULL`. All `RDateFieldEditors` within the application are assigned the `SHORT` format. In addition, the format values for each of the date formats will be standard JAVA format sequences by default. These default values can be overridden in the `Date.cfg` file by defining the JAVA format sequence to use for the date format type.

The `Date.cfg` file keys begin with the 2-character language and country code for the locale to be formatted. This is followed by the `.dateType` to be formatted. The format value must be in standard java convention. `firstDayOfWeek` determines the first day of

week to be displayed on calendars. `wirelessInput` is the entry parser of handheld device date entry fields. `wirelessOutput` is the date formatting of handheld device date entry fields. `wirelessDisplay` is for handheld device date display only.

**Example 7-5 Date.cfg**

```
# ENGLISH - AUSTRALIAN
#enAU.firstDayOfWeek=1
#enAU.entryDate=d/MM/yy
#enAU.shortDate=d/MM/yy
#enAU.mediumDate=d/MM/yyyy
#enAU.longDate=d MMMM yyyy
#enAU.fullDate=EEEE, d MMMM yyyy
enAU.monthPattern=MM-dd
enAU.wirelessInput=dd-MM-yy, ddMMyy
enAU.wirelessOutput=dd-MM-yy
enAU.wirelessDisplay=dd-mm-yy
enAU
```

## Money

`SimMoney` is the data object that represents money within the system. `Currency` is a standard JAVA object that represents the type of money being represented. A `Money` object consists of a `BigDecimal` amount and a `String` `currencyCode` (though only `Currency` can set in the constructor). This is because once a money object is created, changing its currency would invalidate any amounts it represented. `SIM` does not handle currency conversion.

`SimMoney` is very similar to `Date` in that the `RMoneyFieldEditor` handles all of the internationalization for the user. `RMoneyFieldEditor` edits a `Locale`, `Currency` and `BigDecimal` in a generic fashion. The `SimMoneyFieldEditor` is a subclass that edits the `SimMoney` field directly. The following example demonstrates using the `SimMoneyFieldEditor`.

---

**Note:** `Currency` is handled separately from `Locale` by the editor. `Currency` describes the type of money being displayed while `Locale` indicates the desired language display format for the currency.

---

**Example 7-6 ItemTicketDetailPanel**

```
private SimMoneyFieldEditor overridePriceEditor = new
SimMoneyFieldEditor("Override Ticket Price");
private void loadEditorInformation(ItemTicket itemTicket) throws Exception {

    overridePriceEditor.setMoney(itemTicket.getOverridePrice());

// Code To load rest of information
}

private void doPriceModified() {
    try {

model.getItemTicket().setOverridePrice(overridePriceEditor.getMoney());
    } catch (BusinessException buException) {
        // Deal With Exceptions
    }
}
}
```

## Wireless Internationalization

Internationalization is handled by different approaches based on where in the Wireless code the translation is needed.

### Forms

In the xml files that define the handheld device forms, the display of labels is usually surrounded with a `[$ ]` indicator. In the `Form<name>.java` classes, the text within the brackets is wrapped by an `AppGlobal.getString()` call that translates the text.

#### **Example 7-7** *Screen\_ContainerLookupScreen.xml*

```
<Screen name="ContainerLookupDetail">
  <LogicalScreen>
    <field name="containerId" type="string" length="21"/>
    // More Field Names...
    <field name="asnNumber" type="string" length="21"/>
  </LogicalScreen>

  <PhysicalScreens deviceclass="dnw">
    <PhysicalScreen seq="0">
      <label y="0" x="0" width="21" height="1" style=".heading1">
        ${Lookup Results}</label>
      <label y="2" x="0" width="11" height="1" >
        ${Container}${wireless.delimiter}</label>
      <label y="2" x="11" width="21" height="1" name="containerId"
        field="containerId"/>
      <label y="3" x="0" width="8" height="1" >
        ${Status}${wireless.delimiter}</label>
      // More labels...
      <label y="12" x="13" width="21" height="1" name="totalCases"
        field="totalCases" />

      <cmdkey key="&exit;" y="16" x="0" height = "0" width="0"
        name="return" action="callMethod" target="doExit"/>
    </PhysicalScreen>
  </PhysicalScreens>
</Screen>
```

#### **Example 7-8** *Form\_dnw\_ContainerLookupDetail\_0.java*

```
public Form_dnw_ContainerLookupDetail_0(String id, EventHandler_
ContainerLookupDetail handler)
  throws WaveLinkError {
  super(id, false, handler);

  add(new RFPrintLabel(wlio, AppGlobal.getString("Container") +
    AppGlobal.getString("wireless.delimiter"), 0, 2, 11, 1, termWidth));
  add(new RFPrintLabel(wlio, AppGlobal.getString("Status") +
    AppGlobal.getString("wireless.delimiter"), 0, 3, 8, 1, termWidth));
```

### EventHandlers

Every event handler extends from `SimEventHandler`, which contains numerous methods to assist in formatting and retrieving information in an internationalized manner. These helper methods in the superclass should always be used to perform these types of tasks when coding event handlers.

Key methods include:

**SetFormDate()**

Formats a date for the locale and country and places it in the form.

**SetFormInteger()**

Formats an integer for the locale and places it in the form.

**SetFormDecimal()**

Formats a decimal for the locale and places it in the form.

**SetFormQuantity()**

Formats a quantity for the locale and places it in the form.

**GetText()**

Retrieves the translation of the text.

**GetLabel()**

Retrieves the translation of the text followed by the label delimiter

**GetMessage()**

Retrieves the translation of the message

**GetFormInteger()**

Retrieves entered text as an integer

**GetFormDecimal()**

Retrieves entered text as a decimal

**GetFormQuantity()**

Retrieves entered text as a quantity

**HandleException()**

Handles displaying an exception (translating the message)

Here are some examples of standard eventhandler code using these internationalization methods. In the first example, we are translating the label **Select PO From**.

**Example 7-9 EventHandler\_DirectDeliverySelectPO**

```
protected void onFormOpen() {
    try {
        setFormData(FIELD_INSTRUCTIONS, getLabel("Select PO From"));
        setFormData(FIELD_SUPPLIER,
            DirectDeliveryWirelessUtility.getContext().getSource().getName());
        // Some Code
    } catch (Exception e) {
        handleException(e);
    }
}
```

**Example 7-10 EventHandler\_ContainerLookupDetail**

```
EventHandler_ContainerLookupDetail
protected void onFormOpen() {
    try {
        LogService.debug(this, this.getClass().getSimpleName() +
            ".onFormOpen()");
        ShipmentCartonVO cartonVO = (ShipmentCartonVO)
        SimWirelessRepository.getValue(ContainerWirelessKeys.USER_CONTEXT_CONTAINER);
        SourceVO fromLocation = cartonVO.getFromLocation();
    }
}
```

```

        setFormText("containerId", cartonVO.getCartonId());
        setFormText("status", getText(cartonVO.getStatus().toString()));
        setFormText("fromLocation", fromLocation.getId() + " " +
fromLocation.getName());
        setFormText("asnNumber", cartonVO.getAsnId());
        setFormDate("eta", cartonVO.getEta());
        setFormDate("receiptDate", cartonVO.getReceiveDate());
        setFormText("receiptTime",
LocaleWirelessUtility.formatTime(cartonVO.getReceiveDate()));
        setFormInteger("totalCases", cartonVO.getNumberOfCasesExpected());
    } catch (Exception e) {
        handleException(e);
    }
}

```

## <name>WirelessUtility

Every wireless utility class extends from `WirelessUtility`, which like `SimEventHandler`, contains numerous methods to assist in formatting and retrieving information in an internationalized manner. These helper methods in the superclass should always be used to perform these types of tasks when coding utility methods. Read the javadoc on `WirelessUtility` for complete descriptions.

Key methods include:

### **GetText()**

Retrieves the translation of the text.

### **Alert()**

Handles displaying an alert message (translating the message)

### **GetLabel()**

Retrieves the translation of the text followed by the label delimiter

### **GetMessage()**

Retrieves the translation of the message

### **HandleException()**

Handles displaying an exception (translating the message)

Here is an example of standard utility code using these internationalization methods.

#### **Example 7-11 StockCountWirelessUtility**

```

public static String getDescription(StockCount stockCount) {
    StringBuilder buffer = new StringBuilder();
    try {
        if (stockCount.getType() == StockCountType.PROBLEM_LINE) {
            buffer.append(getLabel("wireless.problemLineABBV"));
        }
        String text = stockCount.getCountDescription().trim();
        int index = text.lastIndexOf("(");
        if (index < 0) {
            buffer.append(text);
        } else {
            buffer.append(text.substring(index));
            buffer.append(StringConstants.SPACE);
            buffer.append(text.substring(0, index).trim());
        }
    }
}

```

```

        return buffer.toString();
    } catch (Exception e) {
        return getText("wireless.noDescABBV");
    }
}

```

In [Example 7–11](#), business logic is required to create a stock count description. The utility uses the `getLabel()` and `getText()` helper methods to guarantee that the text is translated as the description is being built.

## LocaleWirelessUtility

If there are no superclass helper methods available for what you want to accomplish, you can directly use the `LocaleWirelessUtility` to perform internationalized functions.

### Wireless Labels

Wireless labels have an additional consideration that is not needed on the PC. The width of a wireless form, which is displayed on a handheld device, is very narrow. That means only a small amount of space is allocated to a label. The English labels used as translation keys are defined by the space they take up. Oracle Retail suggests that instead of using a standard English label such as **status** for the key, use **wireless.status** instead, so that it is clear in the UI administrative screen that the translation being supplied is for the wireless device.

## Handheld Device Configuration for Japanese Display

This white paper explains how to configure the Wavelink Client to display Japanese text.

The following document is available through My Oracle Support (formerly MetaLink). Access My Oracle Support at the following URL:

<https://support.oracle.com>

*Oracle Retail White Paper: Oracle Retail Store Inventory Management Handheld Device Configuration for Japanese Display (Doc ID: 601817.1)*

## Brazil-Specific Setup

The business process selected to support SIM in Brazil is based on the logic that no receipt can take place until a Nota Fiscal (NF) has been confirmed at the receiving store. A Nota Fiscal document is similar to an invoice or bill of lading (BOL), but specific to Brazil. It contains quantities, cost, taxes, to and from location information.

SIM does not have specific Brazil indicators, but rather many specialized system options and security permissions allowing for a more flexible deployment. These indicators need to be set in the suggested configuration or ORFM might not function correctly.

## Direct Store Delivery

DSDs in Brazil are not allowed to be started until a Nota Fiscal has been entered. Also, a Nota Fiscal cannot be entered until a PO is created. As such, users should be set up to not allow DSD PO creation nor should they be able to create ASNs in SIM.

If any quantities are added above the expected receipt, the user should remove the physical extra quantities or unexpected items when confirming. The user must scan

the extra quantities, and SIM will prompt the user that they should be removed. The unexpected items or overage quantities will be published separately from the expected quantities so ORFM can generate the necessary return documentation.

The following store/system parameters should be set:

- Auto Remove DSD over-receiving – **True**
- Auto remove DSD damaged items – **True**

The following security options for both PC and HH should not be granted:

- Create Direct Delivery
- Review Direct Delivery
- Create new Purchase Order
- Create new ASN

## Internal Deliveries

Warehouse Deliveries and Store to Store Transfer are not allowed to have any discrepancies from the Nota Fiscal. To enforce this process SIM will auto receive the warehouse and transfer deliveries coming from ORFM. This means that no detailed receiving is allowed.

