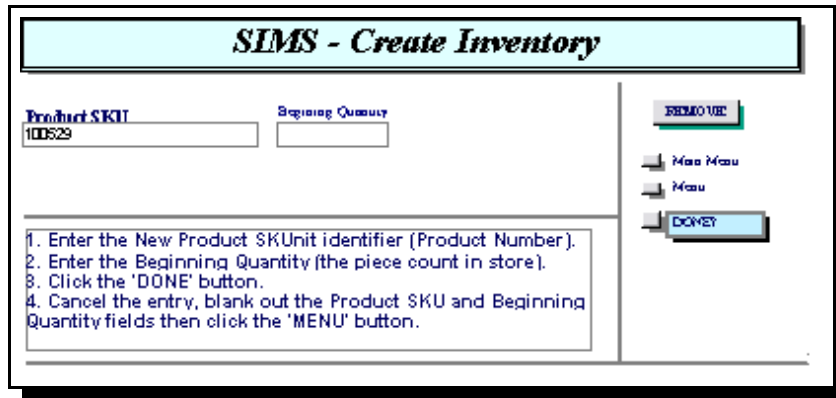


Create and Edit an Inventory Item - How to build a product.

Create Inventory Item



SIMS - Create Inventory

Product SKU: 100529 Beginning Quantity:

REMOVE
MENU
MENU
DONE

1. Enter the New Product SKUnit identifier (Product Number).
2. Enter the Beginning Quantity (the piece count in store).
3. Click the 'DONE' button.
4. Cancel the entry, blank out the Product SKU and Beginning Quantity fields then click the 'MENU' button.

Create a Product SKU or Inventory item.

SIMS will create a line item number, if you don't want to use this number type over it or scan in the UPC 39 or ISBN or any standard you are using with you bar code equipment.

Create a the beginning Quantity of the item. If the quantity is not available it can be entered using inventory audit.

Next field is Done Click the done button invokes the inventory edit format. Each field beginning with Product SKU can be tabbed through to the next field. Once at DONE hit the space bar and this will invoke the Inventory Edit.

When hitting the space bar on a button will invoke the action of that button.

Edit Inventory Item

Product SKU 100172 **Line Item Description** 20 In. SONY/SUN (GDM20E20) MONITOR

Product Description

Tangible Item: **NO**

20 In. SONY/SUN (GDM20E20) MONITOR **Type** VIDEO MONITORS

Mark Down % 3.25 **Mark Down** Retail **Cost \$** \$100.39 **Retail \$** \$149.99 **Adjusted Retail** \$149.99

Model/Color SUGA_28 **Form/Style** VIDEO **Category** MONITOR **Bin Location** **Reorder Point** 3.0000 **BackOrd** 0.0000 **APR Point** 6.0000

Vendor: 88102 **Vendor Reference:** **Product Cost:** **Asm./Ship Co.:** **Comm. Points:**
 DISPLAY SONIC **Create Vendor** 00E20 100.39 10.39 100.00

Inventory In	Inventory Out	Qty On Hand	Inventory Cost	Production Cost	Total Inv Value
9	3	6	\$602.34	\$62.34	\$664.68

Product Cost	Qty On Hand	Inventory Burden	Assembly Cost	Qty On Hand	Production Burden
\$100.39	6	\$602.34	\$10.39	6	\$62.34

Adjusted Retail	Inventory Cost	Production Cost	Gross Profit	Cost of Comm.	Gross Net
149.99	\$100.39	\$10.39	\$39.21	\$0.39	\$38.82

Reorder (ready)	Qty on Order	Qty Received	Required Audit (r)	Gross Profit %	Comm. Rate %	Gross Net %
0	0	3	0	26.14%	0.263%	25.88%

Creation	Last Mised	Last Order Recd	Order Wanted	Last Order Recd	Last Audit	Error Audit
11/2/1998	11/5/2003	10/29/2003	11/15/2003	11/5/2003		

Total Inv Burden **Total Prod Burden** **Accum. Gross Net**

Total Quantity **Average Quantity** **Average Cost**

(-) Inventory Increase: 3 **Change User**

Wed, Nov 11, 1998

Edit Inventory may seem like a busy form but the idea is to apply as much on one page. When viewing this page is easy to collect important information. The fields that are in color. Are computed and not entry fields. They provide a historical view of the quantity and financial view of the inventory item. Here is an idea of how the inventory works throughout SIMS POS.

