Oracle® Retail Warehouse Management System

Implementation Guide

Release 13.2.3

October 2011

ORACLE®

Oracle® Retail Warehouse Management System Implementation Guide, Release 13.2.3

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Preface

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

Audience

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

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Related Documents

For more information, see the following documents in the Oracle Retail Warehouse Management System Release 13.2.3 documentation set:

- *Oracle Retail Warehouse Management System Installation Guide*
- *Oracle Retail Warehouse Management System User Guide*
- *Oracle Retail Warehouse Management System Release Notes*

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- Detailed step-by-step instructions to recreate
- Exact error message received
- Screen shots of each step you take

Review Patch Documentation

When you install the application for the first time, you install either a base release (for example, 13.2) or a later patch release (for example, 13.2.1). If you are installing the base release, additional patch, and bundled hot fix releases, read the documentation for all releases that have occurred since the base release before you begin installation. Documentation for patch and bundled hot fix releases can contain critical information related to the base release, as well as information about code changes since the base release.

Oracle Retail Documentation on the Oracle Technology Network

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

http://www.oracle.com/technology/documentation/oracle_retail.html

(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:

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

1

Overview

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

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

RWMS supports warehousing processes by making it possible for you to:

- Define and manage complex warehousing structures
- Optimize material flow using advanced putaway and picking techniques and configurations
- Efficiently receive, move, pick and ship goods

This chapter contains the following sections:

- Key Features of Oracle Retail Warehouse Management System
- Skills Needed for Implementation
- Workspace Navigation

Key Features of Oracle Retail Warehouse Management System

Selected key features of RWMS are:

- Trailer/yard management
- Advance Ship Notice (ASN) functionality, including web-based vendor ASN creation
- Multiple methods of Inbound freight scheduling
- Pre-Distribution, including cross-docking and flow-through
- Receiving with selected inbound processing
- Inbound Quality Assurance (QA) including vendor compliance
- Flexible configuration of putaway including concentric
- Flexible configuration of distribution and picking schemes
- Robust Cycle Counting with logging

- Warehouse specific configurable shipping

- Value Added Services

- Operational Overview

- Return to Vendor (RTV)

- Task Management

- Compatibility with Radio Frequency hardware; hand held, truck mount and wrist mount.

- Enterprise Structure

Skills Needed for Implementation

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

Applications

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

- Oracle Retail Merchandising System (RMS)

- Oracle Retail Store Inventory Management (SIM)

- Oracle Retail Integration Bus (RIB)

Technical Concepts

The implementer should understand the following technical concepts:

- Oracle 11g database administration

- UNIX system administration, shell scripts, and job scheduling

- Performance constraints based on the retailer's integrated application infrastructure

- Technical architecture for RWMS

- Retailer's hierarchical (SKU/store/day) data

- Terminal Server administration in managing user accounts

- BI Publisher administration in configuring user accounts, setting security, database connections, and printers

Workspace Navigation

Standard Buttons

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

Table 1–1   Standard Button Descriptions

Image	Button	Description
	Clear	Clears data and allows a new query
	Exit	Closes the current window.
	Up Arrow	Move cursor up one row at a time
	Down Arrow	Move cursor down one row at a time.
	Up Double Arrow	Move cursor up one page at a time
	Down Double Arrow	Move cursor down one page at a time
	Enter Query/Provide Dropdowns	Display available query entry dropdowns

Table 1–1   (Cont.) Standard Button Descriptions

Image	Button	Description
	Execute Query	Execute Query
	Delete/Cancel Query	Exit Screen
	Help	Provides user help

List of Values (LOV) Button

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

Table 1–2   LOV Button Descriptions

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

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

Using LOV Buttons

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

Figure 1–1   List of Values Window
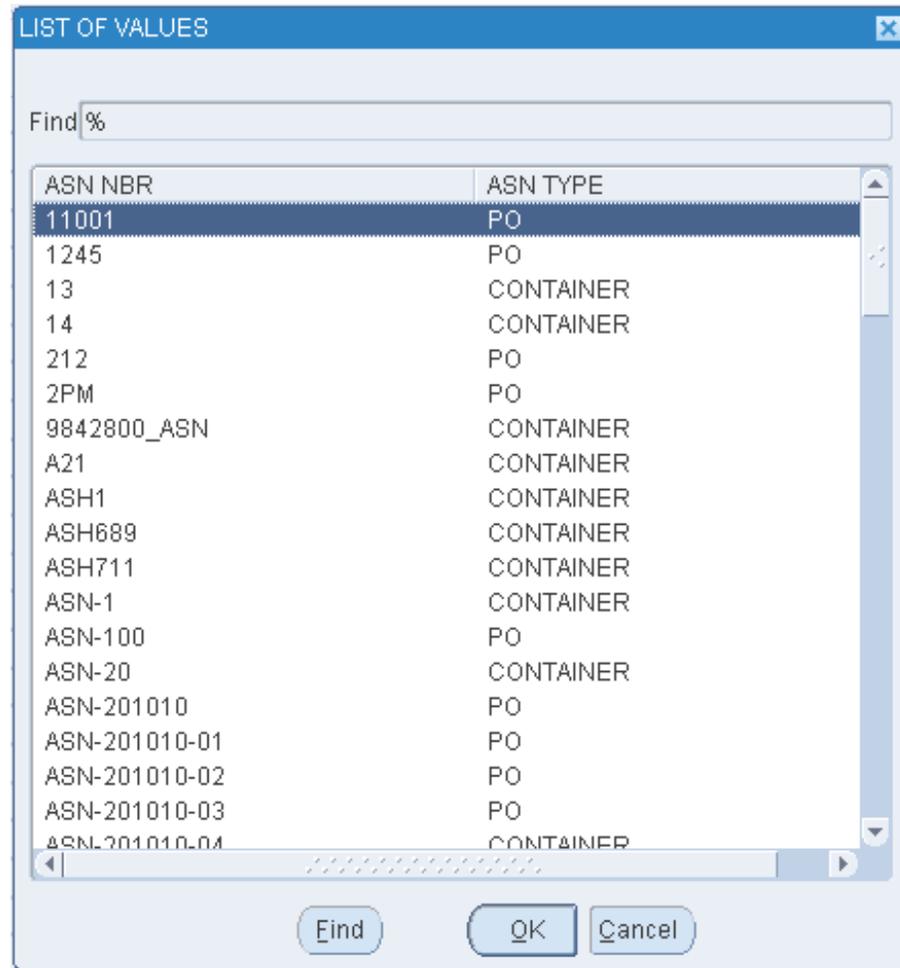
> **Note:** You can enter partial information into the drop-down Find field and press **Find**, a partial list of values is returned that matches the entered information. If a complete valid value is entered and **Enter** is pressed, the information is displayed without opening the list of values window.

2. Select a value. Page as necessary to find the desired value.

3. Click **OK**. The field is automatically filled in with the selected value.

2

Pre-Implementation Checklist

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

This chapter contains the following sections:

- Application Data Setup
- System Access and Security
- Check List for Setting Up a Warehouse
- Setting Up the Data
- Vendor/Item Setup
- Inventory Management
- Processing Setup
- Outbound Management

Application Data Setup

New Distribution Center (DC) Setup

The new Distribution Center (DC), for example, Facility 01, is created as a copy of the PR facility, using the following standard RWMS functionalities:

- Facility Setup Editor
- Facility Editor

This setup is done in order to preserve the standard PR facility as a reference base. The PR facility is not used or removed.

For more information on DC Setup, refer the chapter, Basic Data Setup.

System Parameters

Many RWMS configuration options are defined in System Control Parameters (SCPs) which apply to the entire facility. SCPs will be set up according to the business needs.

For more information on System Control Parameters, refer to Chapter 4, "System Control Parameters".

System Access and Security

Accounts and Passwords

All users have their own user ID and password. Passwords are set to automatically expire every 30 days, users are warned that their password will expire every 27 days, where they are given the opportunity to change their password.

User Roles

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

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

To ensure that users cannot improperly access any of the 390+ RWMS functions, all functions are set to default to the highest privilege level. Only functions that are clearly identified as required have their privilege level amended to a lower value.

Standard RWMS privilege levels are used to restrict access to production systems.

Application Function / User Role Matrix

There are over 390 functions in RWMS. A full analysis needs to be completed to ensure that all functions are assigned to the correct classification of users. Initially all functions are set to a privilege level of 9 except for certain functions, to ensure that users can access common functions.

> **Note:** Some common functions need to have an privilege level of 1 to allow access to the system for example, logon screen.

Check List for Setting Up a Warehouse

> **Note:** When setting up data that involves measurement, ensure to use the same conversion throughout, such as inches, feet, centimeters, and so forth.

1. Create the facility to be used for your production environment.

2. Ensure the DEST ID is created that represents the DC. (Destination Editor).

   Some fields are required when creating new destinations. May need to create additional data such as carrier, service, and route.

3. Ensure the SCP. DC_dest_ID is updated with the DEST ID chosen for the DC.

4. Create the facility type for the new facility.

5. Create the new facility.

6. For System Control Parameters (SCP), review periodically and update as the data for the facility is being created.

Setting Up the Data

1. Create Users/User Groups that will be involved in the creation/setup of the environment.

2. User Groups and Associate proper privileges to users created in Step 1.

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

3. Define Menus/Privileges.

4. Set Working Days. Ensure to include the appointment start/end time and interval

5. Define container types. Ensure facility layout is available in helping to determine the zones, regions, work areas.

6. Define zones, regions, work areas.

7. Define location types.

8. Define locations (reserve, doors, staging, forward picking locations, put to store locations, and so forth.

9. Define receiving and shipping doors.

10. Define Unit Pick Systems

11. If applicable, set up Put To Store and 3rd Party Systems.

Vendor/Item Setup

1. Prior to item download, define Department, Class and Subclass of Items

2. Prior to Items being downloaded (sent from Host), ensure that Vendors are defined.

3. Items (sent from Host), manual creation is possible.

4. Associate items to forward picking locations.

Inventory Management

1. Define putaway plans to be used (EMP, SAM, DIF).

2. Define cycle plans.

3. Create Destinations (Internal Processing dest_id's, Store). Ensure Carrier Service Routes are defined for destinations if this is created through the Destination Editor screen.

4. Define Activity Codes.

5. Define Service Standards.

6. Review and create/define Inventory Adjustment Codes, Disposition codes correlating with the Host System.

7. Review and update Transaction Codes, Stock Order Info Upload Codes.

8. Define Trouble Codes for Appointments, Containers.

9. Define WIP Codes

Processing Setup

1. Create and Review the processes available for assigning to items.

2. Assign Processes to the items.

3. Create and review the processes available for assigning to locations.

4. Assign the processes to the locations.

5. Create Warehouse Users/User Groups as needed.

6. Create and Review User processes available for assigning to users.

7. Assign the processes to the users.

8. If using task management functionality assign tasks to users, processes.

Outbound Management

1. Set up of carrier codes, service codes and routes.

2. Set up Trailers.

3

Technical Architecture

RWMS Technology Stack

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

Advantages of the Architecture

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

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

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

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

Technical Architecture Diagrams and Description

The minimal configuration of RWMS runs on two types of servers:

- User interface along with the messaging interfaces (RIB)

- Oracle database along with the relatively small interface batch executions.

The storage of executables, scripts, configurations, and data for each can reside on a central mirrored disk array cabinet unit or can be segregated by server type, with the file system configured as a shared mount point for relevant servers. All the servers and disk storage units are inter-connected by one or more high speed optical fiber channels which are appropriate to insure high speed data communication, relative to time critical processes occurring on each server. For connectivity to non-MOM systems, a LAN is sufficient. For systems external to the data center, a WAN is usually sufficient. No connectivity is needed between RWMS and core Merchandising Operations Management (MOM) applications, since communication is performed through the RIB.

Figure 3–1   RWMS Technical Architecture Model
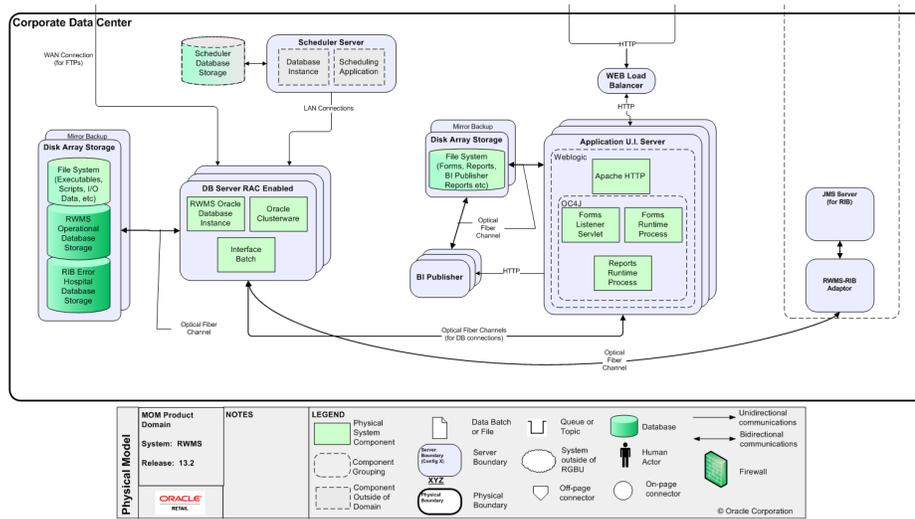
Logical Architecture

The logical architecture of RWMS presents the significant components that make up the system, as well as how these components interact to deliver the required functionality. The RWMS logical architecture is comprised of these components:

- User interface layer for GUI application

- User interface layer for RF application

- Functional user interface components

- Business logic - database packages

- Storage

Figure 3–2   RWMS Logical Architecture Model
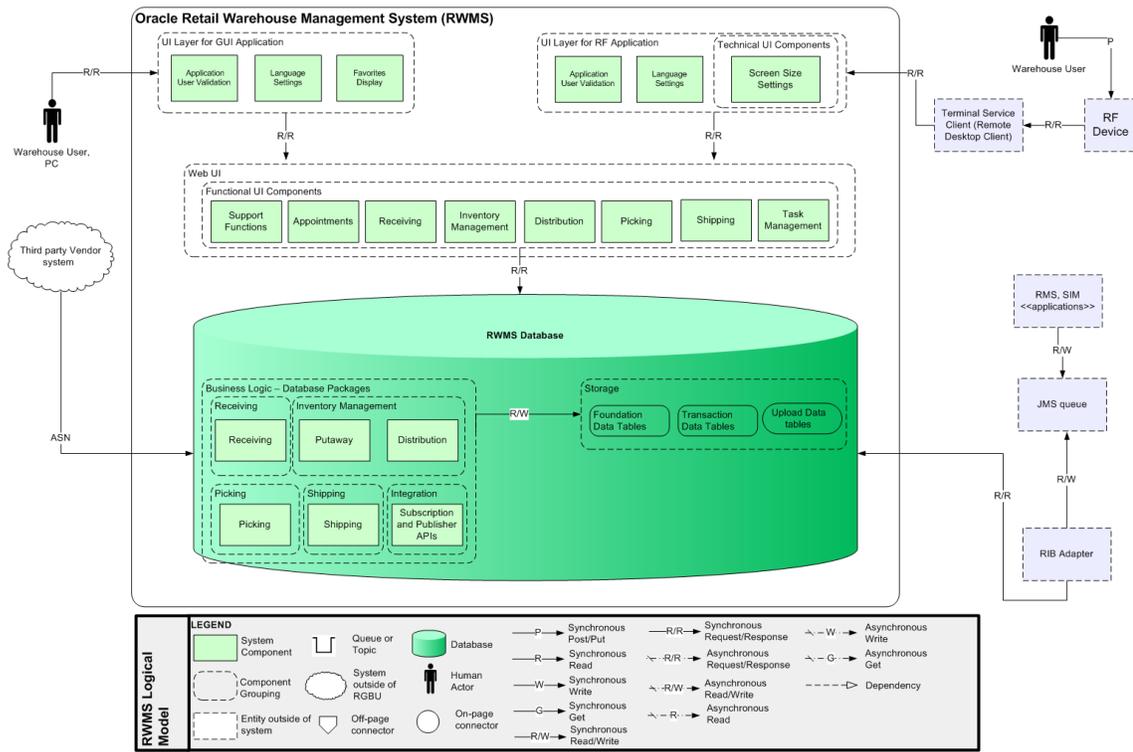
User Interface Layer for GUI Application

The module in Figure 3–3 allows you to display your favorite screens selected from the previous login. The advantage of this option is that you can quickly select the screens which are often used, without searching.

Figure 3–3   Module for the User Interface Layer for GUI Application
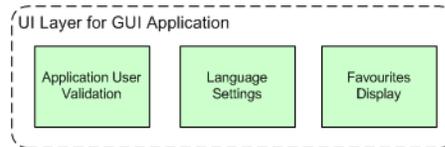
User Interface Layer for RF Application

Figure 3–4   Module for User Interface for RF Application
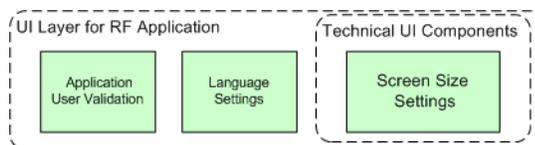
Functional User Interface Components

The functional user interface components are shown in Figure 3–5 and described below.

Figure 3–5   Module for the Functional User Interface Components
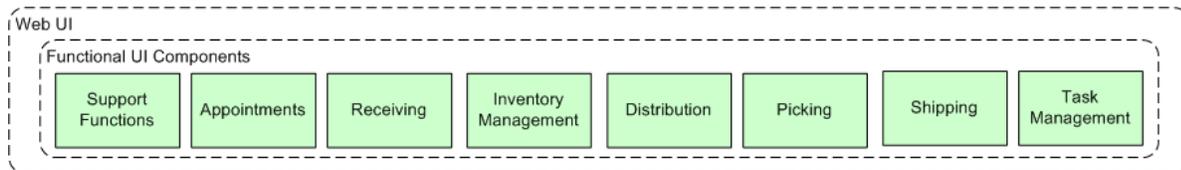
Support Functions

These screens are the heart of the system. They assist system administrators and users with high privilege levels in maintaining specification for every integral part of the distribution center. The functional areas under the support function modules are:

- Administration setup

- DC setup

- Equipment/Zone setup

- Item setup

- Processing/Returns setup

- Transportation setup

- User/task setup

Appointments

An appointment is an arrangement to receive merchandise into the distribution center at a specified time and place. A valid appointment consists of the following details: date, time, and receiving door. Advanced Shipment Notices (ASN) or Purchase Orders (PO) with items and unit quantities are associated with appointments.

The receiving window or window of opportunity, for an appointment, is based on the *deliver not before* and *deliver not after* dates found on a PO. Only one trailer may be assigned to an appointment, but one trailer may contain merchandise from multiple POs or some of the merchandise from one PO.

Receiving

Many of the receiving tasks are performed using a hand-held, radio frequency (RF) device. The RF device can be used to open appointments, receive merchandise, perform quality checks, assign trouble codes if necessary, reconcile appointments, and close appointments. Information from the RF device is transmitted to RWMS, where it can be monitored and acted upon.

Prior to receiving merchandise, you can generate receiving packages for all but NSC and FPR type appointments (FPR appointments do not require receiving packages to be printed ahead of receiving using RF device). For both ASN and non-ASN type appointments, the receiving package contains a report listing the expected merchandise. Depending on system settings, receiving labels may be printed for non-ASN type appointments.

You can print generic labels for blind receipts, label less receiving, or ASN type appointments that have PO type ASNs.

Inventory Management

The Inventory Management module allows you to move and putaway merchandise, mark locations for and enter the results of cycle counts, inquire about loose containers, and mark troubled containers. Using the RF device, you can also confirm returns that left the distribution center, return picked merchandise to inventory, split items from one to multiple containers, reassign outbound containers, split pack waves, and manage forward pick locations.

Distribution

Distribution planning can begin when stock orders are received from the host system or manually entered into RWMS. Some stock orders received from the host are processed automatically. Manually-entered orders and orders marked as manual or PO by the host must be processed manually.

Stock Orders are processed by the association of the distro to a wave. There are five different wave types which consist of: Wave, Manual, PO and Predist. Each Wave type has a preferred distribution method, Efficiency, Pick To Clean and FIFO.

Stock orders are replenishment requests by stores. These stock orders are referred to as distros. For a distribution center that supplies merchandise directly to the consumer, a stock order represents a customer order.

This module optimizes the picking process as the direction in which the picks are picked may offer efficiencies to the picking process. The various pick directions are called distribution methods. The following are three available distribution methods:

- **First Identified for Order (FIFO)**

  Under this distribution method, RWMS sends the picker to the first location identified as holding that item based upon the putaway timestamp. The picker typically empties this location before moving to the next suggested one.

- **Pick to Clean**

  RWMS sends the picker to the most locations that will be picked clean to meet the order demand. The picker will typically empty this location before moving to the next suggested one. This pick direction will free up the greatest number of locations which can then be used to hold incoming merchandise.

- **Efficiency**

  RWMS sends the picker to the sequence of locations that will fulfill the order demand of the pick in the least distance traveled. This pick direction minimizes picker walk time and thus maximizes efficiency from a Best Path Prospective.

Shipping

Many of the shipping tasks are performed using a hand-held, truck mounted, or wrist mounted RF device. The RF device can be used when loading and unloading trailers, and to indicate the status of a trailer. Information from the RF device is transmitted to RWMS, where it can be monitored.

In RWMS, you can estimate the total weight and volume of a stock order or shipment so you can better plan your routes. You can plan the amount of physical space needed in the trailer and the best order to load the trailer for the route.

Task Management

The task administration module provides you with access to the tasks assigned to you through your user ID. By entering a few parameters, such as equipment class, start and end locations, and so on, the system determines which tasks to present.

Business Logic - Database Packages

All the business logic and rules are coded into database procedures/packages. These components are shown in Figure 3–6. All the business logic related to receiving, inventory management, picking, shipping are written into database stored procedures and packages.

Figure 3–6   Module for the Business Logic - Database Packages
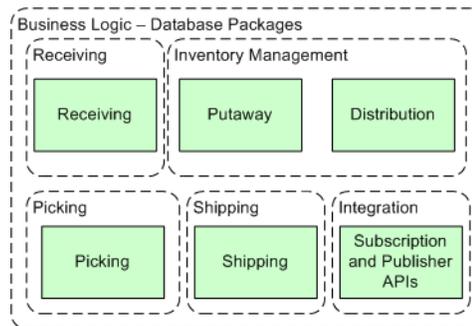
Integration

All the subscription and publisher APIs are stored in the database. Subscription and publisher wrapper packages are called from RIB, which in turn calls the main subscription package and main publisher procedures.

Storage

The storage components are shown in Figure 3–7 and described below.

Figure 3–7   Modules for Storage
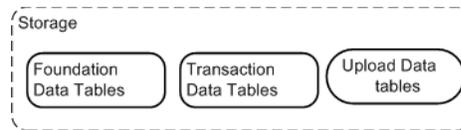
Foundation Data Tables

These tables store the foundation data such as currency, country codes, and carrier.

Transaction Data Tables

These tables store the day by day transaction data such as location, item, and stock orders.

Upload Data Tables

These tables store upload data which are read by publishers and sent to RIB.

4

System Control Parameters

This chapter describes the system control parameters.

Entry Types for the System Control Parameters

Table 4–1 lists the available entry types.

Table 4–1   Entry Types for the System Control Parameters

SCP_TYPE	Description
S	Activity: Activity code, found in service_standards table.
D	Dest Id: Destination ID, found in Ship Destination table.
F	Fixed: Cannot be modified by the user.
I	Item ID: Item ID, found in Item Master table.
L	Location: Location ID, found in Location table.
L	Location Type: Location Type found in the Loc_type table.
N	Number: Numeric value.
P	Queue: Printer (line or label) queue.
X	Text: Free form text.
T	Time: Valid time (24 hour format - HH:MM).
W	WIP: WIP code, found in the wip_codes table.
B	Y/N: Y = Yes, N = No.

List of System Control Parameters

Table 4–2 lists the name of each parameter, explains its purpose and how it is used, and gives the allowable entry type.

Table 4–2   System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
3rd_party_routing	When set to Y, an FTP interface sent to a third party routing package is used.	N	NA	NA	B	Y
able_to_ship_level	Security level to enable the F9 ship key in the shipping form.		1	9	N	Y
ac_cycle_count_priv	Sets the privilege level to allow RF users to perform Audit Counts. If your privilege level is equal to or greater than this SCP you can perform Audit Counts.		0	9	N	Y
active_ovrszd_putwy	Default putaway plan for an oversized item and used when no putaway plan specified in Item Master.	ACT_OV	NA	NA	X	Y
adjust_pick	Enables the F7 adjust key on the RF picking windows.		NA	NA	B	Y
ahl_log	Log Activity History Log. ■ 0: No AHL Logging ■ 1: AHL Logging through SQL insert ■ 2: AHL Logging through Oracle Queues		0	2	N	N
allow_predist_create	Determines if RWMS can create Pre-distribution allocations. When set to Y, RWMS allows the creation of PREDIST stock orders in the Create Stock Order window under the Distribution Planning Module.	N	NA	NA	B	Y
allow_rtn_replace	When set to Y, RWMS allows item replacement and displays a window where an alternate item is entered to replace the returned one.		NA	NA	B	Y
allow_trble_putaway	When set to Y, RWMS allows putaway to storage with associated trouble codes.		NA	NA	B	Y
apply_qa_wip	Determines if a QA WIP needs to be applied.		NA	NA	B	Y
appointment_ window	The number of days (past and future) to allow appointments to be active. Used in the Schedule Appointment window and purge_ appointments_b.sh.	60	1	999	N	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
appt_asset_default	Sets the default value for receiving appointments for the capture of asset tracking. Specifies how you are prompted to enter assets during receiving. ■ During: you are prompted for asset quantities after each item is received that is associated with asset tracking. ■ End: enter at end before closing appointment. ■ Start: user prompted to enter assets at beginning of appointment.	END	NA	NA	X	Y
appt_bulk_def	Sets bulk flag default on the Appointment Detail window.		NA	NA	B	Y
appt_update_allowed	For Brazil, this SCP must always be set to N. When set to N, RWMS does not allow you to add or delete line items but allows you to modify or add different casepacks as long as the total unit quantity per line item equals the original downloaded quantities. When set to Y, normal appointment detail modifications are allowed.		NA	NA	B	Y
ari_enabled	Is ARI installed with RWMS?	N	NA	NA	B	Y
asset_tracking	For transport asset tracking. When enabled, RWMS supports tracking of transport asset inventory and enables the messaging from RWMS to communicate asset movements to the host. When Asset tracking is set to Y, RWMS tracks transport assets.		NA	NA	B	Y
assortment_wip_code	WIP code applied when inbound container has an assortment item. Parent Item with child SKUs.	ASSORT	NA	NA	W	Y
ats_calc_incl_dist	When set to Y, distributed inventory is kept in the Available to Sell bucket in the output generated by inv_ disposition_upload.sh script.	Y	NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
auto_induct	When set to Y, groups assigned to the first pack wave have the Active Pick flag set to Y, indicating that this pack wave is staged in the UPS for picking. If put_ to_order is enabled, allocation data is sent to the UPS for only those allocations deemed active within the UPS. If put to destination is enabled, all allocations are downloaded at one time.	N	NA	NA	B	Y
autopack	Assigned name to the Autopack Sorter.	AUTO	NA	NA	X	Y
back_order_flag	Indicates whether to retain stock orders when the inventory is exhausted. Used in the distribution process.		NA	NA	B	Y
best_before_wip	Used to automatically apply a WIP code to a container requiring a best before date (perishable indicator set in Item Master).	BBDATE	NA	NA	W	Y
bld_mix_dest_sku_ pal	When set to Y, building of mixed destination pallets (Distributed) is allowed.	N	NA	NA	B	Y
blind_bulk_receiving	When set to Y, RWMS generated Receiving labels do not print any container quantities or unit quantities on bulk container labels. It also does not pre-populate the carton quantity on the RF receiving window when receiving bulk pallets. When set to N, the carton and unit quantity appears on the labels and RF.		NA	NA	B	Y
break_by_wip_con	When set to Y, the distribution process creates separate Master Pick Labels for each group of WIP codes for conveyable cartons.	N	NA	NA	B	Y
break_by_wip_non_ con	When set to Y, the distribution process creates separate Master Pick Labels for each group of WIP codes for non-conveyable cartons.	N	NA	NA	B	Y
carton_store_putwy	Default putaway plan for a single container.	CASE	NA	NA	X	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
case_pts_security	Defines minimum user security level that can process a inventory adjustment without supervisor approval. Applies only to Case PTS.		1	9	N	Y
clear_user	When set to Y, clears the user name from the 'C' pick allowing another user to proceed with operation. When set to N, the user name is still associated with the pick and that individual must finish the operation.	Y	NA	NA	B	Y
cltp_prg_delay	The amount of time, in seconds, to retain the Container Label to Print file before clearing it.		1	600	N	Y
company_nbr	Company number to send to PPS.		0	9	N	Y
consolidate_pend_ wip	When set to Y, RWMS allows the consolidation of WIP codes, when building pallets.		NA	NA	B	Y
container_format	Indicates that the container identifier number is compliant with UCC128 or is generic with embedded destination ID (DEFAULT).	DEFAULT	NA	NA	X	Y
cs_rsv_loc_type	User Defined location type for case reserve.	CRSTOR	NA	NA	N	Y
cs_rsv_priority	Priority used in distribution to pull merchandise from case.		1	3	N	Y
cubiscan	Set to Y when using a TCP/IP connection to a Cubiscan device.		NA	NA	B	Y
cycle_count_period	Number of days to cycle count the entire DC. Used in schedule_cycle_count_b.sh.	180	1	365	N	Y
cycle_count_type	Defines how the DC wants to count inventory, either by item, location or zone. Used when schedule cycle count runs in cron (System Scheduled Cycle Count).	LOCATION	NA	NA	X	Y
DC_dest_ID	Destination ID of the DC. Must be in the Ship Dest table. Used in reports (for DC return address) and to show what containers are stock (dest_ID=DC).		NA	NA	D	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
def_appt_type	Allows you to specify the most frequently used receiving type in the Create Appointment Header window reducing selection time. Valid Values: ■ 0 = Blank, ■ 1 = FPR with Details ■ 2 = FPR without Details ■ 3 = PO ■ 4 = ASN ■ 5 = NSC ■ 6 = ASN/NSC	0	0	6	N	Y
def_bulk_replen_res	Sets the number of Bulk Replenishment resources to use to display the Wave Duration on the wave planning windows.	5	1	999	N	Y
def_bulk_resources	Sets the number of Bulk resources to use to display the Wave Duration on the wave planning windows.	5	1	999	N	Y
def_catch_weight_ uom	The default Unit of Measure for catch weights. Used for upload transaction records to RMS, which requires a Unit of Measure.	LB	NA	NA	X	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
def_cc_min_tol_qty	Only used when the CC MIN TOLERANCE QTY is not defined on the Item Master. Allows you to set a cycle count minimum unit tolerance quantity at the global level to determine whether an inventory adjustment is allowed immediately or an Audit Count must be performed. If the difference between the system count and cycle count exceeded the cycle count tolerance percent, then RWMS checks to see if the difference between the system count and cycle count is equal to or less than the minimum tolerance unit quantity. If the difference is equal to or less than the minimum unit quantity then RWMS immediately posts an inventory adjustment. If the difference exceeds the minimum unit quantity then RWMS marks that location for an Audit Count and does not make an inventory adjustment until the Audit Count is completed.		0	9999	N	Y
def_cc_tolerance_pct	Only used when the CC TOLERANCE PCT is not set on the Item Master. It allows you to set a cycle count tolerance percentage at the global level to determine whether an inventory adjustment is allowed immediately or an Audit Count must be performed. If the difference between the original system quantity and the cycle count quantity is within the tolerance percentage, it allows the inventory adjustment immediately. If the difference exceeds the tolerance percentage then check the def_cc_min_tol_qty.		0	999	N	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
def_cont_replen_res	Sets the number of Container Replenishment Pick resources to use to display the Wave Duration on the wave planning windows.		1	999	N	Y
def_cont_resources	Sets the number of Container Pick resources to use to display the Wave Duration on the wave planning windows.		1	999	N	Y
def_random_putaway	Default putaway plan for random replenishment.	PALLET	NA	NA	X	Y
def_rollback_alloc	Sets the rollback allocation flag on the stock order header for RWMS generated stock orders.		NA	NA	B	Y
def_sa_priority	Sets the priority of the stock allocation detail records if the host management system does not download a priority or the value is NULL.		0	9	N	Y
def_so_priority	Sets the priority of the stock order header records if the host management system does not download a priority or the value is NULL.		0	9	N	Y
def_unit_replen_res	Sets the number of Unit Pick Replenishment resources to use to display the Wave Duration on the wave planning windows.		1	999	N	Y
def_unit_resources	Sets the number of Unit Pick resources to use to display the Wave Duration on the wave planning windows.		1	999	N	Y
def_work_day_end	Default working day end. Used in Working Days Editor.		0	24	T	Y
def_work_day_start	Default working day start. Used in Working Days Editor.		0	24	T	Y
default_carton_group	Carton group used in cartonization if none is defined for the item.		NA	NA	X	Y
default_cc_plan	Default cycle count plan to be set during item master download if none is specified.		NA	NA	X	Y
default_dc_cont_type	Default container type used for a pallet in FCP (Forward Case Picking).		NA	NA	X	Y
default_kitting_wip	WIP code when creating an item that is defined as a kit.	KIT	NA	NA	W	Y
default_language	Default language when one is not defined in editor.	AM	NA	NA	X	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
default_order_level	Type of saved query for order selection. ■ FULL: Every line in query has to match. ■ ORDER: If any line matches, RWMS shows all distribution lines. ■ LINE: Only distributions that match display.	L	NA	NA	X	Y
default_order_type	Determines how downloaded stock orders are processed. ■ WAVE uses the pre-defined Shipping Schedule and proceeds without intervention. ■ AUTOMATIC does not require destinations to have a pre-defined Shipping Schedule, but does proceed without intervention. ■ MANUAL allows intervention by selecting orders to be included in a wave. ■ PO: allocation of merchandise is tied to a specific PO. ■ PREDIST: allocations that have pre-distributed merchandise.	MANUAL	NA	NA	X	Y
default_putaway	Default putaway plan to be set during item master download if none is specified.	DEFALT	NA	NA	X	Y
default_trailer_cube	Default size of a trailer. Used in the Schedule Appointment window when a new trailer is scheduled. Used to calculate and display the percentage filled of a trailer on the Shipping Status.	1000000	100	9999999	N	Y
default_ups	Default Unit Pick System code for Item Master download.	LTC	NA	NA	X	Y
delete_pfl	When set to Y, and unit quantity in the 'from location' is 0, RWMS deletes the location record once the merchandise moves out. User override is provided on the FPL Move window.	Y	NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
deposit_item_detail	For transport asset tracking. When deposit_ item_detail is set to Y, RWMS itemizes the deposit assets based on predefined relationships in all inventory messages (receipts, inventory adjustment, return to vendor, shipments, inventory balance). When set to N, RWMS does not communicate the deposit assets with the content item in inventory messages. When set to N, it is assumed that the host system can calculate the deposit assets.		NA	NA	B	Y
dflt_labeled_rcving	Defaults the labeled flag on the appointment header record. When set to Y, RWMS creates formatted labels. When set to N, RWMS expects you to provide generic labels. This flag is editable on the appointment header.		NA	NA	B	Y
display_item_id	Used in the multi-item UPC functionality. If set to Y, item information, which matches the UPC code, displays when the item_id is scanned. When set to N, only the UPC code displays in the field.	Y	NA	NA	B	Y
distrib_unfin_wip	When set to Y, RWMS allows allocation of merchandise from a pallet that has unfinished WIP codes associated with it.	N	NA	NA	B	Y
distribute_partial	When set to Y, RWMS processes partial distribution of a dye lot. The maximum amount of a single dye lot is distributed even if only a partial fulfillment of the order. If N, the distribution is skipped.	Y	NA	NA	B	Y
drop_off_convey	Suggested drop-off location for pallet and case picking for conveyable merchandise.	CONVEYOR	NA	NA	L	Y
dynamic_random_ slot	Determine whether distribution should create a random slot for active picking when needed.	N	NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
enable_kitting	When set to Y, the Distribution process builds Kit Build directives for Master Items that have a Stock Allocation but no Inventory to satisfy the order.	Y	NA	NA	B	Y
entry_limit	Maximum adjustment quantity on a unit basis per user.	1000	1	9999	N	Y
exceed_capacity	Allows chutes to be overfilled during the waving process.	N	NA	NA	B	Y
exception_cont_type	Default container type used during cartonization if no defined container types hold items.	ERR	NA	NA	X	Y
exceptions_stage	Area specified in building (location) where exception packages are sent for consolidation.	EXCEPTIO NS	NA	NA	L	Y
fcp_random_act_stg	Staging location for replenishments to random forward case locations.	F_RAND_ STAGE	NA	NA	L	Y
fcp_random_dest_id	Destination ID for replenishments to random forward case locations.	920	NA	NA	D	Y
first_ctn_seen	WIP code applied to first carton during receiving.	FSTCTN	NA	NA	W	Y
first_time_sku	WIP code applied to first time SKU containers during receiving.	FSTSKU	NA	NA	W	Y
fixed_replen_wave	When set to Y, RWMS groups all replenishment picks into Wave 1. When set to N, RWMS associates replenishment picks with the wave that originated the need.	N	NA	NA	B	Y
FNC1_ASCII	Designates the end of string character that is used to determine the last character of variable length fields in EAN 128 bar codes used during receiving.	~	NA	NA	X	Y
fpl_replen_dest_id	Destination identifier used for replenishing of Forward Pick Locations when replenishment method is pre-planned.	911	NA	NA	D	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_CURRENT_VAL	SCP_MIN_VAL	SCP_MAX_VAL	SCP_TYPE	ALLOW_USER_EDIT
fpr_conf_nbr_hrs	Controls how long a FPR confirmation group stays open. Once the defined amount of time passes, RWMS removes a user's ID and the group number from the pallets previously identified for receiving. The value is in hours and can accept decimals		0	8	N	Y
fpr_limit_to_tihi	Provides warnings when you exceed the defined Distribution Center TI/HI for a pallet when using Flexible Pallet Receiving. Valid Values: ■ N= no warnings ■ C= soft warnings ■ E = hard stop		NA	NA	X	Y
fstsku_bypass_fl	Indicates to conveyor system to weigh or not weigh a carton with first time SKU WIP applied.		NA	NA	B	Y
generate_rma	When set to Y, the distribution process generates a unique number that is assigned per container. This generation process happens after the 'pick-to' containers are split out based on volumetric data. When set to N, RMA numbers are not generated.		NA	NA	B	Y
gift_card_wip	Defined WIP code denoting containers that require the insertion of a specialized gift card.	GIFT_C	NA	NA	W	Y
gift_w_wip	Defined WIP code for gift wrapping.	GIFT_W	NA	NA	W	Y
group_picks_active	Determine how distribution should cartonize active picks.	N	NA	NA	B	Y
hold_first_time_sku	WIP applied to all like containers for items where one container has first time SKU WIP applied.	N	NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
hot_replen_fulfill	Determines level at which hot replenishments are directed toward forward pick locations. If set to Y, it always directs hot Replens to forward locations if the entire container fits in the slot. If set to N, it only directs hot putaways if the forward location is below the replenishment level.		NA	NA	B	Y
hot_replen_putaway	When set to Y, putaway looks for Unit Replenishment opportunities.		NA	NA	B	Y
hot_replen_recvg	When set to Y, receiving allocation process looks for Unit Replenishment opportunities. When set to N, receiving allocation process functions as normal.		NA	NA	B	Y
in_transit_loc	Location of containers in process. Used in Move, Putaway, and Picking windows.	IN-TRANSIT	NA	NA	L	Y
incl_xdock_appt_ zone	Used during the appointment creation process to recommend the best fit door. When set to Y, RWMS checks for the existence of PREDIST stock allocations and uses the PTS induct zone for items with allocations. Based on the unit pick system code assigned to the item. If set to N, cross-dock items are ignored.	Y	NA	NA	B	Y
interface_tcp_flag	Indicates the use of a TCP/IP interface with a conveyor system. (Future RWMS use.)		NA	NA	B	Y
interleaved_cc	When set to Y, RWMS suggests a location for system scheduled cycle count after a putaway operation. When set to N, Putaway and Cycle Count task are not interleaved.		NA	NA	B	Y
kittng_activity_code	Activity code associated with kitting against which statistics are collected.	BLDKIT	NA	NA	S	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_CURRENT_VAL	SCP_MIN_VAL	SCP_MAX_VAL	SCP_TYPE	ALLOW_USER_EDIT
labelBulkReplnChild	Used for replenishment bulk picks only. When set to Y, bulk replenishment gets a label for every child.		NA	NA	B	Y
labeled_picking	When set to Y, RWMS generates a picking label packet and a report. When set to N, RWMS assumes labeless picking and only generates a report.		NA	NA	B	Y
labeled_reserve	When set to Y, RWMS tracks each container in reserve storage with a separate identifying label. When set to N, only master containers in reserve are labeled.		NA	NA	B	Y
labeled_tote	If set to Y, labels for Unit picks prints even when labeled_picking = N.		NA	NA	B	Y
load_sequencing	When set to Y, RWMS sorts picks with respect to the defined route/destination load sequence. When set to N, RWMS sorts according to distribution number sequence.		NA	NA	B	Y
loading_max_nbr_cids	Allows you to define how many pallets/containers can be scanned onto a forklift at one time for loading into an outbound trailer.		1	999	N	Y
loc_brazil_auto_recv	Only used when local_brazil = Y. When set to Y, RWMS automatically receives (in the background) containers not physically received. At the same time, offsetting entries are made in the inventory adjustment table to remove the inventory. RWMS views this merchandise as received and immediately lost. When set to N, RWMS performs normally and posts the short receipt.	N	NA	NA	B	Y
local_brazil	Must be set to enable Brazil functionality.	N	NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
log_interface_error	Determines whether RWMS interface APIs log an error using the log_oracle_error function when an error occurs. **Note**: This must be set to N in an enterprise/SeeBeyond environment because of Oracle distributed processing and support for AUTONOMOUS TRANSACTIONS.	N	NA	NA	B	Y
LTC	Unit Pick System Code associated to the RF Unit Picking (Stationary SKU) (LTC and ltc code refer to the same operation of Less Than Case picking).	LTC	NA	NA	X	Y
ltc_code	Unit Pick System Code associated to the RF Unit Picking (Stationary SKU) (LTC and ltc code refer to the same operation of Less Than Case picking).	LTC	NA	NA	X	Y
ltc_staging_loc	Location ID for replenishment drop-off going into LTC.	LTCSTAGI NG	NA	NA	L	Y
manifest_mail_flag	Y means a third party manifest mailing system is being used.	N	NA	NA	B	Y
max_gen_labels	Defines the maximum quantity of *generic* labels that can be specified on the Reprint/Null Labels window.	20	1	20	N	Y
max_group_units	Used with group picks active. Numeric values that sets max number of units allocated to one group.				N	Y
max_wave_nbr	Maximum wave number allowed to be maintained in the distribution windows.	999	1	999	N	Y
max_wave_rows	Maximum number of orders/rows that may be retrieved from a specific query. This number is used when you do not include the max number as part of a query.	10000	1	10000	N	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_CURRENT_VAL	SCP_MIN_VAL	SCP_MAX_VAL	SCP_TYPE	ALLOW_USER_EDIT
min_auto_wave	The lowest wave number used by RWMS when assigning orders. RWMS assigns any orders retrieved by a specific query to the first wave with the status of AVAIL, type of MANUAL and greater than or equal to the min_auto_number.	600	1	999	N	Y
mixed_dest_id	Destination ID where containers holding merchandise for different destinations are sent for separation.	2000	NA	NA	D	Y
mixed_wip_stage_loc	Location identifier at which containers with different WIP codes are staged for separation.	WIP	NA	NA	L	Y
mm_allow_distrib	Determines whether or not distribution is allowed to distribute from manually marked locations.	N	NA	NA	B	Y
MM_Cycle_Count_Priv	User Privilege to execute Cycle Count on Manually Marked (MM) Location.				N	Y
mm_sec_level_gu	To restrict user from marking Cycle Count if user privilege level is less then the SCP value in the GUI window.		1	9	N	Y
mm_sec_level_rf	To restrict user from marking Cycle Count if user privilege level is less then the SCP value in the RF window.		1	9	N	Y
multi_open_manifest	multi_open_manifest When set to Y, indicates that multiple destinations can be actively loaded into a single trailer simultaneously.	Y	NA	NA	B	Y
multi_sku_wip	WIP code applied to inbound container that contains more than one container item record.	MXDSKU	NA	NA	W	Y
nbr_cartons_pallet	Max number of cartons per pallet, in putaway logic.		1	999999999	N	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
nbr_divert_w_ putawy	Used with conveyor receiving where received containers are conveyed to a Putaway area. The number is the amount of containers diverted to each Putaway lane (represents a pallet). **Note:** This was for the Walmart/Gap versions and is not effective for other versions.	N	NA	NA	B	Y
nbr_items_pallet	Maximum number of items per pallet, in putaway logic.		1	999999999	N	Y
oflow_replen_dest_id	Destination ID for replenishments to Overflow forward picking locations.	OFLOW	NA	NA	D	Y
order_line_number	Y setting indicates that orders are being tracked at the order line level.	N	NA	NA	B	Y
order_set_stage	Location in facility where outbound cartons are directed to have order sets printed.	ORDSETPR GN	NA	NA	L	Y
order_status_upload	Y setting indicates order status information is uploaded to the host.	Y	NA	NA	B	Y
outb_ship_label	Y setting indicates outbound cartons/pallets are directed to a PRINT and APPLY location for the application of a shipping label. N setting indicates outbound cartons/pallets are shipped with the generic picking label.		NA	NA	B	Y
outbound_qa_wip	WIP code to apply for cartons assigned to Outbound QA.	OUTQA	NA	NA	W	Y
overage_entry_reqd	When set to Y, RWMS displays the RF Overages window before closing any type of appointment. The overages are written to the Overages to Upload file not the Receipt to Upload file. When set to N, RWMS captures overages during the normal receiving process and uploads them in the normal receipt to upload.	N	NA	NA	B	Y

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_CURRENT_VAL	SCP_MIN_VAL	SCP_MAX_VAL	SCP_TYPE	ALLOW_USER_EDIT
override	Y setting indicates Allows user to override the suggested location in reserve storage. N setting indicates Denies the ability to override a suggested location in reserve storage.	N	NA	NA	B	Y
pack_lane_stage	Staging location where outbound orders are sent to be packed.	PACKSTAGE	NA	NA	L	Y
pack_wave_stage	Staging location where cartons are sent to await induction into a unit sorter.	PWSTGGEN	NA	NA	L	Y
pallet_flow_loc_type	User defined location type for pallet flow reserve.	PLFLOW	NA	NA	N	Y
pallet_flow_priority	Priority used during distribution to pull merchandise from case reserve.		1	3	N	Y
pallet_rsv_loc_type	User-defined location type for pallet reserve.	PLSTOR	NA	NA	L	Y
pallet_rsv_priority	Priority used during distribution to pull merchandise from case reserve.		1	3	N	Y
pallet_store_putwy	Default putaway plan used for items that do not have a putaway plan specified.	PALLET	NA	NA	X	Y
pallet_tare_height	The average height of a pallet in terms of inches. This number is used in the calculation of rigid cube during the putaway process. Adds this value to the actual height to figure if it fits.	4			N	Y
password_expire	Number of days since the last password change; forces users to change their password.	365	1	365	N	Y
password_old	Number of days since the last password change; suggests that users change their password.	360	1	365	N	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
pbl_pick_to_reserve	When set to Y, causes RWMS to generate a distribution detail record to download to the Pick-By-Light system, which causes the excess units to be re-boxed and returned to inventory. This parameter is applicable only when the pps_round_up flag is set to N.	N	NA	NA	B	Y
pbl_replen_dest_id	Default destination assigned for replenishment to the PPS system.	2022	NA	NA	D	Y
pend_first_time_sku	Cartons of an item on a receipt to be held on the receiving dock until the first time SKU WIP is removed.	PFSKU	NA	NA	W	Y
pick_audit_queue	Line printer queue where the Pick Audit List prints.	min4prt24	NA	NA	P	Y
pick_bulk_case	Allows Bulk picking of single cases on Existing pallets. Excludes Single Container Bulk = Y merchandise. When set to Y, a bulk pick is generated instead of a case pick when the container quantity is 1 and the item_ master/single_contain_bulk = N.	N	NA	NA	B	Y
pick_by_loc_flag_con	When set to Y, RWMS is picking by location and allows mixing of conveyable cartons of varying destinations onto a single pallet during Container Picking. When set to N, RWMS is picking by destination and does not allow mixing of conveyable cartons of varying destinations onto a single pallet during Container Picking.	Y	NA	NA	B	Y

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
pick_by_loc_flag_non	When set to Y, RWMS is picking by location and allows mixing of non-conveyable cartons of varying destinations onto a single pallet during Container Picking. When set to N, RWMS is picking by destination and does not allow mixing of non-conveyable cartons of varying destinations onto a single pallet during Container Picking.	Y	NA	NA	B	Y
pick_existing	Determines whether or not to include the inbound quantity associated to a forward pick location when determining amount of units available for picking.	N	NA	NA	B	Y
pick_label_queue	Label printer queue where the pick labels prints.	min4prt24	NA	NA	P	Y
pick_label_set	Determines the scheme used to generate the Container Identifier.	UCC128	NA	NA	X	Y
pick_seq_setup	Used for full case picking, it determines if picks are displayed to you in pick sequence order or location ID order. If set to Y, then pick sequence order is used. If set to N, then location ID order is used.	N	NA	NA	B	Y
pnad_isd_lead_time	Pick not after date/In store date lead time.	4			N	Y
po_pack	Used for transport asset tracking. When set to Y, RWMS does not expect to see the deposit components on the purchase order and assumes PO information is at a master pack level. If set to N, RWMS expects to see the deposit components on the purchase order. Communication of the detail goes back to the host as the receipt is determined by the deposit_item_detail SCP.	N	NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
pod_break_group	Used for Print on Demand functionality. Determines if pickers can specify a quantity of bulk pallet labels that is not evenly divisible by the pallet group size. If set to Y and a pallet group is broken, the next print job first prints the remaining pallets from the broken group before printing new groups. If set to N, only full group quantities can be printed.	N	NA	NA	B	Y
pod_nbr_groups	Used for Print on Demand functionality. It defines the maximum number of pallet groups that RWMS allows you to request for printing.				N	Y
populate_cont_ weight	Determines whether or not calculated container weights are pre-populated to the RF windows.		NA	NA	B	Y
PPS	Unit Pick System Code associated to a Paperless Picking System (PPS and pps code refer to the same paperless picking system).	PPS	NA	NA	X	Y
pps_code	Unit Pick System Code associated to a Paperless Picking System (PPS and ppsxcode refer to the same paperless picking system).	PPS	NA	NA	X	Y
pps_drop_off_loc	Location where containers bound for PPS are dropped off.	PPS-DROP-OFF	NA	NA	L	Y
PPS_flag	Indicates whether PPS is turned on. Used in the distribution and picking processes.	N	NA	NA	B	Y
pps_pick_up_loc	Location at which RWMS picks up cartons packed by PPS.	PPS-PICK-UP	NA	NA	L	Y
pps_round_up	When set to Y, the distribution process increases (round up) the distribution evenly across the destinations to consume the excess. When set to N, the process does not exceed the requested quantity. The parameter pbl_pick_to_reserve is applicable only when the pps_round_up flag is set to Y.	Y	NA	NA	B	Y

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
pre_manifest_bol	Default sequence number for pre manifest BOLs. Used in the Conveyor Cutoff and Ship Trailer windows.	10000	10000	99999	N	Y
prepack_wip_dest	Internal Destination ID for containers with the WIP code of Prepack.	911	NA	NA	D	Y
preplan_unit_replen	When set to Y, unit picks are planned to replenish the entire wave's needs during the Distribution Process. When set to N, RWMS assumes the use of Re-order Point (or Max/Min) Replenishment.		NA	NA	B	Y
print_and_apply	Location where print and apply labels occurs.	PRINTAND APPL	NA	NA	L	Y
print_locale_bi	The BI Publisher language code that is used for Reports.	en_US	NA	NA	X	Y
pts_adj_trbl_code	Trouble code applied to cartons with PTS adjustments when you do not have the required security level to approve adjustments in case PTS.	PA	NA	NA	X	Y
pts_ctn_max_days	Number of days before open Put To Store carton is flagged for closure.		0	9999	N	Y
pts_loc_type	Default location type for Put To Store.	PTS			L	Y
putaway_stage_loc	Default location suggested for a two-step putaway.	RECSTAGE	NA	NA	L	Y
qa_bypass_fl	Indicates if sortation system should weigh an inbound carton that has a QA WIP applied.		NA	NA	B	Y
qa_to_active	Allow cartons with QA WIPs to be sent directly to active. Works in conjunction with hot_replen_recvg.		NA	NA	B	Y
qa_wip_code	WIP code to be applied to cartons that need an inbound QA.	QC	NA	NA	W	Y
qc_audit_queue	Printer queue where the Quality Audit prints.	min4prt24	NA	NA	P	Y
qlty_activity_code	Activity Code for the Quality Audit operation.	QUALTY	NA	NA	S	Y
quality_wip_code	Defined WIP code applied to cartons during the Pre-receiving Process to mark for Quality Audit.	QC	NA	NA	W	Y

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
quarantine_wip_code	WIP code designating quarantine.	QUAR	NA	NA	W	Y
random_active_stage	Staging location where replenishment containers for random active are placed.	RAN_ACT_ ST	NA	NA	L	Y
random_repln_dest_ id	Destination ID for Random Active locations.	920			N	Y
reassign_wip	Defined WIP code that reassigns a group of containers from a single destination to another single destination.	REASGN	NA	NA	W	Y
rec_cases_per_hour	Used for the Operational Overview window. This value is used to calculate the expected unloading time for appointment lines received at the CARTON level.				N	Y
rec_pallet_per_hour	Used for the Operational Overview window. This value is used to calculate the expected unloading time for appointment lines received at the PALLET level.				N	Y
receipt_adj_nbr_hrs	Determines how many hours after closing an appointment that you allow a receipt adjustment through the container checking window. If set to 12 hours, the container checking window allows both container quantity and unit quantity adjustments up to 12 hours after close of appointment.		1	999	N	Y
receipt_level	Determines the level at which the receipt uploads are processed. Valid Values: ■ A = Appointment ■ C = Container	A	NA	NA	X	Y
recv_audit_queue	Line printer queue where the Receiving Audit List prints.	min4prt24	NA	NA	P	Y
recv_label_queue	Printer queue where the Receiving Label Package is printed.	min4prt24	NA	NA	P	Y

