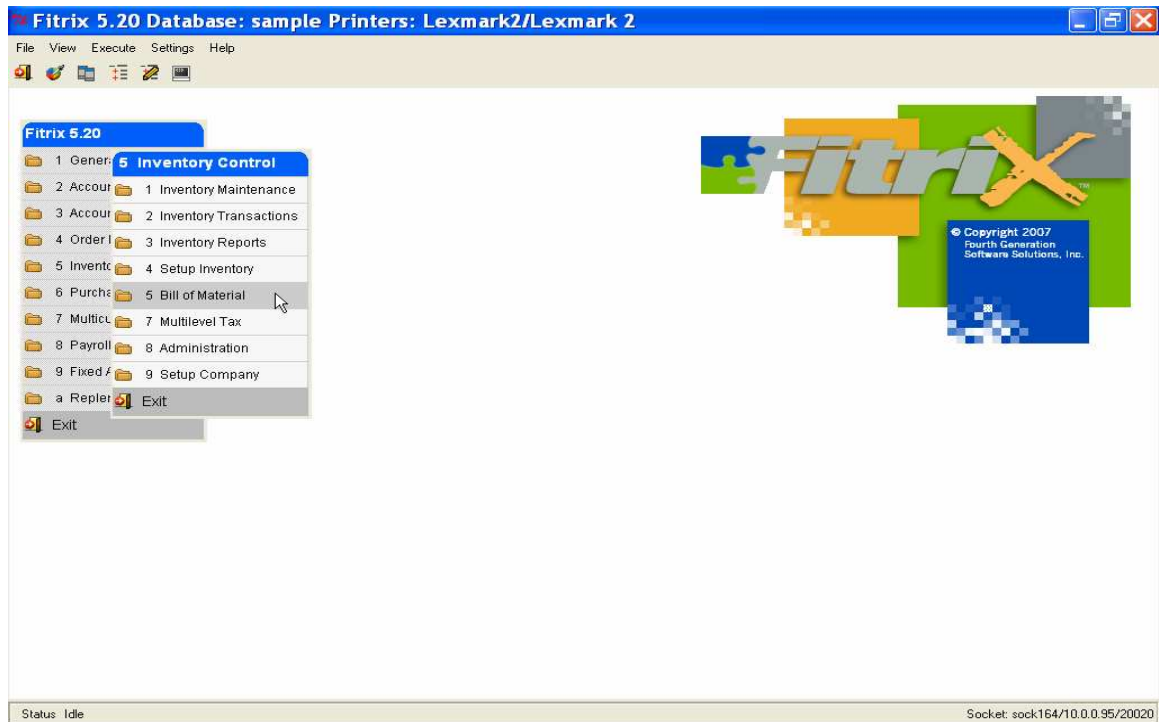
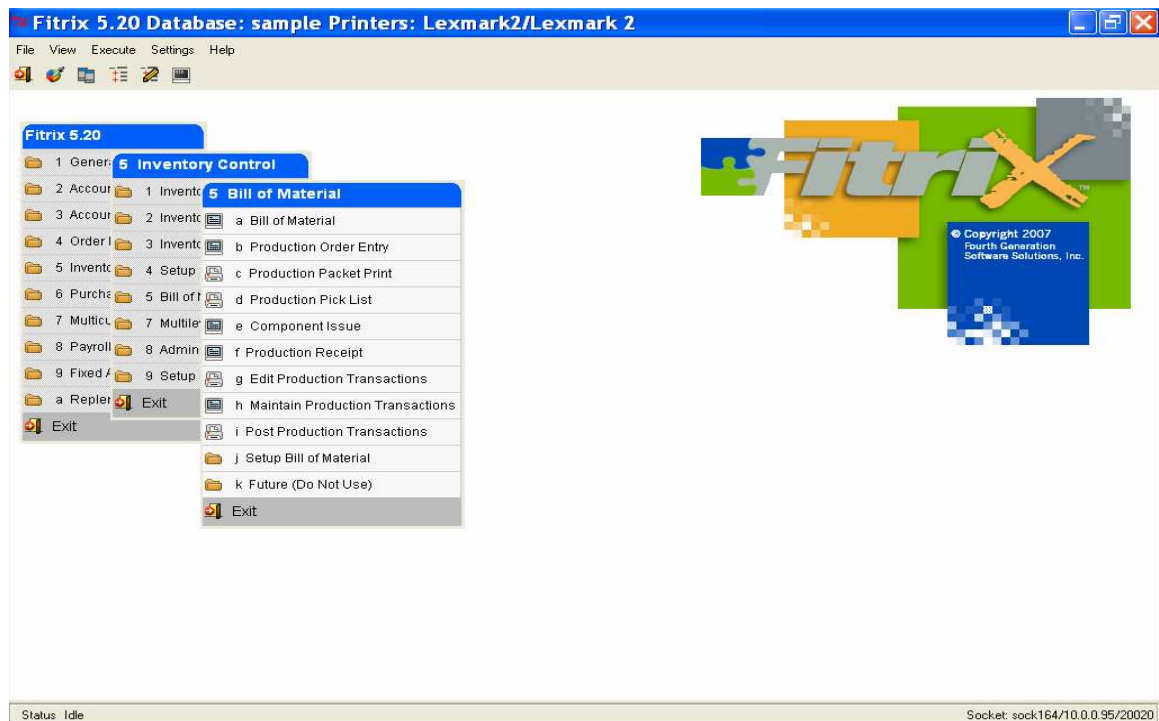


