

**Oracle® Retail Store Inventory Management**  
Implementation Guide, Volume 1 - Configuration  
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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.

## Related Documents

For more information, see the following documents in the Oracle Retail Store Inventory Management Release 14.1 documentation set:

- *Oracle Retail Store Inventory Management Implementation Guide, Volume 2 – Integration with Oracle Retail Applications*
- *Oracle Retail Store Inventory Management Implementation Guide, Volume 3 – Mobile Store Inventory Management*
- *Oracle Retail Store Inventory Management Implementation Guide, Volume 4 – Extension Solutions*
- *Oracle Retail Store Inventory Management Installation Guide*
- *Oracle Retail Store Inventory Management Operations Guide*
- *Oracle Retail Store Inventory Management Release Notes*
- *Oracle Retail Store Inventory Management User Guide*

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### **Enterprise Integration Guide (Located in the Oracle Retail Integration Suite Library on the Oracle Technology Network)**

The Enterprise Integration Guide is an HTML document that summarizes Oracle Retail integration. This version of the Integration Guide is concerned with the two integration styles that implement messaging patterns: Asynchronous JMS Pub/Sub Fire-and-Forget and Web Service Request Response. The Enterprise Integration Guide addresses the Oracle Retail Integration Bus (RIB), a fully distributed integration infrastructure that uses Message Oriented Middleware (MOM) to integrate applications, and the Oracle Retail Service Backbone (RSB), a productization of a set of Web Services, ESBs and Security tools that standardize the deployment.

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- Exact error message received
- Screen shots of each step you take

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When you install the application for the first time, you install either a base release (for example, 14.1) or a later patch release (for example, 14.1.1). 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.

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## Oracle Retail Documentation on the Oracle Technology Network

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<http://www.oracle.com/technetwork/documentation/oracle-retail-100266.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:

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Convention	Meaning
<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.
<code>monospace</code>	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 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 deployments)
- 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 11g 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.

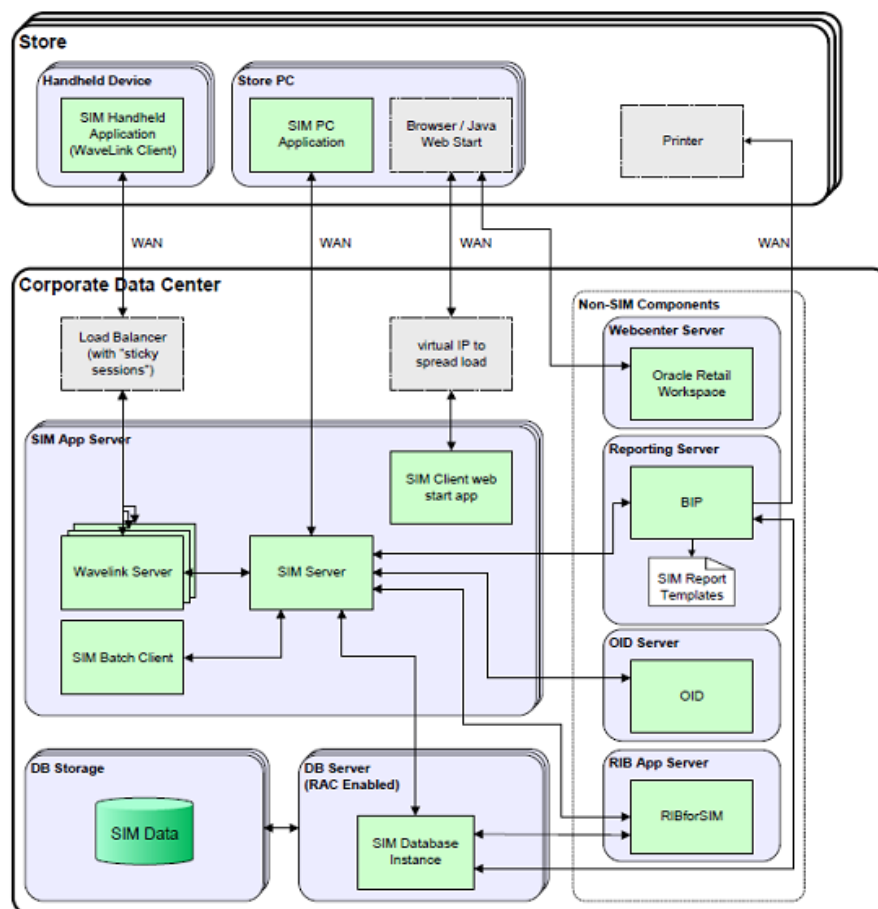
The following list is a summary of the advantages that accompany SIM's use of an n-tier architectural design.

- 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.

## SIM Technical Architecture Diagrams and Description

This section provides a high-level overview of SIM's technical architecture. The figure below illustrates the major pieces of the typical three-tiered SIM implementation.

**Figure: SIM Technical Architecture**



### Client Tier

SIM can be deployed on a wide variety of clients, including a desktop computer, a handheld wireless device, and so on. The GUI 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 (GUIs) 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 classes handle database interaction.
- Databeans contain the SQL necessary to retrieve data from and save data to the database.

---

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

---

**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 through 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**

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**

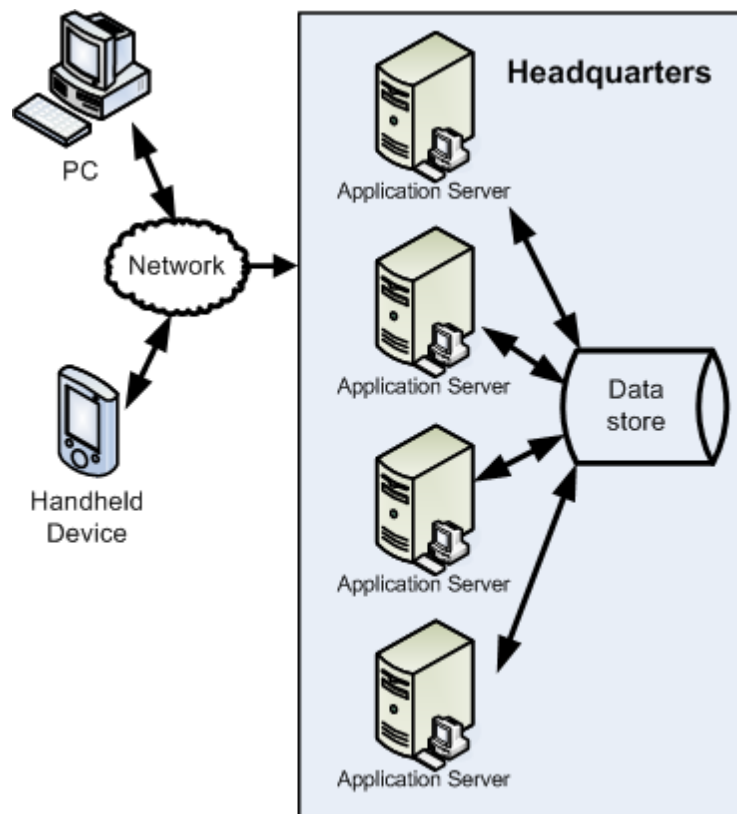
One of SIM's most significant advantages is its flexible distributed topology. SIM offers complete location transparency because the location of data and/or services is based upon the retailer's business requirements, not upon technical limitations. SIM's client server communication is an EJB call (which 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 through 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.

The figure below illustrates SIM's deployment.



Figure: *SIM Deployment*



---

# Setup and Configuration

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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*.

---

## 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 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.

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

### External Authentication/Authorization

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. Note that Oracle LDAP (for example, OID) is the only supported LDAP. This is the default and recommended model of deployment.

### Internal Authentication/Authorization

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

### External/Internal Authentication and Internal Authorization

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 temporarily unavailable, 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. Note that this is only meant to be used as exception mechanism and not a permanent deployment model. Also, this is not a two-way process flow. It is uni-directional from LDAP to internal.

## External/Internal Authentication/Authorization

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.

**Table: LDAP and SIM Process Control**

Mode of Deployment	Application Control	Process Control
Internal Authentication/ Authorization		SIM: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Password</li> <li>▪ Login</li> </ul>
External Authentication/ Authorization		LDAP: <ul style="list-style-type: none"> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Password</li> <li>▪ Login</li> </ul>
External/Internal Authentication and Internal Authorization	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>
External/Internal Authentication and Internal Authorization	SIM & LDAP control	LDAP: <ul style="list-style-type: none"> <li>▪ User</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>

External/Internal Authentication and Internal Authorization	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>
External/Internal Authentication/ Authorization	LDAP control	LDAP: <ul style="list-style-type: none"> <li>▪ Password</li> <li>▪ Login</li> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> </ul> SIM: <ul style="list-style-type: none"> <li>▪ Login (use cache in case LDAP is not reachable)</li> </ul>
External/Internal Authentication/ Authorization	LDAP & SIM control	LDAP: <ul style="list-style-type: none"> <li>▪ Password</li> <li>▪ Login</li> <li>▪ User</li> <li>▪ Role</li> <li>▪ Store</li> </ul> SIM: <ul style="list-style-type: none"> <li>▪ Role</li> <li>▪ Store</li> <li>▪ Login (use cache in case LDAP is not reachable)</li> </ul>
External/Internal Authentication/ Authorization	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>

Definition of process controls:

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

## 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 SECURITY\_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) which 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 SECURITY\_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 A, "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 SECURITY\_ROLE, SECURITY\_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 SECURITY\_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 external/internal authentication/authorization is used, LDAP will only need to store those roles assigned to users that are controlled by LDAP.

### Technical Overview

The following describes the 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 Authentication/Authorization 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:

- LDAP connection credentials
- RIB service credentials (publish and subscribe)
- BIP service credentials
- Web service consumer credentials (OMS, manifest)
- WebLogic user credentials (batch, server, wireless users)

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 which 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 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 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. We expect customers to use these files as examples to create their own data load files and hook into their own pre-existing corporate LDAP authentication system.

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/sim14/ldap. For more information, see Appendix B, "Appendix: LDAP Schema".

---

### 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.

---

## **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.

---

### **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.

---

---

### **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 STORE). Any simUserRole object must have corresponding role and store data populated in the SIM Oracle database.

---

## Using Oracle Virtual Directory to Authenticate SIM

This document explains how to use the Oracle Virtual Directory (OVD) to authenticate Oracle Retail Store Inventory Management.

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

## Internal Authentication/Authorization 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 CONFIG_SYSTEM set CONFIG_VALUE = '0' where config_key = 'SECURITY_AUTHENTICATION_METHOD';
```

## 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.

## **External/Internal Authentication/Authorization Setup (SIM/LDAP)**

This hybrid 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.

## **External/Internal Authentication and Internal Authorization Setup (SIM/LDAP)**

This hybrid 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

For many SIM retailers, a corporate server is located in a different time zone than the stores connected to that corporate server. When a transaction is processed at these respective locations, there is time stamp information associated with these transactions. SIM has the ability to reconcile these time zone differences.

SIM requires a valid time zone set up for each store, for stores imported from external source which have no time zones assigned, the retailer needs to set valid time zone for the store. SIM store time zone is stored in column STORE.TIMEZONE.

---

### Note

The SIM database view TIME\_ZONE\_NAMES\_V contains a complete list of time zones.

---

## Defaulting Store Configuration Parameters

There are a number of store options related to functionality 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 default value will be copied from default configuration for new added store.

## Data Seeding

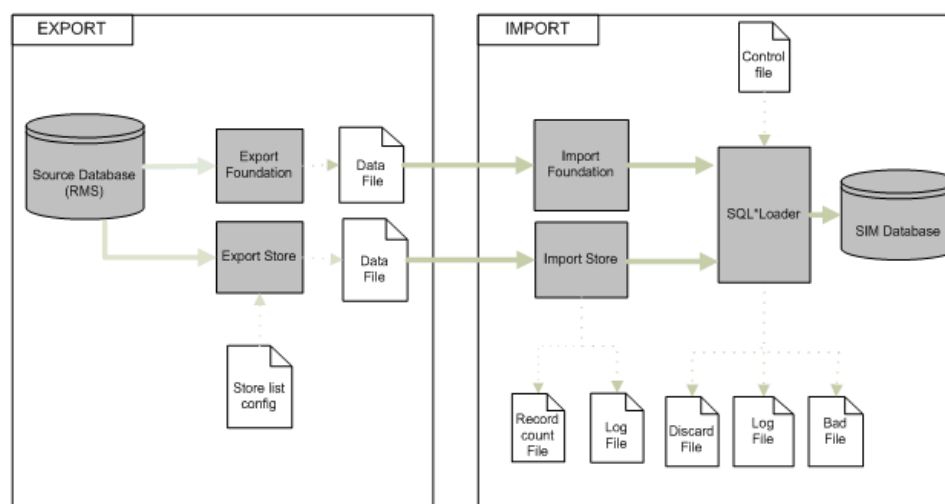
SIM data seeding scripts provide a means of importing store inventory data from external data sources. The data files being imported into SIM can be exported from ORMS (Oracle Retail Merchandise System), or the retailer needs to provide their own utility to setup store and store inventory data in SIM prior to using the SIM application.

**Note**

Data seeding is only applicable for full SIM release to load store foundation data into SIM after SIM database is installed.

Data seeding and upgrade process are mutually exclusive. For upgrading from old versions of SIM, see *Oracle Retail Store Inventory Management Upgrade Guide* for details.

**Figure: Data Seeding Technical Architecture**



The inventory base data contains following two categories:

- **Inventory Foundation Data:** Inventory data which are not store specific.
- **Store Inventory Data:** Store specific inventory data.

**Table: Inventory Base Data - Foundation Data**

Category	Table Name	Note
Foundation	ADDRESS	Seed warehouse, partner, and supplier addresses (store addresses are seeded as part of store data).
	BRAND	
	DELIVERY_SLOT	
	DIFFERENTIATOR	
	DIFFERENTIATOR_TYPE	

ITEM	
ITEM_COMPONENT	
ITEM_HIERARCHY	
ITEM_IMAGE	
ITEM_TICKET_TYPE	Item ticket type. This table contains SIM system control data. The external seeded data are inserted into this table only if the same item ticket types are not part of the SIM pre-installed system data.
ITEM_UDA	
PARTNER	
PARTNER_ITEM	
RELATED_ITEM_TYPE	
RELATED_ITEM	
STORE_TRANSFER_ZONE	
SUPPLIER	
SUPPLIER_ITEM	
SUPPLIER_ITEM_COUNTRY	
SUPPLIER_ITEM_COUNTRY_DIM	
SUPPLIER_ITEM_MANUFACTURE	
SUPPLIER_ITEM_UOM	
UDA	
UDA_LOV	
UIN_LABEL	UIN Label This table contains SIM system control data. The external seeded data are inserted into this table only if the same item ticket types are not part of the SIM

pre-installed system data.

UOM_CLASS
UOM_CONVERSION
WAREHOUSE
WAREHOUSE_ITEM

**Table 3–3 Inventory Base Data - Store Data**

Category	Table Name	Note
	ADDRESS	Seed store addresses (warehouse, supplier, and partner addresses are seeded as part of foundation data).
Store	CONFIG_STORE	CONFIG_STORE records are created for each store seeded into SIM by copying the default settings from CONFIG_STORE_DEFAULT table.
	ITEM_PRICE	The RMS item location selling unit retail price is seeded into SIM as initial regular item price.
	ITEM_PRICE_HISTORY	For each ITEM_PRICE record, a price record is inserted into ITEM_PRICE_HISTORY.
	REPORT_FORMAT	REPORT_FORMAT records are created for each store seeded into SIM by copying the default settings from REPORT_FORMAT_DEFAULT table.
	STORE	
	STORE_ITEM	
	STORE_ITEM_STOCK	
	STORE_ITEM_STOCK_NONSEL	
	L	



STORE\_SEQUENCE\_AREA

For each store seeded into SIM, a default record is created for the store.

STORE\_UIN\_ADMIN\_ITEM

## Data Seeding Components

Following are the main data seeding components and their usage descriptions:

**Table: Data Seeding Components and Usage Descriptions**

Component Name	Description
setup	Creates temporary objects, it also disable foreign key constraints, and generate a file which contains the snapshot of the disabled foreign key constraints file before data seeding process starts.
Export Foundation Data	Export base foundation data (non-store specific data) from RMS database.
Export Store Data	Export store specific data from RMS database. The process creates a store_list.dat file which contains each exported store. The export data file for each store data is contained in the folder which is named by store ID. See “Defining Store List” section for details.
Import Foundation Data	Import inventory foundation data from export data file into SIM inventory foundation table. See Inventory Base Data – Foundation Data table for target tables.
Import Store Data	Import inventory store data from export data file into SIM inventory store table. See Inventory Base Data – Foundation Data table for target tables. See “Defining Store List” section for details.
cleanup	Remove temporary objects, enable constraints.

## Defining Store List

By default, export store data exports all SIM relevant stores from RMS into flat files, and import process will import all exported stores into SIM database.

You only need to define store list in one of the following scenarios:

Do not export all SIM relevant stores from RMS, only export some of the stores.

Do not import from all exported stores, only import some of the exported stores.

1. Create the store\_list.conf file and put it at following location:

<data\_seeding\_base\_dir>/export/store/config

Example:

```
store_list.cfg
1111
1112
```

2. **Export process:** If store\_list.cfg file is not defined, then the export process generates the store\_list.dat which contains all SIM relevant stores from RMS, otherwise only the stores listed in the store\_list.cfg file will be exported.
3. **Import process:** The import process reads the file from <data\_seeding\_base\_dir>/data/export/store/ store\_list.dat which was generated by the export store processes, and import store data from export files for each store listed in the store\_list.dat file.

## Executing Data Seeding Scripts

See “Running Data Seeding” in the *Oracle Retail Store Inventory Management Installation Guide* for data seeding execution step details.

## 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 CONFIG_SYSTEM set CONFIG_VALUE = '0' where config_key = 'SECURITY_AUTHENTICATION_METHOD';
```

For internal security, use the installation user created during application installation to setup SIM configuration and user/role management.

- 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.

---

## 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 GUI 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

- Fulfillment Customer Orders
- Printing Item Tickets and Shelf Edge Labels

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, Finisher, Transaction History
- Unique Identification Number (UIN) Support
- Receiving – Warehouse, Supplier, Store
- Transfers/Transfer Requests
- Returns/Return Requests
- Receiver Unit Adjustments
- Stock Counts
- Store Ordering
- Item Requests
- Sequencing
- Shelf Replenishment
- Inventory Adjustments
- Wastage
- Price Changes
- Ticketing
- Customer Orders - lookup, picking, delivery, and reverse picks
- 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) is through flat file. 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 six 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).
- Customer Order Management all functions pertaining to the fulfilling of an order to the customer.
- Lookups: Under this dialog the user can find detailed information regarding items, suppliers and containers.
- Print: The print functions help you manage printing tickets, labels and reports.

Most of the inventory features discussed in this section is 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 details inventory management.

### 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 inventory buckets are impacted based upon the disposition associated with the reason code.
- Sub-buckets allow for the unavailable inventory to be broken down further into smaller buckets. Sub-buckets can be assigned to reason codes that have dispositions moving inventory to or from unavailable stock. Sub-buckets are configurable per store and can be turned on or off.
  - 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 which is for trouble sub-bucket.
  - Example 2:  
A reason code of Return from repair instructs the system to move the selected inventory by decrementing the unavailable SOH bucket (trouble sub-bucket) and incrementing the available SOH bucket.

- Inventory Adjustments can be saved as In Progress to continue working on later or confirmed which will move it to a Completed status.
- All items on an inventory adjustment are grouped together under a single header transaction. However, the inventory adjustments are sent as individual line items to the merchandising system.
- 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.
- System-generated inventory adjustments will not write actual inventory adjustments within SIM, they will appear as transaction history records. However, an adjustment will be published to the merchandising system.
  - Example: Receive a DSD with damaged goods. An inventory adjustment is made behind the scenes to move the goods from available stock to unavailable stock for the damaged quantity, and this will be used to send on to the merchandising system. The inventory adjustment will not appear in SIM, rather a transaction history record for the receipt of damages.
- The system notifies the merchandise system of all inventory adjustments, unless otherwise specified in the table below.
- Templates:
  - Templates allow for quick application and adjusting of the same items, reasons, and quantities over and over.
  - The template can be created and then it can be applied to an inventory adjustment. It will default in the items, reasons and quantities from the template.
  - A multiplier can be used when applying the template. It will take all quantities on the template times the multiplier.
  - Once a template is applied, the quantities can be updated and items can be added or removed.
- Serialization support:
  - Users are allowed to move serialized inventory into unavailable inventory positions 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.
  - Serialized inventory cannot be added on templates.

## 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, dispositions, and sub-bucket (if configured) that are linked to the reason code.

System reason codes are those used within the SIM system for making stock on hand updates.

The publish indicator will be used for publishing purposes. All reason codes have this indicator defaulted to 'Yes' on the UI. If it is set to 'Yes', then SIM will publish the adjustments that have that reason code. If it is set to 'No', those adjustments for that reason code will not be published. This indicator can only be modified for those reason codes that are not system reason codes. For system reason codes, this indicator is

ignored as there instances in the system where things may or may not need to be published.

---

**Note**

These need to be set up in an identical manner in RMS.

---

**Table: *Preloaded Reason Codes***

Code	Reason Description	Disposition	Sub-bucket	UI	System	Transaction	Publish
1	Wastage	-Stock on Hand		No	Yes	Wastage	Yes
2	Shrinkage	-Stock on Hand		Yes	No		Yes
3	Repair - In	-Unavailable	Trouble	Yes	No		Yes
75	Stock Count Unavailable to Missing	-Unavailable	Trouble	No	Yes	Stock Count (UIN)	Yes all types except Unit and Amount
76	Unit Late Sales Increase	+Stock on Hand		No	Yes	Late Sales	Yes
77	Unit Late Sales Decrease	-Stock on Hand		No	Yes	Late Sales	Yes
78	Unit and Amount Late Sales Increase	+Stock on Hand		No	Yes	Late Sales	No
79	Unit and Amount Late Sales Decrease	-Stock on Hand		No	Yes	Late Sales	No
81	Damaged - out	-Stock on Hand		Yes	No		Yes
82	Damaged - Hold	+Unavailable	Trouble	Yes	Yes	Receiving: Store Transfer, DSD, Wh Delivery	
83	Theft	-Stock on Hand		Yes	No		Yes
84	Store Use	-Stock on Hand		Yes	No		Yes

85	Repair - Out	+Unavailable	Trouble	Yes	No		Yes
86	Charity	-Stock on Hand		Yes	No		Yes
87	Stock Count In	+Stock on Hand		No	Yes	Stock Count	Yes all types except Unit and Amount
88	Stock Count Out	-Stock on Hand		No	Yes	Stock Count	Yes all types except Unit and Amount
89	Dispose from on Hold	-Stock on Hand & -Unavailable	Trouble	Yes	No		Yes
90	Dispose from SOH	-Stock on Hand		Yes	No		Yes
91	Stock -Hold	+Unavailable	Trouble	Yes	No		Yes
92	Admin	-Stock on Hand		Yes	No		Yes
93	Store Customer Return	+Stock on Hand		Yes	No		Yes
96	Ready to Sell	-Unavailable	Trouble	Yes	Yes	Receiving: Store Transfer, DSD, Wh Delivery	Yes
180	Customer Order Reservations In	+Customer Order		No	Yes	Reserve POS (pickup) Customer Order	Yes
181	Customer Order Reservations Out	-Customer Order		No	Yes	Cancel Fulfil POS (Pickup) Customer Order	Yes
182	Stock In	+Stock on Hand		Yes	Yes	Moving UIN from another store in Inventory Adjustments	Yes
183	Stock Out	-Stock on Hand		Yes	No		Yes



184	Unit Late Inventory Adjustment Increase SOH	+Stock on Hand	No	Yes	Late Inventory Adjustments	Yes
185	Unit Late Inventory Adjustment Decrease SOH	-Stock on Hand	No	Yes	Late Inventory Adjustments	Yes
186	Unit and Amount Late Inventory Adjustment Increase	+Stock on Hand	No	Yes	Late Inventory Adjustments	Yes
187	Unit and Amount Late Inventory Adjustment Decrease	-Stock on Hand	No	Yes	Late Inventory Adjustments	Yes

### Updating Reason Codes

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

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

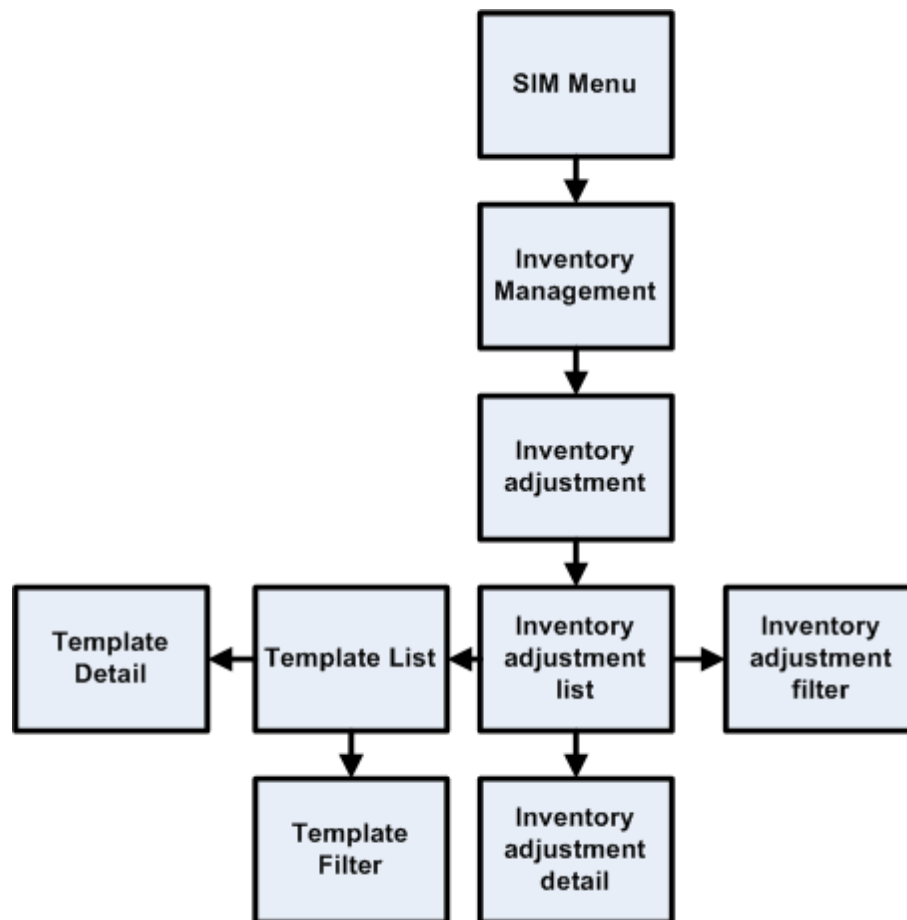
- This screen lists external code, description, disposition, sub-bucket (if configured) use in UI and system required indicator of all the available reason codes in SIM.
- All the system required reason codes would have its system required indicator checked. Any reason that is marked as system required can not have its reason code, disposition, sub-bucket, 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.

#### Note

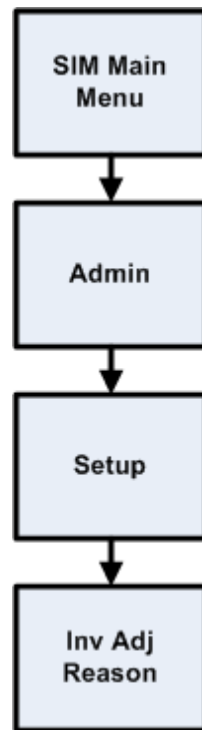
Some reason codes are flagged as system-required. Do not remove these reason codes. If they are removed, SIM will not function properly.

- Only records that have a checked value for the use in UI will be allowed for use in the inventory adjustment screen.
- 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.