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_CURRENT_VAL	SCP_MIN_VAL	SCP_MAX_VAL	SCP_TYPE	ALLOW_USER_EDIT
recv_pnad_config	Determines whether a soft message or hard stop is provided during RF receiving when the Best Before Date does not provide enough processing time (wave, pick, and ship) to reach the stores before expiration. Valid Values: ■ C = soft warning ■ E = hard stop					
recv_label_set	Format of the Container Identifier used when generating Receiving Labels.	UCC128	NA	NA	X	Y
recv_receipt_queue	Label printer queue where the receiving labels print.	min4prt24	NA	NA	P	Y
recv_rnad_config	Determines whether a soft message or hard stop is provided during RF receiving when the Best Before Date does not provide enough processing time (receive, wave, pick, and ship) to reach the stores before expiration. Valid Values: ■ C = soft warning ■ E = hard stop					
recv_schedule_nbr	Used solely for Brazil and determines whether an NF schedule is downloaded from another system to provide appointment details. When set to Y, RWMS requires a schedule to be selected on the appointment detail window.	N	NA	NA	B	Y
recv_tolerance_unit	Determines whether a soft message or hard stop is provided when the unit quantity appointed is greater than the original PO quantity plus receiving tolerance percentage. The Receiving Tolerance percentage is set in the Item Supplier Editor. Valid Values: ■ C = soft warning ■ E = hard stop		NA	NA	X	N

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
recv_tolerance_wgt	Determines whether a soft message or hard stop is provided when the weight of a specific container exceeds the receiving tolerance percent. The Receiving Tolerance percentage is set in the Item Supplier Editor. Valid Values: ■ C = soft warning ■ E = hard stop		NA	NA	X	N
reg_pack_chute	Chute designator for regular packing chutes.	REG	NA	NA	X	Y
replenishment_level	When a unit picking location is expected to drop below this value, multiplied by its unit capacity, RWMS generates a replenishment pick. This is used when a forward picking location is not assigned a specific replenishment level. It is also the default level used on the startup/convert RF windows.	.25	0	1	N	Y
reprint_label_queue	Printer queue where the labels generated by the Reprint/Null Labels window are printed.	min4prt24	NA	NA	P	Y
reprint_printer_type	Name of the printer and the size label stock that matches the label definition.	ZEBRA1404 X4	NA	NA	X	Y
reserve_ovrszd_ putwy	Putaway plan for oversized cartons.	RES_OV	NA	NA	X	Y
reticketing_wip_code	Defined WIP code denoting containers that need new retail price tags.	RETCKT	NA	NA	W	Y
return_replace_code	Defined WIP codes denoting a returned container that holds items requiring replacement.	REPLCE	NA	NA	X	Y
return_to_vendor_loc	Location ID that identifies the location where return to vendor processing takes place.	RTV	NA	NA	L	Y
return_wip	Defined WIP codes that denote a returned container.	RETURN	NA	NA	W	Y
returns_location	Location ID that identifies the location where returns processing takes place.	RETURNS	NA	NA	L	Y

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
rf_asn_position	Determines the starting position for display of the ASN Number on the RF windows.	1	1	30	N	Y
rf_item_position	Determines the starting position for display of the item ID on the RF windows.	1			N	Y
rop_dist_method	Determines if the distribution method is based on FIFO or PROCESS.	FIFO	NA	NA	X	Y
rop_use_distr_qty	Determines whether the distributed quantity in a forward pick location or less than case location is considered when creating an ROP replenishment. When set to Y, RWMS triggers a replenishment when the Owned inventory (actual inventory in location + inbound Inventory - distributed inventory) is less than the replenishment quantity in that location. When set to N, RWMS triggers a replenishment when the Owned inventory (actual inventory + inbound inventory) is less than the replenishment quantity for that location.					
ship_bol_queue	Line printer queue where the Bill of Lading prints.	min4prt24	NA	NA	P	Y
ship_door_scan	When set to Y, this forces you to scan both the door and the container ID when loading containers in shipping.		NA	NA	B	Y
ship_label_queue	Printer queue where shipping labels print.	min4prt24	NA	NA	P	Y
ship_logical_pallet	Logical Pallet in Shipping.	Y	NA	NA	B	Y
ship_printer_type	Type of printer at which shipping labels are printed.	ZEBRA1404 X6	NA	NA	X	Y
ship_seal_required	Flag that allows the DC to specify if the seal number is required when shipping.		NA	NA	B	Y
ship_stage	Default location used the CSR table when creating routes using third party routing package. This location is used if the routing package cannot supply a staging location.	SHIPSTAGE	NA	NA	L	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
ship_unique_seal	Y indicates that each seal number must be unique.		NA	NA	B	Y
ship_warn_close	Flag that indicates that you receive shipping warnings when closing the trailer if yet to be loaded merchandise still exists in the DC.		NA	NA	B	Y
ship_warn_pt_b	Y indicates that you receive a warning of the existence of pending Bulk (B) picks for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_pt_c	Y indicates that you receive a warning of the existence of pending Container (C) picks for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_pt_cb	Y indicates that you receive a warning of the existence of pending Forward Case Pick (FCP) to Belt to Outbound (CB) picks for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_pt_cf	Y indicates that you receive a warning of the existence of pending FCP to Pallet to Outbound (CF) picks for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_pt_u	Y indicates that you receive a warning of the existence of pending Unit (U) picks for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_pts	Y indicates that you receive a warning of the existence of closed PTS cartons still residing in the PTS area for one or more destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_ship	Flag that indicates that you receive shipping warnings when shipping the trailer if yet to be loaded merchandise still exists in the DC.		NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
ship_warn_status_d	Y indicates that you receive a warning of the existence of containers with a Distributed status for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_status_p	Y indicates that you receive a warning of the existence of containers with a Pending Pick status for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
ship_warn_status_t	Y indicates that you receive a warning of the existence of containers with a Troubled status for one or more of the destinations associated to the trailer being processed.		NA	NA	B	Y
singles_sorter_group	Sorter group defined for Singles processing.	SINGLE	NA	NA	X	Y
smtp_domain	The domain name for e-mailing the BOL and Manifest.	retek.int	NA	NA	X	Y
smtp_host	The host name for e-mailing the BOL and Manifest.	mailhost.ret ek.int	NA	NA	X	Y
smtp_port	The port for e-mailing the BOL and Manifest.	25			N	Y
TASK_OPT	Specifies the ordering of assigned tasks.	location_id	NA	NA	X	Y
ticketing_wip_code	WIP code to apply for ticketing processing.	TICKET	NA	NA	W	Y
tote_stage	Staging location where totes are built to pallet using the Build Tote Pallet window.	TOTE_ STAGE	NA	NA	L	Y
trans_wip_in_to_out	Determines whether any inbound work orders associated to a PO/Item should be applied to cross-docked containers and processed as outbound work orders.		NA	NA	W	Y
transport_balance	When Transport_balance is set to Y, RWMS sends the inventory balance of transport assets to the host. When set to N, RWMS does not send the inventory balance of transport assets to the host.		NA	NA	B	Y

Table 4–2 (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
ucc_container_app_id	Specific_business ID for use with UCC128 label generation. Value to use when creating an UCC128-compliant carton serial number.	00	0	1	N	Y
ucc_container_org_id	Value to use when creating an UCC128-compliant carton serial number.	0	0	9	U	Y
ucc_manufacturer_id	Value to use when creating an UCC128-compliant carton serial number.	0011800	0	9999999	U	Y
ulc	User License Code - In tables not displayed in software.	Z4nAx%gTe +S.0nP	NA	NA	X	N
unit_block_dist_flag	When set to Y, RWMS distributes units in Block. Block indicates that shortages are borne by the lower priority destinations. When set to N, RWMS distributes units in Round Robin. Round Robin spreads shortages proportionally among all destinations. Used in the distribution process for LTC locations only.		NA	NA	B	Y
unit_pick_lbl_queue	Printer queue where packing slip prints. Used in the Select Orders window for unit picks only.	min4prt24	NA	NA	P	Y
unknown_item	Item ID of unknown merchandise. Used in the Build Container window.	UNKNOW NITEM	NA	NA	X	Y
unknown_rma	Generic ID for returned containers that do not include the original RMA number.	UNKNOW NRMA	NA	NA	X	Y
unknown_vendor	The vendor used for DC to DC shipments and for Store back to DC shipments. The unknown vendor must be set up in RMS as well.		NA	NA	X	Y
unlocated_location	Location of lost containers, those that cannot be found during a cycle count. Used in the Count Location window.	UNLOCAT EDLOC	NA	NA	L	Y
upld_convert_inv_adj	When set to Y, RWMS uploads an inventory adjustment when converting inventory to inventory during startup.	Y	NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
use_item_dimensions	Used in cubing for forward case distribution. Y indicates Item Master dimensions used. N indicates Item Supplier dimensions used.	Y	NA	NA	B	Y
usps_priority_code	Default Service Code for the Pack Slip.	30			N	Y
usps_service_code	Default Route for the Pack Slip.	35			N	Y
va_wip_code	WIP code used for when Vendor Assurance.	VA	NA	NA	W	Y
vas_error_capture	Y indicates captures user ID for VAS errors. Pertains to auditing of outbound containers in a Consumer Direct world.	N	NA	NA	B	Y
version_number	Number of the System version.	12.0	1	999	N	Y
virtual_distro	Distribution number assigned to unreconciled store orders from a Unit Pick System.	VIRTUAL	NA	NA	X	Y
weigh_wip_code	Defined WIP code that assigns a WIP code to weigh merchandise that has a catch weight.	WEIGH	NA	NA	W	Y
work_on_saturday	When set to Y, RWMS sets Saturday as a working day. Used in the Working Days Editor.		NA	NA	B	Y
work_on_sunday	When set to Y, RWMS sets Sunday as a working day. Used in the Working Days Editor.		NA	NA	B	Y
wt_round_robin_post	Used for unit pick locations only and the Unit_Block_ Dist_Flag must be set to Y. When set to Y, RWMS distributes units in Block. Block indicates that shortages are borne by lower priority destinations.		NA	NA	B	Y

Table 4–2   (Cont.) System Control Parameters

SCP_NAME	Purpose	SCP_ CURRENT_ VAL	SCP_ MIN_ VAL	SCP_ MAX_ VAL	SCP_ TYPE	ALLOW_ USER_ EDIT
xzone_bulk_picking	Applies when label picking equals N only. If set to Y, when you scan a starting location and there are no bulk picks in that zone, it suggests picks from a subsequent zone. If set to N, it does not suggest picks from the next zone.		NA	NA	B	Y
xzone_grp_fcpgen_ pick	For FCP to pallet with generic labels. When a user scans a location to begin this type of picking, we need to know whether to look in all zones and zone groups for a pick or restrict only to the zone/zone group for the scanned location. When set to Y, we look all over. When set to N, we only look in the zone or zone group for the location that was scanned as the start loc.		NA	NA	B	Y
xzone_pick	When set to Y, the distribution process creates pick across multiple zones for the same distribution. When set to N, cross-zone picking, for the same distribution, is denied.		NA	NA	B	Y

5

Basic Data Setup

The support function modules assist system administrators and users with high privilege levels in maintaining specifications for every integral part of the distribution center. This chapter contains the following sections and topics:

- **Administration Setup**

  The Administration Setup is used to configure system level functions, such as inventory adjustment codes, inventory disposition codes, facilities, menus, print queues, system parameters, transaction codes, translations, user messages, users, and working days.

- **Distribution Center Setup**

  The DC Setup is used to set up the physical layout and container types in the distribution center. This includes defining DC departments, regions, work areas, zones, zone groups, and locations and doors. Some types of locations, such as forward pick locations, and put to store locations, require additional details.

- **Equipment Zone Setup**

  The Equipment/Zone Setup is used to set up equipment classes and zone groups. The Zones and equipment are identified. Zones are also associated with locations, such as a reserved storage area will be in a particular zone, while the forward picking locations are in a different zone.

- **Item Setup**

  The Item Setup is used to set up attribute types, attributes, and attribute WIPs. Within the setup the transport asset and transport asset items are defined, as well as where the processes are added to the item which assists in moving the product through the warehouse.

- **Processing / Returns Setup**

  The Processing/Returns Setup is used to set up various processing codes that are required in order to handle the processing of returns and value added services within the warehouse. The codes include trouble codes for appointment and container, disposition codes, processes, return codes, and WIP codes.

- **User/Task Setup**

  The User/Task Setup is used to set up the rules that allow RWMS to automatically assign tasks to users. Define user classes, users, activities, and service standards. Assign users to task groups and monitor task assignments.

- **Transportation Setup**

  The Transportation Setup is used to identify shipping destinations, load types, carriers, trailers, routes, route days, route destinations, and carrier service routes.

Administration Setup

System administration tasks are performed by system administrators or users with a high privilege level. The Administration Setup is used to configure system level functions, such as facilities, inventory adjustment reason and stock order upload codes, menus, print queues, system parameters, translations, and working days.

Business Process

The Administration Setup module allows you to set up parameters that affect the entire system. You can set up the following:

- System parameters: Determine which features should be operational and enter the default settings for various areas of the system.

- Facilities: Create or copy the environments in which users must work.

- Translations: Identify the supported languages. Translate menu options, field labels, and user messages.

- Currencies and tickets: Identify and set up the format for currencies. Identify the ticket types, their printer queues, and default print quantities.

- Codes: Inventory adjustment reason and disposition codes, stock order upload codes, and transaction codes in order to make them compatible with host systems.

- Printers and reports: Identify the types of output devices that are available to the system. Set default parameters for generating reports.

- Work days: Identify the work days, non-work days, and hours of operation for the distribution center including the appointment start and end times and intervals.

- Set up label configurations which may be assigned to processes presented as Label for the print on demand functionality. Review the function keys found on RF screens.

Reports

There are no reports that pertain to Administration Setup.

Define System Control Parameters

It is very important that access to this module is restricted to only the system administrator and some select super users.

Navigate

From the Main Menu, select Support Functions > Administration Setup > System Parameters Editor. The System Parameters Editor is displayed.

Figure 5–1   System Parameters Editor

Display All System Parameters

1. Select the sort order:

   ■ Sort by description: sorts the system parameters in alphabetical order by description.

   ■ Sort by area: sorts the system parameters in alphabetical order by functional area.

2. Click **Execute Query**. The system parameters are displayed in the selected sort order.

Display System Parameters by Description or Functional Area

1. If any system parameter is currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for system parameters by:

   ■ Description: Enter all or part of the description in the System Parameter query field, or click the LOV button and select the system parameter.

   ■ Functional area: Enter all or part of the area name in the Area query field, or click the LOV button and select the area.

> **Note:** You can use the percent (%) symbol as a wildcard character.

4. Click **Execute Query**. The system parameters that match the search criterion are displayed.

Edit System Parameters

1. On the System Parameters Editor Screen window, double-click the system parameter that you want to edit. The System Parameters Modify window opens.

Figure 5–2   System Parameters Editor Modify Window

2. Edit the current value and functional area as necessary.

3. In the In Use field, enter **Y** (Yes) to turn on or **N** (No) to turn off a system parameter as necessary.

4. Click **Save** to save any changes and close the System Parameters Modify window.

Exit the System Parameters Editor Window

Click **Exit** to close the window.

Creating a New Facility

The creation of a new facility is a two-step process. To create a new facility, the facility type first must be created before the actual facility is created.   The **Facility Setup editor** allows you to define multiple facility types within one RWMS installation. Each Facility can operate independently with its own operational controls and locations.

- A production facility named PR is created during the install process.

- If you want to change the Dest ID for the production facility you must add the location in the Destination Editor and enter the new Dest ID in the System Parameter Editor in field DC Dest ID before making the change.

- Clients create a Test environment to simulate Production so they can test RWMS base functionality with any custom modifications.

- In order to create Test environments you must create these facilities in the Facility Setup Editor immediately.

> **Note:** The destination number that is defined for each facility must be unique.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Facility Setup Editor. The current facilities appear in the Facility Setup Editor window.

Figure 5–3   Facility Setup Editor Window

Edit a Facility

1.   On the Facility Setup Editor window, double-click the facility that you want to edit. The Modify window opens.

Figure 5–4   Facility Setup Editor Modify Window

2.   Edit the enabled fields as necessary.

3.   Click **Save** to save any changes and close the Modify window.

Adding a Facility Type

1. From the Main Menu, select Support Functions > Administration Setup > Facility Setup Editor. The current facilities are displayed in the Facility Setup Editor window.

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

Figure 5–5   Facility Setup Editor Create Record Window

3. In the Facility field, enter the ID of the facility.

4. In the Facility Type field, enter the code for the type of facility.

5. In the Dest field, enter the destination ID of the distribution center, or click the LOV button and select the destination.

6. In the Description field, enter a description of the facility.

7. In the Oracle SID field, enter the Oracle system ID of the facility.

8. In the Country Code field, enter the code for the country in which the facility is located, or click the LOV button and select the country.

9. In the Allow Opposite Labeled Reserve field, enter **Y** (Yes) or **N** (No) to indicate whether the facility accepts shipments from a facility that uses opposite labeled reserve.

10. In the Labeled Reserve field, enter **Y** (Yes) or **N** (No) to indicate whether the facility uses labeled reserve functionality.

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

12. Click **Exit** to close the window.

Delete a Facility

1. On the Facility Editor window, select the facility that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

4. Click **Exit** to close the window.

Exit the Facility Setup Editor Window

1. Click **Exit** to close the window.

Copying Facilities

The Facility Copy Editor shows all facilities defined in your current RWMS. When RWMS is loaded on your host computer, the install process automatically creates a Production Facility named PR. The system prevents the Production Facility from being deleted by a User. The Production Facility is typically the facility used to *GO LIVE*.

The Facility Copy Editor allows you to create multiple facilities with a single version of RWMS. These facilities can be used for user training, user testing, and debugging custom modifications without fear of harming your Production Facility. These facilities can also be used as production facilities in situations where the client is going to operate more than one DC from their host computer. Each of these facilities can be set up with unique system configurations to see how RWMS performs which allows your testing team to determine which configurations are best for your business.

Any of the new facilities created can be deleted by a user so the security level on the Facility Copy Editor screen should be 9 so only a system administrator could perform the delete.

The Facility Copy Editor is typically used immediately after RWMS is installed on your host computer. Your testing team will usually create a new facility named *TT* for Testing. They may also create a facility named *UT* for User Training.

> **Note:** The client can create as many new facilities as desired but it must be noted that each new facility takes up disk space on the host computer that could impact overall system performance.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Facility Copy Editor. The current facilities are displayed in the Facility Copy Editor window.

Figure 5–6   Facility Copy Editor Window

Editing a Facility

1. On the Facility Copy Editor window, double-click the facility that you want to edit. The Modify window opens.

Figure 5–7   Facility Copy Editor Modify Window

2. Edit the description as necessary.

3. Click **Save** to save the change and close the Modify window.

Add a Facility

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

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

Figure 5–8   Facility Copy Editor Copy Record Window

2. In the From Facility field, enter the ID of the facility to be copied.

3. In the Facility and Description fields, enter the ID and name of the new facility.

4. In the Delete Allowed field, enter **Y** (Yes) if the facility may be deleted. Otherwise, enter **N** (No).

> **Note:**   The system parameter, mld_enabled, which enables multi-level distribution functionality must always be set to **N** (No). MLD functionality is not enabled in RWMS.

5. Click **Save** to save the changes and close the Copy Record window.

Delete a Facility

1. On the Facility Copy Editor window, select the facility that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Facility Copy Editor Window

Click **Exit** to close the window.

Define Languages

The Supported Language Editor allows you to add, modify, view or delete supported languages. During the installation of the software American English is loaded into the database. If you are using English this editor will not require any updates. The Supported Language Editor also allows for navigation to the Translation Editor, User Message Editor and the Menu Editor.

The software is designed so translations can be entered in the appropriate Editors so all menus, screens, messages, and fields are presented in the translated language.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Supported Language Editor.

The current language codes are displayed in the Supported Language Editor window.

Figure 5–9   Supported Language Editor Window
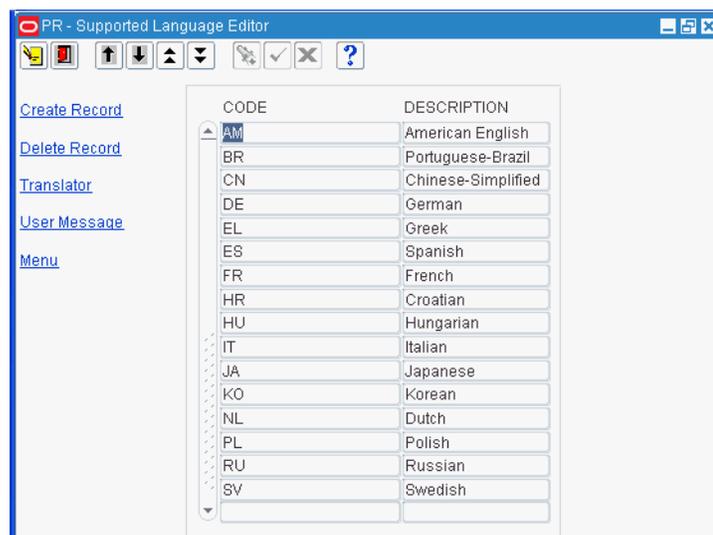
Edit a Language

1. On the Supported Language window, double-click the language code that you want to edit. The Modify window opens.

Figure 5–10   Supported Language Editor Modify Window

2. Edit the description as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Language

1. On the Supported Language window, click **Create Record**.
   The Create Record window opens.

Figure 5–11   Supported Language Editor Create Record Window

2. In the Code field, enter the standard code for the language.

3. In the Description field, enter the name of the language.

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

Delete a Language

1. On the Supported Language window, select the language code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Supported Language Window

Click **Exit** to close the window.

Add Language Translation

The Translation Editor allows you to view and modify the language text in the Display Values field without affecting the language text in the Data Base field. Each database value must be translated into the new language and can be customized for each client. This occurs often when dealing with different market verticals.

The user's Sign-on ID is attached to the correct language.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Translation Editor. The Translation Editor window opens.

Figure 5–12   Translation Editor Window
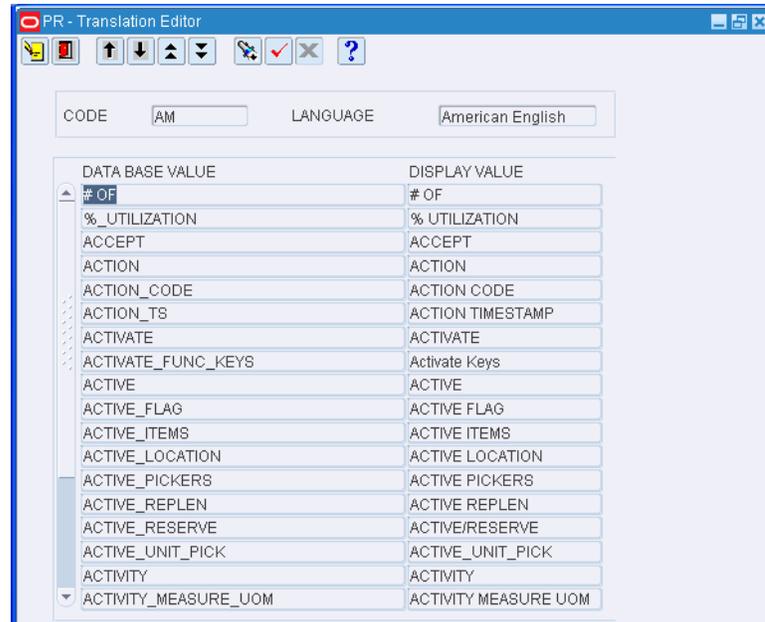
Display the Field Labels

1. If any values are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Code query field, enter the code for the language, or click the LOV button and select the language.

4. Click **Execute Query**. The values associated with the selected language appear.

Edit a Translation

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

Figure 5–13   Translation Editor Modify Window
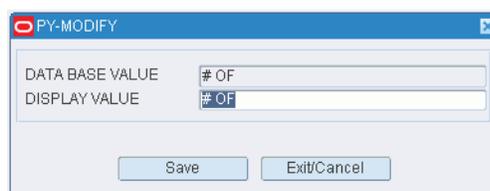
2. Edit the value as necessary.

3. Click **Save** to save any changes and close the Modify window.

Exit the Translation Editor Window

Click **Exit** to close the window.

Set Menu Privilege Levels

The Menu Editor allows you to modify the title of a specific menu option, change the display order of the menu option, and set the user privilege level for the menu option. The menu titles can be changed so they are more meaningful to a specific facility. The order of the menu titles can be changed so they match the level of use. Each menu must be assigned a privilege level from 1 to 8 with 8 being the highest. Level 9 is reserved for the System Administrator.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Menu Editor. The menu options are displayed in the Menu Editor window.

Figure 5–14   Menu Editor Window

Display the Menu Options

1. If any menu options are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Code query field, enter the code for the language, or click the LOV button and select the language.

4. Click **Execute Query**. The menu options associated with the selected language are displayed.

Edit a Menu Option

1. On the Menu Editor window, double-click the menu option that you want to edit. The Modify window opens.

Figure 5–15   Menu Editor Modify Window

2. Edit the title, its order on the menu, and its user privilege level as necessary.

3. Click **Save** to save any changes and close the Modify window.

Exit the Menu Editor Window

Click **Exit** to close the window.

Set Currency/Price Tickets for Multi-Priced Ticketing

A Distribution Center may supply stores across multiple countries. Hence, it is necessary for the DC to be able to ticket merchandise with prices corresponding to the desired region/destination.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Currency Editor.

The current currency codes are displayed in the Currency Editor window.

Figure 5–16   Currency Editor Window

Edit a Currency Code

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

Figure 5–17   Currency Editor Modify Window

2. Edit the description and formatting instructions as necessary.

3. Click **Save** to save the changes and close the Modify window.

Add a Currency Code

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

Figure 5–18   Currency Editor Create Record Window

2. In the Currency Code and Description fields, enter the code and description for the currency.

3. In the Decimal Places field, enter the number of decimal places used in the currency. The number may **0**, **1**, or **2**.

4. In the Symbol field, enter the symbol used for the currency. (For example, $ for US dollars.)

5. In the Symbol Position field, select either **B** (Before) or **A** (After) to indicate whether the symbol should appear before or after monetary amounts.

6. In the Sequence field, enter a number that represents where the currency code is printed on tickets.

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

Delete a Currency Code

1. On the Currency Editor window, select the currency code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Currency Editor Window

Click **Exit** to close the window.

Define Inventory Disposition Codes

The Inventory Disposition Editor allows you to customize and determine which Inventory Disposition codes will be sent to the host.

- If your host does not use Available to Sell (ATS) simply change the external inventory disposition to a code that your host currently uses. For example, you may enter *RTD* which could mean ready to distribute.

- If your host is capable of uploading this inventory disposition status's then check OK to transfer message. If the host cannot handle these status's leave the check mark blank.

- If your host combines some of these status's then simply make the external code the same for more than one internal code.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Inventory Disposition Editor. The current codes are displayed in the Inventory Disposition Editor window.

Figure 5–19   Inventory Disposition Editor Window

Edit an Inventory Disposition Code

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

Figure 5–20   Inventory Disposition Editor Modify Window

2. Edit the translated code as necessary.

3. To indicate that a message should be sent to the host system, select the OK to Transfer Message check box.

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

Exit the Inventory Disposition Editor Window

Click **Exit** to close the window.

Define Stock Order Upload Codes

The Stock Order Upload Code Editor allows you to map RWMS system generated stock order codes to user defined stock order codes used on your host system. Stock Order codes are generated whenever a stock order record is changed in any way (added, selected, modified, deleted, and so forth.).

Check the Generate Message field if you want this code sent to your host system.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Stock Order Upload Code Editor. The current codes are displayed in the Stock Order Upload Code Editor window.

Figure 5–21   Stock Order Upload Code Editor Window
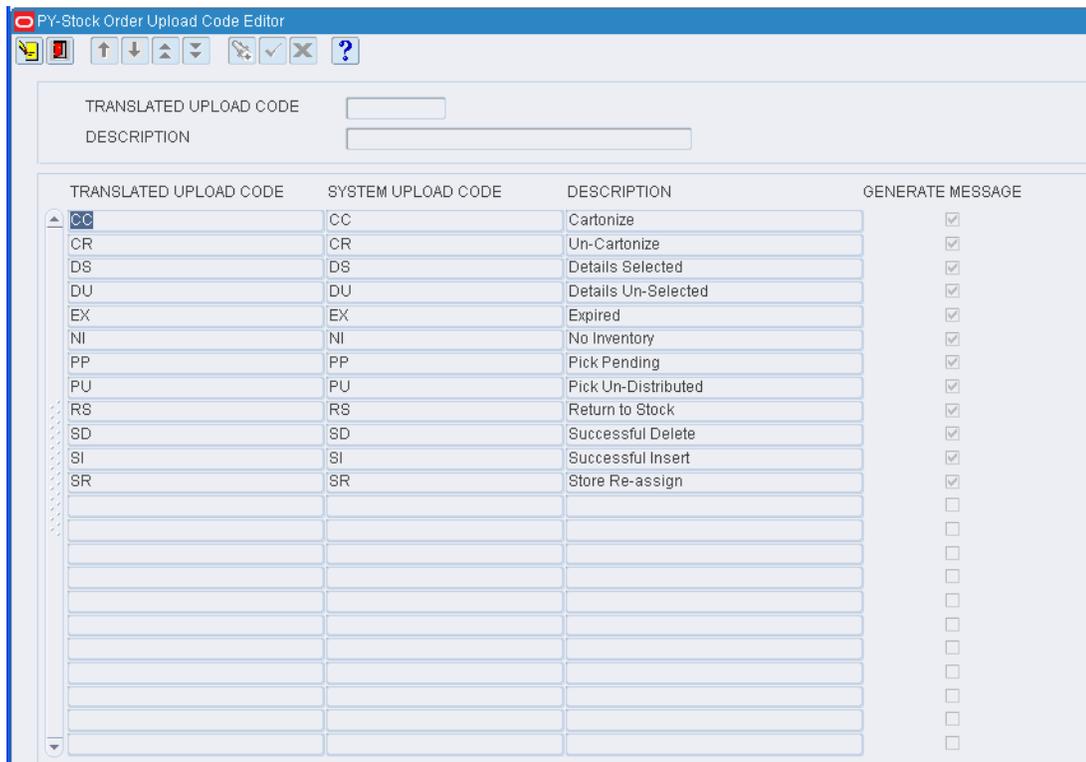
Edit a Stock Order Upload Code

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

Figure 5–22   Stock Order Upload Code Editor Modify Window

2. Edit the translated upload code as necessary.

3. To indicate that a message should be sent to the host system, select the Generate Message check box.

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

Exit the Stock Order Upload Code Editor Window

Click **Exit** to close the window.

Define Transaction Code

The Transaction Code Editor allows you to modify RWMS system transaction codes so they match the Transaction Codes that exist on you host system.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Transaction Code Editor.

The current transaction codes are displayed in the Transaction Code Editor window.

Figure 5–23   Transaction Code Editor Window

Edit a Transaction Code

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

Figure 5–24   Transaction Code Editor Modify Window

2. Edit the description and transaction code as necessary.

3. Click **Save** to save the change and close the Modify Editor window.

Exit the Transaction Code Editor Window

Click **Exit** to close the window.

Add Report Destinations

The Print Queue Editor allows you to add, modify, view, and delete network printers.

- The Dest Column will only accept these values: PRINTER, SCREEN, or FILE.

- Multiple Printers can be entered but only one Screen and one File can be entered.

- The Queue Name entered must match your Network Queue Name.

- The Type Column will accept L (label), R (report), or T (ticket).

- When the Dest Column is populated as PRINTER, then the Location Field entered should reflect the location of the printer in the warehouse.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Print Queue Editor.

The current print queues are displayed in the Print Queue Editor window.

Figure 5–25   Print Queue Editor Window

Edit a Print Queue

1. On the Print Queue Editor window, double-click the print queue that you want to edit. The Modify window opens.

Figure 5–26   Print Queue Editor Modify Window

2. Edit the type, description and location as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Print Queue

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

Figure 5–27   Print Queue Editor Create Record Window

2. In the Dest field, enter the destination. The destination may be Printer, File, or Screen.

3. In the Queue field, enter the name of the print queue. If the Destination is File or Screen, the Queue defaults to None.

4. In the Description field, enter the description of the print queue.

5. In the Location field, enter the location of the printer in the warehouse.

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

Delete a Print Queue

1. On the Print Queue Editor window, select the print queue that you want to edit.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Print Queue Editor Window

Click **Exit** to close the window.

Add Report Parameters

The Reports Parameter Editor allows you to set and modify reporting parameters for all the standard reports in RWMS.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Reports Parameter Editor.

The Report Parameters Editor window opens.

Figure 5–28   Reports Parameter Editor Window

Display Default Parameters for All Reports

Click **Execute Query**.

Display Default Parameters for One Report

1. If any report parameters are currently displayed, click **Clear.**

2. Click **Enter Query**.

3. In the Report Name query field, enter the name of the report, or click the LOV button and select the report.

4. Click **Execute Query**. The default parameters for the selected report are displayed.

Edit a Default Parameter

1. On the Report Parameters Editor window, double-click the parameter that you want to edit. The Modify window opens.

Figure 5–29   Report Parameters Editor Modify Window

> **Note:**   Only parameters marked as Updateable may be edited.

2. Edit the Parameter Value field and Updateable check box as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Default Parameter

1. On the Report Parameters Editor window, select the report name that you want to edit.

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

Figure 5–30   Report Parameters Editor Create Record Window

3. In the Parameter Name field, enter the name of the parameter, or click the LOV button and select the parameter.

4. In the Parameter Value field, enter the default value for the parameter.

5. Clear the Updateable check box if you do not want users to update the default parameter.

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

Exit the Report Parameters Editor Window

Click **Exit** to close the window.

Set Working Days

The Working Days Editor allows you to define operational days of the week and times in the DC. This screen is also used to defined when appointment's can be scheduled

based on the start and end times defined along with the interval of the appointments. This must be set in order for the Door Recommend to suggest doors when scheduling appointments. On system startup, a whole year's worth of working days is entered. The time entered is in military time and basically indicates whether you are working on a single shift, double shift, or a round the clock operation. The days and time must be set in relation to the setting of the system control parameters work_on_saturdy, work_on_Sunday, def_work_day_start and def_work_day_end.

The Editor also allows you to specify if you will be working on Saturday or Sunday.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Working Days Editor.

The Working Days window opens. By default, the current date is displayed in the Date query field.

Figure 5–31   Working Days Editor Window

Display a Range of Dates

1. In the Date query field, enter the start date, or click the calendar button and select the date.

2. Click **Execute Query**. The dates from the selected date forward are displayed.

Note: The work day defaults are determined by system settings: start time, end time, and whether Saturdays and Sundays are work days. You can override the default times when adding a work day. You can override the work day indicator when editing a record.

Edit a Date

1. On the Working Days window, double-click the work date that you want to edit. The Modify window opens.

Figure 5–32 Working Days Modify Window

2. Edit the work day indicator and the start and end times as necessary.

3. Enter or edit a comment as necessary.

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

Add One or More Days

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

Figure 5–33 Working Days Create Record Window

2. To add one date, enter the same date in both the Start Date and End Date fields.

3. To add a range of dates, enter the start date and end date in their respective fields.

4. In the Start Time and End Time fields, enter the times when the work day begins and ends. Confirm 24 hour international standard notation.

5. In the Appt Start and End Time fields, enter the times when the warehouse will schedule appointments for receiving.

> **Note:** Enter the intervals of the appointments. If this is not entered at the time of creating the working days, each day will need to be modified for this, otherwise the door recommend functionality of the Schedule Appointment screen will not recommend available doors for the appointment.

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

Exit the Working Days Window

Click **Exit** to close the window.

Define Label Configurations

The Label Configuration Editor is installed with all of the required data to run your current operation. The print on demand deals with the wave printing and determining when the label will be printed. The Label Configurations are used in conjunction with the processes, when associated to a picking process.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Label Configuration Editor. The Label Configuration Editor window opens.

Figure 5–34   Label Configuration Editor Window
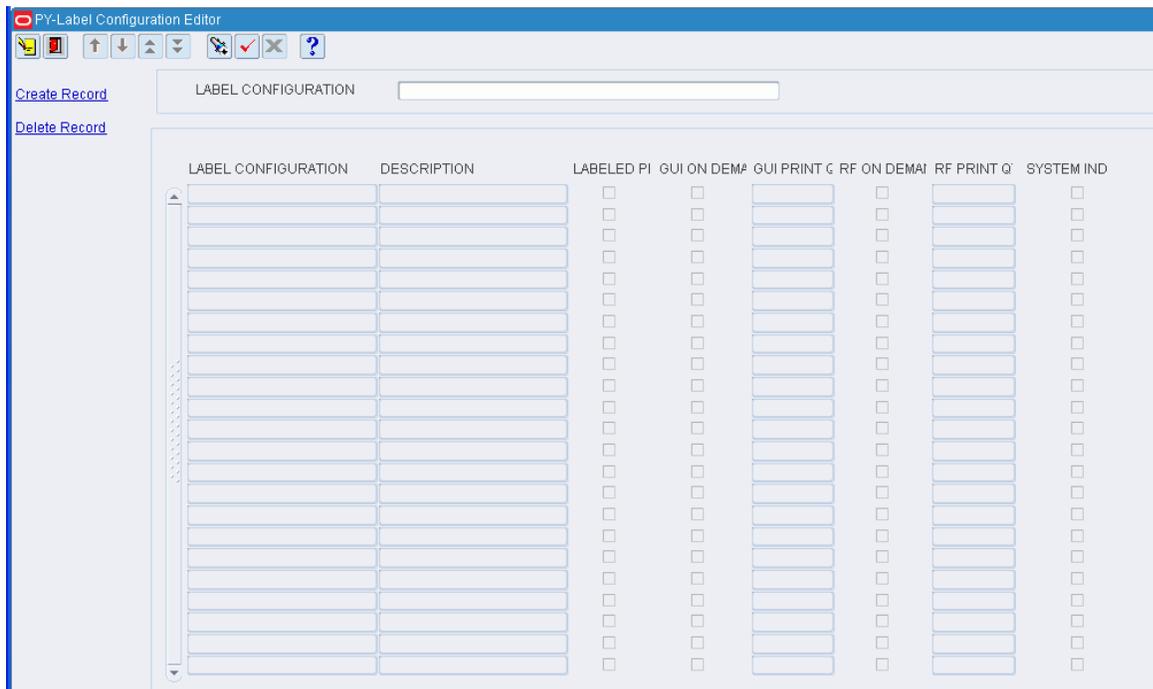
Display All Label Configurations

Click **Execute Query**.

Display a Label Configuration

1. If any label configurations are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Label Configuration query field, enter the name of the label configuration, or click the LOV button and select the label configuration.

4. Click **Execute Query**. The label configuration that matches the search criterion is displayed.

> **Note:** If you enter a partial name in the Label Configuration query field, all label configurations that begin with the same characters will be displayed.

Edit a Label Configuration

1. On the Label Configuration Editor window, double-click the label configuration that you want to edit. The Modify window opens.

> **Note:** You cannot edit a label configuration if the system indicator is selected.

Figure 5–35   Label Configuration Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save the changes and close the Modify window.

Add a Label Configuration

1. On the Label Configuration Editor window, double-click the label configuration that you want to edit. The Create Record window opens.

Figure 5–36   Label Configuration Editor Create Record Window

2. In the Label Configuration and Description fields, enter a name and description for the label configuration.

3. Set the Label Picking field.

4. Select the Print on Demand check box (GUI on Demand or the RF on Demand) if it is preferred that the labels be printed only when requested by a user.   If the labels to be printed on demand are to occur from the GUI, then check the GUI on Demand, otherwise check the RF on Demand. The checking of these fields in one or the other, not both.

5. In the Print Qty field, enter the number of labels to be printed during the printing process for the on demand labels.

6. Select the Print on Demand check box if you prefer that labels be printed only when requested by a user.

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

Delete a Label Configuration

1. On the Label Configuration Editor window, select the label configuration that you want to delete.

> **Note:**   You cannot delete a label configuration if the system indicator is selected.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Label Configuration Editor Window

Click **Exit** to close the window.

Define Inventory Adjustment Reason Codes

The Inv Adjustment Reason Code Editor allows you to map RWMS system generated reason codes to user defined reason codes used on your host system. Reason Codes are generated whenever inventory is adjusted (+ or -) within RWMS.

- In the User Reason Code field enter one or more reason codes that will map to the host system.

- In the description field enter a description the user will understand in the DC.

- If you enter more than one Reason Code defined for an RWMS Reason Code then place a check in the Display Indicator. RWMS then displays the Reason Codes so you can make a choice.

- The System Indicator is checked for RWMS seeded Reason Codes that disallow deletion.

Navigate

From the Main Menu, select Support Functions > Administration Setup > Inv Adjustment Reason Code Editor.

The current reason codes appear in the Inv Adjustment Reason Code Editor window.

Figure 5–37   Inv Adjustment Reason Code Editor Window

Edit a Reason Code

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

Figure 5–38   Inv Adjustment Reason Code Editor Modify Window

2. Edit the description and display indicator as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Reason Code

1. On the Inv Adjustment Reason Code Editor window, click **Create Record**. The Create Record window opens.

Figure 5–39   Inv Adjustment Reason Code Editor Create Record Window

2. In the Reason Code field, enter a reason code that you want to translate, or click the LOV button and select the reason code.

3. In the User Reason Code and Description fields, enter a user-defined code and description for the reason.

4. To allow users to view the reason code in List of Values windows, select the Display Ind check box.

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

Delete a Reason Code

1. On the Inv Adjustment Reason Code Editor window, select the reason code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Inv Adjustment Reason Code Editor Window

Click **Exit** to close the window.

Define TCP Devices

The TCP device editor allows the user to define TCP devices on the network.

Navigate

From the Main Menu, select Support Functions > Administration Setup > TCP Device Editor. The TCP Device Editor window opens.

Figure 5–40   TCP Device Editor Window

Display All TCP Parameters

Click **Execute Query**.

Display a TCP Parameter

1. If any TCP parameters are currently displayed, click **Clear.**

2. Click **Enter Query**.

3. To search for TCP parameters, for example enter the name of the Cubiscan device in the Device Name query field, or click the LOV button and select the device.

4. Click **Execute Query**. The TCP parameter that matches the search criterion is displayed.

Edit a TCP Parameter

1. On the TCP Device Editor window, double-click the TCP parameter that you want to edit. The Modify window opens.

Figure 5–41 TCP Device Editor Modify Window

2. Edit the enabled fields as necessary.

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

Add a TCP Parameter

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

Figure 5–42 TCP Device Editor Create Record Window

2. In the Device Name field, enter the ID of the device you want to interface with.

3. In the Network ID field, enter the network ID the device is using.

4. In the Port Number field, enter the port the device is using.

5. If the device is online, select the Device Online check box.

6. In the Timeout field, enter the amount of time before the connection is lost.

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

Exit the TCP Device Editor Window

Click **Exit** to close the window.

View Active RF Function Keys

The RF Function Key Inquiry is simply a screen that lists out the function keys available within each RF process. Currently the screen does only applies to Forward Case Pick screens.

Navigate

From the Main Menu, select Support Functions > Administration Setup > RF Function Key Inquiry.

The RF Function Key Inquiry window opens.

Figure 5–43   RF Function Key Inquiry Window

Display All RF Screens

Click **Execute Query**.

Display a Subset of RF Screens

1. If any RF screens are currently displayed, click **Clear**.

2. Click **Enter Query.**

3. To display RF screens associated with a menu, enter the name of the menu in the RF Menu query field, or click the LOV button and select the menu.

   To display a screen and any related sub-screens, enter the name of the RF screen in the Screen Name query field, or click the LOV button and select the RF screen.

4. Click **Execute Query**. The RF screens that match the search criteria are displayed.

Exit the RF Function Key Inquiry Window

Click **Exit** to close the window.

Distribution Center Setup

The DC setup module allows you to set up various aspects of the distribution center.

Business Process

There are several ways to set up the DC. Some factors to consider are the business process flow, the physical layout of the DC, the types of merchandise received, the types of containers used, and the equipment used to put away and pick merchandise. Once a strategy is developed, you can set up the following:

- Define standard containers: Determine the standard pallets and standard containers (cartons) that will be used in your DC. Using the Editors provided define each standard container in terms of dimensions and weight so RWMS can use these dimensions during putaway and picking processes.

- Define Location types and location classes: Location types should be created for each unique material handling and storage configuration. Location classes are used to group locations with similar characteristics, processes, and equipment classes assigned to them. When a location type and a location class are assigned to a location, the location inherits the location type and location class settings. If necessary, you can modify those settings at the location level.

- Define the Location hierarchy: Set up the DC departments, regions, work areas, zones, and locations that exist in the DC. Assign attributes to each location. Identify the shipping and receiving doors and the shipping destinations. Enter the capacity and inventory for each forward pick location. Associate put-to-store (PTS) locations with outbound destinations.

- Define Unit pick systems: Determine the pick methods and equipment that will be utilized in your facility. Using the editors provided define each pick method in RWMS. The most common methods are Forward Unit Pick (Stores pass stationary item locations), Forward Case Pick (Stores pass stationary item locations - belt or pallet), Put to Store (Items pass stationary store locations), and merchandise sorters (Tilt trays, bombays, carousels, pick to light).

- Putaway plans: Define the putaway plans, including the zones, location types, and putaway methods. The putaway method may be: 1) put into a location that is empty (EMP), 2) put into a location that contains the same item, casepack, and lot (SAM), or 3) put into a location that contains a different item, casepack, and lot (DIF).

Define Container Types

The Container Type Editor allows you to define all of the different containers used in your facility. The term Container in RWMS refers to any type of container used to receive, store, or ship merchandise. The most common container types defined are:

- Cartons (small, medium, and large)

- Pallets (standard and non)

- Totes

It is very important that the dimensions and weight provided for each container type is accurate because that information is used in the picking (distribution) process. This is true for both production and test environments.

Valid volume types are:

- Cube

RWMS uses the cube and weight of the container to determine how many units fit inside a container. The volume type of cube is used most often and it can also be used with hanging merchandise.

■ Unit

RWMS uses the Maximum Standard Units to determine how many units fit inside a container). The unit type applies only to hanging products and when used has a large cubing error factor.

Note: The Unit of Measure (UOM) in inches, feet, centimeters, and so on, must be consistent across RWMS in order for calculations to be correct. The organizations merchandise mix, storage system, and transportation methods dictates the correct UOM.

Navigate

From the Main Menu, select Support Functions > DC Setup > Container Type Editor. The current container types are displayed in the Container Type Editor window.

Figure 5–44   Container Type Editor Window

Edit a Container Type

1. On the Container Type Editor window, double-click the container type that you want to edit. The Modify window opens.

Figure 5–45   Container Type Editor Modify Window

2.   Edit the enabled fields as necessary.

> **Note:**   The CUBE field is calculated based on the dimensions
> entered.

3.   Click **Save** to save any changes and close the Modify window.

To Add Container Types

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

Figure 5–46   Container Type Editor Create Record Window

2.   For each field, enter the necessary information.

Field	Action
Type	enter the code for the container type
Description	enter the description for the container type
Length	enter the length dimensions of the container
Width	enter the width dimensions of the container
Height	enter the height dimensions of the container
Tare Weight	enter the weight of the empty container
Volume Type	select either **Unit** or **Cube** to indicate the method used to determine whether or not a container is full

Field	Action
Max Std Units	if the Volume Type is **Unit**, enter the number of standard units that would fill a container
Max Weight	enter the maximum weight that the container type can hold
Unit Cost	enter the cost per unit

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

Delete a Container Type

1. On the Container Type Editor window, select the container type that you want to delete.

2. Click Delete Record.

3. When prompted to delete the record, click Yes.

Exit the Container Type Editor Window

Click **Exit** to close the window.

Define Outbound Containers

The Outbound Container Editor allows you to add, edit, view, and delete outbound container types. These container types are used in the RWMS Cartonization process. These containers are only used in a Consumer Direct install.

- In the Container Type field, select an existing container type from the pull down list.

- In the Owner field, enter an owner if the container is to be used only for one owner.Otherwise, enter ALL.

- For Collateral Weight, enter the expect weight of advertisements, flyers, and so forth that is expected for the container.

- For Dunnage Weight, enter the expected weight of packing materials.

- For Minimum Dunnage, enter the least amount of dunnage weight expected.

- For In Service, enter **Y** to activate the outbound container or **N** to keep the system from using it.

Navigate

From the Main Menu, select Support Functions > DC Setup > Outbound Container Editor. The current outbound container types are displayed in the Outbound Container Editor window.

Figure 5–47   Outbound Container Editor Window
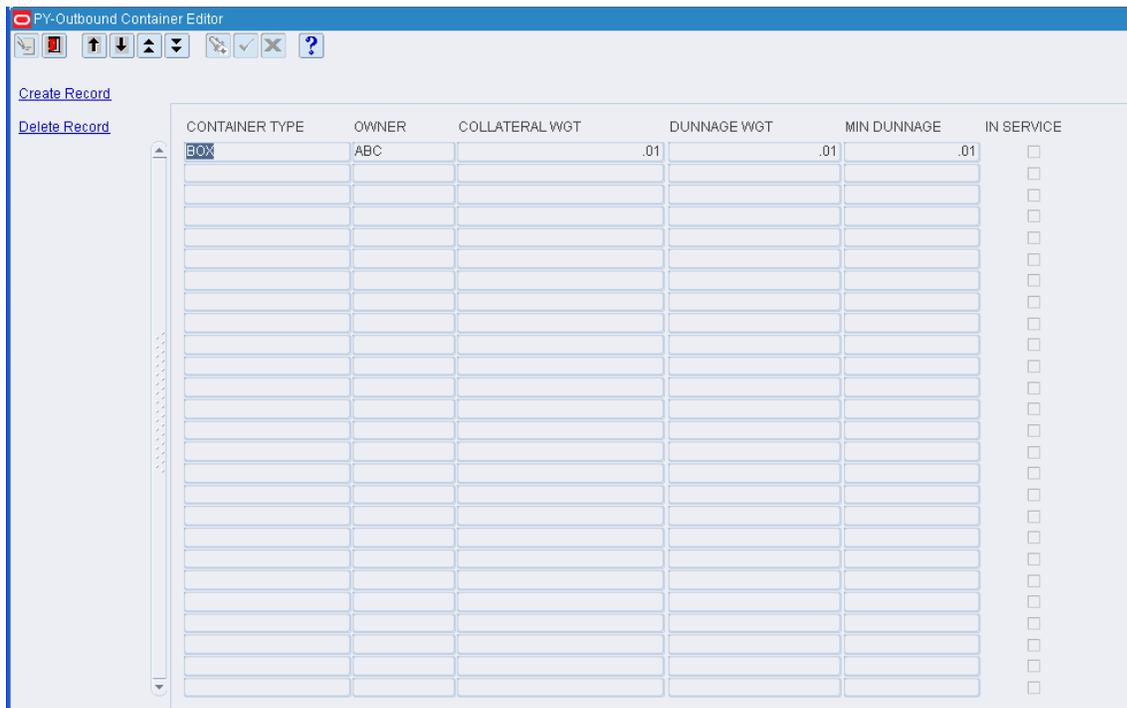
Edit an Outbound Container Type

1. On the Outbound Container Editor window, double-click the container type that you want to edit. The Modify window opens.

Figure 5–48   Outbound Container Editor Modify Window
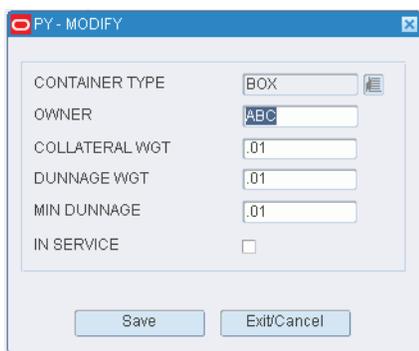
2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add an Outbound Container Type

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

Figure 5–49   Outbound Container Type Create Record Window

2. In the Container Type field, enter the ID of a container type, or click the LOV button and select the container type.

3. In the Owner field, enter the name of an owner if applicable. Otherwise, enter ALL.

4. In the Collateral Wgt field, enter the weight of advertisements, flyers, or other such materials that are expected to be included in the container.

5. In the Dunnage Wgt field, enter the weight of the packing materials.

6. In the Min Dunnage Wgt field, enter the least amount of dunnage expected.

7. In the In Service field, enter **Y** to place the outbound container type in service. Otherwise, enter **N**.

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

Delete a Container Type

1. On the Outbound Container Editor window, select the outbound container type that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Outbound Container Editor Window

Click **Exit** to close the window.

Add Carton Groups

The Carton Group Editor allows you to define a range of carton sizes that can be used in the RWMS consumer direct cartonization calculation.

> **Note:**   Cartonization pertains to consumer direct B-2-C which is not highly used in RWMS.

-   When Consumer Direct Orders are downloaded into RWMS they are processed through the cartonization process which determines the best carton to use for the shipment.

-   The Host system can specify on the order which carton group to use or RWMS will apply a default carton group if this field is blank on the download.

- RWMS will attempt to put the entire customer order into one carton if possible. If the order is too large for any carton or the merchandise cannot be placed in the same carton due to cube or combinability codes then RWMS will break the order into multiple outbound cartons.

- When RWMS splits a customer order into multiple outbound cartons the customer order number is applied to both cartons and RWMS creates a new unique distro number for the second carton.

Navigate

From the Main Menu, select Support Functions > DC Setup > Carton Group Editor. The Carton Group Editor window opens.