After SIM receives the ASN from the warehouse, or the other store, SIM will get a second ASN notice that will trigger the auto receiving process. This means that users should be prevented from adjusting the transfer of warehouse delivery.

The following store parameters should be set:

- Warehouse Auto Receive – External message
- Store Auto Receive – External message

In addition, all stores should be set up for auto-receiving.

Since no receiving is allowed for warehouse deliveries, only the following security privileges should be granted:

- Access Warehouse Delivery – This enables the user to view the warehouse deliveries, but not make any changes. No other Warehouse delivery privileges should be granted.

Since no receiving is allowed for store deliveries, the following transfer security privileges should not be granted:

- Receive all items on transfer
- Receive all on transfer
- Receive item on transfer
- Complete transfer Receipt
- Receive transfer
- Add item to transfer receipt
- Complete transfer receipt

## Receiver Unit Adjustments

Receiver unit adjustments are not allowed in Brazil, so the following system options need to be set:

- Number of days Received Transfers can be adjusted – 0
- Number of days received warehouse deliveries can be adjusted – 0
- Number of days Direct Deliveries can be adjusted – 0

## Unsupported Processes

### **Vendor ASNs**

Vendor-created ASNs are not supported, since the only valid receipts that can be made are against the NF.

### **Serialization**

Because detailed receiving is not supported in Brazil, it is not possible to register or use UINs.



---



---

## Appendix: LDAP Schema

This appendix discusses the object classes specified for the SIM application security model. The LDIF file used to create the object classes can be found in `sim_objectclasses.ldif`.

For more information, see ["Setting up LDAP Data for SIM"](#).

### Object Classes

There are four distinguished name (DN) SIM-defined Object Classes:

- `simRole`
- `simStore`
- `simUser`
- `simUserRole`

They are described in the following tables:

**Table A-1** *simRole Object Class*

Attribute Name	Mandatory	Description
roleName	Yes	Role Name. Syntax: String.
Type	No	Type of a Role – Store or Corporate. Syntax: String.
Description	No	Description of a Role. Syntax: String.

**Table A-2** *simStore Object Class*

Attribute Name	Mandatory	Description
storeID	Yes	Store ID. Syntax: String.

**Table A-3** *simUser Object Class*

<b>Attribute Name</b>	<b>Mandatory</b>	<b>Description</b>
superUser	Yes	Is user a superuser? Syntax: Boolean (TRUE or FALSE)
empStatus	Yes	Employee's status (0 = active, 1 = inactive, 2 = deleted, 3 = locked) Syntax: Integer
preferredCountry	No	Preferred country code Syntax: String
preferredLanguage	No	Preferred language code Syntax: String
Mail	No	E-mail address. Syntax: String
telephoneNumber	No	Telephone number. Syntax: String
externalID	No	External system ID. Syntax: String
Supervisor	No	Supervisor Syntax: String
description	No	Descriptions or comments. Syntax: String
startTimestamp	No	Start date Syntax: Generalized Time
endTimestamp	No	End date Syntax: Generalized Time
defaultStore	No	DN of the default store Syntax: String
userStores	No	DN of User's stores, multiple values. Syntax: String  This attribute is only used if the user is not a super-user. Super-users don't use store assignments.

**Table A-4** *simUserRole Object Class*

<b>Attribute Name</b>	<b>Mandatory</b>	<b>Description</b>
roleName	Yes	Role assignment name. Syntax: String
userRole	Yes	DN of role Syntax: String

**Table A-4 (Cont.) simUserRole Object Class**

Attribute Name	Mandatory	Description
userRoleStores	Yes	DN of stores that user role is assigned, multiple values. Syntax: String
StartTimestamp	No	Start time Syntax: Generalized Time
EndTimestamp	No	End time Syntax: Generalized Time

## Directory Entry Structure

For this example, the name of the retail company is **MyCompany** and the parent directory of the SIM entries is **cn=SIM,dc=mycompany,dc=com**.

There are two subtrees for Roles and Stores:

```
cn=SIMRoles, cn=SIM, dc=mycompany, dc=com
cn=SIMStores, cn=SIM, dc=mycompany, dc=com
```

Users are stored in the following directory:

```
cn=Users, dc=mycompany, dc=com
```

## Configuration File ldap.cfg

A configuration file called ldap.cfg is located in the SIM Server at `sim-home/files/prod/config`. See Chapter 2, "Backend System Configuration" in *Oracle Retail Store Inventory Management Operations Guide* for more information.

The keys SIM\_DN and BASE\_DN are defined in ldap.cfg. The BASE\_DN is the directory where the User container is located; and the SIM\_DN directory contains the parent directories for the Role and Store. For example:

```
BASE_DN= dc=mycompany, dc=com
SIM_DN= cn=SIM, dc=mycompany, dc=com
```

## Sample LDIF Data Files

Sample data entries are described in this section.

For this example, the name of the retail company is **MyCompany** and the parent directory of the SIM entries is **cn=SIM,dc=mycompany,dc=com**.

### Store

DN of Store:

```
storeId=xxxx, cn=SIMStores, cn=SIM, dc=mycompany, dc=com
```

Where *xxxx* is a store ID. The following is a sample LDIF file that adds the entry for Store 7000:

```
dn: storeId=7000, cn=SIMStores, cn=SIM, dc=mycompany, dc=com
changetype: addobject
Class: simStore
storeId: 7000
```

## Role

DN of Role:

```
roleName=xxxx,cn=SIMRoles,cn=SIM,dc=mycompany,dc=com
```

Where *xxxx* is a roleName defined in the SIM database (ac\_role.name). The following is a sample LDIF file that adds the entries for ADMINISTRATOR and MANAGER:

```
dn: roleName=ADMINISTRATOR,cn=SIMRoles,cn=SIM,dc=mycompany,dc=com
changetype: addobject
Class: simRole
roleName: ADMINISTRATOR
type: Corporate
description: Corporate Administrator
```

```
dn: roleName=MANAGER,cn=SIMRoles,cn=SIM,dc=mycompany,dc=com
changetype: addobject
Class: simRole
roleName: MANAGER
type: Store
description: Store Manager
```

## User

DN of User:

```
cn=xxxx,cn=Users,dc=mycompany,dc=com
```

Where *xxxx* is the username of an user. The following is a sample LDIF file that adds a User Entry. The username is **superuser1** and the default store is **7000**, and has access to stores 7000, 7010 and 7011.

---

---

**Note:** The attributes **cn** and **uid** should be the same, and are the login ID of the user.

---

---

```
dn: cn=superuser1,cn=Users,dc=mycompany,dc=com
changetype: addobject
class: top
objectclass: organizationalpers
onobjectclass: orcluser
objectclass: person
objectclass: orcluserv2
objectclass: inetorgperson
objectclass: simUser
cn: superuser1
uid: superuser1
superUser: TRUE
empStatus: 0
preferredCountry: US
preferredLanguage: en
givenname: superuser1
middleName: M1
sn: Superuser1
mail: superuser1@mycompany.com
telephoneNumber: 800-111-2222
externalId: superuser1
supervisor: X
description: SIM Store ID 7000 Super User.
```

```
startTimestamp: 20071026000000Z#
endTimeStamp:
defaultStore: storeId=7000,cn=SIMStores,cn=SIM,dc=mycompany,dc=com
userStores: storeId=7000,cn=SIMStores,cn=SIM,dc=mycompany,dc=com
userStores: storeId=7010,cn=SIMStores,cn=SIM,dc=mycompany,dc=com
userStores: storeId=7011,cn=SIMStores,cn=SIM,dc=mycompany,dc=com
userpassword: welcome1
```

## User's Role

DN of user role:

```
roleName
me=xxxx,cn=user1,cn=Users,dc=mycompany,dc=com
```

Where xxxx is the role assigned to an user with username user1. The following is a sample LDIF file that will add an entry for MANAGER role for user User1:

```
dn: roleName=MANAGER,cn=user1,cn=Users,dc=mycompany,dc=com
changetype: add
objectclass: simUserRole
roleName: MANAGER
userRole: roleName=MANAGER,cn=SIMRoles,cn=SIM,dc=mycompany,dc=com
userRoleStores: storeId=7000,cn=SIMStores,cn=SIM,dc=mycompany,dc=com
userRoleStores: storeId=7010,cn=SIMStores,cn=SIM,dc=mycompany,dc=com
userRoleStores: storeId=7011,cn=SIMStores,cn=SIM,dc=mycompany,dc=com
```



---

---

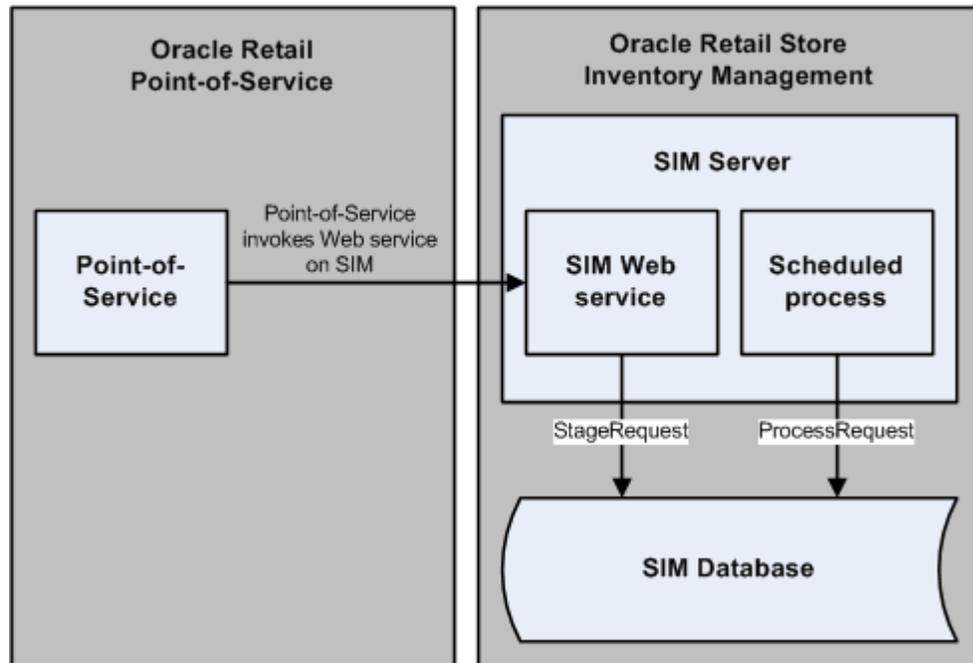
## Appendix: Oracle Retail Point-of-Service Direct Updates

SIM is updated with Oracle Retail Point-of-Service transaction information on a periodic basis.

Direct updates in SIM will enable the following:

- A direct update interface allows Oracle Retail Point-of-Service to transfer in transaction information and update inventory.
- SIM requires an audit trail to understand the process that updated the sale, and a purging process for such an audit trail must be implemented.
- Update features for snapshots, physical count quantities and authorized values.
- UOM conversion, to convert from selling UOM to standard UOM.

With direct updates, SIM inventory will be up-to-date with Oracle Retail Point-of-Service inventory. Every transaction that takes place at Point-of-Service is posted to SIM using a web service. The whole process is a direct update. The call from Point-of-Service to SIM using a web service will be a blocking call. Therefore, the web service performs minimal processing and persists the transaction data to staging tables.

**Figure B-1 Direct Updates Process Flow**

## Configuration

When the direct updates path from Oracle Retail Point-of-Service is enabled, the config parameter `STOCK_COUNT_SALES_PROCESSING` is always set to Timestamp processing to account for late sales and open stock counts.