**Figure: Business Process Flow – Inventory Adjustments PC**



**Figure: Business Process Flow - Inventory Adjustment Reason Maintenance PC**



## Wastage Functional Overview

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

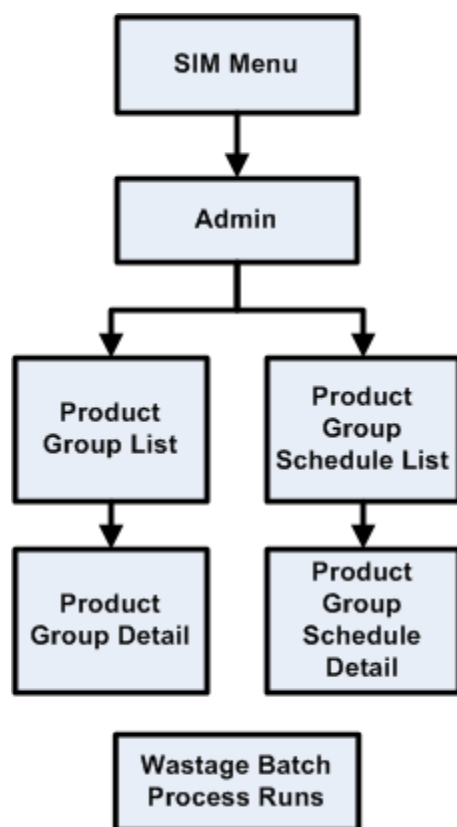
In order to maintain more accurate inventory values, SIM uses two methods to control wastage:

- 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 setup 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: Business Process Flow (non-sale bases)**

## Store Orders Functional Overview

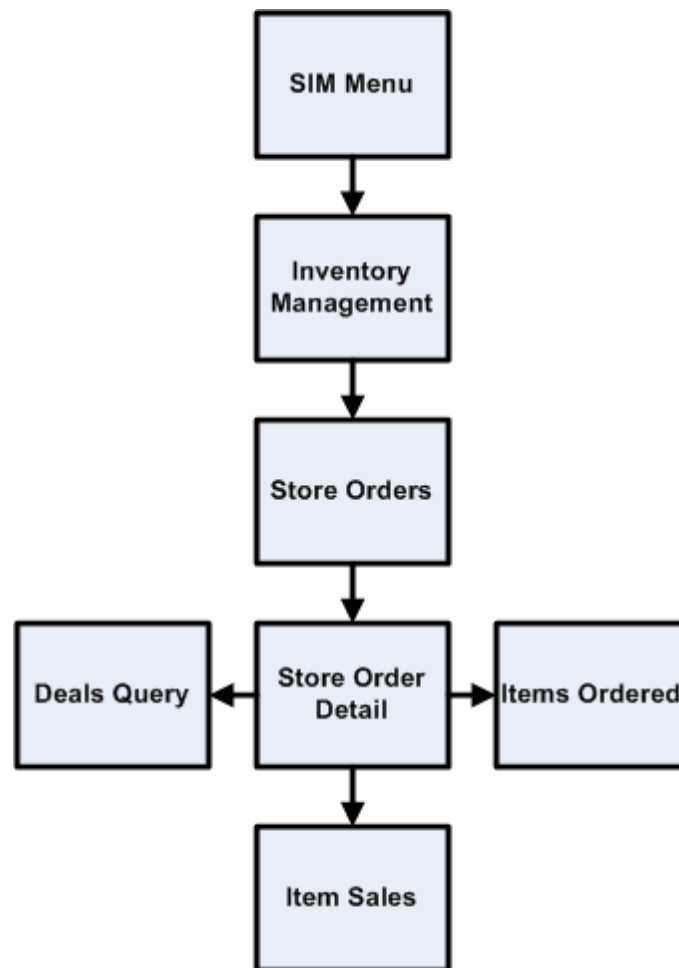
Store orders are used to create, change and approve orders to a supplier or transfers requests to a warehouse. When there is a shortage of items, or demand for particular items increases, store users need to have the ability to create store orders. The user selects either a warehouse or a supplier and adds the items and quantities. It then calls 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: 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. It is integrated with RMS, whether it is through RIB or Web-service. 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.

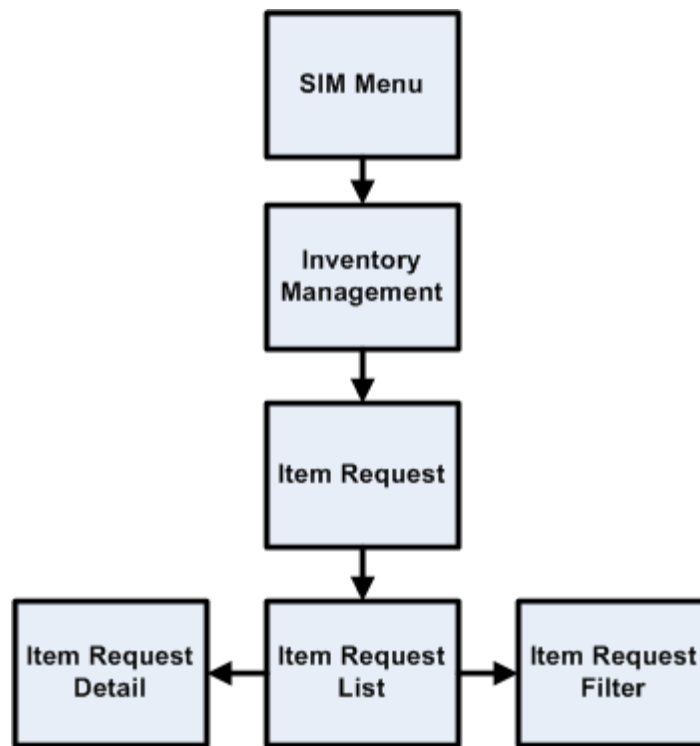
For store order replenishment items, the user can specify a time slot during the day by which the ordered items are to be delivered to the store. This is useful for ordering breakfast items early morning (doughnuts), lunch items (sandwiches), and hot meals for the evening. Item requests can be created 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: *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 through 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.

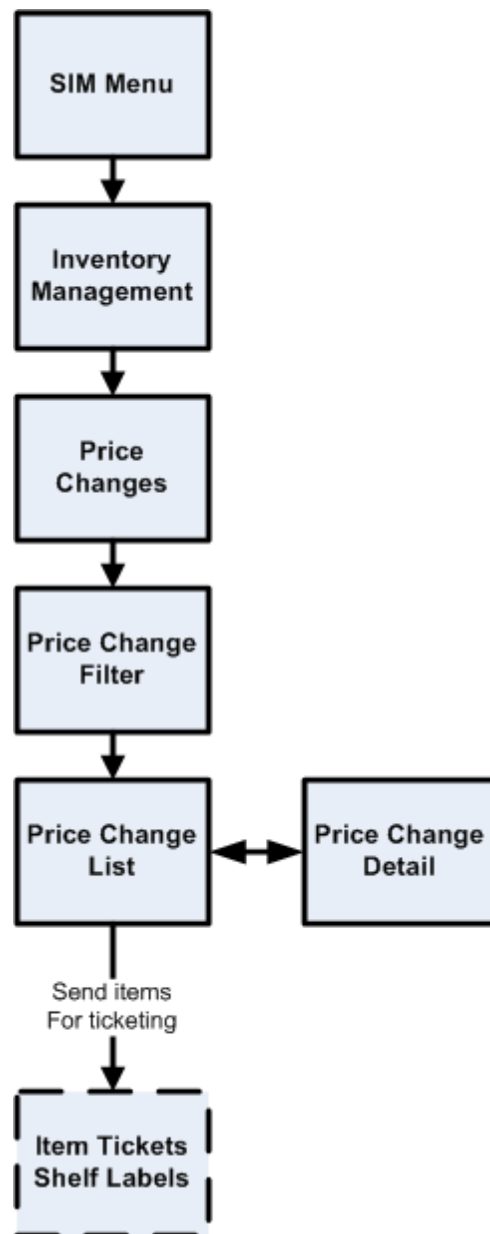
If SIM users have control of the retail price for an item at a location, they are able to send price change requests for permanent price changes, clearances or simple promotions to a price management system. The price management system checks for any conflicts and provides a response to SIM regarding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

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 Web service call (providing a direct update connection between the applications). Normal operation of pricing assumes that a price management application is available. No manual override is provided within SIM.
- Time based promotions created in the pricing system can be interfaced with SIM, but these promotions cannot be created through SIM price change request.
- 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: *Price Changes Business Process Flow – PC*

## 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.

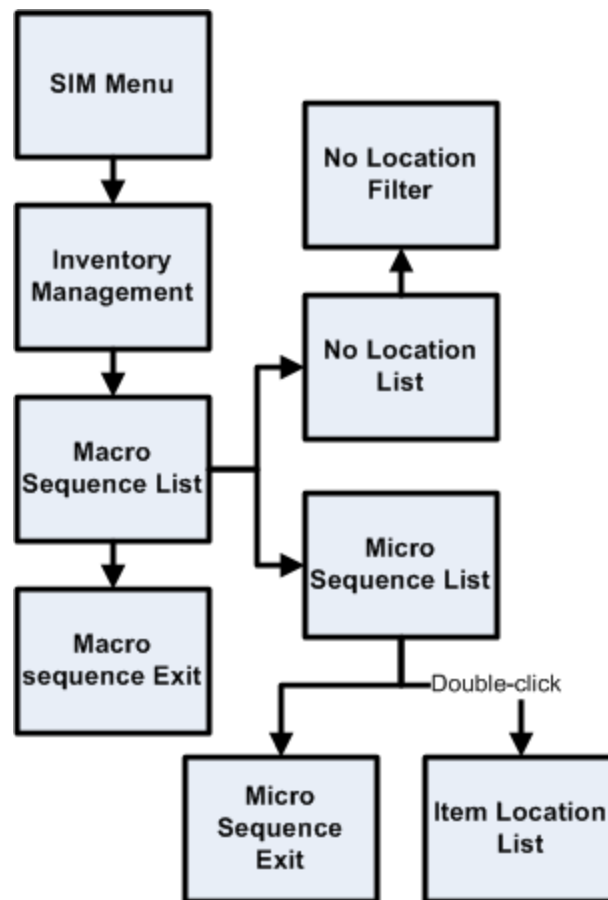
The following table provides an example of sequencing:

**Table: *Micro Versus Macro Sequencing***

Macro Sequence	Micro Sequence
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: Sequencing Business Process Flow – PC



## Shelf Replenishment 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 & backroom to 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 when moving goods from backroom to shop-floor.

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 replenished to ease the search for stock when the shelf replenishment lists are being filled.
- The system allows shelf replenishment 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 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 shelf replenishment list for capacity based and sales based replenishments. The two different types of shelf replenishment lists have store level configurations for the fill level. Typically an end-of-day shelf replenishment list would have a higher fill level than a within-day shelf replenishment list, as there would be more time to stock the shelves. The difference between capacity based and sales based replenishment is that capacity considers the sequencing to fulfill shop-floor while sales based considers the sales of the item for the day for replenishments.

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

There are 2 more types of shelf replenishments other than capacity based and sales based replenishments, they are Display list and AdHoc Replenish. Adhoc replenishment simply moves the item mentioned on shelf adjustment list from back room to shop-floor, defining capacity is not a mandatory feature for this type of shelf replenishment. Display list is a replenishment method specifically geared towards single unit display items that are used to sell to customers and are related to each other by style. It replenishes goods from backroom/ Delivery Bay to shop-floor using Product group and Display List.

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

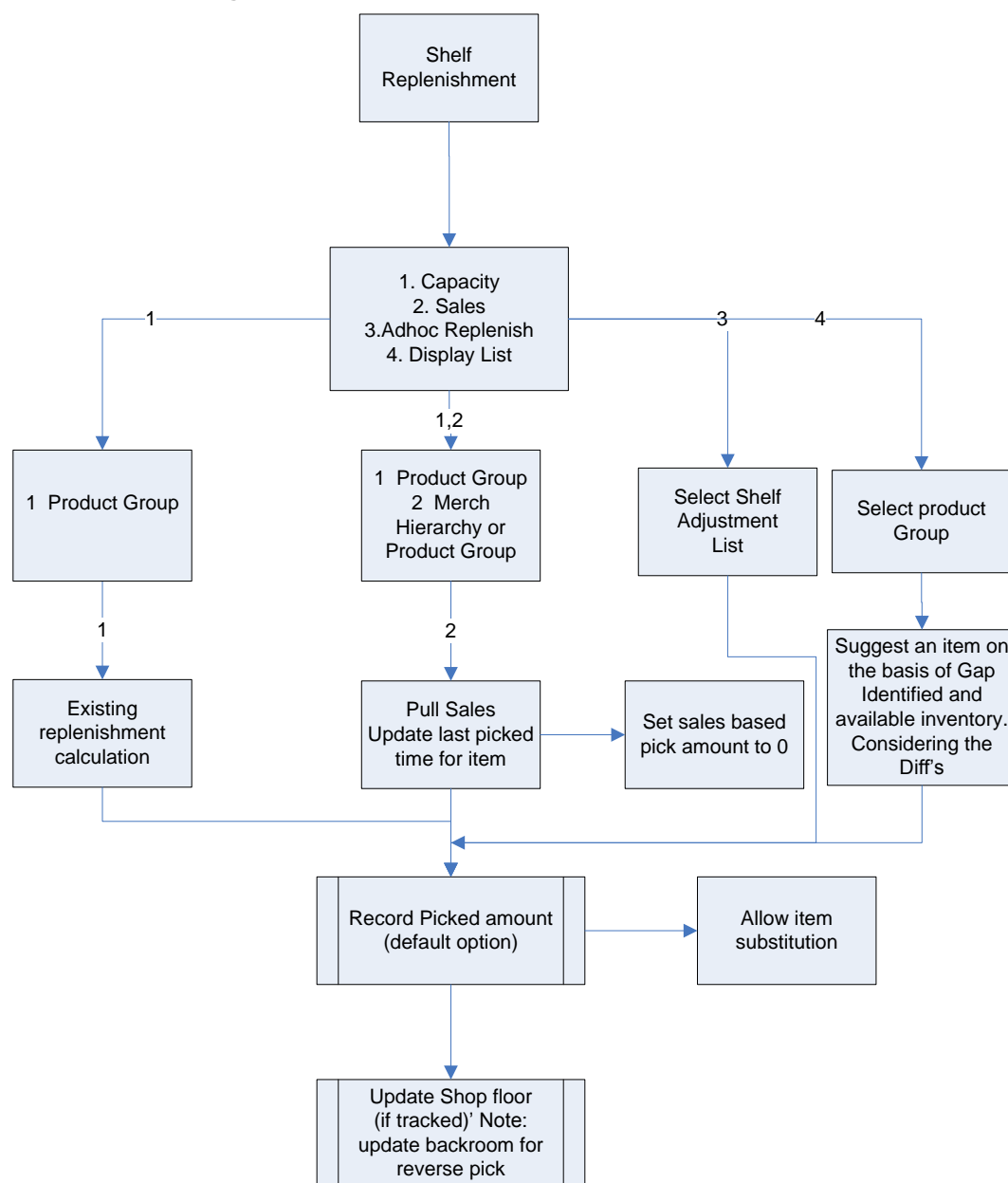
### **Replenishment Calculation Summary**

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 shelf replenishment list exists for the selected group and it is in progress, the system assumes that all of the items on the shelf replenishment list will be completed. If a previous shelf replenishment list exists and is not started, the system deletes the old shelf replenishment list and creates a new one.
- The system checks and gets the configuration parameters established through the GUI (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 replenishment 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 shelf replenishment list type is within day, the system stops when the amount to replenish is equal to the summed replenish amount calculated by the system.
- If the shelf replenishment list type is end of day, the system continues until all of the items are completed.
- If the system generated replenishment 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: 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 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. Once the count has been saved on the handheld, it can be completed later on the handheld or PC; any existing ad hoc stock count can be retrieved and resumed on the handheld 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 their 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 stock-on-hand (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 dialogue.

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, and so the assumption is that the extract will be created after the snapshot is taken.

---

**Note**

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

---

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 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 setup 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 quantities 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.

---

#### **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 GUI.

---

## 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. 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.

The UIN status at the time of authorization is captured and a UIN status results file is created for use in other systems.

## 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 1 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.

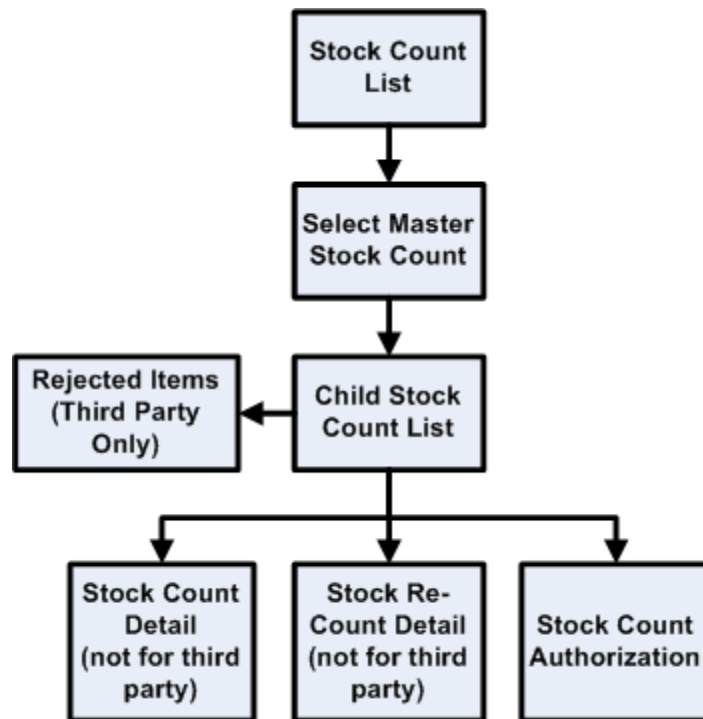
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### Note

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: Business Flow (Unit, Problem Line, Unit and Amount and Third Party)**



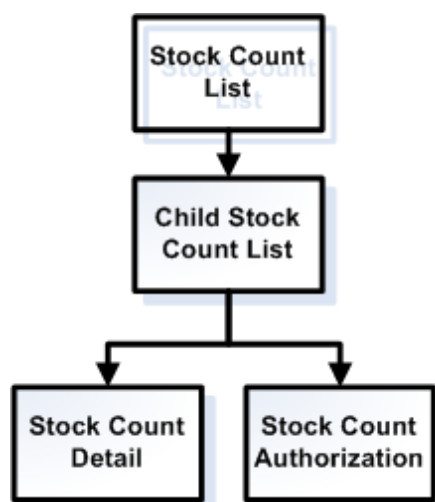
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**Note**

Third Party count/re-count process is not performed in SIM, it is performed through the third party system.

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Figure: *Business Flow – Ad Hoc (PC only)*

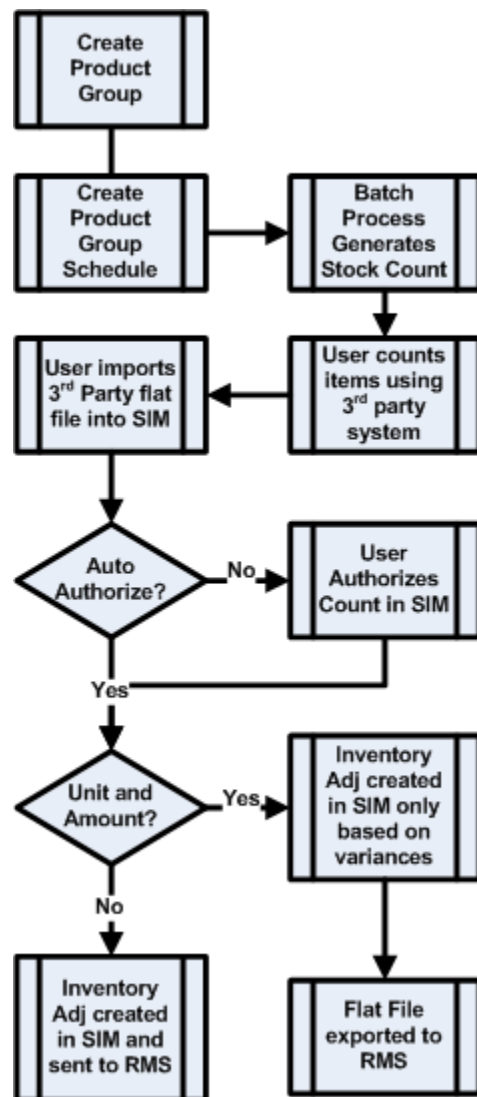


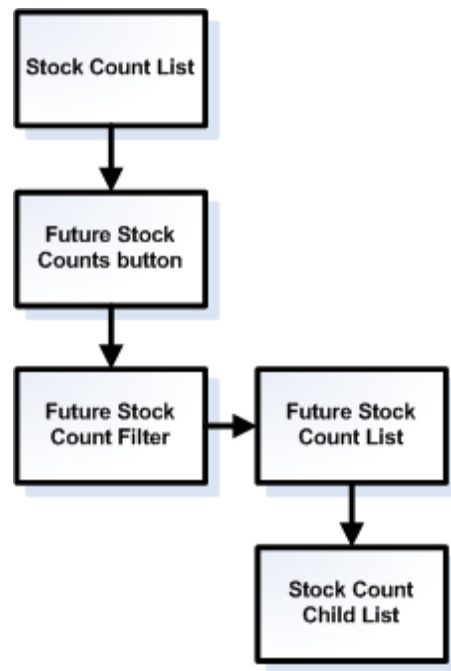
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**Note**

Ad hoc count process is initiated on the handheld by scanning an item. Once the count has been saved on the handheld, the user is allowed to complete the count from the handheld 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.

---

Figure: *Business flow – Third Party*

**Figure: Business Flow - Future Stock Count**

## Item Basket

Item Basket functionality allows the user on the handheld 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 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, 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.

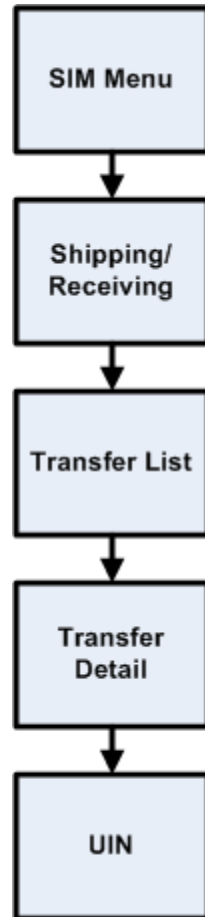


### An Overview of Stock Movement after a Successful Dispatch

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: 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**

A Transfer Shipment can be created stand alone or based upon a transfer request. The transfer request may have been created within SIM or it may have come in from RMS.

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. 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.

Submitting a transfer is an interim process to save the transfer and potentially send off a pre-shipment message. Submitting and pre-shipment are configurable.

Dispatching will decrement the stock on hand at the sending store.

---

#### **Note**

Store to store transfers can be affiliated with a customer order.

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### **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.

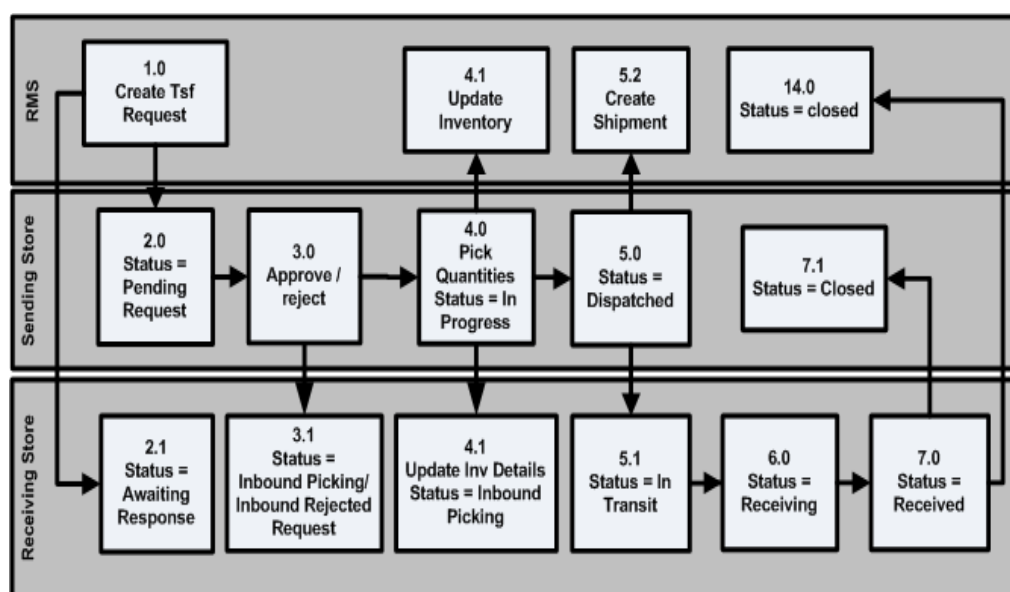
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- When items are received for more than the dispatched quantity, the system adjusts the difference out of the sending store's SOH. No inventory adjustment record is sent to the merchandising system or displayed. An e-mail notification of the adjustment 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. This works in conjunction with the Auto Receive Stores admin settings, meaning that the store must be setup to be an auto receive store as well as the other admin settings.
  - Transfer receipts which are associated to a customer order will prompt the user so that the items can be set aside for the customer. If configured as such, inventory will be reserved and auto picked.
- 

**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.

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**Figure: 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: 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
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. User also have the feature to receive goods directly at shop-floor.

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.

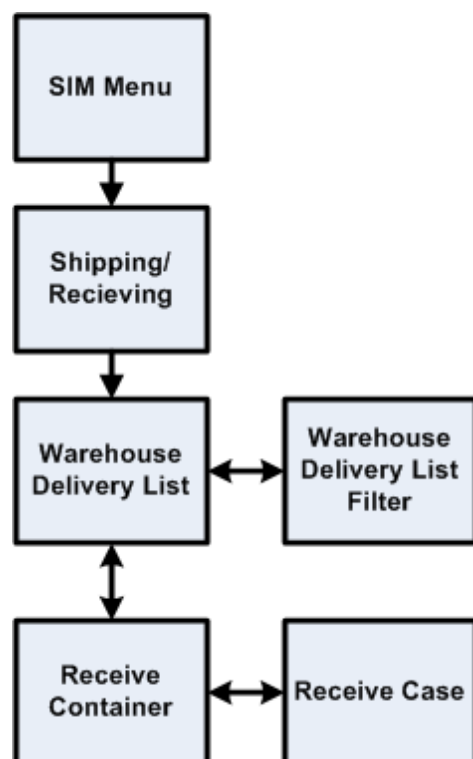
When scanning a container that is listed as missing from a confirmed Advance Shipping Notice (ASN) in Quick Warehouse receiving on the handheld device, SIM receives the container instead of prompting the user with an error message. This receiving process follows the same logic as regular container receiving. 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.

Warehouse receipts which are associated to a customer order will prompt the user so that the items can be set aside for the customer. If configured as such, inventory will be reserved and auto picked.

**Figure: 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 on Handheld, on PC if it pre-populated it might not need scanning.

If a serial number is not scanned, the quantity on the delivery will not increase on Handheld. At this time, the ASN message from the warehouse may or may not include

any UIN information depending upon the implementation. Now a delivery containing UIN items can also be auto-received.

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 dialogue, 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 dialogue 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 dialogue 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. Auto-receive will only be valid if Items on the return matches 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. The delivery records can be created for a new Purchase Order and the supplier will be required to be identified by entering in the supplier or identifying the supplier for an item using the supplier lookup. Deliveries can also be created for existing purchase orders. This occurs by selecting a Purchase Order which can be viewed and a delivery can be created against that 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 of goods can also be direct to shop-floor directly. 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 setup, 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.

---

**Note**

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

---

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.

Direct Store Delivery receipts which are associated to a customer order will prompt the user so that the items can be set aside for the customer. If configured as such, inventory will be reserved and auto picked.

**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.

---

#### **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.

---

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 may or may not include any UIN information depending upon the configuration now a delivery containing UIN items can also be auto-received.