Bill of Materials User Guide

The Bill of Material programs are option 5 on the Inventory Control menu.



Here is the submenu that displays when option 5 is selected:



Bill of Material – this program is used to set up bill of materials. A bill of material consists of a finished product and the individual components that make up that finished product.

Production Order Entry – this program is used to create the production order.

Production Packet Print – this is an optional report program that prints a control report for the production order.

Production Pick List - this print program produces a picking ticket for the production order to aid you in picking the components in your warehouse that are needed to produce the finished goods.

Component Issue – this program will remove the component items being used on the production order from the quantity on hand. Use of this program is optional but it should be used if there is a long lead time between the time you enter the production order and the finished good is actually made so that the quantity on hand of your components is accurate.

Production Receipt – this program places the finished goods into inventory and also removes the components used from the quantity on hand if the Component Issue program is not being used.

Edit Production Transactions – this program prints a listing of production orders that have been completed.

Maintain Production Transactions – this program allows the user to change the GL transaction date and the work in process and inventory GL account numbers as needed prior to posting the work order to the General Ledger tables.

Post Production Transactions - this program posts completed production orders.

Setup Bill of Material – this submenu contains the programs used to set up default values used by Bill of Material .Each program is explained in greater detail in this document.

Future – the programs on this submenu are reserved for future use when the new manufacturing modules are added to the Fitrix suite of modules.

Getting Started:

In order to use the bill of material and production order programs you must first set up the following data:

Maintain Accounting Codes (option b on the Setup Bill of Material submenu):

Please note that use of this program is optional. See discussion on the GL account number hierarchy logic below.

This program is used to set up Accounting codes that are then associated with the finished good and component item codes (see Update Inventory Information below) This accounting code determines which GL account numbers will be used as the production order is processed. The account number hierarchy is as follows:

Component Items used:

Debit Account – work in process:

1. If the order has an accounting code associated with it, the accounting code's work in process account number will be debited. The accounting code can be assigned automatically by the order type used.
2. If the accounting code's work in process account number is null OR if the order has a null accounting code, the material work in process account defined in the Setup Bill of Material program (see below) is debited.

Debit Department – work in process:

1. If the order has a department associated with it, it will be debited.
2. If the order's department is null, the default department defined in the Setup Bill of Material program (see below) is debited.

Credit Account – inventory:

1. If the item has an accounting code:

If the item has item_type = 'S', the accounting code's inventory account is credited.

If the item has item_type = 'N', the accounting code's non-inventory account is credited.

2. If the accounting code's inventory account number is null OR if the item has a null accounting code, the inventory account number defined at the item code level will be credited.

Credit Department – inventory:

1. If the item has a department defined at the warehouse level, it will be used.
2. If the item has no department defined at the warehouse level, the default department defined in the Setup Bill of Material program (see below) is credited.

Finished Good Produced:

Debit Account – inventory

1. If the item has an accounting code:

If the item has item_type = 'S', the accounting code's inventory account is debited.

If the item has item_type = 'N', the accounting code's non-inventory account is debited.
2. If the item does not have an accounting code, the inventory account defined for the item in the Update Inventory Information program is debited.

Debit Department – inventory:

1. If the item has a department defined at the warehouse level, it will be used.
2. If the item has no department defined at the warehouse level, the default department defined in the Setup Bill of Material program (see below) is credited.

Credit Account –Work in process

1. If the order has an accounting code, the accounting code's work in process production receipt account number will be credited.
2. If the accounting code's work in process production receipt is null OR if the order has a null accounting code, the work in process receipt

account defined in the Setup Bill of Material program (see below) is credited.

