

Oracle® Hospitality Cruise Materials Management System

Mobile User Guide



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ORACLE®

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Preface

Purpose

The purpose of this document is to provide a detailed overview of the MMS Mobile application and how it integrates with the Cruise Material Management system.

Customer Support

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

<https://support.oracle.com>

When contacting Customer Support, please provide the following:

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

Documentation

Oracle Hospitality product documentation is available on the Oracle Help Center at <http://docs.oracle.com/en/industries/hospitality/>

Revision History

Date	Description of Change
May 2016	Initial publication.
August 2018	Updated formatting and branding.

1

Welcome

The **Cruise Materials Management System** (CMMS) offers the ship operator a complete tool to manage the purchasing and inventory control processes in an efficient, time and cost saving manner.

The program follows the logical purchasing process from time of purchase to the point of consumption and is fully integrated with the Cruise Ship's Property Management System (SPMS). This program can be used in a shore side location, at a cruise operator's Head Office (the Head Quarter Module) if they are responsible for the purchasing process for the vessel or fleet of vessels or onboard a ship (Shipside Module) if the ship is directly responsible for the purchasing task.

Customers for CMMS are the existing Cruise customers who have been using the original Cruise Food & Beverage system but as this program is also a stand-alone product - it can be used independently of the Cruise SPMS - non-Cruise customers are potential customers. In addition to offering full integration with the Cruise SPMS and an on-line interface to the Point of Sale system, one of the key benefits of CMMS is that it gives the user a total overview (historic and real time) of all consumables. The user can track and check on the status of all food, beverage, uniforms, tools, shop stock, medical items and more, that have been ordered, purchased, delivered, consumed and invoiced throughout the life cycle of that item.

2

Navigation

The objective of the application is to streamline the process for creating inventories of both main stores and points of consumption by giving the user the ability to enter inventory data directly into a handheld device instead of using printed count sheets. The data entered into the mobile device will then be uploaded to the database via a web service interface.

In addition to processing inventories, the mobile application also includes functionality to allow the user to view, control and enter exact amounts received from suppliers during loading.

Reference

Device Information

Symbol MC070 Device

MMS Mobile operates in an off-line mode, and uses touch screen technology.

When within a wireless network range or cradled in its docking station, it will synchronize and upload data using a web service as the data connection method.

Data which is stored in the device is using a Microsoft SQL Server compact 3.5 database.



Figure 1-1 MC70 Front View

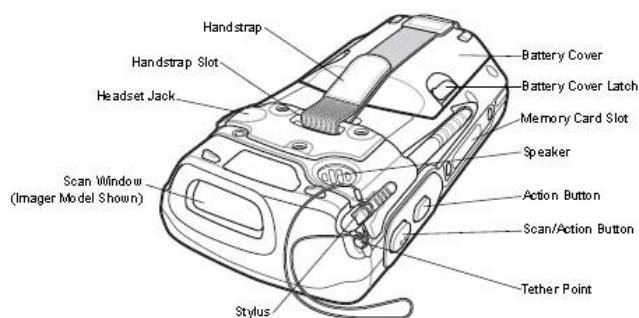


Figure 1-2 MC70 Rear View

LED Indicators

The MC70 has three LED indicators. The Scan/Decode LED indicates status for scanning. The Charge Status LED indicates status for main battery charging. The Radio Power Status LED indicates radio status. [Table 2-3](#) describes the LED indications.

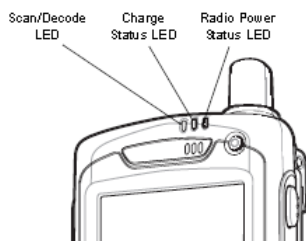


Figure 2-10 LED Indicators

Table 2-3 LED Indications

LED State	Indication
Scan/Decode LED	
Solid Green	Successful decode/capture.
Solid Red	Laser enabled, scanning/imaging in process.
Off	Not enabled.
Charge Status LED	
Slow Blinking Amber	Main battery in EDA is charging.
Solid Amber	Main battery in EDA is fully charged.
Fast Blinking Amber	Charging error.
Off	Not charging.
Radio Power Status LED*	
Slow Blinking Green	Any one of the radios is on.
Off	No radio is on.

*The Radio Power Status LED is disabled by default. A registry setting change is required to make this LED functional. Refer to the *MC70 Integrator Guide*.

Keypads

Numeric Keypad Configuration

The numeric keypad contains application keys, scroll keys, and function keys. The keypad is color-coded to indicate the alternate function key (blue) values. Note that an application can change keypad functions so the EDA's keypad may not function exactly as described. See [Table 2-4](#) for key and button descriptions and [Table 2-5 on page 2-11](#) for the keypad's special functions.



Figure 2-11 MC70 Numeric Keypad

Key	Description
Blue Key (left)	<p>Use this key to launch applications or access items (shown on the keypad in blue). Press the Blue key once to activate this mode, followed by another key.</p> <p>A single press displays the following icon at the bottom of the screen, until a second key is pressed: </p>
Orange Key (right) 	<p>Use this key to access the secondary layer of characters and actions (shown on the keypad in orange). Press the orange key once to lock the keypad into Alpha state. A single press displays the following icon at the bottom of the screen: </p> <p>Press the Orange key a second time to return to the normal state.</p> <p>Press the Orange key, then the Shift key to add a temporary shift (that applies only to the next key pressed) to the orange lock state. This displays the following icon at the bottom of the screen:</p>
Green/Red Phone 	<p>MC7094 and MC7004: Green Phone: press to display the phone keypad window or to dial a phone number (from the phone keypad window). Red Phone: press When the phone keypad window displays to stop dialing or end a call.</p>
Scan (yellow)	Activates the scanner/imager in a scan enabled application.
Scroll Up and Down 	<p>Moves up one item.</p> <p>Moves left one item When pressed with the Orange key.</p>
Scroll Left and Right 	<p>Moves down one item.</p> <p>Moves right one item when pressed with the Orange key.</p>
Menu 	Accesses the command or menu above it on the screen.
Star 	<p>Produces an asterisk in default state.</p> <p>Press and release the blue key, then press the Star key to open the <i>Star</i> menu.</p>









Key	Description
Alphanumeric 	<p>In default state, produces the numeric value on the key.</p> <p>In Alpha state, produces the lower case alphabetic characters on the key. Each key press produces the next alphabetic character in sequence. For example, press and release the Orange key and then press the '4' key once to produce the letter 'g'; press and release the Orange key and then press the '4' key three times to produce the letter 'i'.</p> <p>Press the SHIFT key in Alpha state to produce the upper case alphabetic characters on the key. For example, press and release the Orange key, press and release the SHIFT key, and then press the '4' key once to produce the letter 'G'; press and release the Orange key, press and release the SHIFT key and then press the '4' key three times to produce the letter 'I'.</p>
SPACE 	Produces a space.
BACKSPACE 	Produces a backspace.
SHIFT 	<p>Press and release the SHIFT key to activate the keypad alternate SHIFT functions.</p> <p>A single press displays the following icon at the bottom of the screen, until a second key is pressed: </p> <p>Press the Orange key, then the Shift key to add a temporary shift (that applies only to the next key pressed) to the orange lock state. This displays the following icon at the bottom of the screen: </p>
ENT (Enter) 	Executes a selected item or function.
Pound 	<p>Produces a pound/number sign.</p> <p>Press and release the blue key, then press the Pound key to produce an OK.</p>

Table 2-5 Numeric Keypad Input Modes

Key	Numeric Mode			Orange Key (Alpha Lowercase Mode)				Orange + Shift Keys (Alpha Uppercase Mode)			
		Blue+ Key	SHIFT + Key	1st Press	2nd Press	3rd Press	4th Press	1st Press	2nd Press	3rd Press	4th Press
1	1	F1		*	*	*	*	*	*	*	*
2	2	F2	@	a	b	c		A	B	C	
3	3	F3	#	d	e	f		D	E	F	

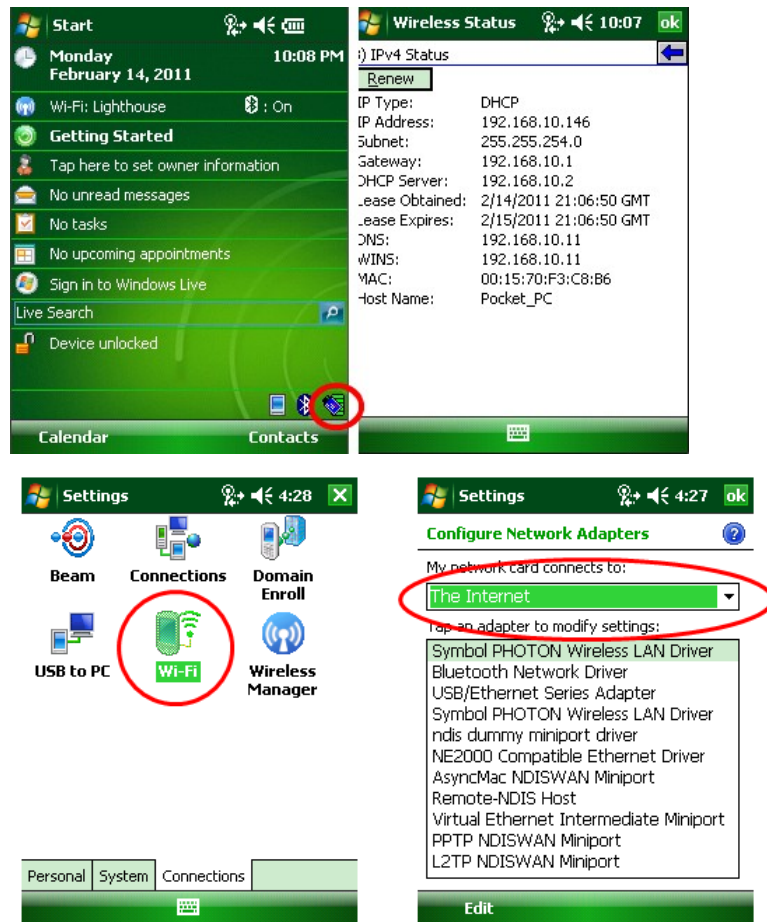
Note: An application can change the key functions. The keypad may not function exactly as described.

Initial Setup

Prerequisites

Before you can start using the FC MMS Mobile application on a hand held device certain criteria need to be full filled in order to assure connection between the device and the MMS database.

1. Good Wireless Network connection and access to the internet



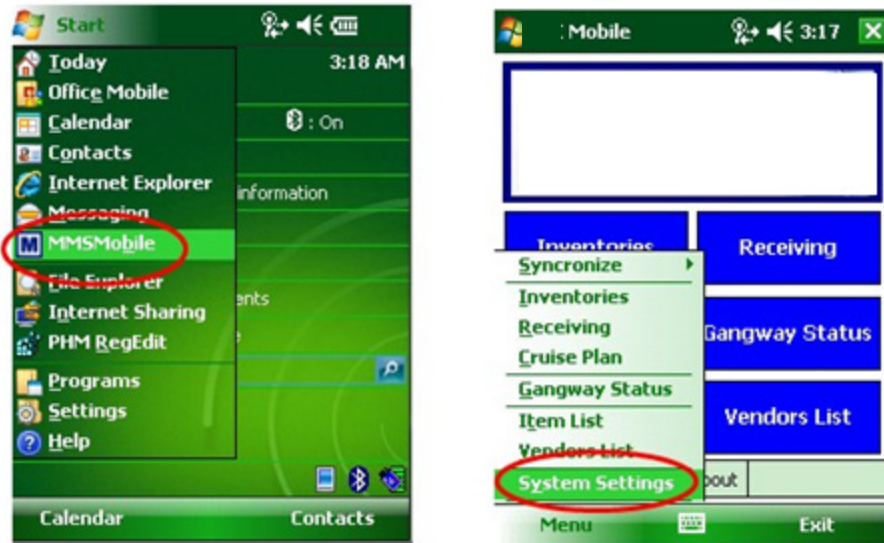
2. Pre-setup web services client that connects to the Materials Management Database

Connect to Web Services Client

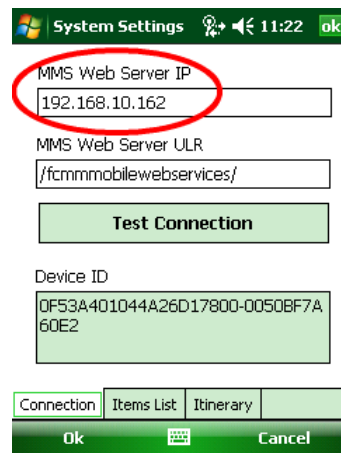
As soon as all pre-requisites are fulfilled and the application is successfully installed on the device, it is required to connect the device to the pre- setup web services client.

Build Connection to Web Services Client

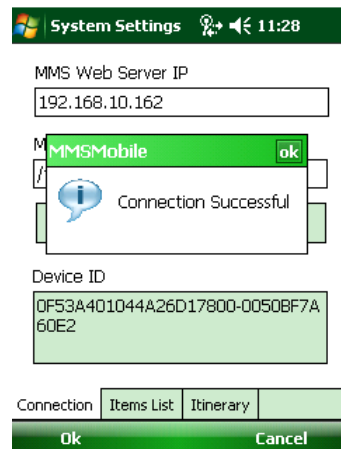
1. Run the pre-installed MMSMobile and open the MENU and select System Settings



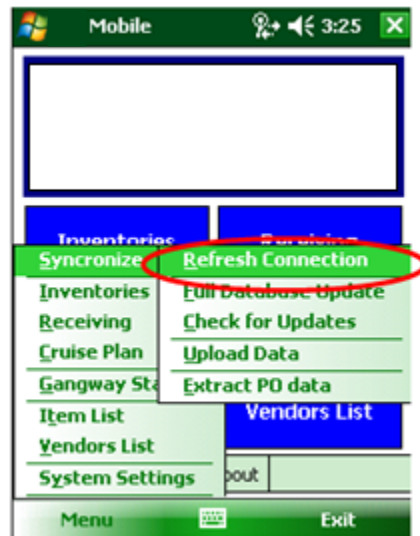
3. On the connection tab replace the IP address with the current IP address of the machine which has the webservices installed that point to the MMS database.



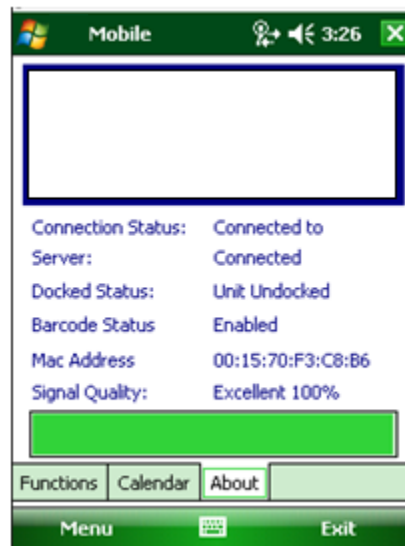
4. The button "TEST CONNECTION" allows you to check if the connection settings are correct and if the device is able to connect.



5. Click on OK and select MENU – SYNCRONIZE – REFRESH CONNECTION.



6. On the ABOUT tab you can see if the device is connected.



Initial Synchronization

As soon as all pre-requisites are fulfilled and the application is successfully installed on the device and connected to the web services client, it is required to once fully synchronize all data from the MMS database with the mobile device.

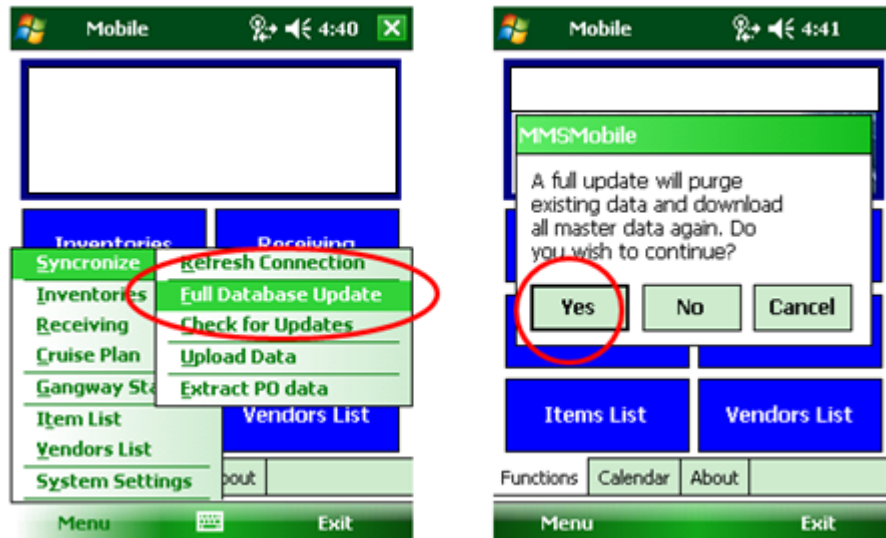
As mentioned before the mobile device has its own database stored in the application memory.

Full Database Update

Once the application has been installed on the handheld device, an initial synchronization must be performed to populate the handheld's database. The following data is extracted using the web service and is stored in the mobile database:

- Complete Master List of Items
- Complete list of Item Barcodes

- Complete list of Vendors and Agents
 - Complete list of Main Stores
 - Complete list of Point of Consumptions
 - Complete list of Units
 - Ships Itinerary (by default, it only downloads 30 days of Itinerary data)
 - Expected orders for the given date
1. Select MENU – SYNCHRONIZE – FULL DATABASE UPDATE.

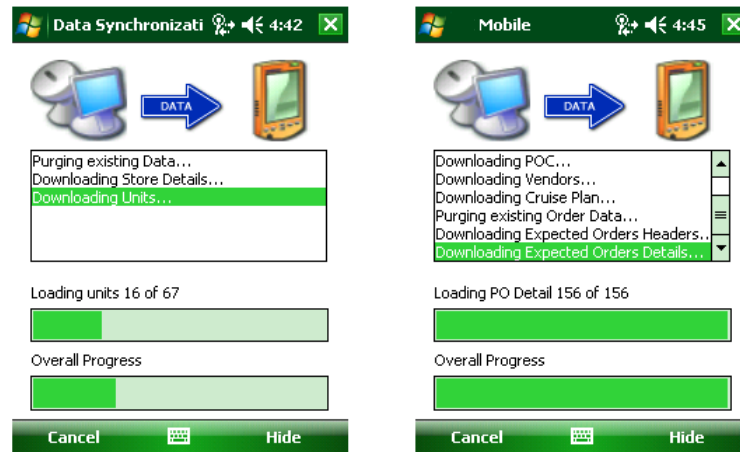


NOTE:

A full database update synchronizes all data from the MMS database and as this is a huge amount of information this should only be done during the initial setup or when being advised to do so, as it will purge all existing data.

After the initial Full Database Update it is sufficient to "[Check for Updates](#)" that will transfer all data that has changed or was modified.

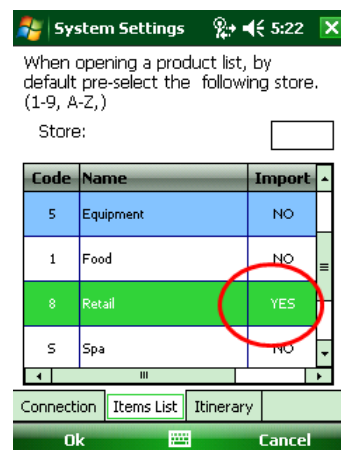
- a. The system will start to download information.



Activate the import for one or more stores

When the full database update is finished, it is required to define a default store. This default store is used to provide a default to the search engine.

1. Go to MENU - SYSTEM SETTINGS – ITEMS LIST.
2. Double tapping the store which is supposed to be imported will flick the Import column from default NO to YES.



Synchronize the data for the previously selected store(s)

1. Go to MENU - SYNCHRONIZE - CHECK FOR UPDATES.
2. After the synchronization is complete the device is ready for use.

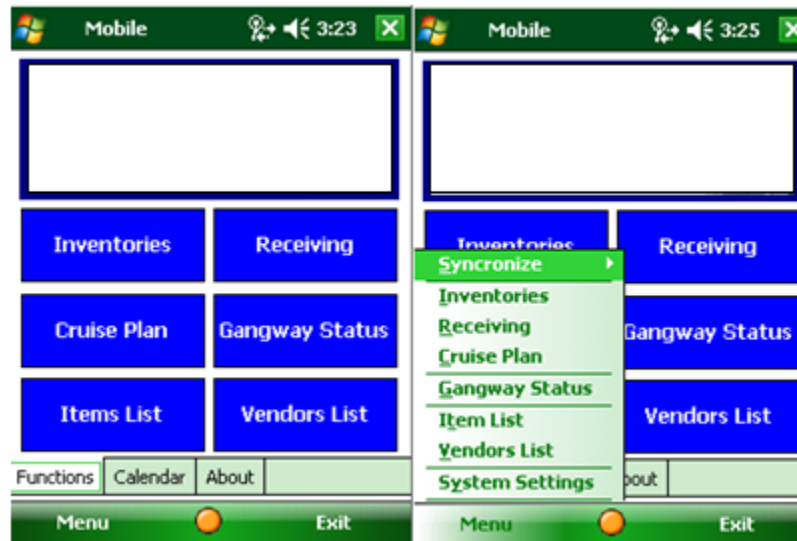
MMS Mobile operates in an off-line mode, and uses touch screen technology.

When within a wireless network range or cradled in its docking station, it will synchronize and upload data using a web service as the data connection method. Data which is stored in the device is using a Microsoft SQL Server compact 3.5 database.

On initial startup of the application the system will create a blank database which is stored in the application directory of the application. Should for any reason this database be moved or deleted, at next startup the application will automatically recreate the database.