Figure 5–50   Carton Group Editor Window
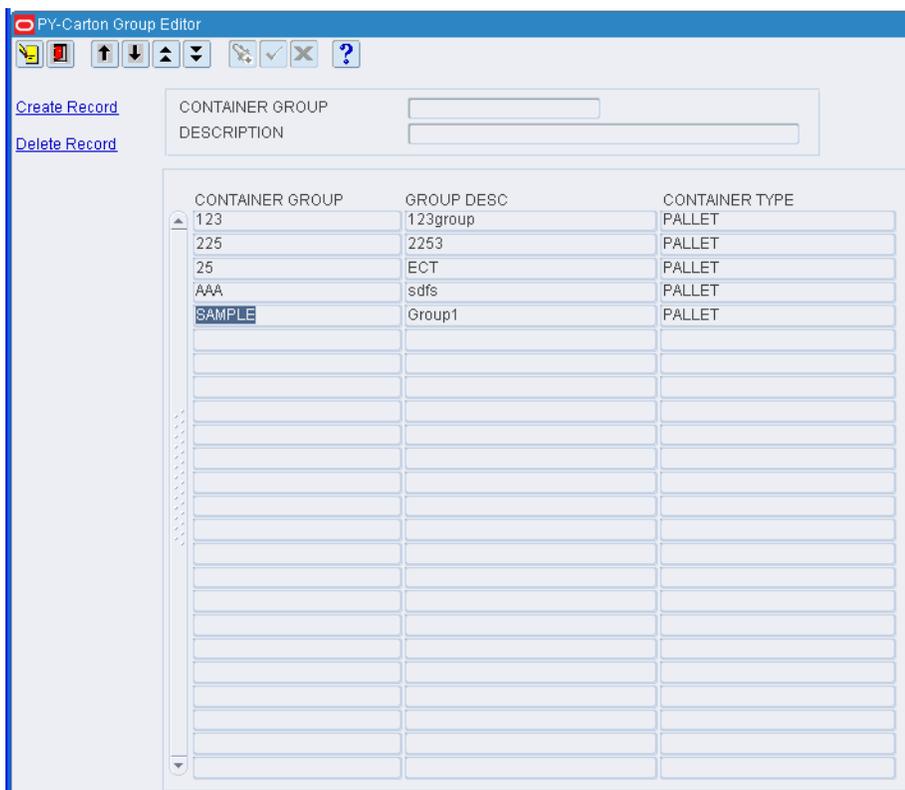
Display All Carton Groups

Click **Execute Query**.

Display a Carton Group

1. If any carton groups are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Container Group query field, enter the code for the carton group, or click the LOV button and select carton group.

4. Click **Execute Query**. The container types in the selected carton group are displayed.

Edit a Carton Group

1. On the Carton Group Editor window, double-click the carton group that you want to edit. The Modify window opens.

Figure 5–51   Carton Group Editor Modify Window

2. Edit the container type as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Carton Group

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

---

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

Figure 5–52   Carton Group Editor Create Record Window

2. In the Container Group and Group Desc fields, enter a code and description for the carton group.

3. In the Container Type field, enter the code of the container type that you want to associate with the carton group, or click the LOV button and select the container type.

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

Delete a Carton Group

Note: This procedure can also be used to delete a container type from a carton group.

---

1. On the Carton Group Editor window, select the container group/container type record that you want to delete.

2. Click Delete Record.

3. When prompted to delete the record, click **Yes**.

Exit the Carton Group Editor Window

Click **Exit** to close the window.

Define DC Departments

The DC Department Editor simply allows you to define operational departments within your DC. Such departments might be receiving, picking, inbound processing, outbound process, and so forth. A department can then be associated to one or more zones within the DC. Currently, DC Departments do not have any effect on putaway or pick generation. In future versions, we plan to use DC Departments in both the putaway and picking process.

Navigate

From the Main Menu, select Support Functions > DC Setup > DC Department Editor. The DC Department Editor window opens.

Figure 5–53   DC Department Editor Window

Display All Departments

Click **Execute Query**.

Display a Department

1. If any departments are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the DC Department query field, enter the name of the department, or click the LOV button and select the department.

4. Click **Execute Query**. The department that matches the search criterion is displayed.

Edit a Department

1. On the DC Department Editor window, double-click the department that you want to edit. The Modify window opens.

Figure 5–54   DC Department Editor Modify Window
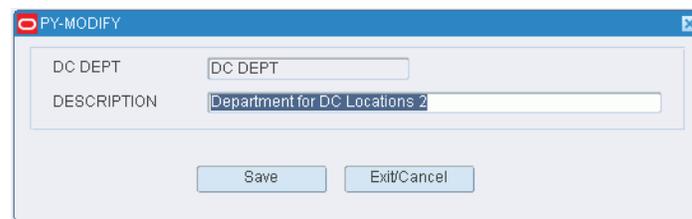
2. Edit the description as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Department

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

Figure 5–55   DC Department Editor Create Record Window

2. In the DC Dept and Description fields, enter a name and description for the department.

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

Delete a Department

1. On the DC Department Editor window, select the department that you want to delete.

2. Click Delete Record.

3. When prompted to delete the record, click **Yes**.

Exit the DC Department Editor Window

Click **Exit** to close the window.

Define Regions

The Region Editor allows you to combine multiple zones together for your replenishment tasks. Regions are used when replenishments are conveyed to processing areas. For example, if container replenishments coming out of Zone 1 and Zone 2 are conveyed to a forward pick location you can create a Region with a single drop location.

Navigate

From the Main Menu, select Support Functions > DC Setup > Region Editor.

The current regions are displayed in the Region Editor window.

Figure 5–56   Region Editor Window

Edit a Region

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

2. Edit the description and entry location as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Region

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

Figure 5–57   Region Editor Create Record Window

2. In the Region field, enter a code for the region.

3. In the Description field, enter a description of the region.

4. In the Entry Location field, enter the ID of the location where containers enter the region.

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

Delete a Region

1. On the Region Editor window, select the region that you want to delete.

2. Click Delete Record.

3. When prompted to delete the record, click **Yes**.

Exit the Region Editor Window

Click **Exit** to close the window.

Location Types

The Location Type Editor allows you to define the different types of locations used in the facility.   The Location Types are a method of identifying specific location characteristic for grouping of like locations. A location type should be created for each unique type of location being used in a facility.   Some example of location types are: storage, doors, staging, and so forth.

About Location Types

A location type is a method for identifying specific location characteristics for grouping of like locations. The following is a list of common location types: PALLET (Standard Size), 2RACK (2 deep), FLOOR, CASE, SHELF, RDOOR (Receiving Doors), SDOOR (Shipping Doors), STAGE, UNIT (Forward Pick Locations), FCP (Forward Case Pick Locations), and PTS (Put to Store Pick Locations), and so forth.

■   It is very important that the dimensions provided for each Location Type is accurate because that information is used in the Putaway process.

■   In the Pack Buffer field, enter **Y** (Yes) or **N** (No) to indicate whether a location of this type is a staging location for pack waves. The only time this flag is Yes is in a Consumer Direct install.

■   In the Random field, enter **Y** (Yes) or **N** (No) to indicate whether locations of this type are random active locations. These are active pick areas assigned to items randomly when less than case orders are placed and no unit pick location is assigned to such items.

- In the Conveyor field, enter **Y** (Yes) or **N** (No) to indicate whether locations of this type are conveyor location.

- Select the Exceptions Flag check box if locations of this type are used for order consolidation. This applies to consumer direct sales where portions of a distro are stored until consolidated with other items to be packaged in the same outbound container.

Common Location Types

The following is a list of common location types:

- Pallet (Standard Size)
- 2Rack (Two Deep)
- Floor
- Case
- Shelf
- RDoor (Receiving Doors)
- SDoor (Shipping Doors)
- Stage
- Unit (Forward Pick Locations)
- FCP (Forward Case Pick Locations)
- PTS (Put to Store Pick Locations)

Navigate

From the Main Menu, select Support Functions > DC Setup > Location Setup > Location Type Editor. The Location Type Editor window opens.

Figure 5–58   Location Type Editor Window
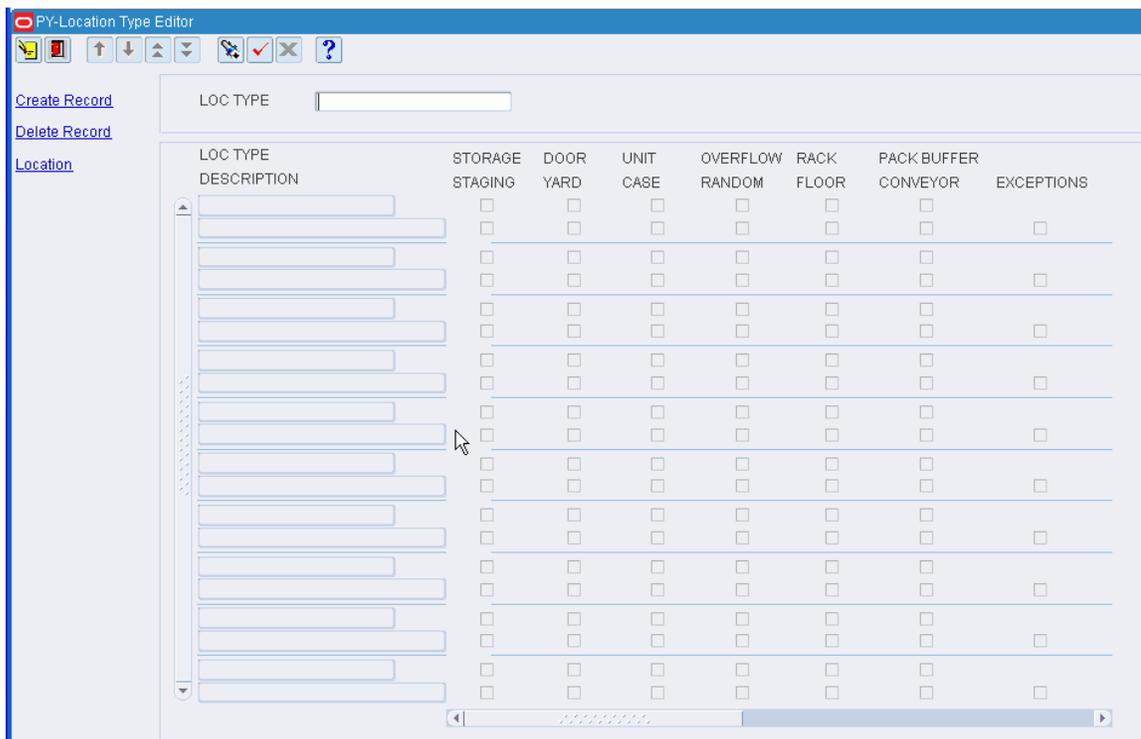
Display All Location Types

Click **Execute Query**.

Display a Location Type

1. If any location types are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Loc Type query field, enter the name of the location type, or click the LOV button and select the location type.

4. Click **Execute Query**. The location type that matches the search criterion is displayed.

Edit a Location Type

1. On the Location Type Editor window, double-click the location type that you want to edit. The Modify window opens.

2. Edit the physical characteristics as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Location

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

Figure 5–59   Location Type Editor Create Record Window
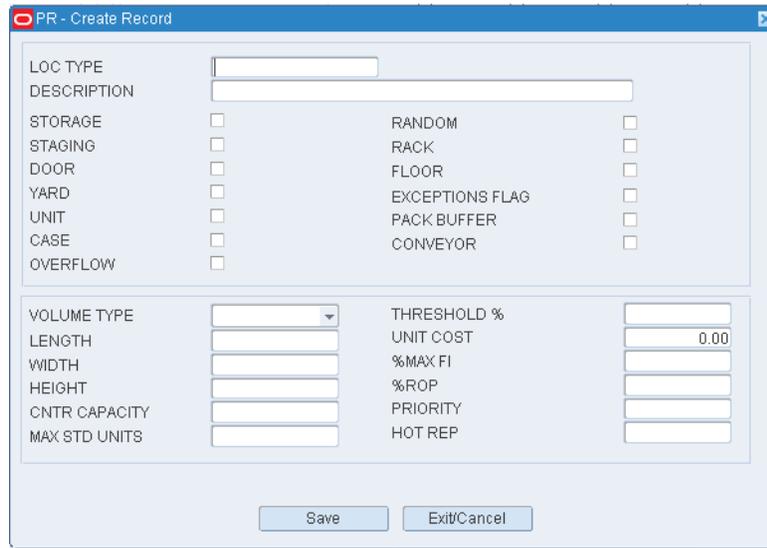
2.   Enter the following information:

Field	Action
Loc (location)Type	Enter a name for the location type.
Description	Enter a description for the location type.
Check Boxes	Select the check box next to each physical characteristic that applies to the location type. ■ Storage ■ Staging ■ Door ■ Yard ■ Unit ■ Case ■ Overflow ■ Random: Enter **Y** (Yes) or **N** (No) to indicate whether locations of this type are random active locations. These are active pick areas assigned to items randomly when less than case orders are placed and no unit pick location is assigned to such items. ■ Rack ■ Floor ■ Exceptions Flag: Check box if locations of this type are used for order consolidation. This applies to consumer direct sales where portions of a distro are stored until consolidated with other items to be packaged in the same outbound container. ■ Pack Buffer: Enter **Y** (Yes) or **N** (No) to indicate whether a location of this type is a staging location for pack waves. The only time this flag is Yes is in a Consumer Direct install. ■ Conveyor: Enter **Y** (Yes) or **N** (No) to indicate whether locations of this type are conveyor locations.

Field	Action
Volume Type	Select either **Cube** or **Unit** as the determining factor for space availability. ■ **Unit**: Enter the maximum number of standard units in the Max Std Units field. ■ **Cube**: Enter the length, width, and height in the appropriate fields.
Length	Used if **Cube** is selected for Volume Type. Enter the appropriate length for space availability.
Width	Used if **Cube** is selected for Volume Type. Enter the appropriate width for space availability.
Height	Used if **Cube** is selected for Volume Type. Enter the appropriate height for space availability.
Cntr (container) Capacity	Enter the number of containers that fit at the location type.
Max Std (maximum standard) Units	Used if **Unit** is selected for Volume Type. Enter the maximum number of standard units.
Threshold %	Enter the maximum utilization percentage. When utilization falls below the threshold, the location appears on the Space Utilization report.
Unit Cost	Enter the cost (in dollar amount) of storage per unit.
% Max Fill	Enter the percentages for filling locations beyond the baseline capacity. This pertains to unit pick locations that are set up as auto-slottable.
% ROP	Enter the percentages for triggering reorders. This pertains to unit pick locations that are set up as auto-slottable.
Priority (% Priority ROP Task)	Enter the percentage of capacity at which replenishment tasks become a higher priority. This pertains to unit pick locations.
Hot Rep (% Hot Replenishment)	Enter the percentage of capacity at which to trigger hot replenishment requests. This pertains to unit pick locations that are set up as auto-slottable.

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

Delete a Location Type

1. On the Location Type Editor window, select the location type that you want to delete.

2. Click Delete Record.

3. When prompted to delete the record, click **Yes**.

Exit the Location Type Editor Window

Click **Exit** to close the window.

Create Locations

The Location Table Editor allows you to add, modify, view, and delete locations. The location ID is made up of the building, floor, row, section, level, and position numbers. Each location within the distribution center needs to be labeled in order for the system to be able to track the movement of goods. The location editor is used to build all locations (storage, picking, staging, receiving, shipping).

When adding locations you can specify a putaway and/or pick sequence which will be used during Putaway and Picking tasks.

The Logical Dest column is used to identify the corresponding location used within your conveyor system. For example, an RWMS shipping location would be SH01 and the Rapistan corresponding location is R01.

Processes will need to be defined for the storage and picking locations so that product can be distributed. Attributes can also be assigned to locations when applicable.

> **Note:** The system adds locations sequentially. Therefore, if your Begin Location number is A000000000001 and your End Location number is Z00000000001, the system will generate 26 new locations. A Begin Location number of A00000000000 and an End Location number of A00000000001, adds two new locations. A Begin Location number of A00000000000 and an End Location number of A00000000012, adds 13 new locations.

Navigate

From the Main Menu, select Support Functions > DC Setup > Location Setup > Location Table Editor. The Location Table Editor window opens.

Figure 5–60   Location Table Editor Window
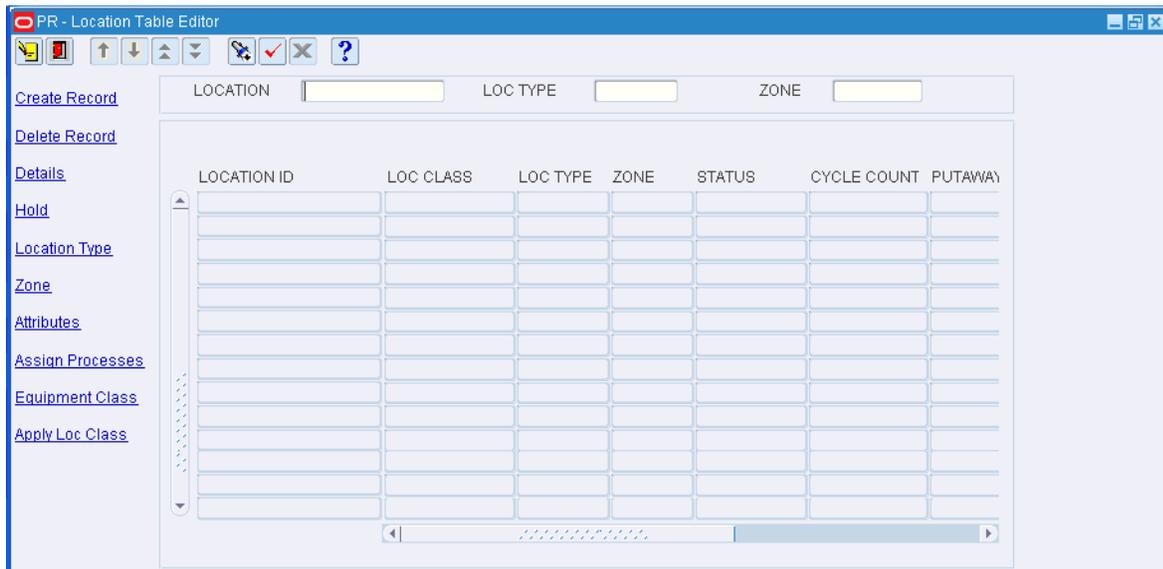
Display All Locations

Click **Execute Query**.

Display a Subset of Locations

1. If any locations are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. Enter criteria in the Location, Loc Type, or Zone query fields.

4. Click **Execute Query**. The locations that match the criteria are displayed.

Edit One or Multiple Locations

1. On the Location Table Editor window, double-click the location that you want to edit. The Modify window opens.

Figure 5–61   Location Table Editor Modify Window

2. To apply the edits to multiple locations, enter the last location ID in a series in the End Location field.

3. Edit the enabled fields as necessary.

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

Change the Status of Locations in a Zone

Locations are put on hold to temporarily divert the flow of putaway merchandise to other zones.

1. On the Location Table Editor window, click **Hold**. The Hold window opens.

Figure 5–62   Location Table Editor Hold Window

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

3. Click **Toggle**. If the status of the locations was OK, it becomes Hold. If the status was Hold, it becomes OK.

Add One or Multiple Locations

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

Figure 5–63   Location Table Editor Create Record Window

2. In the Location ID field, enter the ID of the location. (For multiple locations, enter the first ID in a series.)

3. In the Loc Class, Type, and Zone fields, enter the names of the location class, location type, and pick/distribution zone that you want to associate the location with.

4. To add multiple locations, enter the last location ID in a series in the End Location field.

5. In the Status field, edit the status of the location if other than OK.

6. In the Cycle Count field, enter No.

7. In the Putaway Seq, Pick Seq and Cycle Count Seq fields, enter the sequence number for putaway, pick and cycle count purposes. (For multiple locations, enter the first sequence number in a series.)

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

8. When adding multiple locations, enter the last sequence number in a series in the End Putaway Seq and End Pick Seq fields.

9. Optional] In the X, Y, and Z Coordinate fields, enter the coordinates of the location.

> **Note:**   These fields are not required, and are used when utilizing concentric putaway.

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

Assign Processes

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

2. Click **Assign Process**. The Assign Processes to Location window opens.

Figure 5–64   Assign Processes to Location Window

3.   [Optional] To filter the processes listed in the Available Processes table, enter the name of a process type in the Process Type field, or click the LOV button and select the process type.

4.   To assign processes:

   ■   Select the check box next to the desired processes on the Available Processes table.

   ■   Click **Assign**. The selected processes are moved to the Assigned Processes table.

5.   To remove assigned processes:

   ■   Select the check box next to the desired processes on the Assigned Processes table.

   ■   Click **Unassign**. The selected processes are moved to the Available Processes table.

6.   To make the assigned processes available to users, select the Active check box next the appropriate processes.

7.   Click **Save** to save any changes and close the Assign Processes to Location window.

> **Note:**   In the Assign Processes to Location Window, you can either click Assign All to move all processes to the Assigned Processes table or click Unassign All to move all processes to the Available Processes table. This moves all processes whether or not specific check boxes are selected.

Assign Equipment Class

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

2.   Click **Equipment Class**. The Assign Equipment Classes to Location window opens.

Figure 5–65   Assign Equipment Classes to Location Window
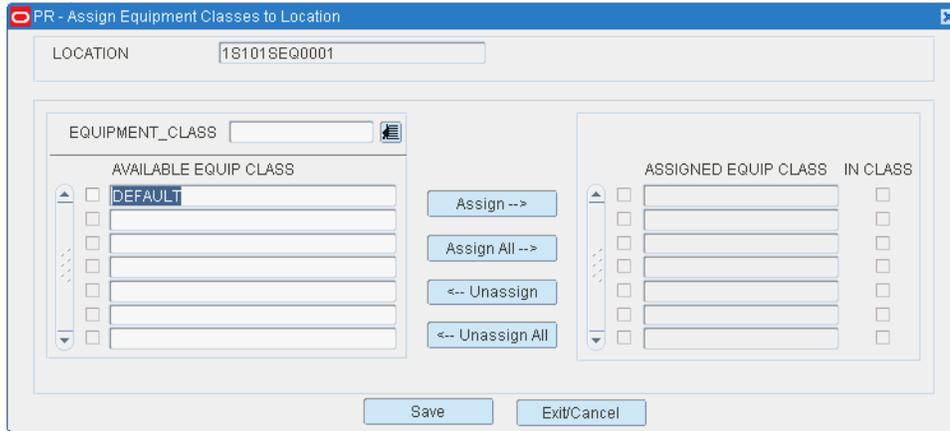
3. [Optional] To filter the equipment classes listed in the Available Equip Class table, enter the name of a equipment class in the Equipment Class field, or click the LOV button and select the equipment class.

4. To assign equipment classes:

   ■ Select the check box next to the desired equipment classes on the Available Equip Class table.

   ■ Click **Assign**. The selected processes are moved to the Assigned Equip Class table.

5. To remove assigned equipment classes:

   ■ Select the check box next to the desired equipment classes on the Assigned Equip Class table.

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

6. Click **Save** to save any changes and close the Assign Equipment Classes to Location window.

Note: In the Assign Equipment Classes to Location, you can either click Assign All to move all processes to the Assigned Processes table or click Unassign All to move all processes to the Available Processes table. This moves all processes whether or not specific check boxes are selected.

Delete a Location

1. On the Location Table Editor window, select the location that you want to delete.

Note: A location cannot be deleted if any processes or equipment classes have been assigned to the location class.

---

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Location Table Editor Window

Click **Exit** to close the window.

Define Location Attributes

The Location Attribute Editor allows you to associate both system defined attributes or user defined attributes to specific locations. The following processes in RWMS require an attribute to be placed on both the Item and the Location in order for the process to create tasks:

- Topoff
- Cleanup
- Consolidate
- Overflow

Navigate

From the Main Menu, select Support Functions > DC Setup > Location Attribute Editor. The Location Attribute Editor window opens.

Figure 5–66   Location Attribute Editor Window

Display Location Attributes

1. If location attributes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for a specific location, enter the location ID in the Location ID query field, or click the LOV button and select a location.

4. To search for all locations of the same type, enter the ID of the location type in the Loc Type query field, or click the LOV button and select a location type.

5. Click **Execute Query**. The attributes associated with the selected location or locations are displayed.

Edit a Location Attribute

1. On the Location Attribute Editor window, double-click the location attribute that you want to edit. The Modify window opens.

Figure 5–67   Location Attribute Editor Modify Window

2. Select or clear the Attribute Enabled check box as necessary.

3. Click **Save** to save any changes and close the Modify window.

Assign an Attribute to a Location

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

Figure 5–68   Location Attribute Editor Create Record Window

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

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

4. To make the location attribute available to users, select the Attribute Enabled check box.

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

Assign an Attribute to Multiple Locations

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

Figure 5–69   Create Loc Type Window

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

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

4. To make the location attribute available to users, select the Attribute Enabled check box.

5. Click **Save** to save the changes and close the Create Loc Type window.

Delete an Attribute for Multiple Locations

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

Figure 5–70   Delete Location Type Attributes Window

2. In the Location Type field, enter the ID of the location type, or click the LOV button and select the location type.

3. In the Attribute field, enter the code for an attribute, or click the LOV button and select the attribute.

4. Click **Delete All Locations**. The attribute is deleted from all locations of the selected type.

Exit the Location Attribute Editor Window

Click **Exit** to close the window.

Create Location Classes

The Location Class Editor is used to group location types that have the same physical characteristics and support the same processes. Replenishment and Pick processes must be attached at either the location class level or specifically at the location level. If using location classes, each location type must be associated to one unique location class so processes can be assigned to match the processes assigned on each item.

> **Note:** When assigning processes to a location class remember to assign both inbound processes such as replenishments and outbound processes such as picks.

Navigate

From the Main Menu, select Support Functions > DC Setup > Location > Location Class Editor. The Location Class Editor window opens.

Figure 5–71 Location Class Editor Window
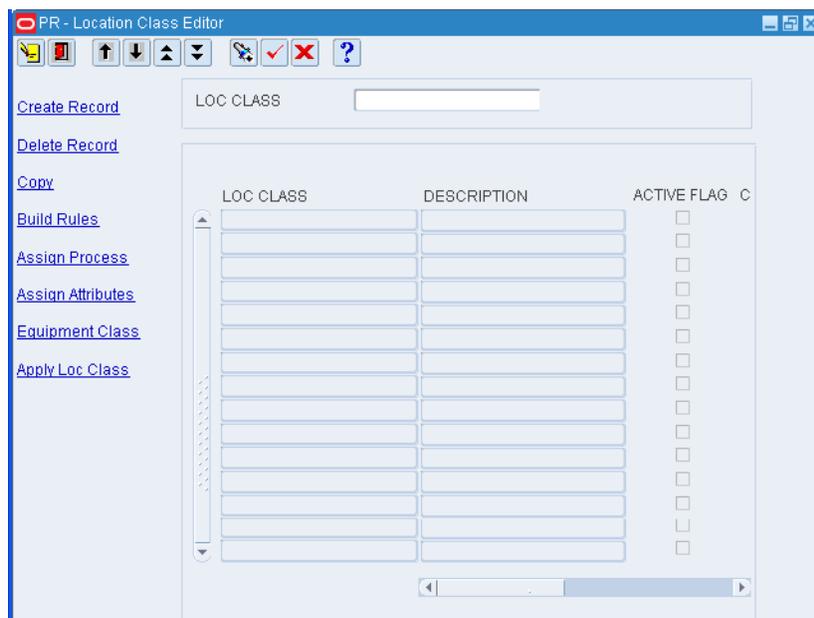
Display all Location Classes

Click **Execute Query**.

Display a Location Class

1. If any location classes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Loc Class query field, enter the name of the location class, or click the LOV button and select the location class.

4. Click **Execute Query**. The location class that matches the search criterion is displayed.

Edit a Location Class

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

> **Note:** You cannot edit a location class if the system indicator is selected.

Figure 5–72   Location Class Editor Modify Window

2. Edit the description and active status of the location class as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Location Class

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

Figure 5–73   Location Class Editor Create Record Window

2. In the Loc Class and Description fields, enter the name and description for the location class.

3. To indicate whether the location class should be made available for use, select or clear the Active Flag check box.

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

Copy a Location Class

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

2. Click **Copy**. The Copy Existing Location Class window opens.

Figure 5–74   Copy Existing Location Class Window

3. In the New Loc Class and New Description fields, enter a name and description for the location class that you want to create.

4. Click **Save** to copy the selected location class and close the Copy Existing Location Class window.

Delete a Location Class

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

> **Note:**   You cannot delete a location class if the system indicator is selected or if any build rules, defaults, processes, or equipment classes have been assigned to the location class.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Location Class Editor Window

Click **Exit** to close the window.

Build Location Class Rules

Build the Rules for a Location Class

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

2. Click **Build Rules**. The Build Location Class Rules window opens.

> **Note:**   Build rules are not allowed for system indicated location class.

Figure 5–75 Location Class Editor Window

3. Define the rules for selecting the members of the location class:

   ■ In the Column fields, select the limiting factors.

   ■ In the Operator fields, select the relational operators.

   ■ In the Value fields, enter the values of the limiting factors.

4. Click **Save** to save the rules and close the Build Location Class Rules window.

> **Note:** The location class may only have one rule utilizing the location type.

Copy Rules from Another Location Class

1. On the Build Rules window, click **Load**. The Load Location Class Rules window opens.

Figure 5–76 Load Location Class Rules Window

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

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

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

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

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

Exit the Location Class Editor Window
Click **Exit** to close the window.

Assign Location Class Processes using the Location Class Editor

Navigate
From the Main Menu, select Support Functions > DC Setup > Location Setup > Location Class Editor. The Location Class Editor window opens.

Figure 5–77   Location Class Editor Window
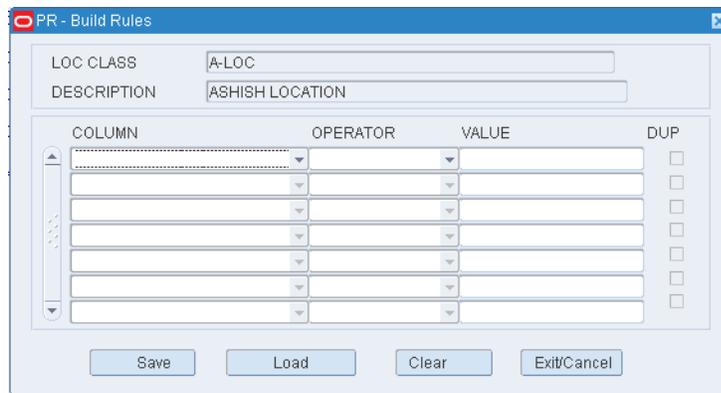
Display All Location Classes
Click **Execute Query**.

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

2. Click **Assign Process**. The Assign Location Class Processes window opens.

Figure 5–78   Assign Processes Window

3. [Optional] To filter the processes listed in the Available Processes table, enter the name of a process type in the Process Type field, or click the LOV button and select the process type.

4. To assign processes:

    a. Select the check box next to the desired processes on the Available Processes table.

    b. Click **Assign**. The selected processes are moved to the Assigned Processes table.

5. To remove assigned processes:

    a. Select the check box next to the desired processes on the Assigned Processes table.

    b. Click **Unassign**. The selected processes are moved to the Available Processes table.

6. A location class may have multiple processes assigned to it.

7. [Optional] To apply the processes to the locations that are currently assigned to the location class, click **Save/Apply**.

8. Click **Save** to save any changes and close the Assign Location Class Processes window.

> **Note:**   In the Assign Processes to Location Window, you can either click Assign All to move all processes to the Assigned Processes table or click Unassign All to move all processes to the Available Processes table. This moves all processes whether or not specific check boxes are selected.

Exit the Location Class Editor Window

Click **Exit** to close the window.fff

Assign Equipment Classes using the Location Class Editor

Assign Equipment Classes

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

2. Click **Equipment Class**. The Assign Equipment Classes window opens.

Figure 5–79   Assign Equipment Class Window
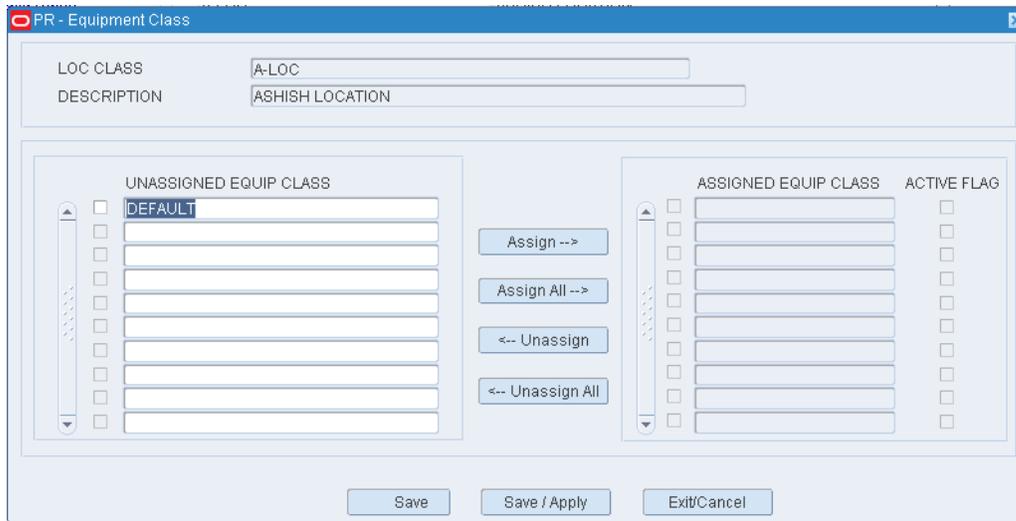
3. To assign equipment classes:

   a. Select the check box next to the desired equipment classes on the Unassigned Equip Class table.

   b. Click **Assign**. The selected equipment classes are moved to the Assigned Equip Class table.

4. To remove assigned equipment classes:

   a. Select the check box next to the desired equipment classes on the Assigned Equip Class table.

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

5. [Optional] To apply the equipment classes to all locations that are currently assigned to the location class, click **Save/Apply**.

6. Click **Save** to save any changes and close the Assign Equipment Classes window.

Note: In the Assign Processes to Location Window, you can either click Assign All to move all processes to the Assigned Processes table or click Unassign All to move all processes to the Available Processes table. This moves all processes whether or not specific check boxes are selected.

Exit the Location Class Editor Window

Click **Exit** to close the window.

Forward Picking Locations

The Forward Pick Location Editor allows add, modify or delete of items associated with a unit picking location or a case picking location. To define unit pick locations simply click **Unit Radial**. To define case pick locations simply click **Case Radial**. The window also assists in marking the location for cycle count. An item may be maintained in multiple locations within a single zone.   If the location is setup for kitting, then a single location may container multiple items.

> **Note:**   Kitting is not supported by RMS and may require custom integration with the Host.

- RWMS utilizes unit pick locations for LTC picking activities as well as Kitting activities. The system will ask the user how this location will be utilized.

- Rules for Kitting locations:
  - Multiple items per location (items must exist in the item master).
  - Cannot add an item to a kitting unit picking location if the location was created by the distribution process.

- All Unit Pick locations require a Unit Capacity (amount of units that will fit in the locations) and a Replenishment Quantity (reorder point that triggers inventory replenishment to that location).

- All Case Pick locations require a Case Capacity (amount of cases that will fit in the locations) and a Replenishment Quantity (reorder point that triggers inventory replenishment to that location).

Navigate

From the Main Menu, select Support Functions > DC Setup > Location Setup > Forward Picking Location Editor. The Forward Pick Location Editor window opens.

> **Note:**   You can also access this window from the Location Editor window and the Task Maintenance window. On the Location Editor window, the Location Type must pertain to unit picks or forward case picks. On the Task Maintenance window, the Activity must pertain to creating forward pick locations.

Figure 5–80   Forward Pick Location Editor

Displaying a Forward Pick Location

1. If the details of a forward pick location are currently displayed, click **Clear**.

2. Select either the Unit or the Case option depending on whether you are searching for a forward unit pick or forward case pick location.

3. Click **Enter Query**.

4. In the Location ID query field, enter the ID of the forward pick location, or click the LOV button and select the location.

5. Click **Execute Query**. The items associated with the selected location are displayed.

Edit an Item in a Forward Pick Location

1. On the Forward Pick Location Editor window, double-click the item that you want to edit. The Modify window opens.

2. Edit the enabled fields.

3. Click **Save** to save any changes and close the Modify window.

Mark a Forward Pick Location for Cycle Count

1. On the Forward Pick Location Editor window, click **Mark**.

2. When prompted to confirm the operation, click **Yes**. The status of the Cycle Count changes to MM. This indicates that the location was manually marked for cycle counts.

Adding an Item to a Forward Pick Location

1. Display the location you want to add the item to.

2. On the Forward Pick Location Editor window, click **Create Record**. The Create Record window opens.

Figure 5–81   Forward Pick Location Editor Create Record (Unit) Window

Figure 5–82   Forward Pick Location Editor Create Record (Case) Window

3. In the Item ID field, enter the ID of the item, or click the LOV button and select the item.

4. In the Capacity field, enter either the capacity of the location measured in standard units or number of cases.

5. In the Replen Qty field, enter the quantity at which replenishment is triggered. If defining a Unit location this is in terms of units. If defining a Case location this is in terms of cases.

    > **Note:**   Reorder point replenishment must be enabled.

6. [Unit option] In the Unit Qty field, enter the number of standard units currently stocked at the location.

    [Case option] In the Case Qty field, enter the number of cases currently stocked at the location.

7. [Case option] In the Casepack field, enter the number of standard units packed in a case.

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

9. Respond to any prompts that may appear.

Delete an Item from a Forward Pick Location

1. On the Forward Pick Location Editor window, select the item that you want to delete from the forward pick location.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Forward Pick Location Editor Window

Click **Exit** to close the window.

Put to Store

The Put to Store (PTS) Location Setup Editor allows you to assign stores to specific locations in the Put To Store picking area. You can assign, edit, or delete individual store locations.

- The Put To Store area is a set of fixed store locations where each location is associated to a single store.

- Single Sku replenishment containers are sent from storage, by conveyor or RF tasks, into the Put To Store area for RF picking.

Navigate

- From the Main Menu, select Support Functions > DC Setup > Put to Store Setup. The Put to Store Setup window opens.

Figure 5–83   Put to Store Setup Window
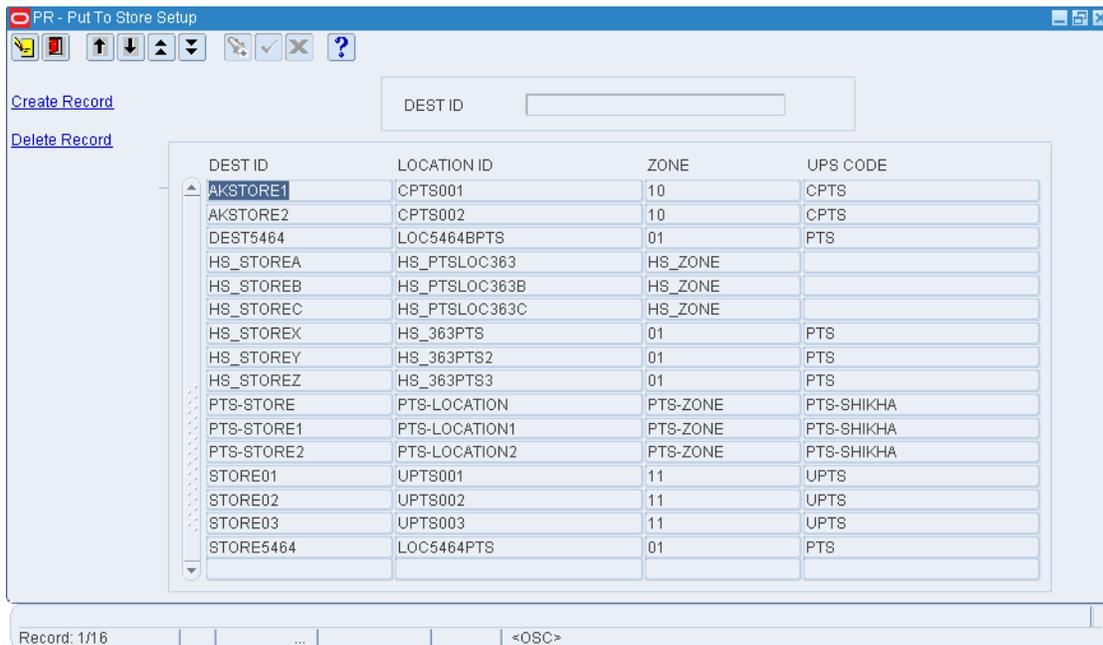
Display All PTS Locations

Click **Execute Query**.

Displaying PTS Locations for a Destination

1. If any destinations are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Dest ID query field, enter the destination ID.

4. Click **Execute Query**. The locations associated with the destination are displayed.

Edit a PTS Location

1. On the Put to Store Location Setup window, double-click the location that you want to edit. The Modify window opens.

Figure 5–84   Put to Store Setup Modify Window

2. Edit the location ID as necessary.

3. Click **Save** to save any changes and close the Modify window.

Adding a PTS Location

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

2. In the Dest ID field, enter the ID of the destination (store).

3. In the Location field, enter the ID of the location.

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

Delete a PTS Location

1. On the Put to Store Location Setup window, select the location that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Put to Store Location Setup Window

Click **Exit** to close the window.

Dynamic Put To Store Location Assignment Editor

The Put To Store Dynamic Assignment editor allows the user to query the stock order file using one or many criteria and based on the results automatically create PTS pick to locations.

- When the query is ran the system looks at the outstanding stock orders for each PTS item store combination based on your selection criteria and then compares the results to the PTS Locations already assigned to stores. If the system finds stock orders with stores that are not assigned locations the system automatically suggests location assignments.

- The user is given the option to assign locations to stores or un-assign locations.

Navigate

From the Main Menu, select Support Functions > DC Setup > Put To Store Dynamic Assignment

Build Query for Dynamic Put to Store Location Assignment

1. Click Build Query. The Build Query Criteria window opens.

2. Define the criteria for selecting the stock orders to evaluate.

   a. In the Column fields, select the limiting factors

   b. In the Operator fields, select the relational operators.

   c. In the Value fields, enter the values of the limiting factors.

3. Click **Save** to save the rules and close the Build Location Class Rules window.

4. The system will then return the results of your Query on the Dynamic Put To Store Assignment screen where you have the option to assign the locations.

Shipping/Receiving Door Setup

The Door Editor allows you add, modify, or delete receiving and shipping doors. The door locations must be defined in the Location Editor before the doors can be defined in the door editor. The door name and location name can be the same or different based on user preference. Indicate whether the door will be used for receiving, shipping or both.

Navigate

From the Main Menu, select Support Functions > DC Setup > Door Editor. The current doors appear in the Door Editor window.

Figure 5–85   Door Editor Window

Edit a Door

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

Figure 5–86   Door Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Change the Status of a Door

1. On the Door Editor window, select the door that you want to edit.

2. Click **Service**. If the status was Available, it becomes Out of Service. If it was Out of Service, it becomes Available.

To Add a Door

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

Figure 5–87   Door Editor Create Record Window

2. In the Door field, enter the ID for the door.

3. In the Location ID field, enter the ID of the door's location, or click the LOV button and select the location.

4. In the Recv Ship field, enter the code for the door's function. The function may be **R** (Receiving), **S** (Shipping), or **X** (Both).

5. In the Door Ind field, enter the code for the type of merchandise handled at the door. The type may be **H** (Hanging), **F** (Flat), **S** (Shoe), or **A** (All).

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

Delete a Door

1. On the Door Editor window, select the door that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Service a Door

1. On the Door Editor window, select the door that you want to service.

2. Click **Service**. The Status of the door changes.

Zone a Door

1. On the Door Editor window, select a door.

2. Click **Zones**. The Zone Door Editor window opens.

Figure 5–88   Zone Door Editor Window

Set Load Types for a Door

1. On the Door Editor window, select a door.

2. Click **Load Types**. The Door Load Type Editor window opens.

Figure 5–89   Door Load Type Editor Window

Exit the Door Editor Window

Click **Exit** to close the window.sss

Apply Location Classes

Navigate

From the Main Menu, select Support Functions > DC Setup > Location Setup > Apply Location Class. The Apply Location Class window opens.

Figure 5–90   Apply Location Class Window

> **Note:**   You can also access this window from the Location Class
> Editor and Location Editor windows.

Display Locations by Location Class

1. If any locations or location classes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Loc Class query field, enter the name of the location class, or click the LOV button and select the location class.

4. Click **Execute Query**. The locations that match the build rules of or are assigned to the location class appear.

Assign Locations to a Location Class

1. On the Apply Location Class window, click **Apply Class**. The Apply Class window opens.

Figure 5–91   Apply Location Class Apply Class Window

> **Note:**   The locations that are currently assigned to the location class appear in the Assigned Locations table. The remaining locations that match the build rules appear in the Available Locations table.

2. To assign locations:

   a. Select the check box next to the desired locations on the Available Locations table.

   b. Click **Assign**. The selected locations are moved to the Assigned Locations table.

3. To remove assigned locations:

   a. Select the check box next to the desired locations on the Assigned Locations table.

   b. Click **Unassign**. The selected locations are moved to the Available Locations table.

4. Click **Save/Apply** to save the changes and close the Apply Location Class (Assign Locations) window.

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

Display Location Classes by Location

1. If any locations or location classes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Location query field, enter the ID of the location, or click the LOV button and select the location.

4. Click **Execute Query**. The location classes that match the selected location appear. The Current check box is selected next to the location class, if any, that is currently assigned to the location.

Assign a Location Class to a Location

1. On the Apply Location Class window, click **Apply Class**. The Apply Location Class (Assign Location Class) window opens.

Figure 5–92   Apply Location Class Apply Class Window
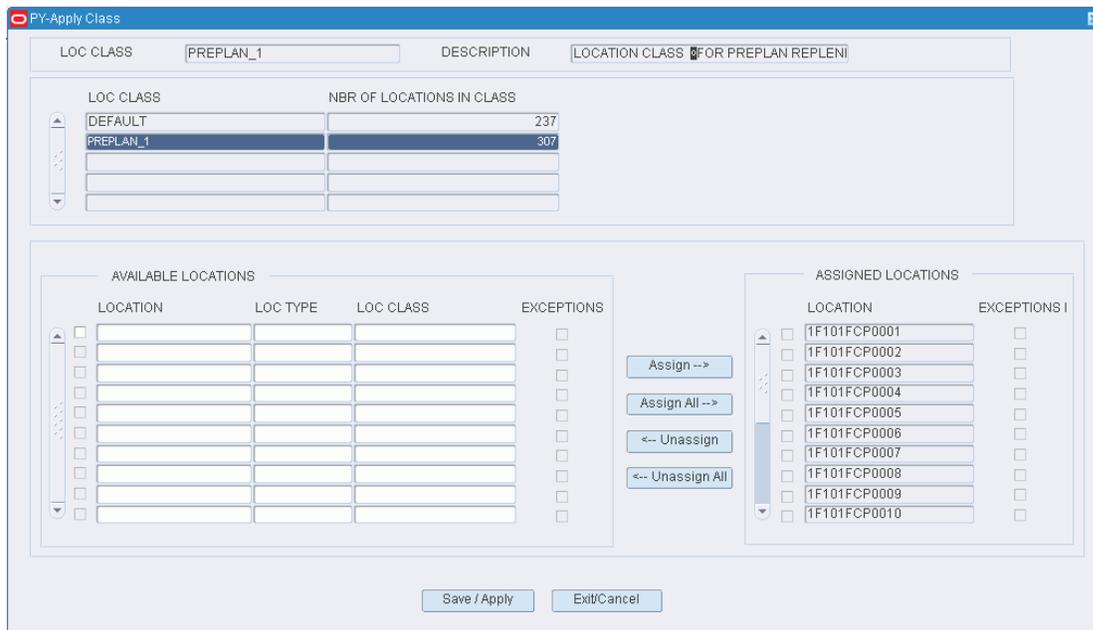
2. In the Loc Class field, enter the name of the location class, or click the LOV button and select the location class.

3. Click **Save/Apply** to save the changes and close the Apply Location Class (Assign Location Class) window.

Exit the Apply Location Class Window

Click **Exit** to close the window.

Setting Unit Pick Systems

The Unit Pick System Editor allows you to add, modify, view, and delete unit pick systems that are supported by RWMS.

- RWMS supports many Unit Pick Systems. The following are commonly used:

    - LTC – Less than Case (pick from fixed item locations to moving stores)

- ■ PTS – Put to Store (picking from containers to stationary stores)

- ■ TLT – Automated Tilt Tray, Bombay, and Hanging Sorters

- ■ PPS – Pick to Light Systems

■ RWMS can also handle multiple Put to Store, Tilt Tray, and Pick to Light systems in the same facility.

■ RWMS also can handle sorters for Consumer Direct processing.

- ■ The Pack Wave Size column indicates the number of chutes used in a sorter for a pack wave.

- ■ The Sorter Group specified must exist in the Sorter Group Editor.

- ■ The UPS sequence is used when multiple sorters are defined within a sorter group. RWMS will fill the sorter in the sequence specified within the group.

- ■ If Print Unit Labels is set to **Yes** this means Units Labels must be printed and applied prior to reaching this sorter.

- ■ If Send Directives is set to **Yes** this means the Unit Label pick information must be sent from RWMS into the sorter.

Navigate

From the Main Menu, select Support Functions> DC Setup > Unit Pick System Editor. The Unit Pick System Editor screen is displayed.

Figure 5–93   Unit Pick System Editor Window
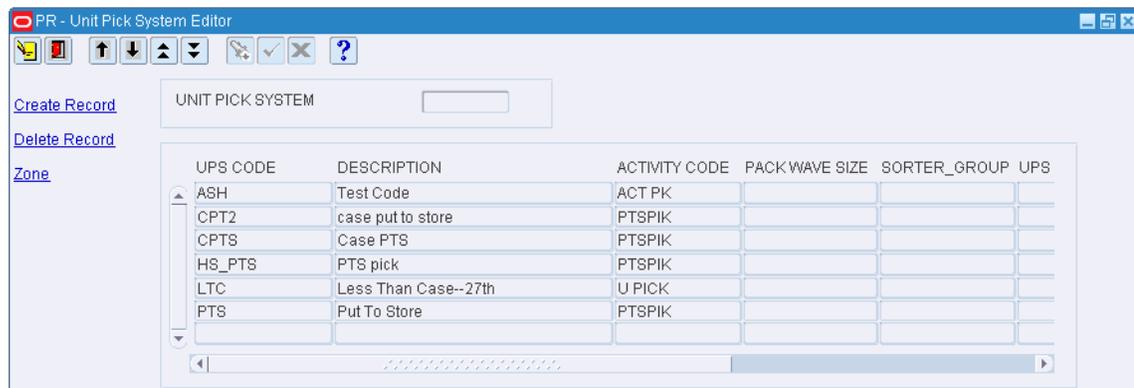
Display All Unit Pick Systems

1. To display all unit pick systems, click **Execute Query**.

Displaying a Unit Pick System

1. If any Unit Pick Systems (UPS) are currently displayed, click **Clear.**

2. Click **Enter Query**.

3. In the Unit Pick System query field, enter the UPS code, or click the LOV button and select the UPS.

4. Click **Execute Query**. The selected UPS is displayed.

Editing a Unit Pick System:

1. On the Unit Pick System Editor window, double-click the UPS that you want to edit. The Modify window opens.

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Figure 5–94   Unit Pick System Editor Modify Window
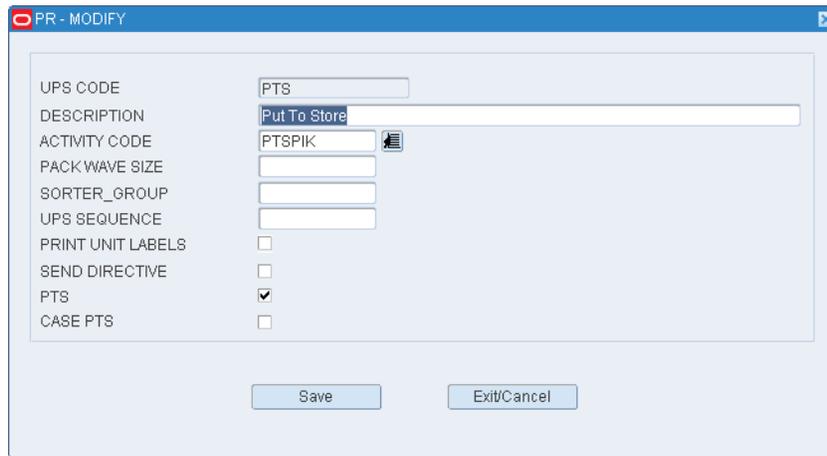
Adding a Unit Pick System

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

Figure 5–95   Unit Pick System Editor Create Record Window
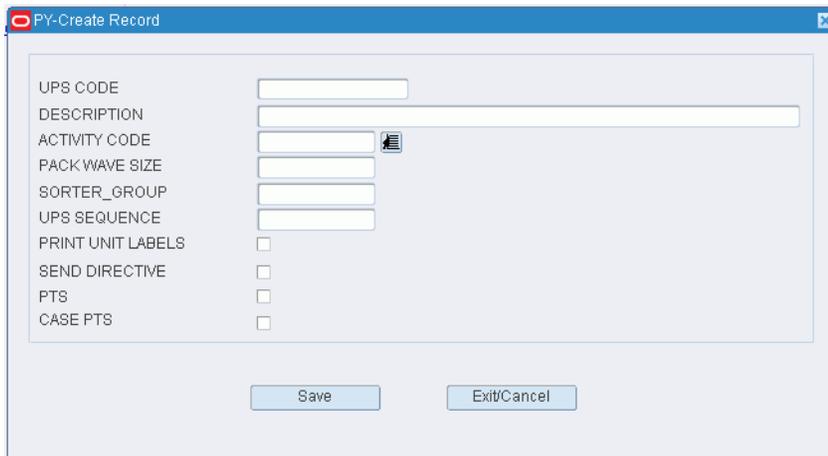
2. In the UPS Code and Description fields, enter a code and description for the UPS.

3. In the Activity Code field, enter the code of the activity performed by the UPS, or click the LOV button and select the activity.