Credit Department –Work in process

1. If the order has a department associated with it, it will be credited.
2. If the order's department is null, the default department defined in the Setup Bill of Material program (see below) is credited.

There are many fields on this screen that are not currently used and will not be used until the Fitrix manufacturing modules are added to Fitrix. The only values that are needed for Bill of Materials processing are:

First Screen:

Maintain Accounting Codes

File Edit View Navigation Tools Actions Help

Find Prev Next Add Update Delete Browse

Accounting Code Description

Inventory Accounts		Sales Accounts	
Inventory Asset	120000000	Sales	
Non-Inventory Asset		Cost of Sales	
Cycle Count Adjust		Discounts	
Physical Inventory Adj		Taxes	
Inventory Holding			
Accounts Receivable		Accounts Payable	
Receivables		Payables	
Cash		Cash	
Service Charges		Discounts	
		Taxes	
		Spec Charge	

Date Added

Date Last Changed

2 of 2

Enter the description for this accounting code (Required)

OVR

Accounting Code – enter an accounting code.

Description – enter the description for your accounting code.

Inventory Asset – enter the GL account that should be affected when finished products and components are posted to the general ledger. If you do not enter an account number here, the inventory account number at the item level will be used.

Non- Inventory Asset – used for non-stock items. Enter the GL account that should be affected when finished products and components are posted to the general ledger. If you do enter an account number here, the inventory account number at the item level will be used.

Second screen:

Extension ma10602

File Edit Help

Work In Process Accounts

Component Material 120000500

Labor

Overhead

Outside Process

Production Scrap

Production Receipts 120000500

Variance Accounts

Purchase Price

Material Cost

Material Usage

Setup Rate

Setup Usage

Setup Quantity

Work in Process Control Accounts

Labor

Overhead

Outside Process

Production Scrap

Run Labor Rate

Run Labor Usage

Overhead Rate

Overhead Usage

Outside Process Rate

Outside Process Usage

Production Scrap

OK Cancel

OVR

Enter the work in process account for component issues

Component Material WIP – enter the GL account number that should be debited when components are taken out of inventory by the Component Issue program. . If you do not

fill this in the default WIP account defined in Setup Bill of Material program will be used.

Production Receipt WIP– enter the GL account number that should be credited when finished good are put into inventory by the Production Receipt program. If you do not fill this in the default WIP account defined in Setup Bill of Material program will be used

Setup (Option a on the Setup Bill of Material submenu):

This program is used to set up your default values. It's imperative that you define your work in process account numbers here.

The screenshot shows the 'Setup' window with a menu bar (File, Edit, View, Navigation, Tools, Actions, Help) and a toolbar with icons for Find, Prev, Next, Add, Update, Delete, and Browse. The main area contains the following fields:

- Default Order Type: SD
- Default Department: 000
- Order History Support: ☒
- Automatic Order Numbers: ☒
- Next Order Number: 37
- Reason Code Required: ☐
- Next G/L Post Document: 5
- Next G/L Post Sequence: 1
- Setup Complete: ☒

Below these is the 'Work in Process Account Defaults' section with a table:

Work in Process Account Defaults	
Material	120000500
Labor	
Overhead	
Outside Process	
Production Scrap	
Scrap Expense	
Receipts	120000500

At the bottom, there are 'OK' and 'Cancel' buttons, a status bar showing '1 of 1', and a text field with 'OVR'.

Default Order Type- there is one default order type already set up in the database. To update values for this order type, go into Update mode.

Default Department – enter your default department.

Order History Support – leave this checked.

Automatic Order Numbers – check this if you want the system to assign the order number to your production orders.

Next Order Number – enter the beginning production order number.

Reason Code – leave this unchecked.

Next GL Post Document – enter the beginning document number that will be assigned to posted transactions. This will be system maintained once Setup Complete is checked.

Next GL Post Sequence - enter the beginning document sequence number that will be assigned to posted transactions. This will be system maintained once Setup Complete is checked.

Setup Complete – check this box when set up is complete on this screen.

Account Numbers for Work in Process – the only two account numbers that need to be filled in for Bill of Material are Material and Receipts and entry is mandatory. These are the default account numbers that will be used in the event the default accounting code being used did not have the WIP account numbers filled in or the items do not have an accounting code associated with them.

Creating Your Bill of Materials:

Now that set up is complete you are ready to create your bill of materials.