Main Screen

- The application startup screen is has three tabs. The Function tab, the Calendar tab, and the About tab and offers quick access to the key functionalities like Inventories, Cruise Plan, Items and Vendor Lists and Receivings.
- Furthermore the main screen offers a MENU which also provides the user the option to access the above mentioned key functionalities but also contains the [system settings](#) and access to the [synchronizing](#) options.



- The Function tab is the user access to the six primary functions. In addition to the Function tab that gives the user quick access, the application also contains a toolbar menu in which the various functions can be accessed.
- The Calendar tab provides the user with a calendar overview by month.
- The About tab provides the user with information specific to the connection with the Web-service.

Application Overview

System Settings

In order for the MMS Mobile application to work and before the initial synchronization it requires certain system settings which are defined under the various tabs..

Before the system can synchronize, the user will need to provide the mobile device with the address of the Web service which is connected to the Primary Database.

System Settings 4:05

MMS Web Server Address:
68.10.162/fcmmmobilewebservices/

Device ID
[Empty Field]

MMS User:
[Empty Field]

Password:
[Empty Field]

Unbind Device Bind Device

Connection Items List Itinerary

Ok Cancel

In the Items List tab, the default Main Store must be set, providing the search engine a default.

System Settings 4:06

When opening a product list, by default pre-select the following store.
(1-9, A-Z,)

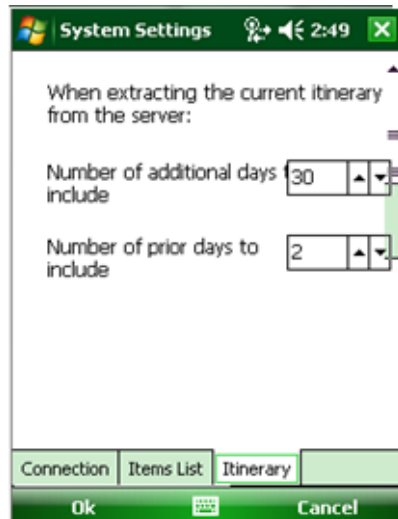
Store: [Empty Field]

Code	Name	Import
2	Beverage	NO
3	Consumables	NO
4	Durables	NO
5	Equipment	NO

Connection Items List Itinerary

Ok Cancel

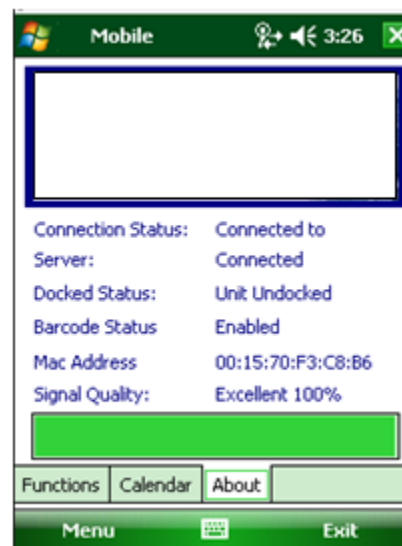
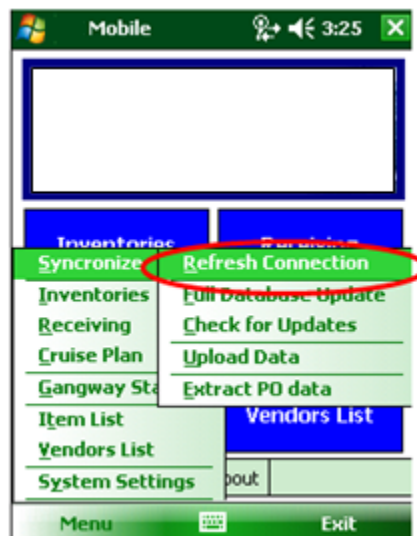
In the Itinerary tab are setting that control how many days of the ships Itinerary should be transferred into the mobile device, and a starting point from the current date. The Default values are 30 additional days of the itinerary to include, starting 2 days prior to the current date.



Synchronization

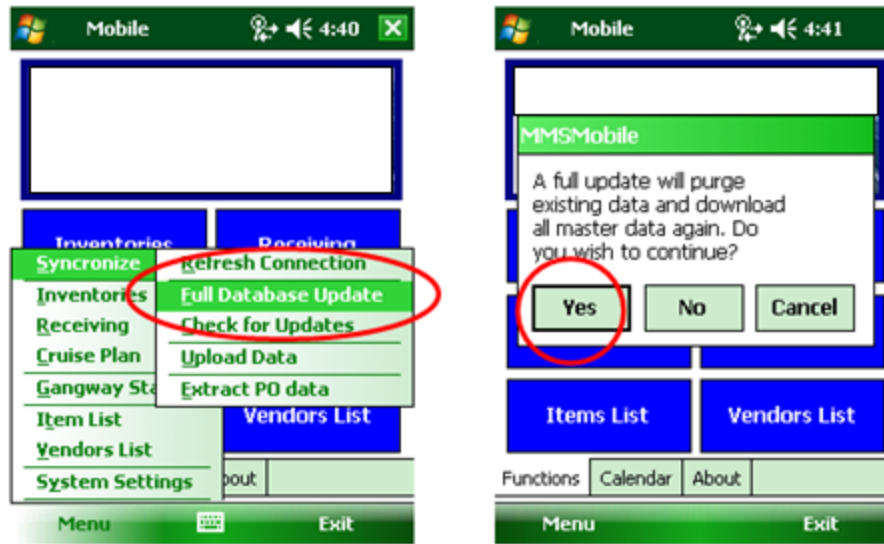
Refresh connection

Forces the device to make a test request to the web service, and will then update the About tab with its results.



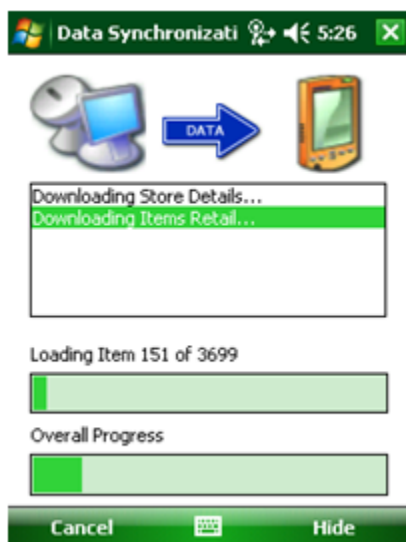
Full Database Update

Will delete any existing master data in the database and extract full details from the web service.



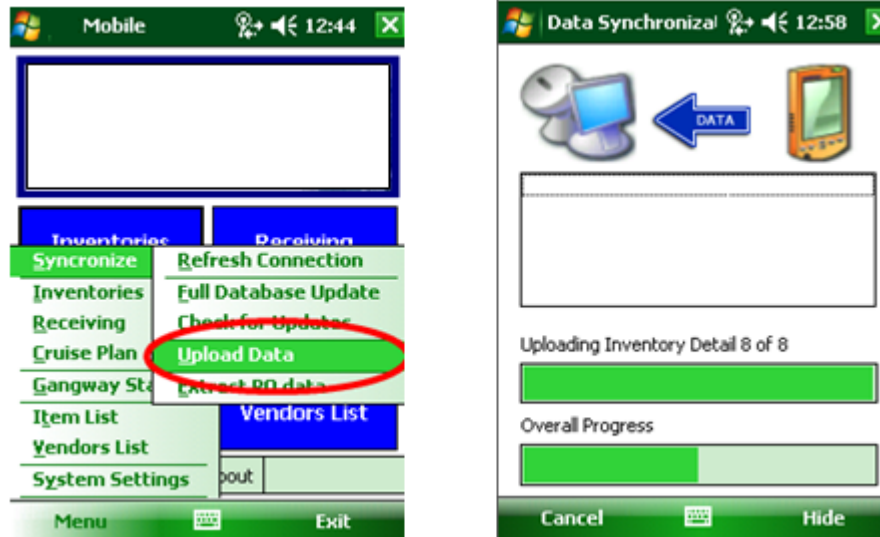
Check for Updates

Will only extract new master data information since last successful update



Upload Data

Will upload any closed and finalized inventories, and any unsent loading scans made to the database allowing the MMS modules to view and process the information.



Extract PO data

Will extract all expected delivery data for the current date.

Create an Inventory

One of the two primary features of the MMS mobile device is to process inventories via the handheld device which can then later be uploaded to the primary MMS server.

The system has two types of inventories that it can process, a Main Stores inventory (ex.: the Food Main Stores) and a Point of Consumption inventory (ex.: a Bar).

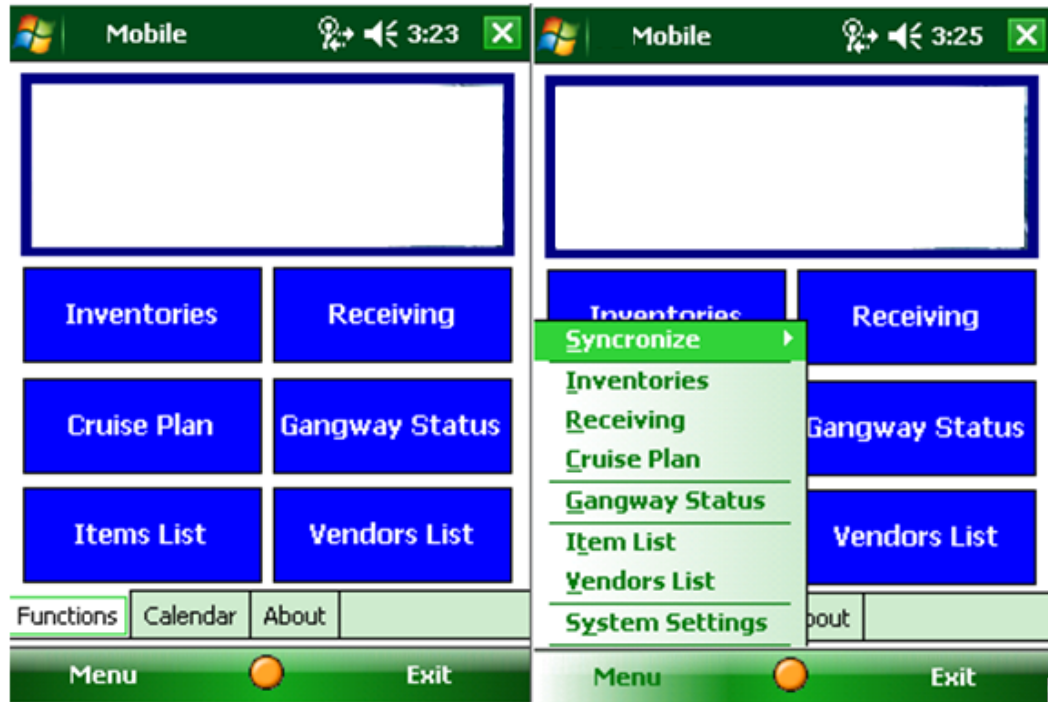
Create an Inventory



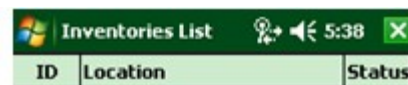
NOTE:

Before you start creating an INVENTORY verify the date and time on the device. If you find the date and time incorrect, please set date and time correctly otherwise your INVENTORIES will show under a false date.

1. Start the MMSMobile Application from the Start Menu.
2. From the Functions screen select INVENTORIES.



3. Select MENU – CREATE NEW INVENTORY



4. Select if you want to create the inventory for a point of consumption or mainstore.

Create New Inventory 5:39

To create a new inventory, please select the location this inventory is for:

☐ Mainstore

☐ Point of Consumption

Exit

- Depending on your selection the system will provide mainstores or points of consumption for selection. Select the mainstore or POC for which you want to create the inventory.

Create New Inventory 5:41

You have selected to create an inventory for a Mainstore. Please select which mainstore to create it for:

Code	Name
2	Beverage
3	Consumables
4	Durables
5	Equipment
1	Food
8	Retail

Select

Exit

Create New Inventory 5:41

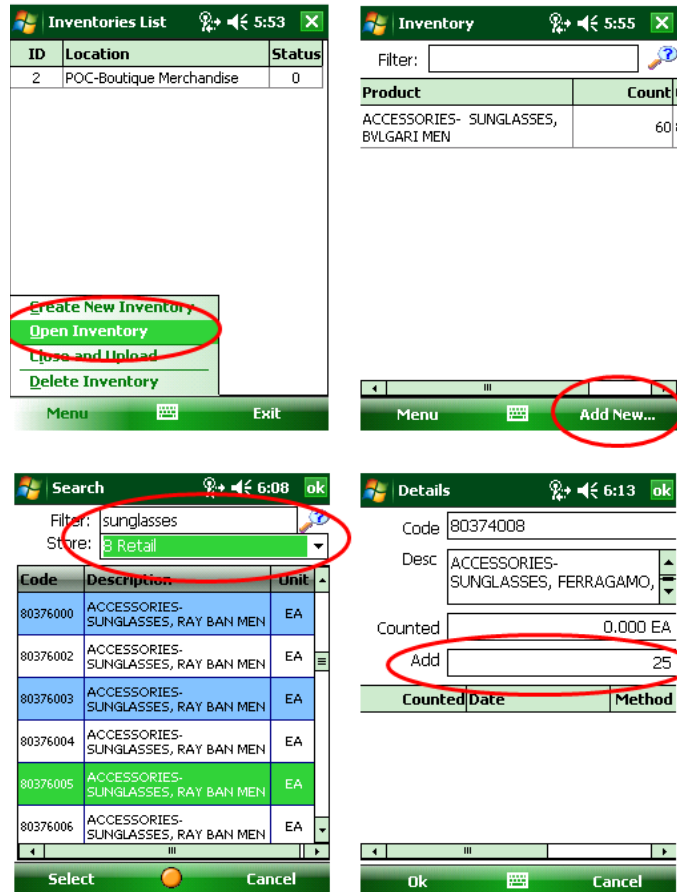
You have selected to create an inventory for a Point of Consumption. Please select which Point of Consumption to create it for:

Code	Name
RET027	Boutique and Retail Uniforms
RET002	Boutique Disposables
RET004	Boutique Equipment
RET001	Boutique Food Beverage
FREDY	Boutique Fredys Merchandise

Select

Exit

- In order to add counted items to the inventory, open the inventory and scan the item to be counted using the barcode or manually search for items by selecting ADD NEW



NOTE:

The line Counted shows how many of the same items have already been counted in the same inventory.

- After entering the count in the ADD field the user can press the menu bar's OK or the symbols keyboard button to return to the inventory overview page, which will show all items counted.
- Each item can be accessed in the inventory overview by tapping the line and more counts can be added.
- When the item is open the user can see the history of the item within the currently open inventory.

The screenshot shows the 'Inventory' screen with a title bar containing a Windows logo, the word 'Inventory', and icons for help, back, and a clock showing 6:17. Below the title bar is a 'Filter:' text box with a magnifying glass icon. The main area contains a table with two columns: 'Product' and 'Count'.

Product	Count
ACCESSORIES- SUNGLASSES, BVLGARI MEN	95
ACCESSORIES- SUNGLASSES, FERRAGAMO, MEN	25
ACCESSORIES- SUNGLASSES, RAY BAN MEN	36

At the bottom of the screen is a green bar with a 'Menu' button and an 'Add New...' button.

- Once the Details page has been displayed the default focus (where the cursor resides) is at the add text-box where the user can provide an item count.
- In form there is also a grid displaying previous counts and the sum of the current status of all counts. In addition the date & time of each entry is shown including the method in which the count was added; M = Manual entry and S= Scanned using barcode scanner.

The screenshot shows the 'Details' screen for item 80376005. The title bar shows 'Details', a clock at 6:17, and an 'ok' button. The form contains fields for 'Code' (80376005), 'Desc' (ACCESSORIES- SUNGLASSES, RAY BAN), 'Counted' (36.000 EA), and 'Add' (1.000). Below these fields is a table with three columns: 'Counted', 'Date', and 'Method'.

Counted	Date	Method
1.00	2/14/11 6:09:39 AM	M
1.00	2/14/11 6:10:37 AM	M
33.00	2/14/11 6:12:34 AM	M
1.00	2/14/11 6:12:42 AM	M

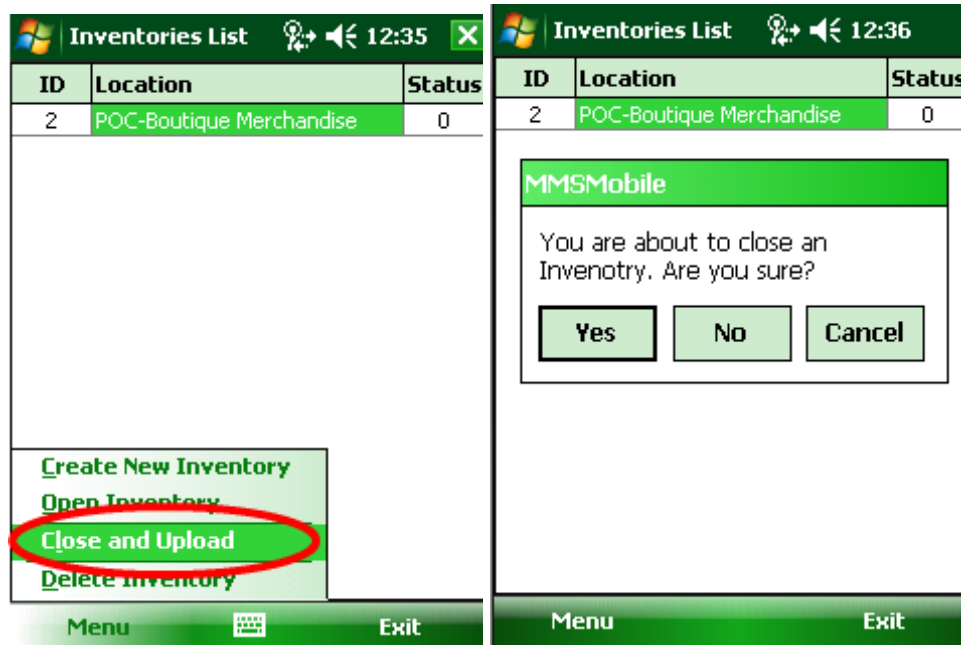
The 'Method' column is circled in red. At the bottom is a green bar with 'Ok' and 'Cancel' buttons.

The screenshot shows the 'Details' screen for item 80371006. The title bar shows 'Details', a clock at 6:23, and an 'ok' button. The form contains fields for 'Code' (80371006), 'Desc' (MEN, Style: BV5018 278/13), 'Counted' (95.000 EA), and 'Add' (1.000). Below these fields is a table with three columns: 'Counted', 'Date', and 'Method'.

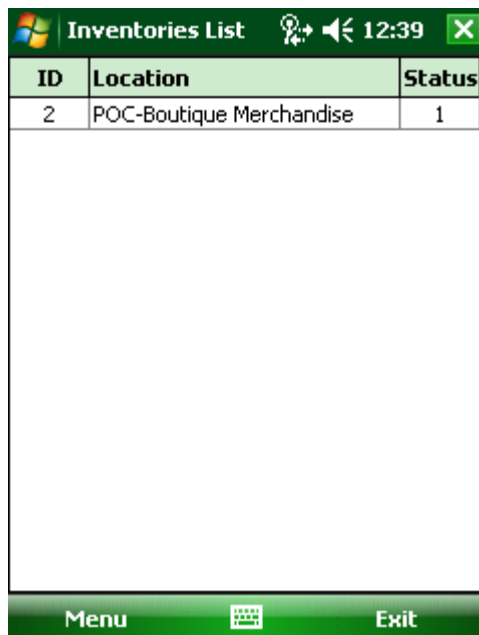
Counted	Date	Method
60.00	2/14/11 5:51:44 AM	S
35.00	2/14/11 6:11:51 AM	S

The 'Method' column is circled in red. At the bottom is a green bar with 'Ok' and 'Cancel' buttons.

- When an inventory has been completed, it may then be closed by selecting Menu - Close and Upload, or by double-clicking the inventory and selecting Close and Upload.



- At this point the status of the inventory will be set to 1 and with next system-synchronization the data will be **uploaded** to the primary Server. The user has also the option of Deleting an Inventory before it has been closed. This will remove all records pertaining to this inventory, both header and details.