The polling timer for polling the tables is configurable. A new entry needs to be added in `POLLING_TIMER` table:

```
INSERT INTO POLLING_TIMER (ID, MESSAGE_DIRECTION, MESSAGE_FAMILY, ENABLED) VALUES
(POLLING_TIMER_SEQ.nextval, 'Inbound', 'SALERETTXN', 'Y');
```

A system parameter (days to hold sales posting record) is added, which will be used while purging records:

```
INSERT INTO RK_CONFIG (CONFIG_KEY, CONFIG_VALUE, CONFIG_TYPE, TOPIC_KEY, IS_
EDITABLE) values ('DAYS_TO_HOLD_SALES_POSTING',
24, 'java.lang.Integer', 'PURGE', 'N');
```

## Audit/Logging

All transactions posted from Oracle Retail Point-of-Service first get staged to the `STAGED_MESSAGE` table.

The polling timer framework picks up records from the `STAGED_MESSAGE` and posts it to the `POS_TRANSACTION` table. This table acts as the audit for Oracle Retail Point-of-Service transactions. Any sale/return/void sale/void return gets posted to this table, and if any audit needs to be performed, this is the table that consists of the records.

The `POS_TRANSACTION` table has a record for every item in the transaction. It is a denormalized view of the transaction posted to SIM.

`POS_TRANSACTION` has three flags:

- SALE\_RET\_TXN\_PROCESS\_SUCCESS – This indicates whether the sale/return inventory update processing was successful or not.
- INV\_RESV\_PROCESS\_SUCCESS – This indicates if the inventory reservation process was successful or not.
- UIN\_PROCESS\_SUCCESS – This indicates if the UIN processing was successful or not.

These three flags are needed because it is possible that Oracle Retail Point-of-Service that invokes the web service does not have inventory reservation turned on, or it is possible that only UIN processing is enabled, but sale/return transactions are not posted. The transaction request sent by Point-of-Service will have parameters in the web service request that helps SIM identify which of the processes are turned on or off.

If SALE\_RETURN\_TXN\_PROCESS\_SUCCESS is **null**, that means the Sale return processing is not turned on by Point-of-Service, and therefore inventory updates in SIM for Sale/return/void sale and void return actions should not take place. However, if the value is **N**, that means that processing should have happened and could not take place successfully due to an error. The error would be present in the ERROR\_MSG column of the same table.

## Return/Void Item Disposition

Direct transaction updates in SIM support the item disposition for return/void transactions based on the reason code mapping in SIM.

Point-of-Service maps the SIM reason codes, and the reason code is sent to SIM in the web service message for the return and post void transactions. These are SIM inventory adjustment reason codes mapped to the item disposition. Based on the disposition mapped to the reason code, SIM moves the inventory buckets accordingly.

For Void of Sale, if the web service returns the reason code, and the Enable Item Disposition in the Transaction Updates store parameter is set to Yes, then the system updates the inventory bucket based on the disposition mapped to that reason code. If there is no reason code sent, the SOH is incremented. This is done with an inventory adjustment:

- +Unavailable – This moves the stock from ATS (Available) to TRBL (Unavailable).
- –SOH – This moves the stock from ATS (Available) to DIST (Out).

If the reason code received is invalid/not present/mapped incorrectly, the system writes an error log and continues to process the transaction.

---



---

**Note:** Point-of-Service must capture and publish the reason codes for the return/void transactions to SIM in the web service call.

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---

## UIN Processing

If the transaction contains a UIN, the status of the UIN is first updated to In Stock and an inventory adjustment is created based on the reason code sent.

If the Item Disposition is +Unavailable, the status of the UIN is changed to Unavailable.

If the Item Disposition is –SOH, the status of the UIN is changed to Removed from Inventory.

**Note:** UIN must be in a valid status for the return/void of sale.

---



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## Appendix: SIM Permissions

This appendix describes the permissions for Oracle Retail Store Inventory Management.

[Table C-1](#) describes the permissions supported by SIM.