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. New PO**

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: *Direct Store Delivery (new created) Business Process Flow – PC***

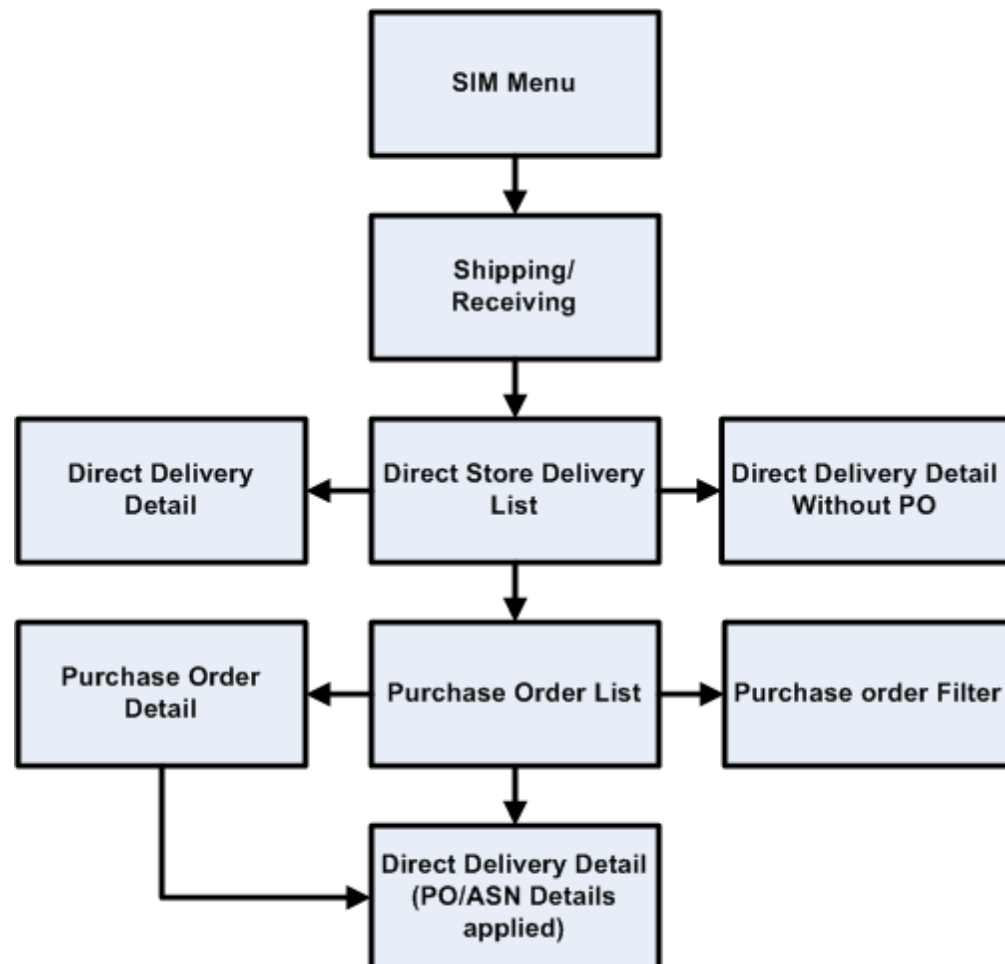


Figure: DSD Multiple Available ASNs Business Process Flow – PC

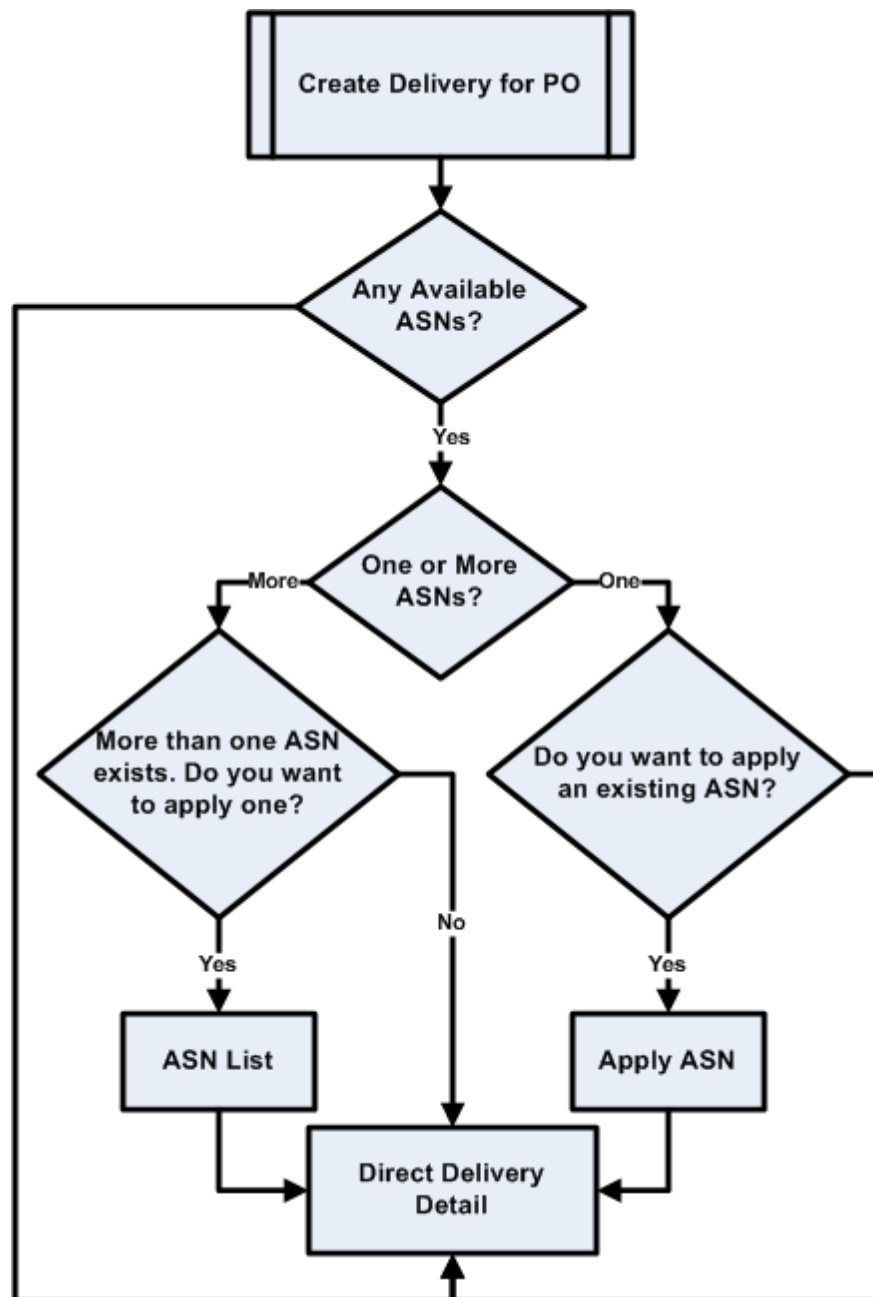
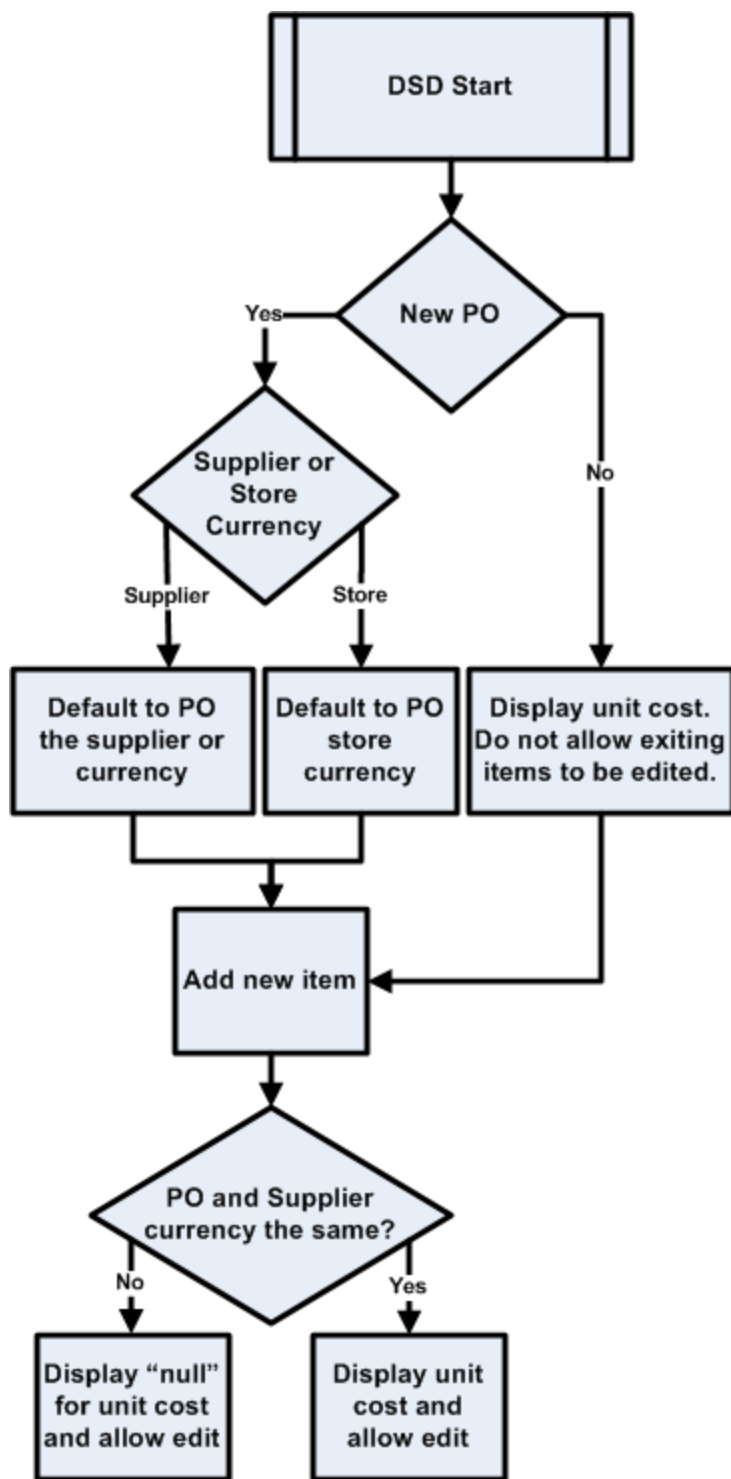


Figure: DSD Updating and Defaulting Cost Business Process Flow – PC



## 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** which 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
2	2	2	2

A business process should be put in place to resolve the discrepancy on the GUI. See

Resolving UIN Discrepancies for more details.

When entering the DSD, Warehouse Delivery or Transfer dialogues, 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

The section describes the 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 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. Lastly for return to finisher, the user enters or searches for the finisher for which to return the goods.

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

Return to Finisher and Warehouse have also a context field. 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 dialogue. 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. The reason codes will be restricted to those reason codes that have an inventory status corresponding to the one selected on the header of the transaction. For return to supplier, the user may return available and unavailable items on the same return transaction, thus all return to vendor reason codes will be provided.

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.

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. After the reason code is selected, the user may either complete the return or save it to be completed at a later date. Submitting a return is an interim process to save the return and potentially send off a pre-shipment message. Submitting and pre-shipment are configurable.

Once a return is dispatched, inventory buckets, available or unavailable, will be updated based upon the inventory status associated to the reason code.

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.

---

**Note**

It is only possible to return merchandise directly to the vendor (RTV) from SIM if the vendor is allowed to receive returns. It may be a requirement that the vendor is also allowed to do Direct Store Deliveries, this is based on a configuration.

---

### 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 or scan 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.

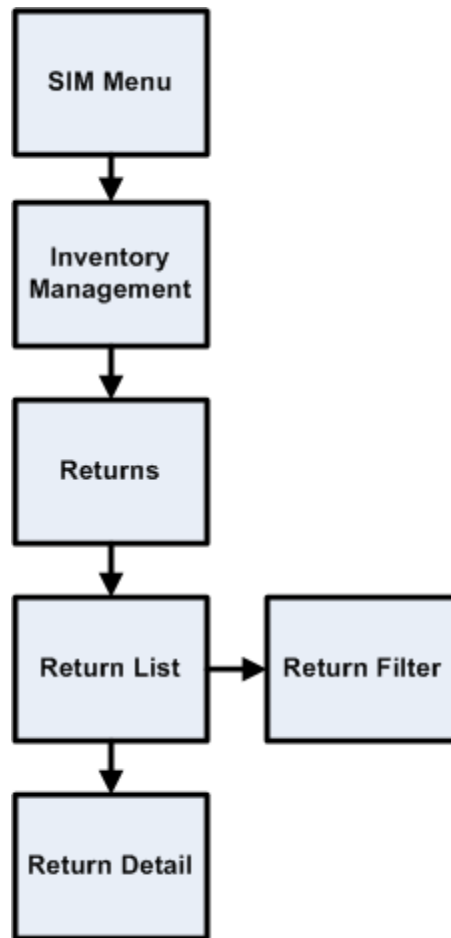
### Return Requests

Return requests functionality enables return requests to be fulfilled from a store to a warehouse (RTW), finisher, 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: Return Requests Business Process Flow – PC**

## Updating Reason Codes

SIM provides a UI which allows the user to add new reason codes to synchronize with those setup in RMS. Each reason will have an inventory status of Available or Unavailable. System required reasons will indicated and defaulted per data seeding.

Those reasons that have an inventory status of unavailable may also have a sub-bucket assigned if system configured to use sub-buckets.

## Customer Order Management

Upon entering the Customer Order Management dialogue, the user will see all open transactions that are pertaining to customer orders for the user's store. Customer Order may be the POS pick up type of customer order, or they maybe the web order customer orders. The user can use the filter dialogue to filter the criteria further. From this screen the transactions can be accessed by double clicking on any of the records in the list.

Transactions will include:

- Customer Order
- Pick
- Delivery
- Reverse Pick

- Transfer
- Direct Delivery
- Warehouse Delivery

This screen also allows access to the Customer Order and Customer Order Picking dialogues.

## Customer Orders

Customer Orders can be viewed from either the Item Detail screen for a particular item, or from the Customer Order dialogue within Customer Order Management. Customer Orders are view only and provide information to the user about the customer order including:

- Customer Order ID
- Fulfillment Order ID
  - Can have multiple fulfillment orders per customer order. Only for web order reservation types.
- SIM Customer Order ID (internal unique ID)
- Order Status
- Reservation Type
- Order Create Date
- Order Release Date
- Order Delivery Date
- Delivery Type (pick up or shipment)
  - Pick Up for non “web order” reservation types
- Carrier
- Service
- Allow Partial Delivery
- Notes
  - Notes can be maintained on the customer order, delivery or reverse pick and be stored on the customer order.
- Item
- Item Description
- UOM
- Pack Size
- Remaining Quantity (quantity left to be shipped or picked up)
- Order Quantity
- Picked Quantity
- Delivered Quantity
- Canceled Quantity
- Last Update Date
- Comments
- Substitute
  - The original item that the current line item was substituted for.

Customer Orders that are “web orders” will have inventory reserved either upon getting the customer order into SIM from the OMS or it will happen when receiving a delivery

that contains the customer order (transfer, warehouse delivery, or DSD). This is dependent upon a configuration. In both cases, the customer order must be in the system in order to reserve the inventory. When reservation occurs a message is published out from SIM.

## Customer Order Picking

Some retailers will want to have a formal customer order picking process in place to pick the customer orders and set them aside for the customer. Other retailers will find that this is not necessary and they will just go and get the items informally when the customer order comes into the system. Picking is a process that can be configured to be required or optional. Picking is only used for "web order" reservation type of customer orders.

In the manual picking process, a retailer may choose to pick by bin or by customer order. When picking by bin the retailer can pick multiple customer orders at a time. The retailer will tell the system how many bins to pick and the system will apply an algorithm to find the oldest customer orders where there are items with available stock and items left to be picked. The system will fetch one customer order per bin. When picking by customer order, the user will tell the system what customer order to be picked and that single order will be added to the pick.

Once the pick is created the user will walk the store picking the items prompted on the pick based upon a system suggested pick quantity. As the items get picked the user would set them aside. Upon completion of the pick, the pick quantity on the customer order would be incremented and SIM would publish out a pick message.

During the picking process, it may be necessary to substitute an item. In order for this to happen, the item on the customer order must first allow for substitute items. If substitutes are allowed, there are two options for choosing substitute items based upon configurations. One, the system does not allow for user discretion and only a list of substitute items provided from RMS can be used. Second, the system allows for user discretion and the user can choose from a list of RMS provided substitutes, or choose any substitute item at will.

There may also be items that are difficult to pick the suggested pick amount. These items are typically variable weight, each item, such as Lbs, KG, meters. It is possible to setup tolerances at a sub-class level for customer order picking, similar to those for Adhoc stock counts. The tolerances will allow the user to over pick within the defined tolerance.

Example: Ordered 2 LBs Bananas. The Fruit sub-class has a tolerance of 10%. User picks 2.1 LBs which is within the 10% tolerance of 0.2 Lbs.

## Customer Order Deliveries

Customer Order Deliveries allows for the user to fulfill the customer order by creating a delivery for a customer order. A delivery may be a shipment to the customer or it can be a pick up for the customer order. For the POS pick up customer orders, deliveries cannot be created by the user, rather they will be created upon receiving a customer order fulfillment record from POS and they will be in a "completed" status and view only. For "web order" customer orders, the user can create and edit customer order deliveries.

It is possible to create multiple deliveries per customer order so long as there is a remaining quantity left to be fulfilled. Each delivery will be listed for the customer order. If picking is configured to be required, it will be necessary to have everything picked prior to creating the delivery. When creating the delivery, the user will enter the quantity to be delivered that is less than what is remaining. The system will validate if a partial delivery is allowed per the customer order. If it is not the user will be prompted and the delivery must be delivered in full (unless user has special security permission to override).

The delivery can be saved, submitted or dispatched. Submitting a delivery is an interim process to save the transfer and potentially send off a pre-shipment message. Submitting and pre-shipment are configurable. Once a delivery is dispatched the stock on hand and reserved quantities will be decremented from the user's store. The deliveries which are shipments will publish and ASNOut message.

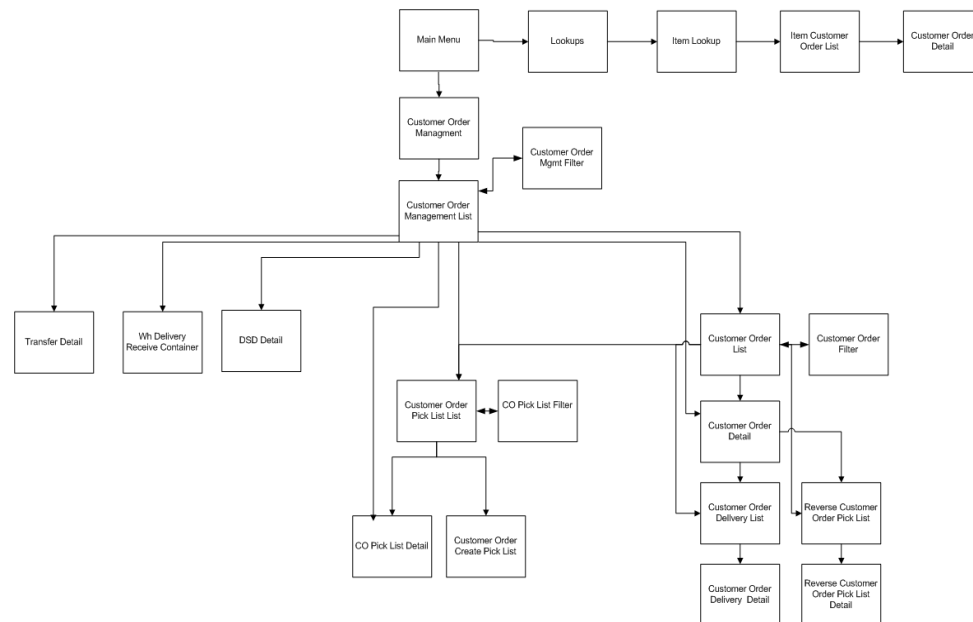
## Customer Order Reverse Picks

Canceling of “web order” customer orders might also come into SIM from an external OMS system. If all of the items being canceled have not been picked, then a completed status reverse pick will be generated and no action is needed from the user. The canceled quantity on the customer order will be incremented. When a cancellation comes into SIM, if there are items to be physically unpicked, then a reverse pick list will be generated. The reverse pick will require action. The system will suggest the quantity needed to reverse pick based upon the cancellation that came into SIM. Upon completion of the reverse pick, the pick quantity and reserved quantities will be decremented as well as incrementing the canceled quantity.

A manual reverse pick might also be necessary. This would happen, for example, when the user discovers that something was picked and has been damaged. A manual reverse pick may be created in SIM which would reduce the pick quantities. In this case the reserved quantity and canceled quantity does not get updated. This is because the items are not canceled, they are just un-picked.

Reverse picks can be saved to be completed later or completed now. Reverse Picks are an exception process and therefore they are only available on the PC application.

**Figure: Customer Order Management Business**



## Lookups

This section describes 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 will always allow for:
  - Item Number (for example, UPC, SKU, UIN, GS1)
  - Unique Identification Number (UIN)
  - Item Description
  - Brand
  - (Primary) Supplier Name
  - (Primary) Supplier Number
  - Warehouse
  - Finisher
  - Style (Parent id)
  - Merchandise Hierarchy
  - Ranged indicator
  - User-Defined Attribute (UDA): UDA Text, Value, or Date
  - Inventory Status (Available or Unavailable inventory)
- Information Displayed
  - Item Number (SKU)
  - Item Description
  - Item Image
  - Supplier Name
  - Supplier Number
  - Primary UPC/EAN Number
  - Brand
  - VPN
  - Primary Supplier
  - UIN Detail
  - Item/Location ranging
  - Primary Sequence Location
  - Unit Of Measure
  - Store Pack Inventory
  - 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

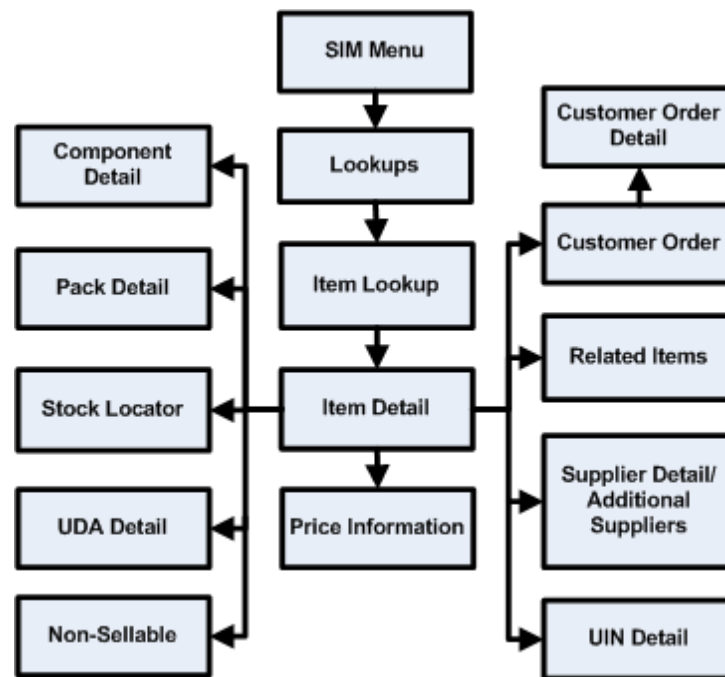
- \* Shop Floor
- \* Backroom
- \* Unavailable Stock
- \* Transfer Reserved
- \* RTV Reserved
- \* Customer Order
- \* Nonsellable
- \* Ordered Quantity
- \* Delivery Bay
- \* In Transit
- \* Received Today
- Stock on hand at other store locations (Stock Locator)
- Customer Orders
- Nonsellable (if sub-buckets are configured)
  - \* 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 Apply, 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: 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. Search criteria include: Supplier ID and Supplier Name.

The following is displayed after a search is performed:

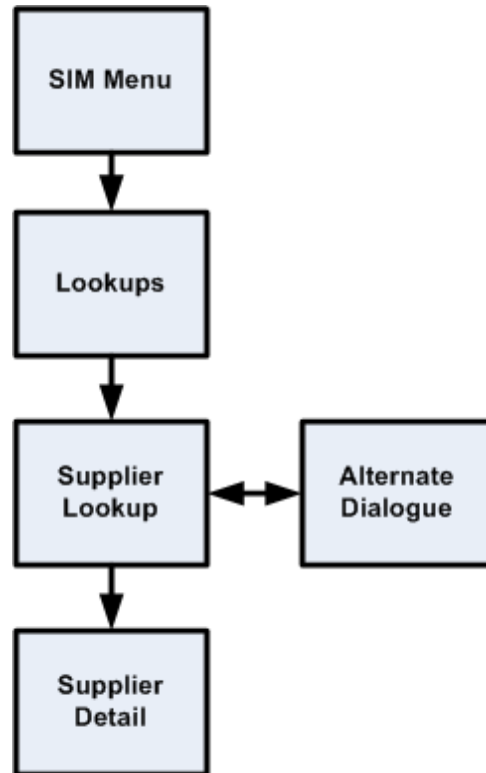
- Supplier Name
- Supplier Number
- Supplier HQ Address, Phone, Fax, Contact, E-mail Address
- Supplier Returns Address, Phone, Fax, Contact, E-mail Address
- Status of the supplier
- Returns Allowed indicator
- Return Authorization Required indicator

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. When accessed from other areas of the application, item will also be available as a search criteria.

Supplier Lookup functionality is available on both the handheld and the PC.

**Figure: Supplier Lookup Business Process Flow – PC**



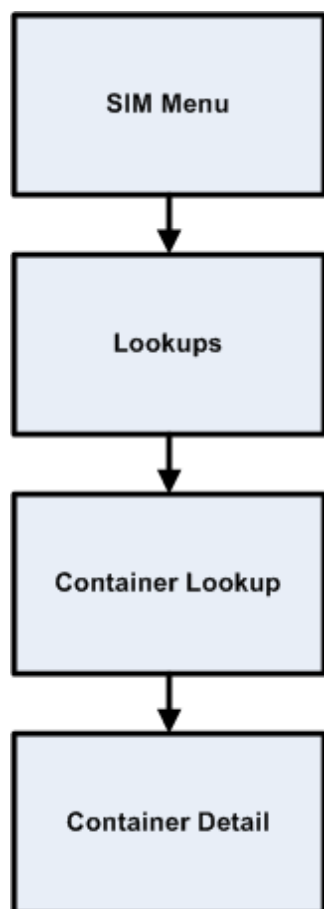
## Container Lookup

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: Container Lookup Business Process Flow – PC**

## Transaction Lookup

SIM provides users with the ability to query the transaction history for a store. It will display all transactions that increase or decrease sock on hand.

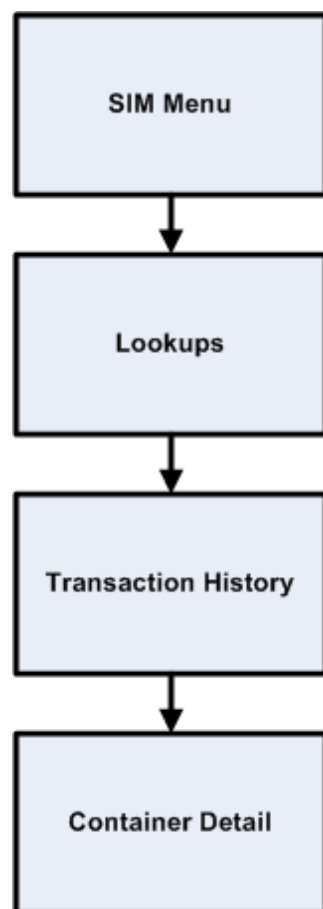
Search criteria will include:

- From Date
- To Date
- Tran Type (for example, Direct Delivery, Return to Vendor)
- Reason
- User

The display will include the following:

- Date
- Transaction type
- Transaction ID
- Item
- Item Description
- Reason
- SOH
- Unavailable
- User

**Figure: Transaction History Lookup Business Process Flow – PC**



## **Ticketing Functional Overview**

SIM allows stores to print shelf edge labels and item tickets for stock manually or by scheduling printing using product groups. Groupings of item tickets (batches) can be managed on the PC for mass printing. Tickets and labels can also be auto-generated when price changes, description or QR changes are introduced to SIM from external systems.

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.

---

**Note**

This override price does not generate a price change.

---

- 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 and having it added to the Item Tickets dialog.
- c. Regular price changes - Users can also create item tickets for regular price changes: the price event is selected and the corresponding price event on the Add Transaction screen is accessed from the Item Ticket Batch List screen. Item Tickets would then be generated for the items on the price event.
- d. Clearance price events - Users can also create item tickets for clearance price changes: the price event is selected and the corresponding price event on the Add Transaction screen is accessed from the Item Ticket Batch List screen. Item Tickets would then be generated for the items on the price event.
- e. Promotion price events – Users can also create item tickets for promotion price changes: the price event is selected and the corresponding price event on the Add Transaction screen is accessed from the Item Ticket Batch List screen. Item Tickets would then be generated for the items on the price event.
- f. Direct delivery receipts - Users can also create item tickets for received direct deliveries: the direct delivery is selected and the corresponding received shipment on the Add Transaction screen is accessed from the Item Ticket Batch List screen. Item Tickets would then be generated for the items on the direct delivery receipt for the received quantities.
- g. Purchase Order receipts – Users can also create item tickets for received purchase orders: the purchase order is selected and the corresponding received shipment on the Add Transaction screen is accessed from the Item Ticket Batch List screen. Item Tickets would then be generated for the items on the purchase order for the received quantities.
- h. Transfer receipts – Users can also create item tickets for received transfers: the transfer is selected and the corresponding received shipment on the Add Transaction screen is accessed from the Item Ticket Batch List screen. Item Tickets would then be generated for the items on the transfer for the received quantities.
- i. Warehouse delivery receipts - Users can also create item tickets for received warehouse deliveries: the warehouse delivery is selected and the corresponding received shipment on the Add Transaction screen is accessed from the Item Ticket Batch List screen. Item Tickets would then be generated for the items on the warehouse delivery for the received quantities.

**2. Automatic:**

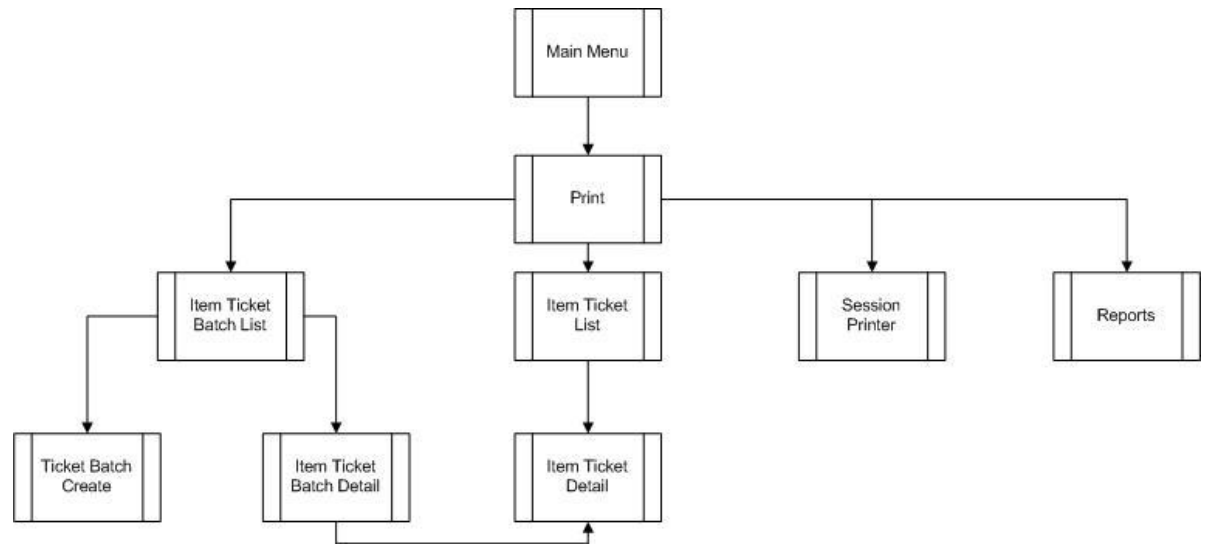
- a.** Item description changes – The system may be configured to automatically generate a ticket when item description changes come in from a merchandising system.
- b.** Price changes received from an external system – The system may be configured to automatically generate a ticket when regular price, clearance and promotional price changes come into SIM from an external price management system.
- c.** UDA changes for an item – The system may be configured to automatically generate a ticket when a UDA is changed for an item from a merchandising system.
- d.** QR Code changes - The system may be configured to automatically generate a ticket when a QR code is changed for an item from a merchandising system.
- e.** Sequence Location Change - The system may be configured to automatically generate a ticket when a sequence location is changed for an item from an external system.
- f.** Web Service – The system may be configured to automatically generate tickets when a third party ticketing service imports the tickets into SIM.