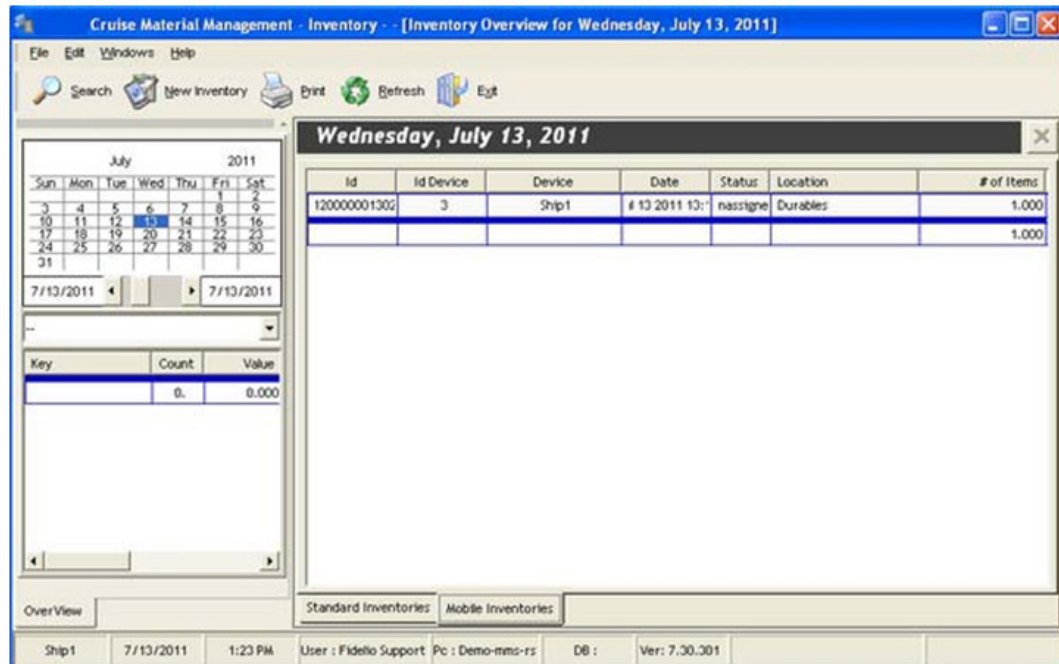


Process the Mobile Inventory

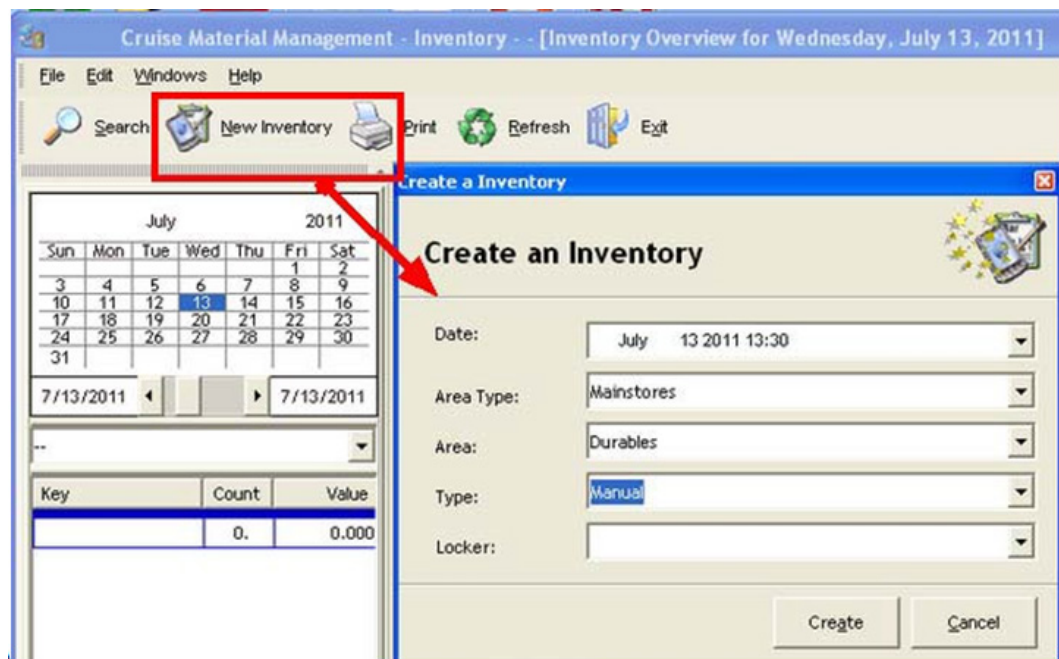
After completing and uploading the mobile inventory it is required to include the mobile inventory into a regular inventory.

Processing the Mobile Inventory

1. When opening the inventory module and clicking on mobile inventories, the system will show all the mobile inventories for the respective date.



2. In order to use the mobile inventories the create a new inventory for the respective POC or mainstore.



3. When the inventory is created, open it and click on MOBILE INVENTORY. The system will show you all mobile inventories created for the previously selected mainstore or POC.

Spot-check Inventory : 120000025041 - Durables

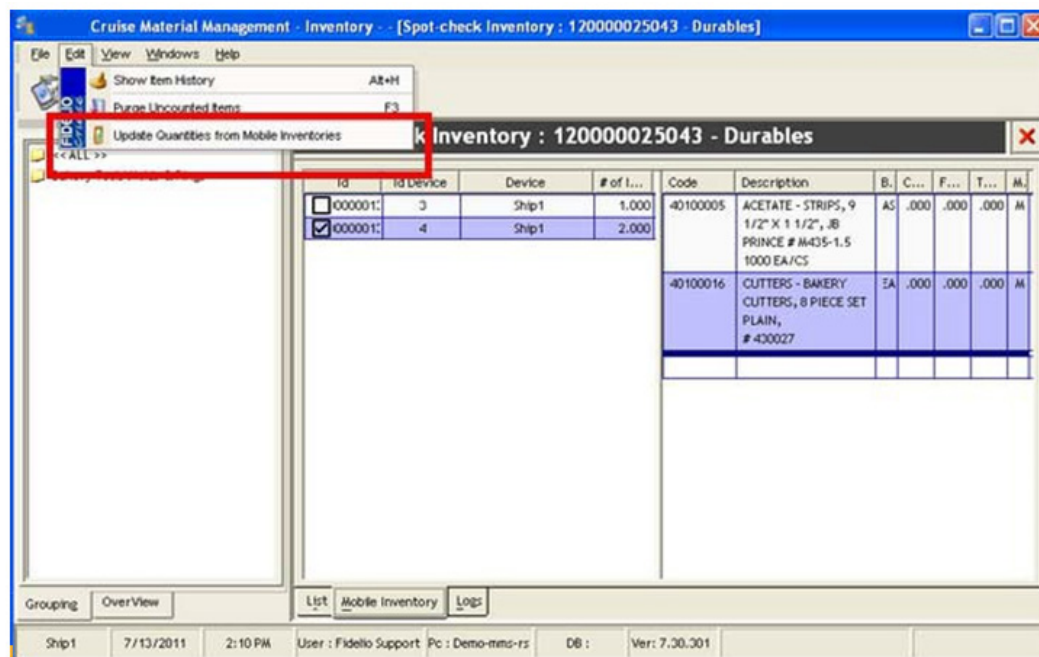
Id	Id Device	Device	# of I...	Code	Description	B.	C...	F...	T...	M...
<input type="checkbox"/> 1000001	3	Ship1	1.000							
<input checked="" type="checkbox"/> 1000001	4	Ship1	2.000							

- In the column ID select the mobile inventories you want to add the currently open inventory.

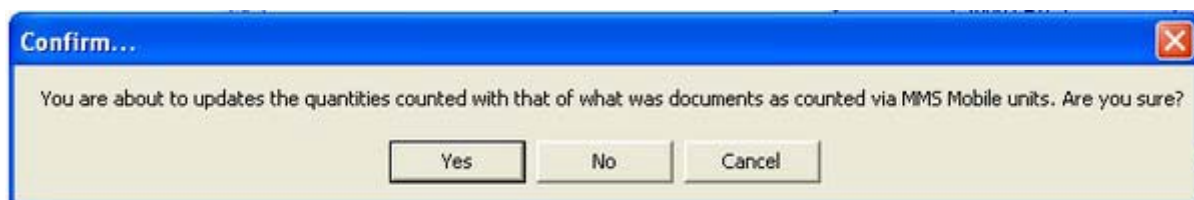
Spot-check Inventory : 120000025043 - Durables

Id	Id Device	Device	# of I...	Code	Description	B.	C...	F...	T...	M...
<input type="checkbox"/> 1000001	3	Ship1	1.000	40100005	ACETATE - STRIPS, 9 1/2" X 1 1/2", JB PRINCE # M435-1.5 1000 EA/CS	AS	.000	.000	.000	M
<input checked="" type="checkbox"/> 1000001	4	Ship1	2.000	40100016	CUTTERS - BAKERY CUTTERS, 8 PIECE SET PLAIN, # 430027	EA	.000	.000	.000	M

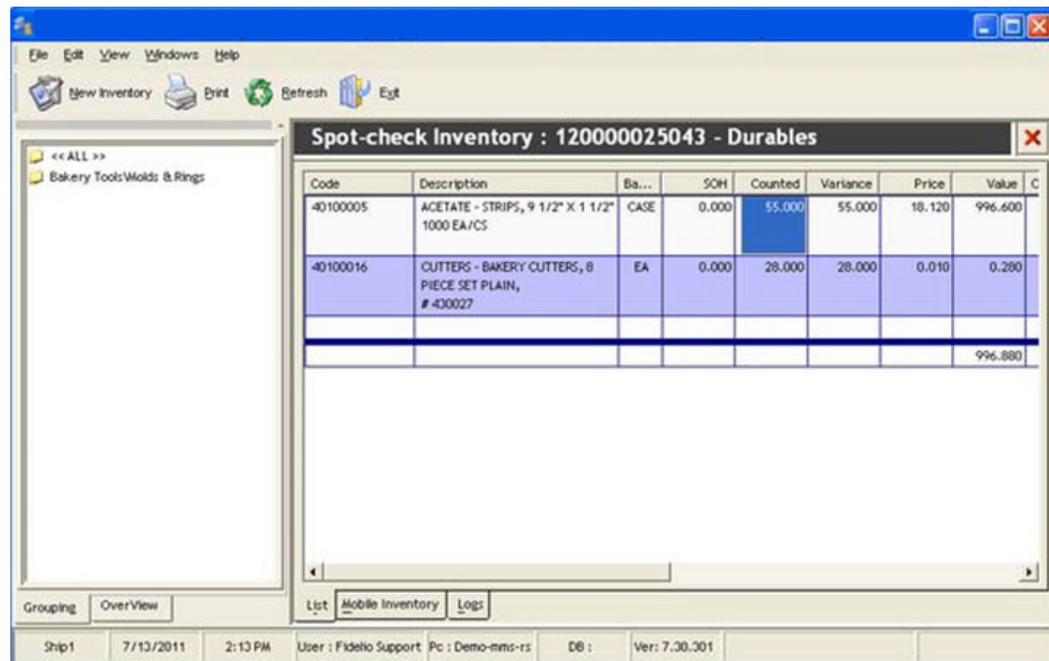
- After this is finished go to Edit - UPDATE QUANTITIES FROM MOBILE INVENTORIES.



6. Confirm or deny updating the quantities.



7. The quantities of the mobile inventoried items will show in the list,



The screenshot shows a software window titled "Spot-check Inventory : 120000025043 - Durables". The window has a menu bar (File, Edit, View, Windows, Help) and a toolbar with icons for New Inventory, Print, Refresh, and Exit. On the left is a tree view with "Bakery Tools/Molds & Rings" selected. The main area contains a table with the following data:

Code	Description	Ba...	SOH	Counted	Variance	Price	Value	C
40100005	ACETATE - STRIPS, 9 1/2" X 1 1/2" 1000 EA/CS	CASE	0.000	55.000	55.000	18.120	996.600	
40100016	CUTTERS - BAKERY CUTTERS, 8 PIECE SET PLAIN, # 430027	EA	0.000	28.000	28.000	0.010	0.280	
							996.880	

At the bottom, there are buttons for "List", "Mobile Inventory", and "Logs". A status bar at the very bottom displays: Ship1, 7/13/2011, 2:13 PM, User: Fidelio Support, Pc: Demo-mm-rs, DB:, Ver: 7.30.301.

Do a Receiving

The second feature of the MMS Mobile application is to allow a user to control quantities received for a single day's number of loadings.

During the synchronization process, the mobile device will extract all expected purchase orders for the current day, on the condition that the order status is 5.

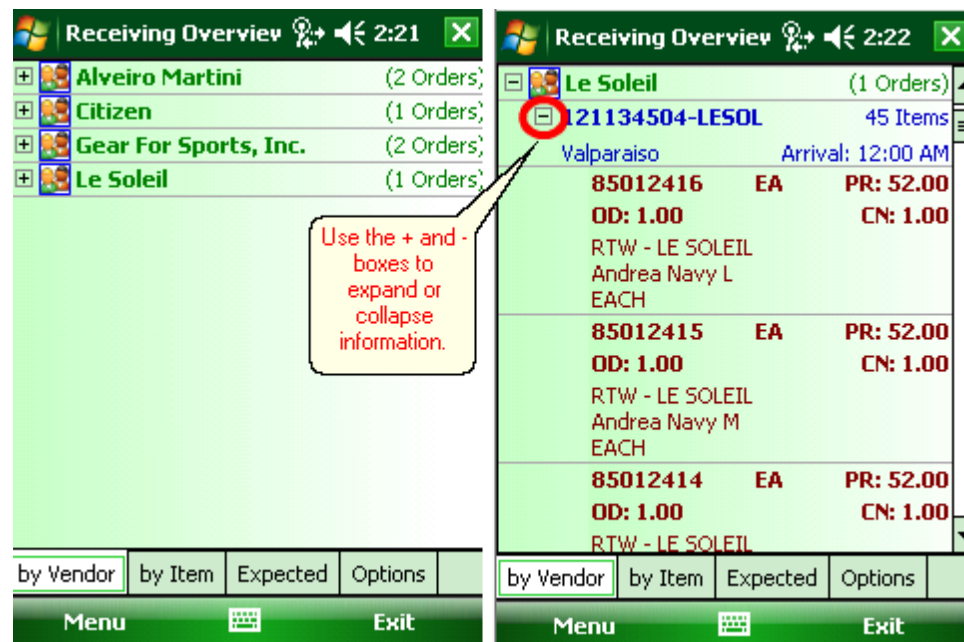
Order status 5 consists of orders whose quantities have been determined, and have been confirmed for delivery by the vendor.

Do a Receiving

1. To access this functionality, either press the quick button Receiving on the main menu or select Menu à Receiving from the main menu.



2. The Receiving Overview form will open.



3. The form is split into 4 tabs.
 - a. By Vendor – A list of Purchase Orders grouped first by vendor, and then by PO Number. This list has a background color of green.



- b. By Item: A list of Expected Items ordered. This list has a background color of blue.
- c. Expected – A list of Expected Items that have not been scanned into the device. This list has a background color of red

Receiving Overview 2:34

Filter:

	87209028	EA	OD: 1.00
ALVIERO MARTINI LUGGAGE CP195			
121134267-ALVMAR Alveiro Martini			
	87209027	EA	OD: 1.00
ALVIERO MARTINI LUGGAGE CV G306-9000-010.			
121134267-ALVMAR Alveiro Martini			
	87209033	EA	OD: 1.00
ALVIERO MARTINI LUGGAGE GEO AFRICA DECOR			

by Vendor by Item **Expected** Options

Menu Exit

- d. Options – This is where the user can define the maximum number of lines any items description will be displayed in all three lists.

Receiving Overview 2:36

Description Display
Line Count:

by Vendor by Item Expected **Options**

Menu Exit

- As each item arrives on the quayside along the vessel, the user can scan the item's bar code and the mobile device will attempt to find the items from the list of Expected

Items. Once found, if an item is from the correct vendor, user then can select the item by double-clicking it in the list. It will open in the order details view and the user can enter the received amount in the ADD field

The image shows two screenshots of the 'Order Details' screen, illustrating the process of receiving an item. The left screenshot shows the initial state where the 'Received' amount is 0.000 EA and the 'Add' field is 0.000. The right screenshot shows the state after receiving 1.000 EA, with the 'Received' amount updated to 1.000 EA. Both screenshots show the 'OR/CF' as 1 EA / 1 EA and the 'Expires' date as Friday, September 10, 2010. A table at the bottom of each screen displays the 'Received' amount and the 'Expires' date.

Received	Expires	Method
0.000	9/10/10 12:00:00 AM	M

- The subsequent Order Details screen displays the Code, Description of the product and below it, the amounts ordered (OR) and the amounts confirmed by the vendor (CF). In addition it shows the As each item arrives on the quayside along the vessel, the user can scan the item's bar code and the mobile device will attempt to find the items from the list of Expected Items. Once found, if an item is from the correct vendor, user then can select the item by double-clicking it in the list. It will open in the order details view and the user can enter the received amount in the ADD field summary of all scanned inputs in the Received grid.
- Users can make multiple scans per product.
- Users can see each scan in the lower grid with the columns Received, Expires, Method, Counted, Factor and Modification date. When the form opens the focus is put on the Add text box where the user can then enter the quantity he is receiving.
- The user can then either press the Keyboard enter key or the OK button on the menu bar.
- As product are received, the user can monitor which items have not yet had any entry of receiving by going to the Expected tab, and pressing the Refresh button. If searching for a specific product the user can also enter text in the filter box, either a Code or Description, and also press the Refresh button.
- The system will attempt to filter all those items from the list that meet the requirement.

Receiving Overview			
Filter: 87123582			
	87123582	EA	OD: 6.00
SOFT LOGO - FLEECE, WOMEN - G5020 SKYLARK 161			
121137981-GEASPO Gear For Sports, Inc.			
<div> by Vendor by Item Expected Options </div>			
<div> Menu Exit </div>			

Process the mobile receiving

After completing and uploading the mobile receiving it is required to include the mobile receiving into the regular receiving.

Process the mobile receiving

1. When opening the receiving module find the corresponding PO and create a loading document as usual.

Cruise Material Management - Receiving Module - [Purchase Order Overview for Thursday, July 14, 2011]

File Windows Help

Search Refresh OwnerShip Print Export to Excel Exit

Ship1

July 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

7/14/2011 7/14/2011

Loadings Summaries

Purchase Order Overview for Thursday, July 14, 2011

Destination	OS	CPI	PCN	VID	Vendor	Value	CUR	Value(USD)
Ship1	1	V5321	12122821	0	-None-	0.000		0.000
Ship1	5	V5321	12122821	DRUSTO	Drugstore.com	19,700.000	USD	19,700.000
						0		

Overview Purchase Orders Receivings Warehouse Transfers Containers

Ship1 7/14/2011 9:49 AM User: Fidelio Support Pc: Demo-rms-rs DB: Fidelio Ver: 7.30.301

Cruise Material Management - Receiving Module - [12122821-DRUSTO Drugstore.com Ship1 JUL-14-2011]

File Edit Windows Help

Refresh OwnerShip Add Item Delete Item Print Export to Excel Exit

12122821-DRUSTO Drugstore.com Ship1 JUL-14-2011

Purchase Order Loading Documents

Key Value

Ordered:	19,700.00
Variance:	19,700.00

Overview ReceivingOverview

Ship1 7/14/2011 9:51 AM

Register New Loading Document

Details Options

Date: July 14, 2011 00:00

Document Reference: Test

Document Type: Delivery Note

Loading Type: Received From Vendor

Global Discount: 0.00

VAT: << Select from List >>

Total per Document: 0.000

Currency: US Dollar

Transfer to POC: << Select from List >>

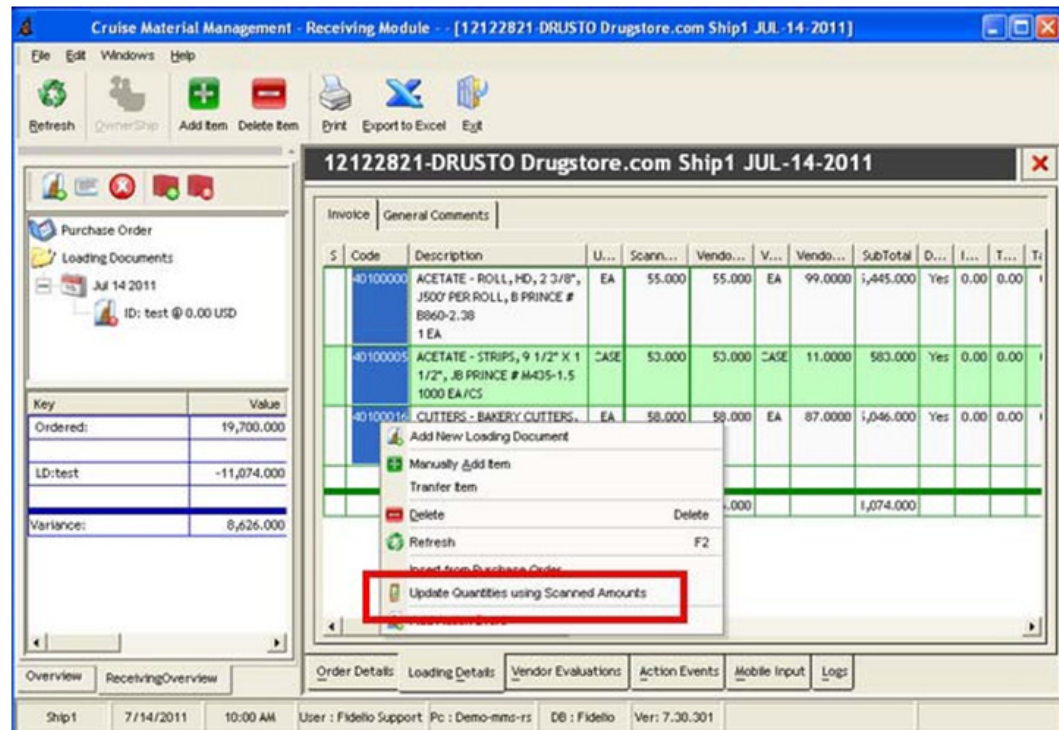
☐ Ship Via Containers

Add Cancel

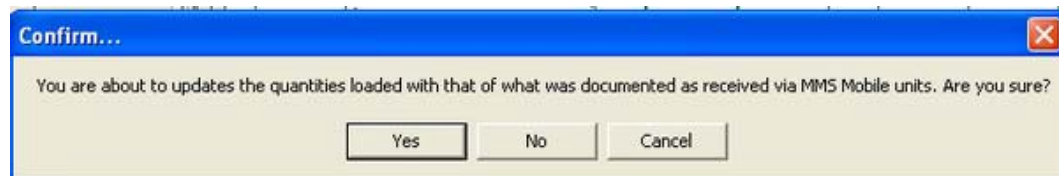
Ice Ord	SubTotal	To...	VA...
.000000	0.0000	0.00	0.00
.000000	0.0000	0.00	0.00
.000000	0.0000	0.00	0.00
	0.0000	0.00	0.00

Logs

- When having added the items to the document click on **LOADING DETAILS**, mark all items for which you want to update the mobile received quantities and right click



3. Accept or deny the confirmation prompt.



4. The mobile received quantities have been updated on the PO.

File Edit Windows Help

Refresh
 Ownership
 Add Item
 Delete Item
 Print
 Export to Excel
 Exit

Purchase Order
 Loading Documents

Jul 14 2011
 ID: test @ 0.00 USD

Key	Value
Ordered:	19,700.000
LD: test	-11,074.000
Variance:	8,626.000

12122821-DRUSTO Drugstore.com Ship1 JUL-14-2011

Code	Description	U...	Ordered	Confirmed	Received	Price Ord	SubTotal	To...	VA...
40100000	ACETATE - ROLL, HD, 2 3/8", J5007 PER ROLL, B PRINCE # 8860-2-38 1 EA	EA	100.0000	100.0000	55.0000	99.000000	3,445.0000	0.00	0.00
40100005	ACETATE - STRIPS, 9 1/2" X 1 1/2", JB PRINCE # M435-1.5 1000 EA/CS	CASE	100.0000	100.0000	53.0000	11.000000	583.0000	0.00	0.00
40100016	CUTTERS - BAKERY CUTTERS, 8 PIECE SET PLAIN, # 430027	EA	100.0000	100.0000	58.0000	87.000000	3,046.0000	0.00	0.00
			300.0000	300.0000	166.0000		1,074.0000	0.00	0.00

Overview

ReceivingOverview

Order Details

Loading Details

Vendor Evaluations

Action Events

Mobile Input

Logs

Ship1

7/14/2011

10:02 AM

User : Fidelio Support

Pc : Demo-mms-rs

DB : Fidelio

Ver: 7.30.301

Use the Cruise Plan

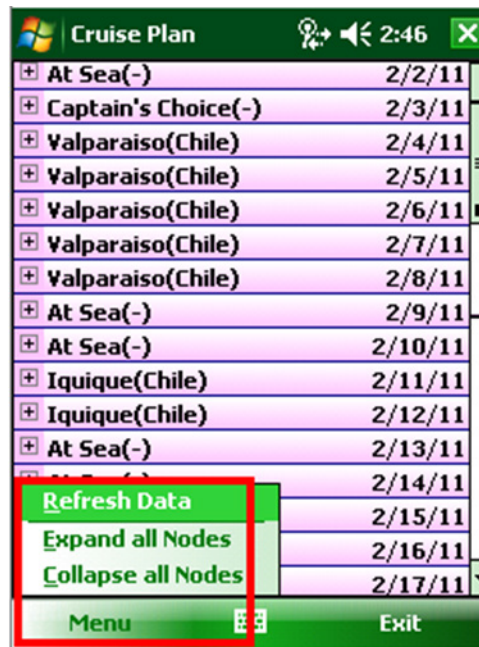
With each synchronization process, the web service will transfer the ship's itinerary into the mobile device which the user can view by either pressing the Cruise Plan quick button on the main form, or by selecting the Menu -> Cruise Plan.