**Table C-1 SIM Permissions**

Permission	Type	Topic	Usage
Access Admin	PC	Admin	With this permission, the <b>Admin</b> button on the SIM Login screen is displayed and enabled. Without this permission, the button is not displayed.
Access Auto-Receive Stores	PC	Admin	With this permission, the <b>Auto-Receive Stores</b> button on the Store Admin screen is displayed and enabled. Without this permission, the button is not displayed.
Access Buddy Stores	PC	Admin	With this permission, the <b>Buddy Store</b> button on the Store Admin screen is displayed and enabled. Without this permission, the button is not displayed.
Access Container Lookups	Handheld	Admin	With this permission the Container Lookup menu option on the Lookups Menu is displayed. Without this permission the menu option is not displayed.
Access Container Lookups	PC	Admin	With this permission, the <b>Container Lookup</b> button on the Lookups Screen is displayed and enabled. Without this permission, the button is not displayed.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Access Customer Order	PC	Admin	<p>With this permission, the <b>Customer Orders</b> button on the Lookups Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission, when a user double clicks on a Customer Order Record from the Customer Order tab in Item Details, the Customer Orders Detail Screen will open.</p> <p>Without this permission, the user will not be taken to the Customer Order Detail screen and will remain on the Item Details Screen.</p>
Access Customize Translations	PC	Admin	<p>With this permission the <b>Customize Translations</b> button on the UI Config screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Finisher Lookups	PC	Admin	<p>With this privilege, the Finisher Lookup button on the Lookups Screen is displayed and enabled.</p> <p>Without this privilege the button is not displayed.</p>
Access Formats	PC	Admin	<p>With this permission, the <b>Formats</b> button on the Setup Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Inventory Adjustment Reasons	PC	Admin	<p>With this permission the <b>Inventory Adjustment Reason</b> button on the Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Inventory Management	Handheld	Admin	<p>With this permission the Inv. Management menu option on the Main Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Inventory Management	PC	Admin	<p>With this permission, the <b>Inv Mgmt</b> button on the SIM Login Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Item Lookups	Handheld	Admin	<p>With this permission the Item Lookups menu option on the Lookups Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Item Lookups	PC	Admin	<p>With this permission, the <b>Item Lookup</b> button on the Lookups Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Lookups	Handheld	Admin	<p>With this permission the Lookups menu option on the Main Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Access Lookups	PC	Admin	With this permission, the <b>Lookups</b> button on the SIM Login Screen is displayed and enabled. Without this permission, the button is not displayed.
Access Polling Timers	PC	Admin	With this permission the <b>Polling Timers</b> button on the Technical Maintenance screen is displayed and enabled. Without this permission, the button is not displayed.
Access Printers	PC	Admin	With this permission, the <b>Printers</b> button on the Admin>Setup screen is displayed and enabled. Without this permission, the tab is not displayed.
Access Printer Selections	PC	Admin	With this permission, the <b>Printer Selections</b> button on the Setup Screen is displayed and enabled. Without this permission, the button is not displayed.
Access Product Groups	PC	Admin	With this permission, the <b>Product Group</b> button on the Admin Screen is displayed and enabled. Without this permission, the button is not displayed.
Access Product Group Schedules	PC	Admin	With this permission, the <b>Product Group Schedule</b> button on the Admin Screen is displayed and enabled. Without this permission, the button is not displayed.
Access Reports	PC	Admin	With this permission, the <b>Reports</b> button on the SIM Login Screen is displayed and enabled. Without this permission, the button is not displayed.
Access Setup	PC	Admin	With this permission the <b>Setup</b> button on the Admin screen is displayed and enabled. Without this permission, the button is not displayed.
Access Shipping and Receiving	Handheld	Admin	With this permission the Shipping/Receiving menu option on the Main Menu is displayed. Without this permission the menu option is not displayed.
Access Shipping and Receiving	PC	Admin	With this permission, the <b>Shipping/Receiving</b> button on the SIM Login Screen is displayed and enabled. Without this permission, the button is not displayed.
Access SIM Managed Stores	PC	Admin	With this permission, the <b>SIM Managed Stores</b> button on the Store Admin screen is displayed and enabled. Without this permission, the button is not displayed.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Access SIM Stores	PC	Admin	<p>With this permission, the <b>SIM Stores</b> button on the Setup Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Store Default Admin	PC	Admin	<p>With this permission, the <b>Store Default Admin</b> button on the Setup Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Supplier Lookups	Handheld	Admin	<p>With this permission the Supplier Lookup menu option on the Lookups Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Supplier Lookups	PC	Admin	<p>With this permission, the <b>Supplier Lookup</b> button on the Lookups Screen is displayed and enabled. It also is required to display the Primary Supplier button on the Item Detail screen.</p> <p>Without this permission, the button is not displayed.</p>
Access Staged Messages	PC	Admin	<p>With this permission the <b>Staged Messages</b> button on the Technical Maintenance screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Store Admin	PC	Admin	<p>With this permission, the <b>Store Admin</b> button on the Setup Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access System Admin	PC	Admin	<p>With this permission, the <b>System Admin</b> button on the Setup Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Technical Maintenance	PC	Admin	<p>With this permission the <b>Technical Maintenance</b> button on the Admin screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access UDAs	Handheld	Admin	<p>With this permission the UDA menu option is enabled on the Item Lookup menu.</p> <p>Without this privilege the user cannot view any UDAs.</p>
Access UDAs	PC	Admin	<p>Allows the UDA option button to be enabled on the Item Lookup screen, enable the UDA printer/label screen, and enable the UDA button in Item Detail.</p> <p>Without this privilege the user cannot view any UDAs.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Access UI Configuration	PC	Admin	<p>With this permission the <b>UI Configuration</b> button on the Technical Maintenance screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Activate Debugging in Client Log	PC	Admin	<p>With this permission, the Repository tab on the Client Status dialog is displayed, and the debug-activated check box on the Stats tab will be enabled.</p> <p>Without this permission, the repository tab is not displayed and the debug-activated check box will be disabled.</p>
Add Inventory Adjustment Reason	PC	Admin	<p>With this permission the <b>Add</b> button on the Inventory Adjustment Reason screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Product Groups	PC	Admin	<p>With this permission, the <b>Create</b> button on the Product Group List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Product Group Schedules	PC	Admin	<p>With this permission, the <b>Create</b> button on the Product Group Schedule List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Translations	PC	Admin	<p>With this permission the <b>Create</b> button on the Translation Details screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Inventory Adjustment Reason	PC	Admin	<p>PCAdminWith this permission the <b>Delete</b> button on the Inventory Adjustment Reason screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Product Groups	PC	Admin	<p>With this permission, the <b>Delete</b> button on the Product Group List screen will be displayed and enabled.</p> <p>Without this permission, the button is not displayed. If the button is displayed, the user must also have the necessary data permission for the product group the user is attempting to delete. If the user is not authorized for the product group type, <b>User is not authorized to delete this type of Product Group.</b> is displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Delete Product Group Schedules	PC	Admin	<p>With this permission, the <b>Delete</b> button on the Product Group Schedule List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed. If the button is displayed, the user must also have the necessary data permission for the product group that is associated to the product group schedule that is attempted to be deleted. If the user is not authorized for the product group type, <b>User is not authorized to delete this type of Product Group Schedule.</b> is displayed.</p>
Delete Staged Messages	PC	Admin	<p>With this permission the <b>Delete</b> button on the Staged Messages Lookup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Display Stock Locator	Handheld	Admin	<p>With this privilege, the Stock Locator option on the Item Detail screen will be listed. Selecting this option will navigate to Stock Locator Screen.</p> <p>Without this privilege the option is not displayed.</p>
Display Stock Locator	PC	Admin	<p>With this permission, the Stock Locator button on the Item Detail screen is displayed and enabled. Clicking the button will navigate to Stock Locator screen.</p> <p>Without this privilege the button is not displayed.</p>
Edit Product Groups	PC	Admin	<p>With this permission, when a user double-clicks on an existing Product Group, the Product Group Detail screen will open. If the user also has the correct data permission for the product group type, the screen will open in Edit mode.</p> <p>Without the necessary data permission for the type, the screen will open in View-only mode. The user must also have this permission for each store that is included on the product group. If the user does, then the user can edit the product group; if the user does not, then the screen will open in View-only mode.</p>
Edit Product Group Schedules	PC	Admin	<p>With this permission, when a user double-clicks on an existing Product Group Schedule, the Product Group Schedule Detail screen will open. If the user also has the correct data permission for the product group type, the screen will open in Edit mode.</p> <p>Without the necessary data permission for the type, the screen will open in View only mode. The user must also have this permission for each store that is included on the schedule. If the user does, then the user can edit the schedule; if the user does not then the screen will open in View-only mode.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Access Customer Orders	PC	Customer Orders	<p>With this permission the <b>Customer Orders</b> button on the Item Lookup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission the Customer Order Tab on the Item Lookup pop-up search screen is displayed and enabled.</p> <p>Without this permission the tab will be disabled.</p> <p>With this permission the <b>Customer Orders</b> button on the Lookups screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Direct Delivery	Handheld	Direct Delivery	<p>With this permission the Direct Delivery menu option on the Shipping/Receiving Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Direct Delivery	PC	Direct Delivery	<p>With this permission, the <b>Direct Delivery</b> button on the Shipping/Receiving Screen is displayed and enable.</p> <p>Without this permission, the button is not displayed.</p>
Access Reject Delivery	Handheld	Direct Delivery	<p>With this permission the Reject Delivery menu option on the Direct Delivery Detail screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Reject Delivery	PC	Direct Delivery	<p>With this permission, the <b>Reject Delivery</b> button on the Direct Delivery Detail screen is displayed and enable.</p> <p>Without this permission, the button is not displayed.</p>
Add or Edit Items for Direct Delivery	Handheld	Direct Delivery	<p>Enables a user to add or edit items on the direct delivery.</p> <p>Without this privilege the user cannot edit or add items on the handheld device. The menu option is not available.</p>
Add Item to Direct Delivery	PC	Direct Delivery	<p>With this permission and the Edit Direct Delivery permission, the <b>Add Item</b> button on the Direct Delivery Detail Screen is displayed and enabled when editing an existing Direct Delivery.</p> <p>Without this permission, the button is not displayed when editing an existing Direct Delivery. This permission does not apply when creating a new direct delivery. The <b>Add Item</b> button will always be available when creating a direct delivery.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Allow Damages for Direct Delivery	Handheld	Direct Delivery	Enables a user to add damaged items for a DSD. Without this permission, the damaged menu option on the handheld device is not displayed. On the discrepant flow they can be displayed but are not editable.
Allow Damages for Direct Delivery	PC	Direct Delivery	Enables a user to add or not damaged items for a DSD. This feature displays the column on the DSD detail screen but not allow it to be edited.
Allow Over-receiving for Direct Delivery	PC/Handheld	Direct Delivery	Enables a user to over-receive quantities for a DSD. Will prompt the use when damaged and received quantity is larger than the expected quantity if they do not have this permission.
Complete Direct Delivery	Handheld	Direct Delivery	With this permission the Complete Order menu option on the Direct Delivery Screen is displayed. Without this permission the menu option is not displayed.
Confirm Direct Delivery	PC	Direct Delivery	With this permission, the <b>Confirm</b> button on the Direct Delivery Detail Screen is displayed and enabled. Without this permission, the button is not displayed.
Create Direct Delivery	Handheld	Direct Delivery	This privilege enables the user to create DSD on the handheld device.
Create Direct Delivery	PC	Direct Delivery	With this permission, the <b>Create</b> button on the Direct Delivery List Screen is displayed and enabled. The <b>Add Items</b> button will also be enabled on the Direct Delivery Detail screen. Without this permission, the button is not displayed.
Create New ASN	PC/Handheld	Direct Delivery	Enables a user to create a new delivery against an existing order. Without this privilege the user cannot create a new delivery on the PC or handheld device.
Create New Purchase Order	Handheld	Direct Delivery	With this permission the Yes menu option on the message asking about creating a new PO is displayed. Without this permission the Yes menu option is not displayed and the user will automatically be brought forward in the dialog with the No option assumed to be pressed.
Create New Purchase Order	PC	Direct Delivery	Enables a user to create a new direct store delivery on the direct delivery identify screen. The functionality works similar to a non-DSD supplier. Without this privilege the user cannot create a DSD on the PC.
Delete Direct Delivery	Handheld	Direct Delivery	With this permission the Delete Delivery menu option on the Direct Delivery Screen is displayed. Without this permission the menu option is not displayed.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Delete Item from Direct Delivery	PC	Direct Delivery	<p>With this permission, the <b>Delete</b> button on the Direct Delivery Detail Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Direct Delivery	PC	Direct Delivery	<p>With this permission, when the user double-clicks on an existing Direct Delivery in the Direct Delivery List Screen, the Direct Delivery Detail screen will open with the Direct Delivery and allow the user to make changes.</p> <p>Without this permission, when the user double-clicks on an existing Direct Delivery, the Direct Delivery Detail screen will open and the user will only be allowed to view the information and not make any changes.</p>
Override Supplier Discrepancies	PC	Direct Delivery	<p>With this permission, the user can override the supplier discrepancies check during the direct delivery receipt.</p>
Override Supplier Discrepancies	Handheld	Direct Delivery	<p>With this permission, the user can override the supplier discrepancies check during the direct delivery receipt.</p>
Receive All for Direct Delivery	PC	Direct Delivery	<p>With this permission, the <b>Receive All</b> button on the Direct Delivery Detail Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Record Damages for Direct Delivery	Handheld	Direct Delivery	<p>With this permission the Record Damages menu option on the Direct Delivery Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Review Direct Delivery	Handheld	Direct Delivery	<p>With this permission the Amend Order menu option on the Direct Delivery Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Email Alert –Return Expiration Date Approaching	System	E-mail	<p>When this permission is assigned, the user will be notified if the return expiration date is approaching.</p>
Email Alert – Transfer Damaged Items	System	E-mail	<p>When this permission is assigned, the user will get any e-mail notifications when damaged items are received for a transfer.</p>
Email Alert – Transfer Dispatched	System	E-mail	<p>When this permission is assigned, the user will get any e-mail notifications when a transfer is dispatched.</p>
Email Alert – Transfer Over/Under Received	System	E-mail	<p>When this permission is assigned, the user will get any e-mail notifications when a transfer has over/under received values.</p>
Email Alert – Transfer Request Approved	System	E-mail	<p>When this permission is assigned, the requesting user will get any e-mail notifications when a user in another store approves the request.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Email Alert – Transfer Request Rejected	System	E-mail	When this permission is assigned, the requesting user will get any e-mail notifications when a user in another store rejects the request.
Email Alert for Unexpected UIN	System	E-mail	Notification e-mails are sent when UINs are discovered at a store where they should not be. This permission is checked by the alert processing to determine if the user can be e-mailed this notification.
Access Inventory Adjustments	Handheld	Inventory Adjustments	With this permission the Inventory Adjustments menu option on the Inv. Management Menu is displayed.  Without this permission the menu option is not displayed.
Access Inventory Adjustments	PC	Inventory Adjustments	With this permission, the <b>Inventory Adjustment</b> button on the Inventory Management Screen is displayed and enabled.  Without this permission, the button is not displayed.
Create Inventory Adjustments	PC	Inventory Adjustments	With this permission, the <b>Create</b> button on the Inventory Adjustment List screen is displayed and enabled.  Without this permission, the button is not displayed.
Edit Inventory Adjustments	PC	Inventory Adjustments	With this permission, when the user double-clicks on an existing Inventory Adjustment in the Inventory Adjustment List screen, the Inventory Adjustment Detail screen will open with the Inventory Adjustment and allow the user to make changes. This will also allow for the <b>Add Item</b> button to be enabled.  Without this permission, when the user double-clicks on an existing Inventory Adjustment, the Inventory Adjustment Detail screen will open and the user will only be allowed to view the information and not make any changes.
Access Item Basket	Handheld	Item Basket	With this privilege the Item Basket menu option on the Inventory Management menu is displayed.  Without this privilege the menu option is not displayed.
Add Item to Item Basket	Handheld	Item Basket	With this privilege the Add Item option on the Item Basket summary menu is displayed.  Without this privilege the menu option is not displayed.
Create Item Basket	Handheld	Item Basket	With this privilege the Create Item Basket menu option on the Inv. Management menu is displayed.  Without this privilege the menu option is not displayed.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Delete Item Basket	Handheld	Item Basket	With this privilege the Delete Item Basket option on the Item Basket summary menu is displayed. Without this privilege the menu option is not displayed.
Delete Item from Item Basket	Handheld	Item Basket	With this privilege the Delete Item option on the Item Basket summary menu is displayed. Without this privilege the menu option is not displayed.
Print Item Basket	Handheld	Item Basket	With this privilege the Print Ticket option on the Item Basket summary is displayed. Without this privilege the menu option is not displayed.
Save Item Basket	Handheld	Item Basket	Item Basket With this privilege the Save Basket option on the Item Basket summary is displayed. Without this privilege the menu option is not displayed.
View Item Basket	Handheld	Item Basket	With this privilege the View Details option on the Item Basket summary is displayed. Without this privilege the menu option is not displayed.
Access Item Requests	Handheld	Item Requests	With this permission the Item Requests menu option on the Inv. Management Menu is displayed. Without this permission the menu option is not displayed.
