OneWarehouse Mobile

System Requirements

Warehouse Returns (Inventory Transfers)

# Overview

This document describes the warehouse returns process. Warehouse returns are a form on inventory transfer, but the product is not transferred to another inventory location. Warehouse returns are done in product packages and used to identify product packages that are no longer sellable nor consumable (spoiled). These packages might belong to the one of the following TWO categories: spoiled or damaged (**‘Cat’ further in this document**) and these packages cannot be included in warehouse physical inventory. These packages are transferred from warehouse to nowhere. That’s why inventory transfer has ‘From’ inventory location and doesn’t have ‘To’ inventory location.

**Only one warehouse return is allowed for a given route / day.**

The warehouse return will be included as part of the sync. (please refer to the bottom of the document for sync process changes)

For the warehouse return, the transaction detail will be at the product package level (ProductPackageID). A given product package may exist in the transaction detail only one time. Transaction details will be expressed as

* ProductPackageID = Package
* UnitQuantity = Count of packages

# Questions

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| in contact (doc) for sending Warehouse Return to server, there is a field "LineNumber",  we do not know what it means. How to calculate it? And is it necessary at all?  Server side doesn't know what this field means either  Need to clarify it |  |

# Warehouse Returns

User selects **Warehouse Returns (‘WR’ in this document)** from main menu – Menu name: Whse Return. Menu item is in the same group as Physical Inventory or Vendor Receipts.

System shows Warehouse Returns screen. On this screen user can:

1. Start new WR (There is no explicit WR start. New WR starts when user gets to the add product screen as soon as first product added (same as Physical))
2. Set fiscal date (IMPORTANT! Fiscal date cannot be modified if WR has at least one product)
3. Add or remove Package Products
4. Use Burger menu in top left corner to move to Main or other screens. **Important:** When user moves out of WR screen to anything else, all changes are considered completed and must be saved. There is no ‘Cancel’ button or functionality.

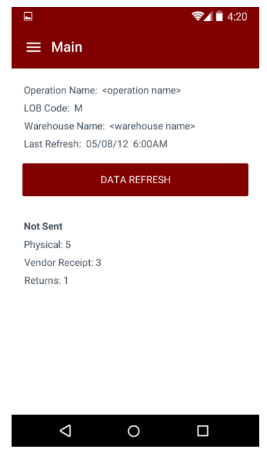
**When user tap on WR menu item:**

1. If WR already exists: Open existing WR and show information of the current existing WR and packaged products added to this WR.
2. If WR doesn’t exists Open screen with no items and set up Fiscal date. (IMPORTANT! Fiscal date cannot be modified if WR has at least one product)

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| **Product Package List Screen (Main WR screen)**  Similar logic as physical inventory.   1. When new WR: User need to set up Fiscal Date. This must be a modal screen (see the picture). Like how it is done for Physical Inventory: show three dates to choose (yesterday, today and tomorrow)    1. (IMPORTANT! Fiscal date cannot be modified if WR has at least one product) 2. System ‘Back’ button must be blocked. 3. ‘+’ – Opens ‘Add Product’ screen   **Products List**  Numeric value presented on the screen should be SUM of Damaged + Spoiled.  However, **Important:** on backend side spoiled and damaged packages MUST be counted separately  **Product Scan**  (similar to how it is done for Physical Add Product screen)  If barcode is scanned, search for barcode.   1. If package found, display detail screen. If barcode not found, show “product not found” message. 2. If package not found display a pop up. ‘No Results Found…’ (see the picture)   IMPORTANT! Because of different Cat of the packages being returned, when app opens detailed screen DO NOT INCREASE COUNT.  Product Delete: - Use long tap to show dialog box to delete product.  Sort Order – No need for change Sort Order and always in the order of entry. |  |
| **Manual Product Package Add**  Same logic and same screen as physical inventory.   * 1. Same logic to search and show the product.   2. User can enter partial text value in search field.   3. Minimum characters for Product Search are 1 character.   4. Product Search is based the following order: SKU, Name and Long Name.   5. Product is searched on matching in any place, no case sensitive.   6. The output lists all product packages for each product matching the search value.   7. Product List sort order is:   8. Display the matching Long name of Products in Alphabetical order.   9. If there is no match of Long Name then use SKU# to search. Display matching products in Alphabetical order.   10. Products displayed with Long Name, Package info and display count only if the product is counted already.   11. Same logic for ‘Arrow Back’   12. When user tap on arrow back return to Add Product screen   13. System ‘Back’ button should work same way   14. Same logic for Product Not found - See the message   15. If product found: When user taps on the product open Product Detail Screen  **Important**: When user click on package open ‘Detail screen’ But DO NOT update quantity. |  |
| **Detail Screen**  User enters values for Damaged and Spoiled.  When user tap on ‘Back’ arrow (system or application) - Save changes and go back to ‘Add Product’ screen  **Product Scan**  When user scan the product   1. **IMPORTANT!!** Unlike the other transactions, if the scanned barcode matches the current product package, nothing will happen. The system won’t increase the Unit Quantity by 1 because the user needs to record whether the product added has been damaged and spoiled. 2. If the scanned barcode does not match the current product package, show the detail for the scanned product package (this screen).   When total of the CAT = 0 When user gets back to the WR Package list remove the product from VR |  |

**Application Main Screen:**

When user opens Main application, screen add there a line for Warehouse Returns (similar as for Physical and Vendor Receipts)



**Application Sync Screen:**

Device must upload existing WR. During the sync WR considered to be completed. There is no explicit ‘Complete’ process and there is no need to confirm with the user.

**On The Server**

When processing data on the server:

1. Two separate transactions must be created:
   1. One transaction for all Damaged products.
      1. Transfertypeid = 115
      2. TransferSubTypeID = 121
   2. And another transaction for all Spoiled products
      1. Transfertypeid = 155
      2. TransferSubTypeID = 122
2. Need to insert records into Inventory\_Transfer\_GL and Inventory\_Transfer\_GL\_Detail
3. Need to generate M&E number (autogenerated)
4. Please check Web GUI to see how GL tables are being populated or M&E number is being generated.

**JSON**

For device specific JSON please see

<https://cpgplc-my.sharepoint.com/:w:/r/personal/alexey_fedoruk_compass-usa_com/_layouts/15/Doc.aspx?sourcedoc=%7B143EFF3C-0E95-4280-B1EB-26CF4FF77F1B%7D&file=OneWarehouse%20Mobile%20-%20Sync%20Message%20Definition.docx&action=default&mobileredirect=true>

Section: “Inventory Transfer Transaction Data – Warehouse Return”

**Database**

For device specific Database tables (SQLite) please see

<https://cpgplc-my.sharepoint.com/:x:/r/personal/alexey_fedoruk_compass-usa_com/_layouts/15/Doc.aspx?sourcedoc=%7BB8A3715D-136A-4D35-ADE2-205C08B6233F%7D&file=OneWarehouse%20Mobile%20Data%20Dictionary.xlsx&action=default&mobileredirect=true>

Transactional Data Tab, Transfer\_Warehouse\_Return section