Cruise Plan

- The Cruise Plan displays the Port of call, Country, Date of arrival, Time of arrival, and Time of departure.

Port of Call	Date	Arrive	Depart
At Sea(-)	2/2/11	12:00 AM	12:00 AM
Captain's Choice(-)	2/3/11	12:00 AM	12:00 AM
Valparaiso(Chile)	2/4/11	4:00 PM	12:00 AM
Valparaiso(Chile)	2/5/11	12:00 AM	12:00 AM
Valparaiso(Chile)	2/6/11	12:00 AM	12:00 AM
Valparaiso(Chile)	2/7/11		

- The menu offers the user options to expand and collapse all nodes and a refresh functionality.



- The number of days downloaded and the starting point from date are defined in the system settings.

Use the Item List

The mobile device will extract the full list of Items from the web service and store it locally within the mobile database.

Items List

- The Item List can be accessed by pressing Items List from the quick buttons on the main form, or by selecting from the main forms Menu -> Items List.
- When the product list form opens, the user will have the option to select a store and apply a filter for which the mobile device will populate the grid when the user presses the search button, or presses Enter on the keyboard.
- If no filter is applied, then a full list of items for that store will be displayed.

Product List 3:01

Store:

Filter:

Code	Description	Unit

Details Exit

Product List 2:58

Store: 8 Retail

Filter: glasses

Code	Description	Unit
80371006	ACCESSORIES-SUNGLASSES, BVLGARI MEN	EA
80371009	ACCESSORIES-SUNGLASSES, BVLGARI MEN	EA
80371007	ACCESSORIES-SUNGLASSES, BVLGARI MEN	EA
80371008	ACCESSORIES-SUNGLASSES, BVLGARI MEN	EA
80371001	ACCESSORIES-SUNGLASSES, BVLGARI MEN	EA
80371000	ACCESSORIES-SUNGLASSES, BVLGARI MEN	EA

Details Exit

- Once the list is presented, a user can then select an Item from the list and view the items details by either pressing the Details button or by double-clicking the respective item in the list.
- The product details form will open displaying the Item's Code, Description, Unit, Current Stock on Hand as SOH (on the condition that the system is currently offline), Ordered amounts (assumed to be expected today), and all the barcodes assigned to this product.

Product Details 3:03

Code: 80371001

Desc: ACCESSORIES-SUNGLASSES, BVLGARI

Unit: EA

SOH:

Ordered:

BarCode	Factor
80371001	1

Options Exit

- To add a new barcode, just scan it, the system will prompt you for confirmation and will then add it to its local database. With the next upload of data synchronization, the

system will upload that new barcode link into the database which then be shared across the fleet.

The screenshot shows the 'Product Details' window with a confirmation dialog box titled 'Confirm...'. The dialog asks: 'Do you want to add Barcode 4009300007371 to the system?'. Below the text are three buttons: 'Yes', 'No', and 'Cancel'. In the background, the 'Product Details' window shows the 'Code' field with '89028715' and the 'Desc' field with 'KENNETH COLE'. At the bottom of the window are 'Options' and 'Exit' buttons.

- From this screen you also have an option button which will allow the user to remove a barcode from the system and also to request the refresh of the stock on hand.

The screenshot shows the 'Product Details' window with a table of barcodes. The table has two columns: 'BarCode' and 'Factor'. The first row shows '80371006' and '1'. The second row shows '4005808846207' and '1'. Below the table are three buttons: 'Remove Barcode', 'Get Stock on Hand', and 'Refresh'. The 'Remove Barcode' button is circled in red. At the bottom of the window are 'Options' and 'Exit' buttons.

BarCode	Factor
80371006	1
4005808846207	1



NOTE:

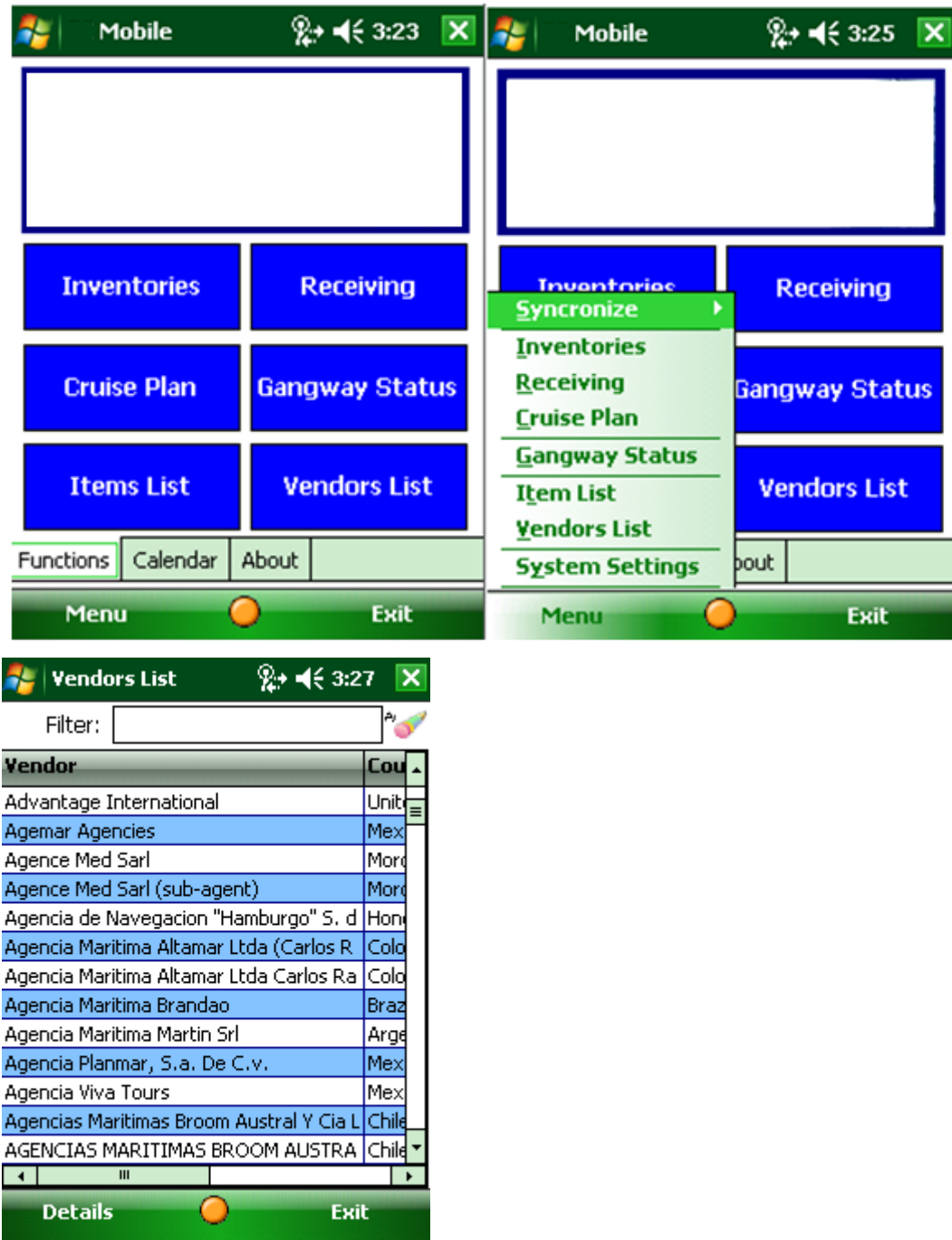
Only barcodes that have been added on the mobile device can be removed using the remove barcode function

Use the Vendors List

The mobile device will extract the full list of Vendors and Port Agents from the web service and store it locally in the mobile database.

Vendor List

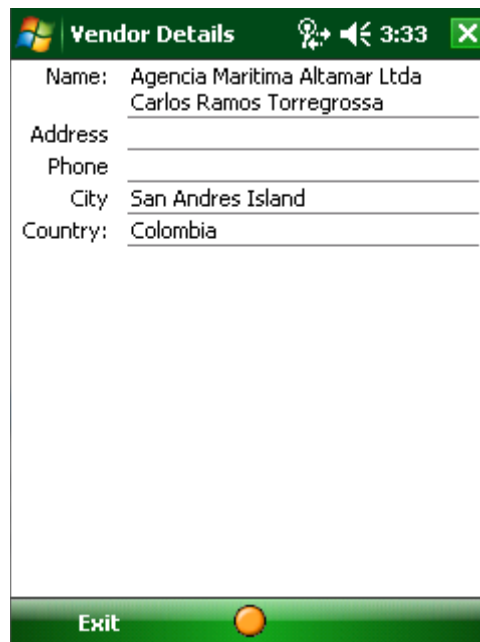
1. Vendor details can be accessed by pressing Vendor List from the quick button selection on the main form, or from the Menu -> Vendors List.



- When the Vendors list form is displayed, a list of all vendors and agents will be displayed in alphabetical order.
- The user can apply a filter by typing into the filter text-box. The filter is automatically applied for each letter entered. The user can erase the filter contents by pressing the clear button.



- The list includes Vendor names and their respective Countries and Cities.
- To access the Vendor's details either double-click the vendor in the list, or select a Vendor and press Details button.
- For each vendor, the name, a full address, and a telephone number will be displayed

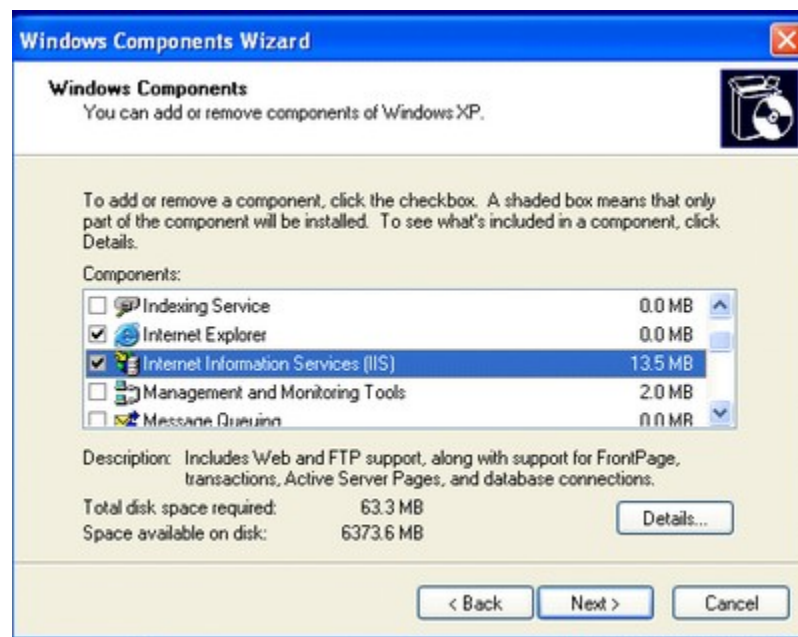


Install

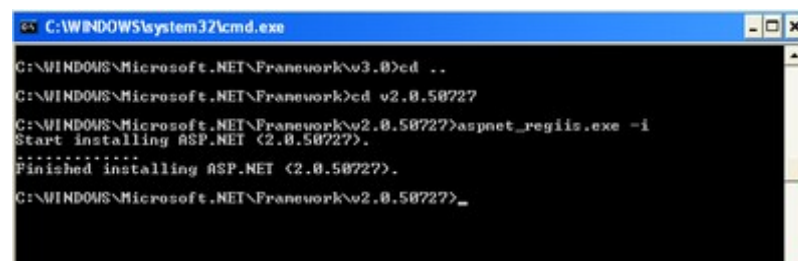
Setup the WebServices

FC MMS Mobile communicates using Internet Information Services. Therefore it is required to have a PC/ VM which hosts the webservices for the application. In order to install these on a Windows XP operating system, please follow the steps below. So far Windows 7 is not supported.

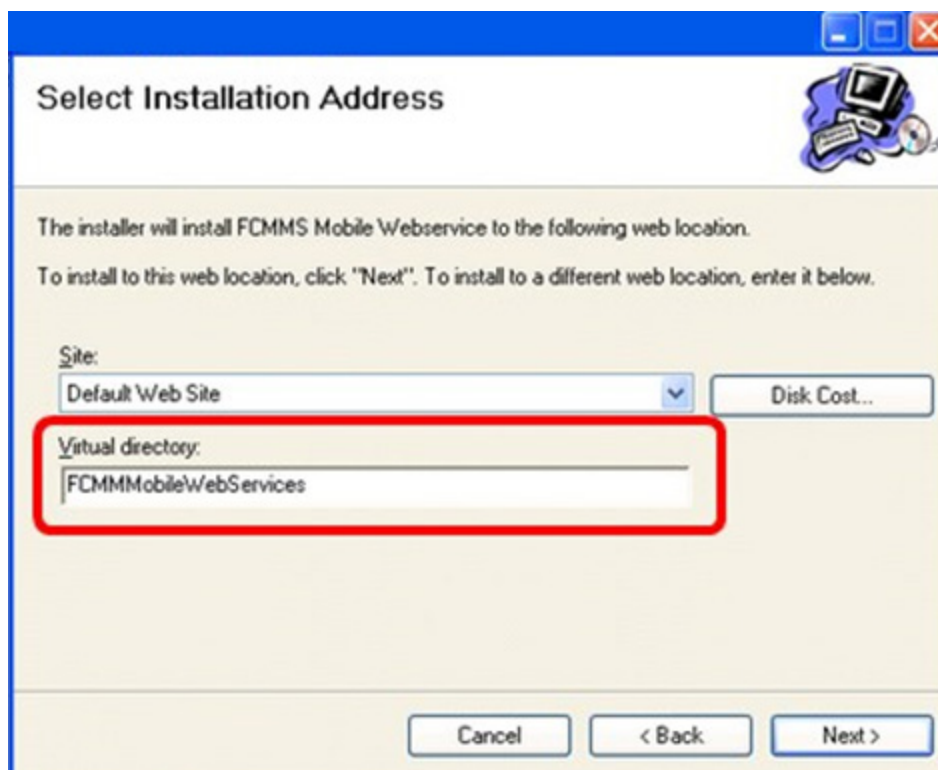
1. Installation of IIS
 - a. Go to CONTROL PANEL - Add/ remove programs and select Add/ Remove WINDOWS COMPONENTS.
 - b. Check "Internet Information Services (IIS)" and click next.
 - c. When prompted to specify the location of the i386 folder and click next.
 - d. Once the installation is finished restart the PC.



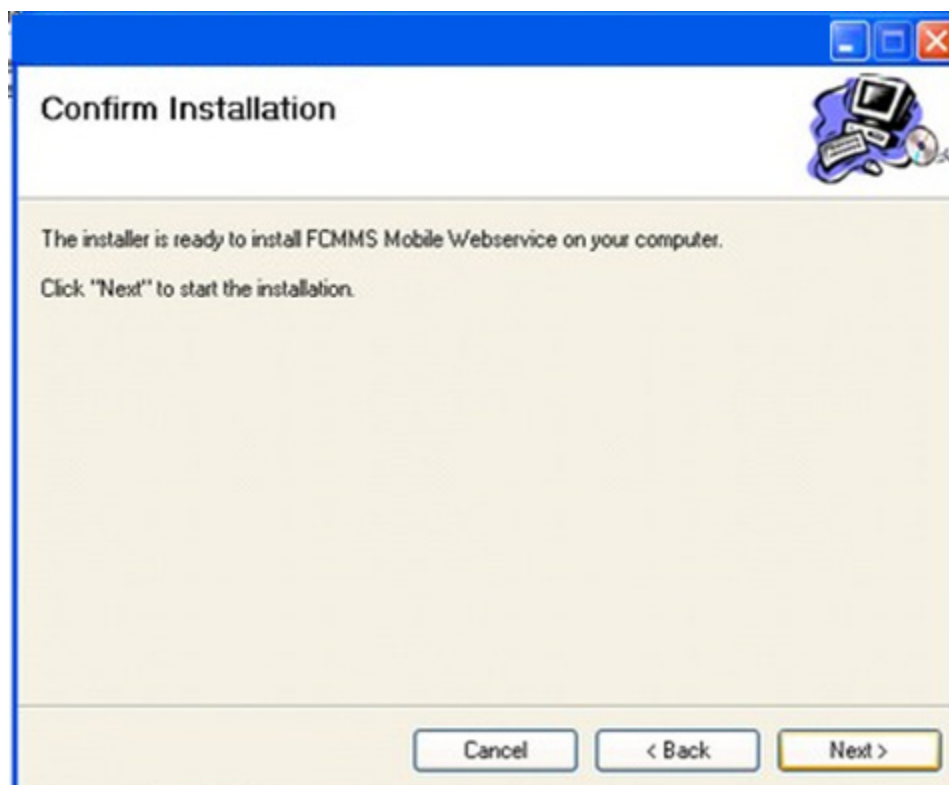
2. Register asp.net
 - a. Run: `C:\WINDOWS\Microsoft.NET\Framework\v2.0.50727\aspnet_regiis.exe -i`



3. FC MMS Webservices Installer
 - a. From the corresponding release of the MMS version, open the MOBILE folder and start SETUP.exe



- b. Make sure to rename the virtual directory to FCMMMobileWebServices.

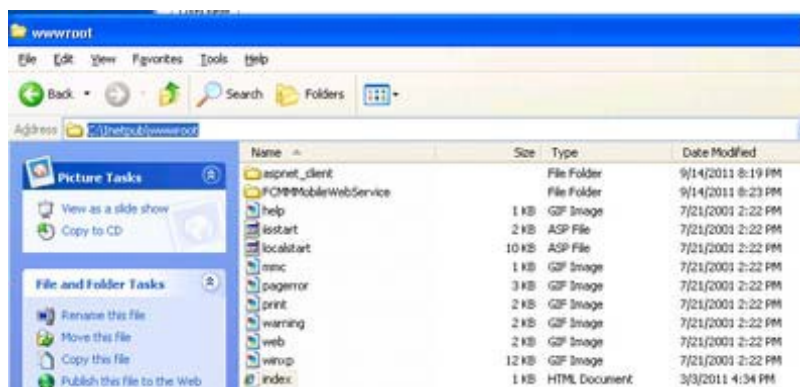


- c. Click on Next and FINISH.