Access Item Requests	PC	Item Requests	With this permission, the <b>Item Request</b> button on the Inventory Management Screen is displayed and enabled. Without this permission, the button is not displayed.
Add Items to Item Request	PC	Item Requests	With this permission and the Edit Item Requests permission, the <b>Add Item</b> button on the Item Request Detail Screen is displayed and enabled when editing an existing Item Request. Without this permission, the button is not displayed. This permission does not apply when creating an Item Request. <b>Add Item</b> button will always be available when creating.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Add or Edit Item For Item Request	Handheld	Item Requests	<p>With this permission and the Edit Item Request (handheld device) permission the Add/Edit Item menu option on the Item Requests Summary screen is displayed.</p> <p>Without this permission the menu option is not displayed when editing an Item Request. When editing an Item Request, if the user scans an item that is not on the Item Request, the system will prompt with a message asking if the user wishes to add the item.</p> <p>With this permission, both the Yes and No options should be present.</p> <p>Without this permission the message screen (asking to add item) is not displayed and the user will automatically be brought forward in the dialog with the No option assumed to be pressed. This permission does not apply when creating an item request. Users will always be able to add and edit items when creating an item request.</p>
Create Item Requests	Handheld	Item Requests	<p>With this permission the Create Item Request menu option on the Item Requests Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Item Requests	PC	Item Requests	<p>With this permission, the <b>Create</b> button on the Item Request List Screen is displayed and enabled. The <b>Add Items</b> button will also be enabled on the Item Request Detail screen.</p> <p>Without this permission, the button is not displayed.</p>
Delete Item Requests	Handheld	Item Requests	<p>With this permission the Delete Item Request menu option on the Item Requests Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Delete Item Requests	PC	Item Requests	<p>With this permission, the <b>Delete</b> button on the Item Request List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Delete</b> button on the Item Request Detail Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Delivery Slot Description 1	PC	Item Request	<p>With this privilege, Delivery Slot Description 1 displays in timeslot fields on Item Request Detail screen.</p> <p>Without this privilege, this delivery slot description does not display in the timeslot dropdowns.</p> <ul style="list-style-type: none"> <li>■ Request Delivery Timeslot – header default, dropdown</li> <li>■ Timeslot – line item column, dropdown</li> <li>■ Delivery Timeslot – filter dialog dropdown</li> </ul>
Delivery Slot Description 1	HH	Item Request	<p>With this privilege, Delivery Slot Description 1 displays in timeslot options on Item Request screens.</p> <p>Without this privilege, this delivery slot description does not display on the timeslot screens.</p>
Delivery Slot Description 2	PC	Item Request	<p>With this privilege, Delivery Slot Description 2 displays in timeslot fields on Item Request Detail screen. Without this privilege, this delivery slot description will not display in the timeslot dropdowns.</p>
Delivery Slot Description 2	HH	Item Request	<p>With this privilege, Delivery Slot Description 2 displays in timeslot fields on Item Request Detail screen.</p> <p>Without this privilege, this delivery slot description does not display in the timeslot dropdowns.</p>
Delivery Slot Description 3	PC	Item Request	<p>With this privilege, Delivery Slot Description 3 displays in timeslot fields on Item Request Detail screen.</p> <p>Without this privilege, this delivery slot description does not display in the timeslot dropdowns.</p>
Delivery Slot Description 3	HH	Item Request	<p>With this privilege, Delivery Slot Description 3 displays in timeslot fields on Item Request Detail screen.</p> <p>Without this privilege, this delivery slot description does not display in the timeslot dropdowns.</p>
Delivery Slot Description 4	PC	Item Request	<p>With this privilege, Delivery Slot Description 4 displays in timeslot fields on Item Request Detail screen.</p> <p>Without this privilege, this delivery slot description does not display in the timeslot dropdowns.</p>
Delivery Slot Description 4	HH	Item Request	<p>With this privilege, Delivery Slot Description 4 displays in timeslot fields on Item Request Detail screen.</p> <p>Without this privilege, this delivery slot description does not display in the timeslot dropdowns.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Edit Item Request	Handheld	Item Requests	<p>With this permission the Edit Item Request menu option on the Item Requests Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Edit Item Request	PC	Item Requests	<p>With this permission, when the user double clicks on an existing Item Request in the Item Request List Screen, the Item Request Detail screen will open with the Item Request and allow the user to make changes.</p> <p>Without this permission, when the user double clicks on an existing Item Request, the Item Request Detail screen will open and the user will only be allowed to view the information and not make any changes.</p>
Request Items	PC	Item Requests	<p>With this permission, the <b>Request</b> button on the Item Request Detail Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Request Item Request	Handheld	Item Requests	<p>With this permission the Request Item Request menu option on the Item Requests Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p> <p>With this permission the Request Now menu option on the Item Requests Summary Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Item Tickets	Handheld	Item Tickets	<p>With this permission the Item Tickets menu option on the Inv. Management Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Item Tickets	PC	Item Tickets	<p>With this permission, the <b>Item Tickets</b> button on the Inventory Management Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Apply PO to Item Tickets	PC	Item Tickets	<p>With this permission, the <b>Apply PO</b> button on the Item Tickets List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Item Tickets	PC	Item Tickets	<p>With this permission, the <b>Create</b> button on the Item Tickets List is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Item Tickets	PC	Item Tickets	<p>With this permission, the <b>Delete</b> button on the Item Tickets List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Edit Item Tickets	PC	Item Tickets	<p>With this permission, when the user double clicks on an existing Item Ticket in the Item Ticket List Screen, the Item Ticket Detail screen will open with the Item Ticket and allow the user to make changes.</p> <p>Without this permission, when the user double clicks on an existing Item Ticket, the Item Ticket Detail screen will open and the user will only be allowed to view the information and not make any changes.</p>
Override Price	Handheld	Item Tickets	<p>With this permission, the user can override the ticket price.</p> <p>Without this permission, the user cannot override the ticket price.</p>
Print Item Tickets	PC	Item Tickets	<p>With this permission, the <b>Print Tickets</b> button on the Item Tickets List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Print Tickets</b> button on the Item Tickets Detail Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Quick Print	Handheld	Item Tickets	<p>With this permission, the Quick Print functionality is enabled for the handheld device user.</p> <p>Without this permission, the Quick Print functionality is not enabled for the handheld device user.</p>
Update Stock On Hand	PC	Item Tickets	<p>With this permission, the <b>Update SOH</b> button on the Item Tickets List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Pick Lists	Handheld	Pick Lists	<p>With this permission the Pick List menu option on the Inv. Management Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Pick Lists	PC	Pick Lists	<p>With this permission, the <b>Pick List</b> button on the Inventory Management Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Action Pick List	Handheld	Pick Lists	<p>With this permission the Action Pick menu option on the Pick List Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Create Pick Lists	Handheld	Pick Lists	<p>With this permission the Within Day Pick and the End Of Day Pick menu options on the Pick List Menu is displayed.</p> <p>Without this permission the menu options is not displayed.</p>
Create Pick Lists	PC	Pick Lists	<p>With this permission, the <b>Create</b> button on the Pick List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Pick Lists	PC	Pick Lists	<p>With this permission, the <b>Delete</b> button on the Pick List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Price Changes	PC	Price Changes	<p>With this permission, the <b>Price Change</b> button on the Inventory Management Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Price Changes	PC	Price Changes	<p>With this permission, the <b>Create</b> button on the Price Change List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Print Item Tickets For Price Changes	PC	Price Changes	<p>With this permission, the <b>Item Tickets</b> button on the Price Change List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Print Shelf Labels For Price Changes	PC	Price Changes	<p>With this permission, the <b>Shelf Labels</b> button on the Price Change List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Returns	Handheld	Returns	<p>With this permission the Returns menu option on the Shipping/Receiving Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Returns	PC	Returns	<p>With this permission, the <b>Returns</b> button on the Shipping/Receiving Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Add Items To Returns	PC	Returns	<p>With this permission, the Edit Returns permission and with the corresponding data permission for the source of the return, the <b>Add Items</b> button on the Return Detail screen is displayed and enabled when editing an existing Return.</p> <p>With this permission and with the lack of the corresponding data permission for the source of the return or without this permission, the button is not displayed. This permission does not apply when creating a return. <b>Add Item</b> button will always be available when creating.</p>
Add or Edit Items for Return	Handheld	Returns	<p>With this permission and the Edit Returns permission (handheld device), the Add/Edit Item menu option on the Return Summary Screen is displayed.</p> <p>Without this permission the menu option is not displayed when Editing a Return. This permission does not apply when creating a return. Users will always be able to add and edit items when creating a return.</p>
Create or Edit Return Context Field	PC/Handheld	Returns	<p>Allow the user to create a return with a context field.</p>
Create Returns	Handheld	Returns	<p>With this permission the Create Return menu option on the Returns Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Returns	PC	Returns	<p>With this permission, the <b>Create</b> button on the Return List Screen is displayed and enabled. The <b>Add Item</b> button will also be enabled on the Return Detail screen.</p> <p>Without this permission, the button is not displayed.</p>
Create Returns for External Finisher	PC/Handheld	Returns	<p>Allow the user to create a return for an external finisher.</p>
Delete from Returns	PC	Returns	<p>With this permission, (and the corresponding Edit Returns permission) the <b>Delete</b> button on the Return Detail screen is displayed and enabled.</p> <p>Without this permission, the button on the Return Detail screen is not displayed.</p>
Delete Returns	Handheld	Returns	<p>With this permission the Delete Return menu option on the Returns Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Delete Returns	PC	Returns	<p>With this permission, the <b>Delete</b> button on the Return List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed. If the button is displayed, the user must also have the necessary data permission for the source type on the return that is attempted to be deleted. If the user is not authorized for the source on the return, <b>User is not authorized to delete this Return.</b> is displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Dispatch Returns	Handheld	Returns	<p>With this permission the Dispatch Return menu option on the Returns Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p> <p>With this permission the Dispatch Now menu option on the Return Summary Screen is displayed, when coming from either Create Return or Edit Return.</p> <p>Without this permission the menu option is not displayed.</p>
Dispatch Returns	PC	Returns	<p>With this permission, the <b>Dispatch</b> button on the Return List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed. If the button is displayed, the user must also have the necessary data permission for the source type on the return that is attempted to be dispatched. If the user is not authorized for the source on the return, <b>User is not authorized to dispatch this Return.</b> is displayed.</p> <p>With this permission and the corresponding data permission for the source of the return, the <b>Dispatch</b> button on the Return Detail Screen is displayed and enabled.</p> <p>With this permission and the lack of the corresponding data permission for the source of the return, the <b>Dispatch</b> button on the Return Detail Screen is not displayed.</p> <p>Without this permission, the button is not displayed.</p>
Edit Return Bill of Lading	PC	Returns	<p>This permission allows the SIM user access to edit a bill of lading associated with a return.</p>
Edit Returns	Handheld	Returns	<p>With this permission the Edit Return menu option on the Returns Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Edit Returns	PC	Returns	<p>With this permission and the corresponding data permission for the source of the return, when the user double-clicks on an existing return in the Return List Screen, the Return Detail screen will open with the Return and allow the user to make changes.</p> <p>With the permission and with the lack of the corresponding data permission for the source of the return or without this permission, when the user double-clicks on an existing Return, the Return Detail screen will open and the user will only be allowed to view the information and not make any changes.</p>
View Return Bill of Lading	PC	Returns	<p>This permission allows the SIM user access to view a bill of lading associated with a return. Without the view permission, the user cannot edit the bill of lading. The BOL button is not displayed, but information will be captured.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
View Return Details	Handheld	Returns	<p>With this permission the View Details menu option on the Return Summary Screen is displayed, when coming from either Create Return or Edit Return.</p> <p>Without this permission the menu option is not displayed.</p>
Access Password Configuration	PC	Security	<p>With this permission, the <b>Password Configuration</b> button on the Security Menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Role Maintenance	PC	Security	<p>With this permission, the <b>Role Maintenance</b> button on the Security Menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Security	PC	Security	<p>With this permission, the <b>Security</b> button on the Admin Menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access User Maintenance	PC	Security	<p>With this permission, the <b>User Maintenance</b> button on the Security Menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Assign Roles to Users	PC	Security	<p>With this permission, the <b>Assign Roles</b> button on the Security Menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Assign Roles</b> button on the User Maintenance screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Assign Stores to User	PC	Security	<p>With this permission, the <b>Assign Stores</b> button on the Security Menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Assign Stores</b> button on the User Maintenance screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Delete Role	PC	Security	<p>With this permission, the <b>Delete</b> button on the Role List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Delete</b> button on the Role Maintenance screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Sequencing	Handheld	Sequencing	<p>With this permission the Sequencing menu option on the Inv. Management Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Sequencing	PC	Sequencing	<p>With this permission, the <b>Sequencing</b> button on the Inventory Management Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Add Item to Location	PC	Sequencing	<p>With this permission, the <b>Add</b> button on the Micro Sequence Edit Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Add Locations for an Item	PC	Sequencing	<p>With this permission, the <b>Add Locations</b> button on the Item Location List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Add Sequencing Locations	PC	Sequencing	<p>With this permission, the <b>Add Locations</b> button on the Macro Sequence Edit screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Apply Class List to Location	PC	Sequencing	<p>With this permission, the <b>Apply Class List</b> button on the Macro Sequence Edit screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Apply Item List to Location	PC	Sequencing	<p>With this permission, the <b>Apply Item List</b> button on the Micro Sequence Edit Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Arrange Items Within Location	PC	Sequencing	<p>With this permission, the <b>Move Up</b> and <b>Move Down</b> buttons on the Micro Sequence Edit Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Arrange Sequencing Locations	PC	Sequencing	<p>With this permission, the <b>Move Up</b> and <b>Move Down</b> buttons on the Macro Sequence Edit screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Items from a Location	PC	Sequencing	<p>With this permission, the <b>Delete</b> button on the Micro Sequence Edit screen is displayed and enabled.</p> <p>Without this permission, this button is not displayed.</p>
Delete Locations for an Item	PC	Sequencing	<p>With this permission, the <b>Delete</b> button on the Item Location List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Sequencing Locations	PC	Sequencing	<p>With this permission, the <b>Delete</b> button on the Macro Sequence Edit screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Items Within a Location	PC	Sequencing	<p>With this permission, when the user double clicks on an existing Sequencing Location in the Macro Sequence List Screen, the Micro Sequence List screen will open with the Location and allow the user to make changes.</p> <p>Without this permission, when the user double clicks on an existing Sequencing Location, the Micro Sequence List screen will open and the user will only be allowed to view the information and not make any changes.</p> <p>With this permission, when the user double clicks on an existing Item in the Micro Sequence List Screen the Item Location List screen will open and allow the user to make changes. The <b>Add Locations</b> button will also be enabled.</p> <p>Without this permission, when the user double clicks on an existing Item, the Micro Sequence List screen will open and the user will only be allowed to view the information and not make any changes.</p> <p>With this permission, the <b>Edit Items</b> button on the Micro Sequence List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Sequencing Locations	PC	Sequencing	<p>With this permission, the <b>Edit Locations</b> button on the Macro Sequence List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Sequence Items	Handheld	Sequencing	<p>With this permission the Sequence Items menu option on the Sequencing Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Sequence Items Within a Location	Handheld	Sequencing	<p>With this permission the Sequence all items in a location menu option on the Sequencing Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Ad-Hoc Stock Counts	Handheld	Stock Counts	<p>With this permission the Ad Hoc Stock Count menu option on the Stock Counting Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Ad Hoc Stock Counts	PC	Stock Counts	<p>With this permission, the <b>Ad Hoc Stock Counts</b> button on the Admin Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Stock Counts	Handheld	Stock Counts	<p>With this permission the Stock Counts menu option on the Inv. Management Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Stock Counts	PC	Stock Counts	<p>With this permission, the <b>Stock Counts</b> button on the Inventory Management Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Amend Stock Count	Handheld	Stock Counts	<p>With this permission the &lt;amend&gt; option for stock counts should be displayed and the Shift-5 function should take the user to the Amend process.</p> <p>Without this permission the &lt;amend&gt; option should not be displayed and the Shift-5 function should not take the user to the Amend process. Nothing should happen when this button combination is pressed.</p>