The handheld 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 setup in sequencing. This allows for defaulting label types based on Primary Location.

Formats are templates created in external systems that define the layout of how a ticket is printed. Formats are setup in the output tools or devices used to produce them. An output tool could be a printer or a software tool such as Oracle Business Intelligence Publisher. SIM only references the name of the format so it can be referenced by the external printing application.

Formats may then be assigned to various price events based on merchandise hierarchy.

**Figure: 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.

**Unique Identification Number (UINs)**

The section describes the UINs.

**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 can also be pre-populated on the 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.

---

### 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.

---

- 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
- 

### Note

For externally created adjustments, manual intervention is needed.

---

## 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 polling timer 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 goes through the 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: 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: 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_VENDOR	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.
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_FINISH ER	12	Shipped To Finisher	The state which 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: *UINAvailability***

Name	Description
OPEN	Open
CLOSED	Closed
ALL	All

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

**Table: *UINActionType***

Name
SALE
RETURN
VOID_SALE
VOID_RETURN

This represents 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

#### 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 through 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 through 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 includes examples of 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.

---

**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.

---

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 go 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.

---

**Note**

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, go to the transfer and remove the item/UIN from the transfer.

---

**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.

## Extended Attributes (including GS1)

The section describes the Extended Attributes.

### Functional Overview

Extended Attributes are available on both the PC and the HH. If extended attributes are enabled, these attributes can hold additional data about an item on a particular transaction. Some of the attributes available are Batch/lot numbers, expiration/use by dates, best before/sell by dates and country of origin. The GS1 DataBar standards include many other attributes. All of the GS1 DataBar attributes are available for use by the customer if so desired.

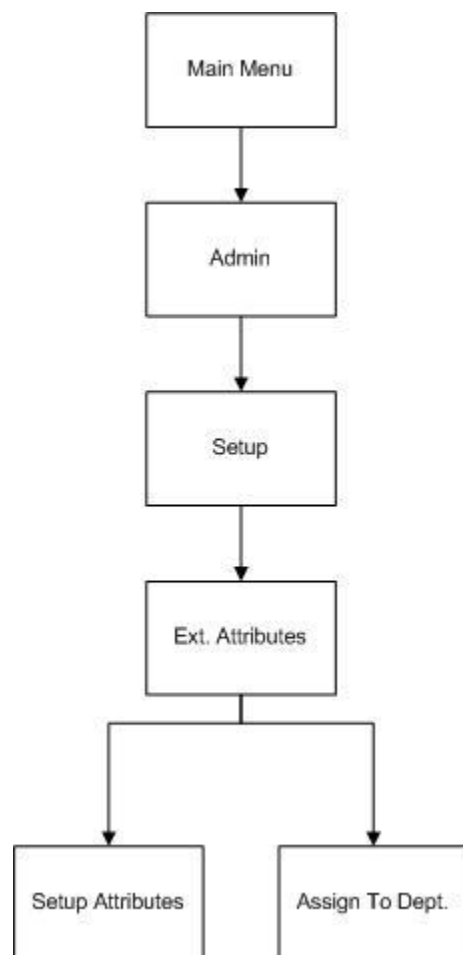
The extended attributes are assigned by Department/Class/Sub-Class in order to configure which attributes are applicable for an item belonging to the appropriate merchandise hierarchy. Once configured, the user is able to add these attributes by scanning a GS1 DataBar on the HH. If the GS1 DataBar is not scan able or not available, the data may be entered manually on the HH or the PC.

In addition to manually entering the information on the PC, the information may also be removed and re-entered. Additionally, the feature will have the capability to define information mutually agreed between trading partners using AI 90 and other company internal information using AI's 91 to 99. This will provide additional flexibility to track custom pieces of information.

In SIM, Extended Attributes maybe be captured in the following functional areas:

- Creating or Receiving a Transfer
- Receiving a Direct Delivery
- Receiving a Warehouse Delivery
- Creating an Inventory Adjustment
- Creating a Return
- Performing a Stock Count
- Receiving a Customer Order Delivery

**Figure: *Extended Attribute Setup PC Screen Flow – PC***





## Attributes-Configuration

The list of extended attributes is pre-populated based on the industry standards for the GS1 DataBar. The Name and Description will be defaulted based on the standards but can be changed to a more meaningful name for the client. Since the client will likely only use a subset of the available GS1 codes they will scan on the product, the client may repurpose some of the codes for capturing data manually.

With the appropriate security permissions, the user is able to assign the extended attributes to capture for a particular item hierarchy. This allows the user entering the extended attribute data on the transaction to capture only the necessary information and provides a more efficient and more accurate way to manage the data entry. This is especially helpful when entering the data from the handheld.

The user will also have the ability to assign the order in which the fields will display for data entry purposes.

A maximum of 10 extended attributes can be assigned to a department/class/sub-class item hierarchy.

## Attributes-Processing

The attributes can either be added by scanning a GS1 DataBar by using a handheld or the Advanced Item Entry Popup or manually adding the information from this screen. The attributes captured for the item can also be removed for either manual capture or from scanning.

The pre-configured fields displayed on this screen will be based on the item displayed on the top of this screen. The system will display the extended attributes assigned to this item hierarchy.

There are no validations on the data entered with the exception of dates entered in date format and fields defined as a number must contain numbers. These field level definitions are based on the GS1 Industry Standards. For example, the GS1 Standards define the country of origin to contain a 3 digit number (ISO) industry standard country code. However, the system will not validate the 3 digit number is one that is defined by ISO, but only that the user has entered a number in that field. The client will need to understand which 3 digit codes to use when manually entering the data in the form.

The system will only store the unique combination of all fields on this screen. If the user scans more than one item with the same attribute values, the quantity will be increased by 1. For example: the user scans each unit for the same item. There are three units, but two of them have the same batch, country of origin, and sell by dates, etc. There will be two records added, one record will have a scan quantity of 1 and the other will have a scan quantity of 2.



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# System and Store Administration

This chapter includes information on system and store administration.

## 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.
- **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.

---

### 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 permissions for the handheld 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.
  - \* **MPS Worker Types**  
MPS Worker Types allow the user to identify how often the system will check the SIM integration layer for new messages generated by external systems.
  - \* **MPS Staged Messages**  
The MPS staged messages UI allows a user to validate the content of message and if needed manually restarts the message for polling purposes.
- **Print Setup**
  - \* **Print Formats**  
Tickets and labels can be setup here and a default printer can be assigned to them. In addition, it is possible to assign a default printer to print reports.

---

**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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- \* Hierarchy Format

Formats can be assigned to specific price events (regular price changes, clearance and promotions) by merchandise hierarchy. The format assignments can be managed for multiple stores at one time.

- \* UDA Print Setup

SIM can automatically generate tickets and labels for items when user-defined attribute (UDA) values change. The UDA Print Setup function allows you to define whether new tickets or labels, or both, should be printed automatically when particular UDA values change.

- \* Printers

Includes a list of printers, such as the routing code or network address for a printer, description by which you can identify the printer within your organization, and the type of printer.

- Setup

- SIM Stores

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

- \* SIM Managed Stores

User can setup 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. Additionally, when a new store is added to the enterprise, the store defaults admin may be used to quickly configure the store.

- UIN Attributes

Unique Identification Numbers also referred to as UIN's, are used to identify pre-defined or system generated serial numbers. There are various rules based on the type of UIN. If the UIN is system generated, the label used to print the auto generated SN, may be identified by merchandise hierarchy.

- 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.

- Return Reason Codes

Users can add, change, and delete reason codes used for returns. In addition to showing the reasons for returns, reason codes also specify how returns affect stock on hand, unavailable inventory, or customer order reserve inventory. Users can also use sub-buckets, which allows users to segregate the unavailable inventory bucket into various slots for specific reasons.

- Tolerances

This section allows for tolerances for Adhoc Stock Counts as well as Customer Order Picking.

- Extended Attributes

Retailers may have a need to capture additional data about an item such as Batch/lot numbers, expiration/use by dates, best before/sell by dates and country of origin. The list of extended attributes is pre-populated based on the industry standards for the GS1 DataBar. These attributes can hold additional data about an item on a particular transaction. The extended attributes are assigned by Department/Class/Sub-Class in order to configure which attributes are applicable for an item belonging to the appropriate merchandise hierarchy.

**Figure: Store Administration PC Screen Flow**

## 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 setup 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
- Shelf Replenishment
- Wastage
- Item Requests
- Auto Ticket Print

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
- Auto Ticket Print
- Shelf Replenishment Lists

## 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

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

The Store Admin window opens.

**Figure: The Store Admin Window**

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: Store Administration Options**

Topic	Store Administration Option	Valid Values	Default Value	Description
Admin	Auto Apply Advanced Item Entry	Yes, No	No	If Yes, auto application to the transaction occurs. Items are added and UINs are captured, if necessary. If No, when the item is entered, the item will not be added to the transaction.
Admin	Enable Item Disposition in Transaction Updates	Yes, No	Yes	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. If No, the system does not look for the reason code in the web service message.
Admin	Manifesting Weight UOM	List of weight UOMs from the weight table in DB		The UOM selected for this configuration will be used as the Weight UOM for the weight on the BOL in store to store transfers, customer order deliveries and returns.
Admin	UIN Processing Enabled	Yes, No	No	Dictates whether any of the UIN functionality is available within SIM for each store. If the parameter is <b>No</b> , then none of the UIN buttons or fields will be present in the application.

Admin	Use Advanced Item Entry	Yes, No	Yes	<p>If Yes, the Advanced Item Entry popup window will automatically be open when entering the functional areas that use the popup.</p> <p>If No, the Advanced Item Entry popup window will not automatically be open. The user can still use the 'Scanner' button to open it.</p>
Admin	Use Extended Attribute Entry	Yes, No	No	<p>If Yes, the user may edit or capture the extended attributes manually.</p> <p>If No, the user is not able to edit or manually capture extended attributes on either the PC or HH.</p>
Customer Order	Auto Pick Mixed Containers	Yes, No	No	<p>If Yes, SIM will auto pick if the containers mixed with customer orders and non customer orders.</p> <p>If No, SIM will not do auto pick if the containers mixed with customer orders and without customer orders.</p>
Customer Order	Auto Pick On Receive - Direct Delivery	Yes, No	No	<p>If Yes, SIM will automatically fill in the pick quantities on the customer order when receiving the DSD.</p> <p>If No, SIM will not do anything related to picking at the time of receiving.</p>
Customer Order	Auto Pick On Receive - Transfer	Yes, No	No	<p>If Yes, SIM will automatically fill in the pick quantities on the customer order when receiving. This can only happen if the customer order record has already come into the system. If there is no customer order, the auto picking will not happen at the time of receiving, rather it will occur when the customer order comes in.</p> <p>If No, SIM will not pick</p>

when receiving goods in transfer receiving.

Customer Order	Auto Pick on Receive – Warehouse Delivery	Yes, No	No	<p>If Yes, SIM will automatically fill in the pick quantities on the customer order when receiving. This can only happen if the customer order record has already come into the system. If there is no customer order, the auto picking will not happen at the time of receiving, rather it will occur when the customer order comes in.</p> <p>If No, SIM will not pick when receiving goods in warehouse receiving.</p>
Customer Order	Default Customer Order Picking Method	Bin, SIM Customer Order	SIM Customer Order	Determines the default picking method displayed when Creating a Customer Order Pick transaction.
Customer Order	Default Number of Bins	1-999	1	Determines the number of bins to default into the Bin Qty field if the user selects Bin as the pick type when creating the pick.
Customer Order	Dispatch Validate	Ship Submit, Ship Direct	Ship Direct	<p>If Ship Direct, SIM will control all processes. The user will be able to go from create/edit directly to dispatch.</p> <p>If Ship Submit, this option will require the user to press the Submit button, and require a specific press of the dispatch button. An additional option is that an external system will generate a dispatch message through a standard web service.</p>

Customer Order	Generate Bins	Manual, System	System	<p>If System, SIM will automatically generate the bin/order numbers when the pick is created.</p> <p>If Manual, SIM will need to prompt the user to capture the bin/order numbers that are being used for the labels on the bins</p>
Customer Order	Handheld Picking Mode	Scan Every Item, Enter Pick Quantity	Enter Pick Quantity	<p>If Enter Pick Qty, the user will need to manually enter the pick quantity and then scan the item to validate it is the correct item.</p> <p>If Scan Every Item, on the HH the user will be required to scan each instance of the item on the pick and then scan the bin, if required, instead of manually entering a pick quantity for all items picked. This method ensures every item is validated as the correct item to pick.</p>
Customer Order	Item Substitution - Store Discretion	Yes, No	No	<p>If Yes, the user will be allowed to choose any item to substitute. An item lookup feature on the PC will allow the user to search for an item to select.</p> <p>If No, the user will be restricted to scanning/entering an item that exists on the list of approved substitute items defined by RMS.</p>
Customer Order	Override Bin Quantity	Yes, No	No	Determines whether or not the user will be allowed to override the number of bins displayed in the 'Bin Qty' field as defined in the 'Default Number of Bins' parameter.
Customer Order	Picking Required for Customer Orders	Yes, No	Yes	<p>If Yes, it defines if the customer order must be picked first in order for it to be delivered.</p> <p>If No, picking is not</p>

required in order to create a delivery.

Customer Order	Pre-shipment Notification	Yes, No	No	<p>If Yes, SIM will publish a pre-shipment message.</p> <p>If No, SIM will not publish a pre-shipment message.</p>
Customer Order	Reserve Customer Order Inventory Upon Receiving	Yes, No	No	<p>If Yes, then the customer order reserved will be incremented upon receiving a delivery (warehouse delivery, store transfer, or DSD) for a customer order. This is assuming the customer order already exists in the system.</p> <p>If No, the customer order reserved is incremented upon the customer order entering the system.</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>

Direct Delivery	Direct Delivery Default to Shopfloor Receiving	Yes, No	No	<p>If Yes, SIM defaults the Receive to Shopfloor checkbox to marked on the Direct Store Delivery Detail screen.</p> <p>If No, SIM defaults the checkbox to blank.</p>
Direct Delivery	Direct Delivery Invoice Entry	Unique	Enabled, Disabled, Unique	<p>If Enabled, entry of invoice numbers is allowed.</p> <p>If Disabled, invoice numbers will not be allowed to be entered and will not be displayed on the screen.</p> <p>If Unique, entry of invoices is allowed, but not duplicates. Duplicates are checked by supplier.</p>
Direct Delivery	Direct Delivery Receive Item Capacity	Yes, No	No	<p>If Yes, SIM considers shelf capacity when receiving the delivery to the shopfloor. Excess capacity will be received in the backroom.</p> <p>If No, SIM does not consider shelf capacity.</p>
External Finisher	External Finisher Auto Receive	Not allowed, External Message, Date Driven	Not allowed	<p>This parameter drives the following functionality:</p> <p><b>Not allowed</b> follows standard receiving process.</p> <p><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.</p> <p><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.</p>

External Finisher	External Finisher Auto Receive Number of Days	0-99 0 means immediate receiving 1 means today (EOD) 2 means EOD tomorrow x means EOD x days starting from today	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.
Returns	Dispatch Validate	Ship Submit, Ship Direct	Ship Direct	If Ship Direct, SIM will control all processes. The user will be able to go from create/edit directly to dispatch.  If Ship Submit, This option will require the user to press the Submit button, and require a specific press of the dispatch button. An additional option is that an external system will generate a dispatch message through a standard web service.
Returns	Pre-shipment notification	Yes, No	No	If Yes, SIM will publish a pre-shipment message. If No, SIM will not publish a pre-shipment message.

Returns	Return Carrier Default	Third Party, Sender, Receiver	Third Party	<p>If Sender, sender will be selected for Carrier Type on BOL.</p> <p>If Receiver, receiver will be selected for the Carrier type on BOL.</p> <p>If Third Party, third party will be selected for the Carrier type on the BOL. The type (drop down) will be defaulted to Other.</p>
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.
Shelf Replenishment	Replenishment – At Case Level	Yes, No	No	<p>If Yes, the UOM, for replenishing the shelves, will default to Cases on both the PC and HH.</p> <p>If No, the UOM will default to eaches.</p> <p>Note: the user may toggle between cases and standard UOM regardless of the parameter setting.</p>
Shelf Replenishment	Replenishment – Delivery Bay Inventory	Yes, No	Yes	This option allows you to turn on or off the delivery bay functionality.
Shelf Replenishment	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 shelf replenishment lists.
Shelf Replenishment	Replenishment – Handheld Picking Mode	Enter Pick Quantity, Scan Every Item	Enter Pick Quantity	<p>If Enter Pick Quantity, the quantity is entered and then the item is scanned during the pick process.</p> <p>If Scan Every Item, the item is scanned every time and the quantity will be determined by the number of times scanned.</p>



Shelf Replenishment	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.
Shelf Replenishment	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.
Shelf Replenishment	Replenishment – Item Substitution Store Discretion	Yes, No	No	If Yes, any item may be selected to substitute. If No, only an approved substitute item may be selected.
Shelf Replenishment	Replenishment – Shopfloor to Capacity	Yes, No	No	If Yes, the shopfloor is set to equal the capacity at the beginning of each day. If No, the shopfloor is not reset.
Shelf Replenishment	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 shelf replenishment lists.
Shelf Replenishment	Shelf Adjustment List Printing	Manual, Automatic	Manual	If Automatic, the report and tickets will print automatically when performing a shelf adjustment. If Manual, the user will need to initiate the printing of the shelf adjustment.

Stock Counts	Display Late Inventory Adjustment Message	Yes, No	Yes	<p>If the value is Yes, when the user is confirming a Stock Count in the Authorization phase and In Progress Inventory Adjustments exist with items on the Stock count, a message is displayed alerting the user.</p> <p>Additionally, if a user is confirming or approving an inventory adjustment with items on an open stock count, a message is also displayed to the user.</p> <p>If the value is No, the user is not prompted and the system will ignore any In Progress inventory adjustments.</p>
Stock Counts	Stock Count Default Timeframe	Before Store Open, After Store Close	Before Store Open	<p>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.</p> <p>If RMS is implemented with SIM, this setting must be set to After Store Close because of the way transactions are processed during a Unit and Amount Stock Count.</p>
Ticketing	Auto Generate Item Tickets for Clearance Price Changes	Yes, No	No	<p>If Yes, a new item ticket is sent to the ticketing dialog when a clearance price event comes from the pricing system.</p> <p>If No, a new item ticket is not generated.</p>
Ticketing	Auto Generate Item Tickets for Promotion Price Changes	Yes, No	No	<p>If Yes, a new item ticket is sent to the ticketing dialog when a promotion price event comes from the pricing system.</p> <p>If No, a new item ticket is not generated.</p>
Ticketing	Auto Generate Item Tickets for Regular Price Changes	Yes, No	No	<p>If Yes, a new item ticket is sent to the ticketing dialog when a regular price event</p>

				comes from the pricing system. If No, a new item ticket is not generated.
Ticketing	Auto Generate Shelf Edge Labels for Clearance Price Changes	Yes, No	No	If Yes, a new shelf label is sent to the ticketing dialog when a clearance price event comes from the pricing system. If No, a new shelf label is not generated.
Ticketing	Auto Generate Shelf Edge Labels for Promotion Price Changes	Yes, No	No	If Yes, a new shelf label is sent to the ticketing dialog when a clearance price event comes from the pricing system. If No, a new shelf label is not generated.
Ticketing	Auto Generate Shelf Edge Labels for Regular Price Changes	Yes, No	No	If Yes, a new shelf label is sent to the ticketing dialog when a clearance price event comes from the pricing system. If No, a new shelf label is not generated.
Ticketing	Maximum Ticket Quantity to Print	1-10000	500	This determines the maximum ticket size to print in one command and is used in auto ticket printing batch and Ticketing dialog. If the ticket quantity is exceeded on the UI, a warning message is displayed. If the ticket quantity is exceeded when printing, the tickets are sent in multiples of the maximum defined.
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 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 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	Dispatch Validate	Ship Submit, Ship Direct	Ship Direct	<p>If Ship Direct, SIM will control all processes. The user will be able to go from create/edit directly to dispatch.</p> <p>If Ship Submit, this option will require the user to press the Submit button, and require a specific press of the dispatch button. An additional option is that an external system will generate a dispatch message through a standard web service.</p>
Transfers	Pre-shipment Notification	Yes, No	No	<p>If Yes, SIM will publish a pre-shipment message.</p> <p>If No, SIM will not publish a pre-shipment message.</p>

Transfers	Store Auto Receive	Not Allowed, External Message, Date Driven	Not Allowed	<p>This parameter drives the following functionality:</p> <p><b>Not allowed</b> follows standard Transfer receive process.</p> <p><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.</p> <p><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.</p>
Transfers	Store Auto Receive Number of Days	0-99 <b>0</b> means immediate receiving <b>1</b> means today (EOD) <b>2</b> means EOD tomorrow <b>x</b> means EOD <i>x</i> days starting from today	0	A batch program auto-receives any store transfers that have not been closed <i>x</i> days after they have been shipped, if the store auto-receive parameters are set.
Transfers	Store To Store Carrier Default	Third Party, Sender, Receiver	Third Party	<p>If Sender, sender will be selected for Carrier Type on BOL.</p> <p>If Receiver, receiver will be selected for the Carrier type on BOL.</p> <p>If Third Party, Third Party will be selected for the Carrier type on the BOL. The type (drop down) will be defaulted to Other.</p>

Warehouse Delivery	Warehouse 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 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>▪ <b>0</b> means immediate receiving</li><li>▪ <b>1</b> means today (EOD)</li><li>▪ <b>2</b> means EOD tomorrow</li><li>▪ <b>x</b> means EOD x days starting from today</li></ul>	0	<p>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.</p>

Warehouse Delivery	Warehouse Default to Shopfloor Receive	Yes, No	No	<p>If Yes, SIM defaults the Receive to Shopfloor checkbox to marked on the Warehouse Delivery Detail screen.</p> <p>If No, SIM defaults the checkbox to blank.</p>
Warehouse Delivery	Warehouse Receive Item Capacity	Yes, No	No	<p>If Yes, SIM considers shelf capacity when receiving the delivery to the shopfloor. Excess capacity will be received in the backroom.</p> <p>If No, SIM does not consider shelf capacity.</p>
Web Service Enablement	Manifest Customer Order Deliveries	Yes, No	No	<p>If Yes, the Manifesting system will be called.</p> <p>If No, the Manifesting system will not be called.</p>
Web Service Enablement	Manifest Returns - Finisher	Yes, No	No	<p>If Yes, the Manifesting system will be called for Return to Finisher.</p> <p>If No, the Manifesting system will not be called.</p>
Web Service Enablement	Manifest Returns - Supplier	Yes, No	No	<p>If Yes, the Manifesting system will be called for Return to Supplier.</p> <p>If No, the Manifesting system will not be called.</p>
Web Service Enablement	Manifest Returns - Warehouse	Yes, No	No	<p>If Yes, the Manifesting system will be called for Return to Warehouse.</p> <p>If No, the Manifesting system will not be called.</p>
Web Service Enablement	Manifest Store to Store Transfer	Yes, No	No	<p>If Yes, the Manifesting system will be called for Store to Store Transfers.</p> <p>If No, the Manifesting system will not be called.</p>
Web Service Enablement	OMS Customer Order Delivery Validation	Yes, No	No	<p>If Yes, the OMS system will be called for validating delivery status and quantities before completing the dispatch.</p> <p>If No, the OMS system will not be called.</p>

## 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:

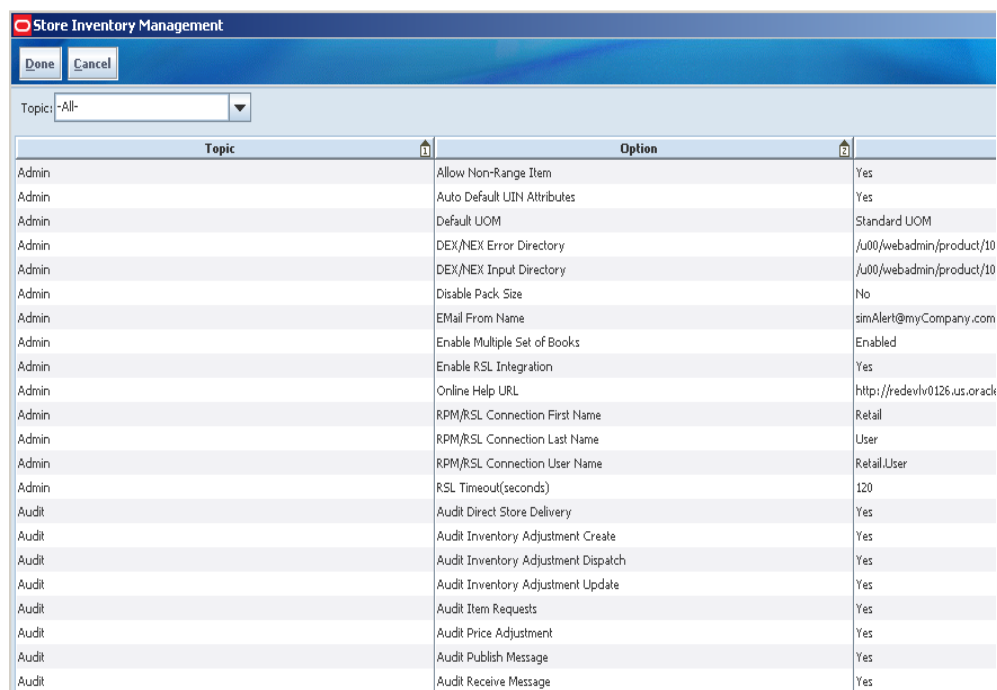
- Receiving and shipping options
- Audit options
- Transaction adjustment options
- Days-to-hold options
- System usability options
- Customer order
- E-mail options
- Stock count options
- Warehouse receiving options
- Transfer options
- Time Zone options
- Miscellaneous options

## Set System Options

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

The System Admin window opens.

**Figure: The System Admin Window**



Topic	Option	
Admin	Allow Non-Range Item	Yes
Admin	Auto Default UIN Attributes	Yes
Admin	Default UOM	Standard UOM
Admin	DEX/NEX Error Directory	/u00/webadmin/product/10
Admin	DEX/NEX Input Directory	/u00/webadmin/product/10
Admin	Disable Pack Size	No
Admin	Email From Name	simAlert@myCompany.com
Admin	Enable Multiple Set of Books	Enabled
Admin	Enable RSL Integration	Yes
Admin	Online Help URL	http://redextiv0126.us.oracle
Admin	RPM/RSL Connection First Name	Retail
Admin	RPM/RSL Connection Last Name	User
Admin	RPM/RSL Connection User Name	RetailUser
Admin	RSL Timeout(seconds)	120
Audit	Audit Direct Store Delivery	Yes
Audit	Audit Inventory Adjustment Create	Yes
Audit	Audit Inventory Adjustment Dispatch	Yes
Audit	Audit Inventory Adjustment Update	Yes
Audit	Audit Item Requests	Yes
Audit	Audit Price Adjustment	Yes
Audit	Audit Publish Message	Yes
Audit	Audit Receive Message	Yes



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: 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 for date field in external files	yyyyMMdd HHmmss	Date (14)	Indicates date/time item was physically counted by the third party.
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	Dictates where the error directory is located for Direct Delivery DexNex files. For example: <code>/u00/webadmin/product/10.1.3_9/OAS/user_projects/domains/java_domain/error</code> <code>n</code>
DexNex Input Directory	Editable text field	NA	Dictates where the input directory is located for Direct Delivery DexNex files. For example: <code>/u00/webadmin/product/10.1.3_9/OAS/user_projects/domains/java_domain/input</code> See the <i>Oracle Retail Store Inventory Management Operations Guide</i> for details on DexNex batch file processing.
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 Extended Attributes	Yes, No	No	If Yes, the system will capture the extended attributes when scanning a GS1 DataBar. If No, the Ext. Attribute button and menu option will not be available on the PC or HH.
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 sub buckets	Yes, No	Yes	If Yes, Sub-buckets will be used throughout the application. The Adjust Unavailable Qty bucket will be divided into sub-buckets and the sub-buckets will be updated appropriately when inventory updates are made.  If No, Sub-buckets will not be used in the system, and they will not be displayed. The adjust unavailable qty will be used.
Online Help URL	Editable text field	NA	@online.help.url@

**Table: 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).
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 <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: Topic: Customer Order Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Customer Order Receipt Email Alert	Yes, No	No	If Yes, generate notification for customer order receipts.
Minutes to Hold New Customer Order Before Sending Email Alert	0-99	5	Dictates the time interval in minutes to send a follow-up message to a store associated after a customer order has arrived, but no-one has accessed the customer order.
Minutes to Hold Open Customer Order Pick Before Sending Email Alert	0-99	15	Dictate the time interval in minutes to send a follow-up message to a store associated after a pick list has been created but no-one has started the pick list.
New Customer Order Email Alert	Yes, No	No	If Yes, generates notification for new cross channel customer orders.