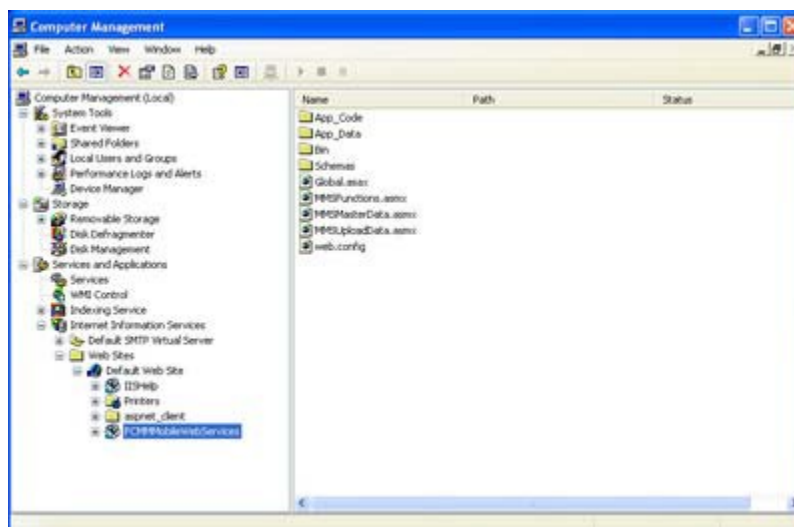
4. Index.htm

- open notepad, paste the below content in the notepad:

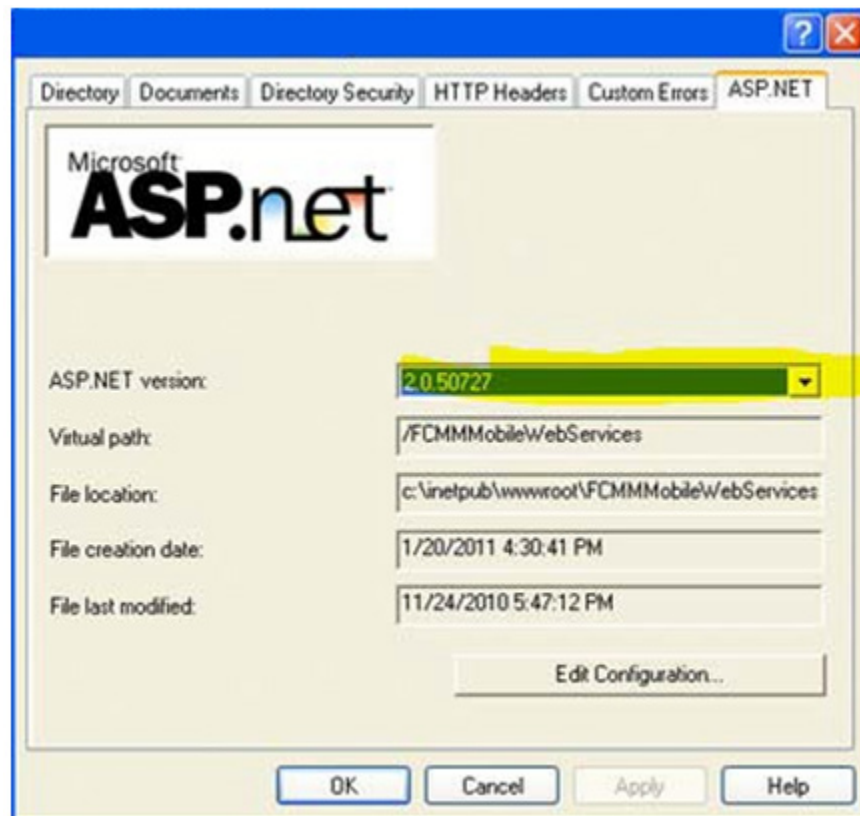
```
<center><br>
```
- Save the notepad as index.htm into C:\inetpub\wwwroot.



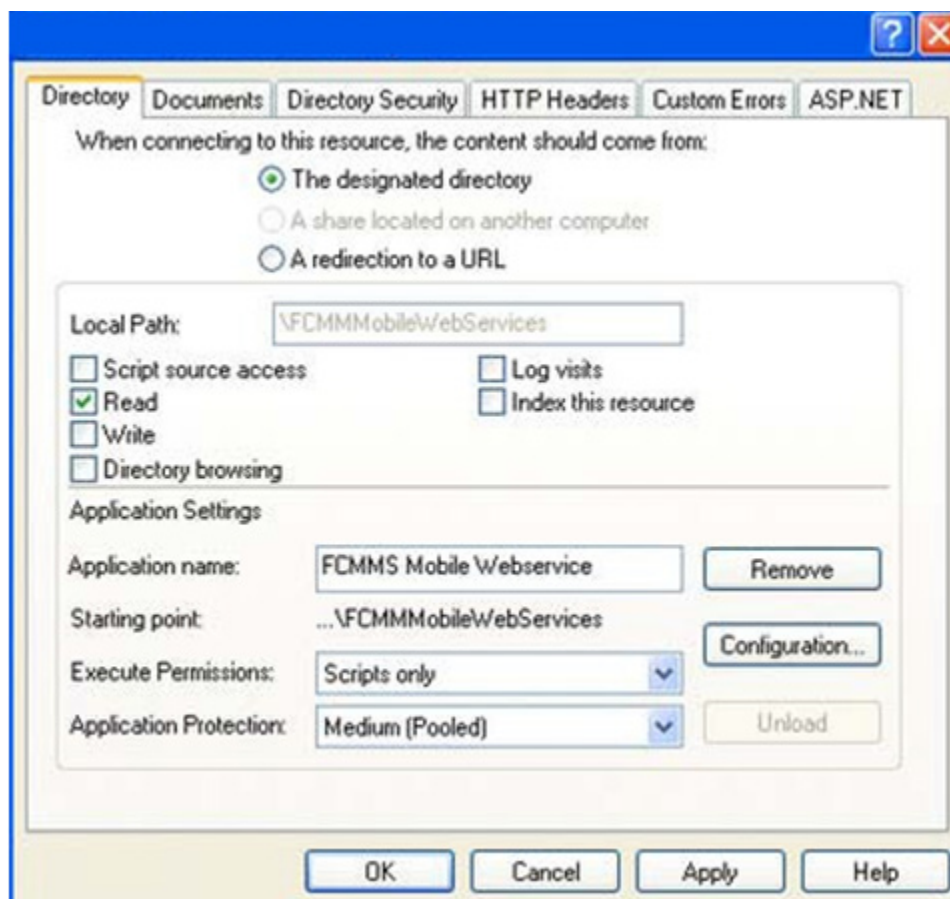
5. Configure the webservice
 - a. Go to MY COMPUTER - right click - MANAGE - Services and Applications - Internet Information Services - Web Sites - FCMMMobileServices.



- b. Right mouse click - Properties - on the ASP.net tab, make sure asp.net 2.0.50727 is selected.



- c. On the directory tab, uncheck "Log visits" and "Index this resource".



- d. Click in Apply and OK and close Computer Management.
6. To test if everything is installed correctly, open IE on a different machine and enter the IP address in the address line.

Setup MC70 MC75A

FC MMS Mobile is currently supported on Motorola MC70 and MC75A with Windows Mobile 5.0 to 6.5.

To start the installation, make sure your PC has Active Sync or Windows Mobile Device Center installed, place the device in the cradle and connect the cradle to your PC using USB.

1. Install FC MMS Mobile on a fresh device
 - a. Extract MMS Mobile.7z to the PC which is connected to the device
 - b. Extract the zip.
 - c. Copy the "MMSMobileSetup.CAB" to the mobile device.
 - d. On the mobile device find and run the MMSMobileSetup by tapping it with the stylus. When being prompted for the location to install, select DEVICE and click on Install.

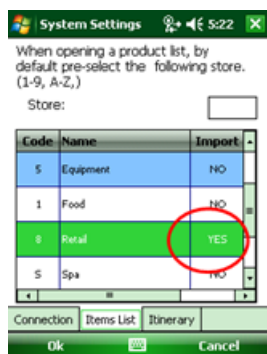
- e. If the install was successful, you will also get prompted. Confirm with OK.
- f. Open the File Explorer and go to My Device\Program Files\MMSMobile
- g. Find NETCF35.Mes and run it by tapping it with the stylus.
- h. When being prompted for the location to install, select DEVICE and click on Install. Confirm the successful installation message with OK.
- i. Run NETCF35.wm.
- j. When being prompted for the location to install, select DEVICE and click on Install. Confirm the successful installation message with OK.
- k. In case you get a message that a later version of .NET Compact Framework is already installed, click OK.
- l. Confirm the unsuccessful installation with OK and continue with the next step.
- m. Run sql.dev.ENU.pp
- n. When being prompted for the location to install, select DEVICE and click on Install. Confirm the successful installation message with OK.
- o. Run sql.ppc.wce5.a
- p. When being prompted for the location to install, select DEVICE and click on Install. Confirm the successful installation message with OK.
- q. Run sqlce.dev.ENU
- r. When being prompted for the location to install, select DEVICE and click on Install. Confirm the successful installation message with OK.
- s. Run sqlce.ppc.wce5
- t. When being prompted for the location to install, select DEVICE and click on Install. Confirm the successful installation message with OK.
- u. Run sqlce.repl.ppc
- v. When being prompted for the location to install, select DEVICE and click on Install. Confirm the successful installation message with OK.
- w. Warmboot the device.
- x. After the device is back up, check the date and time settings on the device.
- y. The date, time and time zone settings must match these of the FCMMS database server.
- z. Start FCMMS Mobile application.

For instructions on how to setup the FC MMS Mobile refer to Connect to Web Services Client, Initial Synchronization and Application Overview.

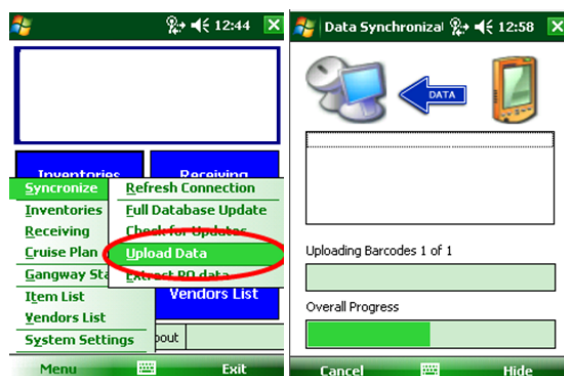
Frequently Asked Questions

What can I do when the synchronization is interrupted during downloading details?

1. Go to Menu - System Settings - Items List and flip the status for IMPORT from YES to NO and back to YES.



2. Start the synchronization process again



Glossary

Here you can find an explanation of terms used throughout the system. Click the letter to expand a tree or use index to locate specific word.

Account

Account: - Called a cost center in accounting, and is used to assign cost to a specified location or usage type like maintenance, spoilage, breakage or consumption. All of the areas onboard have assignments to a certain account even if they are not visible for the regular user.

Account Reference

Accounts Reference - a unique number given out by the accounting department and assigned to a single document to identify and trace it.

Additionally, an account is a label for recording a quantity of almost anything. Most often it is a record of an amount of money owned or owed by or to a particular person or entity, or allocated to a particular purpose. It may represent amounts of money that have actually changed hands, or it may represent an estimate of the values of assets, or it may be a combination of these.

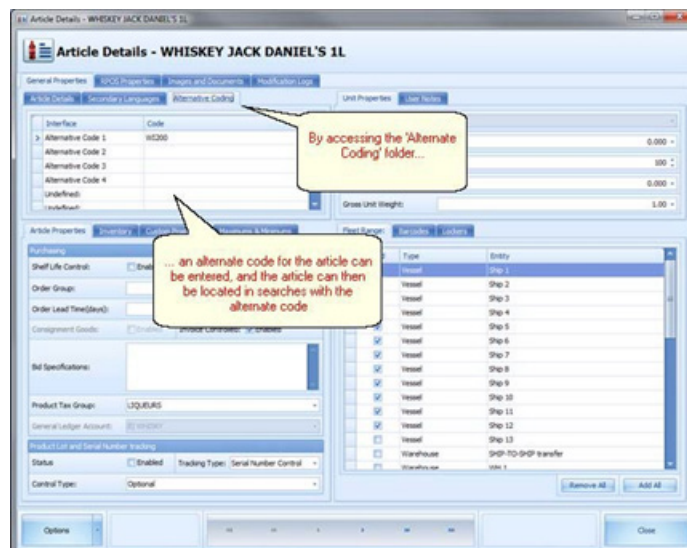
A contra account is an account that carries a balance opposite to the normal balance. An example would be Accumulated Depreciation. The term account is also used more generally by analogy and association with accountancy concepts.

Accountability

Accountability - To be answerable for the results of an assigned action. Accountability is associated with delegated authority and is distinct from responsibility. A supervisor can assign responsibility but cannot give away his/her accountability; the manager is ultimately accountable. Example: The Service Center is responsible for providing financial reports and accountable to ensure the financial reports are accurate; however, the unit manager is accountable for the budgetary condition or financial standing of the unit.

Accountability

Accountability - To be answerable for the results of an assigned action. Accountability is associated with delegated authority and is distinct from responsibility. A supervisor can assign responsibility but cannot give away his/her accountability; the manager is ultimately accountable. Example: The Service Center is responsible for providing financial reports and accountable to ensure the financial reports are accurate; however, the unit manager is accountable for the budgetary condition or financial standing of the unit.



Article

An article in the system is a single item, which once existing can be used to request, purchase, load, transfer and use it in a recipe via the Material Management System. The basic definition requires an **Article Type**, an **Article ID** a **Description** and a **Unit**

Article Type

All articles must be assigned an Article Type:

Parent Code: Where the item is the 'main' unit size (for example with liquor, the 1 liter bottle will normally be the parent code).

Child Code: The child code is related to a parent code, for example; 75 cl, 50 cl bottles which are 'sub' types to the parent code.

Grouping Code: Used for example with uniforms. You have a blazer in different sizes and the code is the general code. Then for every single size you have a different ending no 50020 (Grouping Code) 50020 – L (Size).

Article Status

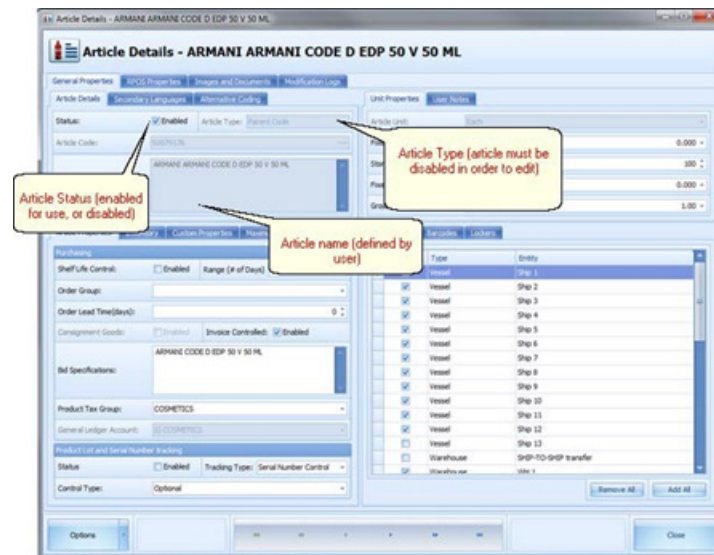
All articles must be assigned a status:

Status 0 – Article is disabled.

An Article can be disabled in order to stop the using of article on a single vessel or fleet wide. Whenever modifying i.e. changing the description an article the article needs to be disabled first.

Status 1 – Article is enabled

When an article is enabled it can actually be used onboard.



Average Price

The Average Price Method is a mathematical operation for evaluating the price of provisions onboard to consider the fact that some of the same items have been purchased at different purchasing prices.

Summary

The system offers different ways to calculate the onboard price. These are:

- Use FIFO (First In First Out)
- Use Weighted Averages
- Use Last Loading Price

The basic reason why the Material Management uses an average price is because most of the purchasing prices are never fixed and vary in different ways depending on the article group. For example, the price of fruits and vegetables can change on a daily basis. The MMS needs an average price to evaluate the stock on hand correctly for the main store as well as the movements and as a result of this the outlets. There can be slightly different average prices onboard a single ship for just one single item.

In most of the cases the prices at the points of consumption varies in almost the same way as in the main store but the level depends on the request and consumption behavior of the specific point of consumption. But the average price in a POC cannot be higher than the most expensive purchasing price or lower than the cheapest.

The average price is a very important figure for the accounting department in order to calculate the proper Cost of Food / Cost of Sales, consumption level and all other reports concerning the food and beverage operation.

The images of the 2 Excel sheets below represent an easy example of how the Material Management actually calculates the price.

average price.xls						
	A	B	C	D	E	F
1	Average Price					
2						
3	Code	Description	Purchase Date	Weight	Price Kg	Total Price
4	000001	Banana Fresh Fruit Ripe	1/1/2006	360	1.00 €	360.00 €
5	000001	Banana Fresh Fruit Ripe	3/1/2006	72	3.00 €	216.00 €
6	000001	Banana Fresh Fruit Ripe	14/1/2006	360	1.20 €	432.00 €
7	000001	Banana Fresh Fruit Ripe	2/2/2006	720	0.90 €	648.00 €
8	000001	Banana Fresh Fruit Ripe	18/02/2006	100	3.50 €	350.00 €
9	000001	Banana Fresh Fruit Ripe	27/02/2006	50	4.00 €	200.00 €
10					6	
11						
12	Average Price = $\frac{\text{Price 1} + \text{Price 2} + \text{Price 3} + \text{Price 4} + \text{Price 5} + \text{Price 6}}{\text{Amount of Prices (6)}}$					
13						
14	Average Price = $\frac{1.00 € + 3.00 € + 1.20 € + 0.90 € + 3.50 € + 4.00 €}{6}$					
15						
16	Average Price = $\frac{13.60 €}{6}$					
17						
18	Average Price = 2.27 €					
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						

weighted average price.xls						
	A	B	C	D	E	F
1	Weighted Average Price					
2						
3	Code	Description	Purchase Date	Weight	Price Kg	Total Price
4	000001	Banana Fresh Fruit Ripe	1/1/2006	360.00	1.00 €	360.00 €
5	000001	Banana Fresh Fruit Ripe	3/1/2006	72.00	3.00 €	216.00 €
6	000001	Banana Fresh Fruit Ripe	14/1/2006	360.00	1.20 €	432.00 €
7	000001	Banana Fresh Fruit Ripe	2/2/2006	720.00	0.90 €	648.00 €
8	000001	Banana Fresh Fruit Ripe	18/02/2006	100.00	3.50 €	350.00 €
9	000001	Banana Fresh Fruit Ripe	27/02/2006	50.00	4.00 €	200.00 €
10				1662.00		
11						
12						
13						
14	Weighted Average = $\frac{\text{Purchase 1 (Weight * Price)} + \text{Purchase 2 (Weight * Price)} + \text{Purchase 3 (Weight * Price)} + \text{Purchase 4 (Weight * Price)} + \text{Purchase 5 (Weight * Price)} + \text{Purchase 6 (Weight * Price)}}{\text{Total Weight Purchased}}$					
15						
16	Weighted Average = $\frac{360 + 216 + 432 + 648 + 350 + 200}{360 + 72 + 360 + 720 + 100 + 50}$					
17						
18	Weighted Average = $\frac{2,206.00 €}{1662.00}$					
19						
20	Weighted Average = 1.33 €					
21						
22						
23						
24						
25						
26						
27						
28						

In real food and beverage operation, the average calculation will be much more complex and complicated

192240 VEGETABLE - FRESH, CUCUMBERS - SEEDLESS, MEDIUM

Product:

Code: 192240

Description: VEGETABLE - FRESH, CUCUMBERS - SEEDLESS, MEDIUM

Unit: LBS

Statistics:

Fixed Price HQ: 0.000 USD Average 1: 0.548 USD Last Purchase: 0.675 LBS

Fixed Price VS: 0.000 USD Average 2: 0.563 USD Amounts PTD: 2,404,022.040 LBS

Warehouse Stock and

Available	SOH
0.000	0.000

Vessels Stock on Hand:

Vessel	
Ship 2	
Ship 3	398.000
Ship 4	0.000
Ship 1	0.000
Ship 5	0.000
	398.000

Details Purchase History Consumptions Pending Requests

Average 1 calculated over 365 days. Average 2 calculated based on user preference.

Fixed Price HQ and Fixed Price Vessel if manually entered under Article Unit/Cost.

Last purchase price per unit for this article and the amount purchased to date.

Bar Code

A bar code is a machine-readable representation of information in a visual format on a surface. The data is stored in the widths and spacing of printed parallel lines,

A bar code appears on many articles, and can be scanned with a bar code reader. The numerical equivalent of the bar code can be entered into the Alternate Coding field in the article as a point of reference and for searching

This number...

1 646265 651114

Article Details - ARMANI ARMANI CODE D EDP 50 V 50 ML

General Properties RPOS Properties Images and Documents Modification Logs

Article Details Secondary Languages Alternative Coding

Status: ☒ Enabled Article Type: Parent Code

Article Code: 30079126

Article Description (*): ARMANI ARMANI CODE D EDP 50 V 50 ML

Unit Properties User Notes

Article Unit: Each

Fixed Price HQ: 0.000

Store Markup: 100

Fixed Price Ship: 0.000

Gross Unit Weight: 1.00

Article Properties Inventory Custom Properties Maximums & Minimums

Purchasing

Shelf Life Control: ☐ Enabled Range (# of Days): 0

Order Group:

Order Lead Time(days): 0

Consignment Goods: ☐ Enabled Invoice Controlled: ☒ Enabled

Bid Specifications: ARMANI CODE D EDP 50 V 50 ML

Product Tax Group: COSMETICS

General Ledger Account: 50 COSMETICS

Product Lot and Serial Number tracking

Status: ☐ Enabled Tracking Type: Serial Number Control

Control Type: Optional

Fleet Range: Barcodes Lockers

BarCode

164626565114

... can be entered here, and used as a point of reference or for searching.

Add Delete

Options Close



Base Unit

A Base Unit is a fundamental unit of measurement which is used to form other compound units for other quantities

Base Unit - All units used for receiving articles are converted into the base unit. Basically this means that the system will convert for instance a 75cl bottle (BT 075) into 0.75 liters. Base units are normally meters, liters, kilograms.

Article: VODKA, ABSOLUT BOTTLE @ 1.00 LTR

The base unit appears here...