Update Inventory Information:

There is a new icon on the toolbar labeled MFG/WH-Base that launches this screen:

Extension mfitbas

File Edit Help

Manufacturing Base Information

Item Code

General

Part Type
Production Type
ABC Class
Product Code
Group Code
Planner
Buyer
Phantom
Component Issue Method
Accounting Code
Department

Engineering

Revision Level
Drawing Number
Change Number

Bill of Material

Bill of Material
Routing
Order Quantity

Configuration

Configurable Item
Group

Enter (M-Manufactured, P-Purchased)

OVR

For any item that is a finished product or a component go into update mode and click on this icon to enter the bill of material information for the item. The only fields that need to be filled in for Bill of Material are:

Type – enter M for manufactured or P for purchased. Any item that is a manufactured finished good should have this value set to M.

Prod Type – enter S for make-to-stock.

Issue Method- for component items set to C if components should be removed

from quantity on hand by the Components Issue program or set to P if they should not be removed until the finished good is produced. For manufactured items, set to P

Accounting Code (optional) - enter the accounting code that should be used for this item.

Department – enter department code to use when posting to General Ledger

The following fields populate with default values that will be used when manufacturing is added to the Fitrix package and should be left set to their default value:

Phantom
Bill of Material
Routing

Bill of Material (option (a) on the Bill of Material menu):

This option maintains the relationships between the produced items (finished goods) and the items used to make it (components). Please note that all item codes for finished goods and components must be set up using the Update Inventory Information program before they can be entered / updated here. When you select this option the following screen displays.

bm10601 Bill of Material Maintenance

Item Code AUTOKIT Desc AUTOMOTIVE KIT Type M

Bill of Material MFG Revision Level Eng Change

Seq	Component	Rv Lvl	Description	Quantity per Unit	Op Used
0001	12104		SCM A SERIES MULSTRIKE	2.0000000	
0002	12112		SCM A SERIES CVR-UP TAPE	2.0000000	

1 of 1

View Detail

OVR

The following fields must have values filled in (all others leave blank):

Header:

Item Code – enter the item code for the finished good. Note: If you have bill of materials installed as part of your base package, do a find to find the item code instead of doing an Add to add it as there is an entry made into the bill of material table automatically when you set up your item codes using the Update Inventory Information program. If you installed bill of material on top of existing code you will need to Add your finished goods items.

Detail:

Seq- enter a sequence number. This number controls the order that the components will print on the Production Packet report and the Production Pick List.

Component – enter the item code(s) for the components that make up the finished good.

Quantity per Unit – enter the number of units of the component are needed to produce one (1) unit of the finished good.

There are five icons accessible from the toolbar on this screen:

Summary – not used in Bill of Materials. Reserved for Manufacturing

Copy bill – not used in Bill of Materials. Reserved for Manufacturing.

Routing - not used in Bill of Materials. Reserved for Manufacturing.

Comp_detail – not used in Bill of Materials. Reserved for Manufacturing

Comp_notes- click on this if you wish to add notes that pertain to the bill of material.

Processing a Production Work Order:

Now that set up is complete and the bill of material has been entered you are ready to start processing production work orders. It is this process that increases the quantity on hand for the finished product, decreases the quantity on hand for components used, and creates the applicable entries in your General Ledger.

Production Order Entry (option b on the Bill of Material menu):

This program is used to create your production work order. When this menu option is selected the following screen displays:

The screenshot shows the 'Production Order Entry' window with a menu bar (File, Edit, View, Navigation, Tools, Actions, Options, Help) and a toolbar with icons for power, print, save, delete, and other functions. Below the toolbar are tabs for 'Components', 'Routing', and 'Configuration'. A second toolbar contains icons for 'Find', 'Prev', 'Next', 'Add', 'Update', 'Delete', and 'Browse'. The main form area contains the following fields:

Order	64	Release	000
Item	AUTOKIT	Warehouse	SEATTLE
Description	AUTOMOTIVE KIT		
Order Quantity	20.000	Assembly Line	
Start Date	02/15/2008	Accounting Code	TST
Due Date		G/L Department	000
Order Type	SD	Job	
Order Status	A	Project	
Hold Code		Revision Level	
Priority		Bill Effective Date	02/15/2008
Sales Order		User Field 1	
Line		User Field 2	
		User Field 3	
Bill of Material	MFG	Type of Bill of Material	
Standard Routing		Type of Routing	S
Allocate Now?	Y		

At the bottom of the form are 'OK' and 'Cancel' buttons. A status bar at the very bottom reads 'Enter the production order, or allow to default' and 'OVR'.