**Table: 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 a notification when a Customer Order comes into the system.
Direct Delivery Default Identify by PO	Yes, No	Yes	When starting to identify a direct delivery on the PC, the user can choose to start with the 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 Yes, SIM sends a null unit cost to the merchandising system, if the Delivery unit cost equals the Supplier Country unit cost. If No, SIM always sends unit cost to the merchandising system.
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.
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**Table: Topic: External Finisher Options**

System Administration Option	Valid Values	Default Value	Description
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 workflow will display finisher details.</p>

**Table: 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 cancelled templates	Numeric	30	Indicates the number of days that Canceled Templates will be held in the system before being purged.
Days to Hold Completed Customer Orders	Numeric	4	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	5	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 Customer Orders	Numeric	180	Indicates the number of days to hold a customer order in the system.
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 item price	Numeric	30	Indicates the number of days to hold an expired item price in the system.
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.
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 Price Change worksheet records	Numeric	30	All price change worksheet 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. 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	10	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 Cancelled Request, <b>Completed Approved</b> , or <b>Completed Rejected</b> status.
Days to Hold Related Items	Numeric	60	Indicates how long related items are kept in the system.
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	120	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.
Days to Hold Shelf Adjustment Lists	Numeric	30	Indicates how long shelf adjustments should be kept in the system.
Days to Hold Shelf Replenishments	Numeric	30	Indicates how long shelf replenishments should be kept in the system.
Days to Hold Transaction History	Numeric	10	Indicates how long transaction history should be kept in the system.
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: Topic: Receiving Options**

System Administration Option	Valid Values	Default Value	Description
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. This configuration applies to transfer receiving, direct deliveries, and to the item level only on warehouse receiving.

**Table: Topic: Reporting Options**

System Administration Option	Valid Values	Default Value	Description
Reporting Tool URL			http://<bip_host>:<bip_port>/<bip_deployment>. This URL is used as the reference to the BIP deployment for printing reports and viewing reports from the SIM PC client in a browser.

**Table: Topic: Returns Options**

System Administration Option	Valid Values	Default Value	Description
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	<p>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.</p> <p>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.</p>	Yes	<p>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.</p> <p><b>Note:</b> Regardless of the indicator, SIM should always be able to dispatch the RTV if it was created in an external system.</p>
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Table: Topic: Security Options

System Administration Option	Valid Values	Default Value	Description
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 that are defined as temporary, this will limit the time before Deactivating a temporary user.</p> <p>If the value is set to <b>0</b>, 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>
User Security Mode	Internal Authentication/ Authorization	Internal Authentication/ Authorization	<p>Internal Authentication/ Authorization: SIM has full control of Authentication, user creation and store/role assignments.</p> <p>Internal Authentication/ Authorization: Indicates that a hybrid approach will be used for authentication that allows users to be managed in an internal systems. SIM will try to authenticate the user internally with the password that was used during the last successful authentication.</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 External/Internal Authentication.</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 authentication 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 External/Internal Authorization.</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 authorization process.</p>

**Table: Topic: Stock Count Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
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 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.
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>

Unit & Amount Stock Count Sales Processing	Timestamp Processing, Daily Sales Processing	Timestamp Processing	<p>This parameter will determine what kind of sales processing will be used for sales that are uploaded during a unit and amount stock count process.</p> <p>If Timestamp Processing, the user will not have to select a time period for the stock count. Sales data will have a timestamp on when the sale or return happened. This sales data timestamp will be compared against the timestamps taken during the stock count.</p> <p>If Daily Sales Processing, a timestamp will not be used and the user will need to select whether the stock count will occur before or after business hours so that SIM will know how to handle late sales.</p> <p>If RMS is implemented with SIM, the setting must be set to Daily Sales Processing to correspond with the way RMS processes the transactions occurring during a Unit and Amount Stock Count.</p>
Unit Stock Count Sales Processing	Timestamp Processing, Daily Sales Processing	Timestamp Processing	<p>This parameter will determine what kind of sales processing will be used for sales that are uploaded during a unit stock count process.</p> <p>If Timestamp Processing, the user will not have to select a time period for the stock count. Sales data will have a timestamp on when the sale or return happened. This sales data timestamp will be compared against the timestamps taken during the stock count.</p> <p>If Daily Sales Processing, a timestamp will not be used and the user will need to select whether the stock count will occur before or after business hours so that SIM will know how to handle late sales.</p>
Updating Stock On Hand	Discrepant Items Only, All Items	Discrepant Items Only	<p>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.</p>

**Table: 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: 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 Customer Orders	Yes, No	Yes	Dictates whether the Customer Order data being loaded into the system is in GMT.
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 is 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 POS Sale Import process	Yes, No	No	Indicates whether or not the POS Sales data is being loaded into the system are in GMT.

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.
Enable GMT for Receiving	Yes, No	No	Indicates whether or not receiving messages need to be published in GMT or not.
Enable GMT for ReSA sale import process	Yes, No	No	Indicates whether or not ReSA sales data is being loaded into the system in GMT.
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 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.
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: Topic: Transfers Options**

System Administration Option	Valid Values	Default Value	Description
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	100	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	No	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	No	If this option is set to <b>Yes</b> , an e-mail alert is sent when the sending store dispatches a transfer.
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</p>

perspective in RMS, there is a large implication.

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 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 made.
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: Topic: User Interface Options**

<b>System Administration Option</b>	<b>Valid Values</b>	<b>Default Value</b>	<b>Description</b>
Display HH Length: Diff 1	Numeric	6	This option sets the display of the first differentiator on the handheld 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. 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	6	This option sets the display of the second differentiator on the handheld 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. 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	6	This option sets the display of the third differentiator on the handheld 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. 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	6	This option sets the display of the fourth differentiator on the handheld 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. 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 and the PC.
Display Item Image Button	Yes, No	No	If <b>Yes</b> , an Image button is displayed on the Item Lookup Detail screen.  If <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 performanc e limitation configurati on setting.	2890	This option will determine the maximum number of items allowed on an Item Request.
Problem Line UI Limit	Not to exceed the value of the UI performanc e limitation configurati on 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.
Search Limit Default for Customer Order Management	0-999	500	This parameter indicates the default search limit for Customer Order Management.
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	500	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 Ticketing	1 - 999	500	This parameter indicates the default search limit for Ticket Lookup.
Search Limit Default for Transaction History	1-999	500	This parameter indicates the default search limit for Transaction History.
Search Limit Default for UIN Resolution	1 - 999	500	This parameter indicates the default search limit on the UIN Resolution List Screen and Filter.

Shelf Replenishment 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 Shelf Replenishment List. This check will occur in addition to and after the application limits the transaction based on the pick list system parameters.
Unit and Amount Count UI Limit	Not to exceed the value of the UI performance limitation configuration setting.	10	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.	10000	This option will determine the maximum number of line items allowed on a Unit stock count.

**Table: Topic: UIN Options**

System Administration Option	Valid Values	Default Value	Description
Allow Unexpected UINs	Yes, No	Yes	<p>If <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 <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>
External Finisher UIN Qty Discrep Email Alert	Yes, No	Yes	<p>If Yes, an email notification is generated when there is a discrepancy with the number of UINs on a Finisher Return and the received quantity.</p> <p>If No, an email notification is not generated.</p>

Over Received Quantity Email Alert	Yes, No	Yes	<p>If Yes, an email notification is generated when more than the expected quantity has been received and the store parameter 'Direct Delivery Auto Remove Over Received Quantity' is set to 'Yes'. The email alert will list the UINs marked for removal.</p> <p>If No, an email notification is not generated.</p>
Secondary ASN UIN Qty Discrep Email Alert	Yes, No	Yes	<p>If Yes, an email notification is generated when there is a discrepancy with the number of UINs on the secondary ASN and the received quantity.</p> <p>If No, an email notification is not generated.</p>
Warehouse/Store UIN Qty Discrep Email Alert	Yes, No	Yes	<p>If Yes, an email notification is generated when there is a discrepancy with the number of UINs on an ASN and the received quantity.</p> <p>If No, an email notification is not generated.</p>

**Table: Topic: Warehouse Delivery Options**

System Administration Option	Valid Values	Default Value	Description
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	100	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; 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 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.





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# Reporting

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

In SIM 14 reports will be accessed through BI Publisher 11g.

## 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

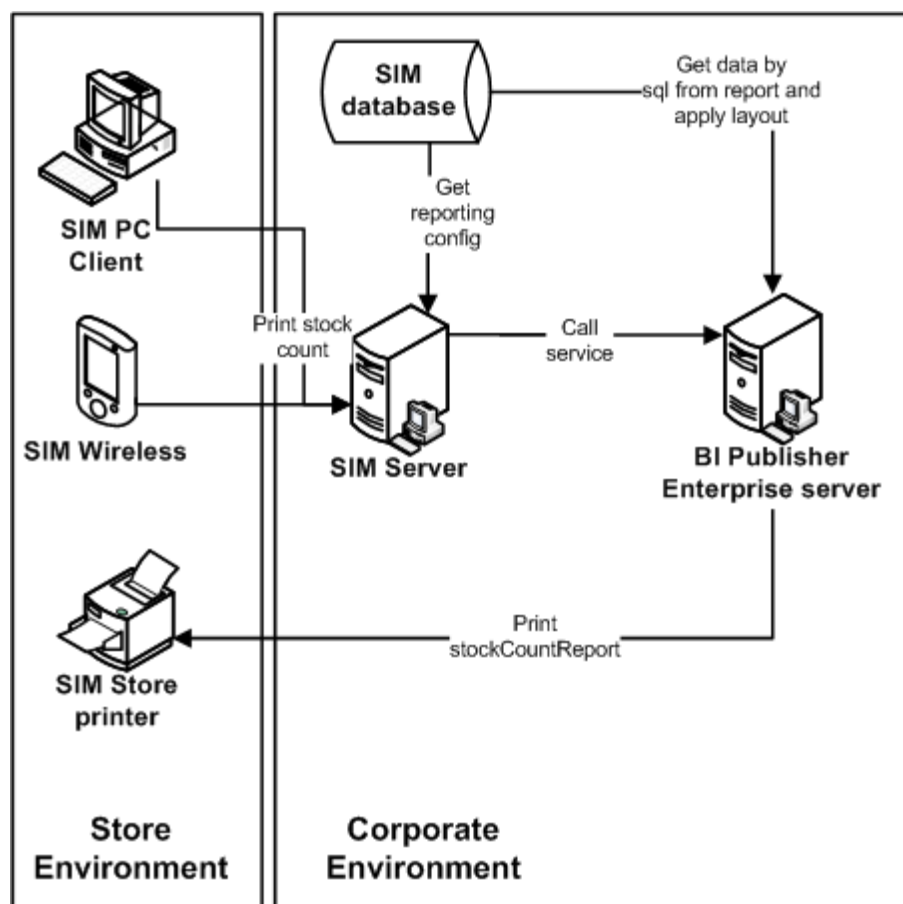
The following section describes the SIM reporting framework.

### 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: 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 (STORE\_PRINTER) refer only to the logical name of the printer. That logical name is setup using BIP-admin, for example, **myPrinter1**. Use BIPublisher to configure **myPrinter1** with specifics.

## SIM Operational Reports

The following are the SIM Operational Reports.

**Table: Operational Reports**

Report Name	Report Parameters	Primary Views or Tables
BolReturnReport	Return_ID, COPIES	rppt_return_bol_v
BolTransferReport	Transfer_ID, COPIES	rppt_transfer_bol_v
CustomerOrderBinLabelReport	BIN_ID, SIM_CUSTOMER_ORDER_I D, COPIES	FUL_ORD, FUL_ORD_BIN
CustomerOrderDeliveryBOLRe port	Delivery_Id, Store_Timezone, COPIES	RPRT_FUL_ORD_DLV_BOL_V
CustomerOrderDeliveryReport	Delivery_Id, Store_Timezone, COPIES	RPRT_FUL_ORD_DLV_V
CustomerOrderPickDiscrepanc yReport	Store_Timezone, Pick_Id, COPIES	RPRT_FUL_ORD_PICK_DISC_ V
CustomerOrderPickReport	Store_Timezone, Pick_Id, COPIES	RPRT_FUL_ORD_PICK_V
CustomerOrderReport	Order_Id, Store_Timezone, COPIES	RPRT_FUL_ORD_V
CustomerOrderReversePickRep ort	Reverse_Pick_Id, Store_Timezone, COPIES	RPRT_FUL_ORD_RV_PICK_V
DirectDeliveryDiscrepantItems Report	RECEIPT_ID, COPIES	rppt_dsd_discrepant_itm_v
DirectDeliveryReport	Receipt_ID, Store_Timezone, COPIES	rppt_dsd_v
InventoryAdjustmentReport	Inv_Adj_ID, Store_Timezone, COPIES	RPRT_INV_ADJUST_V, CONFIG_SYSTEM
ItemBasketDefaultReport	ITEM_BASKET_ID, CUST_REF, COPIES	No view, report is rendered using pass through parameters
ItemDetailReport	ITEMID, STOREID, Store_Timezone, COPIES	STORE_SEQUENCE_ITEM, STORE_SEQUENCE_AREA, REPORT_FORMAT, ALLOCATION, ITEM, WAREHOUSE, RPRT_ITEM_DETAIL_V

ItemRequestReport	Item_Request_ID, Store_Timezone, COPIES	rppt_item_request_v
ReturnReport	Return_ID, Store_Timezone, COPIES	RPRT_RETURN_V
ShelfAdjustmentReport	SHELF_ADJUST_ID, Store_Timezone, COPIES	RPRT_SHELF_ADJUST_V
ShelfReplenishmentReport	SHELF_REPLENISH_ID, Store_Timezone, COPIES	RPRT_SHELF_REPLENISH_V
StockCountAllLocReport	STORE_ID, STOCK_COUNT_ID, COPIES	RPRT_STOCK_COUNT_V
StockCountExportReport	STOCK_COUNT_ID, COPIES	stock_count_line_item
StockCountRejectedItemReport	STORE_ID, COPIES	RPRT_STOCK_COUNT_NOF_V
StockCountReport	STOCK_COUNT_ID, LOCATION_ID, Store_Timezone, PHASE, COPIES	RPRT_STOCK_COUNT_V
StoreOrderReport	STORE_ORDER_ID, COPIES	print_store_order, print_store_order_item, store
TransferReport	Transfer_ID, Store_Timezone, COPIES	RPRT_TRANSFER_V
WarehouseDeliveryReport	Document_ID, Store_Timezone, COPIES	RPRT_WAREHOUSE_SHIPMENT_V

## Report Formats

The following section describes the report formats.

**Figure: BolReturnReport**

Bol ID: 4		Return ID: 3	
Create date: 12/22/2013		Create User: EXTERNAL	
<b>SENDER</b> Hardcoded Corporate Name Hardcoded Corporate Address 1 Hardcoded Corporate Address 2 Hardcoded Corporate Address 3 Hardcoded Corporate Address 4 City State ZIP Country		<b>RECEIVER</b> Dalmiya Group Site 1 test KA 88888 IN	
<b>SHIP FROM</b> 1700 - Best Buy Stores test test NY 9090 US		<b>SHIP TO</b> Dalmiya Group Site 1 test test KA 88888 IN Phone: 888-888-8888	
<b>CARRIER</b> ◊ SENDER ◊ RECEIVER ◊ THIRD PARTY Carrier Name: Carrier Address:		Requested Pick-Up Date:  Carrier Signature:  Dispatch Date:	
TYPE: R			
<u>Item</u>	<u>Primary UPC</u>	<u>Description</u>	<u>UOM</u>
100019500		mobile	EA
100019518		mobile	EA
<b>TOTALS</b>			
			<b>LINES</b>
			2
Legalese fine print			
Comments			
Driver signature	Date	Receiver signature	Date

Figure: *BolTransferReport*

<b>Bol ID:</b> 102 <b>Create date:</b> 1/8/2014		<b>Transfer ID:</b> 61 <b>Create User:</b> Nithin	
<b>SENDER</b> Hardcoded Corporate Name Hardcoded Corporate Address 1 Hardcoded Corporate Address 2 Hardcoded Corporate Address 3 Hardcoded Corporate Address 4 City State ZIP Country		<b>RECEIVER</b> Indianapolis	
<b>SHIP FROM</b> 1311 - Chicago* 123 Street Anytown Anycity MN 50250 US		<b>SHIP TO</b>	
<b>CARRIER</b> ◊ SENDER ◊ RECEIVER ◊ THIRD PARTY Carrier Name: Carrier Address:		Requested Pick-Up Date:  Carrier Signature:  Dispatch Date:	
<b>TYPE : T</b>			
<b>Item</b>	<b>Primary UPC</b>	<b>Description</b>	<b>UOM</b>
100000382		Test Item 100000382	EA
<b>TOTALS</b>			
Legalese fine print			<b>LINES</b>
<b>Comments</b>			
Driver signature	Date	Receiver signature	Date

Page 1 of 1

Figure: *CustomerOrderBinLabelReport*

<b>CUSTOMER ORDER ID: 124</b>
<b>BIN #: 16</b>
<b>16</b>

Figure: CustomerOrderDeliveryBOLReport

**ORACLE'**

BOL ID: 401  
 Delivery ID: 41  
 Customer Order ID: 20002

Date: Create null

**Ship To:**  
 Delivery First Name Delivery Last  
 Name  
 Delivery Address 1  
 Delivery Address 2  
 Delivery Address 3  
 Delivery City, WI Delivery Postal  
 Code  
 USA

Item	Description	Substitute	UOM	Qty	Price	Amount
100026005	Ham's Bear Beer		EA		9.99	139.86

Comments

Legalese Fine Print

Delivery Charge \$8.99  
 TOTAL LINES 1

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Figure: CustomerOrderDeliveryReport

**Customer Order Delivery Report**

**ORACLE'**

Customer Order Id: 30001  
 Reservation Type: Web Order  
 Release Date: null  
 Comments: Testing DSD  
 Delivery Date: null

Item	Description	UOM	Order Qty	Delivered Qty	Canceled Qty	Substitute
10010010010018	Nithin 18 Char GS1 Item	G	10000	0	0	

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**Figure: *CustomerOrderPickReport***

Customer Order Pick Report									
<b>ORACLE</b>									
<b>Store:</b>	1311 - Chicago*	<b>Pick Create Date:</b>	null						
<b>Pick ID:</b>	62	<b>Pick Create User:</b>	Nithin						
<b>Pick Status:</b>	Completed	<b>Pick Complete Date:</b>	null						
		<b>Pick Complete User:</b>	Nithin						

Item	Description	SIM Customer Order ID	Bin ID	Fulfillment ID	UOM	Pack Size	Suggested Pick Qty	Actual Pick Qty	Substitute
100100100 10018	Nithin 18 Char GS1 Item	42		202	KG	1	2.52.045	2.045	

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Figure: CustomerOrderReport

Customer Order Report																													
<b>ORACLE</b>																													
Store:	1131	Create Date:	null	Delivery Type:	Ship to Customer																								
SIM Customer Order Id:	47	Release Date:	null	Carrier:	Other																								
Customer Order Id:	5109	Delivery Date:	null	Service:																									
Fulfillment Order Id:	In Progress			Allow Partial Delivery:	Yes																								
Status:	Web Order																												
Reservation Type:	DSDtest																												
Comments:																													
<table border="1" style="width: 100%; border-collapse: collapse; margin-top: 20px;"> <thead> <tr> <th>Item</th> <th>Description</th> <th>UOM</th> <th>Order Qty</th> <th>Picked Qty</th> <th>Delivered Qty</th> <th>Canceled Qty</th> <th>Last Update Date</th> <th>Comments</th> <th>Substitute</th> </tr> </thead> <tbody> <tr> <td>100010425</td> <td>test ERS</td> <td>EA</td> <td>10</td> <td>0</td> <td>0</td> <td>0</td> <td>2014-01-10T10:32:15.000-05:00</td> <td>reg</td> <td></td> </tr> </tbody> </table>										Item	Description	UOM	Order Qty	Picked Qty	Delivered Qty	Canceled Qty	Last Update Date	Comments	Substitute	100010425	test ERS	EA	10	0	0	0	2014-01-10T10:32:15.000-05:00	reg	
Item	Description	UOM	Order Qty	Picked Qty	Delivered Qty	Canceled Qty	Last Update Date	Comments	Substitute																				
100010425	test ERS	EA	10	0	0	0	2014-01-10T10:32:15.000-05:00	reg																					
<div style="display: flex; justify-content: space-between; margin-top: 20px;"> <span>Printed: 2/20/2014</span> <span>Page Number: 1</span> </div>																													

Figure: CustomerOrderReversePickReport

Customer Order Reverse Pick Report																			
<b>ORACLE</b>																			
Store:		Order Status:																	
Reverse Pick ID:		Reverse Pick Status:																	
SIM Customer Order ID:		Reservation Type:		Comments:															
Customer Order ID:		Reverse Pick Create Date:																	
Fulfillment Oder ID:																			
<table border="1" style="width: 100%; border-collapse: collapse; margin-top: 20px;"> <thead> <tr> <th>Item</th> <th>Description</th> <th>UOM</th> <th>Order Qty</th> <th>Picked Qty</th> <th>Delivered Qty</th> <th>Canceled Qty</th> <th>Sugg. Reverse Qty</th> <th>Qty</th> <th>Substitute</th> </tr> </thead> <tbody> </tbody> </table>										Item	Description	UOM	Order Qty	Picked Qty	Delivered Qty	Canceled Qty	Sugg. Reverse Qty	Qty	Substitute
Item	Description	UOM	Order Qty	Picked Qty	Delivered Qty	Canceled Qty	Sugg. Reverse Qty	Qty	Substitute										
<div style="display: flex; justify-content: space-between; margin-top: 20px;"> <span>Printed: 2/20/2014</span> <span>Page Number: 1</span> </div>																			

Direct Delivery Discrepant Items Report			
Supplier:	-		
Store:	-		
PO Number:			
ASN Number:			
Item	Description	Quantity	Disposition
<p>Driver Signature: _____</p> <p>Employee Signature: _____</p>			

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Direct Delivery Report
------------------------


ORACLE®

Item	Description	UOM	Ordered	Shipped	Received
		<b>TOTAL</b>	<b>0.00</b>	<b>0.00</b>	<b>0.00</b>

Employee Signature:

Page Number: 1

**Figure: InventoryAdjustmentReport**

Inventory Adjustment Report					
<div>Store: Adjustment Id: Create Date: Create User: Approval Date: Approval User: Status: Comment:</div>					
Item	Description	Uom	Pack Size	Qty	Reason
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**Figure: ItemBasketDefaultReport**

Customer Ref :
Basket Id :

Figure: ItemDetailReport

Item Report					
<b>ORACLE</b>					
Item	100010388	Item Description	test ERS	Ranged	Yes
Primary UPC		Primary Supplier Name	Hudson Fresh Produce Site 2	Merchandise Hierarchy	
VPN		Primary Supplier Number	10002	Dept	Mobile Phone and Tablets
Item Status	A-Active	Ticket Type		Class	GSM
				Subclass	Dual SIM
Differentiators:					
Stock on Hand Units:		Ordering Attributes:		Pricing:	
Total Stock on Hand	0	Repl Method		Current Retail	USD12.22
Pack Size	1	Reject Store Order		Pricing Status	
Available SOH	0	Next Delivery Date	null	Promotional Type	
Shop Floor	0				
Back Room	0				
Unavailable	0				
Transfer Reserved	0				
RTV Reserved	0				
Ordered Quantity	0				
Delivery Bay	0				
In Transit	0				
Received Today	0				
Item	100010388	Item Description	test ERS	Ranged	Yes
Primary UPC		Primary Supplier Name	Hudson Fresh Produce Site 2	Merchandise Hierarchy	
VPN		Primary Supplier Number	10002	Dept	Mobile Phone and Tablets
Item Status	A-Active	Ticket Type		Class	GSM
				Subclass	Dual SIM
Differentiators:					
Stock on Hand Units:		Ordering Attributes:		Pricing:	
Total Stock on Hand	0	Repl Method		Current Retail	USD12.22
Pack Size	1	Reject Store Order		Pricing Status	
Available SOH	0	Next Delivery Date	null	Promotional Type	
Shop Floor	0				
Back Room	0				
Unavailable	0				
Transfer Reserved	0				
RTV Reserved	0				
Ordered Quantity	0				
Delivery Bay	0				
In Transit	0				
Received Today	0				
Allocations:					
Delivery Date	Warehouse	UOM	Quantity		
Sequencing:					
Location	Primary	Capacity	UOM	Label Format	Label Qty
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Item Request Report
---------------------

Store:  
Request ID:  
Expiration Date:  
Request Delivery Date:  
User:  
Comments:

<u>Item</u>	<u>Description</u>	<u>SOH</u>	<u>In Transit</u>	<u>UOM</u>	<u>Pack Size</u>	<u>Quantity</u>
-------------	--------------------	------------	-------------------	------------	------------------	-----------------

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Figure: ReturnReport

Return Report					
<b>ORACLE™</b>					
From:	1700 - Best Buy Stores				
To:	40001 - Dalmiya Group Site 1				
Return Number:	3				
Authorization Number:	21112113				
Status:	Requested				
User:	EXTERNAL				
Not After Date:	null				
Comment:					
<b>Item</b>	<b>Short Desc</b>	<b>Uom</b>	<b>Pack Size</b>	<b>Qty</b>	<b>Reason Code</b>
100019500	mobile	EA	1		Overstock
100019518	mobile	EA	1		Overstock


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SKU	Description	Pick From	Location	UOM	Pack Size	Qty	Actual Qty
<div> <div>Store: -</div> <div>ID:</div> <div>Shelf Replenishment Type:</div> <div>Replenishment mode:</div> <div>Product Group:</div> <div>Hierarchy:</div> <div>Shelf Adjustment List:</div> <div>Create Date/Time:</div> <div>User:</div> <div>Status:</div> <div>Quantity:</div> </div>							



Figure: StockCountAllLocReport

All Location Stock Count Report				
				
Description: S4 Date: 1/31/2014 Total Items: 171 Stock Count User: Re-Count User: Authorization User:				
Item	Item Description	Location	UOM	Count
100000139	Test Item 100000139	No Location	EA	
100000260	Test Item 100000260	No Location	EA	
100000323	Test Item 100000323	No Location	EA	
100000622	Test Item 100000622	No Location	EA	
100000649	Test Item 100000649	No Location	EA	
100000657	Test Item 100000657	No Location	EA	
100000673	Test Item 100000673	No Location	EA	
100000690	Test Item 100000690	No Location	EA	
100001246	Test Item 100001246	No Location	EA	
100001254	Test Item 100001254	No Location	EA	
100007040	test	No Location	EA	
100007058	test	No Location	EA	
100007111	test location	No Location	EA	
100008149	SK:TROPICANA_FR UIT_JUICE_200ML: Banana	No Location	EA	
100008157	SK:TROPICANA_FR UIT_JUICE_200ML: Blueberry	No Location	EA	
100008165	SK:TROPICANA_FR UIT_JUICE_200ML: Cherry	No Location	EA	
100008173	SK:TROPICANA_FR UIT_JUICE_200ML: Gooseberry	No Location	EA	
100008181	SK:TROPICANA_FR UIT_JUICE_200ML:P each	No Location	EA	
100008190	SK:TROPICANA_FR UIT_JUICE_200ML: Raspberry	No Location	EA	
100009168	SK:NFE_FRUIT_JUI CE_200ML:Banana	No Location	EA	
100009176	SK:NFE_FRUIT_JUI CE_200ML:Cherry	No Location	EA	
100010142	test	No Location	EA	
100010388	test ERS	No Location	EA	
100010396	test simple pack	No Location	EA	
100010581	SK:F_REL_COSTIN	No Location	EA	

Private and Confidential

Figure: *StockCountRejectedItemReport*


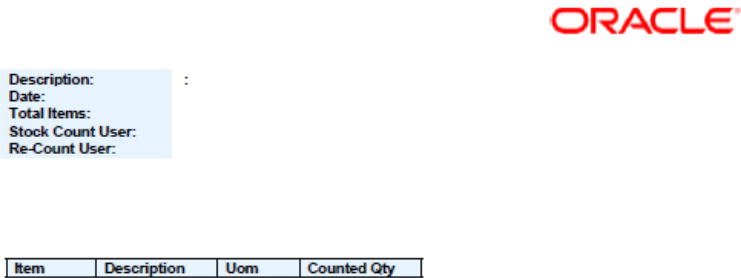
Rejected Items Report							
							
Stock Count Description: Nithin Stk Cnt Stock Count Group: 41 Schedule Date: 1/8/14 Total Rejected Items: 1							
SIM Item Id	Item Description	Rejected Item ID	Rejected UIN	Count Quantity	Count Location	Status	Comments
		100177107		1		Item Rejected	
Stock Count Description: TEST Schedule Stock Count Group: 141 Schedule Date: 11/1/13 Total Rejected Items: 5							
SIM Item Id	Item Description	Rejected Item ID	Rejected UIN	Count Quantity	Count Location	Status	Comments
		100000857		2		Item Not On Count	
		100006021		2		Item Not On Count	
		1000008021		1		Item Rejected	
Private and Confidential							

Figure: *StockCountReport*



Private and Confidential

**Figure: *StoreOrderReport***

[illegible]

Figure: *TransferReport*

Transfer Report				
<b>ORACLE®</b>				
Transfer From: 1311 - Chicago*				
Transfer To: 1321 - Indianapolis				
Transfer Number: 61				
Dispatched: null				
Received: null				
Comments:				
<u>Item</u>	<u>Description</u>	<u>UOM</u>	<u>Dispatched</u>	<u>Received</u>
100000382	Test Item 100000382	Cases		


  

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[illegible]

**Figure: ShelfAdjustmentReport**

Shelf Adjustment List Report



Store: -

ID:

Type:

Create DateTime:

Update DateTime:

User:

Status:

SKU	Description	UOM	Pack Size	Qty
-----	-------------	-----	-----------	-----

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## Configuring a Report Printer in SIM

To configure a report printer in SIM, go to Admin > Print Setup > Printers. A screen opens, displaying a list of retail store printers. Users can add, delete, and edit printers for the user's store. The system will allow a user to use the routing code to setup third party printing systems. The system can be configured to use either BI Publisher or a third party printing system, but not both at the same time.