4. In the Pack Wave Size field, enter the number of groups that are permitted in a pack wave.

5. In the Sorter Group field, enter the sorter group if the UPS is a sorter system.

6. In the UPS Sequence field, enter the order in which this UPS should be accessed within its defined sorter group.

7. In the Print Unit Labels field, enter **Y** (Yes) or **N** (No) to indicate whether unit labels should be printed for each unit pick group.

8. In the PTS field, select the check box if the UPS is a put to store system.

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

Deleting a Unit Pick System

1. On the Unit Pick System Editor window, select the UPS that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Unit Pick System Editor Window

Click **Exit** to close the window.

Define UPS Destinations using the UPS Editor

The Unit Pick Zone Editor within the UPS Editor allows you to assign multiple zones to a Unit Pick System.

- Each Unit Pick system can be single zone or multiple zones. The decision to be single or multiple depends on the physical facility layout and the volume of work in that area.

  - Single Zone - means all replenishment containers will be delivered to one picking induction area.

  - Multiple Zone - means replenishment containers will be delivered to multiple induction areas.

- The same store location can appear in multiple zones but not in the same zone.

- The Dest ID is a user defined internal location that must be defined in the Ship Destination Editor.

- The Pick up and Drop off locations are user-defined locations that must be defined in the Location Table Editor.

Navigate

From the Main Menu, select Support Functions> DC Setup > Unit Pick System Editor. The Unit Pick System Editor screen is displayed.

Figure 5–96   Unit Pick System Editor Window

Display One or All Unit Pick Systems

Select a UPS and click **Zone**. The induct zones for the selected UPS appear in the Unit Pick Zone Editor window.

Figure 5–97   Unit Pick System Editor Unit Pick Zone Editor Window
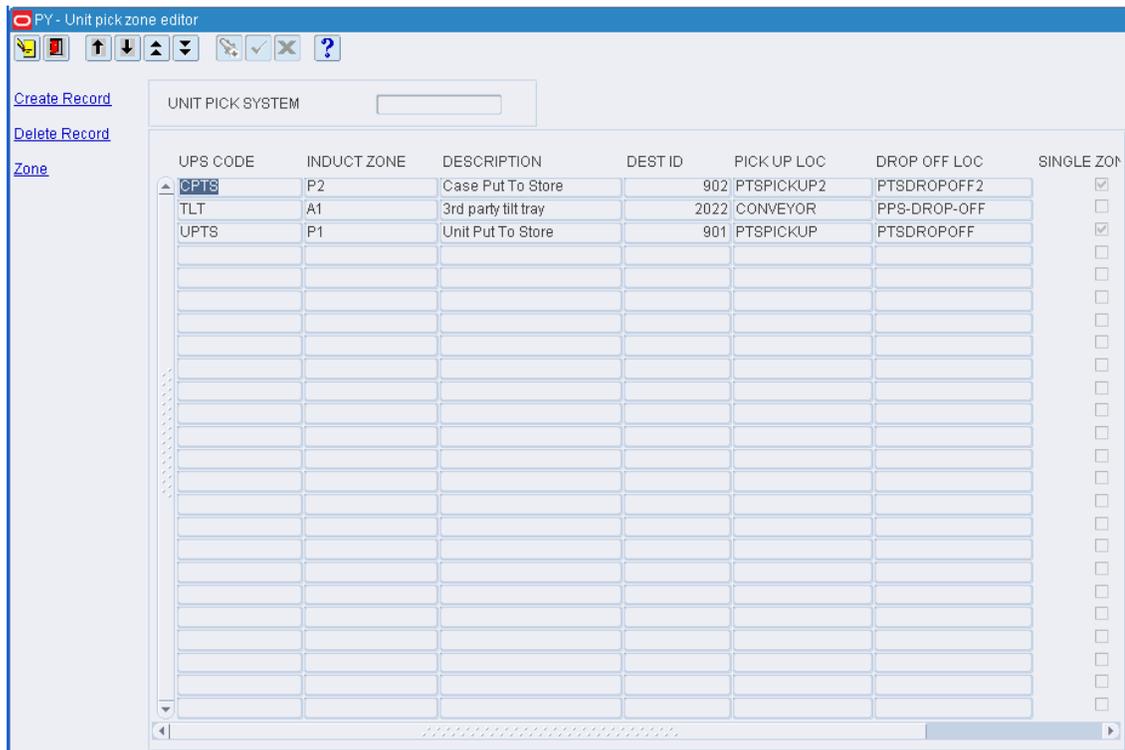
Editing a UPS Induct Zone

1. On the Unit Pick Zone Editor window, double-click the induct zone that you want to edit. The Modify window opens.

Figure 5–98   Unit Pick Zone Editor Modify Window
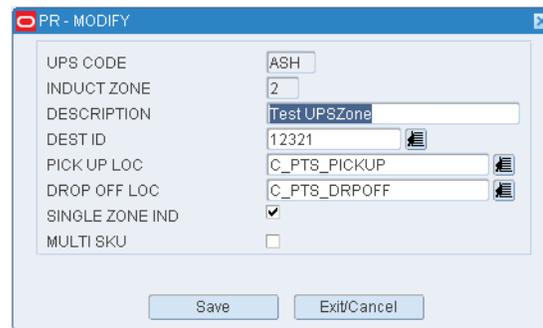
2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Adding a UPS Induct Zone

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

Figure 5–99   Unit Pick Zone Editor Create Record Window

2. In the Induct Zone and Description fields, enter the ID and description of the induct zone.

3. In the Dest ID field, enter the ID of the internal destination of the induct zone, or click the LOV button and select the destination.

4. In the Pick Up Loc field, enter the ID of the pickup location, or click the LOV button and select the location. The pickup location is the staging location where merchandise leaves the UPS induct zone.

5. In the Drop Off Loc field, enter the ID of the drop-off location, or click the LOV button and select the location. The drop-off location is the staging location where merchandise enters the UPS induct zone.

6. If the UPS has a single induct zone, select the Single Zone Ind check box.

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

Deleting a UPS Induct Zone

1. On the Unit Pick Zone Editor window, select the UPS induct zone that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Unit Pick Zone Editor Window

Click **Exit** to close the window.

Assign Stores to Unit Pick Zones using the UPS Editor

The UPS Destination Zone Editor allows you to assign specific stores to specific zones within each Unit Pick System.

- If multiple zones have been assigned to a unit pick system, each zone must be associated to a specific group of destination (store) ID's.

- If the single zone flag is checked then the UPS Destination Zone Editor will not display because RWMS can assume all stores will be picked from this zone.

Navigate

From the Main Menu, select Support Functions > DC Setup > Unit Pick System Editor. The Unit Pick System Editor window opens.

Figure 5–100   Unit Pick System Editor Window

Display One or All Unit Pick Systems

Select a UPS and click **Zone**. The induct zones for the selected UPS appear in the Unit Pick Zone Editor window.

Figure 5–101   Unit Pick System Editor Unit Pick Zone Editor Window
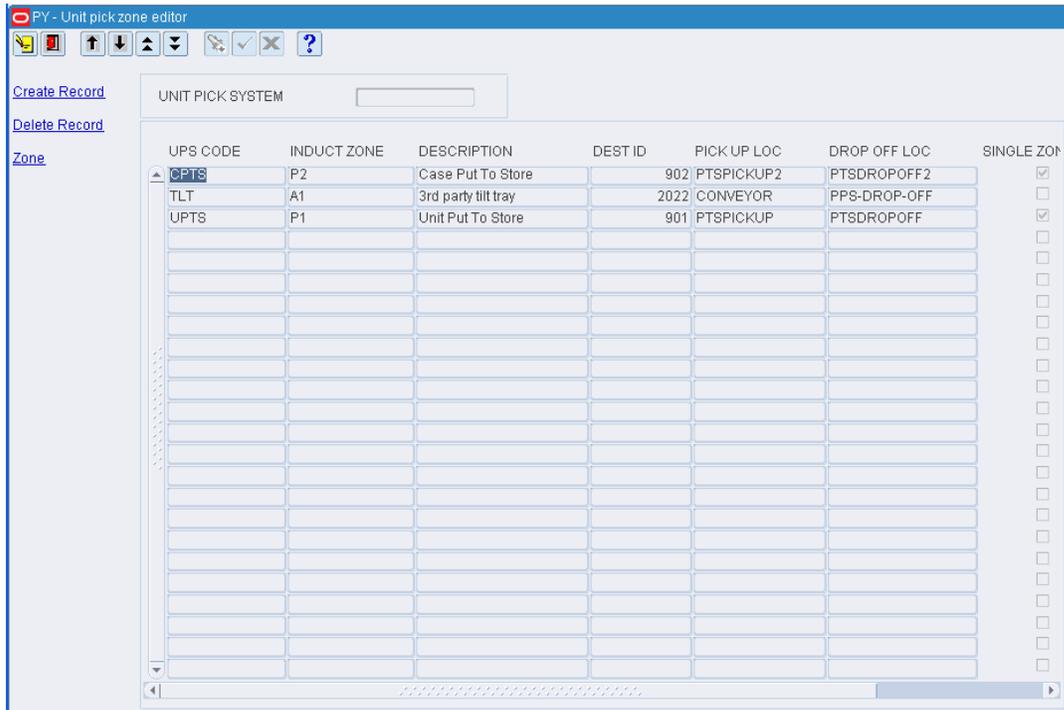
Edit a Destination

1. On the UPS Destination Zone Editor window, double-click the destination that you want to edit. The Modify window opens.

Figure 5–102   Unit Pick Zone Editor Modify Window
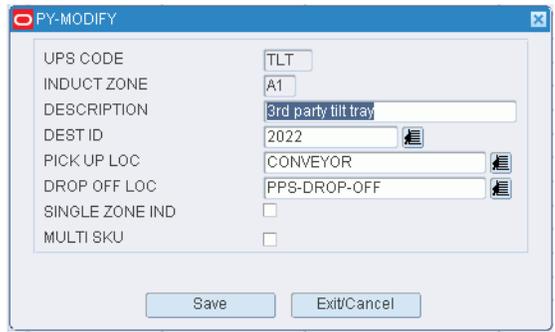
2. Edit the destination ID as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Destination to a Zone

1. On the UPS Destination Zone Editor window, click **Zone**. The UPS Dest Zone Editor window opens.

Figure 5–103   UPS Dest Pick Zone Editor Window

2. On the UPS Dest Zone Editor window, double-click the induct zone that you want to edit. The Modify window opens.

Figure 5–104   UPS Dest Pick Zone Editor Modify Window

3. Edit the destination ID as necessary.

4. Click **Save** to save the changes and close the Modify window.

Add a Destination

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

Figure 5–105   Unit Pick Zone Editor Create Record Window
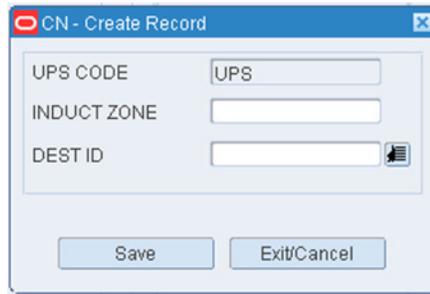
2. In the Induct Zone field, enter the ID of the induct zone.

3. In the Dest ID field, enter the ID of the destination, or click the LOV button and select the destination.

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

Delete a Destination

1. On the UPS Destination Zone Editor window, select the destination that you want to delete.

2. Click Delete Record.

3. When prompted to delete the record, click Yes.

Exit the UPS Zone Editor Window

Click **Exit** to close the window.

Define Sorter Groups

The Sorter group editor allows the user to Add/Modify/Delete Sorter Groups.

■ Once a Sorter group is defined multiple sorters can be attached to the group.

■ RWMS will send orders to the sorters until the max packwave limit has been reached.

■ Max packwave is defined as the number of packwaves that will be generated per sorter in a pickwave.

Navigate

From the Main Menu, select Support Functions > DC Setup > Sorter Group Editor. The current sorter groups are displayed in the Sorter Group Editor window.

Figure 5–106   Sorter Group Editor Window

Edit a Sorter Group

1. On the Sorter Group Editor window, double-click the sorter group that you want to edit. The Modify window opens.

Figure 5–107   Sorter Group Editor Modify Window

2. Edit the drop-off locations and maximum pack waves as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Sorter Group

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

Figure 5–108   Sorter Group Editor Create Record Window

2.   In the Sorter Group field, enter a name for the group.

3.   In the Convey Dropoff field, enter the ID of the location where conveyable merchandise should be dropped off, or click the LOV button and select the location.

4.   In the Nonconvey Dropoff field, enter the ID of the location where non-conveyable merchandise should be dropped off, or click the LOV and select the location.

5.   In the Max Packwaves field, enter the maximum number of pack waves to be distributed for each pick wave.

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

Delete a Sorter Group

1.   On the Sorter Group Editor window, select the sorter group that you want to delete.

2.   Click Delete Record.

3.   When prompted to delete the record, click **Yes**.

Exit the Sorter Group Editor Window

Click **Exit** to close the window.

Define Sorter Chutes

The UPS Chute Editor allows you to define the logical chutes within a unit pick system and assign sequence numbers in order to determine the load sequence.

■   If you want to dedicate the chute to a specific brand, enter the brand name in the Brand field.

■   In the Seq Nbr field, enter the sequence in which the chute is to be filled in relation to other chutes in the sorter.

■   An active flag indicates whether a group has been assigned to the chute.

■   In the Max Cube, Max Units, and Max Orders fields, enter the maximum cubic, unit, and order capacities of the chute for one pack wave.

■   In the % Fill field, enter the percentage at which the chute is considered full for a pack wave.

■   In the % Reg Fill, enter the percentage of regular orders allowed in the chute. If the chute type is Regular, this percentage must equal the percentage in the % Fill field.

■   If you want to place the chute out of service, select the Out Srvc check box.

Navigate

From the Main Menu, select Support Functions > DC Setup > UPS Chute Editor. The UPS Chute Editor window opens.

Figure 5–109   UPS Chute Editor Window
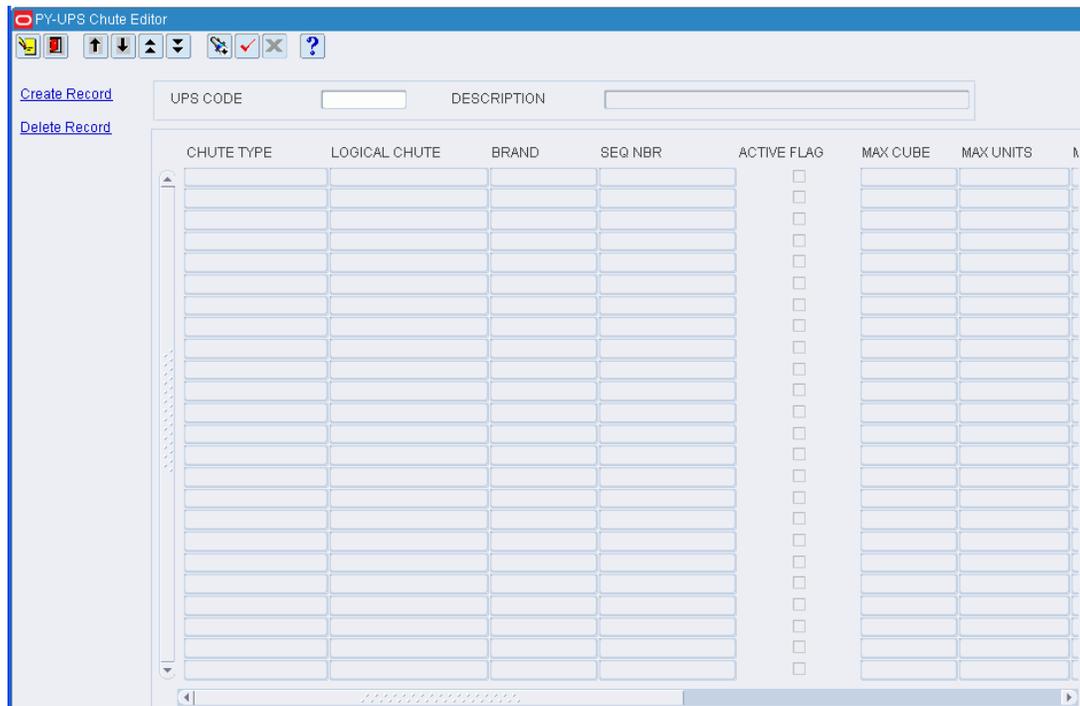
Display Chutes for a Unit Pick System

1. If any chutes are currently displayed, click **Clear**.

2. Click Enter Query.

3. In the Unit Pick System query field, enter the code for the UPS, or click the LOV button and select the UPS.

4. Click **Execute Query**. The chutes for the selected UPS are displayed.

Edit a UPS Chute

1. On the UPS Chute Editor window, double-click the chute that you want to edit. The Modify window opens.

Figure 5–110   UPS Chute Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Edit the Status of a Chute

1. On the UPS Chute Editor window, double-click the chute that you want to edit. The Modify window opens.

2. To place a chute out of service, select the Out Srvc check box.

    To place a chute in service, clear the Out Srvc check box.

3. Click **Save** to save any changes and close the Modify window.

Add a UPS Chute

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

Figure 5–111   UPS Chute Editor Create Record Window

2. In the Logical Chute field, enter the name of the chute.

3. In the Seq Nbr field, enter the sequence in which the chute is to be filled in relation to other chutes in the sorter.

4. If you want to dedicate the chute to a specific brand, enter the brand name in the Brand field.

5. In the Max Cube, Max Units, and Max Orders fields, enter the maximum cubic, unit, and order capacities of the chute for one pack wave.

6. In the % Fill field, enter the percentage at which the chute is considered full for a pack wave.

7. In the % Reg Fill, enter the percentage of regular orders allowed in the chute. If the chute type is Regular, this percentage must equal the percentage in the % Fill field.

8. If you want to place the chute out of service, select the Out Srvc check box.

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

Delete a UPS Chute

1. On the UPS Chute Editor window, select the chute that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the UPS Chute Editor Window

Click **Exit** to close the window.

Define Putaway Plans

The Putaway Plan Editor allows you to add, modify, view, and delete Putaway Plans used when containers move from staging locations to storage locations or forward pick locations. Putaway plans are a sequence of putaway options to preferred zones and location types. These options are the following:

- Concentric Flag -When the concentric flag is set to **Y** the system uses X, Y, Z coordinates to choose storage locations near the Forward Pick Locations (both Case and Unit). For the user this means that every location in reserve must have X, Y, Z coordinates defined in the Location Table Editor. If the concentric flag is set to N the system looks for available locations by zone and location ID order.

- EMP - Put into a location that is empty.

- SAM - Put into a location that contains the same item, case pack, and lot.

- DIF - Put into a location that contains a different item, case pack, and lot.

Once defined, these putaway plans will be assigned to items via the item master table.

> **Note:** If you are using Random locations in your facility you must define one putaway plan as Active. This allows distribution to generate random storage locations.

Navigate

From the Main Menu, select Support Functions > DC Setup > Putaway Plan Editor. The current putaway plans are displayed in the Putaway Plan Editor window.

Figure 5–112   Putaway Plan Editor Window

Edit a Plan or Plan Details

1. On the Putaway Plan Editor window, double-click the plan that you want to edit. The Modify window opens.

Figure 5–113   Putaway Plan Editor Window

2. Edit the description as necessary.

3. Click **Save** to save any changes and close the Modify window.

4. To edit details of the plan:

    a. Select a plan and click Plan Detail. The details are displayed on the detail window.

Figure 5–114   Putaway Plan Editor Detail Window
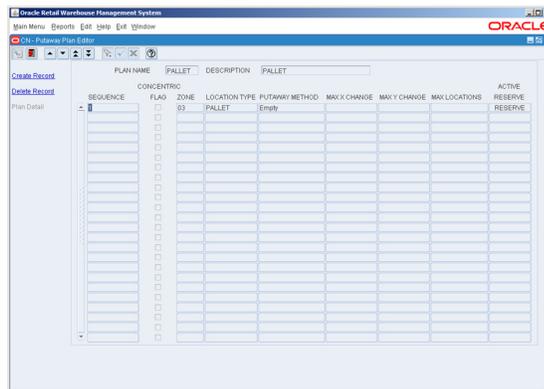
b. Double-click the detail line that you want to edit. The Modify window opens.

Figure 5–115   Putaway Plan Editor Detail Modify Window

c. Edit the enabled fields as necessary

d. Click **Save** to save any changes and close the Modify window.

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

Add a Plan or Plan Details

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

Figure 5–116   Putaway Plan Editor Create Record Window

2. In the Plan Name field, enter the name of the plan.

3. In the Description field, enter the description of the plan

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

To Add Details to the Plan

1. Select a plan and click Plan Detail. The detail window opens.

Figure 5–117   Putaway Plan Editor (Detail) Window

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

Figure 5–118   Putaway Plan Editor Create Record Window

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

4. If the plan step uses concentric logic, enter **Y** in the Concentric field. Concentric Y means the system will find the existing forward pick locations (both case and unit) for this item and then use X,Y, Z coordinates to pick the nearest storage locations.

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

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

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

8. In the MAX X Change field, enter the maximum X distance within the zone you will allow the system to select a putaway location.

9. In the MAX Y Change field, enter the maximum Y distance within the zone you will allow the system to select a putaway location.

10. In the MAX Location field, enter the maximum number of locations that can be concentrically chosen for putaway in a zone. This limits the number of locations that can be filled by one item when you get a large shipment.

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

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

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

Delete a Plan Detail

1. On the Putaway Plan Editor window, select the plan that you want to edit.

2. Click Plan Detail. The details are displayed in the detail window.

3. Select the detail line that you want to delete.

4. Click **Delete Record**.

5. When prompted to delete the record, click **Yes**.

Exit the Putaway Plan Editor Window

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

Define Reference Points

The Reference Point Editor is used to identify the turns (example - end of aisles) that equipment (forklifts, turret truck, handjacks) use to travel throughout the facility.

- These reference points are physical locations in the DC but they do not have location barcodes.

- Each reference point must be defined with accurate X, Y, Z coordinates.

- When calculating distance inside a distribution center you cannot draw straight lines between locations (as the crow fly's). The reference points represent the true physical path a piece of equipment must take to get from one point to another point in the DC.

- Each storage and picking location must be defined in the Location Reference Editor with the reference point nearest to that location

Navigate

From the Main Menu, select Support Functions > DC Setup > Reference Point Editor. The Reference Point Editor window opens.

Figure 5–119   Reference Point Editor Window

Display All Reference Points

Click **Execute Query**.

Display a Reference Point

1. If any reference points are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Reference Point query field, enter the ID of the reference point, or click the LOV button and select the reference point.

4. Click **Execute Query**. The reference point that matches the search criterion is displayed.

Edit a Reference Point

1. On the Reference Point Editor window, double-click the reference point that you want to edit. The Modify Record window opens.

Figure 5–120   Reference Point Editor Modify Window

2. Edit the description and XY coordinates as necessary.

3. Click **Save** to save any changes and close the Modify Record window.

Add a Reference Point

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

Figure 5–121   Reference Point Editor Create Record Window

2. In the Reference Point and Description fields, enter the ID and description for the reference point.

3. In the X Coordinate and Y Coordinate fields, enter the position of the reference point in relation to an anchor point in the building. Enter a Z Coordinate for any vertical locations (pallet rack level 2).

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

Delete a Reference Point

1. On the Reference Point Editor window, select the reference point that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Reference Point Editor Window

Click **Exit** to close the window.

Mapping Reference Points

The Reference Point Mapping Editor is used to define the distance between one reference point and another.

The user must enter each From and To reference point they want defined and the system will calculate the distance based on the X, Y, Z coordinates previously defined for each reference point.

Navigate

From the Main Menu, select Support Functions > DC Setup > Reference Point Map Editor. The Reference Point Mapping Editor window opens.

Figure 5–122   Reference Point Map Editor Window
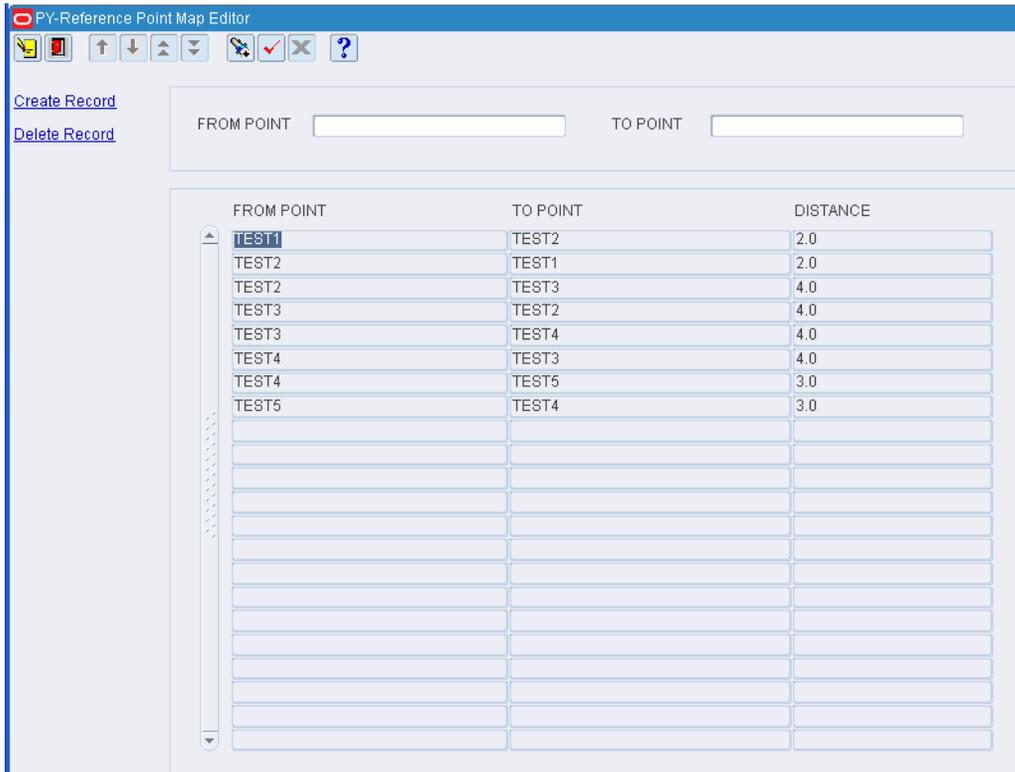
Display All Mapped Reference Points

Click **Execute Query**.

Display a Subset of Mapped Reference Points

1. If any mapped reference points are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the From Point query field, enter the ID of the reference point from which the distance is mapped, or click the LOV button and select the reference point.

4. In the To Point query field, enter the ID of the reference point to which the distance is mapped, or click the LOV button and select the reference point.

> **Note:** You can query by From Point, To Point, or both.

5. Click **Execute Query**. The mapped reference points that match the search criteria are displayed.

Edit Mapped Reference Points

1. On the Reference Point Mapping Editor window, double-click the mapped reference points that you want to edit. The Modify window opens.

Figure 5–123   Reference Point Map Editor Modify Window

2. Edit the distance between the two reference points as necessary.

3. Click **Save** to save any changes and close the Modify window.

Map the Distance Between Two Reference Points

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

Figure 5–124   Reference Point Mapping Editor Create Record Window

2. In the From Point and To Point fields, enter the IDs of the reference points to be mapped.

3. In the Distance field, enter the distance between the two points.

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

Delete Mapped Reference Points

1. On the Reference Point Mapping Editor window, select the mapped reference points that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Reference Point Mapping Editor Window

Click **Exit** to close the window.

Associating Reference Points to Location

The Location Reference Editor is used to associate one or more reference points to a specific location.

- Each location is the system must be associated to each reference point in its direct line of site (no turns). For example if location 1A001 is in Aisle 1 and at the beginning of Aisle 1 is reference point A and at the end of Aisle 1 is reference point B then you would make two entries in the Location Reference Editor.

    - One entry associating Location 1A001 to reference point A

    - Another entry associating Location 1A001 to reference point B.

- The system will automatically calculate the distance between the location and the reference point using previously defined X, Y, Z coordinates.

- Each Location must be defined with a Type. There are three valid Types: **A** means both inbound and outbound, **I** means Inbound only, and **O** means Outbound only. Once a location/aisle is defined as **A** then the system will prevent the same location or other locations from being defined as an **I** or **O** and vice versus.

Navigate

From the Main Menu, select Support Functions > DC Setup >Location Setup> Location Reference Editor. The Location Reference Point Editor window opens.

Figure 5–125   Location Reference Editor Window

Display All Mapped Locations

Click **Execute Query**.

Display a Subset of Locations

1. If any locations are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Location ID field, enter the Location you desire displayed, or click the LOV button and select the location ID.

4. Click **Execute Query**. The Location ID that matches the search criteria is displayed.

Edit Reference Points Associated to Locations

1. On the Location Reference Editor window, double-click the location that you want to edit. The Modify window opens.

Figure 5–126   Location Reference Editor Modify Window

2. Edit the Reference Point and/or the Type and/or the Aisle.

3. Click **Save** to save any changes and close the Modify window.

Create a Location Reference Point Association

1. On the Location Reference Editor window, click **Create Record**. The Create Record window is displayed

Figure 5–127   Location Reference Editor Create Record Window

2. In the Reference Point field, enter the desired reference point or select one from the LOV.

3. In the Type field, select Inbound Only, Outbound only, or Inbound/Outbound.

4. In the Aisle field, enter the Aisle where the location ID exists.

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

Delete Location Reference Point Associations

1. On the Location Reference Editor window, select the location ID that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Location Reference Editor Window

Click **Exit** to close the window.

Equipment Zone Setup

The Equipment/Zone Setup is used to set up equipment classes and zone groups.

The Equipment/Zone Setup module provides you with options for identifying and grouping the equipment used in the distribution center (DC). You can set up zones within the DC and restrict equipment classes to designated zones.

Once equipment classes are defined, you can assign them to activities, items, locations, processes, and zones. This information is used by RWMS when calculating which tasks should be assigned to operators.

Setup Process

Equipment

Setting up equipment classes and equipment is optional in RWMS. Equipment setup is required if you intend to use XYZ functionality. To set up equipment:

- Define equipment classes: Indicate how many pallets and the maximum weight the equipment can tolerate. Provide the horizontal and vertical clearance, as well as the vertical reaches of equipment associated with the equipment class.

- Identify each piece of equipment: Assign the equipment to an equipment class. The equipment inherits the characteristics of the equipment class to which it is assigned. Provide the horizontal and vertical speeds of the equipment. Indicate whether equipment operators must be certified.

Zones

Zones are used to group locations where putaway, distribution, and picking tasks take place. Zones that are used for distribution and picking tasks may be grouped into zone groups. To set up zones:

- Identify the zones. Select the appropriate characteristics for each zone.

- Define zone groups. Assign zones to each zone group in order of priority.

Equipment and Zones

You can assign equipment classes to zones in order to restrict the use of equipment to specific zones.

Define Equipment Classes

The Equipment Class Editor allows the user to define equipment classes based on the capabilities of the equipment in the distribution center.

- If more than one piece of equipment share the same physical capabilities (max vertical reach, max payload, number of pallets, and so forth.) then an equipment group can be defined (optional).

- Once an Equipment class is created it can then be associated to users, locations, and processes for greater operational control.

Navigate

From the Main Menu, select Support Functions > Equipment/Zone Setup > Equipment Class Editor. The Equipment Class window opens.

Figure 5–128   Equipment Class Editor Window

Display All Equipment Classes

Click **Execute Query**.

Display an Equipment Class

1. If any equipment classes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Equipment Class query field, enter the name of the equipment class, or click the LOV button and select the equipment class.

4. Click **Execute Query**. The equipment class that matches the search criterion is displayed.

Edit an Equipment Class

1. On the Equipment Class window, double-click the equipment class that you want to edit. The Modify window opens.

Figure 5–129   Equipment Class Editor Modify Window

2. Edit the description and measurements as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add an Equipment Class

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

Figure 5–130   Equipment Class Editor Create Record Window

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

3. In the Nbr of Pallets field, enter the maximum number of pallets that the equipment is designed to handle.

4. In the Max Vertical Reach field, enter the maximum height the equipment can reach to.

5. In the Max Weight field, enter the maximum weight that the equipment is designed to carry.

6. In the Horizontal Overhead and Vertical Overhead fields, enter the horizontal and vertical clearance required by the equipment.

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

Delete an Equipment Class

> **Note:** You must delete any equipment assigned to an equipment class before you can delete the equipment class.

1. On the Equipment Class window, select the equipment class that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Equipment Class Window

Click **Exit** to close the window.

Define Individual Equipment

The Equipment Editor allows the user to identify each piece of equipment with a unique Equipment ID.

- When the user enters the RWMS RF environment they can enter a specific Equipment ID or Equipment Class (optional).

- Based on the association of the equipment to locations and processes RWMS will then control what areas of the Distribution Center the equipment is allowed to operate in and what operational tasks will be given to that equipment.

Navigate

From the Main Menu, select Support Functions > Equipment/Zone Setup > Equipment Editor. The Equipment Editor window opens.

Figure 5–131   Equipment Editor Window

Display All Equipment

Click **Execute Query**.

Display a Subset of the Equipment

1. If any equipment IDs are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search equipment by ID, enter the ID in the Equipment ID query field, or click the LOV button and select the equipment ID.

   To search for equipment ids by equipment class, enter the name of the equipment class in the Equipment Class query field, or click the LOV button and select the equipment class.

4. Click **Execute Query**. The equipment IDs that match the search criterion are displayed.

Edit Equipment

1. On the Equipment Editor window, double-click the piece of equipment that you want to edit. The Modify window opens.

Figure 5–132   Equipment Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add Equipment

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

Figure 5–133   Equipment Editor Create Record Window

2. In the Equipment ID and Description fields, enter an ID and description for the piece of equipment.

3. To make the equipment ID available to users, select the Active check box.

4. To indicate that an employee must be certified to use the equipment, select the Certification check box.

5. In the Horizontal Speed and Vertical Speed fields, enter the speed of the equipment when moving horizontally and vertically.

6. In the Equipment Class field, enter the name of the equipment class to which you want to assign the piece of equipment, or click the LOV button and select the equipment class.

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

Delete Equipment

1. On the Equipment Editor window, select the piece of equipment that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Equipment Editor Window

Click **Exit** to close the window.

Define Zones

The Zone Editor allows you to define the different zones required to operate your facility.

■ Zones are defined in RWMS logically to match physical putaway or picking areas.

■ When Locations are created in RWMS they must be assigned to zones.

■ In storage, zones are often created for each unique storage type (pallet rack, case storage, floor storage).

■ In the picking areas zones are required for each Unit Pick System (Unit Picking, Sorter Picking, Put to Store Picking).

Navigate

From the Main Menu, select Support Functions > Equipment/Zone Setup > Zone Editor. The Zone Editor window opens.

Figure 5–134   Zone Editor Window

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

Display All Zones

Click **Execute Query**.

Display a Subset of Zones

1. If any zones are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for a single zone, enter the ID of the zone in the Zone query field, or click the LOV button and select the zone. To search for zones by zone group, enter the name of the zone group in the Zone Group query field, or click the LOV button and select the zone group.

4. Click **Execute Query**. The zones that match the search criterion are displayed.

Edit a Zone

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

Figure 5–135   Zone Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Zone

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

Figure 5–136   Zone Editor Create Record Window

2.   For each field, enter the necessary information.

Field	Action
Zone	Enter an ID for the zone
Description	Enter a description for the zone
Zone Group	Enter the desired zone group. All zones within a particular group must share similar processes and container_type characteristics
Priority	Enter the picking priority number you want placed on this zone. If an item has picking locations in two or more zones this priority will determine the order of the picks
# of Pallets/Picker	enter the number of pallets each user picks to at the same time
Group Config	Select either **Maximize Pallets** or **Minimize Stops**. This works with distribution and creating pallet groups. ■ **Minimize Stops**: Once a pallet group cannot accommodate any more of the current item, consider the pallet group full (disregard the unused space) and create another pallet group. ■ **Maximize Pallets**: Fills the pallets as completely as possible.
Spread Picks	Select one the following options: ■ **Off**: No spreading is done. Fill each pallet before going to the next. ■ **Case**: Alternate container by container to each pallet in the pallet group. The first container to the first pallet, the second container to the second pallet and so on until you reach the last pallet in the pallet group. Start back at the first pallet. ■ **Location**: Alternate location by location to each pallet in the pallet group. All the selected containers from the first location to the fist pallet, all the selected containers from the second location to the second pallet and so on until you reach the last pallet in the pallet group. Start back at the first pallet. This should not allow containers from the same location across multiple pallets.

Field	Action
Container Type	Enter your desired container type or select it from the LOV. This container type is the container being used to pick into that will go to shipping.
Unit Pick Container Type	Enter your desired container type or select it from the LOV. This container type is the container used for unit picking only.
UPS code	Enter or select from the LOV the Unit Pick System utilized in this zone (optional).
Cycle Count (CC) Plan	Enter or select from the LOV the desired cycle count plan for this specific zone. This will only be enabled when your cycle count type equals zone in your system parameter table.
Region	Enter or select from the LOV the desired region (optional). Region is only used when you use conveyor to transport all of your putaways to a regional dropoff location.
Work Area	Enter the desired work area (optional). A work area is a group of zones that a user can pick across in the same packwave. Only used for Consumer Direct picking.
DC Department	Enter or select from the LOV the desired DC Department. At this time leave this field blank (future development).
Value Type	This dictates what numbers in MAX WEIGHT and MAX CUBE mean for a Zone Group. **Amount**: The limiting amount of weight or cube from a Zone. **Percent**: The limiting percentage of weight or cube from a Zone. Based on the ZONE GROUP SEQ NBR, the percentages should build up to 100%. (that is, if the priority and percentage was set for Zone 1 (25%), Zone 2 (50%), Zone 3 (100%). No more than a total of 25% of the pallet's weight/cube can come from Zone 1. No more than a total of 50% of the pallet's weight/cube can come from a Zone 1 and Zone 2. If you used the full 25% from Zone 1 then you can only get an additional 25% from Zone 2. If you used none from Zone 1 then you can get the full 50% from Zone 2. The percentages for weight and cube can be different. Whichever is lower is the limiting factor.)
Max Weight	Enter the maximum weight that can be picked out of the zone.
Max Cube	Enter the maximum cube that can be picked out of the zone.
Weight Tolerance Percent	Enter the over/under percentage.
Cube Tolerance Percent	Enter the over/under percentage. The tolerances are used to determine how much over and under the pallet weight and cube distribution can build the pallet. If the pallet cube is 1000 and the cube tolerance is 5%, then the tolerance range is 50 or 950 to 1050. The way this is used in construction pallets is as follows: The high end of the range or the positive tolerance is used when building pallets to their maximum weight and cube. Therefore, the pallet can be filled to 1050. When performing the combine pallets routine described above in the Zone Grouping section, the low end of the range or the negative tolerance used to determine if a pallet is full. That is, any pallet with a cube of 950 or greater is considered full and will not be eligible for combining with other pallets that are also below the negative tolerance.

Field	Action
Distribution Method	Select either **Efficiency** (for speed) or **Pick To Clean** (for space).
	When picking from this zone the system will always use FIFO first and then use **Efficiency** or **Pick To Clean** based on your specification.
	■ **Efficiency**: means pick the requested quantity from the least amount of locations.
	■ **Pick to Clean**: means pick the requested quantity from the maximum number of locations that will be empty after picking.
	When creating a wave you can select a Distribution Method for the entire wave that will override the Distribution Method set at the zone level.
Zone Group Sequence Number	Enter the sequence number for this zone to be picked. If the Zone Group has three zones and this zone has a sequence number of 2 then it will be the second zone picked in the group.
Group By Destination	Either place a check in the field to pick the pallet by destination or leave it blank to pick by pick location sequence.

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

Delete a Zone

1. On the Zone Editor window, select the zone that you want to delete.

2. Click **Delete Record**.

3. Click **Exit** to close the window.

Exit the Zone Editor Window

Click **Exit** to close the window.

Maintain Zone Groups

The Zone Group Editor allows you to create a Zone Group Name and then associate individual zones to the group. The system will allow zones to be placed in a group if they have exactly the same processes and attributes defined.

Navigate

From the Main Menu, select Support Functions > Equipment/Zone Setup > Zone Group Editor. The Zone Group Editor window opens.

Figure 5–137   Zone Group Editor Window

Display All Zone Groups

Click **Execute Query**.

Display a Zone Group

1. If any zone groups are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Group Name query field, enter the name of the zone group, or click the LOV button and select the zone group.

4. Click **Execute Query**. The zone group that matches the search criterion opens.

Edit a Zone Group

1. On the Zone Group Editor window, double-click the zone group that you want to edit. The Modify window opens.

Figure 5–138   Zone Group Editor Modify Window

2. Edit the description, priority level for picking, and active option as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Zone Group

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

Figure 5–139   Zone Group Editor Create Record Window

2. In the Group Name and Description fields, enter a name and description for the zone group.

3. In the Priority field, enter the priority level of the zone group for picking activities.

4. To make the zone group available to users, select the Active Flag check box.

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

Assign Zones to a Zone Group

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

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

Figure 5–140   Zone Group Editor Assign Zones Window

3. To assign zones:

   a. Select the check box next to the desired zones on the Available Zones table.

   b. Click **Assign**. The selected zones are moved to the Assigned Zones table.

4. To remove assigned zones:

   a. Select the check box next to the desired zones on the Assigned Zones table.

    b. Click **Unassign**. The selected zones are moved to the Available Zones table.

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

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

Re-sequence the Zones in a Zone Group

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

2. Click **Assign Zones**. The available and assigned zones for the zone group are displayed in the Assign Zones window.

3. To re-sequence the assigned zones:

    a. Select the zone to be moved.

    b. To move the zone closer to the top of the list, click **Move Up**.

    c. To move the zone closer to the bottom of the list, click **Move Down**.

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

Delete a Zone Group

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

> **Note:** A zone group cannot be deleted if any zones have been assigned to the zone group.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Zone Group Editor Window

Click **Exit** to close the window.

Assign Equipment Classes to Zones

The Zone Equipment Editor provides the ability to assign specific Equipment classes to zones. When a user signs into RWMS and selects a piece of equipment the system will determine which zones the equipment can safely operate in and therefore which tasks the user can complete.

Navigate

From the Main Menu, select Support Functions > Equipment/Zone Setup > Zone Equipment Editor. The current assignments appear in the Zone Equipment Editor window.

Figure 5–141   Zone Equipment Editor Window

Edit an Assignment

1. On the Zone Equipment Editor window, double-click the assignment that you want to edit. The Modify window opens.

Figure 5–142   Zone Equipment Modify Window

2. Edit either the zone and equipment class as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add an Assignment

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

Figure 5–143   Zone Equipment Create Record Window

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

3. In the Equipment Class field, enter the name of the equipment class, or click the LOV button and select the equipment class.

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

Delete an Assignment

1. On the Zone Equipment window, select the assignment that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Zone Equipment Window

Click **Exit** to close the window.

Item Setup

The Item Setup is used to set up attribute types, attributes, and attribute WIPs. Indicate whether item fields are owned by the host system or the DC. Define the default characteristics and attributes for items at the department, class, subclass, or vendor style level. Item classes can be used to group items with similar defaults, processes, and equipment classes. Items may be entered manually. Vendor audits and addresses may be maintained.

In the Item Setup module, you can maintain the details and attributes specific to material handling in the DC.

Item Setup Process

1. Define combinability codes and attributes:

   - Combinability codes: Combinability codes prevent the packaging of incompatible merchandise in the same carton. Create the combinability codes, identify the incompatible codes for each, define one or more attribute types for combinability codes, and define attributes to correspond with each combinability code. Assign the attributes to items.

   - Attributes: Define attribute types. Select the combinability or carton group options, if applicable. Define attributes and associate them with attribute types. When applicable, assign WIP codes to attributes. Assign the attributes to items.

2. Indicate which item fields are owned by the host system and which are owned by the DC. Item fields owned by the DC are protected from updates sent by the host

system. Conversely, item fields owned by the host system are protected from updates in RWMS.

3. Set up default characteristics and attributes for items by department, class, subclass, or vendor style. When items are received from the host system or manually entered, they inherit the appropriate defaults.

4. Set up item classes. Item classes are used to group items with similar defaults, processes, and equipment classes. When an item class is assigned to an item, the item inherits the settings of the item class. If necessary, you can a) edit the defaults at the item level and b) edit the processes and equipment classes at the item configuration level.

5. Add or edit items. Although items are received from the host system, it is possible to manually add items. Adding an item at the DC level is usually only for testing or for non-selling merchandise like store supplies. Details may be edited for items received from the host and for manually-created items. Edit the item configurations and the component items of kits as necessary.

6. Set up the vendor audit and quality audit percentages by vendor. The appropriate WIP codes are automatically assigned to inbound containers from the vendors. For each audit type, you can assign the following:

    ■   Frequency: Percentage of shipments to be audited.

    ■   Sampling: Percentage of each shipment to be audited.

7. View item and vendor details. You can view but not edit the following:

    ■   Diff groups, diffs, and item diffs.

    ■   Universal product codes (UPC) by item.

    ■   Multi-price ticketing by item.

    ■   Vendor addresses.

Maintain Combinability Codes

The Combinability Code Editor allows you to create, modify, and delete combinability codes.

Combinability Codes allow you to identify items that cannot be packed together in the same carton during the cartonization process. For example, you would not want to pack food items together with cleaning chemicals.

For this example you would create a combinability code for Food and one for Chemicals.

Navigate

From the Main Menu, select Support Functions > Item Setup > Combinability Code Editor. The current combinability codes appear in the Combinability Code Editor window.

Figure 5–144   Combinability Code Editor Window

Edit a Combinability Code

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

Figure 5–145   Combinability Code Editor Modify Window

2. Edit the description as necessary.

3. Click **Save** to save any changes and close the Modify window.

Exit the Combinability Code Editor Window

Click **Exit** to close the window.

Define Combinability Relationships

The Combinability Relationship Editor allows you to create and delete relationships between combinability codes.

- Continuing the example from above you would select Food and then attach Chemical as un-combinable.

- During cartonization, orders containing both food and cleaning chemicals would be broken into separate distros (a separate distro is created for each outbound container). Note by setting chemicals as un-packable with food, the reverse logic is assumed by the system.

Navigate

From the Main Menu, select Support Functions > Item Setup > Combinability Code Editor. The current combinability codes appear in the Combinability Code Editor window.

Figure 5–146   Combinability Code Editor Window

Maintain Un-combinable Codes

1. On the Combinability Code Editor window, select the combinability code that you want to edit.

2. Click **Comb Code Rel**. The Combinability Code Rel window opens.

Figure 5–147   Combinability Code Rel Window
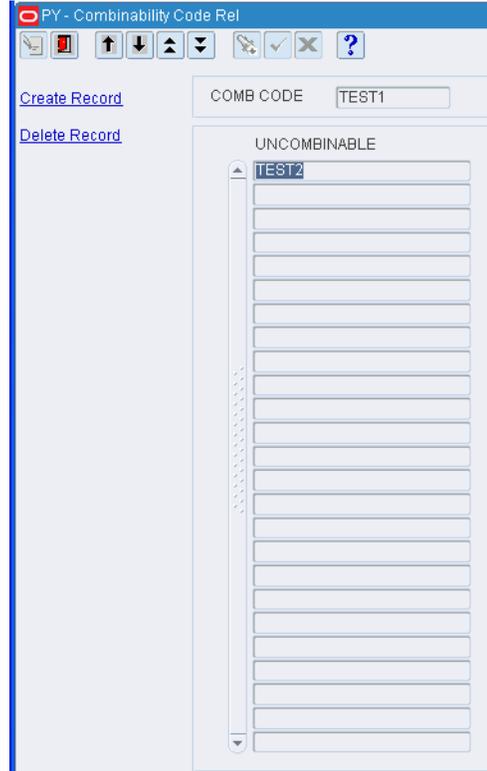
3.   To add an uncombinable code:

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

Figure 5–148   Combinability Code Rel Create Record Window

   b.   In the Un-combinable field, enter the appropriate code, or click the LOV button and select the code.

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

4.   To delete an un-combinable code:

   a.   Select the un-combinable code that you want to delete.

   b.   Click **Delete Record**.

   c.   When prompted to delete the record, click **Yes**.

5.   Click **Exit** to close the Combinability Code Relationship window.

Add a Combinability Code

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

2. In the Comb Code field, enter a combinability code.

3. In the Description field, enter a description for the combinability code.

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

Delete a Combinability Code

1. On the Combinability Code Editor window, select the combinability code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Combinability Code Editor Window

Click **Exit** to close the window.

Define Attribute Types

The Attribute Type Editor allows you to download or create user-defined Attribute Types within RWMS.

- An Attribute Type can best be described as a characteristic that can be applied to a group of items. For example, an Attribute Type can be 0001 with the description being Fabric. The actual Attributes could be wool, cotton, silk, and so forth.

- Attribute Types (UDA's) downloaded from RMS will have a Host Type of U.

- Attribute Types downloaded from a host have a System Indicator of Y.

- When the Carton Group flag is yes this means the actual Attribute Type is a Carton Group. For example - Attribute Type 0002 - HD (Heavy Duty Carton).

- When the Combinability flag is yes then the Attribute Type cannot be packed with some other Attribute Types.

Navigate

From the Main Menu, select Support Functions > Item Setup > Attribute Type Editor. The Attribute Type Editor window opens.

Figure 5–149   Attribute Type Editor Window

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

Display All Attribute Types

Click **Execute Query**.

Display an Attribute Type

1. If any attribute types are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Attribute Type query field, enter the ID of an attribute type, or click the LOV
    button and select the attribute type.

4. Click **Execute Query**. The attribute type that matches the search criterion opens.

Edit an Attribute Type

1. On the Attribute Type Editor window, double-click the attribute type that you
    want to edit. The Modify window opens.

Figure 5–150   Attribute Type Editor Modify Window

> **Note:**   An attribute type cannot be edited if the system indicator
> equals **Y** (Yes).

2. Edit the description as necessary.

3. To associate the appropriate characteristics with the attribute type, select or clear
the check boxes next to each characteristic.

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

Add an Attribute Type

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

Figure 5–151   Attribute Type Editor Create Record Window

2. In the Attribute Type and Description fields, enter an ID and description for the
attribute type.

3. Select the Carton Group check box if the attribute type pertains to cartonization.

4. Select the Combinability check box if the attribute type pertains to combinability
restrictions.

5. Select the check box next to the operations that you want to associate with the
attribute type.

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

Delete an Attribute Type

1. On the Attribute Type Editor window, select the attribute type that you want to delete.

> **Note:** An attribute type cannot be deleted if the system indicator equals **Y** (Yes).

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Attribute Type Editor Window

Click **Exit** to close the window.

Define Attributes

The Attribute Editor allows you to create, modify, and delete Attributes.

■   An Attribute is a characteristic that can be applied to an item. For Example: 2001 - Wool or 31 - Hazardous.

■   The Attribute can dictate what kind of carton an item can be packed in, what type of other items can be safely packed with it, and whether additional value added services may be required.

■   RWMS is installed with some base attributes and each client is allowed to create their own set of attributes.

Navigate

From the Main Menu, select Support Functions > Item Setup > Attribute Editor. The current attributes appear in the Attribute Editor window.

Figure 5–152   Attribute Editor Window

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

Edit an Attribute

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

Figure 5–153   Attribute Editor Modify Window

> **Note:**   You can not edit an attribute type if the system indicator is
> selected.

1.   Edit the description as necessary.

2. To make an attribute available for a class, select the check box next to each desired class.

3. Click **Save** to save any changes and close the Modify window.

Add an Attribute

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

Figure 5–154   Attribute Editor Create Record Window

2. In the Attribute and Attribute Desc fields, enter an ID and description for the attribute.

3. In the Attribute Type field, enter the ID for the attribute type that you want to associate with the attribute, or click the LOV button and select the attribute type.

4. Select the check box next to each class that want to make the attribute available for.

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

Delete an Attribute

1. On the Attribute Editor window, select the attribute that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Attribute Editor Window

Click **Exit** to close the window.

Attributes Definitions

CAN_CLOSE_APPT (User Attribute for FPR only)

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

CLEANUP (Item, Location Attribute)

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

CONFIRM_ALL_PALLETS (User Attribute for FPR only)

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

CONFIRM_ITEM (Item, Location, Process Attribute)

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

CONFIRM_LOCATION (Item, Location, Process Attribute)

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

CONFIRM_PALLET_ID (Item, Location, Process Attribute)

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

CONFIRM_QTY (Item, Location, Process Attribute)

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

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

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

CONSOL (Item, Location Attribute)

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

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

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

CONTAINER_WEIGHT (Process and Item Attribute)

When this attribute is applied to the process and item the user is asked to enter the weight of each container/pallet during the RF receiving process. This attribute applies to all receiving types. If the weight entered for the container/pallet exceeds the

receiving tolerance (plus or minus) for that item the user receives either a soft warning or a hard stop.

CURSOR LOCATION ID (FPR Process Attribute)
When this attribute is applied to the FPR process the cursor begins in the Location ID field in the Create Appointment Detail screen. When the attribute is not applied the cursor begins in the Pallet ID field.

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

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

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

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

ITEM_CONFIRM_ALL (Process and Item Attribute)
When this attribute is applied to the receiving processes and the item, the user is asked to validate the Item ID, UPC or OCC codes during the RF receiving process. This attribute applies to all receiving types except Flexible Pallet Receiving.

ITEM_CONFIRM_UPC (Item Process Attribute)
When this attribute is applied to the receiving processes and the item, the user is asked to validate the UPC or OCC codes during the RF receiving process. This attribute applies to all receiving types except Flexible Pallet Receiving.

ITEM_DIM_ UPDATE_NEW (FPR Process Attribute)
When this attribute is applied to the FPR process RWMS only prompts for dimension confirmation on new items. The attribute looks at the New Item flag on the Item Master Table.

ITEM_DIM_ UPDATE_WHEN_ALL_1 (FPR Process Attribute)
When this attribute is applied to the FPR process RWMS prompts for dimension confirmation when the length, width, height, and weight of the case and unit are defined as 1.

