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Program written flowchart

The program starts off in MM\_Startup setting a couple of global variables and then calling MM\_PICK2. From MM\_PICK2 we create the MM\_Pick2 form and execute it first the user selects the location and then we validate,

# Functions

## MM\_FindLabelInInventory

|  |  |
| --- | --- |
| Variables Passes | src |
| Function Variables | Sql- select from inventory statement  Rs  C  result |
| Global Variables Changes |  |
| What this function Does | Gets all records from Inventroy not reserved with this label |
| Functions,or Sub called |  |
| Functions or subs that call this function | MM\_Pick2ValidateCseQtyOnKeyPress  MM\_PICK2ValidateBoxNumOnKeyPress |
| Function location | 495-542 |
| returns | True  False |

First thing we do is set MM\_FindLabelInInventory to false, next we will get the label from the user and store it in the MM\_Pick2 object if it is not already. Next we construct the sql query and then execute it. The query is looking for the product in the location entered, if the error number returned in not 0 then we will print the error to the screen if it was 0 then we will set MM\_FindLabelInInventory to true and put in MM\_PICK2Data("Recordset") the data that was retrived, then end the function

## MM\_ValidateQuantity

|  |  |
| --- | --- |
| Variables Passes | Src |
| Function Variables | Rs  Cn  Sql  Result  Cd  Rs1  availableQty  hlpText  replenQty  pickQty |
| Global Variables Changes | MM\_userQty- set to BOXNUMINPUT  createOverrideaudit-set to false  movQPickPeplenFound-set to false |
| What this function Does | Validate qty where record has not yet been picked up if in movequeue |
| Functions,or Sub called |  |
| Functions or subs that call this function | MM\_PICK2ValidateBoxNumOnKeyPress |
| Function location | 1896-2036 |
| returns | True  False |

First we set MM\_ValidateQuantity to false and MM\_userQty o what the user input. Next we set createOverrideaudit and movQPickPeplenFound both to false. Then replenQty, availableQty and pickQty all to 0. NEXT WE CONSTRUCT THE sql statement. We are looking for the ProductID, LocationID, Quantity, TotQty, and NumBox from the inventory table. After it is constructed we execute and if we get an error we print that error and end the function. If we don’t and the table returns information we will first set availableQTY to NUMBOX, then if the user entered 0 as the Qty we will set that to availableqty. Net we will write a new sqlstatement trying to find inventory avliable but that is in the moveQ. After we execute the statement we check if it returned an error, if we did we print the error and exit the function, else we get the quantity associated with each move-queue record if they exist. To do this we loop through the data returned from the sql statement, and check if it was of type pick or type replen. If it was a pick we insert the pickQty to rs.Total and set movQPickPeplenFound to true. Else if they type was a replen we set replenQty to rs.Total and set movQPickPeplenFound to true.

Next we check if movQPickPeplenFound was set to false, if it was we check that the user didn’t enter more Quantity then we have in the database.

## MM\_RevervedLocn

|  |  |
| --- | --- |
| Variables Passes | scr |
| Function Variables | Sql  Rs  c |
| Global Variables Changes |  |
| What this function Does | Checks in the location is a receiving location |
| Functions,or Sub called |  |
| Functions or subs that call this function | MM\_Pick2ValidateLocationOnKeyPress |
| Function location | 2262-2288 |
| returns | False-The location is a Receiving location  True -the location is not a receiving location |

## AuditForOverrideReplen

|  |  |
| --- | --- |
| Variables Passes |  |
| Function Variables |  |
| Global Variables Changes |  |
| What this function Does |  |
| Functions,or Sub called |  |
| Functions or subs that call this function |  |
| Function location |  |
| returns |  |

## MM\_ValidateCasesInLocation

|  |  |
| --- | --- |
| Variables Passes |  |
| Function Variables |  |
| Global Variables Changes |  |
| What this function Does |  |
| Functions,or Sub called |  |
| Functions or subs that call this function |  |
| Function location |  |
| returns |  |

## MM\_CreateFindCaseOrPalletform

|  |  |
| --- | --- |
| Variables Passes |  |
| Function Variables |  |
| Global Variables Changes |  |
| What this function Does |  |
| Functions,or Sub called |  |
| Functions or subs that call this function |  |
| Function location |  |
| returns |  |

# Subs

## MM\_CreateAuditForPhantom

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_CreateDislayListform

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_CreateDisplayListformKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_CreateListOfItemsform