The following fields must be filled in (the rest either default or are reserved for future use with the Manufacturing modules):

Order- leave blank and the program will assign the next sequential number or enter a unique order number.

Release –press TAB and let this default to 000.

Item- enter the item code of the item to be produced (finished good). This item code must have been set up in the Bill of Material program before it can be entered here. Zoom is available.

Warehouse code – enter the warehouse code that the finished good will be stocked in if different than the default warehouse code that displays.

Order Quantity – enter the quantity of the finished good you are producing.

Start Date – enter the working date when the order will start. This will default to the system date.

Due Date – enter the working date the order will be completed.

If you want to change the base components that make up the finished good, click on the components icon on the toolbar and this screen will display:

[illegible]

There are three buttons on the bottom of the screen:

Chg component – used to change components as needed on an order by order basis.

Component notes - not used in Bill of Materials. Reserved for Manufacturing.

Substitute items - not used in Bill of Materials. Reserved for Manufacturing.

When the production work order is stored the components that make up the finished goods are committed to the production order similar to how items are committed to a customer order. The committed detail can be viewed on the item status screen that is accessed in both the Update Inventory Information program and the Update Customer Order program.

View availz

File Edit Navigation Help

Item Code: 12104
Unit: EA
Factor: 1.000000

Warehouse	On Hand	Committed	On BKO	On Req	On PO/Transfer
SEATTLE	13999.000	1704.000	0.000	0.000	9922.123

Cancel Detail

OVR

To view the detail that makes up the committed total click on the detail button. Any open production orders will be listed with the customer code set to MFG followed by the production order number.

Any finished goods on open production work orders will be included in the On PO/Transfer total. To view the detail that makes up the On PO/Transfer total click on the detail button. Any open production orders will be listed with the PO number set to the production order number and the vendor code set to MFG.

Production Packet Print (option (c) on the Bill of Material menu):

This is an optional report program that lists information about your production work order. When you select this option the print options screen displays:

Production Packet Print

Print From To

All Unprinted Orders?

Range of Orders?

Range of Items?

Range of Due Dates?

Specific Orders?

Sections to Print

Component List?

Operation List?

OVR

Here is the report for production order number 65.

Production Packet Print

File Navigate Help

02/15/2008 11:33:26 SAMPLE COMPANY Page: 1
User: bettyb Production Packet Pgm: sc404