ITEM_WEIGHT (Item Process Attribute)

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

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

LINE_WEIGHT (Item Process Attribute)

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

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

LOCK_DIMENSIONS (User Process Attribute for Receiving)

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

LOT_NBR (Item, Process Attribute)

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

OVERFLOW (Item, Location Attribute)

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

OVERRIDE (Item, User Attribute)

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

PREDIST_ALLOCATE_ONE_FIRST (Item, Process Attribute for Receiving)

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

PREDIST_WT_ROUND_ROBIN (Item, Process Attribute)

When this attribute is applied to the item and Receiving process, then the purchase order is distributed by weighted round robin for the PREDIST order based on the

priority field on the STOCK_ORDER and then on the STOCK_ALLOCATION. This is for all types of receiving.

PREPLAN_FILL_TO_CAP (Item, Location Attribute)

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

PREPLAN_PICK_ONLY (Item, Location Attribute)

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

REC_ABOVE_APPOINTED (User Attribute)

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

REC_ADD_DTL_ALLOWED (FPR Process, User Attribute)

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

REC_BLIND_ALLOWED (FPR and User Attribute)

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

SCAN_LABELS_FLAG (Process Attribute)

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

SIZE_REPLEN_TO_CAPACITY (Item, Location Attribute)

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

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

SIZE_REPLEN_TO_RELEASE (Item, Location Attribute)

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

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

SUBSTITUTE_PICK (User, Process Attribute)

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

TO_LOCATION (Item, Location, Process Attribute)

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

Associate WIP Codes to Attributes

The Attribute WIP Editor allows you to associate existing Attributes to existing WIP codes for value added services. Then, when the Attribute gets assigned to an item the WIP codes are automatically applied during the receiving process.

Navigate

From the Main Menu, select Support Functions > Item Setup > Attribute WIP Editor. The Attribute WIP Editor window opens.

Figure 5–155   Attribute WIP Editor Window
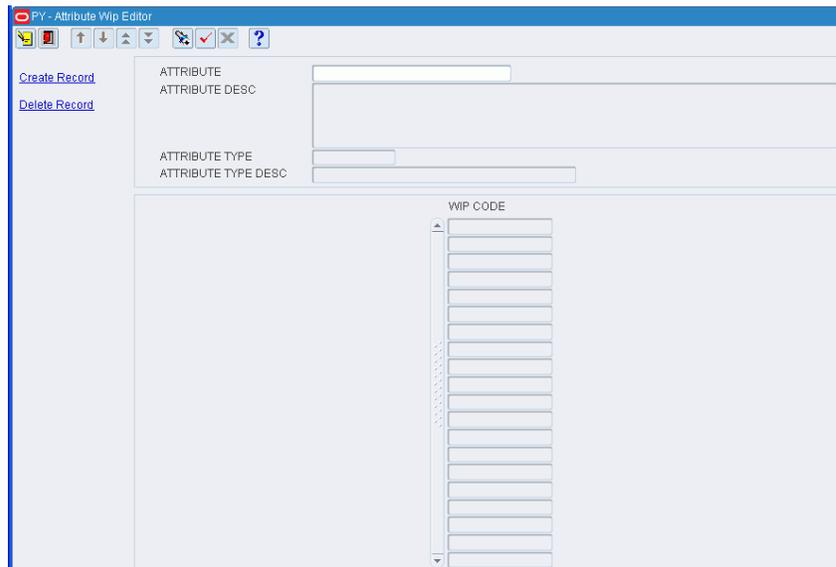
> **Note:** This window can also be accessed from the Attribute Editor window and the Item Attribute Editor window.

Display Attribute WIP Codes

1. If an attribute is currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Attribute query field, enter the code for an attribute, or click the LOV button and select an attribute.

4. Click **Execute Query**. The WIP codes associated with the selected attribute appear.

Add a WIP Code

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

Figure 5–156   Attribute WIP Editor Create Record Window

2. In the WIP Code field, enter the desired WIP code, or click the LOV button and select the WIP code.

3. Click **Save** to save the changes and close the Create record window.

Delete a WIP Code

1. On the Attribute WIP Editor window, select the WIP code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Attribute WIP Editor Window

Click **Exit** to close the window.

Define Item Field Ownership

The Item Field Ownership allows each client to review all of the fields that pertain to an item and then define as host owned or DC owned.

- Host owned fields should be fields supplied by the host that are both critical to the Host and RWMS and that are 100 percent reliable. Examples of such fields include: Vendor, Division, Department, Class, Item ID, Item Description, Retail, and Standard Casepack to name a few.

- DC owned fields should be fields not supplied by the Host or Host supplied fields where the data is often less than accurate. Examples of such fields include: Conveyable, Unit Length, Unit Width, Unit Height, Unit Weight, Std Container Type, Unit Pick System, and Putaway Plan to name a few.

- If you make a field host owned then RWMS will allow future modifications to that field. If you make a field DC owned RWMS will only accept the first download value for that field and reject any future modifications.

- If a field has the System Indicator flag set to **Yes** then RWMS restricts any ownership changes.

> **Note:** If the information being supplied by the host is not accurate make the field a DC owned field so it does not have an opportunity to hurt your operation.

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Field Ownership. The Item Field Ownership window opens.

Figure 5–157   Item Field Ownership Window
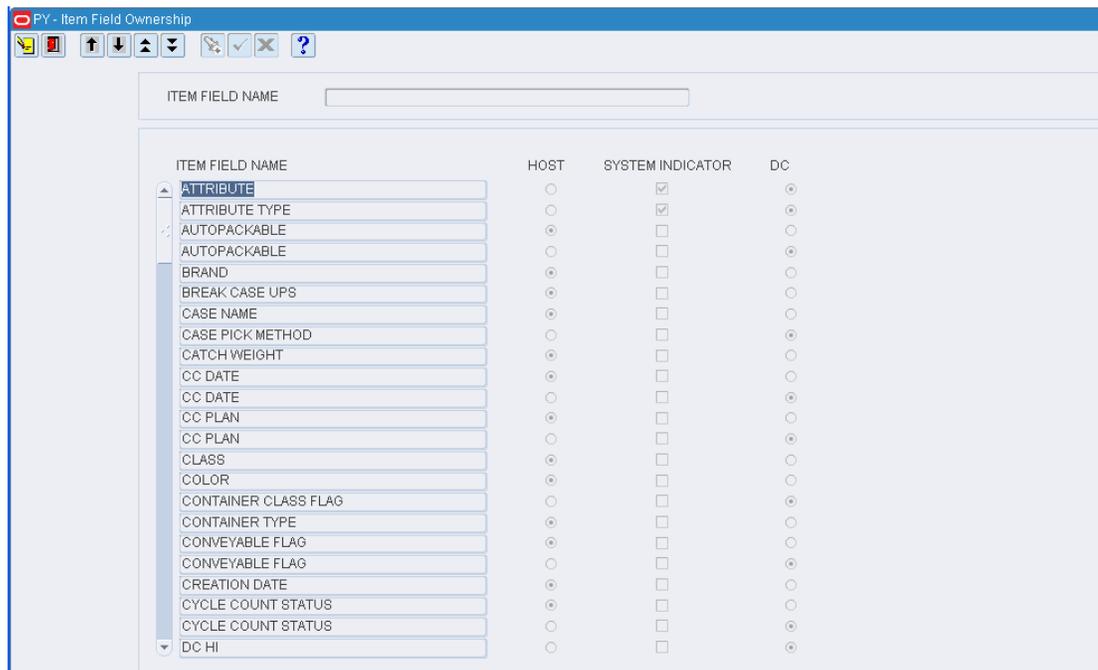
Display All Item Fields

Click **Execute Query**.

Display an Item Field

1. If any item fields are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Item Field Name query field, enter the field name, or click the LOV button and select the field.

4. Click **Execute Query**. The item field that matches the search criterion opens.

Edit Ownership of an Item Field

1. On the Item Field Ownership window, double-click the item field that you want to edit. The Modify window opens.

Figure 5–158   Item Field Ownership Modify Window
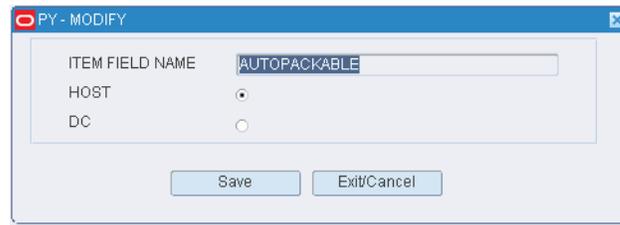
> **Note:** The ownership of an item field cannot be edited if the system indicator is selected.

2. Indicate whether the item field should be owned by the host system or the distribution center (DC).

3. Click **Save** to save any changes and close the Modify window.

Exit the Item Field Ownership Editor Window

Click **Exit** to close the window.

Set Item Defaults

The Item Default Editor allows you to update item characteristics not maintained on the Host system by utilizing the merchandise hierarchy (department, class, subclass).

When items are downloaded from the Host system, RWMS passes the items through the Item Default Editor before inserting them into the ITEM_MASTER table. As they pass through the Item Default Editor additional item characteristics unique to the Distribution Process can be added.

Example:

A profile is created for the following:

Dept 1001

Dept 1001 class 2001

Dept 1001 class 2001 subclass 3001

Then Items are downloaded as follows:

Item A - Dept 1001, class 2010, subclass 4000

Item B - Dept 1001, class 2001, subclass 3010

Item C - class 2001, subclass 3001

Results:

Item A - receives the characteristics defined at the Dept 1001 level because there are no characteristics for class 2010.

Item B - receives the characteristics defined at the Dept 1001/class 2001 level because there are no characteristics defined for subclass 3010.

Item C - receives the characteristics defined at the Dept 1001/class 2001/subclass 3001 level because characteristics are defined at the lowest level of the merchandise hierarchy.

Item characteristics often defined in the Item Default Editor include (but not limited too): unit dimensions, unit weight, unit pick system, roundable flag, putaway plan, ticket type, and conveyable flag.

It is very important that the Distribution Organization review the items in any Host department, class, or subclass before defining default values in RWMS. If items in these hierarchies have different characteristics then this may lead to problems in your storage and picking operations.

For example, if the host had a department called 100 for T-shirts it would be easy to set item characteristics for the Distribution Center. However, if after further investigation you found that department 100 also included some TOYS the default settings for T-shirts would not allow for proper distribution of TOYS.

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Default Editor. The Item Default Editor window opens.

Figure 5–159   Item Default Editor Window

Display Item Defaults

1. Click **Enter Query**.

2. Enter search criteria in the Department, Class, Subclass, and Vendor Style query fields as necessary.

> **Note:**   You can choose to edit defaults at any one of the merchandise levels.

3. Click **Execute Query**. The defaults for the selected merchandise level appear.

Edit Item Defaults

1. On the Item Default Editor window, double-click any detail field. The Modify window opens.

Figure 5–160   Item Default Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

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

Add Item Defaults

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

Figure 5–161   Item Default Editor Create Record Window

2. In the Department, Class, Subclass, and Vendor Style fields, enter the IDs for the merchandise levels that you want to set up.

3. Enter details in the required fields:

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

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

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

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

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

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

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

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

4. Enter any additional details as necessary.

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

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

Delete Item Defaults

1. On the Item Default Editor window, click **Delete Record**.

2. When prompted to delete the record, click **Yes**. The changes are applied to all items within the selected merchandise hierarchy.

Exit the Item Default Editor Window

Click **Exit** to close the window.

Create Item Classes

The Item Class Editor is used to group items that have the same physical characteristics and support the same processes. Replenishment and Pick processes must be attached at either the item class level or specifically at the item level.

- When building rules the Department, Class, and Subclass are the most used criteria.

- For item classes it is optional to set defaults. If you have used the Item Default Editor when the items were downloaded from the host it may not be necessary to set any additional defaults. However, when you create an item class you can set additional default values for all of the items in the class. The reason for setting defaults is to insure that all items in the class have the same RWMS settings and thus flow through the Distribution Center in the same manner.

- Assigning processes at the item class or item level is mandatory.

■ When assigning processes to an item class remember to assign both inbound processes such as replenishments and outbound processes such as picks.

■ The distribution process in RWMS will only generate picks and replenishments for those items and locations that have matching processes.

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Class Editor. The Item Class Editor window opens.

Figure 5–162   Item Class Editor Window
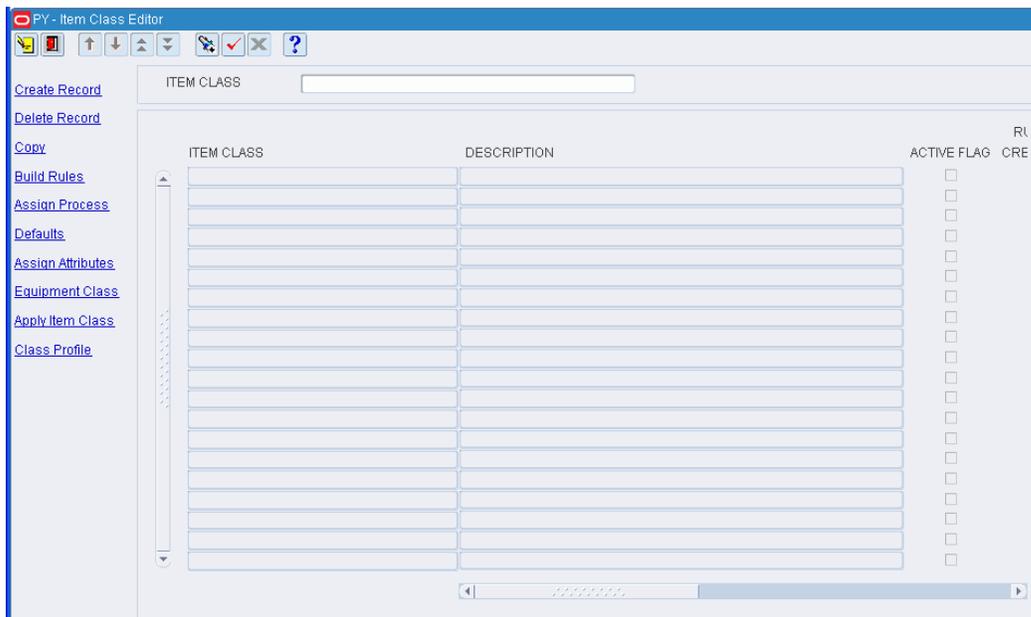
Display All Item Classes

Click **Execute Query**.

Assign Defaults

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

2. Click **Defaults**. The Item Class Default window opens.

Figure 5–163   Item Class Default Window

3. To add a default:

   a. In the Column field, select the desired characteristic from the drop-down list.

   b. In the Value field, enter the values of the characteristic.

4. To remove a default:

   a. Select the desired characteristic.

   b. Click **Clear**. The record is removed from the table.

5. [Optional] To apply the defaults to the items that are currently assigned to the item class, click **Save/Apply**.

6. Click **Save** to save the defaults and close the Item Class Default window.

Exit the Item Class Editor Window

Click **Exit** to close the window.

Assign Attributes

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

2. Click **Assign Attributes.** The Item Class Attributes window opens.

Figure 5–164   Item Class Attribute Window
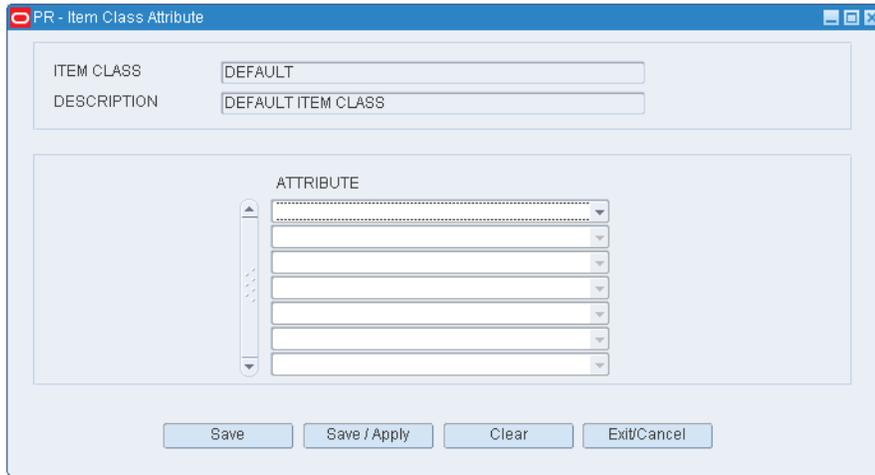
3. To assign attributes, select an attribute from the drop-down lists.

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

Build Item Class Rules

Navigate
From the Main Menu, select Support Functions > Item Setup > Item Class Editor. The Item Class Editor window opens.

Figure 5–165   Item Class Editor Window
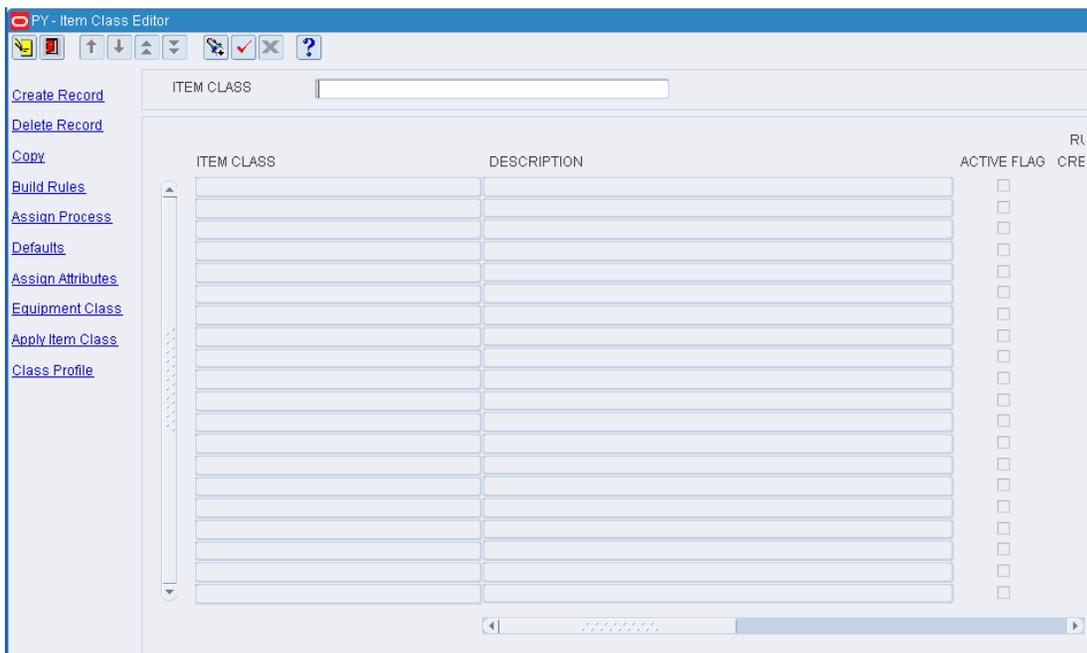
Display All Item Classes

Click **Execute Query**.

Build Rules for an Item Class

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

2. Click **Build Rules**. The Build Rules window opens.

Figure 5–166   Item Class Editor Build Rules Window

3. Define the rules for selecting the members of the item class:

   a. In the Column fields, select the limiting factors.

   b. In the Operator fields, select the relational operators.

   c. In the Value fields, enter the values of the limiting factors.

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

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

Figure 5–167   Load Item Class Rules Window
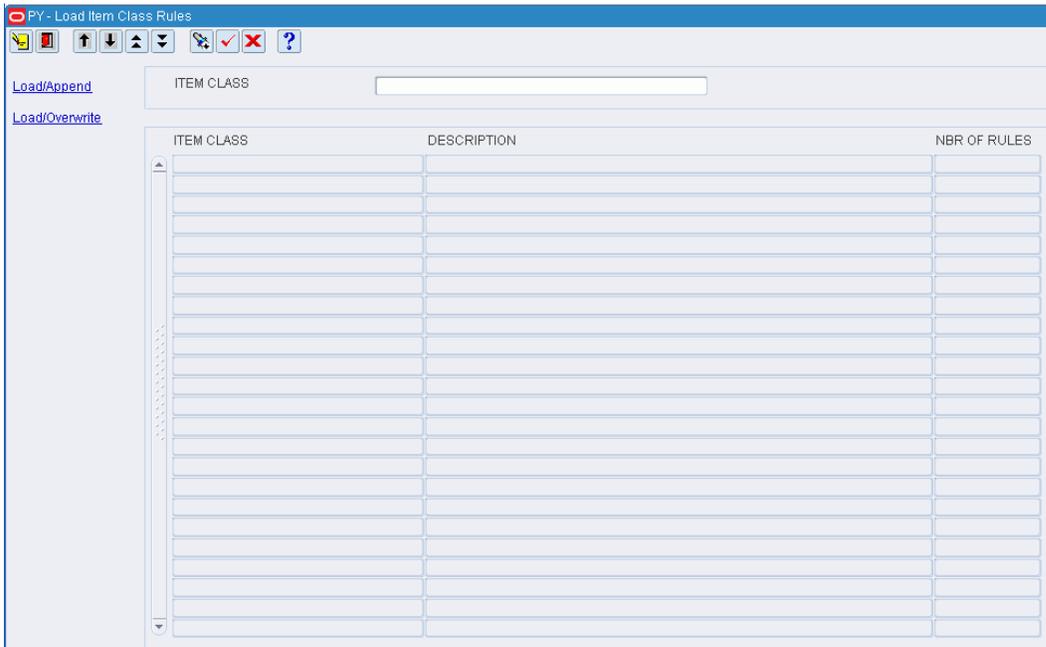
b. Select the item class whose rules you want to copy.

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

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

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

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

Exit the Item Class Editor Window

Click **Exit** to close the window.

Assign Item Class Defaults

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Class Editor. The Item Class Editor window opens.

Figure 5–168   Item Class Editor Window

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

Display All Item Classes

Click **Execute Query**.

Assign Defaults

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

2.   Click **Defaults**. The Item Class Default window opens.

Figure 5–169   Item Class Default Window

3. To add a default:

    a. In the Column field, select the desired characteristic from the drop-down list.

    b. In the Value field, enter the values of the characteristic.

4. To remove a default:

    a. Select the desired characteristic.

    b. Click **Clear**. The record is removed from the table.

5. [Optional] To apply the defaults to the items that are currently assigned to the item class, click **Save/Apply**.

6. Click **Save** to save the defaults and close the Item Class Default window.

Exit the Item Class Editor Window

Click **Exit** to close the window.

Assign Attributes

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

2. Click **Assign Attributes.** The Item Class Attributes window opens.

Figure 5–170   Item Class Attribute Window

3. To assign attributes, select an attribute from the drop-down lists.

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

Assign Item Class Processes

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Class Editor. The Item Class Editor window opens.

Figure 5–171   Item Class Editor Window
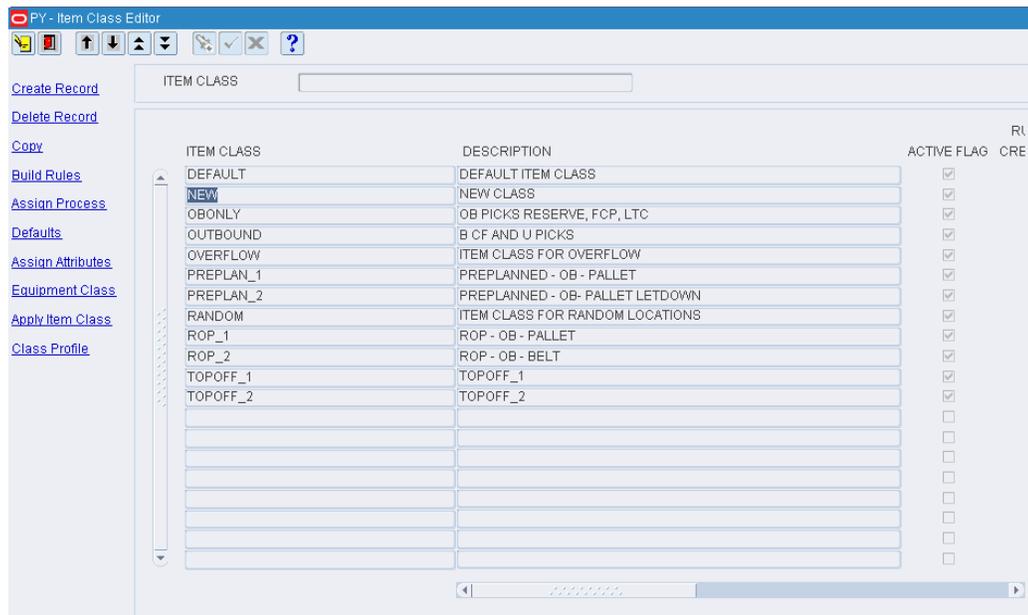
Display All Item Classes

Click **Execute Query**.

Assign Processes

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

2. Click **Assign Process**. The current assignments appear on the Item Class Dim Process Equip window.

Figure 5–172   Item Class Editor Item Class Config Process Window
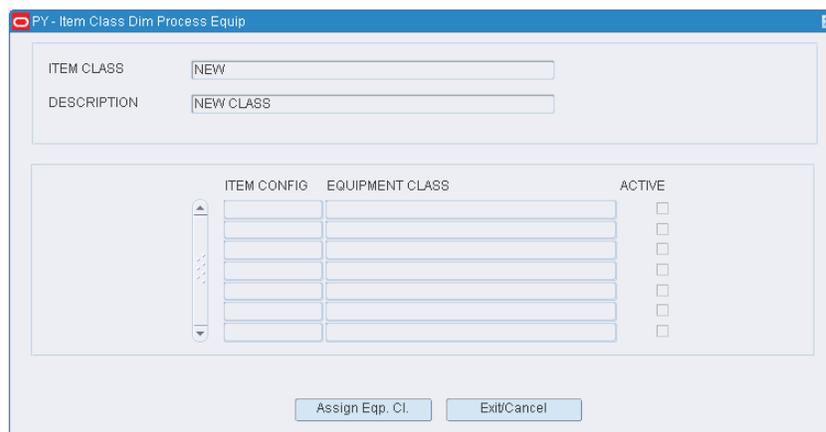
3. Click **Assign Processes** again in order to assign the processes to the item's configuration of the item class. The Assign Item Class Dim Prcs Equip window opens.

Figure 5–173   Item Class Config Process Assign Item Class Dim Prcs Equip Window

4. In the Item Config field, enter the ID of the item configuration that you want to edit, or click the LOV button and select the item configuration. The available processes appear.

5. [Optional] To filter the processes listed in the Available Processes table, enter the name of a process type in the Process Type field, or click the LOV button and select the process type.

6. To assign processes:

    a. Select the check box next to the desired processes on the Available Processes table.

    b. Click **Assign**. The selected processes are moved to the Assigned Processes table.

7. To remove assigned processes:

    a. Select the check box next to the desired processes on the Assigned Processes table.

    b. Click **Unassign**. The selected processes are moved to the Available Processes table.

8. To make the assigned processes available to users, select the Active check box next to the appropriate processes.

9. [Optional] To apply the processes to all items that are currently assigned to the item class, click **Save/Apply**.

10. Click **Save** to save any changes and close the Assign Itm Cls Dim Prcs Eqp window.

11. Click **Exit/Cancel** to close the Item Class Config Process window.

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

Re-sequence the Processes

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

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

3. Click **Assign Processes**. The Assign Item Class Config Processes window opens.

4. In the Item Config field, enter the ID of the item configuration that you want to edit, or click the LOV button and select the item configuration. The available and assigned processes appear.

5. To re-sequence the assigned processes:

   a. Select the process to be moved.

   b. To move the process closer to the top of the list, click **Move Up**.

   c. To move the process closer to the bottom of the list, click **Move Down**.

6. Click **Save** to save any changes and close the Assign Item Class Config Processes window.

7. Click **Exit/Cancel** to close the Item Class Config Process window.

Exit the Item Class Editor Window

Click **Exit** to close the window.

Assign Item Class Equipment Classes

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Class Editor. The Item Class Editor window opens.

Figure 5–174   Item Class Editor Window
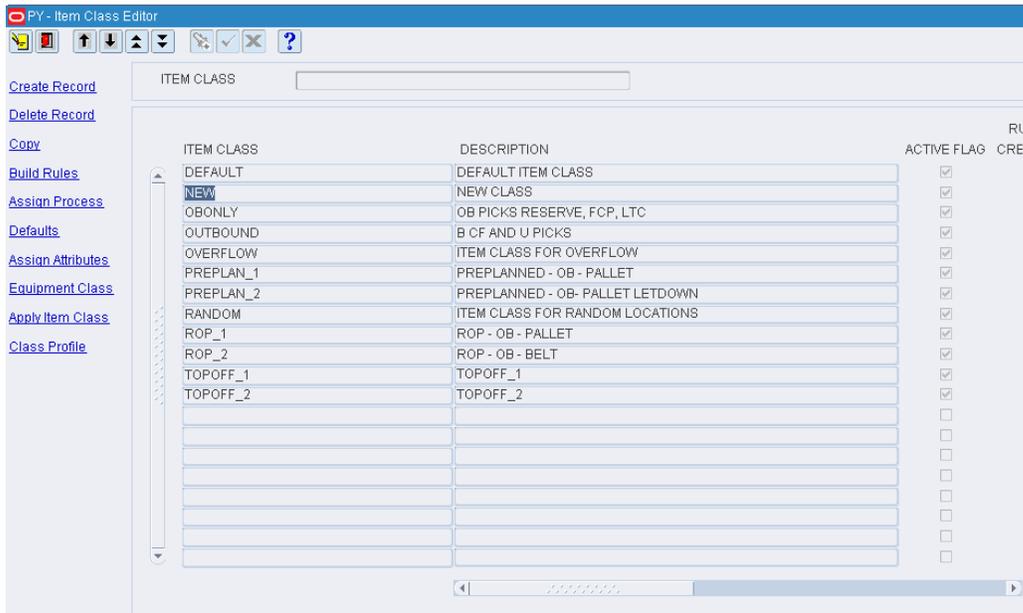
Display All Item Classes

Click **Execute Query**.

Assign Equipment Classes

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

2.   Click **Equipment Class**. The current assignments appear on the Item Class Dim Process Equip window.

Figure 5–175   Item Class Editor Item Class Dim Process Equip Window
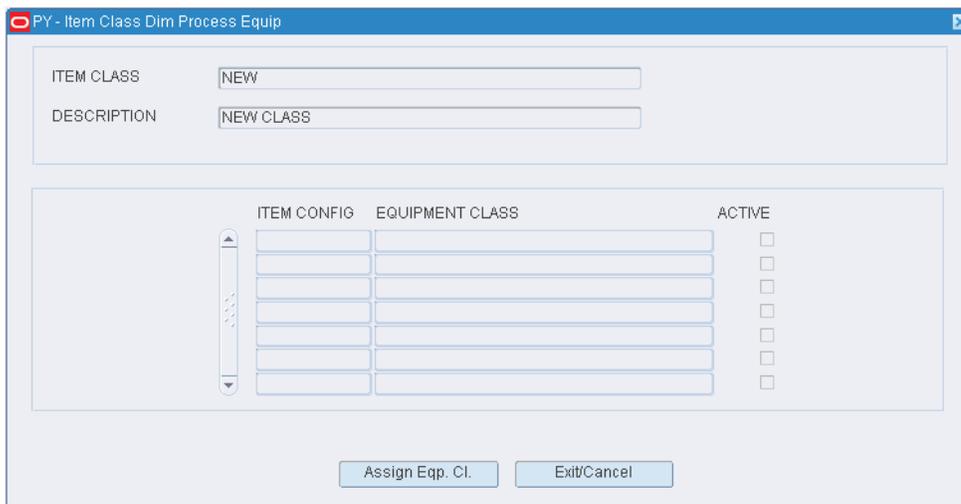
3.   Click **Assign Eqp Cl**. The Assign Itm Cls Dim Prcs Eqp window opens.

Figure 5–176   Item Class Config Equipment Class Assign Itm Cls Dim Prcs Eqp Window

4. In the Item Config field, enter the ID of the item configuration that you want to edit, or click the LOV button and select the item configuration. The available equipment classes appear.

5. To assign equipment classes:

    a. Select the check box next to the desired equipment classes on the Available Equip Classes table.

    b. Click **Assign**. The selected equipment classes are moved to the Assigned Equip Classes table.

6. To remove assigned equipment classes:

    a. Select the check box next to the desired equipment classes on the Assigned Equip Classes table.

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

7. To make the assigned equipment classes available to users, select the Active check box next to the appropriate equipment classes.

8. [Optional] To apply the equipment classes to all items that are currently assigned to the item class, click **Save/Apply**.

9. Click **Save** to save any changes and close the Assign Item Class Config Equipment Class window.

10. Click **Exit/Cancel** to close the Item Class Config Equipment Class window.

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

Exit the Item Class Editor Window

Click **Exit** to close the window.

Create/Modify Items

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Master Editor. The Item Master Editor window opens.

Figure 5–177   Item Master Editor Window

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

Display an Item

1. If an item is currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for an item by:

   ■ Item ID: In the Item ID query field, enter the ID of the item, or click the LOV button and select the item.

   ■ UPC: In the UPC query field, enter the item's UPC, the LOV button and select the item.

4. Click **Execute Query**. The details for the selected item appear.

   > **Note:**   Perishable Indicator displays the expiry days for the item. If Perishable IND is set to **Y**, then default expiry days is displayed. If there is no default expiry days, then the value displayed is **0**. If Perishable IND is set to **N** the default value displayed is NULL

Edit an Item

1. On the Item Master Editor window, double-click any of the detail fields. The Modify window opens.

Figure 5–178   Item Master Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add an Item

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

Figure 5–179   Item Master Editor Create Record Window

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

3. Enter the following required information:

   a. In the Vendor Nbr field, enter the vendor number, of click the LOV button and select the vendor.

   b. In the Description field, enter a description of the item.

   c. In the Standard UOM field, enter the standard unit of measure, or click the LOV button and select the standard UOM.

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

   e. In the Distribution Method field, indicate how merchandise is to be handled for distribution.

   f. In the Replen Dist Method field, indicate how merchandise is to be replenished.

4. Enter any additional details as necessary.

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

Delete an Item

1. On the Item Master Editor window, click **Delete Record**.

2. When prompted to delete the record, click **Yes**.

Exit the Item Master Editor Window

Click **Exit** to close the window.

View Item Supplier Details

The Item Supplier Editor allows you to view one or more suppliers for an item.

- This table is downloaded from the host.

- Some of the fields on this table can be modified. These fields include DC TI, DC HI, Stackability, and UOM dimensions.

- This table allows the user to see the different suppliers sending product to the DC. These suppliers may be all domestic, all international, or both.

- It is important to understand that the dimensions of an each on this file are being populated in the item master file. If no dimensions are downloaded RWMS will insert a **1** in each dimension. The user can overwrite the dimensions in the item master based on actual receipts.

- Historically, the dimensions supplied by a host system are very wrong and will cause problems in the picking process at the DC.

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Supplier Editor. The Item Supplier Editor window opens.

Figure 5–180   Item Supplier Editor Window

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

Display the Suppliers of an Item

1.   If the suppliers of an item are currently displayed, click **Clear**.

2.   Click **Enter Query**.

3. In the Item ID query field, enter the item ID, or click the LOV button and select an item.

4. Click **Execute Query**. The suppliers of the selected item appear.

View Origin Countries and Item Configurations

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

1. On the Item Supplier Editor window, select a vendor. The origin countries for the item/vendor appear in the Origin Country table.

2. Select an origin country. The item configurations for the item/vendor/origin country appear in the Item Configuration table.

Edit Tier and Height Measurements

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

Figure 5–181   Item Supplier Editor Modify Record Window

2. Edit the DC TI and DC HI fields as necessary.

3. Click **Save** to save the changes and close the Modify Record window.

Edit an Item Configuration

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

Figure 5–182   Item Supplier Editor Modify Record Window

2. Edit the dimensions, weight, and velocity as necessary.

3. Click **Save** to save the changes and close the Modify Record window.

Assign Equipment Classes

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

2. Click **Assign Eqp Cl**. The Assign Itm Dim Process Equip window opens.

Figure 5–183   Item Supplier Editor Assign Itm Dim Process Equipment Window

3. To assign equipment classes:

   a. Select the check box next to the desired equipment classes on the Available Equip Classes table.

   b. Click **Assign**. The selected equipment classes are moved to the Assigned Equip Classes table.

4. To remove assigned equipment classes:

   a. Select the check box next to the desired equipment classes on the Assigned Equip Classes table.

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

5. To make the assigned equipment classes available to users, select the Active check box next to the appropriate equipment classes.

6. Click **Save** to save any changes and close the Assign Item Config Equipment window.

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

Assign Processes

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

2. Click **Assign Processes**. The Assign Itm Dim Process window opens.

Figure 5–184   Item Supplier Editor Assign Itm Dim Process Window

3. [Optional] To filter the processes listed in the Available Processes table, enter the name of a process type in the Process Type field, or click the LOV button and select the process type.

4. To assign processes:

   a. Select the check box next to the desired processes on the Available Processes table.

   b. Click **Assign**. The selected processes are moved to the Assigned Processes table.

5. To remove assigned processes:

   a. Select the check box next to the desired processes on the Assigned Processes table.

   b. Click **Unassign**. The selected processes are moved to the Available Processes table.

6. To make the assigned processes available to users, select the Active check box next to the appropriate processes.

7. To assign processes for another item configuration, select the desired item configuration from the Item Config drop-down list. Repeat the previous steps.

8. Click **Save** to save any changes and close the Assign Item Config Processes window.

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

Re-sequence the Processes

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

2. Click **Assign Processes**. The Assign Item Config Processes window opens.

3. To re-sequence the assigned processes:

   a. Select the process to be moved.

   b. To move the process closer to the top of the list, click **Move Up**.

   c. To move the process closer to the bottom of the list, click **Move Down**.

4. Click **Save** to save any changes and close the Assign Item Config Processes window.

Assign Code 128

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

2. Click **Code 128**. The Assign Code128 Identifier window opens.

3. To assign processes:

   a. Select the check box next to the desired AI on the Available table.

   b. Click **Assign**. The selected processes are moved to the Assigned AI table.

4. To remove assigned processes:

   a. Select the check box next to the desired AI on the Assigned AI table.

   b. Click **Unassign**. The selected processes are moved to the Available AI table.

5. Click **Save** to save any changes and close the Assign Item Config Processes window.

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

Exit the Item Supplier Editor Window

Click **Exit** to close the window.

Define Item Attributes

The Item Attribute Editor allows you to associate and disassociate items with Attributes.

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Attributes Editor. The Item Attribute Editor window opens.

Figure 5–185   Item Attributes Editor Window

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

Display Item Attributes

1. If attributes for an item are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Item ID query field, enter the item ID, or click the LOV button and select an item.

4. Click **Execute Query**. The attributes assigned to the selected item appear.

Edit an Item Attribute

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

Figure 5–186   Item Attribute Editor Modify Window

2. Select or clear the Attribute Enabled check box as necessary.

3. Click **Save** to save any changes and close the Modify window.

Assign an Attribute to an Item

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

Figure 5–187   Item Attribute Editor Create Record Window

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

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

3. To make the item attribute available to users, select the Attribute Enabled check box.

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

Delete an Item Attribute

1. On the Item Attribute Editor window, select the attribute that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Item Attribute Editor Window

Click **Exit** to close the window.

Vendor Editor

The Vendor Editor allows you to view Vendors downloaded from your host and allows you to set automatic QA and VA audits. Vendors cannot be created in RWMS.

Vendors must be downloaded before items can be downloaded or added to RWMS.

There are two audit types that can be specified for a vendor to flag auditing of inbound shipments: QA (Quality Audit) and VA (Vendor Audit). The DC can use either of these (or both) as needed to have RWMS automatically assign processing (WIP codes) to inbound containers. For each of these audit types, you can assign the following:

Frequency: how often shipments will be audited.

Percent Sampling: percentage of containers in each shipment audited

For any audit field you would like to change, enter the new value into the **New** fields. For example, to change the QA Frequency, enter the new frequency into the New QA Frequency field.

Navigate

From the Main Menu, select Support Functions > Item Setup > Vendor Editor. The Vendor Editor window opens.

Figure 5–188   Vendor Editor Window
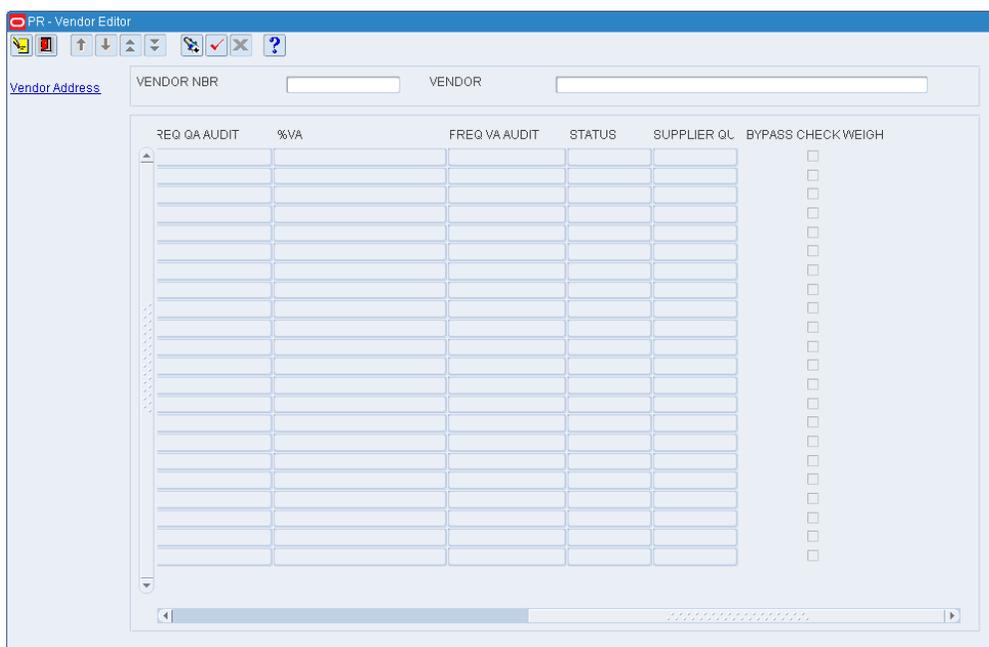
Display All Vendors

Click **Execute Query**.

Display One or Multiple Vendors

1. If any vendors are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Vendor Nbr field, enter a full or partial vendor number, or click the LOV button and select the vendor.

4. Click **Execute Query**. The vendors that match the full or partial vendor number appear.

View Vendor Addresses

Navigate

From the Main Menu, select Support Functions > Item Setup > Vendor Editor. The Vendor Editor window opens.

Figure 5–189   Vendor Editor Window

Display All Vendors

Click **Execute Query**.

Display One or Multiple Vendors

1. If any vendors are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Vendor Nbr field, enter a full or partial vendor number, or click the LOV button and select the vendor.

4. Click **Execute Query**. The vendors that match the full or partial vendor number appear.

View Addresses

1. On the Vendor Editor window, select the vendor that you want to view in detail.

2. Click **Vendor Address**. The vendor's addresses appear in the Vendor Address window.

Figure 5–190   Vendor Editor Vendor Address Window

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

Exit the Vendor Editor Window

Click **Exit** to close the window.

View UPC Codes

The Item UPC Inquiry allows you to view the UPC codes associated to an item. Often manufacturers change the UPC code for an item but the item remains unchanged.

RWMS identifies the Primary UPC being ordered by the Host system.

Navigate

From the Main Menu, select Support Functions > Item Setup > UPC Inquiry. The Item UPC Inquiry window opens.

Figure 5–191   UPC Inquiry Window

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

Display Item UPCs

1.   If an item is currently displayed, click **Clear**.

2.   Click **Enter Query**.

3.   Enter an item ID or UPC in the appropriate query field, or click either LOV button
     and select the item.

4.   Click **Execute Query**. The UPCs for the selected item appear.

Exit the Item UPC Inquiry Window

Click **Exit** to close the window.

View Differentiators

The Differentiator Inquiry allows you to view Differentiators and Differentiator Types
downloaded from the host. RWMS cannot add, modify, or delete Diff's.

Examples of Differentiator Types would be Color, Size, Flavor, Scent, and so forth.

Examples of Differentiators would be Green, Blue, Small, Medium, and so forth.

A DIFF like 'Blue' may be both a Color and a Flavor so it would defined under Both
DIFF Type Color and Flavor.

Navigate

From the Main Menu, select Support Functions > Item Setup > Differentiator Inquiry.
The Differentiator Inquiry window opens.

Figure 5–192   Differentiator Inquiry Window
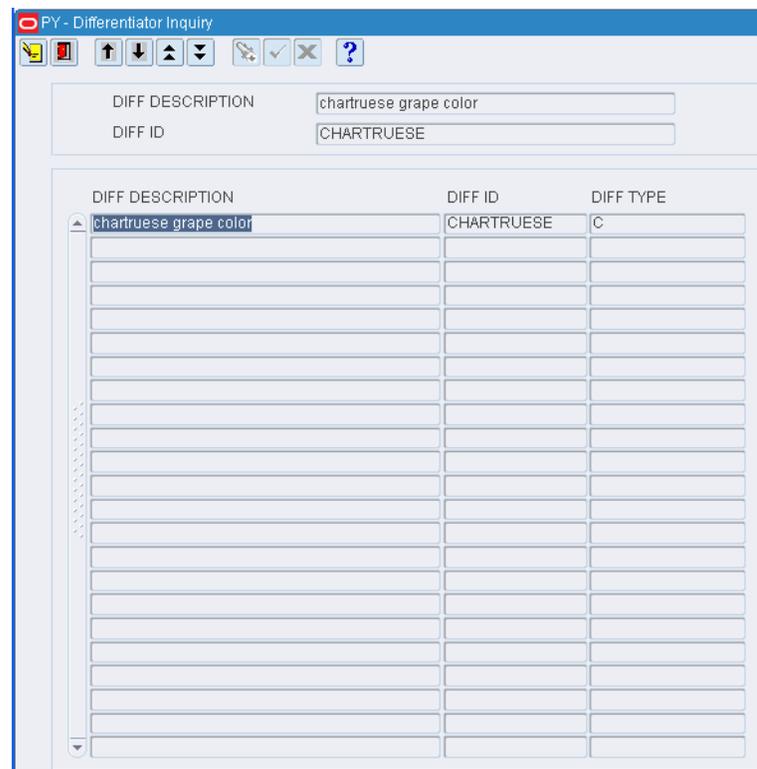
> **Note:**   You can also access this window from the Item Differentiator
> Inquiry window.

Display All Diffs

Click **Execute Query**.

Display a Diff

1. If any diffs are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In either the Diff Description or Diff ID query fields, enter a full or partial
   description or ID, or click either LOV button and select a diff.

4. Click **Execute Query**. The diffs that match the criterion appear.

Exit the Differentiator Inquiry Window

Click **Exit** to close the window.

View Differentiator Groups

The Differentiator Group Inquiry allows you to view Differentiator Groups with the associated Differentiator Types and Differentiators. These groups are downloaded from the host. RWMS cannot add, modify, or delete Diff Groups.

One Diff Group can only contain one type of Diff Type. For example, you can make Groups of colors or flavors, but you cannot make a Group that contains both flavors and colors.

A single Diff ID can belong to many Different Diff Groups. For example Blue can belong to many Different color Groups.

Navigate

From the Main Menu, select Support Functions > Item Setup > Differentiator Group Inquiry. The Differentiator Group Inquiry window opens.

Figure 5–193   Differentiator Group Inquiry Window

> **Note:**   You can also access this window from the Item Differentiator Inquiry window.

Display All Diff Groups

Click **Execute Query**.

Display a Diff Group

1.   If any diff groups are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In either the Diff Group Description or Diff Group ID query fields, enter a full or partial description or ID, or click either LOV button and select a diff group.

4. Click **Execute Query**. The diff groups that match the criterion are displayed.

View Diffs

■ Select a diff group in the Diff Group table. The diffs associated with the diff group appear in the Diff table.

Exit the Differentiator Group Inquiry Window

Click **Exit** to close the window.

View Item Differentiators

The Item Differentiator Inquiry allows you to view items with their associated Differentiator Group, Differentiator Types, and Differentiators.

Navigate

From the Main Menu, select Support Functions > Item Setup > Item Differentiator Inquiry. The Item Differentiator Inquiry window opens.

Figure 5–194   Item Differentiator Inquiry Window

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

Display Item Diffs

1. If an item is currently displayed, click **Clear**.

2. Click **Enter Query**.

3. Enter an item ID or UPC in the appropriate query field, or click either LOV button and select the item.

4. Click **Execute Query**. The diff groups and diffs that match the criterion appear.

> **Note:** Both diffs and diff groups may be listed in the Diff/Group table. If the Group Flag is Y, the ID refers to a diff group. If the Group Flag is N, the ID refers to a diff.

View Diffs

Select a diff group in the Diff/Group table. The diffs associated with the diff group appear in the Diff table.

Exit the Item Differentiator Inquiry Window

Click **Exit** to close the window.

View Multi-Price Ticketing Requirements

Navigate

There are multiple ways to access the Multi Price Ticketing window:

- From the Main Menu, select Support Functions > Item Setup > Item Master Editor. On the Item Master Editor window, click Currency Price.

- From the Main Menu, select Support Functions > Item Setup > Item Master Inquiry. On the Item Master Inquiry window, click Currency Price.

> **Note:** Figure 5–195 is also the same image that appears when accessed from the Item Master Inquiry screen.

- From the Main Menu, select Processing > Ticketing. On the Ticketing window, select a print queue. Click Continue. On the Ticketing (container/item) window, query for a container. Select an item. Click Currency Price.

Figure 5–195   Multi Price Ticketing Window

Exit the Multi Price Ticketing Window

Click **Exit** to close the window.

Apply Item Classes

Navigate

From the Main Menu, select Support Functions > Item Setup > Apply Item Class. The Apply Item Class window opens.

Figure 5–196   Apply Item Class Window

> **Note:**   You can also access this window from the New Item Inquiry
> window and the Item Class Editor window.

Display Items by Item Class

1. If any items or item classes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Item Class query field, enter the name of the item class, or click the LOV button and select the item class.

4. Click **Execute Query**. The items that match the build rules of or are assigned to the item class appear on the Apply Item Class window.

Assign Items to an Item Class

1. On the Apply Item Class window, click **Apply Class**. The Apply Class window opens.

Figure 5–197   Apply Item Class Apply Class Window

> **Note:**   The items that are currently assigned to the item class appear in the Assigned Items table. The remaining items that match the build rules appear in the Available Items table.

2.   To assign items:

   a.   Select the check box next to the desired items on the Available Items table.

   b.   Click **Assign**. The selected items are moved to the Assigned Items table.

3.   To remove assigned items:

   a.   Select the check box next to the desired items on the Assigned Items table.

   b.   Click **Unassign**. The selected items are moved to the Available Items table.

4.   Click **Save/Apply** to save the changes and close the Apply Item Class (Assign Items) window.

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

Display Item Classes by Item

1.   If any items or item classes are currently displayed, click **Clear**.

2.   Click **Enter Query**.

3. In the Item ID query field, enter the ID of the item, or click the LOV button and select the item.

4. Click **Execute Query**. The item classes that match the selected item appear. The Current check box is selected next to the item class, if any, that is currently assigned to the item on the Apply Item Class (by Item) window.

Assign an Item Class to an Item

> **Note:** This procedure is applicable if the item matches more than one item class.

1. On the Apply Item Class window, select the item class that you want to assign to an item.

2. Click **Apply Class**. The Apply Item Class (Assign Item Class) window opens.

3. If the item class named in the New Item Class field is correct, click **Save/Apply**. The Apply Item Class (Assign Item Class) window is closed and the item class is assigned to the selected item.

Exit the Apply Item Class Window

Click **Exit** to close the window.

Create a Transport Asset

The Transport Asset Editor window is used to set up the transport asset by defining the asset type, areas the asset is which the asset is used, and the unique code.

Navigate

From the Main Menu, select Support Functions > Item Setup > Transport Asset Editor. The Transport Asset Editor window opens.

Figure 5–198   Transport Asset Editor Window

View an Item

1. If an item is currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for an item by:

    ■   Transport Item ID: In the Transport Item ID field, enter the ID of the item, or click the LOV button and select the item.

    ■   Transport: In the Transport field, enter the Transport's ID, or click the LOV button and select the item.

    ■   Vendor Name: In the Vendor Name field, enter the name of the vendor, or click the LOV button and select the item.

    ■   Asset Type: In the Asset Type field, enter the type in the field, or click the LOV button and select the item.

4. Click **Execute Query**. The details for the selected item appear.

Create an Item

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

To create a Transport Asset item:

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

Figure 5–199   Transport Asset Editor Create Record Window
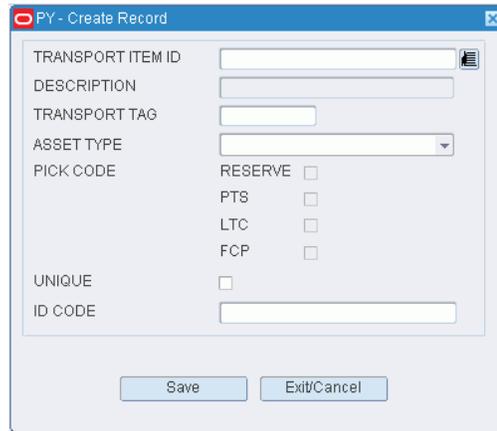
2. Enter the Transport Item ID.

