Notes on Single/6-Pack/Case items or candy bar/candy box items (AIMsi Breakdown SKUs)

Below are a few examples on how to setup V7 Polling and AIMsi Inventory to work with breakdown SKUs. In the examples we have created unique item codes for each item/PLU/SKU. At the register this can be done multiple ways, please consult your dealer manual. *For example, one could use modifier keys to allow the users to scan in the same item codes and then simply change 1 digit of the item code.*

Example 1: Candy bar and Candy Box

1. Here we created two items in polling and sent them to inventory. To help separate reporting on the AIMsi side, we also linked the items to a V7 PLU Class (AIMsi selection code). In this example we created Candy Box Super Class and linked both item 120 and 121 to that Class. Item 120 is the single bar & 121 is the box.
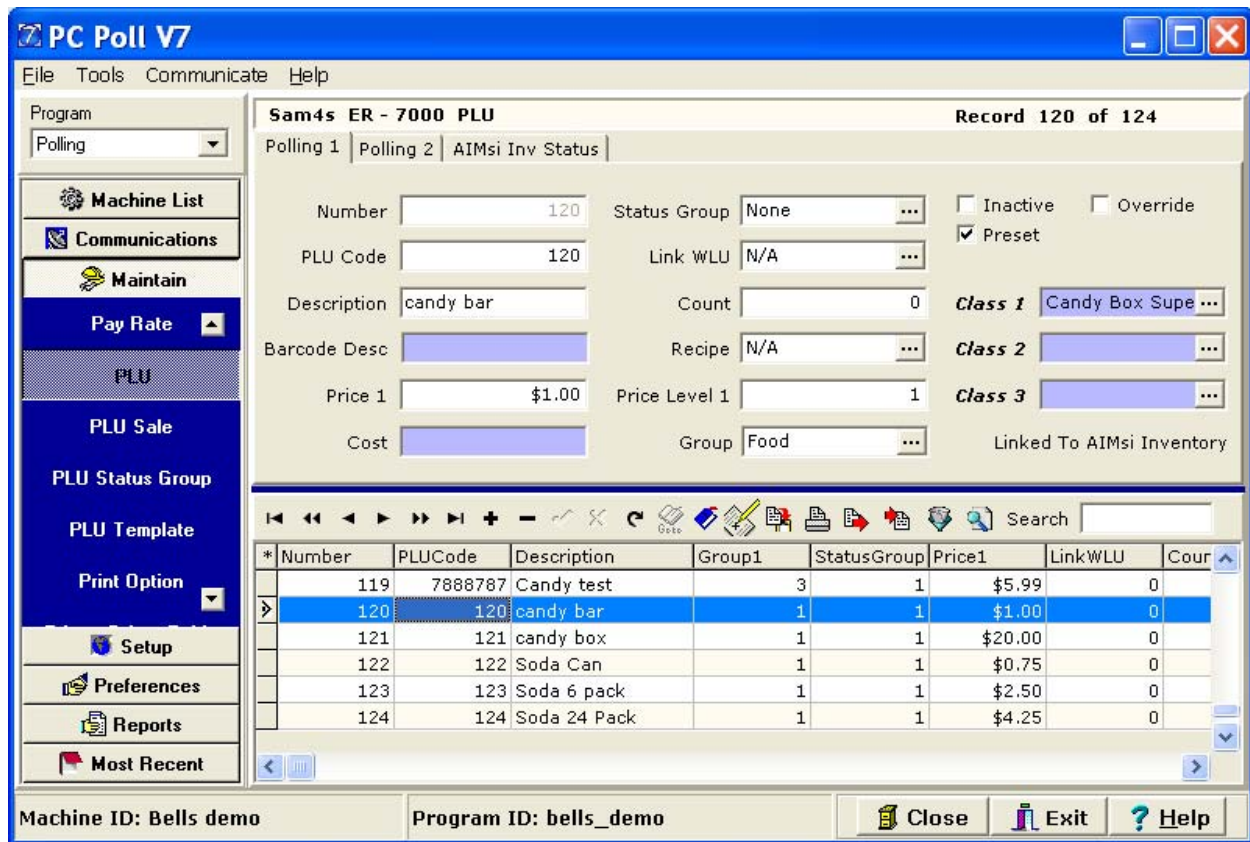
2. Within the AIMsi software one needs to link the items together. Maintenance | Inventory Maintenance | Maintain Breakdown SKUs.
3. Each item must be added to this table. The base SKU in this example is the single candy bar. See images below. Auto Replenishment SKU and Suppress Notification During Autosku Breakdown are not used for the inventory to polling link. They are used for direct AIMsi sales. *Note: In updates after 1/1/2011 of AIMsi & V7 polling the Auto Replenishment option is available.*
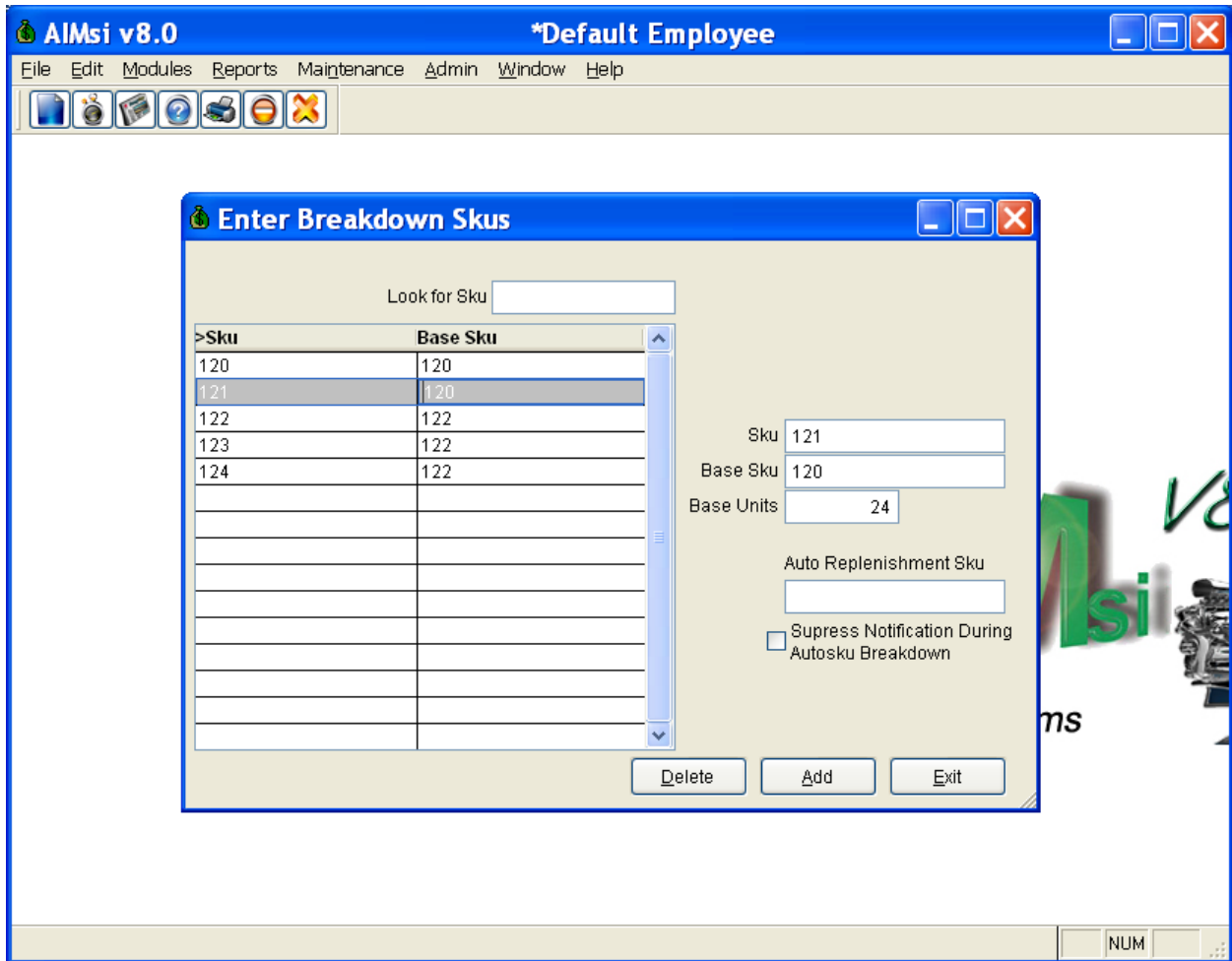
Single bar example:

The SKU is 120 for the single candy bar & 120 is also the base item SKU number. There is only 1 unit in the base item. *Note: When using updates after 1/1/2011 users can select an Auto Replenishment SKU, in this case it would be item number 121.*
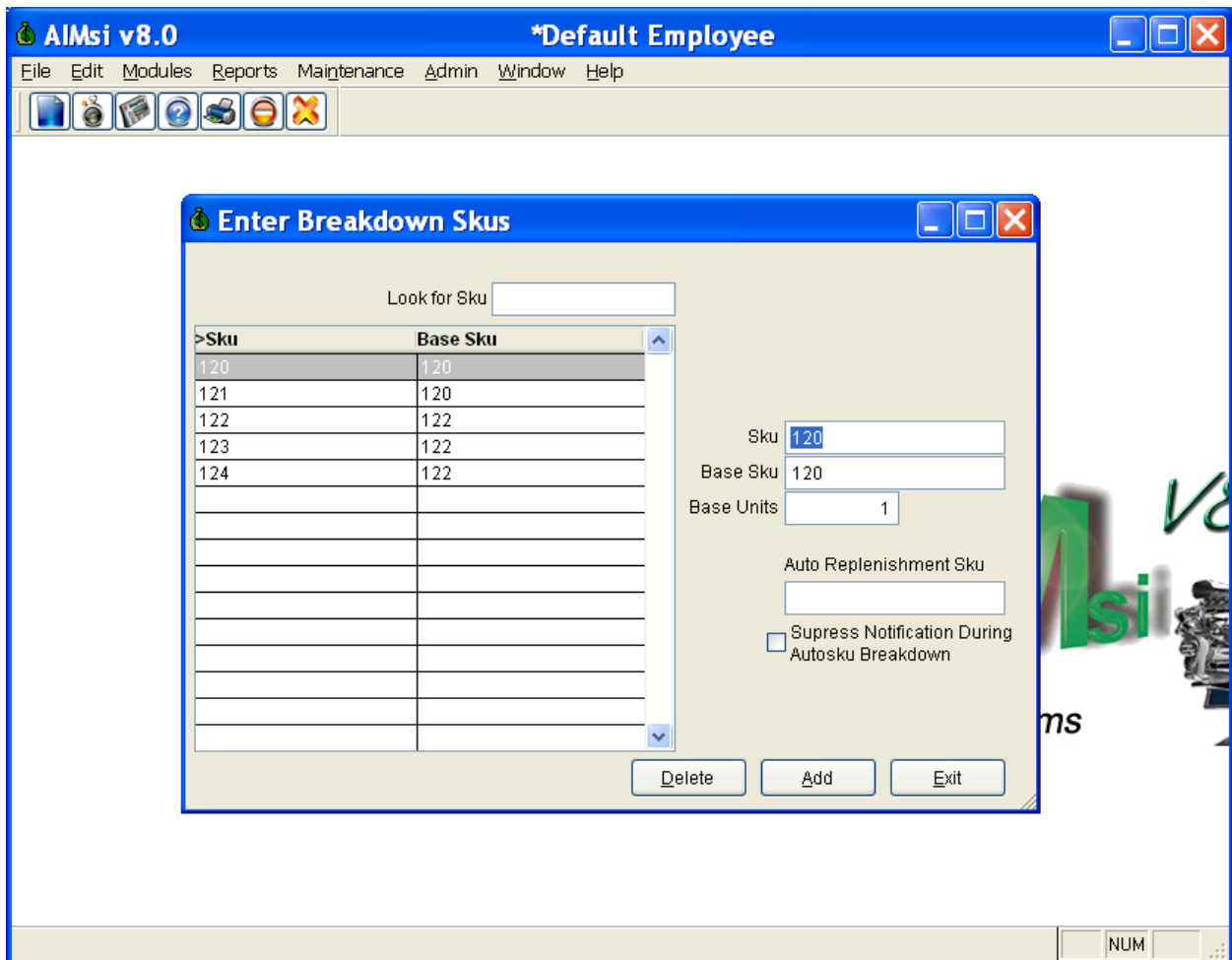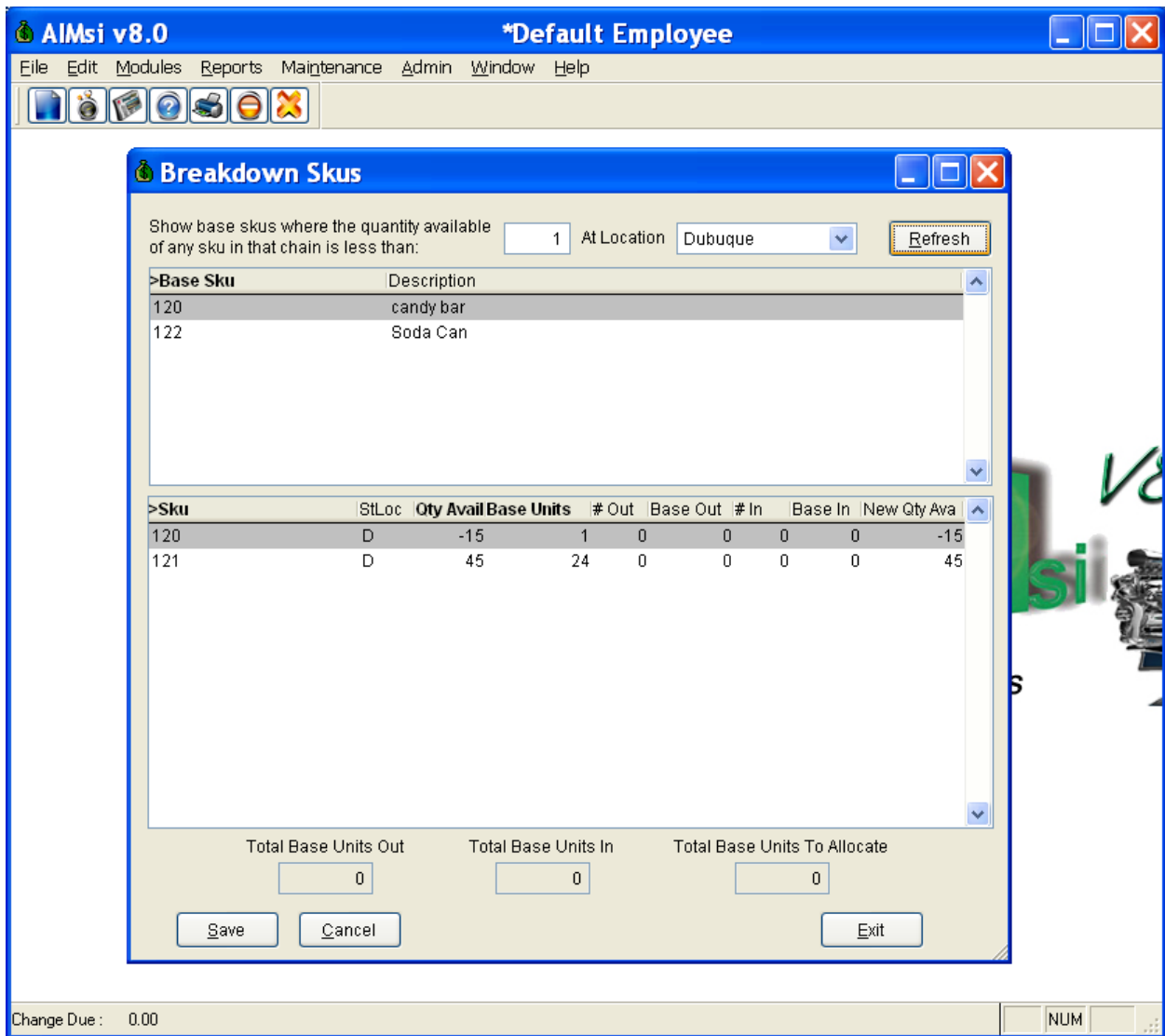
Candy box example:

The SKU is 121 for the box of candy bars & 120 is the base item, the single bar. There are 24 bars in the box.

4. Now the two items are linked. When the Candy Bar item (#120) gets down to zero or below zero the user will need to transfer items from the Candy Box (#121) to Candy Bars. To do that, go to Modules | Inventory | Utilities | Breakdown SKUs. *Note: In the newer updates with the Auto Replenishment SKU option setup, as sales are imported into AIMsi from polling and the SKU on-hand count goes below zero, the software will automatically transfer SKUs over as needed and based on availability. The Manual option can always also be run as desired.*

5. Click the Refresh button, on the Breakdown SKUs screen, to load in the linked items.

6. In this example, candy bar has been selected. The current on-hand count of candy bar is -15. There are 45 boxes of candy bars available.

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File   Edit   Modules   Reports   Maintenance   Admin   Window   Help

Breakdown Skus

Show base skus where the quantity available of any sku in that chain is less than: `1`   At Location   `Dubuque`   Refresh

>Base Sku	Description
120	candy bar
122	Soda Can

>Sku	StLoc	Qty Avail	Base Units	# Out	Base Out	# In	Base In	New Qty Ava
120	D	-15	1	0	0	0	0	-15
121	D	45	24	0	0	0	0	45

| Total Base Units Out	Total Base Units In	Total Base Units To Allocate
0	0	0

Save   Cancel   Exit

Change Due :   0.00   NUM

7. To manually transfer boxes to bars simply type in the number to transfer in #Out column for boxes (#121) and then enter the #In number for bars. Note: The total base units must offset each other. For example, 1 box equals 24 bars. In this example, we transferred 2 boxes or 48 bars. We entered 2 for the #Out (two boxes) and 48 for the #In (48 single units).
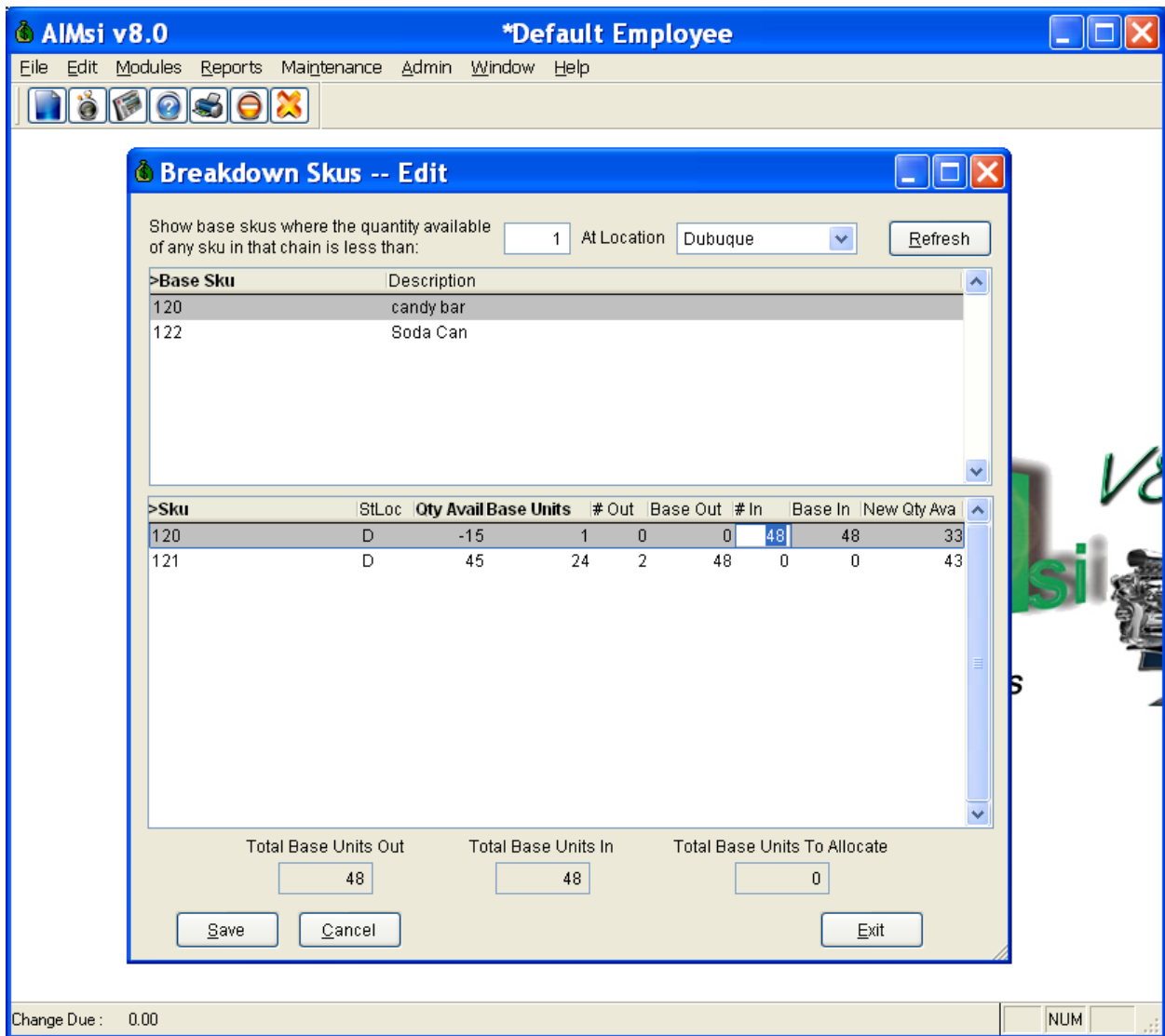
8. Once completed click Save. Once the items no longer have a Qty Avail Base Units of zero or a negative number, they will disappear from the breakdown SKUs edit area.