Order 65 Rel 000 Item AUTOKIT Warehouse SEATTLE U/M EA

Order Type SD Status A Hold Code Priority

Due Date 02/15/2008 Quantity 20.000

Description AUTOMOTIVE KIT

Sales Order Line Job Project

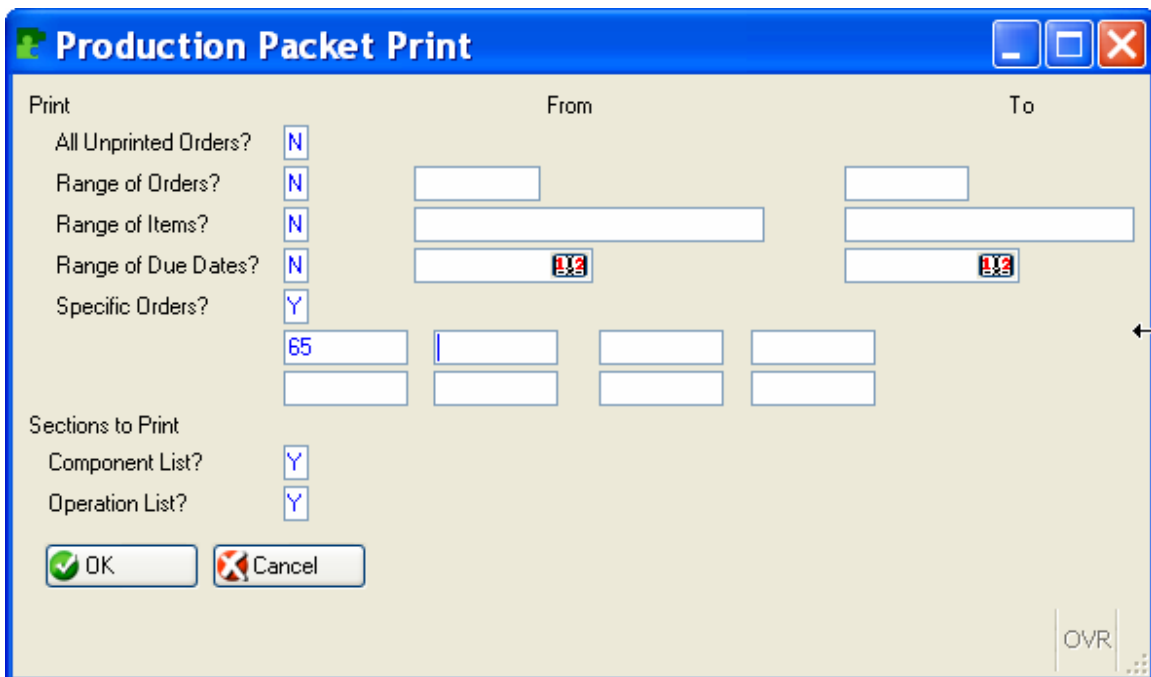
C O M P O N E N T S

Seq	Component / Description	1st Seq	Quantity Per Unit	Quantity Required	Date Required	Inv Iss Non Mth
0001	12104 SCM A SERIES MULSTRIKE		2.000000	40.000	02/15/2008	S C
0002	12112 SCM A SERIES CVR-UP TAPE		2.000000	40.000	02/15/2008	S C

Production Pick List (option (d) on the Bill of Material menu):

Print the picking ticket so the warehouse personnel can pull the components needed to make the finished goods on the production work order. For any components that are either lot or serial number controlled the available lot and serial numbers that can be picked will print on this report. This report will not fit on an 8.5 x 11 page so send to a printer that prints compressed print or landscape.

When this menu option is selected the print selection screen displays:



The image shows a software dialog box titled "Production Packet Print". It contains several input fields and checkboxes for selecting print criteria. The "Print" section has checkboxes for "All Unprinted Orders?", "Range of Orders?", "Range of Items?", "Range of Due Dates?", and "Specific Orders?". The "From" and "To" columns have corresponding input fields. The "Range of Due Dates?" field shows "1/3" in red. The "Specific Orders?" field shows "65" in blue. The "Sections to Print" section has checkboxes for "Component List?" and "Operation List?". At the bottom are "OK" and "Cancel" buttons. A small "OVR" label is in the bottom right corner.

Print	From	To
All Unprinted Orders?	☐	☐
Range of Orders?		
Range of Items?		
Range of Due Dates?	1/3	1/3
Specific Orders?	65	

Sections to Print

Component List? ☐

Operation List? ☐

OVR

Here is the pick list for production order 65:

The screenshot shows a window titled "Production Pick List" with a menu bar (File, Navigate, Help) and a toolbar. The main content area displays the following information:

02/15/2008 11:50:23
User: bettyb
SAMPLE COMPANY
Production Order Pick List

Order 65 Rel 000 Item AUTOKIT Warehouse SEATTLE Pick List

Due Date 02/15/2008 Status A Priority Quantity 20.000 U/M EA

Description AUTOMOTIVE KIT

Sales Order Line Job Project

----- C O M P O N E N T S -----

Seq	Component / Description	1st Seq	Warehouse	Stock Location	Quantity Required	Date Required	Iss Mth	Picked
0001	12104		SEATTLE	SCM -12 -AB	40.000	02/15/2008		
	SCM A SERIES MULSTRIKE							
0002	12112		SEATTLE	SCM --	40.000	02/15/2008		

Components Issue (option (e) on the Bill of Material menu):

This option is used to remove components from inventory that are being used on a production order if the Update Inventory Now box on this screen is left checked. It also creates the GL entries.

This program can only be used if the Components Issues method at the component item level is set to C in the Update Inventory Information program. Typically if there is a long lead time between when the production work is issued and when it is completed the issue method should be set to C so that the on hand quantity of your components is accurate. If there is not a long lead time, the issue method should be set to P so that the on hand quantity of both the finished good and the components are updated when the Production Receipt program is run.

When you select this menu option and go into Add mode this screen displays:

Add on header...

File Edit Help

ut956 Set/Change Session Defaults

Session 213

Type CI

Reference

User bettyb

Transaction Date 02/21/2008

OK Cancel

Enter a user-defined reference OVR

Click on OK or press enter to continue.

Enter the following values on this screen:

Component Issue

File Edit View Navigation Tools Actions Options Help

Lot/Serial

Find Prev Next Add Browse

Order Release Pick Number Issue Number Due Date Update Inventory Now? ☒

Item Warehouse Issue Date 02/05/2008 Default Quantities? ☐

Seq	Warehouse	Item	Description	On Hand	Required	Issued	This Is
-----	-----------	------	-------------	---------	----------	--------	---------

OK Cancel Detail

The production order number OVR

Order – enter the production work order number.