Unit Setup

Receiving Unit: Bottle 100 CL (BT100)

Conversion Factors:

Unit	Factor
Bottle 100 CL (BT100)	1.000000
Bottle 118 CL (BT 118)	0.847458
Bottle 136 CL (BT 136)	0.735294
Bottle 150 CL (BT 150)	0.666667
Bottle 180 CL (BT180)	0.555556
Bottle 20 CL (BT 020)	5.000000

Days Reserve Stock: 3.0000

Base Unit Cost: 4.5800 USD - US Dollar

Store Markup: 100.00 % Percent

Vessel Cost: 4.7450 USD - US Dollar

<< Previous Item Next Item >> Exit

... and the other units and their conversion factors appear here.

Units

Unit Setup

Conversion: 1 Litre (LT) converts into these units as :

1 Unit	value in Litre (LT)
Bottle 100 CL (BT100)	1.000000
Bottle 118 CL (BT 118)	0.847458
Bottle 136 CL (BT 136)	0.735294
Bottle 150 CL (BT 150)	0.666667
Bottle 180 CL (BT180)	0.555556
Bottle 20 CL (BT 020)	5.000000
Bottle 25 CL (BT 025)	4.000000
Bottle 30 CL (BT030)	3.333333
Bottle 33 CL (BT 033)	3.030303
Bottle 35 CL (BT 035)	2.857143
Bottle 37.5 CL (BT37.5)	2.666667
Bottle 5 CL (BT005)	20.000000
Bottle 50 CL (BT050)	2.000000
Bottle 70 CL (BT070)	1.428571
Bottle 75 CL (BT075)	1.333333
Bottle 95 CL (BT 095)	1.052632

Units are set up using the 'Units' screen

Add Delete Exit

Base and Derived Units

Base Unit Cost

Base Unit Cost - The Base Unit Cost is defined in the article Manager shore side. It is linked with the unit defined in the same module and is therefore responsible for the cost of each item. i.e. in this example, the price of one bottle of Absolut Vodka containing 1 liter is \$4.58. The basic unit price of this article is \$4.58 and the basic unit is 1 liter bottle.

Article: VODKA, ABSOLUT BOTTLE @ 1.00 LTR

- General
- Units / Cost Factors**
- Sales Setup
- Alternate Coding
- Fleet Range
- Lockers
- Shelf Life / Customs / Other
- Images
- Notes
- Documents
- Report Grouping
- Quotes

Unit Setup

Receiving Unit: Bottle 100 CL (BT100)

Conversion Factors:

Unit	Factor
Bottle 100 CL (BT100)	1.000000
Bottle 118 CL (BT 118)	0.847458
Bottle 136 CL (BT 136)	0.735294
Bottle 150 CL (BT 150)	0.666667
Bottle 180 CL (BT180)	0.555556
Bottle 20 CL (BT 020)	5.000000

Days Reserve Stock: 3.0000

Base Unit Cost: 4.5800 USD - US Dollar

Store Markup: 100.00 % Percent

Vessel Cost: 4.7450 USD - US Dollar

<< Previous Item Next Item >> Exit

Bid/ Bids

Bid, Quotes or Quotation: Quotes or quotations are offers from vendors to supply specific items at specific prices. Also known as bids, the ship or headquarters will request quotations from a number of vendors, and will select the most suitable responses to be used for future purchasing.

CET

CET = Company Entity Type

CET describes all the entities the cruise line might have including all the warehouses, ships.

Consumption

The expression consumption is used to describe the amount of Stock Deduction.

The phrase consumption appears in a few important Material Management modules such as requests and sales import. Used in cases and for Points of Consumptions (mainly galleys) where the stock reduction is not initiated by recipes and end of cruise inventory will take place. Any time a period reset is performed the stock on hand will be set to zero. The resulting difference between the stock on hand and zero level stock will be assumed and accepted as the average consumption of the relevant cruise.

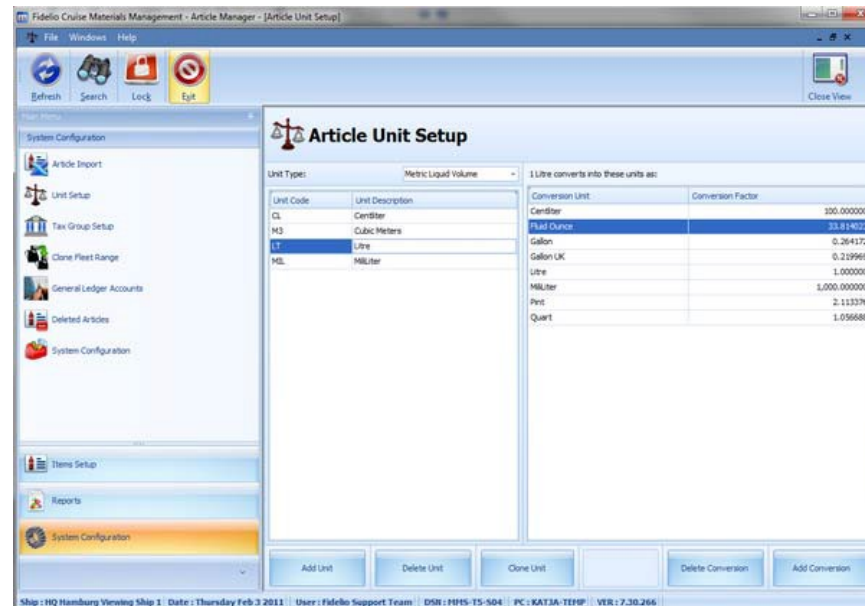
Value of Consumption is an expression that can be found especially in food cost reports and includes the consumption and the sold items.

Conversion

Conversions; conversion factors

Conversion - If the loading units are different to the units defined in the article manager the system needs to convert it into the correct quantity in order to achieve proper stock on hand and for deduction in usage.

Conversion Factor - The relationship between the base unit and the other unit(s) being used for loading or deduction in usage



Cost Center

Cost centers are expressions used in accounting / book keeping departments to record costs by area.

Credit Note

Credit Note - If the buyer returns a product, the seller usually issues a *credit note* for the same (or agreed lower) amount as the invoice, and then refunds the money to the buyer or the buyer can apply that credit note to another invoice. The credit note is a very important document that enables store keeping and inventory control to remove the goods from the stock and thereby reduce the stock quantity and value.

Cruise Plan

Cruise Plan - The schedule of the ship that includes the ports of call, sea days, dry-dock etc. The Material Management System provides a module called Itinerary Planer that will display all the necessary information for the Food and Beverage Operation in order to ensure exact provision planning

Fidelio Cruise Management System - Cruise Planner V7.30.105

Search Copy Paste Delete Print Year: 2006

January February March April May June July August September October November December Search for Overlaps...

Wk	Date	Ship 1	Ship 2	Ship 3	Ship 4
22	Thu June 1 2006	08:00 - 23:00 Dubrovnik / Croatia	08:00 - 23:00 Livorno / Italy	12:00 - 00:00 London / United Kingdom	08:00 - 18:00 Otaru / Japan
22	Fri June 2 2006	08:00 - 19:00 Korcula / Croatia	At Sea	00:00 - 23:00 London / United Kingdom	At Sea
22	Sat June 3 2006	08:00 - 19:00 Split / Croatia	07:00 - 19:00 Sorrento / Italy	08:00 - 18:00 Zeebrugge / Belgium	At Sea
23	Sun June 4 2006	08:00 - 23:00 Rovinj / Croatia	11:00 - 19:00 Poltu Quatu / Italy	08:00 - 14:00 Amsterdam / Netherlands	12:00 - 18:00 Petropavlovsk / Russian Federation
23	Mon June 5 2006	08:00 - 00:00 Venezia / Italy	06:00 - 18:00 Civitavecchia / Italy	13:00 - 00:00 Hamburg / Germany	At Sea
23	Tue June 6 2006	00:00 - 00:00 Venezia / Italy	08:00 - 18:00 Sorrento / Italy	00:00 - 07:00 Hamburg / Germany	At Sea
23	Wed June 7 2006	00:00 - 18:00 Venezia / Italy	08:00 - 18:00 Taormina / Italy	07:00 - 12:00 Copenhagen (Kobenhavn) / Denmark	08:00 - 18:00 Dutch Harbor / United States
23	Thu June 8 2006	08:00 - 13:00 Trieste / Italy	08:00 - 23:00 Malta (Valetta) / Malta	At Sea	At Sea
23	Fri June 9 2006	08:00 - 17:00 Dubrovnik / Croatia	At Sea	08:00 - 00:00 St Petersburg / Russian Federation	08:00 - 18:00 Kodiak / United States
23	Sat June 10 2006	08:00 - 19:00 Corfu / Greece	08:00 - 17:00 Dubrovnik / Croatia	00:00 - 00:00 St Petersburg / Russian Federation	08:00 - 18:00 Homer / United States
24	Sun June 11 2006	08:00 - 19:00 Zante / Greece	13:30 - 00:00 Venezia / Italy	00:00 - 22:00 St Petersburg / Russian Federation	08:00 - 17:00 Anchorage / United States
24	Mon June 12 2006	At Sea	00:00 - 00:00 Venezia / Italy	09:00 - 18:00 Tallinn / Estonia	At Sea
24	Tue June 13 2006	08:00 - 19:00 Capri / Italy	At Sea	12:00 - 00:00 Stockholm / Sweden	07:00 - 13:00 Valdez / United States
24	Wed June 14 2006	08:00 - 17:00 Civitavecchia / Italy	At Sea	00:00 - 22:00 Stockholm / Sweden	At Sea
24	Thu June 15 2006	14:00 - 22:00 Taormina / Italy	At Sea	11:00 - 16:00 Tallinn / Estonia	07:00 - 16:00 Haines / United States
24	Fri June 16 2006	08:00 - 16:00 Malta (Valetta) / Malta	At Sea	08:00 - 00:00 St Petersburg / Russian Federation	08:00 - 23:00 Juneau / United States
25	Sat June 17 2006	At Sea	At Sea	00:00 - 00:00 St Petersburg / Russian Federation	At Sea
25	Sun June 18 2006	09:00 - 20:00 Rhodes / Greece	At Sea	00:00 - 22:00 St Petersburg / Russian Federation	08:00 - 17:00 Ketchikan / United States
25	Mon June 19 2006	08:00 - 00:00 Mykonos / Greece	07:00 - 19:00 Piraeus / Greece	07:00 - 18:00 Helsinki (Helsinki) / Finland	At Sea
25	Tue June 20 2006	00:00 - 01:00 Mykonos / Greece	08:00 - 18:00 Mykonos / Greece	At Sea	08:00 - 23:00 Victoria / Canada
25	Wed June 21 2006	08:00 - 19:00 Piraeus / Greece	00:00 - 18:00 Kusadasi / Turkey	07:00 - 19:00 Copenhagen (Kobenhavn) / Denmark	07:00 - 18:00 Vancouver / Canada
25	Thu June 22 2006	At Sea	08:00 - 16:00 Santorini / Greece	At Sea	At Sea
25	Fri June 23 2006	08:00 - 19:00 Darnah / Libyan Arab Jamahiriya	At Sea	08:00 - 14:00 Ulvik / Norway	13:00 - 19:00 Tracy / United States
25	Sat June 24 2006	At Sea	08:00 - 12:00 Dubrovnik / Croatia	08:00 - 09:00 Gudvangen / Norway	08:00 - 20:00 Juneau / United States
26	Sun June 25 2006	08:00 - 00:00 Tripoli / Libyan Arab Jamahiriya	08:00 - 00:00 Venezia / Italy	09:00 - 18:00 Olden / Norway	08:00 - 18:00 Skagway / United States
26	Mon June 26 2006	00:00 - 12:00 Tripoli / Libyan Arab Jamahiriya	00:00 - 00:00 Venezia / Italy	08:00 - 12:00 Molde / Norway	10:00 - 18:00 Siba / United States
26	Tue June 27 2006	09:00 - 18:00 La Goulette Nord (Halqueuse) / Tunisia	00:00 - 17:00 Venezia / Italy	08:00 - 18:00 Geiranger / Norway	07:00 - 18:00 Wrangell / United States
26	Wed June 28 2006	At Sea	13:00 - 18:00 Dubrovnik / Croatia	09:00 - 23:00 Bergen / Norway	08:00 - 18:00 Ketchikan / United States
26	Thu June 29 2006	08:00 - 19:00 Valencia / Spain	09:30 - 23:00 Corfu / Greece	At Sea	At Sea
27	Fri June 30 2006	At Sea	At Sea	At Sea	At Sea

Reverse P1: Lastedit: 6/27/2006 4:03 PM User: Paolo Support (R) Password: 08: Paolo Ver: 7.30.105

The ship itinerary is entered here...

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
29 10014 London United Kingdom (12:00-00:00)				10013 London United Kingdom (12:00-00:00)	10014 London United Kingdom (10:00-23:00)	10014 Zeebrugge Belgium (08:00-18:00)
4 10014 Amsterdam Netherlands (08:00-14:00)	5 10014 Hamburg Germany (15:00-00:00)	6 10014 Hamburg Germany (00:00-17:00) 10014 Kiel Canal Germany (00:00-25:00)	7 10014 Copenhagen Denmark (17:00-23:00)	8 10014 At Sea	9 10014 St Petersburg Russian Federation (10:00-00:00)	10 10014 St Petersburg Russian Federation (00:00-00:00)
11 10014 St Petersburg Russian Federation (00:00-22:00)	12 10014 Tallinn Estonia (08:00-22:00)	13 10014 Stockholm Sweden (08:00-22:00)	14 10015 Stockholm Sweden (08:00-22:00)	15 10015 Tallinn Estonia (11:00-18:00)	16 10015 St Petersburg Russian Federation (10:00-00:00)	17 10015 St Petersburg Russian Federation (00:00-00:00)
18 10015 St Petersburg Russian Federation (00:00-22:00)	19 10015 Helsinki Finland (07:00-18:00)	20 10015 At Sea	21 10016 Copenhagen Denmark (17:00-23:00)	22 10016 At Sea	23 10016 Ulvik Norway (00:00-14:00)	24 10016 Gudvangen Norway (10:00-09:00) 10016 Fism Norway (12:00-18:00)
25 10016 Olden Norway (09:00-18:00)	26 10016 Molde Norway (06:00-13:00) 10016 Andenes Norway (15:00-19:00)	27 10016 Geiranger Norway (10:00-18:00)	28 10016 Bergen Norway (08:00-21:00)	29 10016 At Sea	30 10016 Oslo Norway (00:00-18:00)	1

... and then appears here on the Fidelio Cruise Launch Panel

Custom Declaration/Customs Category

Customs Declaration

Depending on local regulations in the ports of call, the vessels will be required to present various 'Customs Declaration' reports, detailing quantities of certain items which are being carried on the vessel.

Customs Category

In the appropriate field in MMS, the user should indicate in which category the item should be listed in order to ensure an accurate Customs Declaration.

Article Details - WHISKEY JACK DANIEL'S 1L

General Properties | RPOS Properties | Images and Documents | Modification Logs

Article Details | Secondary Languages | Alternative Coding

Status: ☒ Enabled Article Type: Parent Code

Article Code: 00004010

Article Description (*): WHISKEY JACK

Unit Properties | User Notes

Article Unit: Each

Fixed Price HQ: 0.000

Markup: 100

Price Ship: 0.000

Unit Weight: 1.00

Article Properties | Inventory | Alternative Properties | Maximums & Minimums

Inventory

Stock Inventoried: ☒ Enabled

Consumption Type: Per Passenger Per Day

Days Reserve Stock: 0

Customs Declaration

Custom Declaration Lists: ☒ Enabled

Customs Group: WHISKY, BRANDY AND COGNAC (EA)

Factor: 1

Fleet Range: | Barcodes | Lockers

Enabled Type Entry

<input checked="" type="checkbox"/>	Vessel	Ship 1
<input type="checkbox"/>	Vessel	Ship 2
<input checked="" type="checkbox"/>	Vessel	Ship 3
<input checked="" type="checkbox"/>	Vessel	Ship 4
<input checked="" type="checkbox"/>	Vessel	Ship 5
<input checked="" type="checkbox"/>	Vessel	Ship 6
<input checked="" type="checkbox"/>	Vessel	Ship 7
<input checked="" type="checkbox"/>	Vessel	Ship 8
<input checked="" type="checkbox"/>	Vessel	Ship 9
<input checked="" type="checkbox"/>	Vessel	Ship 10
<input checked="" type="checkbox"/>	Vessel	Ship 11
<input checked="" type="checkbox"/>	Vessel	Ship 12
<input checked="" type="checkbox"/>	Vessel	Ship 13
<input type="checkbox"/>	Warehouse	SHIP-TO-SHIP transfer
<input type="checkbox"/>	Warehouse	WH 1

Options | Close

Customs Declaration

Print Date: Tuesday, 27 June, 2006
Report ID: FC-00010 Revision: 50

Vessel: Ship 3 Arrival: 6/27/2006 8:00:00AM
Country: Norway Departure: 6/27/2006 6:00:00PM
Port: Geiranger

FOOD, MEAT	20,085.95
FOOD, FISH & SEAFOOD	9,340.66
FOOD, CAVIAR	76.00
FOOD, PRODUCE	10,825.63
FOOD, DRY	226,063.29
FOOD, FROZEN	20,741.91
FOOD, CHILLED	5,731.81
BEVERAGE, SPIRITS	2,456.50
BEVERAGE, LIQUOR	1,231.00
BEVERAGE, WINE	10,172.50
BEVERAGE, BEER (LITER)	1,992.98
BEVERAGE, NON ALCOHOLIC	9,944.90
TOBACCO, CIGARETTES	6,300.00

... and this will then cause this item to appear as part of the total of the selected category on the Declaration.

Container

A container is a method of combining goods from various places and suppliers into one large delivery.

The Container Module was designed to simplify the loading process. It enables the user to collect all the supplies for a ship at a specified location. The collecting of supplies and loading into the container will "merge" the supplies from different vendors into a single "container" movement. It should be mentioned that the implementation of the container module into a company's supply chain will also heavily relocate the controlling responsibilities from shipside receiving to the consolidation address where the goods will be collected and the stuffing of the actual container will take place. The container module will greatly simplify the internal logistics and assure the on time ship supply more than before.

Please note that the assignment of goods to containers is done in the purchasing module because the purchasing process has a closer connection to the delivery date **and** the corresponding consolidation address. For this reason many container related tasks will be found in the matching modules.

Delivery Note

Delivery Note - A Delivery Note is a document provided by the vendor that gives information about delivered goods. The Delivery Note contains the quantity in pieces, volume or weight of all the articles included in the delivery. In the ideal case, the quantities that have been actually received match with the delivery note as well as with the invoice.

Description

Description - The field in the article manager that provides a factual description of the article, such as brand name, product name, etc. MMS supports descriptions in up to 5 different languages. This functionality is provided in order to be able to purchase / request articles in various languages according to the requirements of the chosen supplier.

Article Details - WHISKEY JACK DANIEL'S 1L

General Properties | RPOS Properties | Images and Documents | Modification Logs | Article Details | Secondary Languages | Alternative Coding | Unit Properties | User Notes

Status: ☒ Enabled Article Code: 80004015 Parent Code: Article Unit: Each Gross Unit Weight: 1.00

WHISKEY JACK DANIEL'S 1L

Article must be disabled for descriptive text to be edited.

Alternate language descriptions can be entered on the Secondary Languages tab.

Article description is entered here. Maximum of 250 alphanumeric characters.

Enabled	Type	Entity
<input checked="" type="checkbox"/>	Vessel	Ship 1
<input checked="" type="checkbox"/>	Vessel	Ship 2
<input checked="" type="checkbox"/>	Vessel	Ship 3
<input checked="" type="checkbox"/>	Vessel	Ship 4
<input checked="" type="checkbox"/>	Vessel	Ship 5
<input checked="" type="checkbox"/>	Vessel	Ship 6
<input checked="" type="checkbox"/>	Vessel	Ship 7
<input checked="" type="checkbox"/>	Vessel	Ship 8
<input checked="" type="checkbox"/>	Vessel	Ship 9
<input checked="" type="checkbox"/>	Vessel	Ship 10
<input checked="" type="checkbox"/>	Vessel	Ship 11
<input checked="" type="checkbox"/>	Vessel	Ship 12
<input checked="" type="checkbox"/>	Vessel	Ship 13
<input checked="" type="checkbox"/>	Warehouse	SHIP-TO-SHIP transfer
<input checked="" type="checkbox"/>	Warehouse	Unit 1

Options | Close

FIFO

FIFO - First In, First Out Principle

FIFO - This is the most common procedure in shore side warehouses and onboard ships stores to handle the goods within the store. Following this procedure, goods are issued or consumed in the order in which they were delivered. For food and beverage items, this procedure is important due to the perishability of the items, and ensures that items in the store are always fresh.

FIFO - First In, First Out Price

FIFO Price: The FIFO price is the continuation of the FIFO principle in pricing of goods onboard. FIFO accounting is a common method for recording the value of inventory. It is appropriate where there are many different batches of similar products. The method presumes that the next item to be issued to a point of consumption will be the oldest of that type in the warehouse. In practice, this usually reflects the underlying commercial substance of the issue, since many companies rotate their inventory.

See also:

[Average Price](#) with detailed overview and examples of different average price calculation.

Fleet Range

Fleet Range - This MMS field is used in the shore side setup of the system to allow specific articles to be used on specific ships. Therefore, the article has to be both on enabled status, and assigned to the vessel in the fleet range in order to be available for use onboard that particular ship.