## Defining a Session Printer in SIM

SIM can be setup to automatically print a manifest or pre-shipment ticket or label to a printer at another location. To configure a session printer in SIM, go to Print > Session Printer. A screen opens, displaying the Manifest and Pre-Shipment format. Users can set printers for the user's store.

## Uploading Reports

The directory `sim/bip_reports` holds all SIM reports. For every report, there would be two folders `<report_name>Report.xdm` and `<report_name>Report.xdo`. These folders 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

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 `STORE_PRINTER.NETWORK_ADDRESS` in SIM. If a CUPS server is used, this will be set as `<cups_server_name>/<printer_name>` in `STORE_PRINTER.NETWORK_ADDRESS`.
4. When `STORE_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 `STORE_PRINTER.STORE_PRINTER_TYPE_CODE` is set to **1** (for postscript printing), the BI Publisher server will output the report in PDF format. If the `STORE_PRINTER_TYPE_CODE` 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 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 ZPL (Zebra Programming Language) template to create a ZPL stream understood by Zebra printers.

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.



### Printing Labels and Tickets on a Third Party Printing System

See the *Oracle Retail Store Inventory Management Implementation Guide 4 (Extension Solutions)* for suggestions on configuring SIM to use a third party printing solution.

### Setting up SIM

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

**Table: Setting Up SIM Reports**

Option	Value
Reporting Tool URL	<i>http://&lt;bip_host&gt;:&lt;bip_port&gt;/&lt;bip_deployment&gt;</i> . This URL is used as the reference to the BIP deployment for printing reports and viewing reports from the SIM PC client in a browser.
<b>Note</b> <BIP_REPORTS_USER> is the reports user that has been created in BI Publisher server to access SIM reports.	

### UDA Print Setup

Go to Admin > Print 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> Print Setup > Print Format** 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. This screen is also used to manage ticket and label formats. The user will select Reporting Formats from the Format Category drop down to work with report formats.

**Figure: Report Formats Screen**

Format Name	Format Type	Default Format	Default Printer	URL Location
Customer Order	Customer Order	<input checked="" type="checkbox"/>		/Guest/SIM/CustomerOrderReport/CustomerOrde...
Customer Order Bin Label	Customer Order Bin Labels	<input checked="" type="checkbox"/>		/Guest/SIM/CustomerOrderBinLabelReport/Custo...
Customer Order Delivery	Customer Order Delivery	<input checked="" type="checkbox"/>		/Guest/SIM/CustomerOrderDeliveryReport/Custo...
Customer Order Delivery BOL	Customer Order Delivery BOL	<input checked="" type="checkbox"/>		/Guest/SIM/CustomerOrderDeliveryBOLReport/C...
Customer Order Pick	Customer Order Pick Detail	<input checked="" type="checkbox"/>		/Guest/SIM/CustomerOrderPickReport/Customer...
Customer Order Pick Discrepancy	Customer Order Pick Discrepancy	<input checked="" type="checkbox"/>		/Guest/SIM/CustomerOrderPickDiscrepancyRapor...
Customer Order Reverse Pick	Customer Order Reverse Pick	<input checked="" type="checkbox"/>		/Guest/SIM/CustomerOrderReversePickReport/Cu...
Direct Delivery	Direct Store Delivery	<input checked="" type="checkbox"/>	Store-1111	/Guest/SIM/DirectDeliveryReport/DirectDeliveryRe...
Direct Delivery Discrepant Item	Direct Store Delivery Discrepant	<input checked="" type="checkbox"/>		/Guest/SIM/DirectDeliveryDiscrepantItemsReport/...
Inventory Adjustment	Inventory Adjustment	<input checked="" type="checkbox"/>		/Guest/SIM/InventoryAdjustmentReport/Inventor...
Item Basket	Item Basket	<input checked="" type="checkbox"/>		/Guest/SIM/ItemBasketDefaultReport/ItemBasketD...
Item Detail	Item	<input checked="" type="checkbox"/>		/Guest/SIM/ItemDetailReport/ItemDetailReport.xdo
Item request	Item Request	<input checked="" type="checkbox"/>		/Guest/SIM/ItemRequestReport/ItemRequestRapor...
Manifest	Manifest	<input checked="" type="checkbox"/>		
Pre-Shipment	Pre-Shipment	<input checked="" type="checkbox"/>		
Return	Return	<input checked="" type="checkbox"/>		/Guest/SIM/ReturnReport/ReturnReport.xdo
Return BOL	Return Bill Of Lading	<input checked="" type="checkbox"/>		/Guest/SIM/BolReturnReport/BolReturnReport.xdo
returns 2	Return	<input type="checkbox"/>	Store-1111	/Guest/SIM/WarehouseDeliveryReport/Warehous...
Shelf Adjustment	Shelf Adjustment	<input checked="" type="checkbox"/>		/Guest/SIM/ShelfAdjustmentReport/ShelfAdjustme...
Shelf Replenishment	Shelf Replenishment	<input checked="" type="checkbox"/>	Store-1111	/Guest/SIM/ShelfReplenishmentReport/ShelfReplen...
Stock Count Allocation	Child Stock Count List	<input checked="" type="checkbox"/>		/Guest/SIM/StockCountAllLocReport/StockCount...
Stock Count Detail	Stock Count Detail	<input checked="" type="checkbox"/>		/Guest/SIM/StockCountReport/StockCountReport...
Stock Count Export	Stock Count Export	<input checked="" type="checkbox"/>		/Guest/SIM/StockCountExportReport/StockCount...
Stock Count Rejected Item	Stock Count Rejected Item	<input checked="" type="checkbox"/>		/Guest/SIM/StockCountRejectedItemReport/Stock...

Client Information   SIM User   1111 - Charlotte\*   Print Format   Help   Jump

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

**Table: Report URL Locations**

Type	URL Location
Child Stock Count List	@reoprpt.template.root.folder@/ChildStockCountList All Loc
Customer Order Report	<BIP_SIM_REPORTS_FOLDER>/SIM/CustomerOrderR eport/CustomerOrderReport.xdo
Customer Order Bin Label Report	<BIP_SIM_REPORTS_FOLDER>/SIM/CustomerOrderB inLabelReport/CustomerOrderBinLabelReport.xdo
Customer Order Delivery Report	<BIP_SIM_REPORTS_FOLDER>/SIM/CustomerOrderD eliveryReport/CustomerOrderDeliveryReport.xdo
Customer Order Delivery BOL Report	<BIP_SIM_REPORTS_FOLDER>/SIM/CustomerOrderD eliveryBOLReport/CustomerOrderDeliveryBOLReport.x do
Customer Order Pick Report	<BIP_SIM_REPORTS_FOLDER>/SIM/CustomerOrderP ickReport/CustomerOrderPickReport.xdo
Customer Order Pick Discrepancy Report	<BIP_SIM_REPORTS_FOLDER>/SIM/CustomerOrderP ickDiscrepancyReport/CustomerOrderPickDiscrepancy Report.xdo

Customer Order Reverse Pick Report	<BIP_SIM_REPORTS_FOLDER>/SIM/CustomerOrderReversePickReport/CustomerOrderReversePickReport.xdo
Direct Delivery Report	<BIP_SIM_REPORTS_FOLDER>/SIM/DirectDeliveryReport/DirectDeliveryReport.xdo
Direct Delivery Discrepant Items Report	<BIP_SIM_REPORTS_FOLDER>/SIM/DirectDeliveryDiscrepantItemsReport/DirectDeliveryDiscrepantItemsReport.xdo
Inventory Adjustment Report	<BIP_SIM_REPORTS_FOLDER>/SIM/InventoryAdjustmentReport/InventoryAdjustmentReport.xdo
Item Detail Report	<BIP_SIM_REPORTS_FOLDER>/SIM/ItemDetailReport/ItemDetailReport.xdo
Item Basket Default Report	<BIP_SIM_REPORTS_FOLDER>/SIM/ItemBasketDefaultReport/ItemBasketDefaultReport.xdo
Item Request Report	<BIP_SIM_REPORTS_FOLDER>/SIM/ItemRequestReport/ItemRequestReport.xdo
Stock Count Export Report	<BIP_SIM_REPORTS_FOLDER>/SIM/StockCountExportReport/StockCountExportReport.xdo
Return Report	<BIP_SIM_REPORTS_FOLDER>/SIM/ReturnReport/ReturnReport.xdo
Bol Return Report	<BIP_SIM_REPORTS_FOLDER>/SIM/BolReturnReport/BolReturnReport.xdo
Shelf Adjustment Report	<BIP_SIM_REPORTS_FOLDER>/SIM/ShelfAdjustmentReport/ShelfAdjustmentReport.xdo
Shelf Replenishment Report	<BIP_SIM_REPORTS_FOLDER>/SIM/ShelfReplenishmentReport/ShelfReplenishmentReport.xdo
Stock Count Report	<BIP_SIM_REPORTS_FOLDER>/SIM/StockCountReport/StockCountReport.xdo
Stock Count Rejected Item Report	<BIP_SIM_REPORTS_FOLDER>/SIM/StockCountRejectedItemReport/StockCountRejectedItemReport.xdo
Store Order Report	<BIP_SIM_REPORTS_FOLDER>/SIM/StoreOrderReport/StoreOrderReport.xdo
Transfer Report	<BIP_SIM_REPORTS_FOLDER>/SIM/TransferReport/TransferReport.xdo
Bol Transfer Report	<BIP_SIM_REPORTS_FOLDER>/SIM/BolTransferReport/BolTransferReport.xdo

Warehouse Delivery Report

&lt;BIP\_SIM\_REPORTS\_FOLDER&gt;/SIM/WarehouseDeliveryReport/WarehouseDeliveryReport.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**.

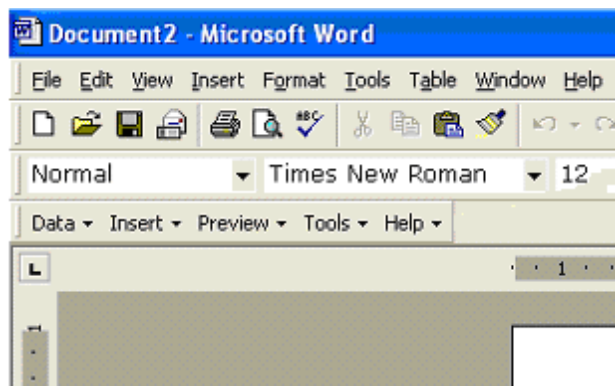
## SIM Reports Internationalization

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:

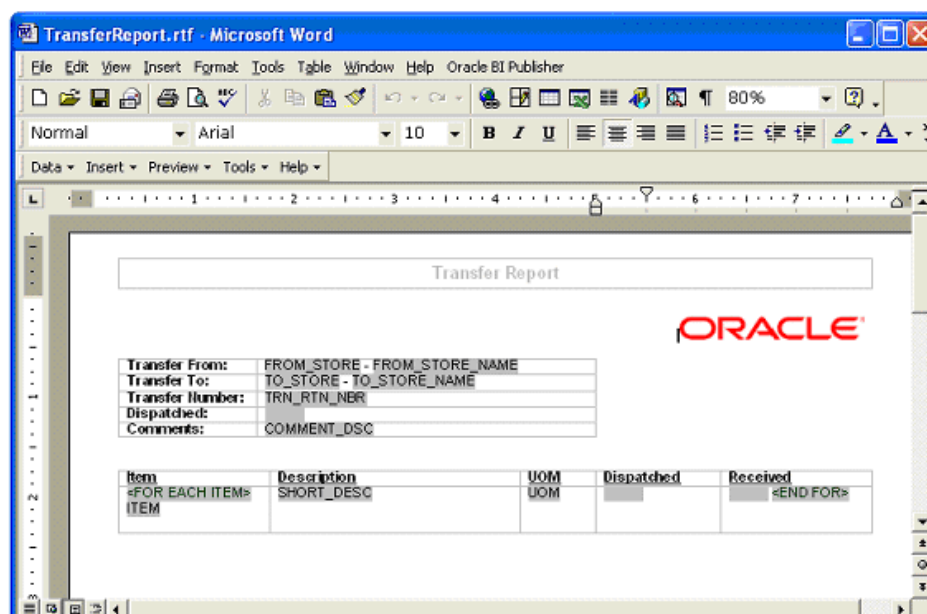
1. Install Oracle BI Publisher Desktop. You will see the following options in Microsoft Word:
  - Data
  - Insert
  - Preview
  - Tools
  - Help

**Figure: Oracle BI Publisher Desktop Options in Word**



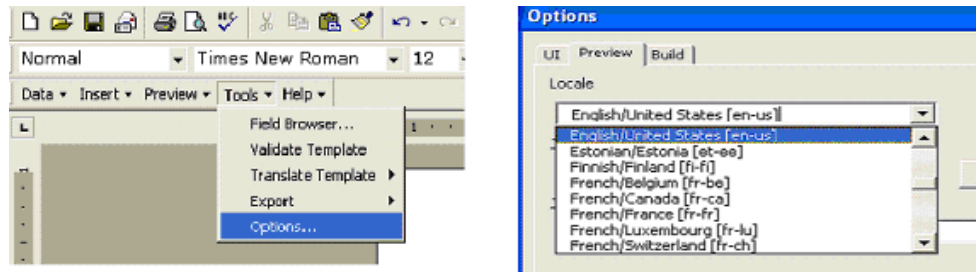
2. Open any existing template in Word, for example, TransferReport.rtf.

**Figure: TransferReport.rtf**



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

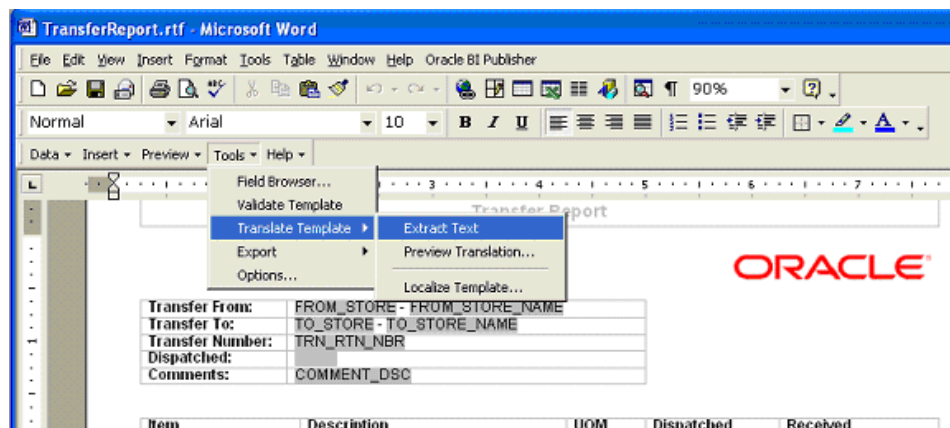
**Figure: Localize the Template**



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

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

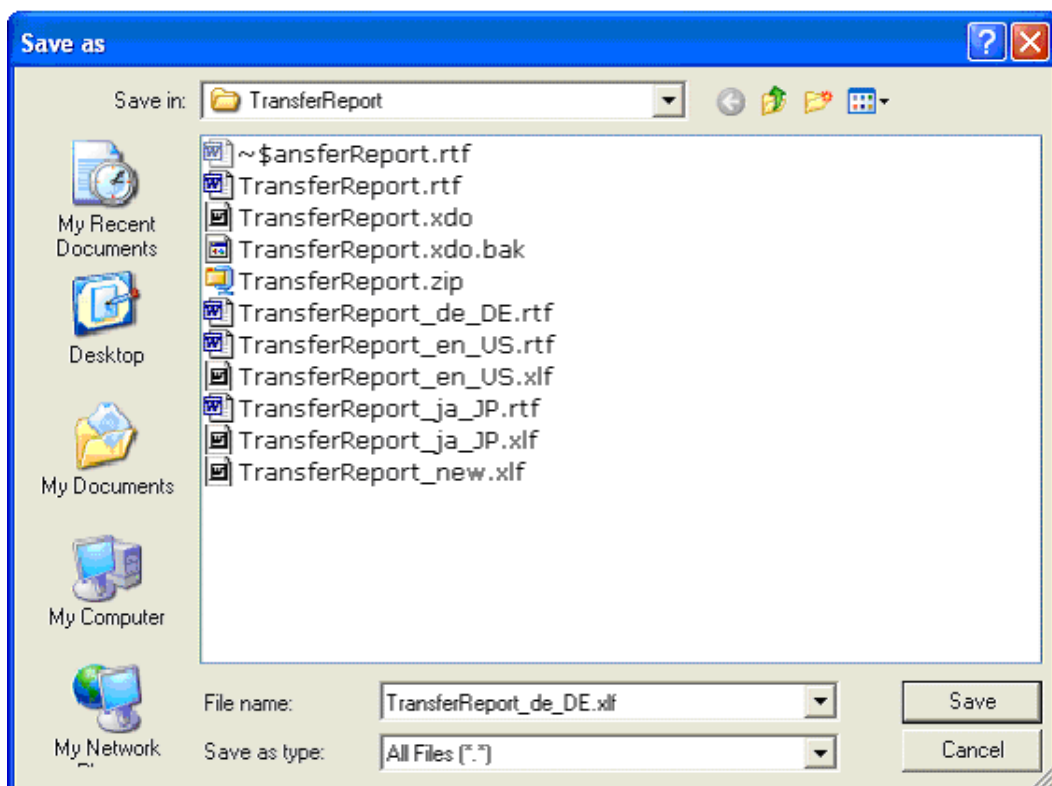
**Figure: Extract Text for Export to XLIFF File**



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

- Save the XLIFF file.