Release- TAB through this field

Pick Number – TAB through this field

Update Inventory Now checkbox – If left checked, on hand inventory will be updated and the GL entries created when this record is stored. If left unchecked, inventory and GL won't be updated until the edit and post programs are run.

Default Quantities checkbox - check this box to automatically fill in the expected component quantities in This Issue field or uncheck to force the user to enter the component quantities manually.

When you Tab you will be in the detail section of the screen:

Item- display only field that display component item code.

Description- display only field that displays component items' description.

On Hand- display only field that displays quantity on hand.

Required – number of components needed to make the finished good.

The screenshot shows the 'Component Issue' application window. It features a menu bar (File, Edit, View, Navigation, Tools, Actions, Options, Help) and a toolbar with various icons. Below the toolbar, there are input fields for 'Order' (65), 'Release' (000), 'Pick Number', 'Issue Number' (1), 'Due Date' (02/15/2008), 'Update Inventory Now?' (checkbox), 'Item' (AUTOKIT), 'Warehouse' (SEATTLE), 'Issue Date' (02/15/2008), and 'Default Quantities?' (checkbox). The main area contains a table with the following data:

Seq	Warehouse	Item	Description	On Hand	Required	Issued	This Issue	Sts
0001	SEATTLE	12104	SCM A SERIES MULSTRIKE	12982.000	40.000	.000	40.000	
0002	SEATTLE	12112	SCM A SERIES CVR-UP TAPE	3653.000	40.000	.000	40.000	

At the bottom of the window, there are buttons for 'OK', 'Cancel', and 'Header', and a status bar with the text 'Enter the quantity to be issued' and 'OVR'.

Issued- not used.

This Issue- defaults to required quantity but can be changed.

Sts- display only status field (open or closed).

Detail – if any of the components are lot or serial number controlled this radio button will be set to “needed” meaning more information is needed. When you store the transaction a lot/serial number selection screen will display so that you may choose the lot and serial numbers and the issue quantity for each one. Once you have done this the radio button will change to “supplied” and the status field will change to “closed”.

Component Issue

File Edit View Navigation Tools Actions Options Help

Lot/Serial

Find Prev Next Add Browse

Order: 66 Release: 000 Pick Number: Issue Number: 1 Due Date: 02/15/2008 Update Inventory Now? ☒
 Item: FRUITBASKET Warehouse: SEATTLE Issue Date: 02/15/2008 Default Quantities? ☒

On Hand	Required	Issued	This Issue	Sts	Detail	Comment
1202.000	50.000	.000	50.000		☒ Needed ☐ Supplied	
68.000	50.000	.000	50.000		☒ Needed ☐ Supplied	
1152.000	50.000	.000	50.000		☒ Needed ☐ Supplied	

OK Cancel Header

Enter the quantity to be issued

OVR

Add on detail sc20303

File Edit Navigation Help

Component Item: APPLE Warehouse: SEATTLE Issue Quantity: 50.00

Location	Lot	Serial	Expire Date	On Hand	Issued	This Issue
	222		12/31/2007	44.000		
	2222		03/31/2008	40.000		
	333		03/31/2008	70.000		
	5006		03/31/2008	48.000		
	648		03/15/2008	1000.000		

OK Cancel

OVR

Component Issue

File Edit View Navigation Tools Actions Options Help

Lot/Serial

Find Prev Next Add Browse

Order: 86 Release: 000 Pick Number: Issue Number: 1 Due Date: 02/15/2008 Update Inventory Now? ☒ Item: FRUITBASKET Warehouse: SEATTLE Issue Date: 02/15/2008 Default Quantities? ☒

On Hand	Required	Issued	This Issue	Sts	Detail	Comment
1202.000	50.000	.000	50.000	Close	☐ Needed ☒ Supplied	
68.000	50.000	.000	50.000	Close	☐ Needed ☒ Supplied	
1152.000	50.000	.000	50.000	Close	☐ Needed ☒ Supplied	
					☐ Needed ☐ Supplied	

OK Cancel Header

Enter the quantity to be issued

OVR

Comment-enter an optional comment if needed.

Production Receipt (option (f) on the Bill of Material menu):

This option is used to receive completed finished goods into inventory, and optionally remove component items from inventory for use in a production order and create GL entries if Update Inventory Now checkbox is left checked.. Only components that have a 'Component Issue Method' of 'P' can be removed using this option. Typically, if there is a short lead-time between issue of component items and receipt of the end item, this Issue Method is a simpler and more efficient approach to entering both types of inventory transactions simultaneously. When you select this option and click Add, the following window displays:

Add on header...