Amend Stock Re-Count	Handheld	Stock Counts	<p>With this permission the &lt;amend&gt; option for stock re-counts should be displayed and the Shift-5 function should take the user to the Amend process.</p> <p>Without this permission the &lt;amend&gt; option should not be displayed and the Shift-5 function should not take the user to the Amend process. Nothing should happen when this button combination is pressed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Authorize Stock Count	PC	Stock Counts	<p>If the user has edit permissions for all current stock count types (this will be based on the user having Edit Ad Hoc Stock Counts, Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted), with this permission the <b>Authorize</b> button on the Child Stock Count List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Complete Ad-Hoc Count	Handheld	Stock Counts	<p>With this permission the Complete Count menu option on the Stock Counting Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Complete Stock Count	PC	Stock Counts	<p>If the user has edit permissions for the current stock count type (this will be based on the user having Edit Ad Hoc Stock Counts, Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted) with this permission, the <b>Complete</b> button on the Child Stock Count List, the Stock Count Detail and the Stock Re-Count Detail Screens is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Confirm Authorization	PC	Stock Counts	<p>If the user has edit permissions for the current stock count type (this will be based on the user having Edit Ad Hoc Stock Counts, Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted) with this permission, the <b>Confirm Authorization</b> button on the Child Stock Count List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Confirm Child Stock Count	PC	Stock Counts	<p>If the user has edit permissions for the current stock count type (this will be based on the user having Edit Ad Hoc Stock Counts, Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted) with this permission, the <b>Confirm Child</b> button on the Stock Count Authorization Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Count Stock Count	Handheld	Stock Counts	<p>With this permission the Stock Count menu option on the Stock Counting Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Ad-Hoc Stock Count	Handheld	Stock Counts	<p>With this permission the Create New Count menu option on the Ad-Hoc Stock Count screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Delete Stock Count	PC	Stock Counts	<p>With this permission, the <b>Delete</b> button on the Stock Count List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Ad Hoc Stock Count	PC	Stock Counts	<p>With this permission, when the user double clicks on an existing Ad Hoc Stock Count in the Stock Count List Screen, the appropriate screen will open and allow the user to make changes, if allowed by the business rules.</p> <p>Without this permission, when the user double clicks on an existing Ad Hoc Stock Count, the appropriate screen will open and the user will only be allowed to view the information and not make any changes.</p>
Edit Unit Stock Counts	PC	Stock Counts	<p>With this permission, when the user double clicks on an existing Unit Stock Count in the Stock Count List Screen, the appropriate screen will open and allow the user to make changes, if allowed by the business rules.</p> <p>Without this permission, when the user double clicks on an existing Unit Stock Count, the appropriate screen will open and the user will only be allowed to view the information and not make any changes.</p>
Edit Unit and Amount Stock Counts	PC	Stock Counts	<p>With this permission, when the user double clicks on an existing Unit and Amount Stock Count in the Stock Count List Screen, the appropriate screen will open and allow the user to make changes, if allowed by the business rules.</p> <p>Without this permission, when the user double clicks on an existing Unit and Amount Stock Count, the appropriate screen will open and the user will only be allowed to view the information and not make any changes.</p>
Re-Count Stock Count	Handheld	Stock Counts	<p>With this permission the Stock Re-Count menu option on the Stock Counting Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Rejected Items	PC	Stock Counts	<p>If the user has edit permissions for all current stock count types (this will be based on the user having Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted), with this permission the <b>Rejected Items</b> button on the Child Stock Count List Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Save Child Stock Count	PC	Stock Counts	<p>If the user has edit permissions for the current stock count type (this will be based on the user having Edit Ad Hoc Stock Counts, Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted) with this permission, the <b>Save Child</b> button on the Stock Count Authorization Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Take Snapshot	PC	Stock Counts	<p>If the user has edit permissions for the current stock count type (this will be based on the user having Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted) with this permission, the <b>Take Snapshot</b> button on the Child Stock Count List Screen, the Stock Count Detail and the Stock Re-Count Detail screens is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Update Authorization Quantity	PC	Stock Counts	<p>If the user has edit permissions for all current stock count types (this will be based on the user having Edit Ad Hoc Stock Counts, Edit Unit Stock Counts or Edit Unit and Amount Stock Count permission granted) on the Stock Count List screen, with this permission the <b>Update Auth Qty</b> button on the Child Stock Count List and the Stock Count Authorization Screens is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p> <p><b>Note:</b> When this permission is implemented, the <b>Display Update Auth Qty</b> button on the stock count authorize screen system parameter can be removed from the system.</p>
Access Store Orders	PC	Store Orders	<p>With this permission, the <b>Store Orders</b> button on the Inventory Management Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Add Item To Store Order	PC	Store Orders	<p>With this permission and the Edit Store Orders permission, the <b>Add Item</b> button on the Store Order Detail Screen is displayed and enabled when editing an existing Store Order.</p> <p>Without this permission, the button is not displayed. This permission does not apply when creating a Store Order. <b>Add Item</b> button will always be available when creating.</p>
Approve Store Order	PC	Store Orders	<p>With this permission, the <b>Approve</b> button on the Store Order Detail Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Cancel Item From Store Order	PC	Store Orders	<p>With this permission, the <b>Cancel Item</b> button on the Store Order Detail Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Cancel Store Order	PC	Store Orders	<p>With this permission, the <b>Cancel Order</b> button on the Store Orders Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Store Order	PC	Store Orders	<p>With this permission, the <b>Create Order</b> button on the Store Orders Screen is displayed and enabled. The <b>Add Item</b> button the Store Order Detail Screen will also be enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Store Orders	PC	Store Orders	<p>With this permission, when the user double clicks on an existing Store Order in the Store Orders Screen, the Store Detail screen will open with the Store Order and allow the user to make changes.</p> <p>Without this permission, when the user double clicks on an existing Store Order, the Store Order Detail screen will open and the user will only be allowed to view the information and not make any changes.</p>
Access Transfer Request	Handheld	Transfers	<p>With this permission the Transfer Request menu option on the Transfer Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Transfers	Handheld	Transfers	<p>With this permission the Transfers menu option on the Shipping/Receiving Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Transfers	PC	Transfers	<p>With this permission, the <b>Transfers</b> button on the Shipping/Receiving Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Add Item to Transfer	PC	Transfers	<p>With this permission and the Edit Transfer permission, the <b>Add Item</b> button on the Create Transfer Screen is displayed and enabled when editing an existing transfer.</p> <p>Without this permission, the button is not displayed.</p>
Add Item to Transfer Receipt	PC	Transfers	<p>With this permission and the Receive Transfer permission, the <b>Add Item</b> button on the Receive Transfer Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Add Item to Transfer Request	PC	Transfers	<p>With this permission and the Edit Transfer Request permission, the <b>Add Item</b> button on the Transfer Request Screen is displayed and enabled when editing an existing Transfer Request.</p> <p>Without this permission, the button is not displayed when editing an existing Transfer Request. This permission does not apply when creating a new transfer request. The <b>Add Item</b> button will always be available when creating a transfer request.</p>
Add or Edit Items on Transfer	Handheld	Transfers	<p>With this permission and the Edit Transfer Permission (handheld device), the Add/Edit Item menu option on the Transfer Summary Screen is displayed.</p> <p>Without this permission the menu option is not displayed when editing transfer. This permission does not apply when creating a transfer. Users will always be able to add and edit items when creating a transfer.</p>
Amend Transfer Receipt	Handheld	Transfers	<p>With this permission the Amend Transfer menu option on the Transfer Summary Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Authorize Transfer Requests	PC	Transfers	<p>With this permission, the <b>Accept</b> and <b>Reject</b> buttons on the Transfer Response Screen is displayed and enabled.</p> <p>Without this permission, the buttons is not displayed.</p>
Complete Transfer Receipt	Handheld	Transfers	<p>With this permission the Complete Transfer menu option on the Transfer Summary Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Confirm Transfer	PC	Transfers	<p>With this permission, the <b>Confirm</b> button on the Receive Transfer Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Transfer Requests	Handheld	Transfers	<p>With this permission the Create Tsf Request menu option on the Transfer Request Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Transfer Requests	PC	Transfers	<p>With this permission, the <b>Create Request</b> button on the Transfer List Screen is displayed and enabled. The <b>Add Item</b> button on the Transfer Request Detail screen will also be enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Create Transfers	Handheld	Transfers	With this permission the Create Transfer menu option on the Transfer Menu is displayed. Without this permission the menu option is not displayed.
Create Transfers	PC	Transfers	With this permission, the <b>Create</b> button on the Transfer List Screen is displayed and enabled. The <b>Add Item</b> button on the Create Transfer Screen will also be enabled. Without this permission, the button is not displayed.
Delete From Transfer	PC	Transfers	With this permission, the <b>Delete</b> button on the Create Transfer Screen is displayed and enabled. Without this permission, the button is not displayed. With this permission, the <b>Delete</b> button on the Receive Transfer Screen is displayed and enabled. Without this permission, the button is not displayed.
Delete From Transfer Request	PC	Transfers	With this permission, the <b>Delete</b> button on the Transfer Request Screen is displayed and enabled. Without this permission, the button is not displayed.
Delete Items from Transfer	Handheld	Transfers	With this permission the Delete Item menu option on the Transfer Summary Screen is displayed. Without this permission the menu option is not displayed.
Delete Transfer Request	Handheld	Transfers	With this permission the Delete Tsf Request menu option on the Transfer Request Screen is displayed. Without this permission the menu option is not displayed.
Delete Transfers	Handheld	Transfers	With this permission the Delete Transfer menu option on the Transfer Menu is displayed. Without this permission the menu option is not displayed. With this permission the Delete Transfer menu option on the Delete Transfer Screen is displayed. Without this permission the menu option is not displayed.
Delete Transfers	PC	Transfers	With this permission, the <b>Delete</b> button on the Transfer List Screen is displayed and enabled. Without this permission, the button is not displayed.
Edit Transfer Bill of Lading	PC	Transfer	This permission allows the SIM user access to edit a bill of lading associated with a transfer.
Edit Transfers	Handheld	Transfers	With this permission the Edit Transfer menu option on the Transfer Menu is displayed. Without this permission the menu option is not displayed.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Edit Transfers	PC	Transfers	<p>With this permission, when the user double-clicks on an existing Transfer in the Transfer List Screen, the user will be allowed to make changes.</p> <p>Without this permission, when the user double-clicks on an existing Transfer, the appropriate screen will open and the user will only be allowed to view the information and not make any changes.</p>
Edit Transfer Requests	Handheld	Transfers	<p>With this permission the Edit Tsf Request menu option on the Transfer Request Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Edit Transfer Requests	PC	Transfers	<p>With this permission, when the user double-clicks on an existing Transfer Request in the Transfer List Screen, the user will be allowed to make changes.</p> <p>Without this permission, when the user double clicks on an existing Transfer Request, the appropriate screen will open and the user will only be allowed to view the information and not make any changes.</p>
Receive All Items on Transfer	Handheld	Transfers	<p>With this permission the Receive All menu option on the Transfer In Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Receive All on Transfer	PC	Transfers	<p>With this permission, the <b>Receive All</b> button on the Receive Transfer Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Receive Item on Transfer	Handheld	Transfers	<p>With this permission the Receive Item menu option on the Transfer In Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Receive Transfers	Handheld	Transfers	<p>With this permission the Receive Transfer menu option on the Transfer Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Receive Transfers	PC	Transfers	<p>With this permission, when the user double-clicks on an existing Dispatched Transfer in the Transfer List Screen, the Receive Transfer screen will open with the Transfer and allow the user to make changes.</p> <p>Without this permission, when the user double-clicks on an existing Dispatched Transfer, the Receive Transfer screen will open and the user will only be allowed to view the information and not make any changes.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Record Transfer Damages	Handheld	Transfers	<p>With this permission the Record Damages menu option on the Transfer Summary Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Request Transfer Request	Handheld	Transfers	<p>With this permission the Request Tsf Request menu option on the Transfer Request Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Request Transfer Request	PC	Transfers	<p>With this permission, the <b>Request</b> button on the Transfer Request Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Transfer Context Field	PC	Transfers	<p>With this permission, the user can add and modify a context field (status can be New Request or In Progress).</p> <p>Without this permission, the workflow will be bypassed and the user cannot modify the context field. The user also cannot access the context field from the main transfer request field.</p>
Transfer Context Field	HH	Transfers	<p>With this permission, the user can add and modify a context field (status can be New Request or In Progress).</p> <p>Without this permission, the workflow will be bypassed and the user cannot modify the context field. The user also cannot access the context field from the main transfer request field.</p>
View Details for Transfer	Handheld	Transfers	<p>With this permission the View Details menu option on the Transfer Summary Screen is displayed, when coming from either Create Transfer or Edit Transfer.</p> <p>Without this permission the menu option is not displayed.</p> <p>With this permission the View Details menu option on the Delete Transfer Screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
View Transfer Bill of Lading	PC	Transfer	<p>This permission allows the SIM user access to view a bill of lading associated with a transfer. Without the view permission, the user cannot edit the bill of lading. The BOL button is not displayed, but information will be captured.</p>
Access UIN Attributes	PC	UIN	<p>With this permission, the <b>UIN Attributes</b> button on the Setup Screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access UIN Resolution	PC	UIN	<p>With this permission the <b>UIN Resolution</b> button on the Admin screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Print AGSN Ticket	Handheld	UIN	With this privilege, the user is able to print AGSNs from the Item Ticket screen and UIN Detail screen. Without this privilege, the Print option is not displayed.
Print AGSN Ticket	PC	UIN	With this privilege, the user is able to print AGSNs from the Item Ticket screen and UIN Detail screen.
Resolve UIN Exceptions	PC	UIN	With this permission the <b>Resolve</b> button on the UIN Resolution List screen is displayed and enabled.  Without this permission, the button is not displayed.
Update UIN Status	PC	UIN	With this permission the <b>Update Status</b> button on the UIN Resolution List Screen is displayed and enabled.  Without this permission, the button is not displayed.  With this permission the <b>Update Status</b> button on the UIN Detail Screen (accessed from either item lookup) is displayed and enabled.  Without this permission, the button is not displayed.
View UIN Detail	PC	UIN	With this permission the <b>UIN Detail</b> button on the Item Lookup screen is displayed and enabled.  Without this permission, the button is not displayed.  With this permission the UIN Detail tab on the Item Lookup pop-up search screen is displayed and enabled.  Without this permission the tab will be disabled.
View UIN History	PC	UIN	With this privilege the View History button on the UIN Resolution List Screen is displayed and enabled. Without this privilege the button is not displayed.  With this privilege the View History button on the UIN Detail Screen (accessed from item lookup) is displayed and enabled.  Without this privilege the button is not displayed.
Access Warehouse Delivery	Handheld	Warehouse Delivery	With this permission the Warehouse Delivery menu option on the Shipping/Receiving Screen is displayed.  Without this permission the menu option is not displayed.
Access Warehouse Delivery	PC	Warehouse Delivery	With this permission, the <b>Warehouse Delivery</b> button on the Shipping/Receiving Screen is displayed and enabled.  Without this permission, the button is not displayed.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Access Warehouse Quick Receiving	Handheld	Warehouse Delivery	With this permission the Warehouse Quick Receiving menu option on the Shipping/Receiving Screen is displayed.  Without this permission the menu option is not displayed.
Add Item to Warehouse Delivery	PC	Warehouse Delivery	With this permission, the <b>Add Item</b> button on the Receive Case Screen is displayed and enabled.  Without this permission, the button is not displayed.
Amend Container	Handheld	Warehouse Delivery	With this permission the Amend menu option on the Identify Container Screen is displayed.  Without this permission the menu option is not displayed.
Amend Warehouse Delivery	Handheld	Warehouse Delivery	With this permission the Amend Delivery menu option on the Delivery Summary Screen is displayed.  Without this permission the menu option is not displayed.
Cancel Warehouse Delivery	Handheld	Warehouse Delivery	With this permission the Cancel Delivery menu option on the Warehouse Delivery Screen is displayed.  Without this permission the menu option is not displayed.
Confirm Warehouse Delivery	Handheld	Warehouse Delivery	With this permission the Confirm Delivery menu option on the Delivery Summary Screen is displayed.  Without this permission the menu option is not displayed.
Confirm Warehouse Delivery	PC	Warehouse Delivery	With this permission, the <b>Confirm</b> button on the Receive Container Screen is displayed and enabled.  Without this permission, the button is not displayed.
Delete from Warehouse Delivery	PC	Warehouse Delivery	With this permission, the <b>Delete</b> button on the Receive Case Screen is displayed and enabled.  Without this permission, the button is not displayed.
Edit Warehouse Delivery	PC	Warehouse Delivery	With this permission, when the user double-clicks on an existing Warehouse Delivery in the Warehouse Delivery List Screen, the Warehouse Delivery Detail screen will open with the Warehouse Delivery and allow the user to make changes.  Without this permission, when the user double-clicks on an existing Warehouse Delivery, the Warehouse Delivery Detail screen will open and the user will only be allowed to view the information and not make any changes.