3. Enter the Description.

4. Enter the Transport Tag.

5. Enter the Asset Type.

6. Select a Pick Code.

7. Select if it is a unique item, if applicable.

8. Enter the ID Code.

9. Click **Save**.

10. Click **Exit**. The Transport Asset Editor window reappears.

Figure 5–200   Transport Asset Editor Window
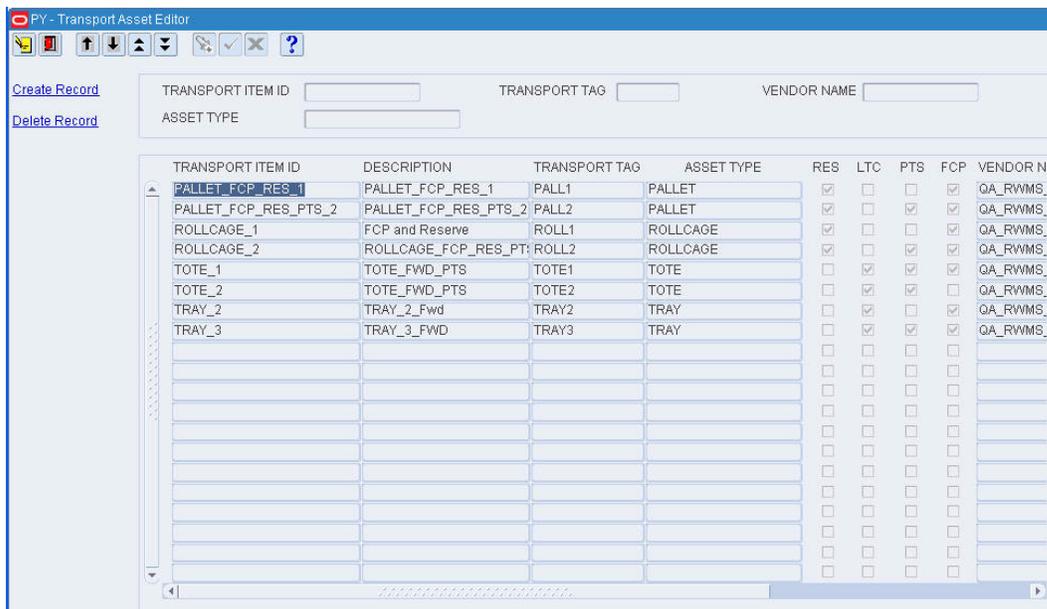
Delete an Item

To delete a Transport Asset item:

1. Select a transport asset item.

2. Click **Delete Record**.

Exit the Transport Asset Editor Window

Click **Exit** to close the window.

Associate a Transport Asset to an Item

The Transport Asset Item Editor window is used to set up the transport asset by defining the asset type, areas the asset is which the asset is used, and the unique code.

Navigate

From the Main Menu, select Support Functions > Item Setup > Transport Asset Item Editor. The Transport Asset Item Editor window opens.

Figure 5–201   Transport Asset Item Editor Window

View an Item

1. If an item is currently displayed, click Clear.

2. Click **Enter Query**.

3. To search for an item by:

   ■ Transport Item ID: In the Transport Item ID field, enter the ID of the item, or click the LOV button and select the item.

   ■ Transport: In the Transport field, enter the Transport's ID, or click the LOV button and select the item.

   ■ Vendor Name: In the Vendor Name field, enter the name of the vendor, or click the LOV button and select the item.

   ■ Asset Type: In the Asset Type field, enter the type in the field, or click the LOV button and select the item.

4. Click **Execute Query**. The details for the selected item appear.

Create a Transport Asset to Item Association

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

To create a transport asset item:

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

Figure 5–202   Transport Asset Item Editor Create Record Window
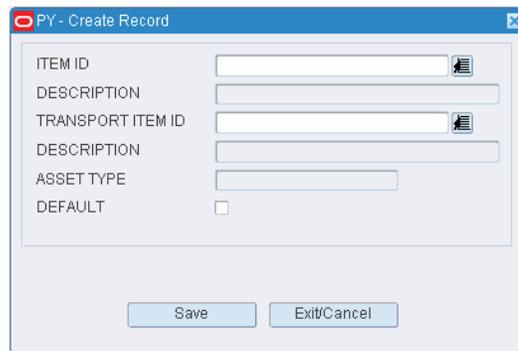
2. Enter the Item ID.

3. Enter the Description.

4. Enter the Transport Item ID.

5. Enter the Description.

6. Enter the Asset Type.

7. Select if it is a default item, if applicable.

8. Click **Save**.

9. Click **Exit**. The Transport Asset Item Editor window reappears.

Figure 5–203   Transport Asset Item Editor Window
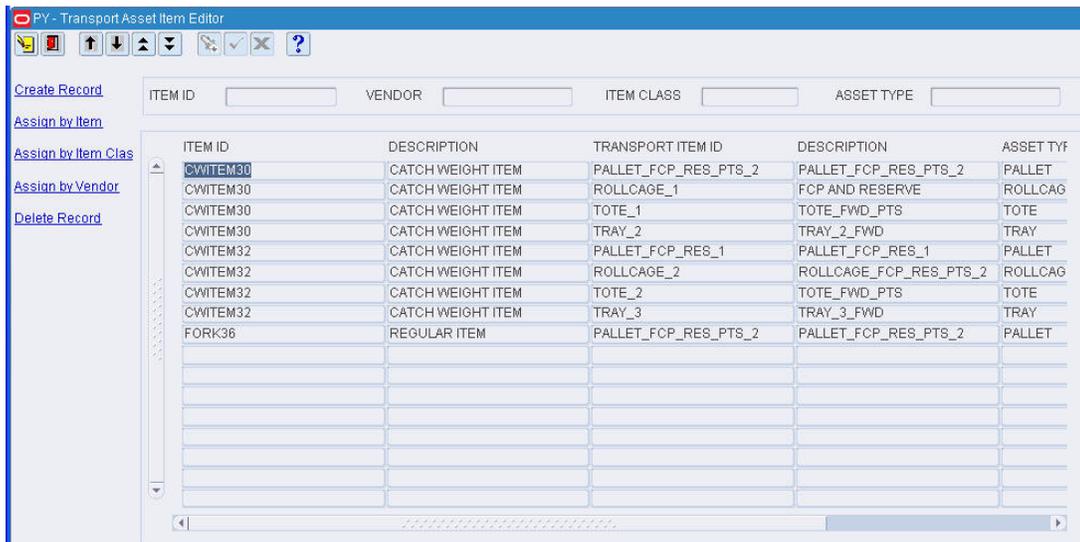
Assign by Item/Item Class/Vendor

To assign by item:

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

Figure 5–204   Assign Transport Items Window
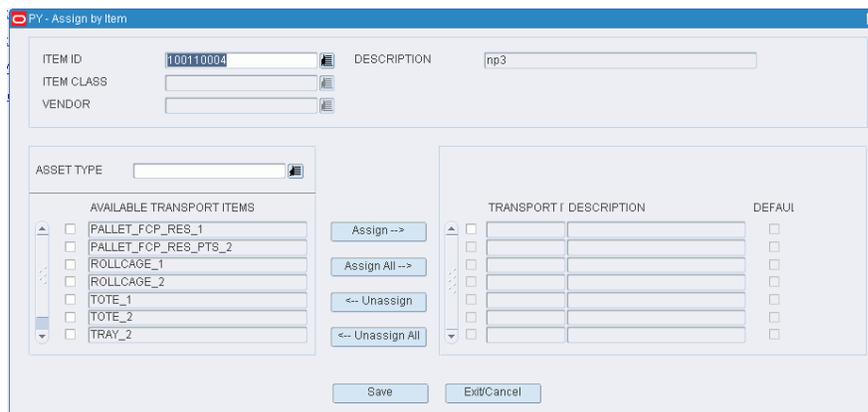
2. Enter the Item ID, if applicable.

3. Enter the Description, if applicable.

4. Enter the Item Class, if applicable.

5. Enter the Vendor, if applicable.

6. Enter the Asset Type, if applicable.

7. Select the available transport items to assign and click **Assign**.

8. Click **Save**.

9. Click **Exit**. The Transport Asset Item Editor window reappears.

Delete an Item

To delete a transport asset item:

1. Select a transport asset item.

2. Click **Delete Record**.

Exit the Transport Asset Editor window

Click **Exit** to close the window.

View Units of Measure

Navigate

From the Main Menu, select Support Functions > Item Setup > UOM Inquiry. The UOM Inquiry window opens.

Figure 5–205   UOM Inquiry Window

Display All Units of Measure

Click **Execute Query**.

Display a of Unit of Measure

1. If any units of measure are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. **In either the UOM or Class query fields, enter the abbreviation for the unit of measure (UOM) or the type of UOM, or click the LOV or type of UOM.**

4. Click **Execute Query**. The details and conversion factors for the selected UOM or type of UOM appear.

Exit the UOM Inquiry Window

Click **Exit** to close the window.

Processing / Returns Setup

The Processing/Returns Setup is used to set up codes that are required in order to process returns and value added services. The codes include trouble codes, disposition codes, reason codes for inventory adjustments, return codes, and WIP codes. Processes are set up which define how tasks are presented to users and how users must record their activities. Cycle count plans, generic labels, and label reprints are maintained in this module.

Business Process

You can set up the following types of codes:

- **Trouble codes**: Appointment trouble codes provide a way to track vendor performance. Container trouble codes are used to document problems occurring with containers/items that must be resolved.

- **Disposition codes**: Disposition codes indicate what is to be done with merchandise that is returned by the customer. Reason codes indicate whether an adjustment to inventory is positive or negative. Return codes indicate:

    1. Why merchandise was returned *or*

    2. What action to take with returned merchandise

- **WIP codes**: Work in process (WIP) codes are applied to containers, automatically or manually, in order to direct merchandise to locations where value added services can be performed. WIP codes must be defined and sequentially ordered, if necessary. You can also indicate which windows a user must access in order to process the WIP codes.

To set up processes, you perform the following steps:

1. **Identify process types**. Assign presentation types and RF screens to the process types. These assignments indicate how tasks are to be presented to users.

2. **Set up processes**. Assign a process type to each process. The processes inherit the presentation types and RF screens from the process types. Activate the appropriate keys on the RF screens and assign equipment classes to the processes.

3. **Assign attributes to processes**. The attributes indicate how users must record their activities. Users will either capture new information or validate existing information.

4. **Define the process percentage groups**. The process percentages allow you to define how a wave is distributed across various processes.

5. **Multiple processes may be grouped as a workflow**. Define the workflows and assign processes to them in a logical order.

6. **Create Cycle Count Plans**. You can create cycle count plans in this module. Basically, the plan states the frequency for a cycle count. You might create a plan for daily counts, weekly counts, and so on. Depending on system settings, cycle count plans may be assigned to zones, locations, or items.

7. **Labels**.You can generate generic labels, nullify unused labels, and reprint labels for receiving and picking packages, as well as for stock or distributed merchandise

Maintain Kits

The Bill of Materials Editor allows you to add, modify, view, and delete component items from kits.

- New kits can be created by adding component item IDs to a master item ID as well as modify the unit numbers for component items.

- The Used In-Kit button reveals the specific kit a queried component item is used in.

- The Bill of Materials Editor window can be accessed through the Item Master Detail function button.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Bill of Materials Editor. The Bill of Materials Editor window opens.

Figure 5–206   Bill of Materials Editor Window

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

Display Component Items

1. If an item is currently displayed, click **Clear**

2. Click **Enter Query**.

3. In the Item ID query field, enter the ID of the item, or click the LOV

4. Click **Execute Query**.

Edit a Component Item

1. On the Bill of Materials Editor window, double-click the component item that you want to edit. The Modify window opens.

Figure 5–207   Bill of Materials Editor Modify Window
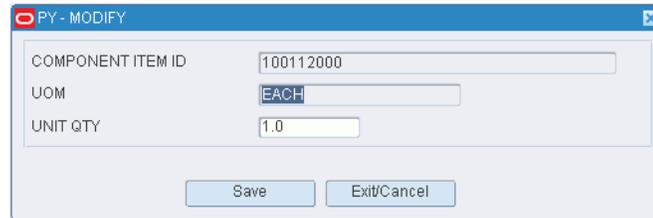
2. Edit the unit quantity as necessary.

3. Click **Save** to save any changes and close the Modify window.

Check Kit Members

1. On the Bill of Materials Editor window, select the component item that you want to check.

2. Click **Used in Kits**. The kits of which the component item is a member appear in the In Kits window.

Figure 5–208   Bill of Materials Editor In Kits Window
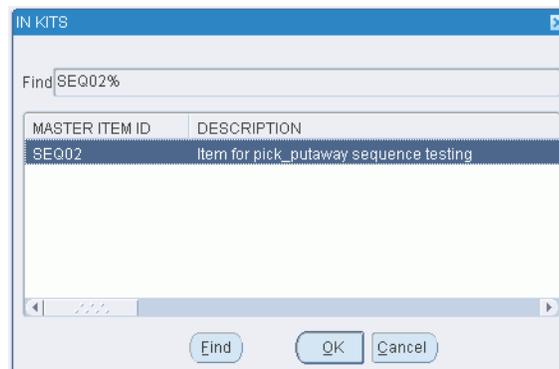
3. Click **OK** to close the **In Kits** window.

Add a Component Item

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

Figure 5–209   Bill of Materials Editor Create Record Window

2. In the **Component Item ID** field, enter the ID of the component item, or click the **LOV** button and select the component item.

3. In the **Unit Qty** field, enter the required number of units.

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

Delete a Component Item

1. On the Bill of Materials Editor window, select the component item that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Bill of Materials Editor Window

Click **Exit** to close the window.

Cycle Count Plans

Cycle counting is the process of taking inventory of locations within a DC. Locations may be manually marked for cycle counts. Another option is to allow the system to automatically mark locations for cycle counts. The system marks locations depending on the method that is chosen in the system settings. There are two system parameters to be setup, which are cycle_count_type and cycle_count_period. The methods to choose for the cycle_count_type are location, zone, and item.

Cycle Counts by Location

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

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

Cycle Counts by Zone

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

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

Cycle Counts by Item

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

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

Maintain Cycle Count Plans

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Cycle Count Planning. The Cycle Count Planning window opens.

Figure 5–210   Cycle Count Planning Window

Display All Plans

Click **Execute Query**.

Display a Plan

1. If any plans are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the CC Plan query field, enter all or part of the plan's name, or click the LOV button and select the plan.

4. Click **Execute Query**. The plans that match the name or partial name appear.

Edit a Plan

1. On the Cycle Count Planning window, double-click the plan that you want to edit. The Modify window opens.

Figure 5–211   Cycle Count Planning Modify Window

2. Edit the description and frequency (in days) as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Plan

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

Figure 5–212   Cycle Count Planning Create Record Window

2. In the CC Plan and Description fields, enter the name and description of the plan.

3. In the Frequency field, enter how often, in days, that the cycle count must be performed.

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

Delete a Plan

1. On the Cycle Count Planning window, select the plan that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Cycle Count Planning Window

Click **Exit** to close the window.

Maintain Trouble Codes for Appointments

The Appointment Trouble Code Editor allows you to add, modify, view, and delete Appointment Trouble Codes.

Appointment Trouble Codes apply to the shipment not a specific item or container.

Common Appointment Trouble Codes include: BS (Broken Seal), WT (Wet Trailer), LT (Late for Appt), and NP (No Paperwork).

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Appointment Trouble Codes Editor. The current trouble codes appear in the Appointment Trouble Codes Editor window.

Figure 5–213   Appointment Trouble Codes Editor Window

Edit a Trouble Code

1. On the **Appointment Trouble Codes Editor** window, double-click the trouble code that you want to edit. The **Modify** window opens.

Figure 5–214   Appointment Trouble Codes Editor Modify Window

2. Edit the description as necessary.

3. Click **Save** to save any change and close the Modify window.

Add a Trouble Code

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

Figure 5–215   Appointment Trouble Codes Editor Create Record Window

2. In the **Trouble Code** field, enter a code for the trouble.

3. In the **Description** field, enter a description for the trouble.

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

Delete a Trouble Code

1. On the **Appointment Trouble Codes Editor** window, select the trouble code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Appointment Trouble Codes Editor Window

Click **Exit** to close the window.eee

Maintain Trouble Codes for Containers

The Container Trouble Code Editor allows you to add, modify, view, and delete Container Trouble Codes.

Container Trouble Codes can be applied to any container within the warehouse.

A Container Trouble Code can be attached by itself to a container or the Container Trouble Code plus a WIP code can be attached at the same time if desired.

If the Trouble Code is more for information purposes then a WIP code will not be required. If the Trouble Code applied means the container must be handled (opened, repacked, ticketed, and so forth.) then a WIP code should be applied.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Container Trouble Editor. The current trouble codes appear in the Container Trouble Editor window.

Figure 5–216   Container Trouble Editor Window

Edit a Trouble Code

1. On the **Container Trouble Editor** window, double-click the trouble code that you want to edit. The Modify window opens.

Figure 5–217   Container Trouble Editor Modify Window

2. Edit the description, WIP code, and activity code as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Trouble Code

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

Figure 5–218   Container Trouble Editor Create Record Window

2. In the **Trouble Code** field, enter a code for the trouble.

3. In the **Description** field, enter a description for the trouble.

4. In the **WIP Code** field, enter the WIP code that you want to associate with the trouble code, or click the **LOV** button and select the WIP code.

5. In the **Activity Code** field, enter the activity code that you want to associated with the trouble code, or click the LOV button and select the activity code.

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

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

Delete a Trouble Code

1. On the **Container Trouble Editor** window, select the trouble code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Container Trouble Editor Window

Click **Exit** to close the window.

Maintain Disposition Codes

The Disposition Code Editor allows you to add, modify, view, and delete Disposition Codes.

Disposition Codes are assigned to containers returning from stores or direct consumers.

There are only two valid Container Statuses for Disposition codes:

■   SALE (Saleable) with a Container Status of I for Inventory.

■   NOSALE (Non-Saleable) with a Container Status of N.

You can define multiple Disposition Codes per status.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Disposition Code Editor. The current disposition codes appear in the Disposition Code Editor window.

Figure 5–219   Disposition Code Editor Window

Edit a Disposition Code

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

Figure 5–220   Disposition Code Editor Modify Window

2. Edit the description and container status as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Disposition Code

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

Figure 5–221   Disposition Code Editor Create Record Window

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

3. In the Cont Status field, enter the status of containers associated with the disposition code. The status may be I (Inventory) or N (Nonsaleable)

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

Delete a Disposition Code

1. On the Disposition Editor window, select the disposition code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Disposition Editor Window

Click **Exit** to close the window.

Maintain Return Codes

The Return Code Editor allows you to add, modify, view, and delete both Reason and Action Codes for returned merchandise.

Reason Codes are codes that describe why the item was returned to the DC (Wrong Item, Wrong Color, Wrong Size, and so forth.). Valid code of **R**.

Action Codes are codes that describe what to do with the item after return to the DC (Charity, Salvage, Return to Stock, and so forth.). Valid code of **A**.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Return Code Editor. The current return codes appear in the Return Code Editor window.

Figure 5–222   Return Code Editor Window

Edit a Return Code

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

Figure 5–223   Return Code Editor Modify Window

2. Edit the description and code type as necessary.

3. Click Save to save any changes and close the Modify window.

Add a Return Code

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

Figure 5–224 Return Code Editor Create Record Window

2. In the Return Code field, enter a code for the return.

3. In the Description field, enter a description for the return. The description states either the reason for the return or the action to be taken with the returned merchandise.

4. In the Code Type field, enter A for an action code or R for a reason code.

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

Delete a Return Code

1. On the Return Code Editor window, select the return code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Return Code Editor Window

Click **Exit** to close the window.

Maintain WIP Codes

The WIP Code Editor window allows you to add, modify, view, and delete WIP codes within your facility.

WIP Codes are codes that can be assigned to individual cartons that indicate Value Added Services must be performed (ticket, iron, repack, personalize, and so forth.).

RWMS uses WIP codes to direct containers from a normal location to a user defined Work In Progress location for that specific WIP Code.

Multiple WIP Codes can be applied to a single container.

In the Location ID field, select the ID of the location where the WIP code activity takes place from the drop-down list. The location must be a non-storage location.

In the Activity field, select an activity code from the drop-down list. The activity code must be defined on the Service Standards Editor.

In the Instructions field, enter gift-wrap or personalization instructions, if applicable. Use **Help** to enter the instructions in an editor window.

In the Proc Time field, enter the amount of time (minutes) expected for processing the WIP. You may include up to two decimal places if needed.

The Onsite Proc flag designates whether the WIP can be processed at the DC or done off-site.

The Ship Unfinished flag designates whether or not shipments should be allowed if the WIP has not been processed.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > WIP Code Editor. The current WIP codes appear in the WIP Code Editor window.

Figure 5–225   WIP Code Editor Window

> **Note:** To view the instructions for a WIP code in a separate window, select the WIP code and click **Display Full**.

Edit a WIP Code

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

Figure 5–226   WIP Code Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a WIP Code

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

Figure 5–227   WIP Code Editor Create Record Window

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

3. In the Location ID field, enter the ID of the location where the activity takes place, or click the LOV button and select the location.

4. In the Activity field, enter the code for the activity associated with the WIP, or click the LOV button and select the activity.

5. In the Instructions field, enter instructions for the activity if it pertains to gift wrapping or personalization.

6. In the Onsite Proc field, enter **Y** (Yes) if the WIP is handled at the distribution center or **N** (No) if it is handled off-site.

7. In the Proc Time field, enter the standard processing time in minutes.

8. In the Ship Unfinished field, enter **Y** (Yes) if merchandise may be shipped even if the WIP is not processed or **N** (No) if the WIP must be processed.

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

Delete a WIP Code

1. On the WIP Code Editor window, select the WIP code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the WIP Code Editor Window

Click **Exit** to close the window.

Maintain WIP Code Sequences

The WIP Code Sequence Editor allows you to define a sequence for processing multiple WIP's on a container.

Based on the specific WIP Codes used in your facility you must decide the proper sequence that WIP Codes can successfully get completed on a single container.

Once the sequence is determined the sequence can be entered into the system.

As many numbers as desired can be skipped when building sequences.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > WIP Code Sequence Editor. The current WIP code sequences appear in the WIP Code Sequence Editor Screen window.

Figure 5–228   WIP Code Sequence Editor Screen Window

Edit a WIP Code Sequence

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

Figure 5–229 WIP Code Sequence Editor Screen Modify Editor Window

2. Edit the sequence number as necessary.

3. Click **Save** to save any changes and close the Modify Editor window.

Exit the WIP Code Sequence Editor Screen Window

Click **Exit** to close the window.

Maintain WIP Code Processing Assignments

The WIP Processing Editor allows you to select the screen path to process a WIP Code. Following are the selection choices on the editor. The first three are mutually exclusive (one must be picked). The rework screen is generally checked but optional.

Multi-SKU - used to process an inbound carton containing multiple items into a different child container (one for each SKU).

QA - Quality Assurance Screen used to check inbound containers for the existence of specific trouble issues.

Carton - Uses the standard RF screen to process the WIP. Basically this screen just handles input of a start time and stop time for each WIP processed.

Rework - If you physically process all of your facility WIP codes in one area of your facility then CHECK the rework box. This will allow your users to access all WIP processing screens from the Rework screen.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > WIP Process Editor. The current WIP code processing assignments are displayed in the WIP Process Editor window.

Figure 5–230   WIP Process Editor Window
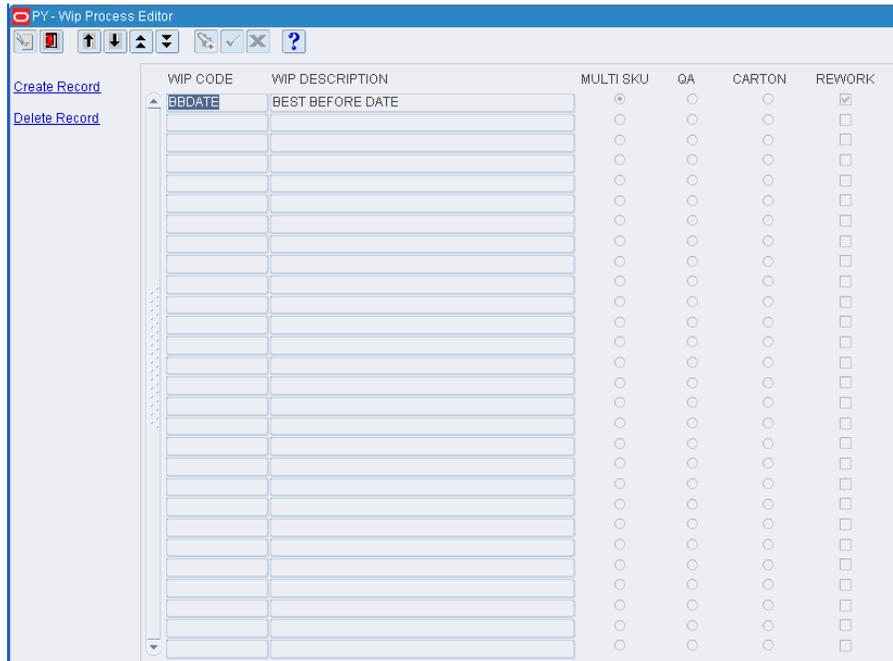
Edit an Assignment

1. On the WIP Process window, double-click the assignment that you want to edit. The Modify window opens.

Figure 5–231   WIP Process Modify Window
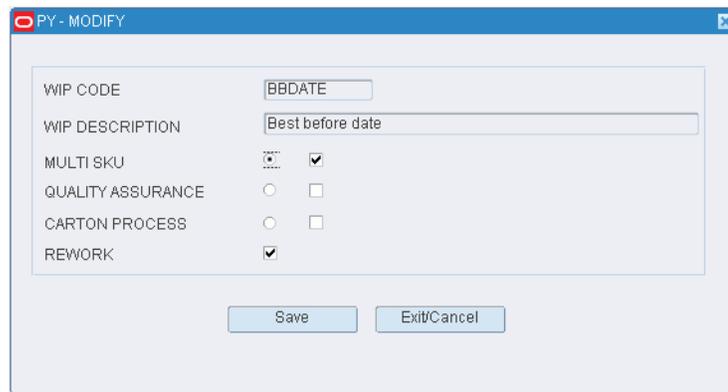
2. Select the appropriate option or enter N in each box in order to clear the selections.

3. Select or clear the Rework check box as necessary.

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

Add an Assignment

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

Figure 5–232   WIP Process Editor Create Record Window

2. In the WIP Code field, enter the WIP code, or click the LOV button and select the WIP code.

3. Select the appropriate option. To clear all the options, enter N (No) in the boxes to the far right of each option.

> **Note:**   When you select an option, you indicate on which window DC personnel will process the WIP code.

4. Select or clear the Rework check box.

> **Note:**   Select the Rework check box if you want DC personnel to process the WIP code through the Rework Screen window. The Rework Screen window provides access to each of the WIP processing windows from which you chose in the previous step.

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

Delete an Assignment

1. On the WIP Process window, select the assignment that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the WIP Process Window

Click **Exit** to close the window.

Maintain Process Types

The Process Type Editor is installed with the four process types needed to operate RWMS. These Process Types cannot be modified or deleted. User's can create new process types if they desire. Once the new Process Type is created they need to assign processes using the Process Editor.

The main reason for creating one or more new Process Types is to reduce (limit) the number of processes (pick types) assigned to the Process Type.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Process Type Editor. The Process Type Editor window opens.

Figure 5–233   Process Type Editor Window
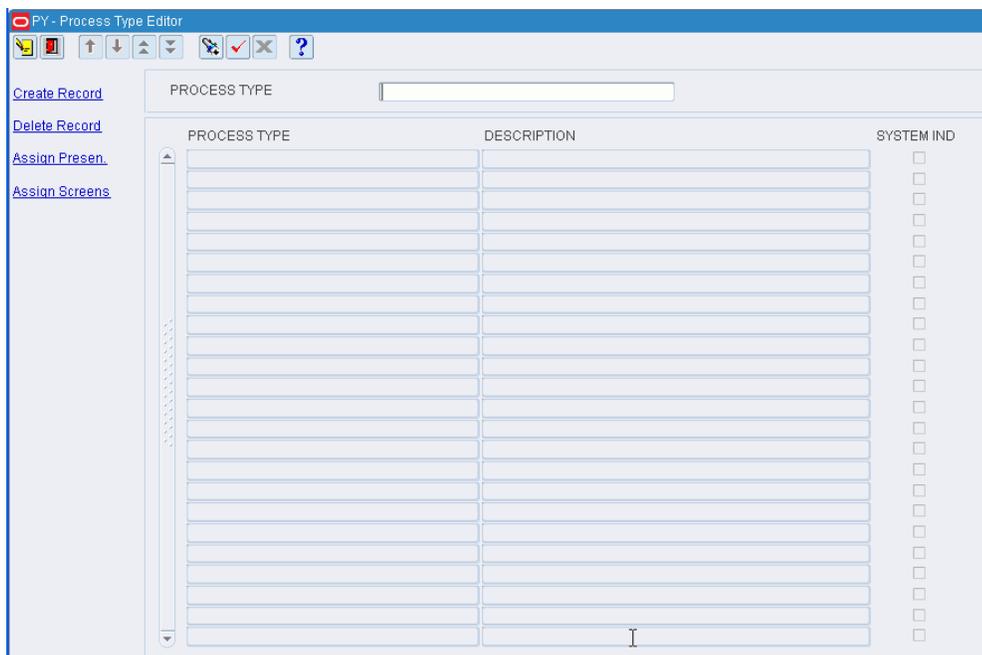
Display All Process Types

Click **Execute Query**.

Display a Process Type

1. If any process types are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Process Type query field, enter the name of the process type, or click the LOV button and select the process type.

4. Click **Execute Query**. The process type that matches the search criterion opens.

> **Note:**   If you enter a partial name in the Process Type query field, all process types that begin with the same characters will be displayed.

Edit a Process Type

1. On the Process Type Editor window, double-click the process type that you want to edit. The Modify window opens.

Figure 5–234   Process Type Editor Modify Window
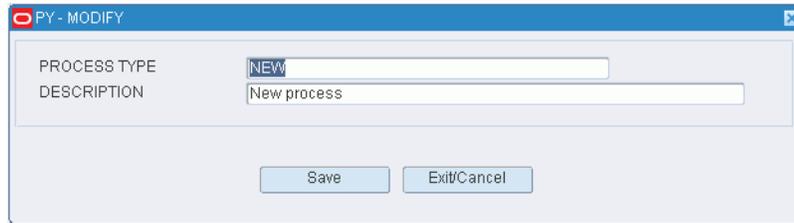
> **Note:** A process type cannot be edited if the system indicator is selected.

2. Edit the description and optimize option as necessary.

3. Click Save to save any changes and close the Modify window.

Add a Process Type

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

Figure 5–235   Process Type Editor Create Record Window
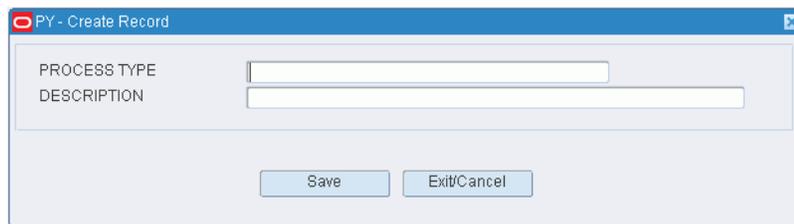
2. In the Process Type and Description fields, enter a name and description for the process type.

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

Assign Presentation Types to a Process Type

1. On the Process Type Editor window, select the process type that you want to edit.

2. Click Assign Presen. The Assign Presen. window opens.

Figure 5–236   Process Type Editor Assign Presentation Window

3. To assign presentation types:

   a. Select the check box next to the desired presentation types on the Available Pres Types table.

   b. Click Assign. The selected presentation types are moved to the Assigned Pres Types table.

4. To remove assigned presentation types:

   a. Select the check box next to the desired presentation types on the Assigned Pres Types table.

   a. `Click Unassign. The selected presentation types are moved to the Available Pres Types table.`

5. Click **Save** to save any changes and close the Assign Presen. window.

Note: In the Assign Presentation Types window, you can 1) click Assign All to move all presentation types to the Assigned Pres Types table or 2) click Unassign All to move all presentation types to the Available Pres Types table. All presentation types are moved whether or not the check boxes are selected.

Assign RF Screens to a Process Type

1. On the Process Type Editor window, select the process type that you want to edit.

2. Click Assign Screens. The Assign Screens window opens.

Figure 5–237   Process Type Editor Assign Screens Window
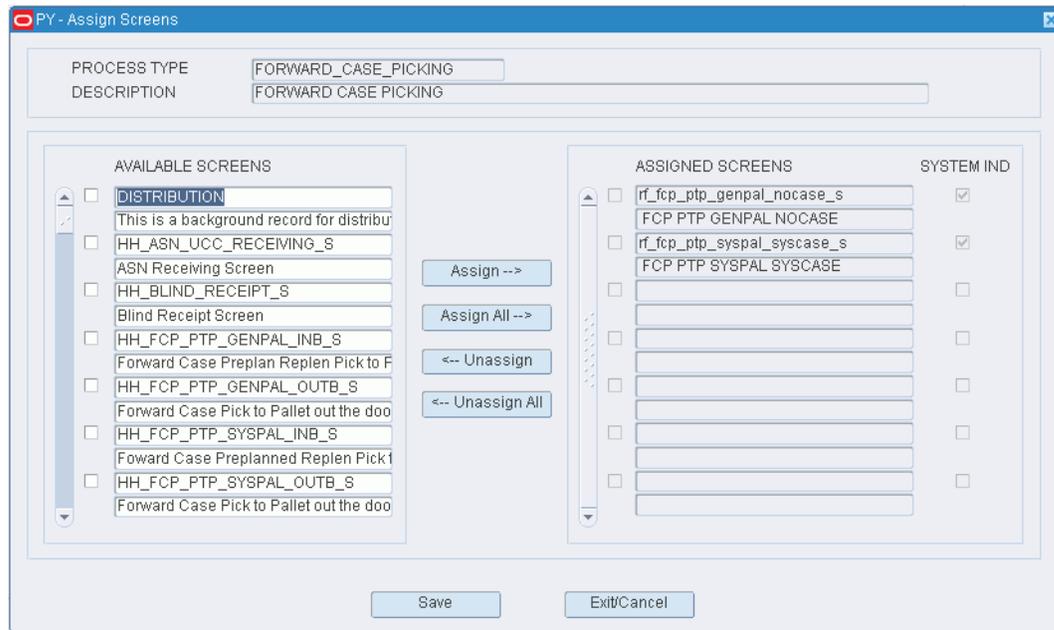
3. To assign screens:

   a. Select the check box next to the desired screens on the Available Screens table.

   b. Click Assign. The selected screens are moved to the Assigned Screens table.

4. To remove assigned screens:

   a. Select the check box next to the desired screens on the Assigned Screens table.

   b. Click Unassign. The selected screens are moved to the Available Screens table.

5. Click **Save** to save any changes and close the Assign Screens window.

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

Delete a Process Type

1. On the Process Type Editor window, select the process type that you want to delete.

Note: A process type cannot be deleted if the system indicator is selected or if any presentation types or screens have been assigned to the process type.

---

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Process Type Editor Window

Click **Exit** to close the window.

Maintain Processes

The Process Editor is installed with all of the supported Processes that RWMS supports. A user can modify some of the characteristics of a process name but they are not allowed to delete any of the processes provided with the install.

Users may modify the process type associated to a process name and can associate different activity codes based on individual preference.

At this time a User can create a new process name but will still associate an existing pick type to the name.

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup >Process Editor. The Process Editor window opens.

Figure 5–238   Process Editor Window
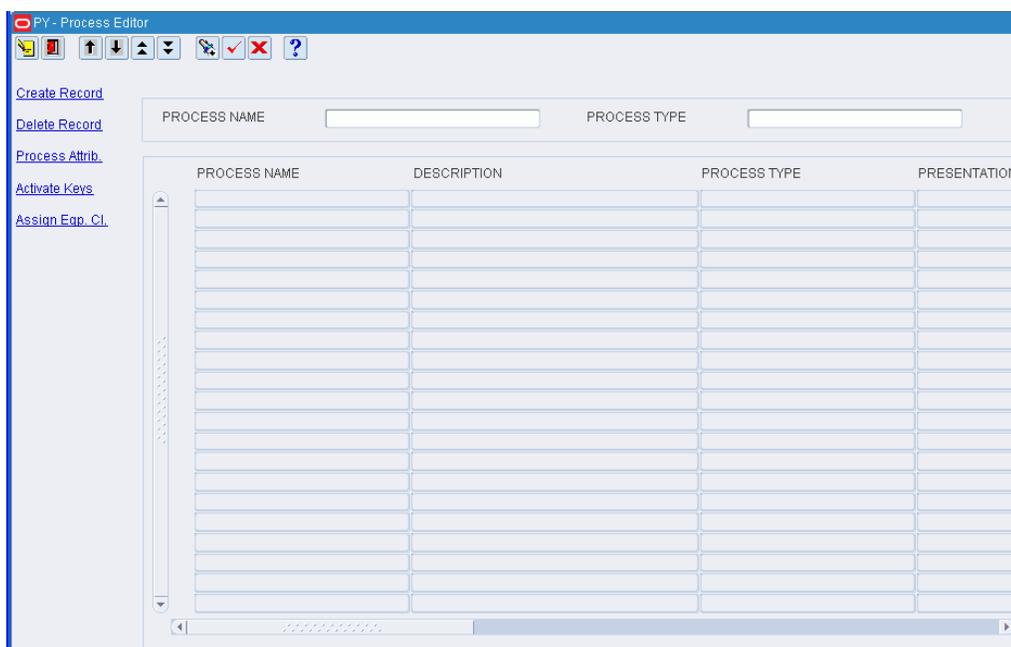
Display a Subset of Processes

1. If any processes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for a single process, enter the name of the process in the Process Name query field, or click the LOV button and select the process.

   To search for processes of the same type, enter the name of the process type in the Process Type query field, or click the LOV button and select the process type.

4. Click **Execute Query**. The processes that match the search criterion appear.

Edit a Process

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

Figure 5–239   Process Editor Modify Window
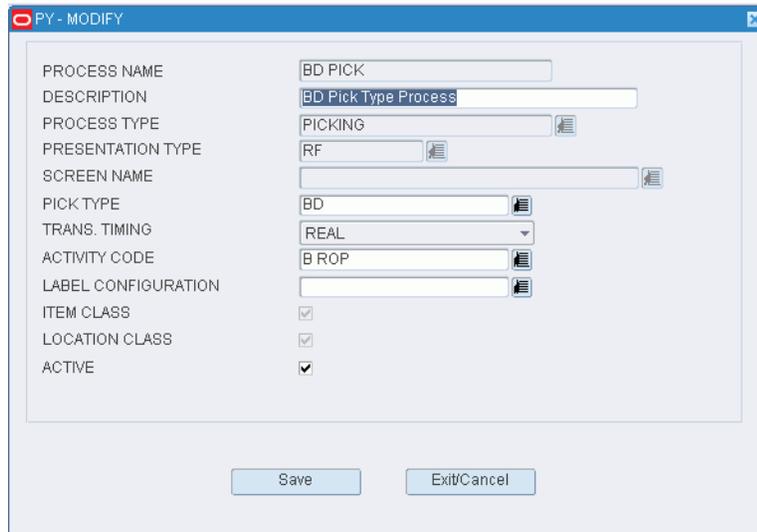
2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Process

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

Figure 5–240   Process Editor Create Record Window
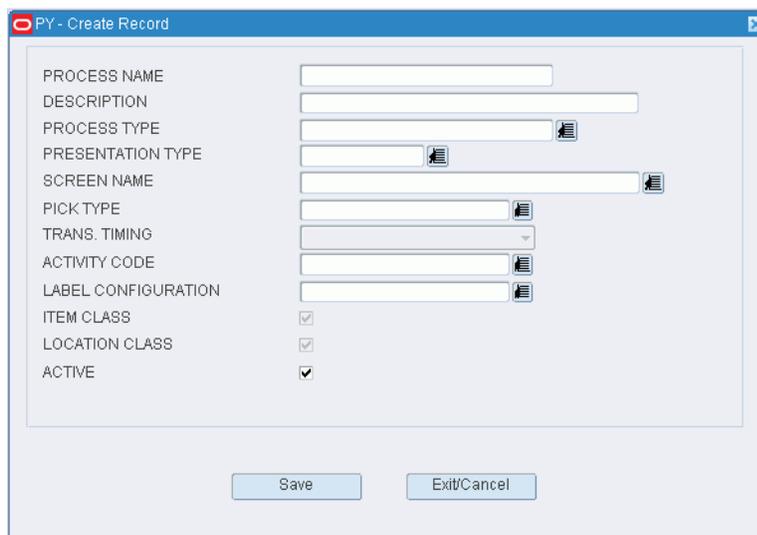
2. In the Process and Description fields, enter a name and description for the process.

3. In the Process Type field, enter the name of the process type, or click the LOV button and select the process type.

> **Note:** The choice of presentation types, RF screens, and transaction timing options is limited to those that were assigned to the selected process type.

4. Select the appropriate presentation type, screen name, transaction timing option in the appropriate fields.

5. If the process pertains to a picking transaction, enter the ID of the pick type in the Pick Type field, or click the LOV button and select type pick type.

6. In the Activity Code field, enter the ID of the activity whose service standards should be associated with the process, or click the LOV button and select the activity.

7. In the Label Configuration field, enter the name of the label configuration should labels need to be printed, or click the LOV button and select the label configuration.

8. To make the process available to users, select the Active check box.

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

Activate RF Function Keys

1. On the Process Editor window, select the process that you want to edit.

2. Click Activate Keys. The existing keys for the RF screen that is associated with the process appear in the Activate Keys window.

Figure 5–241   Process Editor Activate Keys Window

3. Select the Activate check box next to each function key that you want to make available to the user.

4. Click **Save** to save any changes and close the Activate Keys window.

Assign Equipment Classes to the Process

1. On the Process Editor window, select the process that you want to edit.

2. Click **Assign Eqp Cl**. The Assign Eqp Cl window opens.

Figure 5–242   Process Editor Assign Equipment Class Window
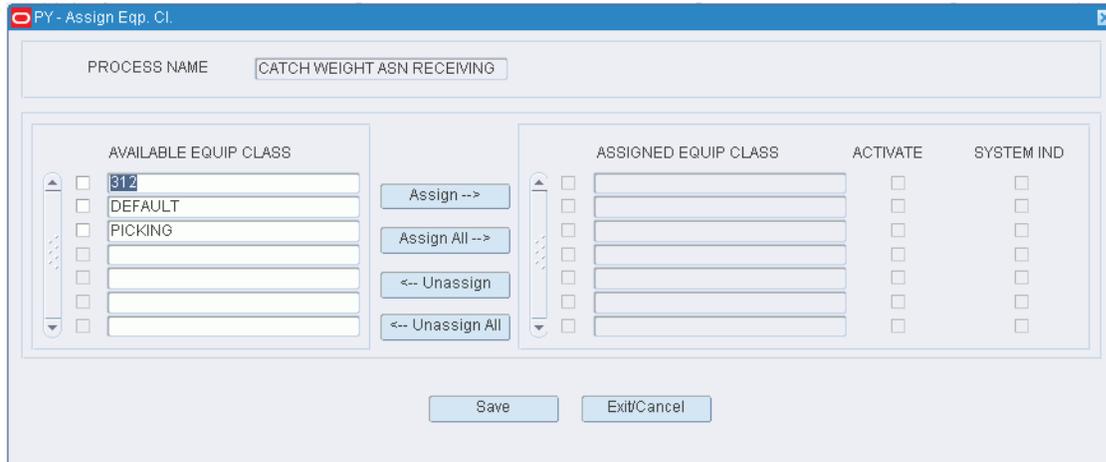
3. To assign equipment classes:

  a. Select the check box next to the desired equipment classes on the Available Equip Class table.

  b. Click Assign. The selected equipment classes are moved to the Assigned Equip Class table.

4. To remove assigned equipment classes:

  a. Select the check box next to the desired equipment classes on the Assigned Equip Class table.

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

5. To make the equipment classes available to users, select the check box next to the appropriate equipment classes in the Assigned Equip Class table.

6. Click **Save** to save any changes and close the Assign Process Equipment Classes window.

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

Delete a Process

1. On the Process Editor window, select the process that you want to delete.

> **Note:** A process cannot be deleted if the system indicator is selected or if any equipment classes have been assigned to the process.

2. To delete the equipment classes from a process:

   a. Click Assign Eqp Cl. The Assign Equipment Classes window opens.

   b. Place the cursor in the Assigned Equip Class table.

   c. Click Unassign All. The equipment classes are moved to the Available Equip Classes table.

   d. Click **Save** to save the changes and close the Assign Equipment Classes window.

3. Click **Delete Record**.

4. When prompted to delete the record, click **Yes**.

Exit the Process Editor Window

Click **Exit** to close the window.

Maintain Process Attributes

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Process Attribute Editor. The Process Attribute Editor window opens.

Figure 5–243   Process Attribute Editor Window
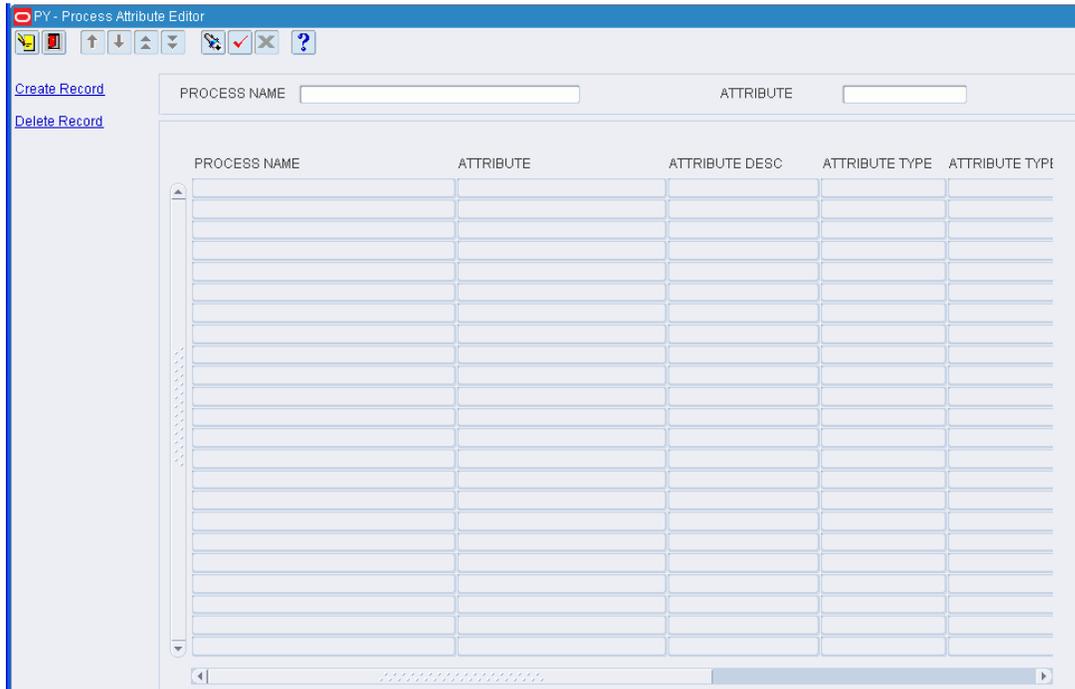
> **Note:**   You can also access this window from the Process Editor window.

Display All Process Attributes

Click **Execute Query**.

Display a Subset of Process Attributes

1. If any process attributes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. **To search for a single process attribute, enter the ID of the process attribute in the** Attribute query field, or click the LOV button and select the process attribute. To search for process attributes by process, enter the name of the process in the Process Name query field, or click the LOV button and select the process.

4. Click **Execute Query**. The process attributes that match the search criterion appear.

Edit a Process Attribute

1. On the Process Attribute Editor window, double-click the process attribute that you want to edit. The Modify window opens.

Figure 5–244   Process Attribute Editor Modify Window

2. Select or clear the Attribute Enabled check box as necessary.

3. Click **Save** to save any changes and close the Modify window.

Assign an Attribute to a Process

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

Figure 5–245   Process Attribute Editor Create Record Window

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

> **Note:** If no process was identified on the Process Attribute Editor window, enter the name of the process in the Process Name field on the Create Record window.

3. To make the process attribute available to users, select the Attribute Enabled check box.

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

Delete a Process Attribute

1. On the Process Attribute Editor window, select the attribute that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Process Attribute Editor Window

Click **Exit** to close the window.

Maintain Process Percentages

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Process Percentage Editor. The Process Percentage Editor window opens.

Figure 5–246   Process Percentage Editor Window

> **Note:** You can also access this window from the Distribution Planning > Select Stock Order menu. The Select Stock Order window opens. Click **Wave Preview**. The Wave Preview window opens. Click **Process Percentage Editor**. The Process Percentage Editor window opens.

Display All Processes Percentages

Click **Execute Query**.

Display a Subset of Processes Percentages

1. If any processes percentages are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for a single process percentage, enter the name of the process percentage in the Process Percentage Name query field, or click the LOV button and select the process percentage.

   To search for processes by replenishment percentage, enter the name of the percentage amount in Overall Replen Percentage query field, or click the LOV button and select replenishment percentage.

4. Click **Execute Query**. The process percentages that match the search criterion appear.

Edit a Process Percentage

1. On the Process Percentage Editor window, double-click the process percentage that you want to edit. The Modify window opens.

Figure 5–247   Process Percentage Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Copy a Process Percentage

1. On the Process Percentage Editor window, click **Copy**. The Copy window opens.

Figure 5–248   Process Percentage Editor Copy Window

2. In the New Process Percentage Name field, enter the new process percentage name.

3. In the New Description field, enter the new description.

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

Add a Process Percentage

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

Figure 5–249   Process Percentage Editor Create Record Window
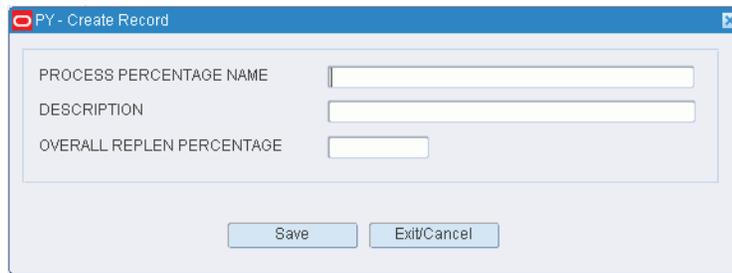
2. In the Process Percentage Name and Description fields, enter a name and description for the process percentage.

3. In the Overall Replen Percentage field, enter the percentage that should be replenished in the wave.

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

Add Details to a Process Percentage

1. On the Process Percentage Editor window, click **Detail** to add the details to the Process Percentage. The Details window opens.

Figure 5–250   Process Percentage Editor Details Window
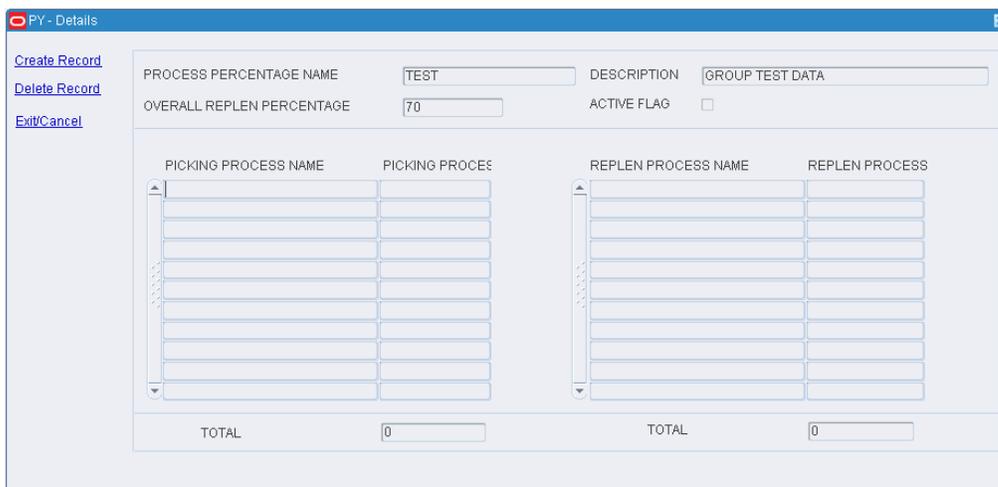
2. To add a process to the process percentages, click **Create Record**. The Create Record window opens:

Figure 5–251   Process Percentage Editor Create Record Window

3. In the Process Name field, enter a process name, or click the LOV button and select a process.

4. In the Process Percent field, enter the percentage that is assigned to that process.

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

6. To delete a process from the process percentages:

7. Place the cursor in the line you want to delete.

8. Click **Delete Record**.

9. When prompted to delete the record, click **Yes**.

10. Click **Exit/Cancel** to close the Create Record window.

Delete a Process Percentage

1. On the Process Percentage Editor window, select the process that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Process Percentage Editor Window

Click **Exit** to close the window.

Maintain Workflow Processes

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Workflow Process Editor. The Workflow Process Editor window opens.

Figure 5–252   Workflow Process Editor Window
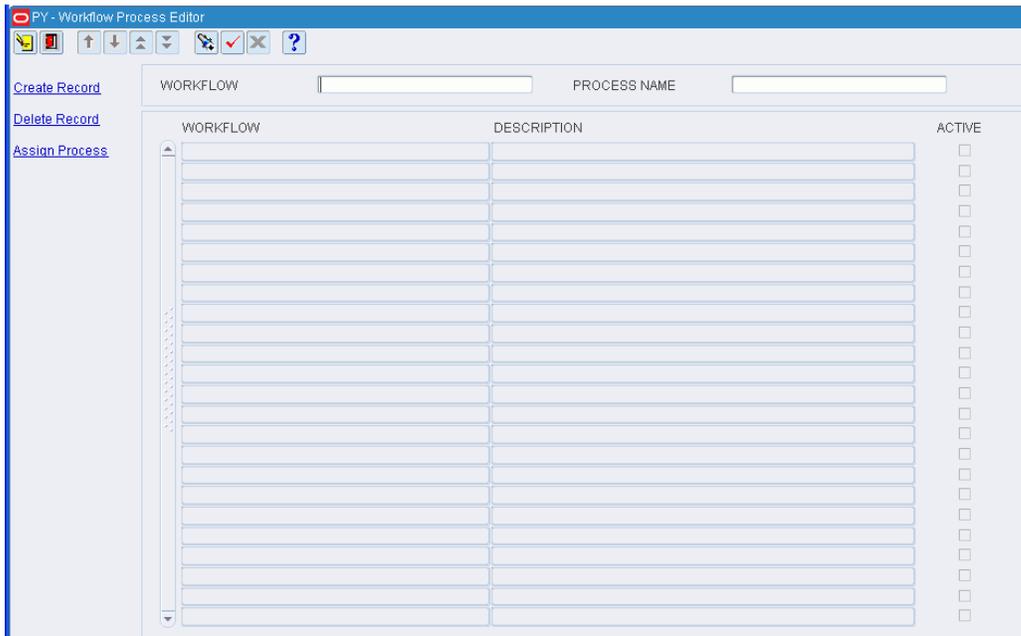
Display All Workflows

Click **Execute Query**.

