# Item Creators - Introductory Material

The EVP Item Creator processor is utilized to create Channel Records. At its most basic level, it operates according to the following logic. Look at Channel X (also known as the Source Channel) and compare it with Channel Y. If a listing exists on Channel X, then create one on Channel Y (if it does not exist). Beyond this basic logic, there are various configuration options an Item Creator can leverage. These configuration options enable you to control which items are created and the listing statuses of the created items.

# Item Creator Configuration Options

- Source Channel Name
  - The name of the channel that will be the source of the new listings.
- Exclude Inactive Items
  - When True, this field will prevent Inactive Items (MasterSKU status) from being created.
  - When False, the item will create Channel Records for inactive SKUs.
- Restrict To Instock
  - If true, the item creator performs a rudimentary check to see if there are more than the InStockMinimum available for sale. This setting does check allocations. In order for this setting to work, there must be valid allocations set up on the destination channel before the Item Creator is run.
  - If false, the stock position of the items will not be considered.
- Restrict To Any Stock
  - RestrictToInstock checks allocations. RestrictToAnystock will simply check if any location anywhere
    in the system has more than the InStockMinimum for the item.
- InStockMinimum
  - The minimum quantity in stock for an item to be considered for creation.
- Item Set Name
  - Item Sets are logic statements that define a group of listings. An Item Set can be defined in the field to further refine which listings are considered valid for Channel Record creation.
  - The name of an Item Set that items will be checked against. Items that meet the selection criteria in the Item Set will be considered for creation. Items that do not meet the selection criteria will not be created.
- Max Listings

• The maximum number of listings on the destination sales channel. This is not the number of listings that will be created in this run of the Item Creator. For example, if you had 700 listings on a channel and set the MaxListings to 1000, the most the Item Creator would create is 300. No Default. Only use this if you want to limit the number of listings on the sales channel.

### Exclude Item With No Image

- If true, items with no image will be excluded from consideration for creation.
- If false, items without an image are considered for creation.

### Use Category Map

 When True, if Category Maps are present between the Item Creator Channel and the Source Channel, then they will be utilized.

#### UOM Behavior

- OnlyCreateEaches only source listings that are in an Each will be considered/created.
- CreateAllUOMs If listings exist on the source channel for multiple UOMs, all will be considered for creation on the destination channel.
- CreateChannelUOMs Only create listings where there is a matching channel UOM for channel named under MatchUomChannel

#### Match UOM Channel

• Name of channel to match UOMs - UomBehavior needs to be set to CreateChannelUOMs

#### Use Source SKU

- o If true, new Channel Records will have the same sku as the source channel sku.
- If false, new Channel Records will utilize the MasterSKU value

#### Validate Items

 If true, channel specific requirements for creating a new listing are checked before the item is created. If false, the validation step is skipped. Default is True, and should typically not be changed unless there is a valid reason to create listings that are not immediately able to be published.

#### Status For New Listing

The Status that will be set on a new item that the Item Creator creates. The default is New. Valid
 Values are New, Publishing, Existing, Error, Delete, Deleted, Deleting, Detach.

## • Availability Mode For New Listings

- The Availability Mode that will be set on a new item that the Item Creator creates.
- The default is Actual.
- Valid values are Off, Actual, Absolute, Available, Unavailable, Default, Supplier, and Channel.

### Publication Mode For New Listings

• The Publication Mode that will be set on a new item that the Item Creator creates.

- The default is Full.
- Valid Values are Off, PriceAvailability, Full.
- Review Status For New Listings
  - The Review Status that will be set on a new item that the Item Creator creates.
  - The default is Verified.
  - Valid Values are Unverified, Rejected, Review, Confirm, Verified.
- Create Title Attribute
  - If true, an attribute named "Title" will be created on any newly created listing that the Item Creator creates.
  - Related Fields
    - TitleAttributeSuffix=""
    - TitleAttributePrefix=""
    - SourceChannelTitleAttribute=""
  - The title will be created in the format of "{TitleAttributePrefix}{ItemTitle}{TitleAttributeSuffix}
     {UoMQuantity}"
  - For example, if the following are the values:
    - Item Title(from the MasterSKU record) "GE 60W Light Bulb"
    - TitleAttributeSuffix " Pack of "
    - UoMQuantity "12"
    - The title would be: "GE 60W Light Bulb Pack of 12"
  - If false, no title attribute will be created.
  - Note: use of this feature will create title attributes on the new items, therefore any attribute mapping on the Title attribute will be overridden by these values.
- Source Availability Mode Filter
  - If specified, only items with the specified Availability Mode on the source channel will be considered for creation.
  - For example, "Always, Actual" would limit the source data to listings that were set to Always or Actual for their Availability Mode.
  - If nothing is specified, no Availability Mode filter will be used.
  - Valid values are Off, Actual, Absolute, Available, Unavailable, Default, Supplier, Channel
  - Specify values as a comma-separated list
- Source Publication Mode Filter
  - If specified, only items with the specified Publication Mode on the source channel will be considered for creation.

- For example, "Full, PriceAvailability" would limit the source data to listings that were set to Full or PriceAvailability for their Publication Mode.
- If nothing is specified, no Publication Mode filter will be used.
- Valid Values are Off, PriceAvailability, Full
- Specify values as a comma-separated list
- Source Review Status Filter
  - If specified, only items with the specified Review Status on the source channel will be considered for creation.
  - For example, "Verified" would limit the source data to listings that were set to Verified for their Review Status.
  - If nothing is specified, no Review Status filter will be used.
  - Valid Values are Unverified, Rejected, Review, Confirm, and Verified.
  - Specify values as a comma-separated list
- Source Status Filter
  - If specified, only items with the specified Status on the source channel will be considered for creation.
  - For example, "Existing, New" would limit the source data to listings that were set to Existing or New for their Status.
  - If nothing is specified, no Status filter will be used.
  - Valid Values are New, Publishing, Existing, Error, Delete, Deleted, Deleting, Detach
  - Specify values as a comma separated list
- Create Channel Images
  - If true, any channel images on the source channel record will be created on the new channel record.
  - If false, no channel images are created.
  - Default is true.

# Item Creator XML Sample

<Processor

SourceChannelName="Etail"

ExcludeInactiveItems="true"

RestrictToInstock="False"

RestrictToAnystock="False"

InStockMinimum="1"

ItemSetName="HDS DS Stock"
MaxListings="20000"
ExcludeItemsWithNoImage="true"
UseCategoryMap="false"
UomBehavior="OnlyCreateEaches"
MatchUomChannel=""
UseSourceSku="True"
ValidateItems="True"
StatusForNewListings="New"
AvailabilityModeForNewListings="Actual"
PublicationModeForNewListings="Full"
ReviewStatusForNewListings="Verified"
CreateTitleAttribute="False"
TitleAttributeSuffix=""
TitleAttributePrefix=""
SourceChannelTitleAttribute=""
SourceAvailabilityModeFilter=""
SourcePublicationModeFilter=""
SourceReviewStatusFilter=""
SourceStatusFilter=""
CreateChannelImages="False"
Trace="False">