**Table C-1 (Cont.) SIM Permissions**

<b>Permission</b>	<b>Type</b>	<b>Topic</b>	<b>Usage</b>
Receive All Containers for Warehouse Delivery	Handheld	Warehouse Delivery	With this permission the Receive All menu option on the Delivery Information Screen is displayed. Without this permission the menu option is not displayed.
Receive Case Level for Warehouse Delivery	Handheld	Warehouse Delivery	With this permission the Receive Container menu option on the Container Summary Screen is displayed. Without this permission the menu option is not displayed.
Receive Item Level for Warehouse Delivery	Handheld	Warehouse Delivery	With this permission the Receive Case Level menu option on the Container Summary Screen is displayed. Without this permission the menu option is not displayed.
Receive Warehouse Delivery	PC	Warehouse Delivery	With this permission, the <b>Receive</b> button on the Receive Container Screen is displayed and enabled. Without this permission, the button is not displayed.
Record Damages	Handheld	Warehouse Delivery	With this permission the Record Damages menu option on the Container Summary Screen is displayed. Without this permission the menu option is not displayed.
Record Missing Container	Handheld	Warehouse Delivery	With this permission the Record Missing menu option on the Discrepancy Alert Screen is displayed. Without this permission the menu option is not displayed.
Un-Receive Container	Handheld	Warehouse Delivery	With this permission the Un-Receive menu option on the Identify Container Screen is displayed. Without this permission the menu option is not displayed.
Un-Receive Warehouse Delivery	PC	Warehouse Delivery	With this permission, the <b>Un-Receive</b> button on the Receive Container Screen is displayed and enabled. Without this permission, the button is not displayed.



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## Appendix: Transfer Localization

Transfers allow a retailer to send inventory from one location to another. Transfer requests provide stores the ability to ask for products from other stores or allow corporate users to move inventory across stores using RMS. SIM allows stores to add, edit, delete or send a request to another store on the PC and handheld device.

Users will only be allowed to accept or reject a transfer request awaiting response on the PC.

Transfer localization offers the following:

- Ability to differentiate stock into different buckets depending on stock status (for example, concept of in-transit stock, reserved for transfer).
- Ability to have a system that automatically updates stock inventory on the basis of the status of the transfer.
- Ability for the sending store to save the transfer and then later return to the transfer and cancel, edit or dispatch the transfer.
- System can be used to transfer stock between stores on the same site (for example, Main Store to PFS). This would include the ability to auto-accept stock without scanning items at the moment the transfer is received.
- Ability to differentiate stock into different buckets depending on stock status (for example, Unavailable stock, Stock in transit).
- Ability to have a system that automatically updates stock inventory based on the status of the transfer.
- Ability to alert when the transfer has not been received within a specific time constraint (report or alert).
- Automatically create corrective transfers of stock to rectify the scenarios where the physically shipped stock does not match the stock recorded on the initial transfer.