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_DoDrop2Skip

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_DROP1

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_Drop2

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_Drop2DIsplay

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_Drop2Process

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_Drop2ValProdInputOnKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_Drop2ValBoxNumInputKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_GetLoadedRecords

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_InsertIntoMoveQ

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop1Cancel

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop1Execute

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop1Focus

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop1OK

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop1KeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop2Exit

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop2Focus

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop2KeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnPick2KeyPress

|  |  |
| --- | --- |
| Variables Passed | Src- location where key was pressed  Key-name of key pressed |
| Sub Variables | None |
| What the Sub Does | Looks to see if F1, F3, or escape keys were entered. |
| Global Variables Changed | ExcapeEntered set to true is escape entered |
| Subs or functions Called | None |
| Subs or functions that call this sub | MM\_PICK2 |
| Sub Location | 230-245 |

This Sub is very simple, it look to see if any three keys were entered. If F! was entered it will call the help screen for that location and then print it to the screen, if f3 was entered it will pass a 1 to src.result. If the escape key was entered it will set ExcapeEntered to true and pass a 1 to MM\_PICK2Form.result. Otherwise this sub will do nothing.

## MM\_OnPick2Focus

|  |  |
| --- | --- |
| Variables Passed | Src  Focus |
| Sub Variables | i-For loop counter  Attr- attribute, used for ?????? |
| What the Sub Does | Focus Handler for MM\_PICK2 |
| Global Variables Changed | none |
| Subs or functions Called | none |
| Subs or functions that call this sub | MM\_PICK2 |
| Sub Location | 467-481 |

No idea what it does.

## MM\_OnPick2Exit

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

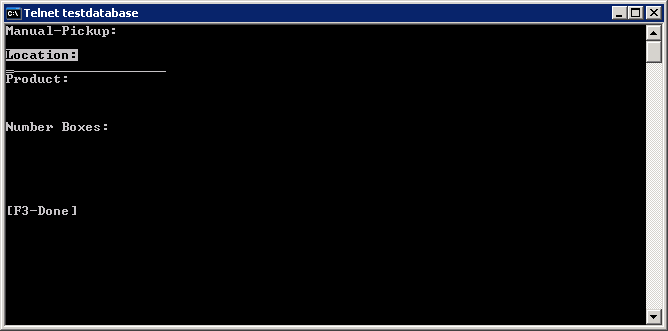
## MM\_Startup

|  |  |
| --- | --- |
| Variables Passed | None |
| Sub Variables | None |
| What the Sub Does | Entry point for directed Move Transaction |
| Global Variables Changed | MM\_tmpLabel: set to “”  MM\_tempLabelLevel: Set to “”  needCaseQty set to False  ExcapeEntered: Set to False |
| Subs or functions Called | None |
| Subs or functions that call this sub | MM\_PICK2, MM\_DROP1 |
| Sub Location | 115-123 |

First the Sub sets MM\_tmpLabel to “”, MM\_tempLabelLevel to “”, needCaseQty to False and ExcapeEntered to False. Then it calls MM\_PICK2, after that it checks if ExcapeEntered is false, if it is it calls MM\_DROP1 after that it ends the sub

## MM\_PICK2

|  |  |
| --- | --- |
| Variables Passed | None |
| Sub Variables | Ctl- form object, hold labels and key press information |
| What The Sub Does | Creates and executes the MM\_Pick2 form |
| Global Variables Changed | MM\_STATE: Set to 1 |
| Subs Called | MM\_OnPick2KeyPress, MM\_Pick2ValidateLocationOnKeyPress, MM\_Pick2ValidateProductOnKeyPress, MM\_Pick2ValidateCseQtyOnKeyPress, MM\_PICK2ValidateBoxNumOnKeyPress, MM\_OnPick2Exit,  MM\_OnPick2Focus, |
| Sub Location | 129-202 |

This sub creates the form the user will see. We start off by creating the form that will look like this 

We set the locations of the labels to look like above, then we set the key presses. Whenever a key is pressed we first check MM\_OnPick2KeyPress. As long as none of the cases fire we then check where the focus is(IE, see where we are on the form). To do this we call MM\_OnPick2Focus. Once it know where we are it and the information is entered it calls the specific key press sub. If we are in location it calls MM\_Pick2ValidateLocationOnKeyPress, if we are in product we call MM\_Pick2ValidateProductOnKeyPress, if we are in Number Boxes, we call MM\_PICK2ValidateBoxNumOnKeyPress and when all that information is correct we press F3 and call MM\_OnPick2Exit.