Display a Subset of Workflows

1. If any workflows are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To display a specific workflow record, enter the ID of the name of the workflow in the Workflow query field, or click the LOV button and select the workflow.

   To display all workflows containing a specific process, enter the name of the process in the Process Name field, or click the LOV button and select the process.

4. Click **Execute Query**. The workflows that match the search criterion appear.

Edit a Workflow

1. On the Workflow Process Editor window, double-click the workflow that you want to edit. The Modify window opens.

Figure 5–253   Workflow Process Editor Modify Window
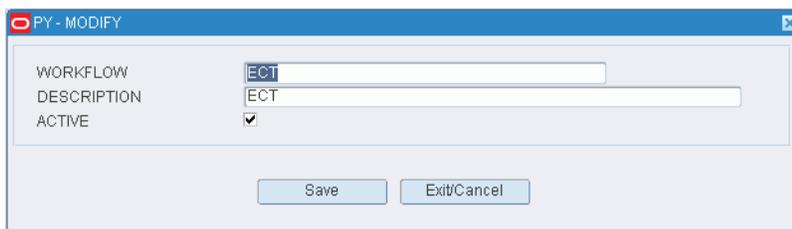
2. Edit the description and active option as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Workflow

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

Figure 5–254   Workflow Process Editor Create Record Window

2. In the Workflow and Description fields, enter a name and description for the workflow.

3. To make the workflow available to users, select the Active check box.

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

Assign Processes to a Workflow

1. On the Workflow Process Editor window, select the workflow that you want to edit.

2. Click Assign Process. The Assign Workflow Processes window opens.

Figure 5–255   Workflow Process Editor Assign Workflow Processes Window

3. [Optional] To filter the processes listed in the Available Processes table, enter the name of a process type in the Process Type field, or click the LOV button and select the process type.

4. To assign processes:

- Select the check box next to the desired processes on the Available Processes table.

- Click Assign. The selected processes are moved to the Assigned Processes table.

5. To remove assigned processes:

- Select the check box next to the desired processes on the Assigned Processes table.

- Click Unassign. The selected processes are moved to the Available Processes table.

6. Click **Save** to save any changes and close the Assign Workflow Processes window.

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

Re-sequence the Processes in a Workflow

1. On the Workflow Process Editor window, select the workflow that you want to edit.

2. Click Assign Process. The available and assigned processes for the workflow appear in the Assign Workflow Processes window.

3. To re-sequence the assigned processes:

   a. Select the process to be moved.

   b. To move the process closer to the top of the list, click Move Up.

   c. To move the process closer to the bottom of the list, click Move Down.

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

Delete a Workflow

1. On the Workflow Process Editor window, select the workflow that you want to delete.

> **Note:** A workflow cannot be deleted if any processes are assigned to the workflow.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Workflow Process Editor Window

Click **Exit** to close the window.

Request FPL Top-Off Replenishment

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Topoff Rules Editor. The Topoff Rules Editor window opens.

Figure 5–256   Topoff Rules Editor Window

Create a Request

1. On the Topoff Rules Editor window, enter criteria in the necessary fields. You can restrict the request by the following criteria:

   - Item: In the Item ID field, enter the ID of the item, or click the LOV button and select the item.

   - Velocity: In the Item Velocity field, enter the desired velocity.

   - Location range: In the From Location and To Location fields, enter the location IDs, or click the LOV buttons and select the locations.

   - Zone range: In the From Zone and To Zone fields, enter the zone IDs, or click the LOV buttons and select the zones.

   - Priority: Select either the Whole Number or the Delta option for either cases or bulk. If you select Whole Number, enter the new priority number in the appropriate Updated field. If you select Delta, enter the number to be subtracted from the Current priority.

2. Click **Create Record**. The request is submitted for processing.

Exit the Topoff Rules Editor Window

Click **Exit** to close the window.

Maintain Trouble Codes for Vendor Non Conformance

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Vendor Non Conformance Trouble Code Editor. The current trouble codes appear in the Vendor Non Conformance Trouble Code Editor window.

Figure 5–257   Vendor Non Conformance Trouble Code Editor Window

Edit a Trouble Code

1. On the **Vendor Non Conformance Trouble Code Editor** window, double-click the trouble code that you want to edit. The **Modify** window opens.

Figure 5–258   Modify Window

2. Edit the Description, Trouble Code, WIP Code, Sequence Number as necessary.

3. Change the Status to Active or Inactive.

4. Click **Save** to save any change and close the Modify window.

Add a Trouble Code

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

Figure 5–259   Create Record Window

2. In the **Non Conformance Code** field, enter a code for the trouble.

3. In the **Description** field, enter a description for the trouble.

4. In the **Trouble Code** field, enter the trouble code that you want to associate with the vendor non conformance code, or click the **LOV** button and select the trouble code.

   If the trouble code is associated with a WIP code, then the **WIP Code** and **Activity Code** fields are automatically updated.

5. In the **WIP Code** field, enter the WIP code that you want to associate with the trouble code, or click the **LOV** button and select the WIP code.

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

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

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

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

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

Delete a Trouble Code

1. On the **Vendor Non Conformance Trouble Code Editor** window, select the trouble code that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Vendor Non Conformance Trouble Code Editor Window

Click **Exit** to close the window.

Request FPL Cleanup or Consolidation

Navigate

From the Main Menu, select Support Functions > Processing/Returns Setup > Clean up Rules Editor. The Forward Pick Location Cleanup Editor window opens.

Figure 5–260   Clean up Rules Editor Window

Display all Forward Pick Locations

Click **Execute Query**.

Display a Subset of Forward Pick Locations

1. If forward pick locations are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. Use one or more of the following query criteria:

   ■ Item: Find all forward pick locations for a specified item.

   ■ Multiple Location: Find all forward pick locations where its item resides in one or more additional forward pick locations.

   ■ Days Since Last Stock Order/Purchase Order: Find all forward pick locations that have not had stock orders or purchase orders raised against them in a specified number of days.

   ■ Qty in Location: Find all forward pick locations with less than or equal to the specified quantity.

   ■ % of Capacity of Fill: Find all locations with less than or equal to the specified percentage of capacity filled.

4. Click **Execute Query**. The forward pick locations that match the criteria appear.

> **Note:** Records that appear grayed out are not eligible for cleanup or consolidation. A record appears grayed out if (1) either a request for cleanup or consolidation already exists or (2) inbound or outbound quantities are expected at the locations.

Request Cleanup for One Location

1. On the Forward Pick Location Cleanup Editor window, select a location that is eligible for cleanup.

   > **Note:** The Cleanup check box must be selected and the record can not be grayed out.

2. Click **Cleanup**. The record becomes grayed out which indicates that a cleanup request now exists for the location.

Request Cleanup for Multiple Locations

1. On the Forward Pick Location Cleanup Editor window, click **Clean-up All**.

2. When prompted to confirm the cleanup request, click **Yes**.

3. If prompted about exceptions to the cleanup request, click **Yes**.

4. Click **CL Excep**. The locations that do not meet the conditions for cleanup appear in the Cleanup Exceptions window.

Figure 5–261   Cleanup Exceptions Window
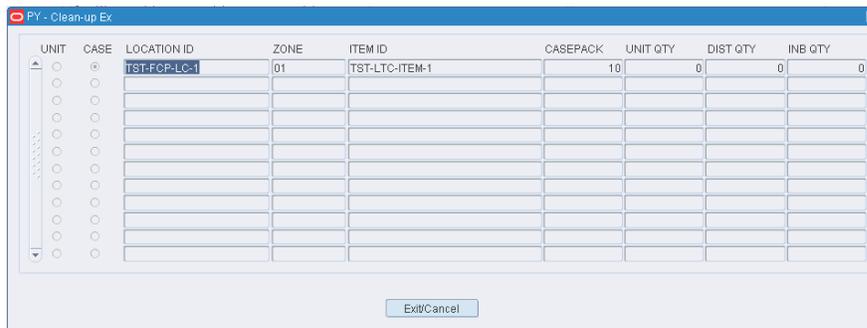
5. Click **Exit/Cancel** to close the Cleanup Exceptions window.

Request Consolidation

1. On the Forward Pick Location Cleanup Editor window, select a location that is eligible for consolidation.

   > **Note:** The Consolidate check box must be selected and the record can not be grayed out.

2. Click **Consolidate**. The locations that are eligible for consolidation with the selected location appear in the Consolidate to Locations window.

Figure 5–262   Consolidate to Locations Window

3. Select the location that you want to consolidate to and click **Save**.

4. When prompted to confirm the consolidation request, click **Yes**.

Exit the Forward Pick Location Cleanup Editor Window

Click **Exit** to close the window.

User/Task Setup

The User/task Setup is used to set up the rules that allow RWMS to automatically assign tasks to users. Define user classes, users, activities, and service standards. Assign users to task groups and monitor task assignments.

Upon starting an RF session, a user chooses task optimization mode. In this mode, the user enters the type of equipment being used, a start and end location, and a task group. After entering a few additional parameters, the appropriate tasks are automatically assigned to the user.

Tasks are assigned to users based on the rules defined for the distribution center.

Business Process

When planning task assignments, the two primary components to set up are users and tasks. Once those are defined, you can assign users to task groups. The system then assigns the appropriate tasks to users and the resulting assignments can be edited.

Users

- Set up user classes and assign processes to each user class. User classes are used to group users who perform similar tasks.

- Identify users. Provide them with the appropriate level of access and enter their preferred language. Assign users to a user class and indicate their experience levels for picking and packing activities.

Tasks

- Define activities. When defined, you set the service standards for each activity. In particular, you indicate whether the activity should appear in the task queue. If the activity is included in the task queue, a priority level must be set. Link each activity to a process.

- Assign primary and secondary equipment classes to each activity.

- Create task groups. Activities that require the same equipment classes may be grouped into task groups. The task groups can then be assigned to users.

Users and Classes

- Assign the appropriate attributes to a user class.

- Assign users who are likely to perform the same processes to a user class.

Users and Tasks

- Assign users to a task group and restrict their task assignments to a particular region or zone. Indicate whether task assignments should be assigned in location order, priority order, or no particular order.

- Tasks appear in the task queue depending on which activities were chosen to appear there. Activities are automatically assigned to users based on how users and activities were set up in RWMS. You can edit the priority or assigned user for tasks in the queue. Tasks can also be deleted from the queue.

Statistics pertaining to labor productivity can be viewed by date. The statistics can also be displayed on a graph.

Maintain User Classes

Navigate

From the Main Menu, select Support Functions > User/Task Setup > User Class Editor. The User Class Editor window opens.

Figure 5–263   User Class Editor Window

Display All User Classes

Click **Execute Query**.

Display a User Class

1. If any user classes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the User Class query field, enter the name of the user class, or click the LOV button and select the user class.

4. Click **Execute Query**. The user class that matches the search criterion opens.

Edit a User Class

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

Figure 5–264   User Class Editor Modify Window

2. Edit the description and active status as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a User Class

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

Figure 5–265   User Class Editor Create Record Window

2. In the User Class and Description fields, enter a name and description for the user class.

3. To make the user class available to users, select the Active Flag check box.

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

Assign Attributes

1. On the User Class Editor window, select the user class that you want to edit.

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

Figure 5–266   User Class Editor Assign Attributes Window

3. To assign attributes, select an attribute from the drop-down lists.

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

Assign Users to a User Class

1. On the User Class Editor window, select the user class that you want to edit.

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

Figure 5–267   User Class Editor Assign Users Window

3. To assign users:

   a. Select the check box next to the desired user on the Available Users table.

   b. Click **Assign**. The selected users are moved to the Assigned Users table.

4. To remove assigned users:

    a. Select the check box next to the desired users on the Assigned Users table.

    b. Click **Unassign**. The selected users are moved to the Available Users table.

5. Click **Save** to save any changes and close the Assign User to Class window.

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

Configure User Tasks

1. On the User Class Editor window, select the user class that you want to edit.

2. Click Task Config. The User Class Task Config window opens.

Figure 5–268   User Class Editor User Class Task Config Window
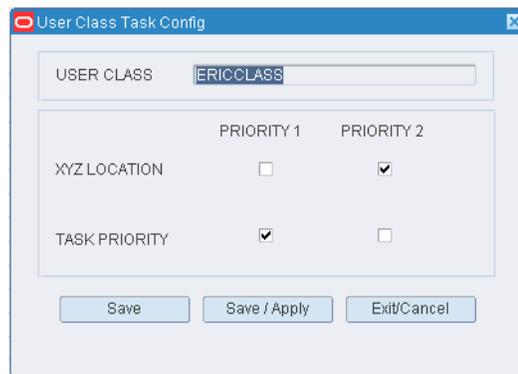
3. Select how tasks are assigned to the user class:

    - **XYZ Location** - Select Priority 1 to have tasks assigned to the user class first based on the distance from the user to the task.

    - **Task Priority** - Select Priority 1 to have tasks assigned to the user class first based on the task's importance.

4. Click **Save** to save any changes and close the User Class Task Config Window.

Configure User Task Groups

1. On the User Class Editor window, select the user class that you want to edit.

2. Click **ASSIGN TASK GRO**. The Assign Task Group window opens.

Figure 5–269   Assign Task Group Window

3. You can create record, delete record and apply class in this window.

- Create Record - On the Assign Task Group window, select the user class you want to assign groups to. Click **Create Record**. The Create Record window opens.

Figure 5–270   Assign Task Group Create Record Window

- – In the Create Record window, you can assign values to the fields and click **Save** to save the changes.

- – Click **Exit/Cancel** to exit from the window.

- Delete Record - On the Assign Task Group window, select the user class you want to delete. Click **Delete Record**. When prompted to delete the record. Click **Yes**.

Delete a User Class

1. On the User Class Editor window, select the user class that you want to delete.

> **Note:** A user class cannot be deleted if the system indicator is selected or if any processes have been assigned to the user class.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the User Class Editor Window

Click **Exit** to close the window.

Maintain Users

Navigate

From the Main Menu, select Support Functions > User/Task Setup > User Table Editor. The current users appear in the User Table Editor window.

Figure 5–271   User Table Editor Window

Edit a User

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

Figure 5–272   User Table Editor Modify Window

2.   Edit the enabled fields as necessary.

3.   Click **Save** to save any changes and close the Modify window.

Add a User

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

Figure 5–273   User Table Editor Create Record Window

2.   In the Facility field, enter the ID of the facility, or click the LOV button and select the facility.

3.   In the Name field, enter the name of the user.

4.   In the User Class field, enter the ID of the user class to which the user belongs, or click the LOV button and select the user class.

5.   In the Privilege field, enter the privilege level for the user.

6.   In the Language field, enter the code for the user's language preference, or click the LOV button and select the language.

7.   In the Picking % QA and Packing % QA fields, enter the user's experience levels for those tasks, or click the LOV button and select the experience levels.

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

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

Delete a User

1. On the User Table Editor window, select the user that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the User Table Editor Window

Click **Exit** to close the window.

Maintain Activity Codes and Service Standards

Navigate

From the Main Menu, select Support Functions > User/Task Setup > Service Standards Editor. The current activity codes and their service standards appear in the Service Standards Editor window.

Figure 5–274   Service Standards Editor Window
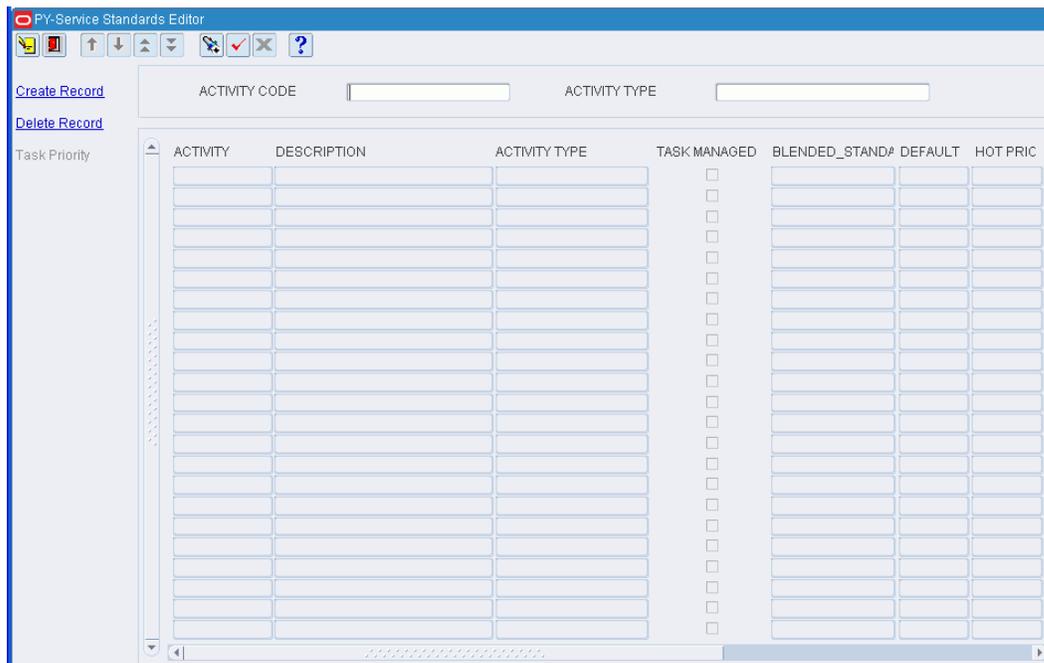
Edit an Activity

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

Figure 5–275   Service Standards Editor Modify Window

2. Edit the description and service standards as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add an Activity

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

Figure 5–276   Service Standards Editor Create Record Window

2. In the Activity and Description fields, enter a name and description for the activity.

3. In the Activity Type field, enter the type of task, or click the LOV button and select the Activity Type

4. In the Blended Standard field, enter the estimated number of operations per hour. This sets a standard for labor productivity.

5. In the Task Managed field, enter **Y** (Yes) or **N** (No) to indicate whether the activity should be listed in the task queue.

> **Note:** This is essential if you intend to track tasks using the task management functionality.

6. If you enter Y in the Task Managed field, enter the default priority of the activity in the Default Priority field.

> **Note:** The priority ranges from 1 (highest) to 9 (lowest).

7. In the Hot Priority field, enter a number to represent the raise in priority when an activity must be expedited. For example: If the default priority is 6 and the hot priority is 2, then the priority is raised to 4.

8. In the Default Resources field, enter the number of resources (personnel) that are available for the activity.

9. In the Unit Cost field, enter the cost of processing a unit for the activity.

10. In the Process Nbr field enter the name of the process that you want to associate with the activity.

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

Delete an Activity

1. On the Service Standards Editor window, select the activity that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Service Standards Editor Window

Click **Exit** to close the window.

Assign Equipment Classes to Activities

Navigate

From the Main Menu, select Support Functions > User/Task Setup > Activity Codes and Equipment. The current assignments appear in the Activity Codes and Equipment window.

Figure 5–277   Activity Codes and Equipment Window

Edit an Assignment

1. On the Activity Codes and Equipment window, double-click the assignment that you want to edit. The Modify window opens.

Figure 5–278   Activity Codes and Equipment Modify Window

2. Edit the equipment classes as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add an Assignment

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

Figure 5–279   Activity Codes and Equipment Create Record Window

2. In the Activity Code field, enter the code for the activity, or click the LOV button and select the activity.

3. In the Primary Equipment Class field, enter the name of the primary equipment class, or click the LOV button and select the equipment class.

4. [Optional] In the Secondary Equipment Class field, enter the name of the secondary equipment class, or click the LOV button and select the equipment class.

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

Delete an Assignment

1. On the Activity Codes and Equipment window, select the assignment that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Activity Codes and Equipment Window

Click **Exit** to close the window.uuu

Maintain Task Groups

Navigate

From the Main Menu, select Support Functions > User/Task Setup > Task Group Editor. The Task Group Editor window opens.

Figure 5–280   Task Group Editor Window

Display Activities for All Task Groups

Click **Execute Query**.

Display Activities for One Task Group

1. If any task groups are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Task Group query field, enter the code for the task group, or click the LOV button and select the task group.

4. Click **Execute Query**. The activities associated with the selected task group appear.

Edit a Task Group

1. On the Task Group Editor window, double-click the task group record that you want to edit. The Modify window opens.

Figure 5–281   Task Group Editor Modify Window

2. Edit the task group description and activity as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Task Group

You can use this procedure to add another activity to an existing task group or add a new task group.

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

Figure 5–282   Task Group Editor Create Record Window

2. In the Task Group field, enter the code for a new task group, or click the LOV button and select an existing task group.

3. In the Description field, enter or edit the description of the task group.

4. In the Activity Code field, enter the code for the activity that you want to add to the task group, or click the LOV button and select the activity.

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

Delete a Task Group

1. On the Task Group Editor window, select the task group record that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Task Group Editor Window

Click **Exit** to close the window.

Maintain User Task Assignments

Navigate

From the Main Menu, select Support Functions > User/Task Setup > User Task Editor. The current assignments appear in the User Task Editor window.

Figure 5–283   User Task Editor Window

You can also access this window from the User Table Editor window.

Edit an Assignment

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

Figure 5–284   User Task Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add an Assignment

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

Figure 5–285   User Task Editor Create Record Window

2. In the User ID field, enter the ID of the user, or click the LOV button and select the user.

3. In the Task Group field, enter the ID of the task group, or click the LOV button and select the task group.

4. In the Region and Zone fields, enter the ID of each, or click the LOV buttons and select the region or zone.

> **Note:**   Restricting the user to a region or zone is optional.

5. Select the order in which tasks should be assigned. The order may be by location, priority, or no particular order.

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

Configure Task to the User

1. On the User Task Editor window, select the assignment that you want assign priorities to.

2. Click **Task Config**. The Task Config window opens.

Figure 5–286   User Task Editor Task Config Window

3. For the user id, select the check boxes as applicable. Click **Save**. Click **Exit/Cancel** to exit from the window.

Delete an Assignment

1. On the User Task Editor window, select the assignment that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the User Task Editor Window

Click **Exit** to close the window.

Transportation Setup

The Transportation Setup module allows you to set up shipping destinations, routes, carriers, and trailers. This information is used by the system to schedule appointments and shipments, load merchandise on trailers in a logical sequence, sequence the routes for each day, and track trailer status.

Business Process

There is a logical progression to follow when setting up routes, carriers, and trailers.

Routes

- Identify the destinations to which merchandise may be shipped. Provide contact information and handling instructions for each destination.

- Identify the routes and indicate whether they are active or inactive.

- Assign routes to a day of the week or a specific date. Indicate the route sequence for each day or date.

- Assign destinations to a route. Indicate the load sequence for each route.

You can look up route details by route number. The details include days on which the route is run, destinations, and load sequences.

Carriers

- Identify the carriers and enter contact information.

- Identify services and associate routes and staging locations with each carrier.

Trailers

Identify the trailers and associate carriers with the trailers. State the cubic capacity of each trailer.

Reports

There are no reports that pertain to transportation setup.

Maintain Shipping Destinations

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Destination Editor. The Ship Destination Editor window opens.

Figure 5–287   Destination Editor Window

Display a Destination

1. If a destination is currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Dest query field, enter the ID of the destination, or click the LOV button and select the destination.

4. Click **Execute Query**. The details for the selected destination are displayed.

Edit a Destination

1. On the Ship Destination Editor window, double-click any field except the query fields. The Modify window opens.

Figure 5–288   Ship Destination Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Destination

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

Figure 5–289   Ship Destination Editor Create Record Window

2. In the Dest field, enter an ID for the destination.

3. In the Dest Type field, enter the type of destination, or click the LOV button and select the destination type.

4. In the Name and Address block, enter the name, address, telephone, and fax in the appropriate fields.

5. In the Detail block, enter or select the appropriate details for the destination.

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

Delete a Destination

1. On the Ship Destination Editor window, click **Delete Record**.

2. When prompted to delete the record, click **Yes**.

Exit the Ship Destination Editor Window

Click **Exit** to close the window.

Maintain Routes

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Route Editor. The current routes appear in the Route Editor window.

Figure 5–290   Route Editor Window

Edit a Route

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

Figure 5–291   Route Editor Modify Window

2. Edit the status and description as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Route

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

Figure 5–292   Route Editor Create Record Window
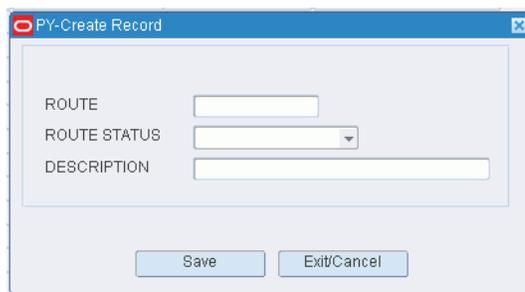
2. In the Route field, enter the name of the route.

3. In the Route Status field, select the status of the route. The status may be:

   ■ Active: Places the route in service.

   ■ Inactive: Takes the route out of service.

4. In the Description field, enter the description of the route.

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

Delete a Route

1. On the Route Editor window, select the route that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Route Editor Window

Click **Exit** to close the window.

Maintain Routes by Day

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Route Day Editor. The Route Day Editor window opens.

Figure 5–293   Route Day Editor Window

Edit a Route

1. On the Route Day Editor window, double-click the route that you want to edit. The Modify window opens.

Figure 5–294   Route Day Editor Modify Window

2. Edit the route sequence as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Route

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

Figure 5–295   Route Day Editor Create Record Window
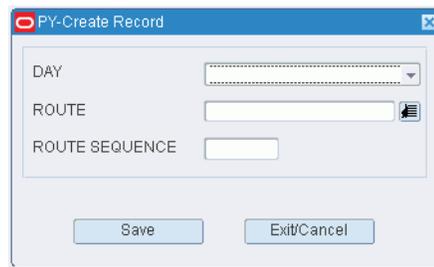
2. In the Day field, enter the day of the week, or click the calendar button and select the day.

3. In the Route field, enter the route, or click the LOV button and select the route.

4. In the Route Sequence field, enter a number to indicate the order in which the route will be run on the selected day.

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

Delete a Route

1. On the Route Day Editor window, select the route that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Route Day Editor Window

Click **Exit** to close the window.

Maintain Routes by Date

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Route Date Editor. The current routes appear in the Route Date Editor window.

Figure 5–296   Route Date Editor Window

Display all Routes

Click **Execute Query**.

Display a Subset of Routes

1. If any routes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. To search for a routes, enter the name of the route in the Route query field, or click the LOV button and select the route. To search for routes by ship date, enter the ship date of the routes in Ship Date query field, or click the calendar button and select ship date.

4. Click **Execute Query**. The routes and ship dates that match the search criterion appear.

Edit a Route

1. On the Route Date Editor window, double-click the route that you want to edit. The Modify window opens.

Figure 5–297   Route Date Editor Modify Window

2. Edit the route sequence as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Route

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

Figure 5–298   Route Date Editor Create Record Window

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

3. In the Route field, enter the route, or click the LOV button and select the route.

4. In the Route Sequence field, enter a number to indicate the order in which the route will be run on the selected date.

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

Delete a Route

1. On the Route Date Editor window, select the route that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

4. Click **Exit/Cancel** to close the window and save your changes.

Exit the Route Date Editor Window

Click **Exit** to close the window.

Maintain Route Destinations

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Route Dest Editor. The current route destinations appear in the Route Dest Editor window.

Figure 5–299   Route Dest Editor Window

Edit a Route Destination

1. On the Route Dest Editor window, double-click the route destination that you want to edit. The Modify window opens.

Figure 5–300   Route Dest Editor Modify Window

2. Edit the load sequence as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Route Destination

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

Figure 5–301   Route Dest Editor Create Record Window
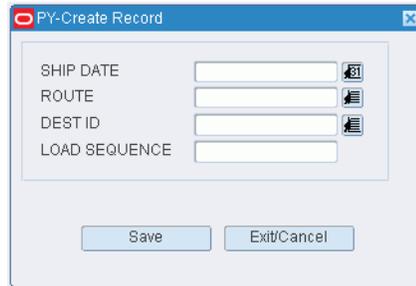
2. In the Ship Date field, enter the date to ship the merchandise, or click the calendar button and select a date.

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

3. In the Route field, enter the route, or click the LOV button and select the route.

4. In the Dest ID field, enter the ID of the destination, or click the LOV button and select the destination.

5. In the Load Sequence field, enter the sequence in which merchandise for the specified destination should be loaded.

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

Delete a Route Destination

1. On the Route Dest Editor window, select the route destination that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Route Dest Editor Window

Click **Exit** to close the window.

View Route Assignments

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Dest Day Route Summary. The Dest Day Route Summary window opens.

Figure 5–302   Dest Day Route Summary Window

Display Assignments for All Routes

Click **Execute Query**.

Display Assignments for One Route

1. If any assignments are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Route ID query field, enter the route, or click the LOV button and select the route.

4. Click **Execute Query**. The assignments for the selected route appear.

Exit the Dest Day Route Summary Window

Click **Exit** to close the window.

Maintain Carriers

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Carrier Editor. The current carriers appear in the Carrier Editor window.

Figure 5–303   Carrier Editor Window

Edit a Carrier

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

Figure 5–304   Carrier Editor Modify Window

2. Edit the carrier name and contact information as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Carrier

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

Figure 5–305   Carrier Editor Create Record Window

2. In the Code and Name fields, enter the code and name for the carrier.

3. In the Phone field, enter the telephone number of the carrier.

4. In the Contact field, enter the name of the contact person.

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

Delete a Carrier

1. On the Carrier Editor window, select the carrier that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Carrier Editor Window

Click **Exit** to close the window.

Maintain Carrier Service Routes

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Carrier Service Route Editor. The Carrier Service Route Editor window opens.

Figure 5–306   Carrier Service Route Editor Window

This window can also be accessed from the Carrier Editor window by clicking **Details**.

Display Service Routes for a Carrier

1. If any service routes are currently displayed, click **Clear**.

2. Click **Enter Query**.

3. In the Carrier query field, enter the code for the carrier, or click the LOV button and select the carrier.

4. Click **Execute Query**. The service routes for the selected carrier are displayed.

Edit a Service Route

1. On the Carrier Service Route Editor window, double-click the service route that you want to edit. The Modify window opens.

Figure 5–307   Carrier Service Route Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Service Route

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

Figure 5–308   Carrier Service Route Editor Create Record Window

2. In the Service field, enter a code for the service.

3. In the Route field, enter the route, or click the LOV button and select the route.

4. In the Location ID field, enter the ID of the staging or door location, or click the LOV button and select the location.

5. In the Default field, enter D for a default route or E for a default expedite route as necessary.

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

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

Delete a Service Route

1. On the Carrier Service Route Editor window, select the service route that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Exit the Carrier Service Route Editor Window

Click **Exit** to close the window.

Maintain Trailers

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Trailer Editor. The Trailer Editor window opens.

Figure 5–309   Trailer Editor Window
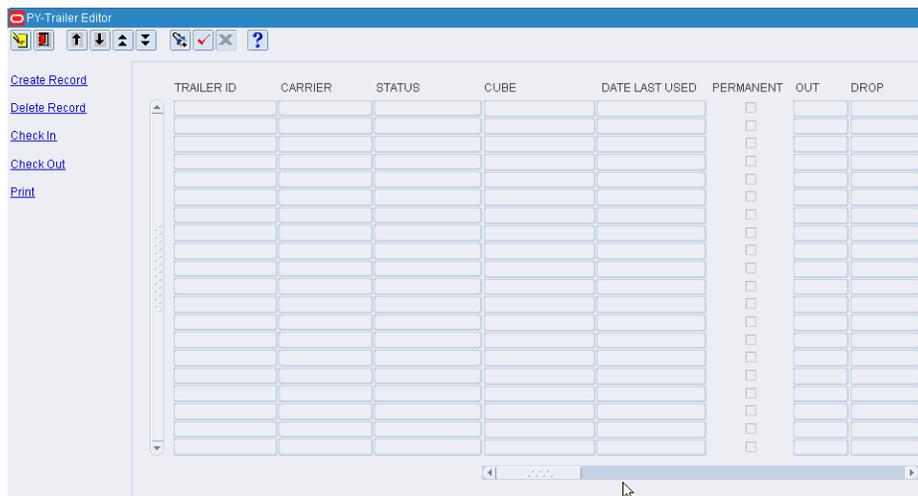
Display All Trailers

Click **Execute Query**.

Display a Subset of Trailers

1. If any trailers are currently displayed, click **Clear**.

2. Click **Enter Query**. The Advanced Search window opens.

3. In the criteria fields, enter a partial ID, or click the LOV button and select the criterion.

4. Click Search. The trailers appear on the Trailer Editor window.

Edit a Trailer

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

Figure 5–310   Trailer Editor Modify Window

2. Edit the enabled fields as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Trailer

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

Figure 5–311   Trailer Editor Create Record Window

2. In the Trailer ID field, enter the ID of the trailer.

3. In the Carrier field, enter the code for the carrier, or click the LOV button and select the carrier.

4. In the Cube field, enter the cubic capacity of the trailer.

5. If the trailer record should be saved after the trailer is checked out of the DC, select the Permanent check box.

6. In the Location ID field, enter the ID of the yard location, or click the LOV button and select the location.

7. In the Trailer UDA 1 - 10 fields, enter the UDA ID, or click the LOV button and select the UDA.

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

Delete a Trailer

1. On the Trailer Editor window, select the trailer that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

Edit the Status of a Trailer

1. On the Trailer Editor window, select the trailer that you want to edit.

2. Click **Check In** to change the status of a trailer from Scheduled to Arrived Inbound or from Checked-out to Unloaded. Click **Check Out** to change the status of a trailer from Shipped or Unloaded to Checked Out.

Generate the Trailer Status Report

1. On the Trailer Editor window, click **Print**. The Trailer Status Setup window opens.

2. In the Destype field, select the type of destination.

3. In the Desname field, select the name of the destination.

> **Note:** To return to the default settings, click Default.

---

4. To view the layout of the report, click on the Layout tab.

5. Click **Save**. The report is sent to the selected destination.

Exit the Trailer Editor Window

Click **Exit** to close the window.

Maintain Load Types

Navigate

From the Main Menu, select Support Functions > Transportation Setup > Load Type Editor. The current load types and descriptions appear in the Load Type Editor window.

Figure 5–312   Load Type Editor Window

Edit a Record

1. On the Load Type Editor window, double-click the record that you want to edit. The Modify window opens.

Figure 5–313   Load Type Editor Modify Window

2. Edit the load type information as necessary.

3. Click **Save** to save any changes and close the Modify window.

Add a Load

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

Figure 5–314   Load Type Editor Create Record Window
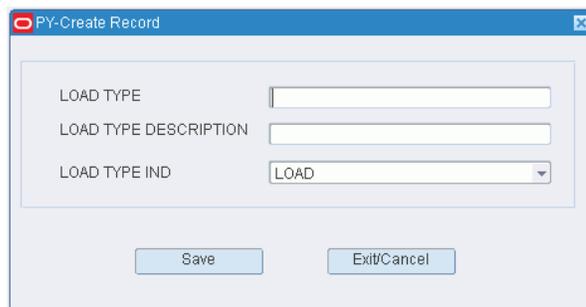
2. Enter the Load Type, description, and the Load Type Indicator fields.

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

Delete a Load

1. On the Load Type Editor window, select the load that you want to delete.

2. Click **Delete Record**.

3. When prompted to delete the record, click **Yes**.

4. Click **Exit/Cancel** to close the window and save your changes.

Exit the Load Type Editor Window

Click **Exit** to close the window.

6

RWMS Integration

This chapter illustrates the integration between various Oracle Retail products and databases that RWMS interacts with as well as the overall dataflow among the products. The accompanying explanations are written from a system-to-system perspective, illustrating the movement of data.

RWMS Deployment

RWMS uses the Unix Server, Oracle 10g Database, and WebLogic Server. Figure 6–1 shows how the client is connected to the entire network. This also enables RWMS with Radio Frequency, through the Hand Held device.

> **Note:** For LAN/WAN, you can be remotely located from the server and connect using a WAN.

Figure 6–1   RWMS Deployment
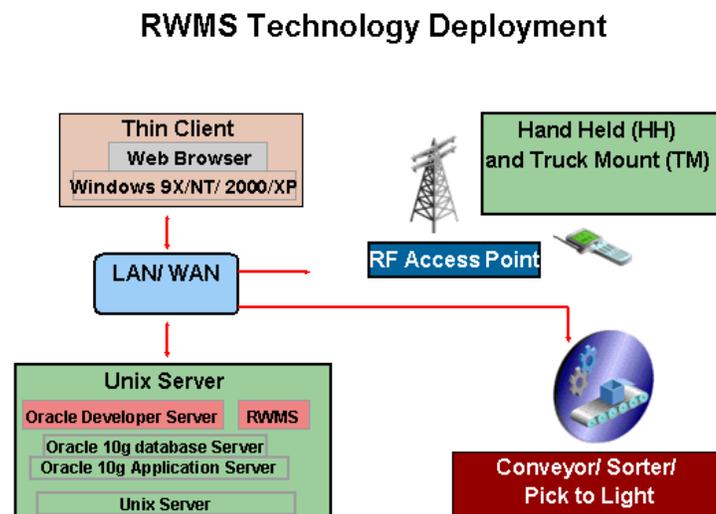
Integration with RIB

This section provides a functional overview of how RWMS integrates with other systems like the Oracle Retail Merchandising System (RMS), Oracle Retail Store Inventory Management (SIM), and Oracle Retail Integration Bus (RIB).

RWMS communicates with the rest of the application suite through RIB. This makes RWMS fully integrated with the Oracle suite of applications. RIB uses a publish and subscribe architecture which allows applications to produce messages and accept messages.

The application that is sending information to other applications publishes the message through RIB, and other applications in the suite can subscribe to it, to receive that message.

Data Integration Flow

Figure 6–2   Data Integration Flow
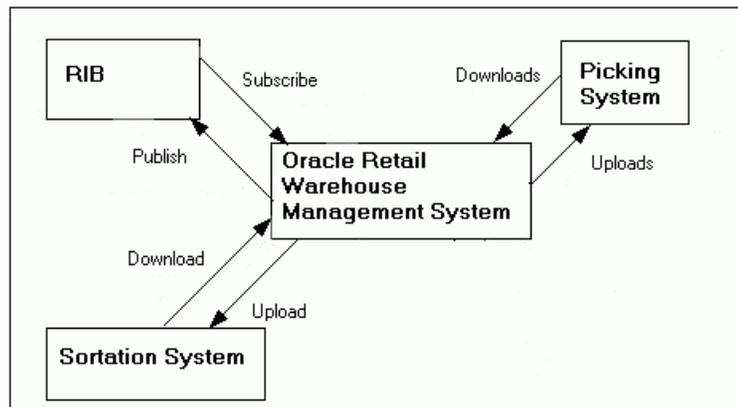
Functional Description of RIB Objects

The following table describes the functional role that messages play with regard to RWMS functionality. The table illustrates the RWMS publishing and subscription messages to and from RIB. For additional information, see the *Oracle Retail Integration Bus Operations Guide* and other RIB documentation.

Table 6–1   Functional Descriptions of RIB Messages

Functional area	Subscription/ Publication	Integration to Products	Description
Inbound			
ASN Inbound	Publication ASNIn_pub	RMS, SIM	These messages contain inbound shipment notifications from both vendors (PO shipments) and warehouses (transfer and allocation shipments). For deliveries coming from other DCs or Stores, there are still ASNs in the system. ORFM sends a secondary ASN with schedule information for these deliveries through the normal ASN interface. They are also marked as MODIFY messages.
Advanced Shipping Notice (Out)	Publication ASNOut_pub	RMS	These messages are responsible for communicating shipment information for the product shipped between DCs. This information includes contents of each shipped container at the item level.
Customer Returns	Publication CustReturn_pub	External	RWMS communicates Customer Returns Information to the Host System. RWMS provides the capability to process item level return information.
Inventory Adjustments	Publication InvAdjust_pub	RMS	RWMS and Store systems publish inventory adjustment data in messages to RIB. The data in the messages include disposition codes for quantities of items for one location.
Return To Vendor	Publication RTV_ pub	RMS	RTV information is published by the external system and placed on RIB. RMS subscribes to the RTV information and places the information onto RMS tables depending on the validity of the records enclosed within the message.
Receipts	Publication Receiving_pub	RMS	Receiving consists of appointment and receipt messages that are published to RIB for RMS, providing open to buy visibility.
Stock Order Status	Publication SOStatus_pub	RMS	A stock order status message contains line items, or detail, of a ship order. Each line item has an associated stock order status. RMS subscribes to stock order status to keep transfer and allocation records up to date.
Item Warehouse (E)	Publication ItemWH_pub	External	RWMS communicates items that reside in a forward picking/forward case picking location to a third-party SKU profiling system for the purposes of warehouse optimization.
Warehouse Equipment (E)	Publication WHEquipClass_ pub	External	RWMS communicates Equipment Information to Host. Host uses this information to help define and calculate fixed and variable time elements of processes in the Distribution Center.
Warehouse Equipment Class (E)	Publication WHEquip_pub	External	RWMS communicates Equipment Class Information to External Hosts. Hosts use this information to help define and calculate fixed and variable time elements of processes in the Distribution Center.
Warehouse Space Locations (E)	Publication WHSpaceLocs_ pub	External	RWMS communicates Location Information. Location is defined as Locations originating in the RWMS System. External systems use this information to help define and calculate fixed and variable time elements of processes in the Distribution Center.

Table 6–1   (Cont.) Functional Descriptions of RIB Messages

Functional area	Subscription/ Publication	Integration to Products	Description
Outbound			
ASN Inbound	Subscription ASNIn_sub	RMS, SIM	These messages are used by RWMS to communicate store-to-warehouse transfers (returns to warehouse) to both RMS and a warehouse management system. These messages are also used to communicate store-to-store transfers to RMS.
Delivery Slot	Subscription rib-rwms.DlvySlt _sub	RMS	This message is communicated by RMS and consists of the delivery slot information, which is needed by transfers and other shipment transactions.
Differentiators (Groups)	Subscription DiffGrp_sub	RMS	These messages are used to communicate differentiator IDs from RMS to RWMS.
Differentiators (Detail)	Subscription Diffs_sub		Differentiators allow users to further distinguish items. RMS publishes these differentiators as messages to RIB, RWMS subscribes to these messages to create and modify the differentiators in warehouses.
Work Order (Outbound)	Subscription rib-rwms.WOIn_ sub	RMS	Outbound Work Order data is published only upon approval of the associated transfer. As such, all work order activity, transformation and packing data are contained in the same message.
Work Order (Inbound)	Subscription rib-rwms.WOOut _sub	RMS	RMS publishes work order messages. A work order provides direction to RWMS about work that needs to be completed on items contained in a recent purchase order. RMS publishes new work order messages soon after it publishes the purchase order message.
Vendor	Subscription rib-rwms.Vendor _sub	SIM	RMS publishes vendor (supplier) and vendor address messages to RIB. Vendor address types for returns, orders, and invoices are published. RWMS subscribes to vendor information. This information is used for the creation of DSD POs and cost management.
User Defined Attributes (UDAs)	Subscription rib-rwms.UDAs_ sub	SIM	RMS publishes messages about user-defined attributes (UDAs) to RIB. UDAs provide a method for defining attributes and associating the attributes with specific items. UDAs are useful for informational and reporting purposes.
Items	Subscription rib-rwms.Item_ sub	RMS	These are messages communicated by RMS that contain all approved items records, including header information, item/supplier, and item/supp/country details, and item/ticket information. The item/supplier/manufacturer and the Item/Supplier/Dimension information also gets published to RWMS by this message family as part of this release.
Stock Order (Allocations and Transfers)	Subscription rib-rwms.StockOr der_sub	SIM	RMS publishes transfer and allocation messages. Both of these are transformed by TAFRs to stock order messages, which are subscribed to by RWMS for fulfillment. The messages are routed to the correct warehouse based on facility type and location. IF RMS publishes the context_type field value as REPAIR then a stock order of type REPAIR is created in RWMS, otherwise it is a MANUAL order type.

Table 6–1   (Cont.) Functional Descriptions of RIB Messages

Functional area	Subscription/ Publication	Integration to Products	Description
Locations	Subscription rib-rwms.Locations_sub	RMS	RWMS subscribes to Location Messages after they have been processed and converted by a TAFR. Location messages are known as Ship Dest in RWMS, and are used to create and maintain Ship Destination records. These records are used to indicate to the warehouse where to ship merchandise and what method/carrier to use. RWMS subscribes E type (External Finisher) as a valid destination.
Purchase Order	Subscription rib-rwms.Order_sub	RMS	These messages contain approved, direct to store purchase orders. Direct Deliveries are received against the POs created in RMS.
PO Schedule	Subscription rib-rwms. POSchedule_sub	ORFM	These messages contain schedule nbr; PO, item, quantity and ASN details.The details are subscribed and insert into RWMS schedule and schedule_detail tables.

RWMS RIB Components

Each section includes information concerning the architecture of the integration method and the data that is being passed back and forth.

Integration using RIB

RWMS can integrate with other Oracle Retail products (such as RMS and SIM) through RIB. RIB utilizes publish and subscribe (pub/sub) messaging paradigm with some guarantee of delivery for a message. In a pub/sub messaging system, an adapter publishes a message to the integration bus that is then forwarded to one or more subscribers. The publishing adapter does not know, nor care, how many subscribers are waiting for the message, what types of adapters the subscribers are, what the subscribers current states are (running/down), or where the subscribers are located. Delivering the message to all subscribing adapters is the responsibility of the integration bus.

See the *Oracle Retail Integration Bus Operations Guide* and other RIB-related documentation for additional information.

RWMS Message Subscription Process

The RIB architecture utilizes a uniform structure. The following is a description of the methods used by the subscription process:

■   The RWMS adapter recognizes that a message with the specific name with a prefix of RDMSUB (for example, RDMSUB_LOC for Location subscription) exists on RIB.

■   The adapter calls the public PL/SQL procedure to 'consume' the message. The public consume procedure is named:

`RDMSUB_XXXX.CONSUME`

This procedure accepts an Oracle Object containing the message information along with the message type (for example, Locationcre/Locationmod/Locationdel). It calls sub_xxxx.process_message to process the message and based on the information received back, it returns a status_code and error_message. When a message is successfully consumed the status_code returns an S and the error_

message is null. The status code might return with an error code if the message processing failed and the error_message contains the error text.

- The consume procedure calls process_message to perform the subscription process:

  `SUB_XXXX.PROCESS_MESSAGE`

  This procedure is the engine of the message processing. It performs all the validation, additional processing, and data changes (Inserts, Updates, and Deletes) by calling other private functions and procedures.

  > **Note:** Detailed information is provided in the corresponding component section of the specific subscription.

RWMS Message Publication Process

The RIB architecture utilizes a uniform structure. The following is a description of the methods used by the Publish process:

- The RWMS receives a publish request from RIB. Publisher messages all have a prefix of RDMMFM (for example, RDMMFM_RECEIVING for publishing appointments/receipts). These are the Message Family Managers (MFM).

- The MFM calls the public PL/SQL procedure to create the message to publish. The public procedure is named:

  `PUB_XXXX`

  This procedure accepts inputs such as facility_type/dc_dest_id/pub_seq. It returns an Oracle Object containing the message information along with the message type (for example, AppointCre for creating appointments). It also returns an error_message if the publication of the message failed. When the message is published successfully, the error_message is null. In several messages, messages are aggregated for bulk processing. This may be based on valid business criteria or simply based on 'max details to publish' as defined in the rib_settings table.

  > **Note:** Detailed information is provided in the corresponding component section of the specific subscription.

Subscription Components

The following types of subscriptions are available:

- Vendor Subscription
- Location Subscription
- Item Subscription
- UDA Subscription
- Differentiator Subscription
- Purchase Order Subscription
- Inbound Work Order Subscription
- Inbound ASN Subscription
- Stock Order Subscription

- Outbound Work Order Subscription

- Pending Returns Subscription

- PO Schedule Subscription

- SKU Optimization Subscription

Vendor Subscription

Vendor messages are used by RWMS to create and maintain Vendor and Vendor Address information. Vendor messages are published by a host system.

Vendor Information is used by RWMS in the inbound processing of Purchase Orders, Items, Receiving, Returns, and RTV.

This family of messages is considered to be Foundation Data. Foundation Data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Vendor Message Structure

The Vendor family of messages can create, modify, and delete Vendor records as well as create, modify, and delete Vendor Addresses. All of the message types are composed of the following sections:

- Message header - This is data about the Vendor, including the Number and the Name, as well as the auditing and sampling requirements for received product.

- Address record - Address Type (for example, Billing, Shipping), Primary Indicator, and basic address information.

Vendor Message Components

The following is a description of the Vendor message components:

- Name of the Consume method: RDMSUB_VENDOR

- Name of the Process Message method: SUB_VENDOR

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Vendor messages belong to the Vendor message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–2   Vendor Message Family

Message	Structure	RIB_Object Type
Vendor Create (VDR_ALL)	Header and Address	Rib_VendorDesc_Rec
Vendor Modify (VDR_MOD)	Header only	Rib_VendorHdrDesc_Rec
Vendor Delete (VDR_DEL)	Header only	Rib_VendorRef_Rec
Vendor Address Create (VDRD_ADD)	Address only	Rib_VendorAddrDesc_Rec
Vendor Address Modify (VDRD_MOD)	Address only	Rib_VendorAddrDesc_Rec

Table 6–2   (Cont.) Vendor Message Family

Message	Structure	RIB_Object Type
Vendor Address Delete (VDRD_DEL)	Address only	Rib_VendorAddrRef_Rec

Primary Vendor Tables

The following are the primary tables in RWMS that hold Vendor data:

- VENDOR
- VENDOR_ADDRESS

> **Note:** Detailed descriptions of these tables are in the RWMS Data
> Model document.

Location Subscription

Location messages, known as Ship Destination to RWMS, are used by RWMS to create and maintain Ship Destination records.

Ship Destination information is used by the warehouse to know where to ship merchandise and what methods/carriers to use.

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Location Message Structure

The Location or Ship Dest family of messages can create, modify and delete Ship Dest records. Ship Dest messages includes a Destination Identifier, address information, Carrier Information, Currency Codes, and Country Codes.

Location Message Components

The following is a description of the Location message components:

- Name of the Consume method: RDMSUB_LOC
- Name of the Process Message method: SUB_LOC

> **Note:** For a general description of the Consume and Process Message
> methods, refer to the preceding RWMS Message subscription process
> section of this document.

Message Summary

All Location messages belong to the Location message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–3   Location Message Family

Message	Structure	RIB_Object Type
Location Create (LOCATIONCRE)	Header only	Rib_LocationDesc_Rec
Location Modify (LOCATIONMOD)	Header only	Rib_LocationDesc_Rec
Location Delete (LOCATIONDEL)	Header only	Rib_LocationRef_Rec

Primary Location Tables

The following are the primary tables in RWMS that hold Location data:

- SHIP_DEST

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

Item Subscription

The Item messages are used by RWMS to create and maintain Item and Item supporting information. Item messages are published by a host system.

Items represent the actual merchandise that is received and shipped from the warehouse. The Item messages provide detail information about the merchandise including the Vendor, dimensions, and user-defined attributes.

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Item Message Structure

The Item family of messages can create, modify, and delete Item Master and related sub Item table records. The Item messages consist of the following areas: Item, Supplier Information, Attributes, Differentiators, Bill of Materials, and UPC. A brief description of each node is provided below.

- **Item** - This is data about the Item itself including Vendor, Description, basic dimensions, and weight. Also included in the Item node is the Item Differentiator information which provides a cross reference between the Item and the Differentiator/Differentiator Group tables.

- **Item Supplier** - The list of suppliers for list item including the primary supplier indicator.

- **Item Supplier Country** - The list of countries for each supplier, including the primary country indicator. Additional information includes Inner Pack Size and TI/HI.

- **Item Supplier Country Dimensions** - The list of dimensions by object type (EACH, CARTON) by country.

- **Item Attributes** - The cross reference information between the Item and Attributes/Attribute Types.

- **Bill of Materials** - Information to relate the Master Item to the Component Items when creating pack items.

- **Item UPC** - Information to relate the Item to a UPC code.

Item Message Components

The following is a description of the Item message components:

- Name of the Consume method: RDMSUB_ITEMS

- Name of the Process Message method: SUB_ITEMS

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Item messages belong to the Item message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–4   Item Message Family

Message	Structure	RIB_Object Type
Item Create (ITEMCRE)	Header and all details	Rib_ItemDesc_Rec
Item Modify (ITEMHDRMOD)	Header only	Rib_ItemHdrDesc_Rec
Item Delete (ITEMDEL)	Header only	Rib_ItemRef_Rec
BOM Create (ITEMBOMCRE)	BOM detail only	Rib_ItemBOMDesc_Rec
BOM Modify (ITEMBOMMOD)	BOM detail only	Rib_ItemBOMDesc_Rec
BOM Delete (ITEMBOMDEL)	BOM detail only	Rib_ItemBOMRef_Rec
UPC Create (ITEMUPCCRE)	UPC detail only	Rib_ItemUPCDesc_Rec
UPC Modify (ITEMUPCMOD)	UPC detail only	Rib_ItemUPCDesc_Rec
UPC Delete (ITEMUPCDEL)	UPC detail only	Rib_ItemUPCRef_Rec
UDA List of Values Create (ITEMUDALOVCRE)	UDA List of Values detail only	Rib_ItemUDALOVDesc_Rec
UDA List of Values Modify (ITEMUDALOVMOD)	UDA List of Values detail only	Rib_ItemUDALOVDesc_Rec
UDA List of Values Delete (ITEMUDALOVDEL)	UDA List of Values detail only	Rib_ItemUDALOVRef_Rec
Item Supplier Create (ITEMSUPCRE)	Item Supplier detail only	Rib_ItemSupDesc_Rec
Item Supplier Modify (ITEMSUPMOD)	Item Supplier detail only	Rib_ItemSupDesc_Rec
Item Supplier Delete (ITEMSUPDEL)	Item Supplier detail only	Rib_ItemSupRef_Rec
Item Supplier Country Create (ITEMSUPCTYCRE)	Item Supplier Country Detail only	Rib_ItemSupCtyDesc_Rec
Item Supplier Country Modify (ITEMSUPCTYMOD)	Item Supplier Country Detail only	Rib_ItemSupCtyDesc_Rec
Item Supplier Country Delete (ITEMSUPCTYDEL)	Item Supplier Country Detail only	Rib_ItemSupCtyRef_Rec
Item Supplier Country Dimension Create (ITEMISCDIMCRE)	Item Supplier Country Dimension detail only	Rib_ISCDimDesc_Rec
Item Supplier Country Dimension Modify (ITEMISCDIMMOD)	Item Supplier Country Dimension detail only	Rib_ISCDimDesc_Rec
Item Supplier Country Dimension Delete (ITEMISCDIMDEL)	Item Supplier Country Dimension detail only	Rib_ISCDimRef_Rec

Primary Item Tables

The following are the primary tables in RWMS that hold Item data:

- ITEM_MASTER
- ITEM_SUPPLIER
- ITEM_SUPP_COUNTRY
- ITEM_SUPP_COUNTRY_DIM
- BILL_OF_MATERIALS
- ITEM_UPC
- ITEM_ATTRIBUTES

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

UDA Subscription

UDA Information, known in RWMS as Attributes and Attribute Types, is used to allow the user to define additional attributes for an Item. For example, for a cotton T-shirt, an Attribute of COTTON, meaning Cotton Short Sleeve T-Shirt, can be created and related to an Item through the Item Attribute table (see the ITEM subscription documentation for more information concerning the Item Attribute message).