File Edit Help

ut956 Set/Change Session Defaults

Session

Type

Reference

User

Transaction Date

Enter a user-defined reference OVR

Click OK or press Enter to continue.

The Production Receipt screen displays:

Production Receipt

File Edit View Navigation Tools Actions Options Help

Lot/Serial

Find Prev Next Add Browse

Order Release ☐ Receipt Number Due Date Receipt Date Unit Cost

Item Warehouse Ordered This Receipt Complete

Status Total Received Detail ☐ Needed ☐ Supplied ☐ Update Inventory Now? ☐

Seq	Warehouse	Item	Description	On Hand	Required	Total Issued	This Issue	Sts	Deta
(New Document)(Deleted)									

OVR

Go into Add mode and enter the following information:

Order – enter your production work order number.

Release – TAB through this field.

Receipt Number – display only.

Due Date – display only.

Receipt Date – defaults to system date but can be changed as needed.

This Receipt – enter the quantity made of the finished good. If the finished good is a lot or serial number controlled item this screen displays so that you can enter serial/lot number expiration date and receipt quantity.

Unit Cost- this automatically calculates and is the sum of the component costs.

Complete – will be set to Leave open if the receipt amount entered is less than the production order quantity or closed if the two match.

Update Inventory Now checkbox – If left checked, on hand inventory will be updated and the GL entries created when this record is stored. If left unchecked inventory and GL won't be updated until the edit and post programs are run. If it is left checked and there are any items being produced that will fill backorders on customer orders, the information for the orders filled will display on a pop screen when you store the production receipt.

Detail section – this section of the screen will be blank if the Component Issued program was used. If it was not, the component detail will display and can be updated as needed. Review the detail screen discussion in the Component Issue section of this document above for details.

Edit and Post Production Transactions (options (g) and (i) on the Bill of Material menu):

If you chose not to update inventory when processing the Component Issue or Production Receipt (Update Inventory Now Checkbox was unchecked), run these programs to update the quantity on hand for both the components and finished goods and to also create the GL entries. All transactions must successfully pass the 'Edit' option before they can be posted. The edit listing will print an 'OK to Post' value for each transaction. Only those listed with a value of 'Y' will be posted.

When selected the following print selection screen displays:

Edit Production Tra...

Process

	From	To
Production Order		
Warehouse		
Session		
Transaction Date		
User		
Entry Date		
Reference		

Enter the transaction type from OVR

Here is a sample edit listing for production order number 65:

Edit Production Transactions

File Navigate Help

Date: 02/15/2008 Time: 12:30:54 Edit Production Transactions
SAMPLE COMPANY Page: 1

Session: 111 Date: 02/15/2008 Ref: User: bettyb G/L Doc No: Order: 65 Rel: 000

Type	Item	Description	Warehouse	Serial/ Lot	Iss/ Rec	Quantity	Amount	OK Post
CI 12104		SCH A SERIES MULSTRIKE	SEATTLE		1	40.000	26.0000	Y
	Acct: 120000500-000	26.00 DB	Acct: 120000000-000	26.00 CR				
CI 12112		SCH A SERIES CVR-UP TAPE	SEATTLE		1	40.000	90.0000	Y
	Acct: 120000500-000	90.00 DB	Acct: 120000000-000	90.00 CR				

Session: 113 Date: 02/15/2008 Ref: User: bettyb G/L Doc No: Order: 65 Rel: 000

Type	Item	Description	Warehouse	Serial/ Lot	Iss/ Rec	Quantity	Amount	OK Post
PR AUTOKIT		AUTOMOTIVE KIT	SEATTLE		1	20.000	116.0000	Y
	Acct: 120600000-000	116.00 DB	Acct: 120000500-000	116.00 CR				

If there are any items being produced when the post is run that fill backorders on customer orders, the order information will print on the posting report.

Here is the GL activity generated:



G/L Account Summary: 02/2008

Account	Description	Debits	Credits
120000000-000	INVENTORY		116.00
120000500-000	WORK IN PROCESS	116.00	116.00
120600000-000	INVENTORY FINISHED	116.00	
		232.00	232.00

Maintain Production Transactions (option h on the Bill of Material menu):

After running the edit listing and prior to running the post program this program can be used as needed to update the transaction date (the date the GL activity will be updated) and the GL account numbers for the production order.