

## **Inactive and Not Stocked Inventory**

In previous versions of The Retail Controller, the only way for inventory items not to be seen in the inventory lookup was for the user to delete the item. The inactive and not-stocked flags now provide an alternative method to deletion.

### Inactive Flag:

The Inactive flag is set on a store by store basis. It is intended to mark an item as not for use so that it does not appear in lookups, cannot be received or sold. This may be because the item has been renumbered, superseded, discontinued, or you simply do not wish to use it anymore.

### *Flag Settings:*

- F264 – Allow sale of inactive items if quantity on hand is greater than zero.

The inactive inventory can be handled in two modes, designated by flag 264. In the first mode (264 set to 'N'), the inactive flag has no special conditions. If an item is inactive, it may not be used in the sell screen. In the second mode (264 set to 'Y'), some extra flexibility is added. Items with a quantity on hand greater than zero may continue to be sold. Items with a quantity on hand of zero or less may only be sold with a manager override. As well, in the inventory look up the shift-F8 key allows the display of inactive items.

Inactive inventory cannot be adjusted and cannot be added to a kit or package. If a kit or package contains an inactive item, it can be loaded into Point-of-Sale without restriction. However, the saving of a kit or package with an inactive item will open a window identifying this item, and asking if you wish to continue the save process.

Finally, customer special prices for inactive items can only be set if F264 = Y and the QOH is greater than zero.

### Stocked Flag:

Like the inactive flag, the stocked flag can be set on a store by store basis. The stocked flag effects the inventory freeze system, and under stock purchasing.

Normally, for inventory freeze, when a range of items is selected for freezing, only those items with a quantity on hand, quantity on order, quantity committed or a quantity sold over the last year are frozen. In most cases this is sufficient for items that are relevant to be caught in the freeze. However, in some cases none of these quantities may be set but you still wish for the item to appear on the freeze. By setting the item to stocked, the item is forced into the freeze for counting.

The second function is the under stock purchasing. By setting the item to not stocked, the under stock functions will skip over this item in the future regardless of assigned minimums or maximums.

### Inventory Setup:

Either of these two flag may be set using the main inventory screen (BBBB), the inventory short screen (BBBE), or the the multi-store inventory maintenance screen (BBBG). In all three, once an item has been selected the shift F3 and shift F4 keys may be used to toggle these flags with a manager override. You can view the current setting of these flags by the highlighted labels at the top of any of these screens. If the label does not appear, the item is marked as active or stocked as applicable.

Main Inventory Screen										7.4.1
Item # [00233] 1. [Punch Double - Beige]										
3. Taxable [YYYY] GP / GP Duty 0.00% GST 6.00% PST 7.00% ENV \$ 0.00										
4. Department [G] [Office Supplies/Furniture]										
5. Line [G] [ ]										
6. Location [ ] 7. Country of Origin [ ]										
8. Weight [ 0.000] EACH Inventory Value [ 25.90 ]										
9. Barcode [0900000000003] Date of Inv Value [07/05/2006]										
10. Labels [Y] Type [2] Qty [001] 11. Inventory Type [ ]										
Quantities					Dates					
Sell UOM [EACH] Qty UOM [EACH]										
12. Minimum [ 0]					Last Sold [11/26/1998]					
13. Maximum [ 0] On Hand [ 10.000 ]					Last Rec'd [01/03/2006]					
14. Best Buy [ 0] Committed [ 0.000 ]					Last Ordered [01/03/2006]					
15. MSQ [ 0] On Order [ 0.000 ]					Next Arrival [ ]					
Field to modify? [ ]										
Enter Field to Modify, <ENTER> to Save, or select a Function Key,...										
Cancel	Q00	Stocked	Active					MB	Q0H	V Info
F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	
Clear	Prices	Vendors	Delete	Link	Sub	Reports	Notes			Save

When setting up new inventory, the item is set by default to active and stocked in the creating store, and inactive and not stocked in other stores.