## MM\_Pick2ValidateCseQtyOnKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called | MM\_FindLabelInInventory |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_PICK2ValidateBoxNumOnKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called | MM\_FindLabelInInventory, MM\_ValidateQuantity |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_Pick2ValidateLocationOnKeyPress

|  |  |
| --- | --- |
| Variables Passed | Src-source  Key-key pressed |
| Sub Variables | None |
| What the Sub Does | Makes sure the location you entered is a valid location |
| Global Variables Changed | ExcapeEntered- set to true If escape is pressed |
| Subs or functions Called | MM\_RevervedLocn |
| Subs or functions that call this sub | MM\_PICK2 |
| Sub Location | 251-289 |

We check which key was entered first, if it was up we do nothing, if enter, keydown ,keyright or keyleft is the key pressed we first check if no information is in the text field. If none is it will print to the screen location missing and exit the sub. Next it call V\_CalidateUserInput( this is a function from a include file) if it returns false it will print invalid location to the screen and exit the sub, finally it will call the function MM\_RevervedLocn and check if the location is a recieveing location, if false is returned it will print to the screen “Not valid for pickup” and exit the sub. If F3 is entered the form will return a 1, if escape is entered it will set ExcapeEntered to True and set the form result to 1 . finally it exits the sub.

## MM\_Pick2ValidateProductOnKeyPress

|  |  |
| --- | --- |
| Variables Passed | src  key |
| Sub Variables | None |
| What the Sub Does | Validats the product input |
| Global Variables Changed | ExcapeEntered- set to true is Escape pressed  needCaseQty |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location | 295-345 |

We first check which key was pressed if it was Enter, Down, Tab, Right, or Left, we will do the following: first we check that the text field has information in it, if it does not we willprint “Product missing” and exit the sub, next we check if we think if it’s a GTIN(???????) we will convert it to a Product ID. Next we will validate the Product by calling V\_ValidateProduct(Function definition located in a different file) if it returned false we will print to the screen, Invalid product and exit te sub. Next we call MM\_ValidateCaseInLocation if that returns false we will print to the screen “Product Not found or not Avilable for pickup in this location” and exit the sub. Last thing we check is if needCaseQty is true, if it is we will do (???????).

If those keys were not entered we check if F3 was, if it was we set the form to 1 and exit the sub, finally we check if the escape key was entered, if it was we set ExcapeEntered to true and the form to 1 before exiting the sub

## MM\_ReserPick2Screen

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_DROP2ValLocationInputKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDrop2Execute

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_onDrop2SKIP

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_ResetDrop2Form

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_ValidateCaseQuantity

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDIsplayListFocus

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDisplayListKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnDisplayListClick

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnFIndCaseOrPalletKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_OnListOfItemsKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_ValidateAnyProdOnKeyPress

|  |  |
| --- | --- |
| Variables Passed |  |
| Sub Variables |  |
| What the Sub Does |  |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location |  |

## MM\_ValidateCaseInLocation

|  |  |
| --- | --- |
| Variables Passed | src |
| Sub Variables | Rs  C  Sql  i |
| What the Sub Does | Validates location |
| Global Variables Changed |  |
| Subs or functions Called |  |
| Subs or functions that call this sub |  |
| Sub Location | 2168-2210 |

# Global Variables

## cancelMove

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## caseAvailable

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## createOverrideaudit

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## ExcapeEntered

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed | MM\_Startup: set to False  MM\_OnPick2KeyPress: set to true is esc pressed |

## MM\_CurrentDiectory

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_endOfList

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_NotPiecePickLocn

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_systbl

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_STATE

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed | MM\_PICK2: set to 1 |

## MM\_tempLabelLevel

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_tmpLabel

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed | MM\_Startup: set to “” |

## MM\_userLabelLevel

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed | MM\_Startup: set to “” |

## MM\_userInputLabel

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_validCaseQty

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_userQty

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## MM\_wrongLocn

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## movQPickPeplenFound

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |

## needCaseQty

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed | MM\_Startup: Set to False |

## Options

|  |  |
| --- | --- |
| What it does |  |
| Locations it is changed |  |