**Figure: 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>
    </body>
  </file>
</xliff>
```

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 & 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: Template and Placeholder of the XML Tag**

Transfer From:	FROM_STORE - FROM_STORE_NAME
Transfer To:	TO_STORE - TO_STORE_NAME
Transfer Number:	TRN_RTN_NBR
Dispatched:	
Comments:	COMMENT_DSC

Item	Description	UOM	Dispatc
<FOR EACH ITEM> ITEM	SHORT_DESC	UOM	

Click the <ITEM> tag.

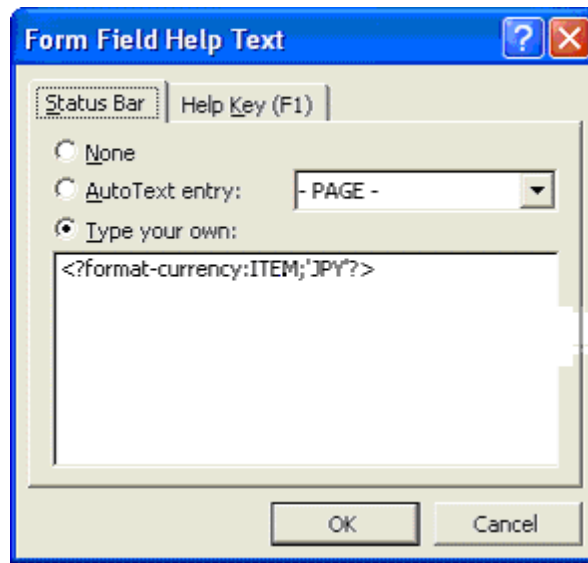
In the Text Form Field Options window, select **Regular Text** in the Type list.

**Figure: Text Form Field Options Window**

The screenshot shows the 'Text Form Field Options' dialog box. The 'Type' dropdown menu is open, showing options: Regular text, Number, Date, Current date, Current time, and Calculation. 'Regular text' is selected. The 'Default text' field is empty. The 'Text format' dropdown is also empty. The 'Entry' and 'Exit' dropdowns are empty. In the 'Field settings' section, the 'Bookmark' field contains 'Text8'. The 'Calculate on exit' checkbox is unchecked, and the 'Fill-in enabled' checkbox is checked. On the right side, there are buttons for 'OK', 'Cancel', and 'Add Help Text...'.

1. Click Add Help Text.
2. In the Form Field Help Text window, enter the formats for number, currency or date.



**Figure: Form Field Help Text Window**

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

**Example: Number Format**

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

Where *NUMBER* is the <XML> tag.

**Example: Currency Format**

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

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

**Example: 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: *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

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

The handheld will print the report that has been setup 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 describes the functional requirements.

### SIM Report List

The following reports can be printed:

- Direct Delivery
- Item Request
- Shelf Adjustment
- Shelf Replenishment
- Customer Order
- Warehouse Delivery
- Returns
- Stock Count/Stock Recount
- Store Order
- Transfers
- Item Report
- Inventory Adjustment
- Bill of Lading Report>Returns and Transfers

## Detailed Report Information

The following includes 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.

### 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

**Shelf Adjustment Report**

The shelf adjustment report is related to shelf adjustment functionality in shelf replenishment supported by SIM. Shelf adjustment in SIM facilitates the creation of item lists for ad-hoc shelf replenishment along with facilitating movement of product between the back room and the shop floor and vice versa. Shelf Adjustment list can also be used to create replenishments of items for display purpose at a store. The shelf adjustment report allows the users to print the shelf adjustment list for operational purposes especially in case of on-the-fly movement of products from back room to shop floor and vice versa.

The report consists of two sections with the following information:

**Header**

- Store- Name and identifier of the store for which the shelf adjustment was created
- ID-Shelf adjustment list identifier used to uniquely identify a shelf adjustment list
- Type - the type of shelf adjustment list, the types can Move to Shop-floor, move to backroom, ad-hoc and display list.
- Create Date/Time-Date/Time when the shelf adjustment list was created
- Update Date/Time-Date/Time when the shelf adjustment list was last updated
- User-User who generated the shelf adjustment list
- Status-Current status of the shelf adjustment list

**Detail**

- SKU-Item number for each line item on the shelf adjustment list
- Description-Description of item
- UOM-Unit of measure for the item on the shelf adjustment list
- Pack Size-Pack size for the item on the shelf adjustment list
- Qty- Suggested quantity of the item on the shelf adjustment list

## Shelf Replenishment Report

The shelf replenishment 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, for the purpose of display or for sale. The shelf replenishment lists generate replenishment items and quantities that need to be replenished to the shop floor. The shelf replenishment list report allows the users to print the generated shelf replenishment list for operational purposes (for example, to use as a reference for the actual replenishing of product by the store associate).

The report consists of two sections with the following information:

### Header

- Store- Name and identifier of the store for which the shelf replenishment was created
- ID-Shelf replenishment list identifier used to uniquely identify a shelf replenishment list
- Shelf replenishment Type: the type of shelf replenishment- capacity, sales, Ad-hoc, Display List
- Replenishment Mode: Whether the mode of replenishment is End of day or Within Day
- Product Group-Description of the product group, if, used to generate the shelf replenishment list
- Hierarchy - Hierarchy details which is populated only for a sales based replenishment list
- Shelf adjustment list - Identifier of the shelf adjustment list if it was used for replenishment list creation
- Create Date/Time-Date/Time when the shelf replenishment list was generated
- User-User who generated the shelf replenishment list
- Status-Current status of the shelf replenishment list
- Quantity-Total quantity to be replenished for the items in the shelf replenishment list.

### Detail

- Item Id-Item number for each line item to be replenished
- Item Description-Description of item
- Pick From Area-Identifies where the product is to be replenished from, could be either the back room or the delivery bay
- Type - Replenishment Type
- SUOM-Selling Unit of measure for the item to be replenished
- Pack Size-Pack size for the item to be replenished
- Qty- Requested quantity of the product to be replenished
- Actual Qty-Actual quantity which was replenished for the product

## Customer Order Report

The Customer Order Report in SIM displays all created picks and will allow the user to print a report, create a new pick, filter pick records and delete a pick.

**Header**

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

Pick ID—Unique identifier for the pick record

Status—The status of the customer order

Create Date—The date the customer order was created

Complete Date—The date the customer order was complete

Create User—Name of the user who created the customer order

Complete User—Name of the user who completed the customer order

**Detail**

Item—Unique identifier for the item

Description—Description of item

Primary Loc—The macro sequence location for the item

SIM Customer—The customer order ID number

Bind ID—identifier number for the bind

Fulfillment—ID number that does not need to be unique, the same ID can exist for more than one customer order ID

UOM—The transaction unit of measure for the item on the customer order

Pack Size—The size of the pack

Substitute—Y indicates the line item has substitutes and N indicates the item does not have any substitutes

Adjusted Pick Qty—If cancellations/deliveries have occurred while the user picked, this field will populate with the adjusted pick quantity based on those order updates

Pick Qty—Suggested pick quantity generated by the system

Quantity—Actual amount being picked by the user

Type—Displays the type of pick

Pick Qty—Quantity of the product to be picked

Actual Qty—Actual quantity which was picked for the product

**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 whether the product is currently out of stock at the store

**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

**Stock Count Report**

SIM provides the functionality to schedule, perform and authorize stock counts. The stock counts report provides the store users with the ability to print out scheduled stock counts and use the printed list of record results of the counting on the printed list before entering them into the system.

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 stock count

**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



## 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

## 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
- Received-Quantity of product received

**Item Report**

This is an Items report that is printed from the item detail screen and the handheld. The report is based on the view Itemlocstock. This report displays the following information:

- SKU number/UPC
- Description (long or short depending on parameter setting)
- Diffs (if any)
- Merchandise Hierarchy
- Inventory Position (Available, unavailable, SOH, reserved)
- Current price
- Forward looking Delivery information (In transit, on order)

**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

## 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 dialogue 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**.

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.
3. The Bill of Lading prints without any watermarks.
4. 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.

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## 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 DAO layer.

### Tables

Three tables exist in the database to support internationalization: TRANSLATION\_LOCALE, TRANSLATION\_KEY and 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 SECURITY\_USER table. The LANGUAGE and COUNTRY columns are used to determine the country and language of the employee that 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 TRANSLATION\_LOCALE table to retrieve translation information.

### Loading Data

Data load scripts populate the TRANSLATION\_LOCALE table on installation. Upon data load, one record is created in the TRANSLATION\_DETAIL table for each key in the TRANSLATION\_KEY table paired with each locale id in the TRANSLATION\_LOCALE table.

### Retrieving Translations

When retrieving translations, the displayable text is first retrieved from the 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 TRANSLATION\_KEY table as both the key and the value.

When retrieving translations for a locale, the detail value is read from the 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.

### Text

All text such as labels, error messages, and some fixed data, is translated when displayed on the PC or HH client based on the current user's assigned locale. Altering how this functions requires customization.

## Numbers

All numbers are displayed in a localized format on the PC or HH client based on the locale assigned to the current store being accessed by the application. Altering how this functions requires customization.

## Dates (PC)

All dates are displayed in a localized format on the PC client based on the locale assigned to the current store being accessed by the application. Altering how this functions requires customization.

## Dates (HH)

There are four dates allowed within the system following a standard java convention: SHORT, MEDIUM, LONG and FULL. 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 date entry fields. wirelessOutput is the date formatting of handheld date entry fields. wirelessDisplay is for handheld date display only.

### Example: 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 MMM yyyy
#enAU.fullDate=EEEE, d MMM 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 displayed on the PC & HH clients based on the locale of the current store. This will not affect the currency of the monetary unit. For example, if the locale is France and the currency is U.S. dollars, the currency will display as USD based on formatting rules of France.

## 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.



# A Appendix

## SIM Permissions

The table below describes the permissions supported by SIM.

**Table: SIM Permissions**

Permission	Type	Topic	Usage
Access Admin	PC	Admin	<p>With this permission, the <b>Admin</b> button on the SIM Login screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Auto-Receive Stores	PC	Admin	<p>With this permission, the <b>Auto-Receive Stores</b> button on the Store Admin screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Buddy Store	PC	Admin	<p>With this permission, the <b>Buddy Store</b> button on the Store Admin screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Container Lookups	Handheld	Admin	<p>With this permission the Container Lookup menu option on the Lookups menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Container Lookup	PC	Admin	<p>With this permission, the <b>Container Lookup</b> button on the Lookups screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</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 Extended Attribute	PC	Admin	<p>With this permission the <b>Ext. Attribute</b> button on the Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Extended	PC	Admin	<p>With this permission, the <b>Assign to</b></p>

Attribute Dept. Assign			<p><b>Dept.</b> button on the Extended Attributes screen is displayed and enabled. Without this permission, the button is not displayed.</p>
Access Extended Attribute Setup	PC	Admin	<p>With this permission, the <b>Setup Attributes</b> button on the Extended Attributes screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Finisher Lookup	PC	Admin	<p>With this permission, the Finisher Lookup button on the Lookups screen is displayed and enabled.</p> <p>Without this permission the button is not displayed.</p>
Access Formats	PC	Admin	<p>With this permission, the <b>Print Format</b> button on the Print Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Hierarchy Format	PC	Admin	<p>With this permission, the <b>Hierarchy Format</b> button on the Print Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Inventory Adjustment Reason	PC	Admin	<p>With this permission the <b>Inv. Adj. 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>Inventory 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 Lookup	PC	Admin	<p>With this permission, the <b>Item Lookup</b> button on the Lookups screen is</p>

			displayed and enabled. Without this permission, the button is not displayed.
Access Lookups	Handheld	Admin	With this permission the Lookups menu option on the Main menu is displayed. Without this permission the menu option is not displayed.
Access Lookup	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 MPS Staged Messages	PC	Admin	With this permission, the <b>MPS Staged Messages</b> button on the Technical Maintenance screen is displayed and enabled. Without this permission, the button is not displayed.
Access MPS Work Types	PC	Admin	With this permission, the <b>MPS Worker Types</b> button on the Technical Maintenance screen is displayed and enabled. Without this permission, the button is not displayed.
Access Print	PC	Admin	With this permission, the <b>Print</b> button on the SIM Login 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 Print 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 Report	PC	Admin	With this permission, the <b>Reports</b> button on the SIM Login screen is

			<p>displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Return Reasons	PC	Admin	<p>With this permission, the <b>Return Reason</b> button on the Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Session Printer	Handheld	Admin	<p>With this permission the Session Printer menu option on the Main menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Session Printer	PC	Admin	<p>With this permission, the <b>Session Printer</b> button on the Print Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Setup	PC	Admin	<p>With this permission the <b>Setup</b> button on the Admin screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Shipping and Receiving	Handheld	Admin	<p>With this permission the Shipping/Receiving menu option on the Main menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Shipping Receiving	PC	Admin	<p>With this permission, the <b>Shipping/Receiving</b> button on the SIM Login screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access SIM Managed Store	PC	Admin	<p>With this permission, the <b>SIM Managed Stores</b> button on the SIM Stores screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access SIM Store	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 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</p>

			not displayed.
Access Store Defaults Admin	PC	Admin	<p>With this permission, the <b>Store Defaults Admin</b> button on the Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Supplier Lookup	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 Lookup	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 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 Tolerances	PC	Admin	<p>With this permission the <b>Tolerances</b> button on the Setup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Transaction History	PC	Admin	<p>With this permission the <b>Tran History</b> button on the Lookups 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 View UDAs menu option is enabled on the Item Lookup menu.</p> <p>Without this permission, the menu option is not displayed.</p>
Access UDAs	PC	Admin	<p>With this permission, the UDA option button on the Item Lookup screen is displayed and enabled.</p>

			<p>Without this permission, the option button is not displayed.</p> <p>With this permission, the UDA Print Setup button on the Print Setup screen is displayed and enabled.</p> <p>Without this permission the screen is not displayed.</p> <p>With this permission, the UDA Detail button on the Item Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
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 Extended Attribute Department	PC	Admin	<p>With this permission, the <b>Add</b>, <b>Save</b> and <b>Cancel</b> buttons on the Assign Attributes screen are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Add Inventory Adjustment Reason	PC	Admin	<p>With this permission, the <b>Add</b> button on the Inventory Adjustment Reason Maintenance screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Add Return Reasons	PC	Admin	<p>With this permission, the <b>Add</b> button on the Return Reason Maintenance 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 Extended Attribute Department	PC	Admin	<p>With this permission, the <b>Remove</b> button on the Assign Attributes screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Inventory Adjustment Reason	PC	Admin	<p>With this permission the <b>Delete</b> button on the Inventory Adjustment Reason Maintenance 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 with 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></p>
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></p>
Delete Return Reasons	PC	Admin	<p>With this permission, the <b>Delete</b> button on the Return Reason Maintenance screen is displayed and enabled.</p> <p>Without this permission, the button is</p>

			not displayed.
Delete Staged Messages	PC	Admin	<p>With this permission the <b>Delete</b> button on the MPS Staged Message 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 permission the Stock Locator option on the Item Lookup menu is displayed and enabled.</p> <p>Without this permission, the menu option is not displayed.</p>
Display Stock Locator	PC	Admin	<p>With this permission, the <b>Stock Locator</b> button on the Item Lookup screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Extended Attribute Setup	PC	Admin	<p>With this permission, the <b>Save</b> and <b>Cancel</b> buttons on the Setup Attributes screen are displayed and enabled.</p> <p>Without this permission, the buttons are 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</p>

			screen will open in View-only mode.
Override Price	Handheld	Admin	<p>With this permission the override price on the Ticket Detail screen is enabled.</p> <p>Without this permission, the override price is not displayed.</p>
Access Customer Details	PC	Customer Order	<p>With this permission, the <b>Customer</b> button on the Customer Order Detail screen. This permission is needed to access the customer details such as name, address for a customer order.</p> <p>Without this permission, the button is not displayed.</p>
Access Customer Order	Handheld	Customer Order	<p>With this permission, the Customer Orders menu option on the Cust Ord Mgmt menu is displayed. Without this permission the option is not displayed.</p> <p>With this permission, the Customer Orders menu option on the Item Lookup menu is displayed. Without this permission, the option is not displayed.</p>
Access Customer Order	PC	Customer Order	<p>With this permission the <b>Customer Order</b> button on the Customer Order Management List screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission, when a user double-clicks on an existing customer order on the Customer Order Management List screen, the Customer Order Detail screen will open.</p> <p>Without this permission, when a user double clicks on an existing customer order on the Customer Order Management List screen, the user is not allowed to access the transaction.</p> <p>With this permission the <b>Customer Orders</b> button on the Item Lookup pop-up search screen is displayed and enabled. Without this permission the tab will be disabled.</p> <p>With this permission the <b>Customer Orders</b> button on the Item Detail screen is displayed and enabled. Without this permission, the button is not displayed.</p>
Access Customer Order Delivery	Handheld	Customer Order	<p>With this permission, the Deliver Cust Order menu option on the Cust Ord Mgmt menu is displayed.</p> <p>Without this permission the option is not displayed.</p>

Access Customer Order Delivery	PC	Customer Order	<p>With this permission, the <b>Delivery</b> button on the Customer Order List screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Delivery</b> button on the Customer Order Detail screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission, when a user double-clicks on an existing customer order delivery on the Customer Order Management List screen, the Customer Order Detail screen will open.</p> <p>Without this permission, when a user double clicks on an existing customer order on the Customer Order Management List screen, the user is not allowed to access the transaction.</p>
Access Customer Order Delivery Attribute	Handheld	Customer Order	<p>With this permission, the Add Ext Attribute menu option on the Customer Order Summary menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Access Customer Order Delivery Attribute	PC	Customer Order	<p>With this permission, the Ext. Attributes button on the Delivery Summary screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Customer Order Management	Handheld	Customer Order	<p>With this permission, the Customer Order Mgmt menu option on the Main menu is displayed.</p> <p>Without this permission the option is not displayed.</p>
Access Customer Order Management	PC	Customer Order	<p>With this permission, the <b>Customer Order Mgmt</b> button on the SIM Login screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Customer Order Pick	Handheld	Customer Order	<p>With this permission, the Customer Order Pick menu option on the Cust Ord Mgmt menu is displayed.</p> <p>Without this permission the option is not displayed.</p>
Access Customer Order Pick	PC	Customer Order	<p>With this permission, the <b>Pick</b> button on the Customer Order Management List screen is displayed and enabled.</p>

			Without this permission, the button is not displayed.
Access Customer Order Reverse Pick	PC	Customer Order	<p>With this permission, the <b>Reverse Pick</b> button on the Customer Order Detail screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Reverse Pick</b> button on the Customer Order List screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission, when a user double-clicks on an existing customer order reverse pick record on the Customer Order Management List screen, the Customer Order Detail screen will open.</p> <p>Without this permission, when a user double clicks on an existing customer order reverse pick record on the Customer Order Management List screen, the user is not allowed to access the transaction.</p>
Cancel Submit Customer Order Delivery	Handheld	Customer Order	<p>With this permission, the Cancel Submit menu option on the Delivery Summary menu is displayed.</p> <p>Without this permission the option is not displayed.</p>
Cancel Submit Customer Order Delivery	PC	Customer Order	<p>With this permission, the <b>Cancel Submit</b> button on the Customer Order Delivery Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Confirm Customer Order Pick	Handheld	Customer Order	<p>With this permission, the Confirm Now menu option on the Pick Summary menu is displayed.</p> <p>Without this permission the option is not displayed.</p>
Confirm Customer Order Pick	PC	Customer Order	<p>With this permission, the <b>Confirm</b> button on the Customer Order Pick List Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Confirm Customer Order Reverse Pick	PC	Customer Order	<p>With this permission, the <b>Confirm</b> button on the Customer Order Reverse Pick Detail screen is displayed and enabled.</p> <p>Without this permission, the button is</p>

			not displayed.
Create Customer Order Delivery For Pickup	Handheld	Customer Order	<p>With this permission, the Create Delivery menu option on the Deliver Cust Order menu is displayed. In addition, the option will only be available for orders with a Reservation Type 'Web Orders' and Delivery Type 'Pickup'.</p> <p>Without this permission the option is not displayed.</p>
Create Customer Order Delivery For Pickup	PC	Customer Order	<p>With this permission, the <b>Create</b> button on the Customer Order Delivery List screen is displayed and enabled. In addition, the button will only be available for orders with a Reservation Type 'Web Orders' and Delivery Type 'Pickup'.</p> <p>Without this permission, the button is not displayed.</p>
Create Customer Order Delivery for Shipment	Handheld	Customer Order	<p>With this permission, the Create Delivery menu option on the Deliver Cust Order menu is displayed. In addition, the option will only be available for orders with a Reservation Type 'Web Orders' and Delivery Type 'Shipment'.</p> <p>Without this permission the option is not displayed.</p>
Create Customer Order Delivery for Shipment	PC	Customer Order	<p>With this permission, the <b>Create</b> button on the Customer Order Delivery List screen is displayed and enabled. In addition, the button will only be available for orders with a Reservation Type 'Web Orders' and Delivery Type 'Shipment'.</p> <p>Without this permission, the button is not displayed.</p>
Create Customer Order Pick	Handheld	Customer Order	<p>With this permission, the Create Pick menu option on the Customer Order Pick menu is displayed.</p> <p>Without this permission the option is not displayed.</p>
Create Customer Order Pick	PC	Customer Order	<p>With this permission, the <b>Create</b> button on the Customer Order Pick List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create Customer Order Reverse Pick	PC	Customer Order	<p>With this permission, the <b>Create</b> button on the Customer Order Reverse Pick List screen is displayed and enabled.</p>

			Without this permission, the button is not displayed.
Delete Customer Order Delivery	Handheld	Customer Order	<p>With this permission, the Delete Delivery menu option on the Delivery Summary screen is displayed.</p> <p>Without this permission the option is not displayed.</p>
Delete Customer Order Delivery	PC	Customer Order	<p>With this permission, the <b>Delete</b> button on the Customer Order Delivery List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Customer Order Pick	Handheld	Customer Order	<p>With this permission, the Delete Pick menu option on the Pick Summary screen is displayed.</p> <p>Without this permission, the option is not displayed.</p>
Delete Customer Order Pick	PC	Customer Order	<p>With this permission, the <b>Delete</b> button on the Customer Order Pick List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Customer Order Reverse Pick	PC	Customer Order	<p>With this permission, the <b>Delete</b> button on the Customer Order Reverse Pick List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Dispatch Customer Order Delivery	Handheld	Customer Order	<p>With this permission, the Dispatch Now menu option on the Delivery Summary screen is displayed.</p> <p>Without this permission, the option is not displayed.</p>
Dispatch Customer Order Delivery	PC	Customer Order	<p>With this permission, the <b>Dispatch</b> button on the Customer Order Delivery Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Dispatch Incomplete Customer Order Delivery	Handheld	Customer Order	<p>With this permission, when the Dispatch Now has been selected on the Delivery Summary screen and the customer order is incomplete a warning message is displayed to the user and allowed to cancel or continue.</p> <p>Without this permission, when the Dispatch Now has been selected on the Delivery Summary screen when the customer order is incomplete, an error message is displayed to the user and</p>

			the user cannot continue.
Dispatch Incomplete Customer Order Delivery	PC	Customer Order	<p>With this permission, when the <b>Dispatch</b> button on the Customer Order Delivery Detail screen has been selected and the customer order is incomplete, a warning message is displayed to the user and allowed to cancel or continue.</p> <p>Without this permission, when the <b>Dispatch</b> button has been selected on the Delivery Summary screen when the customer order is incomplete, an error message is displayed to the user and the user cannot continue.</p>
Edit Customer Order BOL	PC	Customer Order	<p>With this permission, the BOL Detail screen will open in Edit mode. In addition, the View Customer Order BOL permission is required to gain access to the screen.</p> <p>Without this permission, the BOL Detail screen is View-only.</p>
Edit Customer Order Delivery Attribute	PC	Customer Order	<p>With this permission, the <b>Apply</b>, <b>Add</b>, <b>Remove</b> and <b>Cancel</b> buttons on the Extended Attribute Data Entry screen are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Edit Customer Order Delivery For Pickup	Handheld	Customer Order	<p>With this permission, the Edit Delivery menu option on the Deliver Cust Order menu is displayed. In addition, the option will only be available for orders with a Reservation Type 'Web Orders' and Delivery Type 'Pickup'.</p> <p>Without this permission, the option is not displayed.</p>
Edit Customer Order Delivery For Pickup	PC	Customer Order	<p>With this permission, when a user double-clicks on an existing Customer Order Delivery record, the Customer Order Delivery Detail screen will open. In addition, only the orders with a Reservation Type 'Web Orders' and Delivery Type 'Pickup' will be editable.</p> <p>Without this permission, the screen will open in View-only mode.</p>
Edit Customer Order Delivery For Shipment	Handheld	Customer Order	<p>With this permission, the Edit Delivery menu option on the Deliver Cust Order menu is displayed. In addition, the option will only be available for orders with a Reservation Type 'Web Orders' and Delivery Type 'Shipment'.</p> <p>Without this permission, the option is</p>



			not displayed.
Edit Customer Order Delivery For Shipment	PC	Customer Order	<p>With this permission, when a user double-clicks on an existing Customer Order Delivery record, the Customer Order Delivery Detail screen will open. In addition, only the orders with a Reservation Type 'Web Orders' and Delivery Type 'Shipment' will be editable.</p> <p>Without this permission, the screen will open in View-only mode.</p>
Edit Customer Order Pick	Handheld	Customer Order	<p>With this permission, the Review Pick menu option on the Pick Summary screen is displayed.</p> <p>Without this permission, the option is not displayed.</p>
Edit Customer Order Pick	PC	Customer Order	<p>With this permission, when a user double-clicks on an existing Customer Order Pick record, the Customer Order Pick Detail screen will open in an edit mode.</p> <p>Without this permission, the screen will open in View-only mode.</p>
Edit Customer Order Reverse Pick	PC	Customer Order	<p>With this permission, when a user double-clicks on an existing Customer Order Reverse Pick record, the Customer Order Reverse Pick Detail screen will open in edit mode.</p> <p>Without this permission, the screen will open in View-only mode.</p>
Item Substitution For Picking	Handheld	Customer Order	<p>With this permission, the Item Substitution option on the Pick Detail screen is enabled.</p> <p>Without this permission, the option is not displayed.</p>
Item Substitution for Picking	PC	Customer Order	<p>With this permission, the <b>Item Substitution</b> button on the Customer Order Pick Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Reject Customer Order	PC	Customer Order	<p>With this permission, the <b>Reject</b> button on the Customer Order Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Submit Customer Order Delivery	Handheld	Customer Order	<p>With this permission, the Submit menu option on the Delivery Summary screen is displayed.</p>

			Without this permission, the option is not displayed.
Submit Customer Order Delivery	PC	Customer Order	<p>With this permission, the <b>Submit</b> button on the Customer Order Delivery Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
View Customer Order BOL	PC	Customer Order	<p>With this permission, the <b>BOL</b> button on the Customer Order Delivery Detail screen is displayed and enabled. The BOL Detail screen will open in View-only mode.</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 enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Direct Delivery Attribute	Handheld	Direct Delivery	<p>With this permission, the Add Ext Attribute menu option on the Direct Delivery menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Access Direct Delivery Attribute	PC	Direct Delivery	<p>With this permission, the <b>Ext. Attributes</b> button on the Direct Delivery Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Purchase Order	PC	Direct Delivery	<p>With this permission, the <b>Purchase Order</b> button on the Direct Delivery List screen is displayed and enabled.</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. The menu option is only displayed when applying an ASN to a delivery.</p> <p>Without this permission the menu</p>

			option is not displayed.
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. The button is only displayed when applying an ASN to a delivery.</p> <p>Without this permission, the button is not displayed.</p>
Add/Edit Items for Direct Delivery	Handheld	Direct Delivery	<p>With this permission, the Add/Edit menu option on the Direct Delivery screen is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Add Item 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>
Allow Over Receiving for Direct Delivery	Handheld	Direct Delivery	<p>With this permission, the user is allowed to over-receive quantities for a direct delivery.</p> <p>Without this permission, the user is not allowed to over-receive quantities and the message "Quantity received is larger than expected, reduce the quantity received" is displayed.</p>
Allow Over Receiving for Direct Delivery	PC	Direct Delivery	<p>With this permission, the user is allowed to over-receive quantities.</p> <p>Without this permission, the user is not allowed to over-receive quantities and will be prompted when damaged and received quantity is larger than the expected quantity.</p>
Allow Receiving 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 damaged menu option on the Handheld is not displayed.</p>
Allow Receiving Damages for Direct Delivery	PC	Direct DeliveryPrimary Loc	<p>With this permission, the damaged column on the Direct Delivery Detail screen is displayed and enabled. This</p>

			allows the user to add but not edit damaged items.  Without this permission, the damaged column is not displayed.
Complete Direct Delivery	Handheld	Direct Delivery	With this permission the Complete Delivery 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 For PO With ASN	Handheld	Direct Delivery	With this permission, the Yes menu option on the screen with the message An open ASN exists for the purchase order. "Would you like to apply the ASN?" is displayed.  Without this permission, the message "No open ASNs exist" is displayed.
Create Direct Delivery For PO With ASN	PC	Direct Delivery	With this permission, the use <b>ASN</b> button on the ASN List screen is displayed and enabled.  Without this permission, the button is not displayed.
Create Direct Delivery Without ASN	Handheld	Direct Delivery	With this permission, the Yes menu option on the screen with the message "No open purchase orders exist for the item supplier. Would you like to create a new one?" is displayed.  Without this permission, the message "No open ASNs exist" is displayed.
Create Direct Delivery Without ASN	PC	Direct Delivery	With this permission, the <b>Create Delivery</b> button on the Purchase Order Detail screen is displayed and enabled.  Without this permission, the button is not displayed.
Create Direct Delivery Without PO	Handheld	Direct Delivery	With this permission, the Yes menu option on the screen with the message "No open purchase orders exist for the item supplier. Would you like to create a new one?" is displayed.  Without this permission, the message "No POs can be created for this supplier is displayed."
Create Direct Delivery Without	PC	Direct Delivery	With this permission, the <b>Create Without PO</b> button on the Direct Delivery List screen is displayed and

PO			<p>enabled. In addition, the Create PO flag must be enabled for the selected Supplier or system configured to ignore the flag.</p> <p>Without this permission, the button is not displayed.</p>
Delete Direct Delivery	Handheld	Direct Delivery	<p>With this permission the Delete Delivery menu option on the Direct Delivery screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Delete Item 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 in edit mode.</p> <p>Without this permission, the screen will open in view-only mode.</p>
Edit Direct Delivery Attribute	PC	Direct Delivery	<p>With this permission, the <b>Apply</b>, <b>Add</b>, <b>Remove</b> and <b>Cancel</b> buttons on the Extended Attributes Entry screen are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</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> <p>Without this permission, the message "Quantity received is larger than expected, reduce the quantity received" is displayed.</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> <p>With this permission, the user can override the supplier discrepancies check during the direct delivery receipt.</p> <p>Without this permission, the message "Quantity received is larger than expected, reduce the quantity received" is displayed.</p>
Receive All 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>

			Without this permission, the button is not displayed.
Receive Direct Delivery In Shop Floor	Handheld	Direct Delivery	<p>With this permission the Receive in Shop Floor prompt on the Direct Delivery Detail screen will be displayed.</p> <p>Without this permission the prompt is not displayed.</p>
Receive Direct Delivery In Shop Floor	PC	Direct Delivery	<p>With this permission, the Receive in Shop Floor check box on the Direct Delivery Detail screen is displayed and enabled.</p> <p>Without this permission, the check box is not enabled.</p>
Review Direct Delivery	Handheld	Direct Delivery	<p>With this permission, the Review Items menu option on the Direct Delivery screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Email Alert - AGSN Item on Incoming ASN	Server	Email	<p>With this permission, the user will be notified if an Auto Generated SN item is on the ASN with pre-generated numbers when processing thru the RIB.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Customer Order Pick Reminder	Server	Email	<p>With this permission, the user will be notified if the pick list has been created but not actioned.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Customer Order Receipt	Server	Email	<p>With this permission, the user will be notified when customer orders are received.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Customer Order Reminder	Server	Email	<p>With this permission, the user will be notified when the customer order has not been fulfilled.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Finisher Delivery Unable to Auto-Receive	Server	Email	<p>With this permission, the user will be notified when the finisher delivery UIN qty discrepancy exists on an incoming ASN during batch processing.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Finisher UIN	Server	Email	With this permission, the user will be notified when a finisher return received

Discrepancy			<p>quantity does not match the number of serial numbers on the return.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - New Customer Order	Server	Email	<p>With this permission, the user will be notified when customer orders are created.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Over Received Quantity	Server	Email	<p>With this permission, the user will be notified when the number of pre-populated serial numbers exceeds the received quantity.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Receiving UIN Discrepancy	Server	Email	<p>With this permission, the user will be notified when the number of pre-populated serial numbers does not match the received quantity.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Return Expiration Approaching	Server	Email	<p>With this permission, the user will be notified if the return expiration date is approaching.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Secondary ASN UIN Discrepancy	Server	Email	<p>With this permission, the user will be notified if the secondary ASN with pre-populated serial numbers does not match the received quantity.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Transfer Damaged	Server	Email	<p>With this permission, the user will be notified when damaged items are received for a transfer.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Transfer Dispatched	Server	Email	<p>With this permission, the user will be notified when a transfer is dispatched.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Transfer Dispatched Overdue	Server	Email	<p>With this permission, the user will be notified when a transfer dispatch is overdue.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert -	Server	Email	<p>With this permission, the user will be</p>

Transfer Over/Under Received			<p>notified when a transfer has over/under received quantities.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Transfer Request	Server	Email	<p>With this permission, the user will be notified when a transfer request is created.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Transfer Request Approved	Server	Email	<p>With this permission, the user will be notified when a transfer request is approved.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Transfer Request Rejected	Server	Email	<p>With this permission, the user will be notified when a transfer request is rejected.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Unexpected UIN (Store Changed)	Server	Email	<p>With this permission, the user will be notified when UINs are discovered at a store where they should not be.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Warehouse Delivery Unable to Auto-Receive	Server	Email	<p>With this permission, the user will be notified when the delivery includes pre-populated serial numbers and cannot be automatically received.</p> <p>Without this permission, the user will not be notified.</p>
Email Alert - Store Transfer Expected Qty Discrepancy	Server	Email	<p>With this permission, the user will be notified when the delivery includes pre-populated serial numbers and the received quantity does not match.</p> <p>Without this permission, the user will not be notified.</p>
Access Inventory Adjustments	Handheld	Inventory Adjustments	<p>With this permission the Inventory Adjustments menu option on the Inv. Management menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Inventory Adjustment	PC	Inventory Adjustments	<p>With this permission, the <b>Inventory Adjustment</b> button on the Inventory Management screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>



Access Inventory Adjustment Attribute	Handheld	Inventory Adjustments	<p>With this permission, the Add Ext Attribute menu option on the Inventory Adj. Summary menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Access Inventory Adjustment Attribute	PC	Inventory Adjustments	<p>With this permission, the <b>Ext. Attributes</b> button on the Inventory Adjustment Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Complete Inventory Adjustment	Handheld	Inventory Adjustments	<p>With this permission, the Confirm Now menu option on the Inventory Adjustment Summary screen is displayed.</p> <p>Without this permission the menu option is not displayed. The Confirm Later menu option will be available to save the transaction.</p>