[Inventory - In] increase quantity received for each item.

[Inventory - Out] increases quantity used by each item.

Inventory In = Inventory increase via - three different ways:

Item Creation - At time of creation when creating a new inventory item we will ask you for the beginning balance.

Audit Entry - With inventory Audit entry form. This form can increase your inventory or decrease your inventory quantity for that item.

Product Order and Receiving - Here your products are ordered and received when received your inventory - in field quantity will increment to a new number.

Inventory Out = Inventory increase via - three different ways:

SIMS POS - Inventory sold via the Purchase Form.

RMA - Inventory mark damaged.

Audit Entry - Inventory decreased during an inventory Audit
Inventory In - Inventory Out = Quantity On Hand

Inventory Cost

- **Cost\$ and Product Cost fields** - are equal to the same when a inventory item is created. The Cost\$ field is a tier 1 cost. This cost is like you normal mark down of the item to create a retail price. Since most retailers purchase at higher quantities the true cost, tier 2 is even lower. This field [Product Cost] represents your true cost field. Where as the Cost\$ field represents your cost based on the retail price.
- **Assembly and Shipping Cost's** - This field hold both the assembly and shipping cost and are added to the Product Cost field.
- **Total Inventory Value** = Product Cost + Assembly and Shipping Costs
- **Inventory Burden** = Product Cost * Quantity On Hand
- **Production Burden** = Assembly and Shipping Cost * Quantity On Hand
- **Gross Profit** = The Retail Price or Adjusted Retail price - Product Cost - Assembly Shipping Cost
- **Gross Net** = Commission payout - Gross Profit

The Red Boxes are dates and count of prior actions, like audits orders and purchases.

The fields in white or transparent are entry fields:

Product SKU - Is 25 character field alpha and numeric. An auto serial number, if not wanted type or scan you part number over the highlighted field.

Product Item Description - Item description is one field and is the true product description this field is 55 characters wide.

Taxable Item - This is a 3 character field. Eighter 'yes' for a taxable item or 'no' for no tax applied the default is 'yes'.

Product Brief - This field is a brief description of your item. Each line is 80 characters wide with 8 lines. When printing the wide invoice format the first three lines are printed under the item description on the invoice. All 8 lines are printed when viewing the properties of the inventory item using Inventory Pop -Up. Function key F6.

Type - is highest of the grouping classification of this the inventory item. Type is used throughout SIMS POS for identification and sorting.

Mark up / Mark down - This is a percentage enter to create a mark down of the product. At the Item Purchase dialog box each item will display it's retail asking price and when clicking the MARK DOWN will show the maximum discount the clerk can off the customer. This field is preset to 3.25% marking down the your retail price by that percentage

Cost - This it the first tier cost of the item.

Retail Price - This is the retail price of the item.

Model/Color - Second grouping field all group fields are used in reporting by being sorted on these fields.

Form/Style - Third grouping field.

Category - Forth Grouping field, used in reporting and a sort item.

Bin Location - Is the location of the item in your store.

Reorder Form - This is the amount set to reorder a product a system reset point is built-in at a reorder point of 3.

Vendor - This is the vendor companies name that ties the inventory item to that vendor.

Vendor Reference - Vendor reference is the account number of the vendor.

Product Cost - Product is any addition discount you may receive on this item.

Assembly + Shipping Cost - These two field are added together if not added in another field to show the true cost of both.

Commission Points - This is a percentage given to you sales people for items sold.