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

UDA Message Structure

The UDA family of messages consists of two message types: UDA (Attribute Types) and UDA Values (Attributes). Both messages are single node structures.

- UDA Type - This message includes the UDA Identifier and Description.
- UDA Value Type - This message includes the UDA Value Identifier and Description and the UDA Identifier.

UDA Message Components

The following is a description of the UDA message components:

- Name of the Consume method: RDMSUB_UDAS.
- Name of the Process Message method: SUB_UDAS.

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All UDA messages belong to the UDA message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–5   UDA Message Family

Message	Structure	RIB_Object Type
UDA Create (UDACRE)	Header only	Rib_UDADesc_Rec
UDA Modify (UDAMOD)	Header only	Rib_UDADesc_Rec
UDA Delete (UDADEL)	Header only	Rib_UDARef_Rec
UDA Detail Create (UDAVALCRE)	Detail only	Rib_UDAVALDesc_Rec
UDA Detail Modify (UDAVALMOD)	Detail only	Rib_UDAVALDesc_Rec
UDA Detail Delete (UDAVALDEL)	Detail only	Rib_UDAVALRef_Rec

Primary UDA Tables

The following are the primary tables in RWMS that hold UDA data:

- ATTRIBUTES
- ATTRIBUTE_TYPE

> **Note:**   Detailed descriptions of these tables are in the RWMS Data Model document.

Differentiator Subscription

Differentiators and Differentiator Groups are created and then associated to Items through the Item Differentiator table. (See the ITEM subscription documentation for more information concerning the Item Differentiator message.) This information allows the user further characterize and group Items.

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Differentiator Message Structure

The Differentiator family of messages consists of three message types: Differentiators, Differentiator Groups, and Differentiator Group Details. All of these messages are single node structures.

- **Differentiator Type** - This message includes a Differentiator Identifier, Description, and Type.

- **Differentiator Group Type** - This message includes a Differentiator Group Identifier, Group Description, and Type.

- **Differentiator Group Details Type** - This message includes the Differentiator Identifier, Differentiator Group Identifier, and Description.

Differentiator Message Components

The following is a description of the Differentiator message components:

- Name of the Consume methods: RDMSUB_DIFFS, RDMSUB_DIFFGRP
- Name of the Process Message methods: SUB_DIFFS, SUB_DIFFGRP

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Differentiator messages belong to the Differentiator message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–6   Differentiator Message Family

Message	Structure	RIB_Object Type
Differentiator Create (DIFFCRE)	Header only	Rib_DiffDesc_Rec
Differentiator Modify (DIFFMOD)	Header only	Rib_DiffDesc_Rec
Differentiator Delete (DIFFDEL)	Header only	Rib_DiffRef_Rec
Differentiator Group Create (DIFFGRPCRE)	Header only	Rib_DiffGrpHdrDesc_Rec
Differentiator Group Modify (DIFFGRPMOD)	Header only	Rib_DiffGrpHdrDesc_Rec
Differentiator Group Delete (DIFFGRPDEL)	Header only	Rib_DiffGrpRef_Rec
Differentiator Group Detail Create (DIFFGRPDTLCRE)	Detail only	Rib_DiffGrpDtlDesc_Rec
Differentiator Group Detail Modify (DIFFGRPDTLMOD)	Detail only	Rib_DiffGrpDtlDesc_Rec
Differentiator Group Detail Delete (DIFFGRPDTLDEL)	Detail only	Rib_DiffGrpDtlRef_Rec

Primary Differentiator Tables

The following are the primary tables in RWMS that holds Differentiator data:

- DIFFERENTIATOR
- DIFFERENTIATOR_GROUP
- DIFF_GROUP_DETAIL

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

Purchase Order Subscription

Purchase Order (PO) messages are used by RWMS to create and maintain PO and PO Detail information. Purchase Order messages are published by a host system.

Purchase Order messages authorize a warehouse to be able receive merchandise from a Vendor. These messages provide information to the warehouse about the amount of each item that can be received into the warehouse as well as acceptable date ranges for delivery.

The Purchase Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Purchase Order Message Structure

The Purchase Order family of messages can create, modify, and delete Purchase Order records, as well as create, modify, and delete Purchase Order details. All of the message types are composed of the following sections:

Purchase Order Message Components

The following is a description of the Purchase Order message components:

- Name of the Consume methods: RDMSUB_ORDER

- Name of the Process Message methods: SUB_PO

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All PO messages belong to the PO message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–7   PO Message Family

Message	Structure	RIB_Object Type
Purchase Order Create (POPhysCre)	Header and Detail	Rib_PoPhyDesc_Rec
Purchase Order Modify (POPhysMod)	Header only	Rib_PoPhyDesc_Rec
Purchase Order Delete (POPhysDel)	Header only	Rib_PoRef_Rec
Purchase Order Detail Create (PODtlPhysCre)	Header and Detail	Rib_PoPhyDesc_Rec
Purchase Order Detail Modify (PODtlPhysMod)	Header and Detail	Rib_PoPhyDesc_Rec
Purchase Order Detail Delete (PODtlPhysDel)	Detail only	Rib_PoDtlRef_Rec

Primary Purchase Order Tables

The following are the primary tables in RWMS that hold PO data:

- PO

- PO_DETAIL

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

Inbound Work Order Subscription

Inbound Work Order messages are used by RWMS to create and maintain work order information. Inbound Work Order messages are published by a host system.

Inbound Work Order messages represent a request for the warehouse to perform work on the merchandise before it is shipped to the stores or customers.

The Inbound Work Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Inbound Work Order Message Structure

The Inbound Work Order family of messages can create, modify, and delete Inbound Work Order records. The message includes the following information: Item, WIP Code, Sequence, and Instructions.

Inbound Work Order Message Components

The following is a description of the Inbound Work Order message components:

■ Name of the Consume methods: RDMSUB_WOIN

■ Name of the Process Message methods: SUB_WOIN

Note: For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Inbound Work Order messages belong to the Inbound Work Order message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–8   Inbound Work Order Message Family

Message	Structure	RIB_Object Type
Inbound Work Order Create (INBDWOCre)	Header only	Rib_WOInDesc_Rec
Inbound Work Order Modify (INBDWOMod)	Header only	Rib_WOInDesc_Rec
Inbound Work Order Delete (INBDWODel)	Header only	Rib_WOInRef_Rec

Primary Inbound Work Order Tables

The following are the primary tables in RWMS that hold Inbound Work Order data:

■ INBOUND_WORK_ORDER

Note: Detailed descriptions of these tables are in the RWMS Data Model document.

Inbound ASN Subscription

Inbound Advanced Ship Notice (ASN) messages are used by RWMS to create and maintain Advanced Shipment Information within the system. Inbound ASN messages are published by an outside Vendor or by another warehouse through the publication and transformation on an Outbound ASN.

Inbound ASN messages represent an ASN of incoming merchandise. These messages provide information to the warehouse about the amount of each item that is coming to the DC.

The Inbound ASN messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Inbound ASN Message Structure

The Inbound ASN messages come in two styles depending on the type. PO Type ASNs provide information about the Items being shipped to the warehouse. Carton Type ASNs also provide information about the Items and in addition supply all of the carton information as well. The two structures share common nodes, detailed below:

- **Message header** - ASN Number, Type, Carrier.

- **POrecord** - Purchase Order information.

- **Carton** - Container Identifier, dimensions (for Carton Type ASNs).

- **Items** - Details about all items in the Container.

Inbound ASN Message Components

The following is a description of the BOL message components:

- Name of the Consume methods: RDMSUB_ASNIN

- Name of the Process Message methods: SUB_ASN

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All ASN messages belong to the ASN message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–9   ASN Message Family

Message	Structure	RIB_Object Type
ASN Inbound PO Create (ASNINPOCre)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound PO Modify (ASNINPOMod)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound PO Delete (ASNINPODel)	Header only	Rib_ASNInRef_Rec
ASN Inbound Container Create (ASNINCTNCre)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound Container Modify (ASNINCTNCre)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound Container Delete (ASNINCTNCre)	Header only	Rib_ASNInRef_Rec

Primary Inbound ASN Tables

The following are the primary tables in RWMS that hold ASN data:

- ASN

- ASN_ITEM

- CONTAINER

- CONTAINER_ITEM

- PO

- PO_DETAIL

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

Stock Order Subscription

Stock Order messages are used by RWMS to create and maintain stock order, stock allocation, and component ticketing information. Stock Order messages are published by a host system.

Stock Order messages represent a request for merchandise to be sent to another location. These messages provide information to the warehouse about the amount of each item that needs to processed and shipped to the provided destination along with billing and shipping address information.

The Stock Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Stock Order Message Structure

The Stock Order family of messages can create, modify, and delete Stock Order records, as well as create, modify, and delete Stock Orders details, Stock Allocation, and Component Ticketing. All of the message types are composed of the following sections:

- **Message header** - This is data about the Stock Order including billing and shipping information, picking dates, and cartonization information.
- **Allocation record** - Requested Items, Destinations, and quantities.
- **Component ticketing record** - Master and Component Item relationships.

Stock Order Message Components

The following is a description of the Stock Order message components:

- Name of the Consume methods: RDMSUB_SO
- Name of the Process Message methods: SUB_SO

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Stock Order messages belong to the Stock Order message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–10   Stock Order Message Family

Message	Structure	RIB_Object Type
Stock Order Create (SOCRE)	Header and Detail	Rib_SoDesc_Rec
Stock Order Modify (SOMOD)	Header only	Rib_SoDesc_Rec
Stock Order Delete (SODEL)	Header only	Rib_SoRef_Rec
Stock Allocation Create (SODCRE)	Header and Detail	Rib_SoDesc_Rec

Table 6–10   (Cont.) Stock Order Message Family

Message	Structure	RIB_Object Type
Stock Allocation Modify (SODMOD)	Header and Detail	Rib_SoDesc_Rec
Stock Allocation Delete (SODDEL)	Detail only	Rib_SoDtlRef_Rec

Primary Stock Order Tables

The following are the primary tables in RWMS that hold Stock Order data:

- STOCK_ORDER

- STOCK_ALLOCATION

- COMPONENT_TICKETING

- STOCK_ALLOCATION_CID

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

Outbound Work Order Subscription

Outbound Work Order messages are used by RWMS to create and maintain work order information. Outbound Work Order messages are published by a host system.

Outbound Work Order messages represent a request to the warehouse to perform work on the merchandise before it is shipped to the stores or customers.

The Outbound Work Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Outbound Work Order Message Structure

The Outbound Work Order family of messages can create, modify, and delete Outbound Work Order records. The message includes the following information: distribution, destination, item, WIP sequence number, WIP code, personalization, instructions, order line number, and the auto complete flag.

Outbound Work Order Message Components

The following is a description of the Outbound Work Order message components:

- Name of the Consume methods: RDMSUB_WOOUT

- Name of the Process Message methods: SUB_WOOUT

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Outbound Work Order messages belong to the Outbound Work Order message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–11   Outbound Work Order Message Family

Message	Structure	RIB_Object Type
Outbound Work Order Create (OUTBDWOCre)	Header and Detail	Rib_WoOutDesc_ Rec
Outbound Work Order Modify (OUTBDWOMod)	Header and Detail	Rib_WoOutDesc_ Rec
Outbound Work Order Delete (OUTBDWODel)	Header only	Rib_WoOutRef_Rec

Primary Outbound Work Order Tables

The following descriptions are for the primary tables in RWMS that hold Outbound Work Order data:

- OUTBOUND_WORK_ORDER

> **Note:**   Detailed descriptions of these tables are in the RWMS Data Model document.

Pending Returns Subscription

Pending Return messages are used by RWMS to create and maintain Pending Returns information. Pending Returns messages are published by a host system.

Pending Returns messages represent a notification to the warehouse of merchandise that is being returned to the warehouse. These messages provide information to the warehouse about the amount of each item that is being returned.

The Pending Returns messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Pending Returns Message Structure

The Pending Returns family of messages can create, modify and delete Pending Returns records as well as create, modify, and delete Pending Returns details. All of the message types are composed of the following sections:

- **Message header** - This is data about the RMA Number, PRO Number, and Receipt Date.

- **Detail record** - The item and quantity.

Pending Returns Message Components

The following is a description of the Pending Returns message components:

- Name of the Consume methods: RDMSUB_PENDRETURN

- Name of the Process Message methods: SUB_PENDRETURN

> **Note:**   For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Pending Return messages belong to the Pending Returns message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–12   Pending Return Messages Family

Message	Structure	RIB_Object Type
Pending Returns Create (PendRetCre)	Header and Detail	Rib_PendRtrnDesc_Rec
Pending Returns Modify (PendRetMod)	Header only	Rib_PendRtrnDesc_Rec
Pending Returns Delete (PendRetDel)	Header only	Rib_PendRtrnRef_Rec
Pending Returns Detail Create (PendRetDtlCre)	Detail only	Rib_PendRtrnDtlDesc_Rec
Pending Returns Detail Modify (PendRetDtlMod)	Detail only	Rib_PendRtrnDtlDesc_Rec
Pending Returns Detail Delete (PendRetDtlDel)	Detail only	Rib_PendRtrnDtlRef_Rec

Primary Pending Returns Tables

The following are the primary tables in RWMS that hold Pending Returns data:

- PENDING_RETURNS

- PENDING_RETURNS_DETAIL

> **Note:**   Detailed descriptions of these tables are in the RWMS Data Model document.

PO Schedule Subscription

PO Schedule messages are used by RWMS to create and maintain Schedule information. Schedule messages are published by ORFM.

PO Schedule messages represent a notification to the warehouse of merchandise that NF has been created from ORFM. These messages provide information to the warehouse about the PO, ASN and Item details.

The PO Schedule messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

PO Schedule Message Structure

The PO Schedule family of messages can create.PO Schedule records as well as create PO Schedule details. All of the message types are composed of the following sections:

- Message header - This is data about the Schedule Number, Physical WH

- Detail record - The requisition nbr, requisition type, item and consolidated_ quantity

PO Schedule Message Components

The following is a description of the PO Schedule message components:

- Name of the Consume methods: RDMSUB_PO_SCHD

■ Name of the Process Message methods: SUB_PO_SCHD

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All PO Schedule messages belong to the POSchedule message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–13 PO Schedule Messages Family

Message	Structure	RIB_Object Type
PO Schedule Create (k_PO_SCHD_CRE)	Header and Detail	RIB_POScheduleDesc_REC
PO Schedule	Header and Detail	RIB_POSchedule_REC
PO Schedule Detail	Detail only	RIB_POScheduleDtl_REC

Primary Schedule Tables

The following are the primary tables in RWMS that hold Schedule data:

■ SCHEDULE

■ SCHEDULE_DETAIL

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

SKU Optimization Subscription

SKU Optimization Information is used to receive recommended slotting information from a third-party item optimization vendor.

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

SKU Optimization Message Structure

The SKU Optimization family of messages can create Task Queue records. Records contain location, group number, move number, sequence number, and item information.

SKU Optimization Message Components

The following is a description of the SKU Optimization message components:

■ Name of the Consume methods: RDMSUB_SKUOPTM

■ Name of the Process Message methods: SUB_SKUOPTM

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All SKU Optimization messages belong to the SKUOptm message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–14   SKUOptm Message Family

Message	Structure	RIB_Object Type
SKU Optimization Create (SKUOptmCre)	Header only	Rib_SKUOptmDesc_Rec

Primary SKU Optimization Tables

The following descriptions are for the primary tables in RWMS that hold SKU Optimization data:

- TASK_QUEUE

> **Note:** Detailed descriptions of these tables are in the RWMS Data Model document.

Publish Components

The following types of publishing components are available:

- Inbound ASN Publish
- Appointments/Receipts Publish
- Stock Order Status Publish
- Outbound ASN Publish
- Inventory Adjustments Publish
- Customer Returns Publish
- Return to Vendor Publish

Inbound ASN Publish

RWMS is responsible for communicating Inbound ASN Information to the Host System. Inbound ASN is defined as ASN Information originating in the RWMS System. Inbound ASNs can be Container or PO Type ASNs. PO Type ASNs detail item information is received at a unit level, not container level information. Container Type Inbound ASNs detail item information is received at a container level. Container information includes Container ID, Destinations, Distro Number, Unit Quantity, PO, and Item.

Inbound ASN messages are communicated to the Host once it is appointed. The entire hierarchical message is sent. To modify an ASN, the ASN must not be associated to an Appointment. Once modified, the entire hierarchical message is resent.

Inbound ASN Tables

The RWMS tables are populated when a record is recreated in the RWMS screens. These are the tables that stage the ASN records to be published:

- *ASN_UPLOAD*

- *ASN_ITEM_UPLOAD*

- *ASN_CONT_UPLOAD*

- *ASN_PO_UPLOAD*

Inbound ASN Message Components

The following is a description of the Inbound ASN message components:

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

- Name of the GetNxt methods: RDMMFM_ASNIN.getnxt

- Name of the message builder procedure: PUB_INBOUND_ASN

Message Summary

All Inbound ASN messages belong to the Inbound ASN message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–15   Inbound ASN Messages Family

Message	Structure	RIB_Object Type
Advance Shipping Notice Create (ASNInCre)	Header and Detail	Rib_ASNInDesc_Rec
Advance Shipping Notice Delete (ASNInDel)	Header only	Rib_ASNInRef_Rec

State Diagram

Figure 6–3   Inbound ASN Messages State Diagram

Create Inbound ASN Messages

Item	Action
Prerequisites	Must be an ASN appointment and a valid ASN.
Activity Detail	Assign the ASN to an Appointment.
Messages	When Inbound ASN Messages are created, the Inbound ASN Create data is inserted into the ASN_Upload table. The Inbound ASN Create message is a hierarchical message containing a full snapshot of the Inbound ASN Message at the time the ASN was appointed.

Delete Inbound ASN Messages

Item	Action
Prerequisites	Must be an ASN appointment and a valid ASN.
Activity Detail	Remove the ASN from the Appointment.
Messages	When Inbound ASN Delete Messages are created, the Inbound ASN Delete data is inserted into the ASN_Upload table. The Inbound ASN Create message is a hierarchical message containing a full snapshot of the Inbound ASN Message at the time the ASN was appointed.

Triggers

None.

Appointments/Receipts Publish

RWMS is responsible for communicating Appointment Information to the Host System. Appointment information consists of the Appointment Number, PO Information, Item Details, Scheduled Units, and as well as ASN Information when related to an ASN.

Appointment messages are transmitted to the Host once the Appointment is scheduled. Once scheduled, Appointment messages are communicated at the addition, modification, or deletion of a detail, a modification of the header information such as arrival time, or at Open, Close, and Deletion of the appointment.

RWMS is responsible for communicating Receipt Information to the Host System.

Receipt information is at the container level. It is uploaded to the host from the container level or when an appointment is closed depending on an RWMS system parameter. Receipt Info Upload includes appointment information, item number, ASN number if applicable, quantity, purchase order number, disposition changes, and type of receipt.

Receipt types include:

- Initial Receipt

- Adjustment to an already uploaded receipt

Both types of receipts contain the same information listed above.

Receipt/Appointment Tables

The RWMS tables are populated when a record is created in RWMS. These are the tables that stage the Receipts and Appointments:

- APPT_DETAIL_TO_UPLOAD

- APPT_HEADER_TO_UPLOAD

- RECEIPT_TO_UPLOAD

- OVERAGES_TO_UPLOAD

Receipt/Appointment Message Components

The following is a description of the Receipt/Appointment message components:

- Name of the GetNxt methods: RDMMFM_RECEIVING.getnxt

- Name of the message builder procedures: PUB_RECEIPT and PUB_ APPOINTMENT

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Receipt and Appointment messages belong to the Receipt message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–16   Receipt Message Family

Message	Structure	RIB_Object Type
Appointment Create (AppointCre)	Header and Detail	Rib_AppointDesc_Rec
Appointment Modify (AppointMod)	Header only	Rib_AppointDesc_Rec
Appointment Delete (AppointDel)	Header only	Rib_AppointRef_Rec
Appointment Detail Create (AppointDtlCre)	Header and Detail	Rib_AppointDesc_Rec
Appointment Detail Modify (AppointDtlMod)	Header and Detail	Rib_AppointDesc_Rec
Appointment Detail Delete (AppointDtlDel)	Header and Detail	Rib_AppointDtlRef_Rec

State Diagram

Figure 6–4   Appointments State Diagram
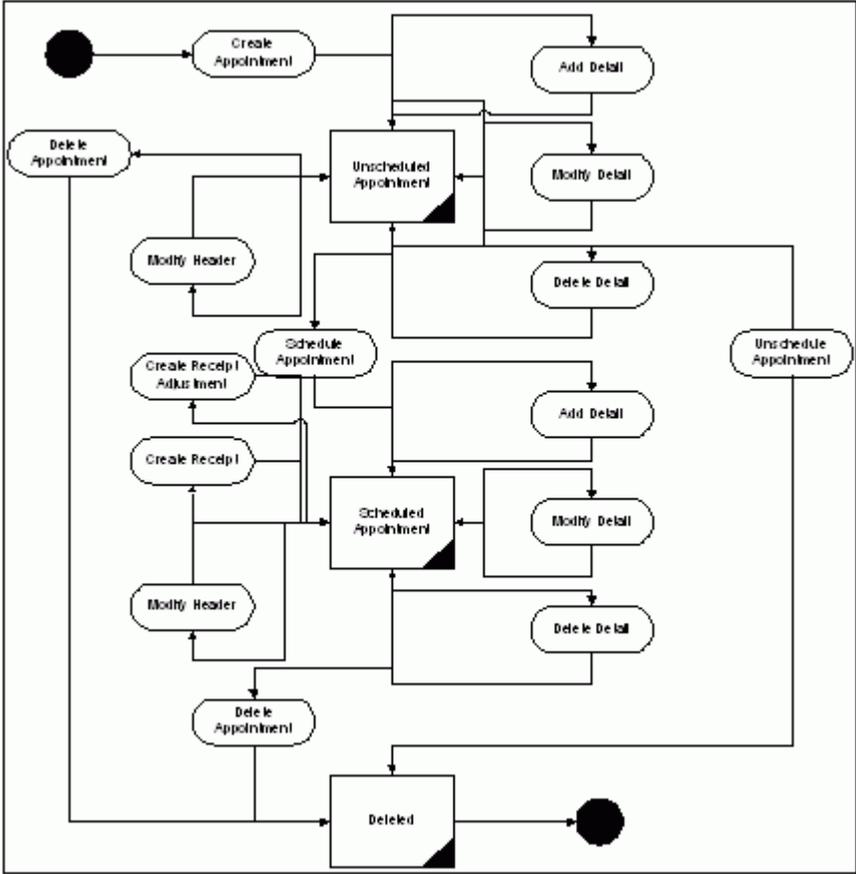
Appointment Create

Item	Action
Prerequisites	A valid door and trailer must exist to create an appointment.
Activity Detail	None
Messages	When Appointment Create Messages are created, the Appointment Create data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Create message is a hierarchical message containing a full snapshot of the Appointment Message at the time the first appointment detail record is added.

Appointment Modify

Item	Action
Prerequisites	Appointment must exist.
Activity Detail	Change the Door, Appointment Time Stamp.
Messages	When Appointment Modify Messages are created, the Appointment Modify data is inserted into the Appt_Header_To_Upload table. The Appointment Modify message is a flat message containing a full snapshot of the Appointment Modify Message at the time the appointment status is changed.

Appointment Delete

Item	Action
Prerequisites	Appointment must exist and be in the appropriate status
Activity Detail	Cascade deletes to any associated detail tables.
Messages	When Appointment Delete Messages are created, the Appointment Delete data is inserted into the Appt_Header_To_Upload table. The Appointment Delete message is a flat message containing the Appointment Number that was deleted.

Appointment Detail Create

Item	Action
Prerequisites	Valid appointment header and a valid PO and Item. If related to an ASN, the ASN must be valid.
Activity Detail	None
Messages	When Appointment Detail Create Messages are created, the Appointment Detail Create data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Detail Create message is a flat message containing a full snapshot of the Appointment Detail Create Message at the time the appointment detail is created.

Appointment Detail Modify

Item	Action
Prerequisites	Appointment detail record must exist in the appropriate status.
Activity Detail	Appropriate checks made to maintain data integrity.

Item	Action
Messages	When Appointment Detail Modify Messages are created, the Appointment Detail Modify data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Detail Modify message is a flat message containing a full snapshot of the Appointment Detail Modify Message at the time the appointment detail was modified changed.

Appointment Detail Delete

Item	Action
Prerequisites	Appointment detail record must exist in the appropriate status.
Activity Detail	None
Messages	When Appointment Detail Delete Messages are created, the Appointment Detail Delete data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Detail Delete message is a flat message containing a full snapshot of the Appointment Detail Delete Message at the time the appointment detail was created.

Create Receipt

Item	Action
Prerequisites	Valid appointment must exist.
Activity Detail	Receipt of Container creates a Receipt to upload.
Messages	When a receipt is created, the Receipt Create data is inserted into the Receipt_To_Upload table. The Receipt Create message is a flat message containing a full snapshot of the receipt at the time the receipt is created. If you enter any overage/damage information, the data is inserted into overages_to_upload table.

Create Receipt Adjustment

Item	Action
Prerequisites	Container is received and the initial receipt upload is sent.
Activity Detail	Each container is individually checked using RWMS functionality.
Messages	When a receipt adjustment is created, the Receipt Adjustment data is inserted into the Receipt_To_Upload table. The Receipt Adjustment message is a flat message containing a full snapshot of the receipt adjustment at the time the receipt adjustment is created.

Triggers

None.

Stock Order Status Publish

RWMS is responsible for communicating Stock Order status Information to the Host System. RWMS generates stock order status information upon detection of any changes to a stock order.

These statuses include:

- Successful Insert

- Successful Delete

- Store Reassign

- Detail Selected

- Detail Unselected

- Pick Created

- Pick Deleted

- Return to Stock

- Cartonization Complete

- Cartonization Reversed

- Expired Stock Order

- No Inventory

Information includes distribution number, distribution type, item information, and quantities, and status.

Stock Order Status Tables

The RWMS tables are populated when a record is created in RWMS. This is the table that stages the Stock Order Status records to be published:

- STOCK_ORDER_INFO_UPLOAD

Stock Order Info Upload Message Components

The following is a description of the Stock Order Status message components:

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

- Name of the GetNxt methods: RDMMFM_SOSTATUS.getnxt

- Name of the message builder procedures: PUB_STOCKORDER_STATUS

Message Summary

All Stock Order Status messages belong to the Stock Order Status message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–17   Stock Order Message Family

Message	Structure	RIB_Object Type
Stock Order Create (SOStatusCre)	Header and Detail	Rib_SOStatusDesc_Rec

State Diagram

Figure 6–5   Create Stock Order State Diagram
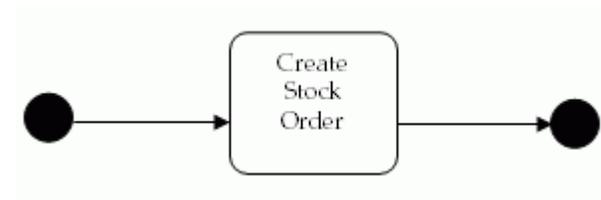
Create Stock Order Info Messages

Item	Action
Prerequisites	Valid distribution number.
Activity Detail	Generate throughout the system per normal use of the system.
Messages	When Stock Order Info Messages are created, the Stock Order Info Create data is inserted into the Stock_Order_Info_Upload table. The Stock Order Info Create message is a flat message containing a full snapshot of the Stock Order Info Messages at the time the inventory was affected.

Triggers

None.

Outbound ASN Publish

RWMS is responsible for communicating Outbound ASN Information to the Host System.

Outbound ASN Information consists of ASN Information, BOL Number, Manifest Information, including Trailer and Carrier, Container Information including Items, Unit Quantities, Container ID, Destination, and Distribution Information.

An outbound ASN is generated for a distinct Shipping Trailer/Destination.

Outbound ASN Tables

The RWMS tables are populated when a record is recreated in the RWMS screens. This is the table that stages the Outbound ASN records to be published:

■ BOL_TO_UPLOAD

Outbound ASN Message Components

The following is a description of the Outbound ASN message components:

■ Name of the GetNxt methods: RDMMFM_ASNOUT.getnxt

■ Name of the message builder procedures: PUB_OUTBOUND_ASN

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Outbound ASN messages belong to the Outbound ASN message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–18   Outbound ASN Message Family

Message	Structure	RIB_Object Type
Outbound ASN Create (ASNOutCre)	Header and Detail	Rib_ASNOutDesc_Rec

State Diagram

Figure 6–6   Create Outbound ASN Messages State Diagram

Create Outbound ASN Messages

Item	Action
Prerequisites	Trailer must be in a Shipped Status.
Activity Detail	None
Messages	When Outbound ASN Messages are created, the Outbound ASN Create data is inserted into the BOL_To_Upload table. The Outbound ASN Create message is a hierarchical message containing a full snapshot of the Outbound ASN Message at the time the shipment was created.

Triggers

None.

Inventory Adjustments Publish

RWMS is responsible for communicating Inventory Adjustments Information to the Host System.

Inventory Adjustments can be categorized as true inventory adjustments or inventory disposition changes.

True inventory adjustments are adjusting the actual quantity of the inventory available. Inventory disposition is changing the status of the inventory (for example, from unavailable to sell, to available to sell). True inventory adjustments must always have a disposition change; however, the user may have an inventory disposition without a true inventory adjustment.

Inventory Disposition statuses include:

- Receipt in Process (RIP)

- Available to Sell (ATS)

- Pending WIP on Inventory (WIP code is included)

- Trouble (Trouble code is included)

■ Distributed

The user can define alternate statuses to be uploaded to the host through an RWMS defined editor.

Inventory Adjustments Tables

The RWMS tables are populated when a record is recreated in the RWMS screens. This is the table that stages the Inventory Adjustment records to be published:

■ INV_ADJUSTMENT_TO_UPLOAD

Inventory Adjustment Message Components

The following is a description of the Inventory Adjustment message components:

■ Name of the GetNxt methods: RDMMFM_INVADJUST.getnxt.

■ Name of the message builder procedures: PUB_INVENTORY_ADJUSTMENT.

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Inventory Adjustment messages belong to the Inventory Adjustment message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–19   Inventory Adjustment Message Family

Message	Structure	RIB_Object Type
Inventory Adjustment Create (InvAdjustCre)	Header and Detail	Rib_InvAdjustDesc_Rec

State Diagram

Figure 6–7   Create Inventory Adjustments State Diagram

Create Inventory Adjustments

Item	Action
Prerequisites	None
Activity Detail	Inventory adjustments are created throughout the entire system as a result of normal processing.
Messages	When an Inventory Adjustments is created, the Inventory Adjustments Create data is inserted into the Inv_Adjustment_To_ Upload table. The Inventory Adjustments Create message is a flat message containing a full snapshot of the Inventory Adjustments at the time the Inventory Adjustments is created.

Triggers

None.

Inventory Balance Upload

When requested, RWMS uploads an image of the current inventory. The format of the inventory balance record is as follows:

Table 6–20   Format of Inventory Balance Record

Field Description	Template	Description
Location (DC)	X (10)	Destination ID of the DC.
Transaction Date/Time	YYYYMMDDHHMI	Date of run.
Item ID	X (25)	Item identifier.
Available Units	N (8) v N (4)	Units available for distribution.
Distributed Units	N (8) v N (4)	Units distributed includes: Units distributed but not yet picked. Units picked but not yet manifested. Units manifested but not yet shipped.
Received Units	N (8) v N (4)	Units received but not put away.
Total Units	N (8) v N (4)	Sum of all units that physically exist: container status of: I, D, M, R, T, X.
Available Weight	N (8) v N (4)	Weight available for distribution of catch weight items.
Distributed Weight	N (8) v N (4)	Weight distributed includes: Weight distributed but not yet picked. Weight picked but not yet manifested. Weight manifested but not yet shipped. Values only for catch weight items.
Received Weight	N (8) v N (4)	Weight received but not putaway for catch weight items.

Table 6–20   (Cont.) Format of Inventory Balance Record

Field Description	Template	Description
Total Weight	N (8) v N (4)	Sum of all weight that physically exists: container status of: I, D, M, R, T, X. For catch weight items.

Customer Returns Publish

RWMS is responsible for communicating Customer Returns Information to the Host System.

RWMS provides the capability to process item level return information. Information to the host upon completion of the process includes: item information, unit quantity information, the RMA number, zero or more reason codes, zero or more action codes, and possibly replacement items and replacement quantities.

Customer Returns Tables

The RWMS tables are populated when a record is created in RWMS. This is the table that stages the Customer Returns records to be published:

■   RETURNS_UPLOAD

Customer Returns Message Components

The following is a description of the Customer Returns message components:

■   Name of the GetNxt methods: RDMMFM_CUSTRETURN.getnxt

■   Name of the message builder procedures: PUB_CUSTOMER_RETURNS

> **Note:**   For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Customer Returns messages belong to the Customer Return message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–21   Customer Return Message Family

Message	Structure	RIB_Object Type
Customer Return Create (CORetCre)	Header and Details	Rib_CustRetDesc_Rec

State Diagram

Figure 6–8   Create Customer Returns State Diagram

Create Customer Returns

Item	Action
Prerequisites	There are no prerequisites for Customer Returns.
Activity Detail	There is no activity details, once the message is processed there are no modifications.
Messages	When a Customer Return is created, the Customer Returns Create data is inserted into the Returns_Upload table. The Customer Returns Create message is a flat message containing a full snapshot of the Customer Returns at the time the Customer Returns is created.

Triggers

None.

Return to Vendor Publish

RWMS is responsible for communicating RTV Information to the Host System. RTV information is sent to the Host when the DC chooses to return merchandise to the Vendor. Information includes Return Authorization Numbers, Vendor Information including address, Item and Quantity Information, and Inventory Disposition Statuses.

RTV Tables

The RWMS tables are populated when a record is posted in RWMS. These are the tables that stage the Return to Vendor records to be published:

- INV_ADJUSTMENT_TO_UPLOAD

- RTV

Return to Vendor Message Components

The following is a description of the Return to Vendor message components:

- Name of the GetNxt methods: RDMMFM_RTV.getnxt

- Name of the message builder procedures: PUB_RETURN_TO_VENDOR

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Return to Vendor messages belong to the Return to Vendor message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–22   Return to Vendor Message Family

Message	Structure	RIB_Object Type
Return To Vendor Create (RTVCre)	Header only	Rib_RTVDesc_Rec

State Diagram

Figure 6–9   Create RTV Messages State Diagram
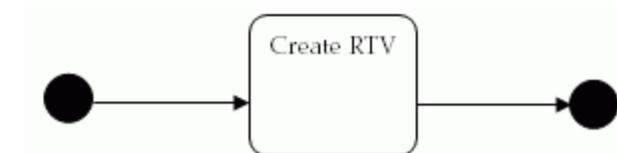
Create RTV Messages

Item	Action
Prerequisites	Container must be in the appropriate status.
Activity Detail	All pending WIPs and Troubles are cleared prior to RTV.
Messages	When RTV Messages are created, the RTV Create data is inserted into the Stock_Order_Info_Upload table. The RTV Create message is a flat message containing a full snapshot of the RTV Messages at the time the inventory was affected.

Triggers

None.

Streamsoft Components

The following types of publishing components are available:

- Space Locations Publish
- Item Warehouse Publish

Space Locations Publish

RWMS is responsible for communicating Forward Unit and Forward Case Picking Location (FPL and FCPL respectively) information to a third-party SKU profiling system for the purposes of warehouse optimization.

RDM FPL/FCPL information can be published in one of two ways. The first is through a Distribution Center (DC) Profiling support function provided within RWMS. The second is through a series of location related event triggers that result in the location data being sent. These event triggers include:

- Creation or Deletion of a new unit or case picking (published) location.
- Updates to a published location's type, zone, status, put-away sequence, or pick sequence.
- Deletion or Update of information pertaining to a published location's type, such as description, container capacity, length, width, height, max standard units, volume type, unit cost, and whether or not the location is for unit or case picking.
- Update of information pertaining to a published location's zone, such as description, pick priority, region, or work area.
- Insert, Delete, or Update of an item to/from a picking location when the item is SKU optimized and is assigned for SKU publishing. In this case, the location information for the picking location where the item assigned/unassigned is sent.

The information sent to the third-party system on an add or modify includes: location ID, zone information, items assigned to that location for picking, and location type information such as whether the location is unit or case pick, length, height, and so on. Deletion of location information includes only the DC Destination ID (from location) and the location ID for the location being deleted.

Space Location Tables

The RWMS tables are populated when a record is posted in RWMS. This is the table that stages the Space Locations records to be published:

- LOCATION_UPLOAD

Space Location Message Components

The following is a description of the Space Location message components:

- Name of the GetNxt methods: RDMMFM_SPACELOCS.getnxt

- Name of the message builder procedures: PUB_SPACE_LOCATION

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Space Locations messages belong to the Space Location message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–23   Space Location Message Family

Message	Structure	RIB_Object Type
Space Locations Create (SpaceLocsCre)	Header and Details	Rib_SpaceLocsDesc_Rec
Space Locations Modify (SpaceLocsMod)	Header and Details	Rib_SpaceLocs_Desc_Rec
Space Locations Delete (SpaceLocsDel)	Header only	Rib_SpaceLocsRef_Rec

Item Warehouse Publish

RWMS item information can be published in one of two ways. The first is through a Distribution Center (DC) Profiling support function provided within RWMS. The second is through a series of item related event triggers that result in the item data being sent. These event triggers include:

RWMS is responsible for communicating items that reside in a forward picking/forward case picking location to a third-party SKU profiling system for the purposes of warehouse optimization.

- Modification or deletion of optimized and published item/SKU (item has sku_optimized and sku_opt_published flags set to Y).

- Modification or deletion of optimized and published SKU supplier information.

- Modification or deletion of optimized and published SKU supplier country information.

- Modification or deletion of optimized and published SKU supplier country DIM information.

- Creation, modification, or deletion of optimized and published SKU association to a forward picking/case picking location.

- First association of optimized SKU to an appointment.

- First association of optimized SKU to an allocation.

The information sent to the third-party system for add or modify requests includes: item header information, item supplier information, item supplier country information, and item supplier country DIM information. Deletes of item information includes only the DC Destination ID (from location) and the item ID for the item being deleted.

Item Tables

The following table is populated when the item information is published by RWMS.

- ITEM_MASTER_UPLOAD

Item Warehouse Message Components

The following is a description of the Item Warehouse message components:

- Name of the 'GetNxt' methods: RDMMFM_ITEMWH.getnxt

- Name of the message builder procedures: PUB_ITEMWH

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Item Warehouse messages belong to the Item Warehouse message family. The structure of the message depends on the message type to be performed. The following table lists each message, the structure, and the associated Rib_Object.

Table 6–24   Item Warehouse Message Family

Message	Structure	RIB_Object Type
Item Warehouse Create (ItemWHCre)	Header and Details	Rib_ItemWHDesc_Rec
Item Warehouse Modify (ItemWHMod)	Header and Detail	Rib_ItemWHDesc_Rec
Item Warehouse Delete (ItemWHDel)	Header only	Rib_ItemWHRef_Rec

Acronyms and Terms used in RIB Components

The following section introduces the acronyms and terms used in RIB Components.

Acronyms

These acronyms are used throughout this section:

- **ASCII** – American National Standard Code for Information Interchange
- **ASN** – Advance Shipment Notice
- **DC** – Distribution Center
- **PO** – Purchase Order
- **SKU** – Stock Keeping Unit

Terms

These terms are used throughout this section:

- **Appointment** – A scheduled arrival of in-bound merchandise.
- **ASN** – Advance Shipment Notice. A Host Download that provides either a list of containers and their contents, or a set of PO/Item/Destinations.
- **Container** – A type of receptacle (such as a carton, pallet, tote, roll cage.) that contains items and/or other containers.
- **Destination** – The ultimate source for containers. This covers out-bound destinations, including the DC itself and internal replenishment. This is also referred to as the shipping destination. For consumer direct order fulfillment, this field is used to specify the shipment method or parcel carrier service.
- **Download** – Any data file coming into RWMS.
- **Field** – An individual data element within a record.
- **File** – The mechanism by which batch data is transferred. These are ASCII files.
- **Future Use** – The field is not currently used in RWMS, but may be used in a future release.
- **Host** – The controlling computer system. Often housed at corporate headquarters.
- **Item** – A specified part number, SKU, and so on.
- **Optional** – The field is used for information purposes and is not required.
- **Pre-distribution** – Allocation of merchandise in advance of receipt to facilitate flow through or cross-dock upon arrival, bypassing storage, and going directly to break case picking area or shipping.
- **Purchase Order** – The list of items and quantities authorized to receive from a specific vendor.
- **Record** – A single line of data in a file.
- **RIB** – Oracle Retail Integration Bus.
- **Upload** – Any data file going out from RWMS to another system.
- **Vendor** – A supplier of in-bound goods. Each PO is assigned to a vendor.

7

Internationalization

Internationalization is the process of creating software that can be translated more easily. Changes to the code are not specific to any particular market. This chapter describes configuration settings and features of the software that ensure that the base application can handle multiple languages.

Oracle Retail applications have been internationalized to support multiple languages.

RWMS supports and displays languages other than English, but does not have the full capability of supporting multi-byte languages. RWMS is dependent on RF devices that have limitations on the amount of data that can be displayed. Release 13.2 of RWMS supports multi-byte languages such as Japanese and Russian.

Translation

Translation is the process of interpreting and adapting text from one language into another. Although the code itself is not translated, components of the application that are translated include the following:

- Graphical user interface (GUI)
- Error messages
- Reports

The following components are not translated:

- Documentation (online help, release notes, installation guide, user guide, operations guide)
- Batch programs and messages
- Log files
- Configuration tools
- Demonstration data
- Training materials

The user interface has been translated into the following languages:

- Chinese (Simplified)
- Chinese (Traditional)
- Croatian
- Dutch
- French

- German

- Greek

- Hungarian

- Italian

- Japanese

- Korean

- Polish

- Portuguese (Brazilian)

- Russian

- Spanish

- Swedish

- Turkish

RWMS Tables

RWMS stores translated text for each installed language in four main tables shown in Table 7–1.

Table 7–1   Internationalization Tables

Table	Description
DMS_LANGUAGE_MENU	Contains the strings for the menus
TRANSLATOR	Contains the strings for the forms
USER_LANGUAGE_MESSAGE	Contains the strings for the messages and alert
CODE_TRANSLATOR	Contains the strings for translating codes and reports

Table 7–2 describes the DMS_LANGUAGE_MENU table. Table 7–3 shows an example of the DMS_LANGUAGE_MENU table.

Table 7–2   DMS_LANGUAGE_MENU Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
MENU_NAME	Name of the parent menu that the option is on
OPTION_TITLE	Title of the option (as seen as on the menu)
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
OPTION_TEXT	Text of the option

Table 7–3   Example of DMS_LANGUAGE_MENU Table

FACILITY_ ID	MENU_NAME	OPTION_TITLE	LANGUAGE_CODE	OPTION_TEXT
PR	ITEM_SETUP_MENU	Transport Asset Editor	AM (American English)	Transport Asset Editor

Table 7–3   (Cont.) Example of DMS_LANGUAGE_MENU Table

FACILITY_ ID	MENU_NAME	OPTION_TITLE	LANGUAGE_CODE	OPTION_TEXT
PR	ITEM_SETUP_MENU	Transport Asset Editor	FR (French)	Editeur transport élément d'actif
PR	DISTRIBUTION_ MENU	Order Query Editor	AM	Order Query Editor
PR	DISTRIBUTION_ MENU	Order Query Editor	FR	Editeur demande commande

Table 7–4 describes the TRANSLATOR table. Table 7–5 shows an example of the TRANSLATOR table.

Table 7–4   TRANSLATOR Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
DATA_BASE_VALUE	Indicates the database value for a field to be translated
DISPLAY_VALUE	Indicates the value that is displayed

Table 7–5   Example of TRANSLATOR Table

FACILITY_ID	LANGUAGE_CODE	DATA_BASE_VALUE	DISPLAY_VALUE
PR	AM (American English)	APPROVE	Approve
PR	FR (French)	APPROVE	Approuver
PR	AM	PRODUCT	Product
PR	FR	PRODUCT	Produit

Table 7–6 describes the USER_LANGUAGE_MESSAGE table. Table 7–7 shows an example of the USER_LANGUAGE_MESSAGE table.

Table 7–6   USER_LANGUAGE_MESSAGE Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
MESSAGE_CODE	A code that uniquely identifies a user message
MESSAGE_TEXT	An explanation of the user message (related to MESSAGE_CODE) which is used as the on-screen prompt for the message

Table 7–7   Example of USER_LANGUAGE_MESSAGE Table

FACILITY_ID	LANGUAGE_CODE	MESSAGE_CODE	MESSAGE_TEXT
PR	AM (American English)	ITEM_NOT_AVAIL	Required item not available.

Table 7–7   (Cont.) Example of USER_LANGUAGE_MESSAGE Table

FACILITY_ID	LANGUAGE_CODE	MESSAGE_CODE	MESSAGE_TEXT
PR	FR (French)	ITEM_NOT_AVAIL	Article requis non disponible.
PR	AM	DUP_WAVE_ITEM	Item already exists from a different wave.
PR	FR	DUP_WAVE_ITEM	Article existe déjà pour une rafale différente.

Table 7–8 describes the CODE_TRANSLATOR table. Table 7–9 shows an example of the CODE_TRANSLATOR table.

Table 7–8   CODE_TRANSLATOR Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
CODE_TYPE	Used to determine what type of code it is and provide a way to distinguish what translation value has to be acquired when the codes are the same
CODE	What the application uses in its background processing
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
CODE_DESCRIPTION	A translated version of what the code is; used to display a short meaningful description of what it is to the users
EXTENDED_DESCRIPTION	A translated version of what the code is in more detail
CODE_SEQ	Provides a mechanism in which managers can reorder the lists that the codes are displayed in

Table 7–9   Example of CODE_TRANSLATOR Table

FACILITY_ ID	CODE_TYPE	CODE	LANGUAGE_ CODE	CODE_ DESCRIPTION	EXTENDED_ DESCRIPTION	CODE_ SEQ
PR	ATTRIBUTES	CONFIRM_LOCATION	AM (American English)	CONFIRM LOCATION	Validate Location	8
PR	ATTRIBUTES	CONFIRM_LOCATION	FR (French)	CONFIRMER SITE	Validation site	8
PR	ATTRIBUTES	LOT_NBR	AM	LOT NBR	Lot Number	16
PR	ATTRIBUTES	LOT_NBR	FR	N° LOT	N° du lot	16

Glossary

Adjustment

Made to the on-hand inventory balance. Measured in units of a particular item.

Allocation

The reservation of inventory for a specific use, usually an order. Inventory is allocated from a specific stock container.

ASCII

American Standard Code for Information Interchange: The universal standard for the numerical codes computers use to represent all upper and lower-case letters, numbers, and punctuation.

ASN

Advance Shipping Notice. Detailed data from the vendor which identifies the expected delivery of merchandise. In addition to standard data, the data may include container id, specific container content and the container store destination.

Availability

The difference between the quantity of on hand merchandise and the quantity that has been allocated to orders.

Back order

The portion of an order that cannot be filled with current inventory.

BOL

Bill of Lading. A document that accompanies a shipment and describes the shipment's contents. The bill of lading covers the pieces shipped to a single destination. It may include the piece count, weight by item ID, and distribution number, and lists both the shipper's and the consignee's name and address.

Bulk container

A container holding other containers, such as a pallet of cartons.

Carrier

The company responsible for delivering incoming material to the DC or for delivering shipments to ship destinations. This includes company owned trucks.

CC

Cycle Count

Container

A container that can hold merchandise and/or other containers. This includes pallet, tote, carton, trolley, and hanger set.

Cross Dock

Movement of merchandise directly from receiving to shipping without putting it away.

Cycle counting

The process of counting inventory locations and comparing the counts with the inventory records. Cycle count locations are selected randomly by the system and may also be manually marked.

DAS

 Delegated Administration Services

DC

Distribution Center. Also called Warehouse or Facility.

Distribution

The process of assigning Stock Order/Allocations to specific inventory, and creating a pick directive.

Divert lane

In a conveyor sortation system, one of the lanes to which merchandise is directed.

Download

The transmission of data files from one computer system to another computer system.

EDI

Electronic Data Interface

Facility

Facility, also called Warehouse or Distribution center (DC).

FCP

Forward Case Pick

First expired, first out

The selection of the inventory to expire first, based on Pick Not After Date

First-in, first-out

The selection of the oldest inventory, based on the date received into the DC.

Flow-through

Movement of merchandise directly from receiving to a pick system to shipping without putting it away.

GOH

Garments on Hanger. Apparel merchandise that arrives at the DC already hanging. The merchandise occasionally arrives flat in cartons and is hung in the DC.

Hold

A logical restriction enforced by the system, which prohibits merchandise from being putaway into a location.

Host

A computer system that transmits downloads to the Oracle Retail Warehouse Management System. Typically Oracle Retail Merchandising System (RMS)

Incoming inspection

The inspection of newly arrived material at a DC.

In-transit

The location of a container that is in transit to a specific location within the DC.

Inventory

The merchandise owned by the DC. All received goods that have yet to be shipped.

Inventory control

The team responsible for accurate inventory balances/records with the DC.

Item

Merchandise inventoried at the DC. Items are usually represented by an item ID.

Label

A slip of paper attached to a container providing container identification. Many labels are adhesive backed paper, which carry information (such as its identifying number and a description), with some of the information in bar-coded form and some of it in human readable form.

LDAP

Lightweight Directory Access Protocol. An Internet protocol that uses e-mail and other programs to look up information from a server.

LDIF

LDAP Data Interchange Format. A standard plain text data interchange format for representing LDAP directory content and update requests

Location

A specific place within a DC, which is uniquely identified and used to store inventory. Every container within the DC must be in a location or on another container. Yard locations for trailers are also supported.

Location type

A method of identifying specific location characteristic for grouping of like locations.

LOV

List of Values

LTC

Less than Case

Manifest

A list of merchandise on a trailer for the shipment.

Move

The movement of inventory from one location to another within the DC. A move may or may not be directed by RWMS.

MSRP

Manufacturer's Suggested Retail Price

OCI

Oracle Call Interface

OHS

Oracle HTTP Server

OID

 Oracle Internet Directory

ORW

Oracle Retail Workspace

OSSA

Oracle Software Security Assurance

OSSO

 Oracle Single Sign-On

Picking

The process of physically selecting and moving the merchandise to complete a pick directive. The merchandise may be picked from a storage or forward location. Picking feeds other downstream processes and does not directly result in reducing the inventory facility's total on-hand inventory.

PO

Purchase Order. A formal request for a vendor to supply specific merchandise in exchange for a set amount of funds. In the warehouse arena, the PO is issued by the Host system and communicated to RWMS.

Pre-distribution

The allocation of incoming goods directly to a ship destination. This drives the crossdock and flow-through processes.

PTS

Put to Store. This is a Unit Pick system within RWMS.

Putaway

The action of transporting received goods to a storage location.

QA

Quality Assurance

Receipt

A collection of containers that have been received on a single Appointment.

Receiving

The physical processing of newly arrived containers in the DC. The processing occurs after the creation of an Appointment. and the unloading of the containers.

Replenish

The directed movement of merchandise from a storage location to forward location or a third party pick system.

RF

Radio Frequency

RIB

Oracle Retail Integration Bus

RMS

Oracle Retail Merchandising System

ROP

Re-Order Point. An replenishment methodology whereby the location is refilled based on that location hitting a minimum inventory level.

RTV

Return to Vendor

RWMS

Retail Warehouse Management System

Scan

To read and decode a bar code symbol.

Scanner

 A device used to read bar codes.

SCP

System Control Parameters

Security

Functionality that limits screen access to users of a certain security level.

Ship destination

A designated location address that RWMS may ship merchandise to. A ship destination may be another DC, a store, or a finisher/repair facility.

Shipping

The physical process of transferring possession of merchandise to a carrier for delivery to a ship destination.

SIM

Oracle Retail Store Inventory Management

SKU

Stock Keeping Unit

SSO

Single Sign-On

Staging location

Is a location type whereby the merchandise is ineligible for distribution. Staging locations are many times a working area, such as Receiving or Work In Process (WIP)

Stock

Same as merchandise inventory.

TLT

Any automated picking sorter

Unit

One inventoried piece.

Unit picking location

A location from which Unit picks are made. May be referred to as a Grab. Unit picking locations are replenished from storage locations.

UOM

Unit Of Measure

UPC

Universal Product Code. A symbology designed specifically for the retail industry and its suppliers consisting of a series of vertical bars of variable width that may be scanned to identify the item.

Upload

The transmission of data from RWMS to another computer system.

UPS

Unit Pick Systems

URL

Uniform Resource Locator

Utilization

The degree to which effective use is made of an item. In particular: space utilization measures the proportion of the space used in a DC during a given period of time.

Velocity

The speed with which an item moves through the DC. May also be part of inventory turns.

Wave

A group of stock orders/transfers selected to be distributed together. The group of stock orders/transfers are selected from data returned from executed queries.

Zone

A subdivision of the DC used for grouping locations.

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