Complete Inventory Adjustment	PC	Inventory Adjustments	<p>With this permission, the <b>Confirm</b> button on the Inventory Adjustment Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed. The <b>Save</b> button will be enabled to save the transaction.</p>
Create Inventory Adjustment	PC	Inventory Adjustments	<p>With this permission, the <b>Create</b> button on the Inventory Adjustment List screen is displayed and enabled. The <b>Copy</b> button is also enabled with this permission when the user is copying completed adjustments.</p> <p>Without this permission, the button is not displayed.</p>
Delete Inventory Adjustment	Handheld	Inventory Adjustments	<p>With this permission, the Delete Inv. Adj. menu option on the Inventory Adj. Summary screen is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Delete Inventory Adjustment	PC	Inventory Adjustments	<p>With this permission, the <b>Delete</b> button on the Inventory Adjustment List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Inventory Adjustment	Handheld	Inventory Adjustments	<p>With this permission, the Edit Inv. Adj. menu option in the Inventory Adj. menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>

Edit Inventory Adjustment	PC	Inventory Adjustments	<p>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 in edit mode. The <b>Add Item</b> button is also displayed and enabled.</p> <p>Without this permission, the screen will open in View-only mode.</p>
Edit Inventory Adjustment Attribute	PC	Inventory Adjustments	<p>With this permission, the <b>Apply</b>, <b>Add</b>, <b>Remove</b> and <b>Cancel</b> buttons on the Extended Attributes Entry screen are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Access Item Basket	Handheld	Item Basket	<p>With this permission the Item Basket menu option on the Inv. Management menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Add Item to Item Basket	Handheld	Item Basket	<p>With this permission the Add Item option on the Item Basket summary menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Item Basket	Handheld	Item Basket	<p>With this permission the Create Item Basket menu option on the Item Basket menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Delete Item Basket	Handheld	Item Basket	<p>With this permission the Delete Item Basket option on the Item Basket summary menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Delete Item from Item Basket	Handheld	Item Basket	<p>With this permission the Delete Item option on the Item Basket summary menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Print Item Basket	Handheld	Item Basket	<p>With this permission the Print Ticket option on the Item Basket summary is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Save Item Basket	Handheld	Item Basket	<p>With this permission the Save Basket option on the Item Basket summary is displayed.</p>

			Without this permission the menu option is not displayed.
View Item Basket	Handheld	Item Basket	<p>With this permission the View Details option on the Item Basket summary is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Item Requests	Handheld	Item Requests	<p>With this permission the Item Requests menu option on the Inv. Management menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Item Request	PC	Item Requests	<p>With this permission, the <b>Item Request</b> button on the Inventory Management screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Add Items to Item Request	PC	Item Requests	<p>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.</p> <p>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.</p>
Add or Edit Item For Item Request	Handheld	Item Requests	<p>With this permission, the Edit Item Request menu option on the Item Request menu is displayed. Without this permission, the menu option is not displayed.</p> <p>With this permission, the Add/Edit Item menu option on the Item Requests Summary screen is displayed. Without this permission the menu option is not displayed when editing an Item Request.</p> <p>With this permission, the message "Item is not on the request. Would you like to add it?" and the Yes and No menu options are displayed.</p> <p>Without this permission the message screen is not displayed. 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 Request	Handheld	Item Requests	With this permission the Create Item Request menu option on the Item

			Requests menu is displayed. Without this permission the menu option is not displayed.
Create Item Request	PC	Item Requests	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.  Without this permission, the button is not displayed.
Delete Item Request	Handheld	Item Requests	With this permission the Delete Item Request menu option on the Item Requests menu is displayed.  Without this permission the menu option is not displayed.
Delete Item Request	PC	Item Requests	With this permission, the <b>Delete</b> button on the Item Request List screen is displayed and enabled. Without this permission, the button is not displayed.  With this permission, the <b>Item Remove</b> button on the Item Request Detail screen is displayed and enabled. Without this permission, the button is not displayed.
Edit Item Request	Handheld	Item Requests	With this permission the Edit Item Request menu option on the Item Requests menu is displayed.  Without this permission the menu option is not displayed.
Edit Item Request	PC	Item Requests	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 in edit mode.  Without this permission, the screen will open in View-only mode.
Request Item Request	Handheld	Item Requests	With this permission the Request Item Request menu option on the Item Requests menu is displayed. Without this permission the menu option is not displayed.  With this permission the Request Now menu option on the Item Requests Summary screen is displayed. Without this permission the menu option is not displayed.
Request Items	PC	Item Requests	With this permission, the <b>Request</b> button on the Item Request Detail screen is displayed and enabled.

			Without this permission, the button is not displayed.
Access Item Ticket	Handheld	Item Tickets	<p>With this permission the Ticket Printing menu option on the Main menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Item Ticket	PC	Item Tickets	<p>With this permission, the <b>Item Ticket</b> button on the Print Menu screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Item Ticket Batch	PC	Item Tickets	<p>With this permission, the <b>Item Ticket Batch</b> button in the Print Menu screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Item Ticket Price Override	Handheld	Item Tickets	<p>With this permission the Ticketing Price Override menu is displayed and the user can override the price on the Ticket Detail screen.</p> <p>Without this permission, the menu is not displayed and the user cannot override the price.</p>
Create Item Ticket	PC	Item Tickets	<p>With this permission, the <b>Create</b> button on the Item Tickets List screen and the <b>Add Ticket</b> button on the Item Ticket Batch Detail screen are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Create Item Ticket Batch	PC	Item Tickets	<p>With this permission, the <b>Create Batch</b> button on the Item Ticket Batch List screen and <b>Generate Tickets</b> button on the Add Transaction screen are displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Item Ticket	PC	Item Tickets	<p>With this permission, the <b>Delete</b> button on the Item Tickets List, Item Ticket Batch List screens and the <b>Remove Ticket</b> button on the Item Ticket Batch Detail screens are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Edit Item Ticket	PC	Item Tickets	<p>With this permission, when the user double clicks on an existing Item Ticket in the Item Ticket List or Item Ticket</p>

			<p>Batch Detail screen, the Item Ticket Detail screen will open in edit mode.</p> <p>With this permission, when the user double clicks on an existing item ticket batch on the Item Ticket Batch List screen, the Item Ticket Batch Detail screen will open in edit mode.</p> <p>Without this permission, the screens will open in View-only mode.</p>
Print Item Ticket	PC	Item Tickets	<p>With this permission, the <b>Print Tickets</b> button on the Item Ticket List, Item Ticket Detail, Item Ticket Batch List and Item Ticket Batch Detail screens are displayed and enabled. Without this permission, the button is not displayed.</p> <p><b>Note:</b> If the format type is Auto Generated SN, the Print Tickets button is controlled by the Print UIN Auto Generate Serial Number permission.</p>
Update Format Item Ticket	PC	Item Tickets	<p>With this permission, the <b>Update Format</b> button on the Item Ticket List, Item Tickets Batch List and Item Ticket Batch Detail screens are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Update SOH Item Ticket	PC	Item Tickets	<p>With this permission, the <b>Refresh Qty</b> button on the Item Tickets List, Item Ticket Batch List and Item Ticket Batch Detail screens are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Access Price Change	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 Change	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	PC	Price Changes	<p>With this permission, the <b>Shelf Labels</b></p>

For Price Changes			<p>button on the Price Change List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Return Attribute	Handheld	Returns	<p>With this permission, the Add Ext Attribute menu option on the Returns Summary menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Access Return Attributes	PC	Returns	<p>With this permission, the <b>Ext. Attributes</b> button on the Return Detail 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 menu 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>
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 Item</b> button on the Return Detail screen is displayed and enabled.</p> <p>Without this permission, the button will not display. If the user is creating a return, the <b>Add Item</b> button will always be available.</p>
Add or Edit Items for Return	Handheld	Returns	<p>With this permission and the Edit Returns permission, the Add/Edit Item menu option on the Return Summary screen is displayed.</p> <p>Without this permission the menu option is not displayed. This permission does not apply when creating a return. Users will always be able to add and edit items when creating a return.</p>
Cancel Submit Return	Handheld	Returns	<p>With this permission and the return is in Submitted status, the Cancel Submit menu option on the Returns Summary screen is displayed. Without this permission, the menu option is not</p>

			<p>displayed.</p> <p>With this permission, the message “Are you sure you want to set the return back to pending?” and the Yes and No menu options are displayed. Without this permission, the message is not displayed.</p>
Cancel Submit Return	Handheld	Returns	<p>With this permission and the return is in Submitted status, the <b>Cancel Submit</b> button on the Returns Detail screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission, the message “Are you sure you want to go back to Pending status?” is displayed. Without this permission the message is not displayed.</p>
Create or edit return Context field	Handheld	Returns	<p>With this permission and the return is to Warehouse or Finisher the Context type menu options on the Context Type menu are displayed and enabled. Without this permission, the menu is not displayed.</p> <p>With this permission and the Context Type selected is PROM, the user is prompted for the Context Value. Without this permission, the user is not prompted.</p>
Create or edit return Context field	PC	Returns	<p>With this permission, the Context Type dropdown on the Return Detail screen is displayed and enabled. Without this permission, the dropdown is not enabled.</p> <p>With this permission and the Context Type selected is PROM, the Context Value field on the Return Detail screen is displayed and enabled. Without this permission, the field is not enabled.</p>
Create Return for External Finisher	Handheld	Returns	<p>With this permission, the Finisher option is available on the Return Detail menu is displayed</p> <p>Without this permission, the menu option is not displayed.</p> <p>Note: A return to finisher may be executed regardless of this permission, Only created is controlled by this option.</p>
Create Return for External Finisher	PC	Returns	<p>With this permission, the Finisher option on the Return Detail screen is displayed in the Return Type dropdown.</p>



			Without this permission, the option is not displayed.
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.</p> <p>Without this permission, the button is not displayed.</p> <p>With this permission, the <b>Add Item</b> button on the Return Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Items from Returns	PC	Returns	<p>With this permission, (and the corresponding Edit Returns permission) the <b>Remove Item</b> button on the Return Detail screen is displayed and enabled.</p> <p>Without this permission, the button 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. If the user has the permission, but is not authorized for the source on the return, the message "User is not authorized to delete this Return" is displayed. Without this permission, the button is not displayed.</p>
Dispatch Returns	Handheld	Returns	<p>With this permission the Dispatch Return menu option on the Returns menu is displayed. Without this permission the menu option is not displayed.</p> <p>With this permission and dispatch validate store parameter set to 'Ship Direct', the Dispatch Now menu option on the Return Summary screen is displayed, when coming from either Create Return or Edit Return. 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. If the user is not authorized for the source on the return, the message “User is not authorized to dispatch this Return” is displayed. Without this permission, the button is not displayed.</p> <p>With this permission and the corresponding data permission for the source of the return, the Dispatch button on the Return Detail screen is displayed and enabled. Without this permission, the button is not displayed.</p>
Edit Return Attribute	PC	Returns	<p>With this permission, the <b>Apply</b>, <b>Add</b>, <b>Remove</b> and <b>Cancel</b> buttons on the Extended Attribute Entry screen is displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Edit Return BOL	PC	Returns	<p>With this permission, the <b>BOL</b> button on the Return Detail screen is displayed and enabled. This permission allows the SIM user access to edit a bill of lading associated with a return.</p> <p>Without this permission, the button is not displayed.</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 Return	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 in edit mode.</p> <p>Without this permission, the Return Detail screen will open in view-only mode.</p>
Submit Return	Handheld	Returns	<p>With this permission and dispatch validate store parameter set to 'Ship Submit', the Submit menu option on the Returns Summary screen is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Submit Return	PC	Returns	<p>With this permission and dispatch validate store parameter set to 'Ship Submit', the <b>Submit</b> button on the Return Detail screen is displayed and</p>

			<p>enabled.</p> <p>Without this permission, the button is not displayed.</p>
View Return BOL	PC	Returns	<p>With this permission, the <b>BOL</b> button is displayed and enabled. The BOL Detail screen will be view-only.</p> <p>Without this permission, the <b>BOL</b> button is not displayed.</p>
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. The Return Details will be view-only.</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 Password	PC	Security	<p>With this permission, the <b>Assign Password</b> button on the User Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Assign User Role	PC	Security	<p>With this permission, the <b>Assign Roles</b> button on the User Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Assign User Store	PC	Security	<p>With this permission, the Assign Stores button on the User Detail screen is</p>

			<p>displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Create User	PC	Security	<p>With this permission, the Create button on the User List is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
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>
Delete User	PC	Security	<p>With this permission, the Delete button on the User List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit User	PC	Security	<p>With this permission, when the user double-clicks on an existing user in the User List screen, the User Detail screen will open in edit mode.</p> <p>Without this permission, the User Detail screen will open in view-only mode.</p>
Mass Assign User Role	PC	Security	<p>With this permission, the <b>Mass Assign Roles</b> button on the Security menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Mass Assign User Store	PC	Security	<p>With this permission, the Mass Assign Stores button on the Security menu 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 menu 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 Item</b> button on the Micro Sequence Edit</p>

			<p>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 Location</b> button on the Item Locations 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 Location</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>
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>Remove Item</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>Remove Item</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	PC	Sequencing	<p>With this permission, the <b>Remove Item</b> button on the Macro Sequence Edit</p>

Locations			<p>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 in edit mode. Without this permission, the Micro Sequence List screen will open in view-only mode.</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 in edit mode. Without this permission, the Micro Sequence List screen will open in view-only mode.</p> <p>With this permission, the <b>Edit Items</b> button on the Micro Sequence List screen is displayed and enabled. 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>
Sequence Items	Handheld	Sequencing	<p>With this permission the Sequence Item 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 Shelf Adjustment	Handheld	Shelf Adjustment	<p>With this permission the Shelf Adjustment menu option on the Shelf Replenishment menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Shelf Adjustment	Handheld	Shelf Adjustment	<p>With this permission the Create menu option on the Shopfloor Adjust, Backroom Adjust, Display List and Ad Hoc Replenish menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>

Access Shelf Replenishment	Handheld	Shelf Replenishment	<p>With this permission the Shelf Replenishment menu option on the Inv. Management menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Shelf Replenishment	PC	Shelf Replenishment	<p>With this permission, the <b>Shelf Replenishment</b> button on the Inventory Management menu is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Action Shelf Replenishment	Handheld	Shelf Replenishment	<p>With this permission the Action Shelf Replen menu option on the Shelf Replenishment menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Shelf Replenishment	Handheld	Shelf Replenishment	<p>With this permission the Within Day and the End Of Day menu options on the Shelf Replenishment menu is displayed.</p> <p>Without this permission the menu options is not displayed.</p>
Create Shelf Replenishment	PC	Shelf Replenishment	<p>With this permission, the <b>Create</b> button on the Shelf Replenishment List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Shelf Replenishment	PC	Shelf Replenishment	<p>With this permission, the <b>Delete</b> button on the Shelf Replenishment screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Replenishment Item Substitution	Handheld	Shelf Replenishment	<p>With this permission, the Item Substitution option on the Pick Detail screen is enabled.</p> <p>Without this permission, the option is not displayed.</p> <p>Note: This permission only applies when the user has selected to allow item substitution when prompted.</p>
Replenishment Item Substitution	PC	Shelf Replenishment	<p>With this permission, the Allow Substitute Item check box on the Shelf Replenishment Create screen is displayed and enabled.</p> <p>Without this permission, the check box is not enabled.</p>
Access Ad-Hoc	Handheld	Stock Counts	<p>With this permission the Ad Hoc Stock Count menu option on the Stock</p>

Stock Counts			Counting menu is displayed. Without this permission the menu option is not displayed.
Access Stock Count	Handheld	Stock Counts	With this permission the Stock Counts menu option on the Inv. Management menu is displayed. Without this permission the menu option is not displayed.
Access Stock Count Attribute	Handheld	Stock Counts	With this permission, the Add Ext Attribute menu option on the Stock Counting menu is displayed. Without this permission, the menu option is not displayed.
Access Stock Count Attribute	PC	Stock Counts	With this permission, the <b>Ext. Attributes</b> button on the Stock Count Detail and Stock Re-count Detail screen are displayed and enabled. Without this permission, the button is not displayed.
Access Stock Count	PC	Stock Counts	With this permission, the <b>Stock Counts</b> button on the Inventory Management menu is displayed and enabled. Without this permission, the button is not displayed.
Amend Stock Count	Handheld	Stock Counts	With this permission, the <amend> option (or Shift-5 function) on the Stock Counting screen is displayed and enabled. Without this permission, the option is not displayed and the Shift-5 function is not available.
Amend Stock Re-Count	Handheld	Stock Counts	With this permission the <amend> option (or Shift-5 function) for stock re-counts is displayed and enabled. Without this permission, the option is not displayed and the Shift-5 function is not available.
Authorize Stock Count	PC	Stock Counts	With this permission, the <b>Authorize</b> button on the Child Stock Count List screen is displayed and enabled. Without this permission, the button is not displayed.
Complete Stock Count	Handheld	Stock Counts	With this permission the Complete Count menu option on the Stock Counting menu is displayed. Without this permission the menu option is not displayed.



Complete Stock Count	PC	Stock Counts	<p>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 Stock Count	PC	Stock Counts	<p>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>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 menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
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 Adhoc 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 Child Stock Count List screen will open in edit mode.</p> <p>Without this permission, the Child Stock Count List screen will open in view-only mode.</p>
Edit Stock Count Attribute	PC	Stock Counts	<p>With this permission, the <b>Apply</b>, <b>Add</b>, <b>Remove</b> and <b>Cancel</b> button on the Extended Attribute Entry screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>

Edit Unit Amount Stock Count	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 Child Stock Count List screen will open in edit mode.</p> <p>Without this permission, the Child Stock Count List screen will open in view-only mode.</p>
Edit Unit Stock Count	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 Child Stock Count List screen will open in edit mode.</p> <p>Without this permission, the Child Stock Count List screen will open in view-only mode.</p>
Recount 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 Item Stock Count	PC	Stock Counts	<p>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>
Save Child Stock Count	PC	Stock Counts	<p>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>
Snapshot Stock Count	PC	Stock Counts	<p>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 Stock Count	PC	Stock Counts	<p>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>
Access Store Order	PC	Store Orders	<p>With this permission, the <b>Store Orders</b> button on the Inventory Management screen is displayed and enabled.</p>

			Without this permission, the button is not displayed.
Add Item 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. The <b>Add Item</b> button will always be available when creating a Store Order.</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>
Cancel Item Store Order	PC	Store Orders	<p>With this permission, the <b>Remove 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>Delete</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</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 Order	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 in edit mode.</p> <p>Without this permission, the Store Order Detail screen will open in view-only mode.</p>
Access Templates	PC	Templates	<p>With this permission, the Template button on the Inventory Adjustment List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Apply Templates	Handheld	Templates	<p>With this permission, the Apply Template menu option on the Inventory Adj. menu is displayed.</p>

			Without this permission, the menu option is not displayed.
Apply Templates	PC	Templates	<p>With this permission, the Apply Template button on the Inventory Adjustment Detail screen is displayed and enabled. The template dropdown and multiplier is also enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Templates	PC	Templates	<p>With this permission, the Delete button on the Template List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Transfer	PC	Transfers	<p>With this permission, the Transfers button on the Shipping/Receiving screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Transfer Attribute	Handheld	Transfers	<p>With this permission, the Add Ext Attribute menu option on the Transfer Summary menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Access Transfer Attribute	PC	Transfers	<p>With this permission, the <b>Ext. Attributes</b> button on the Transfer Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Transfer Context Field	PC	Transfers	<p>With this permission, the Context Type dropdown on the Transfer Detail screen is displayed and enabled. Without this permission, the dropdown is not enabled.</p> <p>With this permission and the Context Type selected is PROM, the Context Value field on the Transfer Detail screen is displayed and enabled.</p> <p>Without this permission, the field is not enabled.</p>
Access Transfer Request	Handheld	Transfers	<p>With this permission the Create Tsf 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</p>

			displayed. Without this permission the menu option is not displayed.
Add Item to Transfer	PC	Transfers	With this permission and the Edit Transfer permission, the <b>Add Item</b> button on the Transfer Detail screen is displayed and enabled.  Without this permission, the button is not displayed. The Add Item button will always be available when creating a transfer.
Add Item to Transfer Receipt	PC	Transfers	With this permission and the Receive Transfer permission, the <b>Add Item</b> button on the Transfer Detail Screen is displayed and enabled.  Without this permission, the button is not displayed.
Add Item to Transfer Request	PC	Transfers	With this permission and the Edit Transfer Request permission, the <b>Add Item</b> button on the Transfer Detail screen is displayed and enabled.  Without this permission, the button is not displayed. The <b>Add Item</b> button will always be available when creating a transfer request.
Add or Edit Items On Transfer	Handheld	Transfers	With this permission and the Edit Transfer Permission (handheld), the Add/Edit Item menu option on the Transfer Summary screen is displayed.  Without this permission the menu option is not displayed. The Add/Edit Item menu option will always be available when creating a transfer.
Amend Transfer Receipt	Handheld	Transfers	With this permission, the <Amend> option on the Transfer Summary screen is displayed.  Without this permission the option is not displayed.
Authorize Transfer Requests	PC	Transfers	With this permission, the <b>Accept</b> and <b>Reject</b> buttons on the Transfer Detail screen is displayed and enabled.  Without this permission, the buttons is not displayed.
Cancel Submit Transfer	Handheld	Transfers	With this permission, the Cancel Submit menu option on the Transfer Summary screen is displayed.  Without this permission, the menu option is not displayed.

Cancel Submit Transfer	PC	Transfers	<p>With this permission, the <b>Cancel Submit</b> button on the Transfer Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Complete Transfer Receipt	Handheld	Transfers	<p>With this permission, the Confirm Receipt menu option on the Receipt 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	Handheld	Transfers	<p>With this permission the Create Transfer menu option on the Transfer Menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Transfer	PC	Transfers	<p>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.</p> <p>Without this permission, the button is not displayed.</p>
Create Transfer Request	Handheld	Transfers	<p>With this permission the Create Tsf Request menu option on the Transfer menu is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Create Transfer Request	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 Detail screen will also be enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Item From Transfer	PC	Transfers	<p>With this permission, the <b>Remove Item</b> button on the Transfer Detail screen is displayed and enabled when Transfer is selected.</p> <p>Without this permission, the button is not displayed.</p>
Delete Item From Transfer Request	PC	Transfers	<p>With this permission, the <b>Remove Item</b> button in the Transfer Detail screen is displayed and enabled when Transfer</p>

			Request is selected. 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	Handheld	Transfers	With this permission the Delete Transfer menu option on the Transfer menu is 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 Transfer	PC	Transfers	With this permission, the <b>Delete</b> button on the Transfer List screen is displayed and enabled. Without this permission the menu option is not displayed. Without this permission, the button is not displayed.
Delete Transfer Request	Handheld	Transfers	With this permission the Delete Request menu option on the Request Summary screen is displayed. Without this permission the menu option is not displayed.
Dispatch Transfer	Handheld	Transfers	With this permission, the Dispatch Now menu option on the Transfer Summary menu is displayed. Without this permission, the menu option is not displayed.
Dispatch Transfer	PC	Transfers	With this permission, the <b>Dispatch</b> button on the Transfer Detail screen and the Transfer List screen is displayed and enabled. Without this permission, the button is not displayed.
Edit Transfer	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.
Edit Transfer	PC	Transfers	With this permission, when the user double-clicks on an existing Transfer in the Transfer List screen, the Transfer Detail screen will open in edit mode. Without this permission, the Transfer

			Detail screen will open in view-only mode.
Edit Transfer Attribute	PC	Transfers	<p>With this permission, the <b>Apply</b>, <b>Add</b>, <b>Remove</b> and <b>Cancel</b> buttons on the Extended Attributes Entry screen are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Edit Transfer BOL	PC	Transfers	<p>With this permission, when the user clicks the <b>BOL</b> button on the Transfer Detail screen, the BOL Detail screen will open in edit mode.</p> <p>Without this permission, the BOL Detail screen will open in view-only mode.</p>
Edit Transfer Request	Handheld	Transfers	<p>With this permission the Edit Tsf Request menu option on the Transfer menu 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 Transfer Detail screen will open in edit mode.</p> <p>Without this permission, the Transfer Detail screen will open in view-only mode.</p>
Is Context Field Editable	Handheld	Transfers	<p>With this permission, the Context Field menu options on the Request Summary menu are displayed and enabled.</p> <p>Without this permission, the menu is not displayed.</p> <p>With this permission and the Context Type selected is PROM, the user is prompted for the Context Value.</p> <p>Without this permission, the user is not prompted.</p>
Receive All Items On Transfer	Handheld	Transfers	<p>With this permission, the Receive All menu option on the Transfer Receiving 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 Transfer Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Receive Item On	Handheld	Transfers	With this permission the Receive Item



Transfer			<p>menu option on the Transfer Receiving screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Receive Transfer	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 Transfer	PC	Transfers	<p>With this permission, when the user double-clicks on an existing Dispatched Transfer in the Transfer List screen, the Transfer Detail screen will open in edit mode.</p> <p>Without this permission, the Transfer Detail screen will open in view-only mode.</p>
Record Transfer Damages	Handheld	Transfers	<p>With this permission the Record Damages menu option on the Receipt Summary screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Request A Transfer Request	Handheld	Transfers	<p>With this permission the Request Now 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 Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Submit Transfer	Handheld	Transfers	<p>With this permission, the Submit menu option on the Transfer Summary screen is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Submit Transfer	PC	Transfers	<p>With this permission, the Submit button on the Transfer Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Transfer Item Review	Handheld	Transfers	<p>With this permission, the Review Item menu option on the Request Summary screen is displayed. Without this permission, the menu option is not displayed.</p> <p>With this permission, the Review Item</p>

			menu option on the Transfer Summary screen is displayed. Without this permission, the menu option is not displayed.
View Details For Transfer	Handheld	Transfers	<p>With this permission the View Details menu option on the Transfer Summary screen is displayed. 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. Without this permission the menu option is not displayed.</p>
View Transfer BOL	PC	Transfer	<p>With this permission, when the <b>BOL</b> button is clicked, the BOL Detail screen will open in View-only mode.</p> <p>Without this permission, the <b>BOL</b> button is not displayed.</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>
Create UIN AGSN Ticket	Handheld	UIN	<p>With this permission, the New AGSN menu option on the Ticketing Options menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p> <p>Note: The Re-print AGSN Ticket is controlled by the Print Auto Generated SN permission.</p>
Create UIN AGSN Ticket	PC	UIN	<p>With this permission, the Auto-Generate SN box on the Item Ticket Detail screen is displayed and enabled.</p> <p>Without this permission, the check box is disabled.</p>

Create UIN on the Fly	Handheld	UIN	<p>With this permission, the user is allowed to create a UIN on the fly when creating an inventory adjustment using a reason code of Disposition Movement from Out (Dist) to Available to Sell (ATS) = UIN Status in Stock.</p> <p>Without this permission, the user will not be able to create a new UIN.</p>
Create UIN on the Fly	PC	UIN	<p>With this permission, the user is allowed to create a UIN on the fly when creating an inventory adjustment using a reason code of Disposition Movement from Out (Dist) to Available to Sell (ATS) = UIN Status in Stock.</p> <p>Without this permission, the user will not be able to create a new UIN.</p>
Print UIN Auto Generate Serial Number	Handheld	UIN	<p>With this permission and the Format Type is Auto Generate SN, the Re-print AGSN menu option on the Ticketing Select Options screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p> <p>Note: The New AGSN print option is controlled by the Create UIN AGSN Ticket permission.</p>
Print UIN Auto Generated Serial Number	PC	UIN	<p>With this permission and the UIN type is AGSN, the <b>Print Ticket</b> button on the UIN Detail screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission and the Format type is Auto Generate SN, the <b>Print Tickets</b> button on the Item Ticket List and Item Ticket Detail screens and the <b>Select UIN</b> and <b>Remove UIN</b> buttons on the Item Ticket Detail screen are displayed and enabled. Without this permission, the buttons are not displayed.</p>
Resolve UIN Exceptions	PC	UIN	<p>With this permission the <b>Resolve</b> button on the UIN Resolution List screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Update UIN Status	PC	UIN	<p>With this permission, the Update Status dropdown on the UIN History screen is displayed and enabled.</p> <p>Without this permission, the dropdown is not enabled.</p>
View UIN Detail	Handheld	UIN	<p>With this permission, the Serial</p>

			<p>Number menu option on the Item Lookup screen is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
View UIN Detail	PC	UIN	<p>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.</p> <p>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.</p>
View UIN History	PC	UIN	<p>With this permission, the <b>View History</b> button on the UIN Resolution List screen is displayed and enabled. Without this permission, the button is not displayed.</p> <p>With this permission, the <b>View History</b> button on the UIN Detail screen is displayed and enabled. Without this permission, the button is not displayed.</p>
Access Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission the Warehouse Delivery menu option on the Shipping/Receiving screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Access Warehouse Delivery	PC	Warehouse Delivery	<p>With this permission, the <b>Warehouse Delivery</b> button on the Shipping/Receiving screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Warehouse Delivery Attribute	Handheld	Warehouse Delivery	<p>With this permission, the Add Ext Attribute menu option on the Warehouse Delivery Summary menu is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Access Warehouse Delivery Attribute	PC	Warehouse Delivery	<p>With this permission, the <b>Ext. Attributes</b> button on the Warehouse Delivery Detail screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Access Warehouse Quick Receiving	Handheld	Warehouse Delivery	<p>With this permission the WH Quick Receiving menu option on the Shipping/Receiving menu is displayed.</p>

			Without this permission the menu option is not displayed.
Add Item Warehouse Delivery	PC	Warehouse Delivery	<p>With this permission, the <b>Add Item</b> button on the Receive Case screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Allow Receiving Damages for Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission, the Record Damages menu option on the Container Summary screen is displayed.</p> <p>Without this permission, the menu option is not displayed.</p>
Amend Container	Handheld	Warehouse Delivery	<p>With this permission the Amend menu option on the Identify Container screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Amend Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission the Amend Delivery menu option on the Delivery Summary screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Cancel Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission the Cancel Delivery menu option on the Warehouse Delivery screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Confirm Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission the Confirm Delivery menu option on the Delivery Summary screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Confirm Warehouse Delivery	PC	Warehouse Delivery	<p>With this permission, the <b>Confirm</b> button on the Receive Container screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Delete Item Warehouse Delivery	PC	Warehouse Delivery	<p>With this permission, the <b>Remove Item</b> button on the Receive Case screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Edit Warehouse Delivery	PC	Warehouse Delivery	<p>With this permission, when the user double-clicks on an existing Warehouse Delivery on the Warehouse Delivery List screen, the Warehouse Delivery</p>

			<p>Detail screen will open in edit mode.</p> <p>Without this permission, the Warehouse Delivery Detail screen will open in view-only mode.</p>
Edit Warehouse Delivery Attribute	PC	Warehouse Delivery	<p>With this permission, the <b>Apply</b>, <b>Add</b>, <b>Remove</b> and <b>Cancel</b> buttons on the Extended Attributes Entry screen are displayed and enabled.</p> <p>Without this permission, the buttons are not displayed.</p>
Receive All Containers for Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission, the Receive All menu option on the Delivery Information screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Receive Container Level for Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission the Receive Container menu option on the Container Summary screen is displayed. Without this permission the menu option is not displayed.</p> <p>With this permission, the Receive Container menu option on the Delivery Information screen is displayed. Without this permission, the menu option is not displayed.</p>
Receive Item Level for Warehouse Delivery	Handheld	Warehouse Delivery	<p>With this permission the Receive Case Level menu option on the Container Summary screen is displayed.</p> <p>Without this permission the menu option is not displayed.</p>
Receive Warehouse Delivery	PC	Warehouse Delivery	<p>With this permission, the <b>Receive</b> button on the Receive Container screen is displayed and enabled.</p> <p>Without this permission, the button is not displayed.</p>
Receive Warehouse Delivery In Shop Floor	Handheld	Warehouse Delivery	<p>With this permission the Receive in Shop floor prompt on the Receive Container screen is displayed.</p> <p>Without this permission, the prompt is not displayed.</p>
Receive Warehouse Delivery In Shop Floor	PC	Warehouse Delivery	<p>With this permission, the Receive in Shop Floor check box on the Receive Container screen is displayed and enabled.</p> <p>Without this permission, the check box is disabled.</p>
Record Missing Container	Handheld	Warehouse Delivery	<p>With this permission the Record Missing menu option on the</p>

			Discrepancy Alert screen is displayed. Without this permission the menu option is not displayed.
Unreceive 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.
Unreceive 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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# B Appendix

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## LDAP Schema

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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 SIM-defined Object Classes:

- `simRole`
- `simStore`
- `simUser`
- `simUserRole`

They are described in the following tables:

**Table: *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: *simStore* Object Class**

Attribute Name	Mandatory	Description
storeID	Yes	Store ID. Syntax: String.

**Table: *simUser* Object Class**

Attribute Name	Mandatory	Description
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 do not use store assignments.

**Table: *simUserRole* Object Class**

Attribute Name	Mandatory	Description
roleName	Yes	Role assignment name. Syntax: String
userRole	Yes	DN of role. Syntax: String
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 (SECURITY\_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

```



# C 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.

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 setup 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 their 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: 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: 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: 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 , 0 In Transit

**Table: 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: 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 , 0 In Transit

**Table: 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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# D Appendix

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## 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: *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.

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**Table: 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:

1. 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.
2. 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).

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3. 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).
  4. 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, go 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 dialogues
- 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.