

Enter Defective Codes

PROGRAM NAME: DEFNTGUT
MENU OPTION TITLE: Enter Defective Codes
MAIN MODULE: DEFECTIVE PROCESSING
HELP KEY ACTIVE: NO

PROGRAM OVERVIEW

Disposition codes are a combination of settings which are set up by the inventory department and will determine whether or not any inventory or costing data will be manipulated when entering parts into the defective state. When you are making a defective tag, there are fields to enter "NOTES". In those fields is where you will put the note codes. What you are about to read through will explain how you set up the codes you will use in the main part of the program.

PROGRAM OPERATION

NOTE CODE: Enter the 3 character code, or a "short name" for this code. For example if you want a code for FINAL DISPOSITION - PART REWORKED, you might enter FIX. You can also use <IFF>.

Require edit of text: If <N> is entered into this field, you will not be allowed to enter any text. (When entering the note codes in the main program). The text in the NOTE TEXT field will automatically be displayed. When <Y> is entered, you will be allow to type any notes you would like. This field will normally have an <N> in it. The only code that may have a <Y> in it will be the FRE code. With this code you will be allowed to type your own notes in instead of having text pulled up for you.

Init/reFin/Scrap/Exch: This field will allow you to choose what status the code you are entering will be. There are four different status' which can be used:

A: INIT - This is the initial disposition. When this status is used, the disposition field must be <1>. This code must be used first when entering a defective tag. The initial disposition code tells the system that you are making a part defective and that inventory and costing data manipulation will happen. When this code is entered, the part that you have entered will be moved from <RAW> or <FIN> inventory to defective.

B: REFIN - This status is a final disposition. This status means that a part came back defective, it was reworked and put back into inventory at your expense. The disposition flag will be <1>.

C: SCRAP - This status is a final disposition. When this code is used, the system will move inventory from DEFECTIVE to SCRAP. The disposition flag will be <1>.

D: EXCH - This is also a final disposition. This code is used when a part received defective from a vendor is returned to the vendor and replaced with a good part of the

same make. The disposition on this code will be <1>. Using this code will remove the part from defective. Once you receive the new part, it will be put into inventory.

The status' REFIN, SCRAP, EXCH are all final disposition codes. You will use one of the three as the last code you enter for that defective tag. Once the final disposition has been entered, that tag is finished.

Credit/Loss: This field only deals with final disposition codes. When <C> is entered, this will tell the system that the defective parts cost was taken care of by another company, either the part was replaced or exchanged. The cost of this part is not carried in the defective system. When <L> is entered this will tell the system that the defecting of this part is your loss and the cost of this part will be carried in the defective system.

DISPOSITION FLAG: This field determines whether or not any inventory or costing data will be manipulated. When <1> is entered this will tell the system that data manipulation will happen. When <0> is entered this will tell the system that no data manipulation will happen.

Print Flag: When <Y> is entered in this field, the note text will print out on the defective reports. When <N> is entered in this program the note text will not print out on the defective reports.

NOTE TEXT: This field is where you enter the note text for that note code. When you are entering the notes in the main part of the program, the text that you enter here will be shown on the screen. For example, you have a note code FIX, the note text for this code reads, FINAL - Part reworked - value. When you enter this code as the final disposition, the note text will be shown on the screen in the note text field. You will not be allowed to edit this text. The only place you can edit this text is in the program NOTE CODES FILE MAINTENANCE.

Press RETURN to continue