Article Details - WHISKEY JACK DANIEL'S 1L

General Properties | RPO Properties | Images and Documents | Modification Logs

Article Details | Secondary Languages | Alternative Coding

Status: ☒ Enabled Article Type: Parent Code

Article Code: 00004035

Article Description (*): WHISKEY JACK DANIEL'S 1L

Unit Properties | User Notes

Article Unit: Each

Fixed Price HQ: 0.000

Store Markup: 100

Fixed Price Ship: 0.000

Gross Unit Weight: 1.00

Article Properties | Inventory | Custom Properties | Maximums & Minimums

Purchasing

Shelf Life Control: ☐ Enabled Range (# of Days): 0

Order Group:

Order Lead Time(days): 0

Consignment Goods:

Bid Specifications

Product Tax Group: LIQUEURS

General Ledger Account: 00000000

Product List and Serial Number Tracking

Status: ☒ Enabled Tracking Type: Serial Number Control

Control Type: Optional

Fleet Range: Barcodes | Lockers

Enabled	Type	Entity
<input checked="" type="checkbox"/>	Vessel	Ship 1
<input checked="" type="checkbox"/>	Vessel	Ship 2
<input checked="" type="checkbox"/>	Vessel	Ship 3
<input checked="" type="checkbox"/>	Vessel	Ship 4
<input checked="" type="checkbox"/>	Vessel	Ship 5
<input checked="" type="checkbox"/>	Vessel	Ship 6
<input checked="" type="checkbox"/>	Vessel	Ship 7
<input checked="" type="checkbox"/>	Vessel	Ship 8
<input checked="" type="checkbox"/>	Vessel	Ship 9
<input checked="" type="checkbox"/>	Vessel	Ship 10
<input checked="" type="checkbox"/>	Vessel	Ship 11
<input checked="" type="checkbox"/>	Vessel	Ship 12
<input checked="" type="checkbox"/>	Vessel	Ship 13
<input type="checkbox"/>	Warehouse	SHIP-TO-SHIP transfer
<input type="checkbox"/>	Warehouse	WH 1

Remove All Add All

Options | Close

By checking the appropriate ships, the product is assigned for use on those ships.

Grey + Key

Grey+ Key (Article Search Engine):

Grey Plus Key simply refers to the key on your keyboard, which allows you to insert an item into document you are creating. Once you press that key the article search engine screen opens.

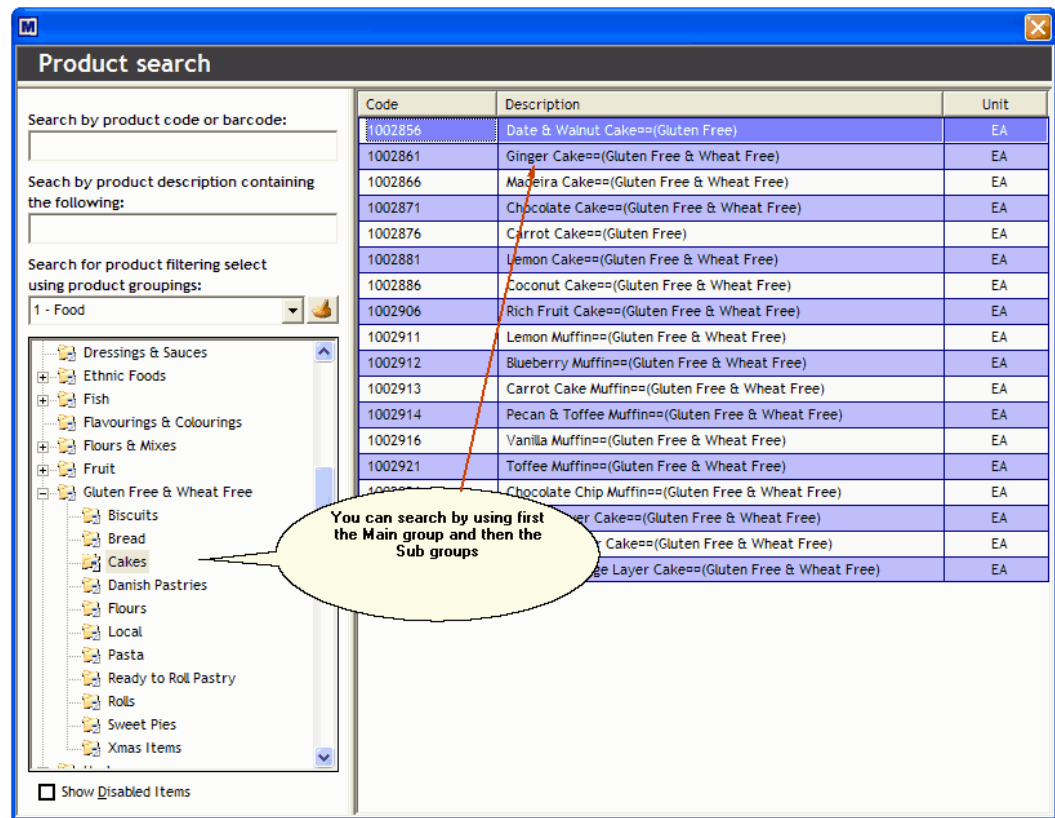


Article Search Engine

Code	Description	Unit
1002861	Ginger Cake=(Gluten Free & Wheat Free)	EA


☐ Show Disabled Items

Single click on the item will bring you then to the section where the article is located



When you double click an item on the main screen, that item will be added to your current document.

History: The system remembers the last item you searched for, by clicking on the history button the system will jump to that last searched location.

 **NOTE:** The system will show only articles that are enabled. If the system should search for all articles, it is necessary to check the ☒ **Show Disabled Items** at the bottom of the search engine.

GTIN

GTIN Global Trade Item Number

Global Trade Identification Number (GTIN) is an identifier for trade items developed by GS1 comprising the former EAN Standard.

See also: [Barcode](#)

Headquarter

The main (shore side) office for the cruise line. The place to which (in most operations) the orders (requests) are sent.

The Material Management System divides all the necessary tasks for the whole procurement and supply chain into smaller pieces and gives the responsibility to the most appropriate department. For this reason the division of labor will pass many decision making and administrative tasks to headquarters.

Invoice

Invoice - A document issued by the vendor to a customer, indicating all the products, quantities and agreed prices for products or services with which the vendor has already provided the buyer. Invoices refer to a specific delivery, and therefore, the invoice needs to be compared with the delivery note in order to check if all information, i.e. quantities delivered, etc., is corresponding. An invoice indicates that, unless paid in advance, payment is due by the buyer to the seller, according to the agreed terms of payment. Invoices are also often called bills.

Invoice Number

Invoice Number: A unique number generated by the vendor that helps to identify the invoice.

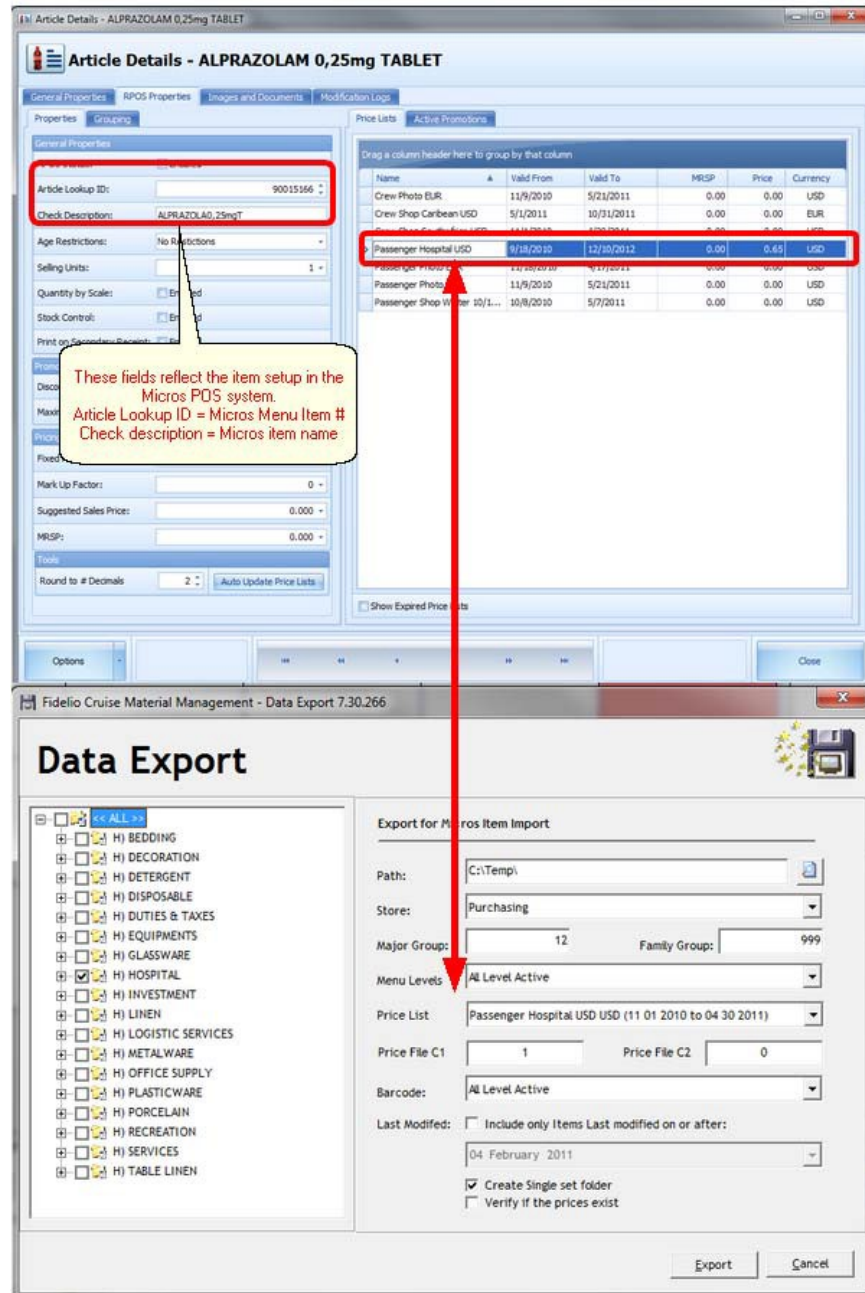
Date:		Company Name		Invoice No.		
		Company Address				
Sold To:		Ship To:				
Sales Person	P.O. Number	Shipped Date	Ship Via	F.O.B. Point	Terms	Reference
No.	Quantity	Description	Unit Price	Amount		
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						

	Sub Total	
	SALES TAX %	
	SALES	
	SHIPPING AND HANDLIN	
	TOTAL	

Thank You For Your Business!

Item

Item - A term used in POS (Point of Sale) for the articles which are sold in any given outlet. In MMS, the item information is entered in the article setup on the Sales Setup screen



Inventory

Inventory, Stock Count, Stock Balance

Inventory: An inventory is a physical count of all the items present in the ships stores, points of consumption or warehouses.

An inventory confirms that all necessary bookings regarding the provision like stock balance and value are correct and can be finally taken over to the balance sheet. As well, an inventory assures that the system stock on hand is according to the counted amount and if necessary reduces or increases the actual stock on hand. In contrast to a [Spot Check](#) inventory, a regular inventory comprises all articles

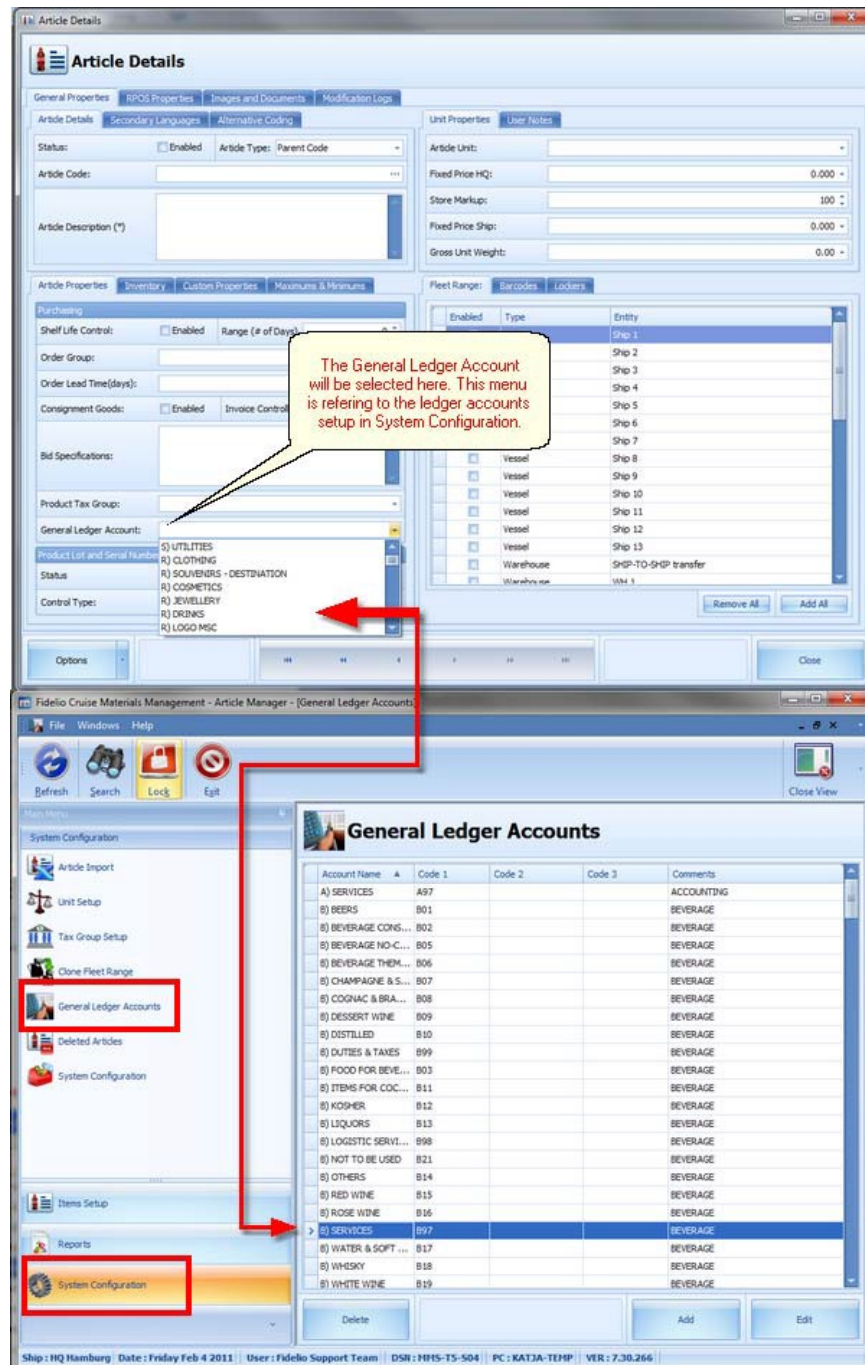
Each cruise line has its own policies and rules about inventories, their executions as well as their cycles. Usually inventories are taken at the end of the cruise or at specific times maybe when other departments may be affected. The Material Management System supports and optimizes the (periodical) accomplishment and the necessary reporting issues.

See also:

[Spot Check](#)

Ledger Code / General Ledger Code

Ledger Code or **General Ledger Code** is used in the article setup (Shelf Life/ Customs / Other Tab) to assign an article to a code / description to ensure accurate record in the general ledger. The descriptions which may be found in the drop down menu are also assigned to real 5 digits account reference. This setup is done during the setup procedure of the Material Management System



Loading

Loading is an expression used in the Material Management movement module.

Loading

A loading is a delivery from a vendor shore side to the ship main store. In order to do a system loading according to the material management requirements, there are 2 basic conditions that have to be fulfilled **completely**:

1. A purchase order for the specific loading date has to be placed by the shore side purchasing department.
2. The purchase order has been further processed up to status 5 within the system.

In the Material Management a loading is actually a request (ship to shore) that has been processed into a purchase order. When "loading" the specific request it can again be further processed into a loading document. To enable ship side personnel to do so, the order needs to be on status 5 "order confirmed quantities" in the purchasing module.

Lockers

Lockers, fridges etc.

Lockers - Storage locations onboard the vessels are referred to as 'lockers'. They are 'sub' locations to main storage rooms.

In contrast to the folders and sub folders in the article manager, a locker actually describes the physical storing location of the articles.

Proper locker assignment in the article master data will greatly simplify the accomplishment of inventories. The great advantage of using locker assignment is that the user is enabled to handle the inventories in locker related count sheets which will have immediate effect on the time used for a single stock count.

This means that during an inventory the actual counting can be done with a count sheet only containing the articles assigned to a specific locker and thereby avoiding the necessity to handle huge amounts of paper.

The other great advantage is that high valuable items can be assigned to special lockers and thereby simplify the accomplishment of spot checks of these items.

Article Details - CHEESE EMMENTHAL

General Properties | RPOS Properties | Images and Documents | Modification Logs

Article Details | Secondary Languages | Alternative Coding

Status: ☒ Enabled Article Type: Parent Code

Article Code: P0012796

Article Description (*): CHEESE EMMENTHAL

Article Properties | Inventory | Custom Properties | Maximums & Minimums

Purchasing

Shelf Life Control: ☐ Enabled Range (# of Days): 0

Order Group:

Order Lead Time(days): 0

Consignment Goods:

Bid Specifications:

Product Tax Group: CHEESE

General Ledger Account: P1 DAIRY PRODUCTS

Product Lot and Serial Number tracking

Status: ☐ Enabled Tracking Type: Serial Number Control

Control Type: Optional

Unit Properties | User Notes

Article Unit: Kilogram

Fixed Price HQ: 0.000

Store Markup: 100

Fixed Price Ship: 0.000

Gross Unit Weight: 1.00

Fleet Range: Barcode Lockers

Vessel: Ship 1

Enabled	Code	Locker
<input checked="" type="checkbox"/>	CONG	Consumables
<input checked="" type="checkbox"/>	DARY	Dairy Products
<input type="checkbox"/>	DIET	Dietary Requests
<input type="checkbox"/>	FISH	Fish Freezer

Options | Close

How to configure a Firewall for MSMQ Access

Microsoft Knowledge Base Article – 183293

This article was previously published under Q183293

This article describes how to configure a firewall to allow Internet access to Microsoft Message Queue Server (MSMQ). This article discusses the effects of different port restrictions.

For security, use the HTTP/HTTPS messaging that is available in MSMQ 3.0 as a solution for messaging with MSMQ through firewalls, instead of statically opening the ports that are detailed in this article

For additional information about ports used by MSMQ, please see the Microsoft Knowledge Base.

Terminology used in the following examples:

DC = dependent client

IDC = independent client

Server = any of the MSMQ server installations

MQIS = Message Queue information store

RPC = remote procedure call

Example 1: Minimal Send-Only Access for IDC and Server

At a minimum, you must allow incoming traffic to destination TCP port 1801. This is the port over which IDCs and Servers send messages. IDCs and servers also send MSMQ internal packets for establishing sessions and so forth. DCs do not use this port.

If traffic is restricted to this port, outside clients can only send messages, and can only do so by using a direct format name. The MQIS is not available on this port; therefore calls that consult the MQIS will fail. This includes Lookups, Queue open with a non-direct format name, and so forth. Note that MSMQ routing is not used in this case. The client must be able to contact the remote queue manager directly over this port.

Example 2: Full Send Access for IDC, MQIS Operations

If you also allow incoming traffic to TCP ports 135, 2101, and UDP port 3527, packets that request operations involving the MQIS (for example, queue create, queue open (for send)) with a non-direct format name are permitted. Port 135 is the RPC discovery port, used to discover the ports for the different queue manager interfaces. Port 2101 carries the MQIS traffic. Allowing traffic to TCP port 3527 is necessary for full and efficient operation between queue managers. Queue managers attempt to ping each other on this port before opening a session. Note that a DC doesn't have a queue manager. This functionality is performed by the server on the DC's behalf.

One benefit is that messages can be sent to queues that are looked up and opened with non-direct format names, and as a result are routed through the MSMQ enterprise to their destination queue.

Example 3: Full Send-Receive Access

Allowing traffic to ports 2103 and 2105 permits the outside IDCs to read from queues on the server and from computers on its connected network. This also allows send-receive for DCs. No send or receive from a DC is possible unless these ports are open.

Additional Ports

Assuming that multicast network packets can reach the firewall, allowing traffic to User Datagram Protocol (UDP) port 1801 permits independent clients to discover and/or confirm their site controller on start and also to detect a halted site controller and take steps to discover a new one.

**NOTE:**

- Ports 2xxx are not necessarily fixed. For additional information about this issue, refer to the Knowledge Base article cited earlier

The information in this article applies to:

- Microsoft Message Queue Server (MSMQ) 1.0
- Microsoft Message Queuing 2.0

Movement

Movement - A movement is internal transfer of stock between different internal and external sources and destinations. These can be as follows: Vendors, Warehouses, Stores, Points of Consumptions and Accounts, Uniform Allotments etc.

A movement means that the stock is transferred in 2 ways even if this is not obvious to the user.

1. The physical movement of stock: The release of the moved items from the issuing store and the transfer of the stock amount to the requesting outlet to ensure correct stock level.
2. The movement of stock on hand value from one account which is linked with the relevant store and to the corresponding POC account.

All of the movements are responsible for the results of the designated periods especially cost reports, stock on hand and inventories. So it is the most imperative issue for the user to handle all the movements very carefully and to be fully aware of all the effects this may cause.