### Process Requirements

The following are process requirements for transfer localization.

### Transfer Zones

SIM enforces transfer zones. Only stores within the same transfer zone can send inventory to each other or create requests for each other.

If a store has a transfer zone of NULL, then SIM allows any store to request from or ship to such a store. That means a NULL transfer zone is a universal store.

This information is populated by RMS.

## Auto Receiving

SIM allows certain stores to be set up for auto receiving.

## Buddy Stores

SIM allows a partial group of stores to be selected that are preferential entities to ship to.

## Transfer Force Close Indicator

This indicator is used only for store-to-store transfers.

- System Admin: Transfer Force Close Indicator for Short Receiving.
  - NL – No Loss
  - SL – Sending Loss
  - RL – Receiving Loss

RMS needs to set up its system to match what SIM has for this system admin setting.

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**Note:** In SIM, the SL and RL attributes appear to function the same. However, once they reach RMS they operate differently.

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### No Loss

Sending store is incremented or decremented by the overage/shortage.

**Table D-1 No Loss Shortage: Shortage is added back to the sending store.**

Sending Store		Receiving Store
Beginning SOH	1000 SOH	1000 SOH, 0 In Transit
Sent quantity 50	950 SOH	1000 SOH, 50 In Transit
Received quantity 30 (shortage)	970 SOH	1030 SOH, 0 In Transit

**Table D-2 Overage: Overage is always deducted from the sending store.**

Sending Store		Receiving Store
Beginning SOH	1000 SOH	1000 SOH, 0 In Transit
Sent quantity 50	950 SOH	1000 SOH, 50 In Transit
Received quantity 70 (overage)	930 SOH	1070 SOH, 0 In Transit

### Sending Loss

For shortages, no perpetual inventory is sent back to the sending store. Sending store is financially responsible.

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**Note:** This is handled on the RMS side.

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**Table D-3 Sending Loss Shortage: Shortage is not added back.**

Sending Store		Receiving Store
Beginning SOH	1000 SOH	1000 SOH, 0 In Transit
Sent quantity 50	950 SOH	1000 SOH, 50 In Transit
Received quantity 30 (shortage)	950 SOH	1030 SOH, 0 In Transit

**Table D-4 Sending Loss Overage: Overage is deducted from the sending store.**

Sending Store		Receiving Store
Beginning SOH	1000 SOH	1000 SOH, 0 In Transit
Sent quantity 50	950 SOH	1000 SOH, 50 In Transit
Received quantity 70 (overage)	930 SOH	1070 SOH, 0 In Transit

### Receiving Loss

For shortages, no perpetual inventory is sent back to the sending store. Receiving store is financially responsible.

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**Note:** This is handled on the RMS side.

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**Table D-5 Receiving Loss Shortage: Shortage is not added back.**

Sending Store		Receiving Store
Beginning SOH	1000 SOH	1000 SOH, 0 In Transit
Sent quantity 50	950 SOH	1000 SOH, 50 In Transit
Received quantity 30 (shortage)	950 SOH	1030 SOH, 0 In Transit

**Table D-6 Overage: Overage is deducted from the sending store.**

Sending Store		Receiving Store
Beginning SOH	1000 SOH	1000 SOH, 0 In Transit
Sent quantity 50	950 SOH	1000 SOH, 50 In Transit
Received quantity 70 (overage)	930 SOH	1070 SOH, 0 In Transit

### Receive Entire Transfer Parameter

When this parameter is set to **No**, then the Transfer detail dialog allows the user to receive more or less. If the parameter is set to **Yes**, then the dialog is modified to only allow the user to receive the entire transfer.

### Store Receiving

The receiving store in SIM will see the shipped quantities immediately on dispatch by the sending store. This process will update the in transit quantities and reduce outstanding transfer values.

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**Note:** SIM can be configured to not allow some users to start receiving these transactions, but this is handled through security.

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## Dispatching a Transfer

The transfer reserved quantity for the outbound location will decrease as will the stock on hand for the outbound location.

The receiving location will have its in-transit bucket updated with the ship quantity. The transfer quantity is removed from the in-transit bucket to the stock-on-hand bucket when the receiving store receives the transfer.

The transaction must be recorded in the staging table. A record is written for the sending store when the transfer is dispatched and a record is written when the transfer is received by the receiving store.

If the transfer contains packs then the stock movement should follow additional rules:

- Non-sellable simple packs – adjust the quantity at the component level. The pack number will not hold inventory. For example: If a transfer contains Pack A with a transfer quantity of two, and Pack A is made up of Item B (quantity of three), then when the transfer is dispatched, the stock-on-hand for Item B at the sending store is decremented by six (two units of Pack A multiplied by three units of Item B). The in-transit bucket at the receiving store, for Item B, is incremented by six.
- Non-sellable complex packs – adjust the quantity at the component level. The pack number will not hold inventory. For example: If a transfer contains Pack A with a transfer quantity of two, and Pack A is made up of Item B and Item C, then when the transfer is dispatched, the stock-on-hand for Item B at the sending store is decremented by two (two units of Pack A multiplied by one unit of Item B), and Item C is decremented by two. The in-transit bucket at the receiving store is incremented for each item by the respective amount.
- Sellable simple packs – adjust the quantity at the pack level. For example: If Pack A is a sellable pack and a transfer is dispatched with a transfer quantity of five, then the stock-on-hand at the sending store for Pack A is decremented by five, and the in-transit quantity for the receiving store is incremented by five.
- Sellable complex pack – adjust the quantity at the pack level. Has the same stock movement as the sellable simple pack.
- If the transfer's receiving location is an auto close location, then the transfer is considered received when it is dispatched from the sending store:
  - The status of the transfer is **Received**.
  - The received quantity is equal to the transfer quantity.
  - The delivery date and close date equal the dispatch date.
  - A record for the receiving store is inserted into the staging table.
  - Stock-on-hand will be incremented at the receiving location and decremented at the sending location. The in-transit bucket is not affected.

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## Appendix: UPC Barcode

UPC-E items compress a normal 12-digit UPC-A item into six digits. SIM has the ability to decompress UPC-E barcodes to UPC-A. A seventh digit acts as a check digit for the UPC-E number. When the user scans the UPC-E barcode, SIM finds the UPC-A barcode and displays the item ID associated with it.

### Differences Between UPC-A and UPC-E

UPC-E is also called zero suppressed UPC because UPC-E compresses a normal twelve-digit UPC-A number into a six-digit code by suppressing the number system digit, trailing zeros in the manufacturers code and leading zeros in the product identification part of the bar code message. A seventh check digit is encoded into a parity pattern for the six main digits. UPC-E can thus be uncompressed back into a standard UPC-A twelve-digit number.

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**Note:** Most bar code readers can be configured to automatically convert six-digit UPC-E numbers to twelve-digit UPC-A numbers before they are transmitted to a host computer.

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The main difference between a UPC-A symbol and a UPC-E symbol is the size. The following image presents a UPC-A bar code (left) and the same data encoded as a UPC-E bar code (right):

**Figure E-1** UPC-A and UPC-E Differences



To convert between UPC-A and UPC-E bar code numbers, you can use the following table or try online UPC-E converter program. In the following, the number 0 and each of the letters (a, b, c, d and e) represent individual digits in the bar code message. The letter X represents the UPC check digit.

**Table E-1 UPC Conversion Table**

UPC-A Number	Equivalent UPC-E	Notes
0ab00000cdeX	abcde0X	Manufacturer code must have two leading digits with three trailing zeros and the item number is limited to three digits (000 to 999).
0ab10000cdeX	abcde1X	Manufacturer code must have three leading digits ending with 1 and two trailing zeros. The item number is limited to three digits.
0ab20000cdeX	abcde2X	Manufacturer code must have three leading digits ending with 2 and two trailing zeros. The item number is limited to three digits.
0abc00000deX	abcde3X	Manufacturer code must have three leading digits and two trailing zeros. The item number is limited to two digits (00 to 99).
0abcd00000eX	abcde4X	Manufacturer code must have four leading digits with one trailing zero and the item number is limited to one digit (0 to 9).
0abcde00005X	abcde5X	Manufacturer code has all five digits. The item number is limited to a single digit consisting of either 5, 6, 7, 8 or 9.
0abcde00006X	abcde6X	
0abcde00007X	abcde7X	
0abcde00008X	abcde8X	
0abcde00009X	abcde9X	

## Conversion Between UPC-A and UPC-E

Not all UPC-A numbers can be compressed to UPC-E. These codes with a corresponding UPC-E code must have at least four zeros. The requirements are:

- If the manufacturer code ends with 000, 100, or 200, the UPC-E code consists of the first two characters of the manufacturer code, the last three characters of the product code, followed by the third character of the manufacturer code. In this case, the product code must be 00000 and 00999.
- If the manufacturer code ends with 00 but does not meet the first requirement, the UPC-E code consists of the first three characters of the manufacturer code, the last two characters of the product code, followed by digit 3. The product code can only contain two digits (00000 to 00099).
- If the manufacturer code ends in 0 but none of the previous qualifies, the UPC-E consists of the first four digits of the manufacturer code and the last digit of the product code, followed by the digit 4. The product code in this case can only contain one digit (00000 to 00009).
- If the manufacturer code ends with non-zero digit, the UPC-E code consists of the manufacturer code and the last digit of the product code. In this case the product case can only be one from 00005 to 00009 because 0 through 4 has been used for the previous four cases.

For a free web-based utility for converting between UPC-A and UPC-E, navigate to the following URL:

<http://www.morovia.com/education/utility/upc-ean.asp>

## Quick Response Codes

Quick Response (QR) Codes are two-dimensional bar codes that can be generated to represent any text, most often a custom URL. They can be read by a number of mobile applications through a phone's camera, and provide a way to hyperlink to the physical world. QR Codes can be placed next to products to provide further information or digital coupons, even if the QR Code is on a billboard or store signage. QR Codes and the associated web sites are controlled by the retailer, thus allowing them to recapture control of product research in their store, as well as provide value-added information and digital coupons.

QR code functionality in SIM allows the user to:

- Track the image reference to QR Codes at the item/location/image type/time level
- Generate tickets/labels by location when QR codes change based on time/entry using the existing ticket/label dialogs
- Configure the generation of tickets and/or labels automatically
- Print tickets and labels with QR codes
- Allow external systems to integrate QR references within SIM

By running the batch, SIM creates a ticket or label entry in the ticketing screen following the standard pattern of ticketing and labeling. This is configurable.



## Appendix: Data Seed UIN Attributes File Layout

The appendix provides the Data Seed UIN Attributes input file description and its following comma-separated values:

**Table F-1 UpdateUINAttributes Input File Details**

Record Name	Field Name	FieldType	Default Value	Description
1	Store ID	Number	NA	ID of the Store, for example, 1111.
2	Department ID	Number	NA	ID of the Department, for example, 2222.
3	Class ID	Number	NA	ID of the Class, for example, 2.
4	Type	Varchar2	NA	Type of UIN, for example, Serial Number.
5	Label	Varchar2	NA	Label of UIN, for example, Serial Number.
6	Capture_Time_ID	Number	NA	Capture Time ID, for example, 2.
7	External_Create_Allowed	Varchar2	NA	External Create Allowed or not, for example, Y or N.

The following is a sample input file:

```
3000,3023,2,'Auto Generate SN','Serial Number',2,False
```



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