Points of Consumptions and Stores affected by Movements**Onboard****Ashore**

Main Stores

Vendors

Points of Consumption

Warehouses

Accounts

Uniform Allotments

Shipside

- Main Stores
 - Food, Beverage, Hotel, Consumables, Medical,
 - These are the actual storing locations of all the items loaded onboard and where they will physically and system wise remain until further usage. The stock in the main stores is only reduced by issues. In a very organized store even the quantity level of spoilage should be at an acceptable level. (The MMS system provides shelf life handling as well!)
- Points of Consumption
 - Main Galley, Bar, Pool deck, Lido café etc.
 - POC or Point of Consumption: The exact business and accounting expression for the points on board where the goods are going to be used and consumed. The most common POC's onboard cruise ships are the main galley, the main restaurant and the main bar where benefit is going to be generated by the sold and used items. The Point of Consumption is actually the "final destination" of a single item. In this case consumption means that at this point the article / item is going to be sold, used or further prepared. Consumption in this case is referring to the way the stock is going to be reduced because the supposed method on a Point of Consumption is reducing the stock by linking recipes to the sales items. The recipes will indicate the exact quantity of each single item that has to be reduced once a sales item is sold. That is exactly the reason why the common corresponding expression in the sales system is Point of Sale or POS because these two expressions are relying to each other. The Material Management handles the stock and the POS system handles the sales that reduce the stock.
- Uniform Allotments
 - Crew
 - Uniform Supply: Accounts assigned to each crew member tracking the entire uniform history of a crew member and thereby having an actual stock when the crewmember is disembarking.
- Accounts
 - Breakage, Spoilage, Officers, Dinner Parties etc.
 - An account is the accounting expression for the instrument that assigns costs to specific causes. All the areas affected by the material management system are assigned to accounts but in this case the account lists costs as an expense account rather than the revenue accounts that oppose the cost and the benefit. An account contains only values of the spent or earned sums and not the material, items or investments themselves. An Issue

to an Account will take stock from a store and assign it to a defined cause in order to have total control of the money spent for these causes and to control the budget planned for the specific cause. The most often used accounts are Spoilage, Breakage, Consumption of Port Authorities, Officers, Cocktail Parties, and Crew Parties etc.

Shore side:

- Vendor
 - Suppliers of Food, Beverage, Consumables, Medicals etc.
 - A vendor is a company who supplies goods or services to the cruise line. A vendor is also called a supplier.

The Material Management System also supplies an option to evaluate the vendor's performance upon the quality of the delivery. This may include detailed questions about general packing, conditions of supplies, documentation, vendor, security, shore gang and the pier in order to establish detailed ranking of supplier

Warehouse

- Warehouses
 - Company Warehouse
 - Warehouses are mostly often used to store items in higher quantities than currently needed on board. This can be to be able to:
 - Purchase goods in higher quantities than currently required to achieve lower purchasing prices until needed onboard. Store goods that are difficult to procure or the procurement might take longer than the standard time between shipside requests and purchasing. in order to have it any time available the ships are requesting the goods.
 - Goods have to be purchased in minimum quantities that are higher than the ships storing capacities and above the usual consumption level.
 - For this purpose the goods can be stored in the warehouse location until requested from the shipside.
 - Warehouses can either be used for storing over capacities from ships that are presently not used on board.
 - Warehouses can also be used to transfer items between ships, when it comes to overlaps, even if the articles were not actually physically present in the specific warehouse.
 - Therefore the items are transferred from the ship to the warehouse and from the warehouse to the other ship.

Material Management

The name of the Material Management System is not just the name of the software but also a term in business and administration. Material Management includes all the processes in a supply chain as well as tracking the sales and consumptions amount while having individual stock levels in the designated area. Thereby the Material Management assures a strict control of the stock and avoiding possible loss for the cruise line.

Negative Stock Value

Negative Stock Value means that the stock on hand is below zero. In real life it is of course NEVER possible to have minus 1.5 Bottle of white rum in a bar. Actually a negative stock value is an indication that some kind of mistake occurred. In most of the cases the stock viewer is the appropriate module to investigate negative stock value if necessary.

Negative stock value might appear in a Point of Consumption but not in a store because the system prohibits user actions resulting in negative stock.

Order Status

Purchase Order Status

The order status indicates level of completion in the order process tasks: Detailed description as explained in the purchasing manager help file.

Very important to note is that a loading or order number needs to be at status 5 (order confirmed quantities) before it actually can be seen shipside and be loaded into the system. If no office PO number appears within the Material Management the order status is probably below 4 and has to be set in the Head Office to status 5.

Period

Period; defined time range

Period

A season is an additional identifier assigned to a specific cruise identifying the location or the geographical position of the relevant ship. This enables the system to assign consumptions to specific seasons.

A pre-defined date range or inventory cycle which is usually according to the cruise start and end date in order to generate exact accounting figures.

These figures will also provide the statistical information regarding the average consumption level during that cruise in that specific [season](#).

The period reset module handles the period turn over procedure in Material Management. This sequence covers the phases encapsulating and organizing data in a periodical order, based on set monthly or cruise periods. This allows to report all aspects of a purchasing and inventory operation onboard the ships and ashore.

An obligatory part of the proper functioning of the MMS software is that a closing is made on regular basis. In most cases the periods are reset on a per cruise and monthly basis in order to have all the relevant reporting data available to the various

operational functions. All this is dependent on individual company policies on how the procedures should be set.

POC Point of Consumption

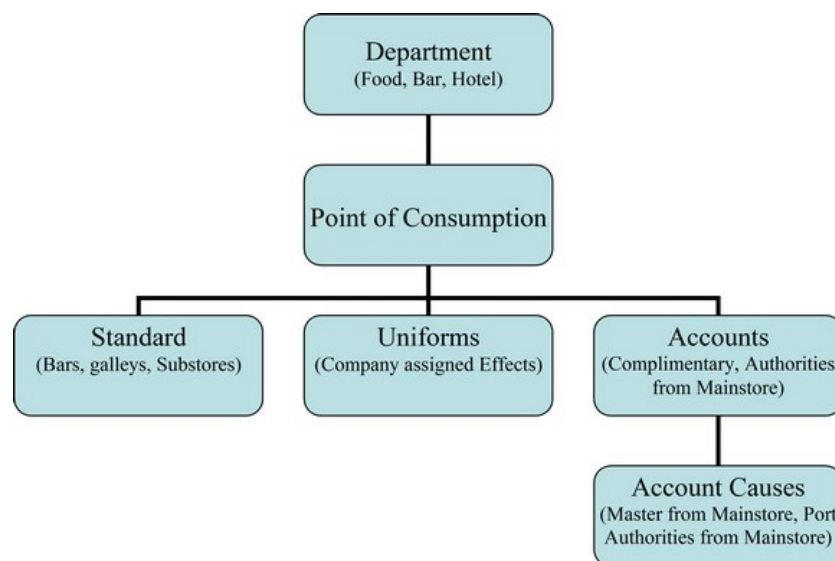
Point of consumption is a place on the ship where something is consumed. In MMS following types of POC are used:

1. **Standard** (Bars, Galleys, Substores, etc.)
2. **Uniforms** (Company Assigned effects)
3. **Accounts** (e.g.: Complimentary, Officers from Mainstore)

For this type of P.O.C. you are able to create “Causes” giving you even more detailed information where the items go to. You could, for example, create “Officers from the Mainstore” P.O.C. with the following “Causes”: Master, Staff Captain, Chief Engineer. Another example would be P.O.C. “Complimentary” and cause “Port Authorities”. That allows you to get detailed breakdown of “Accounts”

P.O.C. by causes.

To better understand relations between departments, POC and accounts, please see at below diagram



POS Point of Sale

POS Point of Sale: The place, cost center or F&B outlet where items are sold and transactions occur.

Point of Sales is the sales system term for point of consumption.

The sales system is always focused on the sales because it was designed and developed for this purpose. The Material Management helps organizing the purchasing and warehouse process and therefore it is more related to consumptions figures caused by sales in the system first.

That is why these 2 systems use 2 different terms.

The Material Management can actually help the sales system to administrate sales items because any article in Material Management can be defined to be delivered to the sales system. The actual import export will be done by persons with the necessary security rights only.

Where Material Management uses the POS Term:

In the article manager we find in each article the tab sales setup with 3 existing fields that require POS data if this functionality is going to be used by the company.

Price

In economics and business, the price is the assigned numerical monetary value of a good, service or asset.

Classification and Definition in Material Management:

The Material Management Program uses different terms for prices that sound almost the same but the meaning might differ from the user's intention. So whenever looking and evaluating prices these differences have to be considered:

- Purchase Price: The price at which the goods were purchased.
- Bid Price: The price of the quotation
- Last Loading Price: Price of last loading / delivery or container loading
- FIFO Price First In First Out Price
- Average Price 1 as defined in the Options Menu
- Average Price 2 as defined in the Options Menu

Purchase Order

Purchase Order: A Purchase Order (abbreviated PO) is a commercial document issued by a buyer to a seller, indicating the type, quantities and agreed prices for products or services that the seller will provide to the buyer.

Sending a PO to a supplier constitutes a legal offer to buy products or services. Acceptance of a PO by a seller usually forms a once-off contract between the buyer and seller and no contract exists until the PO is accepted.

Structure

A purchase order usually contains: PO number, shipping date, billing address, shipping address, requested terms, and a list of products with quantities and prices.

Rationale

The reasons why companies use POs vary. They allow buyers to clearly communicate their intentions to sellers, and they protect sellers in the event that a buyer refuses to pay for something which was sent.

Companies usually request POs when doing business with other companies for orders of significant size, as the PO reduces the risks involved.

In the course of the accounts payable process, purchase orders are matched with invoice and packing slips before the invoices are paid.

Purchase Order ID

A Purchase Order Number is an auto generated ID that is given to each Purchase Order to assign a recognizable criteria to the specific purchase order. Usually the vendors are asked to note this number on the delivery note, the invoice and any other correspondence regarding this specific order.

Requirements

Screen resolution at least 1024x768 pixels

Reserve Stock

Reserve Stock - the 'safety' quantity that should always be on-hand to ensure that the supply of a product is not exhausted prior to the next delivery. In MMS, this is indicated in the field 'Days Reserve Stock' where the number of days' worth of the item to be held in reserve should be entered

Article: VODKA, ABSOLUT BOTTLE @ 1.00 LTR

- General
- Units / Cost Factors**
- Sales Setup
- Alternate Coding
- Fleet Range
- Lockers
- Shelf Life / Customs / Other
- Images
- Notes
- Documents
- Report Grouping
- Quotes

Unit Setup

Receiving Unit: Bottle 100 CL (BT100)

Conversion Factors:

Unit	Factor
Bottle 100 CL (BT100)	1.000000
Bottle 118 CL (BT 118)	0.847458
Bottle 136 CL (BT 136)	0.735294
Bottle 15	0.666667
Bottle 18	0.555556
Bottle 20	0.000000

In this case, 3 days supply of the product is considered the 'reserve stock'.

Days Reserve Stock: 3.0000

Base Unit Cost: 4.5800 USD - US Dollar

Store Markup: 100.00 % Percent

Vessel Cost: 4.7450 USD - US Dollar

<< Previous Item Next Item >> Exit

Request

A request is the document produced by the ship specifying items to be delivered, with quantities and required date for delivery. The request is produced and authorized onboard by the appropriate persons, and is then sent to the headquarters for processing.

Report

A report is a document generated by MMS providing information related to MMS data, such as inventory figures, consumption, etc.

Rebate / Discount:

A reduction in price, usually a percentage based on volume, applied either at the time of purchase (discount) or returned by the vendor later (rebate).

Receiving Unit

The unit of measure in which the vessel receives items delivered. This unit is then used for adding the received merchandise to the on hand inventory onboard.

Recipe

Recipes contain lists of ingredients in a particular sales item (such as a cocktail) in order to effectively deduct the correct items from the stock on hand when the item is sold. For example, a recipe for Bloody Mary will contain the appropriate amounts of vodka and tomato juice or mix.

Sold; Sold Item

Sold: Sold Item; in Material Management an item where stock has been reduced by a recipe and the amounts in it.

Season

Season; geographical location of a single vessel

A season is an additional identifier assigned to a specific cruise identifying the location or the geographical position of the relevant ship.

Seasons were basically introduced in order to track consumptions referring to the actual location of the ship because passengers vary accordingly. Seasons will be assigned to periods in the Period Manager

Stock Deduction

Stock Deduction; reduction of Stock Level

The term stock deduction is used in the Material Management System to describe the decrease of stock if caused by a recipe.

Sales Import:

The module in Material Management which facilitates the importation of data from the POS to be used in MMS for stock deduction and reporting purposes. This module is (along with the Stock Viewer) the most important tool to detect any stock discrepancies, for example if the stock of any item is not logical, i.e. has a negative value.

For the Setup Period of the Material Management the Sales Import offers a very important functionality to link the recipes with the Sales Items. This might also be source for possible stock discrepancies if the entries were not made 100% according to the Material Management, company and operational requirements.

In cases where Material Management is used in conjunction with sales system, the continuous data administration with this module will lead to highly reliable accurate stock figures.

Store

Store; storing location for Food, Beverage, technical equipment, etc.

A location where products are stored when received, and from where they are issued to the points of consumption (POCs) or sub-stores.

Storing Unit

The unit of measure in which the vessel maintains the stock onboard.

Sub store

The location to which products are issued from the main stores.

Shelf Life

The length of time a particular product can be in stock, i.e. the time between when it is produced and when it must be consumed.

Shelf Life Control

The process of managing products to ensure they are consumed during their shelf life period.

HACCP

Stock

The stock is the total of the items carried onboard in the stores and in the Points of Consumptions.

Importance of Materials Management

The main priority of the Cruise Material Management System is to keep focus on the stock (so called Stock on Hand) and therefore keeping direct and total control of all the items loaded or transferred to the ships stores. All processes and modules within the system directly and indirectly affect the stock balance and **all** the ships results like food cost, profit and loss etc.

Whenever mentioning inventories and spot checks there are always 3 different terms in combination with the stock:

Stock on Hand (SOH)

The stock on hand is the value in the Material Management System and is providing the stock level of the specified item(s) regarding all transactions in Material Management like Loadings, Transfers, Consumptions, Sales, Spoilage, Breakage etc.

Counted Stock (Counted)

The counted stock is the result of the stock count, inventory or spot check.

Variance

The variance is also an expression that appears in a column heading in the inventory module. It provides the difference between stock on hand (SOH) and counted stock.

Spot Check

Spot check: a kind of Inventory where only the stock of a specific locker will be counted.

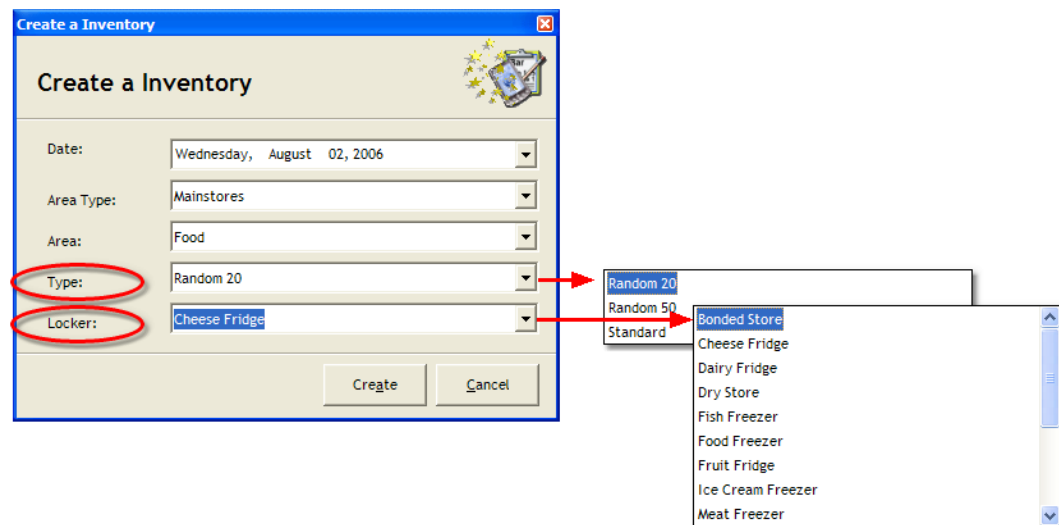
Usually these spot checks are done when a regular inventory comprising any locker and sub folder (as defined in Article Manager) is not taking place for some reason and just some sensitive lockers or article groups need to be checked. These spot check inventories can include high value items and those that are relevant for customs authorities in order to provide 100 % accurate information.

Possibilities in Material Management

A Spot Check can actually be generated by selecting the type and/or locker option in the inventory creation window.

Type: Random 20 or Random 50 will randomly select 20 or 50 items for the spot check that have to be counted.

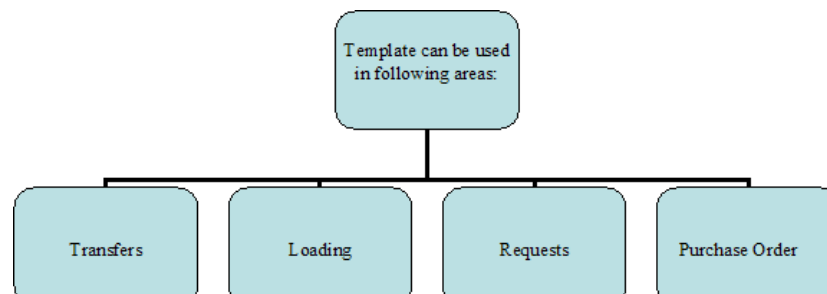
Locker: Selecting a locker will only add items of the specified locker to the spot check

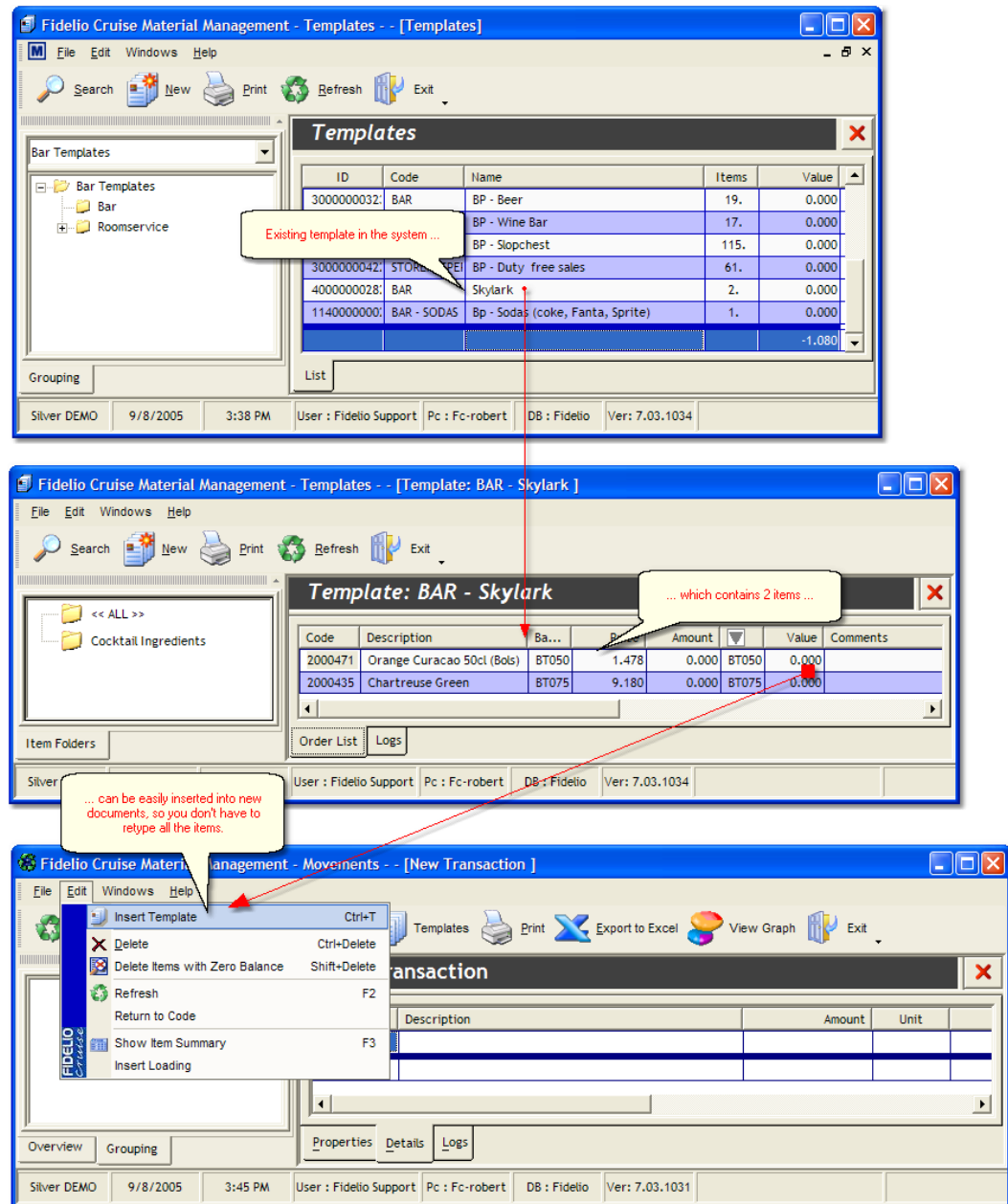


Templates

Template is a kind of a list of items, which can be used throughout the whole system.

Once a template is created, you can use it for example to create a request - the whole list of items from template would be inserted into your new request.





In this case, once a template containing 2 items has been created in *Template Manager*, it can be then used when creating a new transaction in *Movements Module*.

Main reason for creating templates is to save time when creating new entries in the system. When the proper templates are created, it's much faster just to insert it into the current document, and then just adjust the quantities, rather than entering all the articles from the beginning

Terms of Payment

Short Meaning of Terms

Agreed, negotiated and contracted conditions how the seller of a product is going to receive the payments that are due.

These Conditions can and should include the following points:

- Rebate, Discount, allowance etc.
- Due Date of Payment (depending on Delivery Date)
- Time for Payment Allowed

Warehouse

A Warehouse is a commercial building for storage of goods. Warehouses are used by manufacturers, importers, exporters, wholesalers, transport businesses, customs, and of course they are used within the cruise ship industry.

In the cruise ship industry and especially referring to the difficult problem of assuring the ships supply at any time, warehouse have become necessary to solve a few problems.

Warehouses can:

- be used as an interim storage solution for high quantity items
- difficult to procure and maybe especially produced goods or goods with long delivery times
- store goods from especially cheap offers to safe costs.