9. For reporting, go to Reports | Catalog | Inventory | Inventory Count by Category. Since we setup the candy items to be linked to a Class/Selection Code, we can break down the reporting to show only those items. In this example, we have 33 candy bars on hand and 43 boxes.
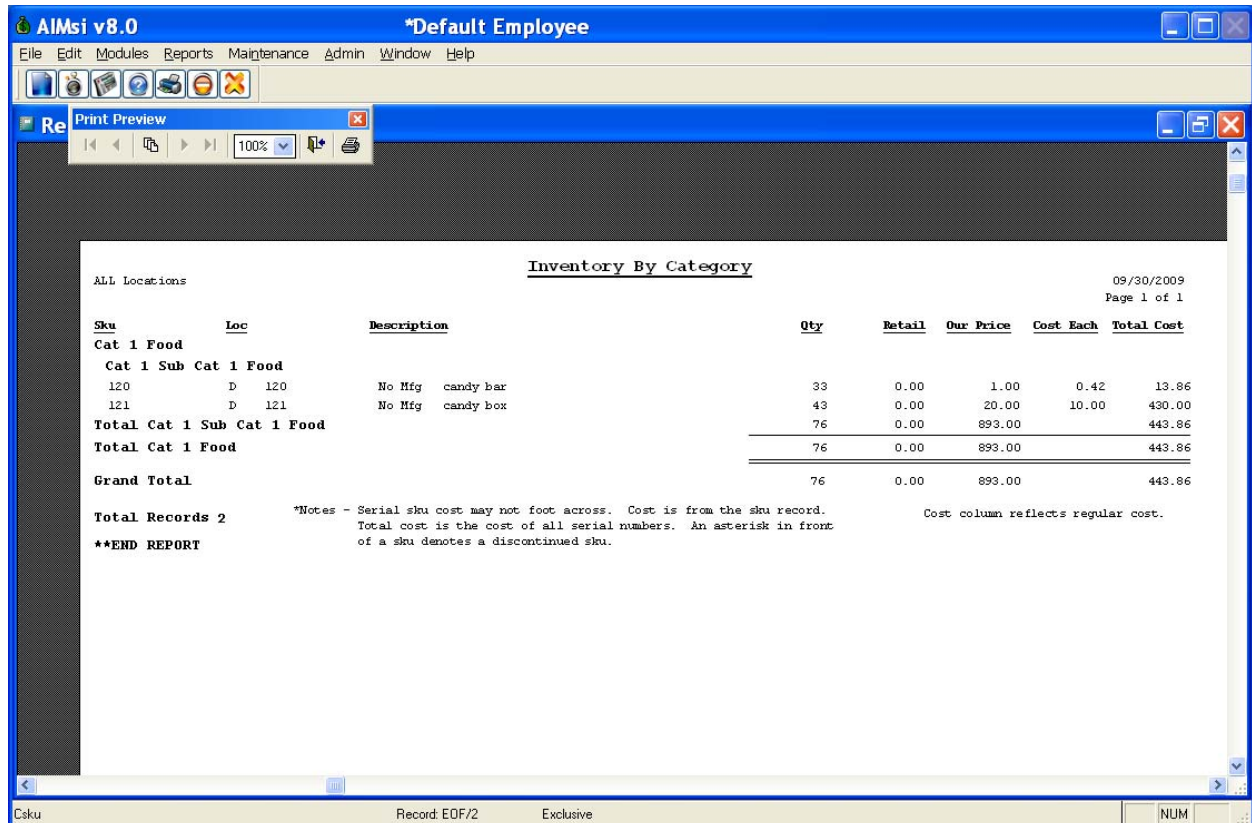
(Reports Menu for Inventory Count by Category report)
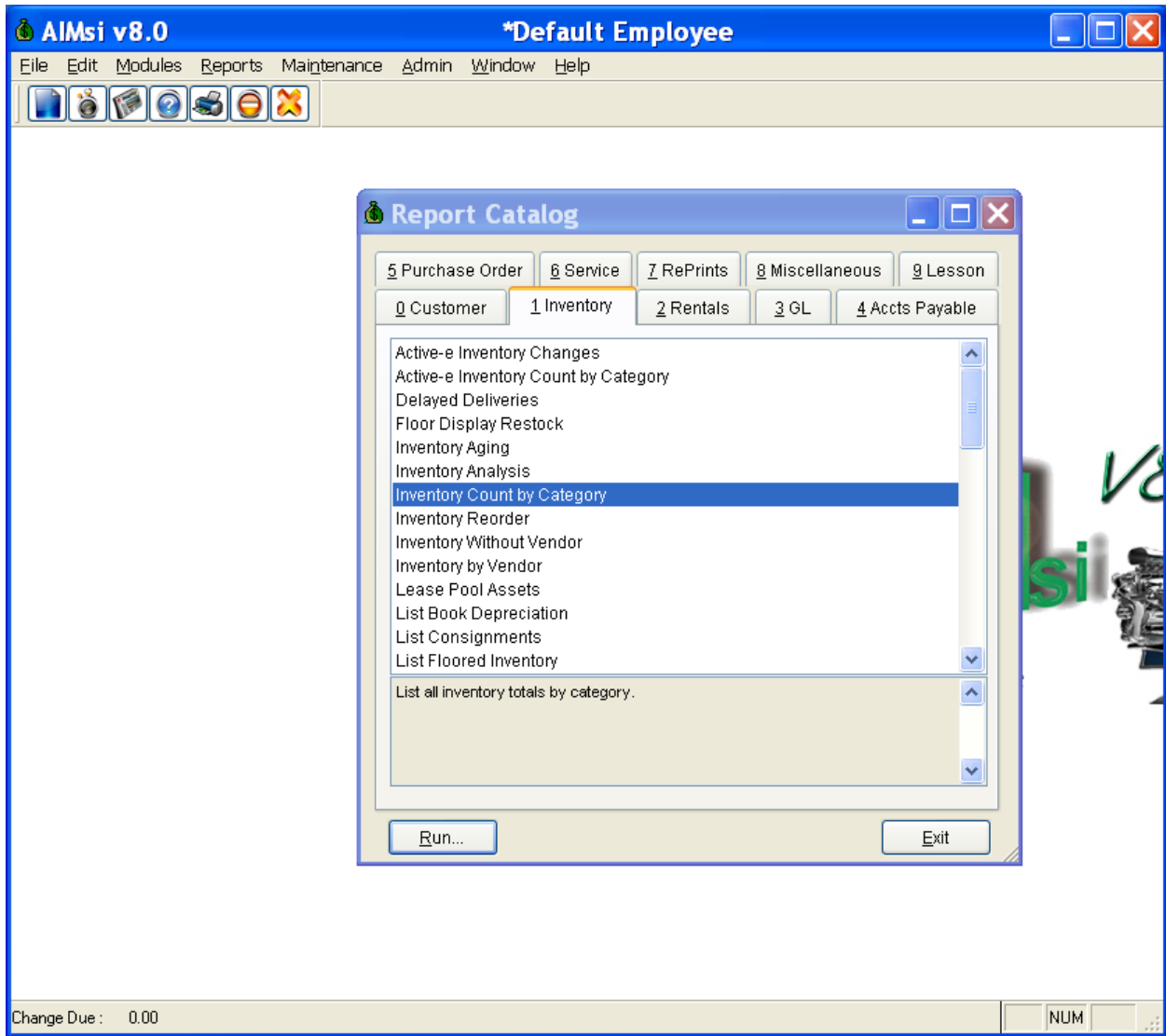
(Filtering the report data down to just the Candy Box Super Item selection code. Users may select 1 or multiple codes for filtering.)
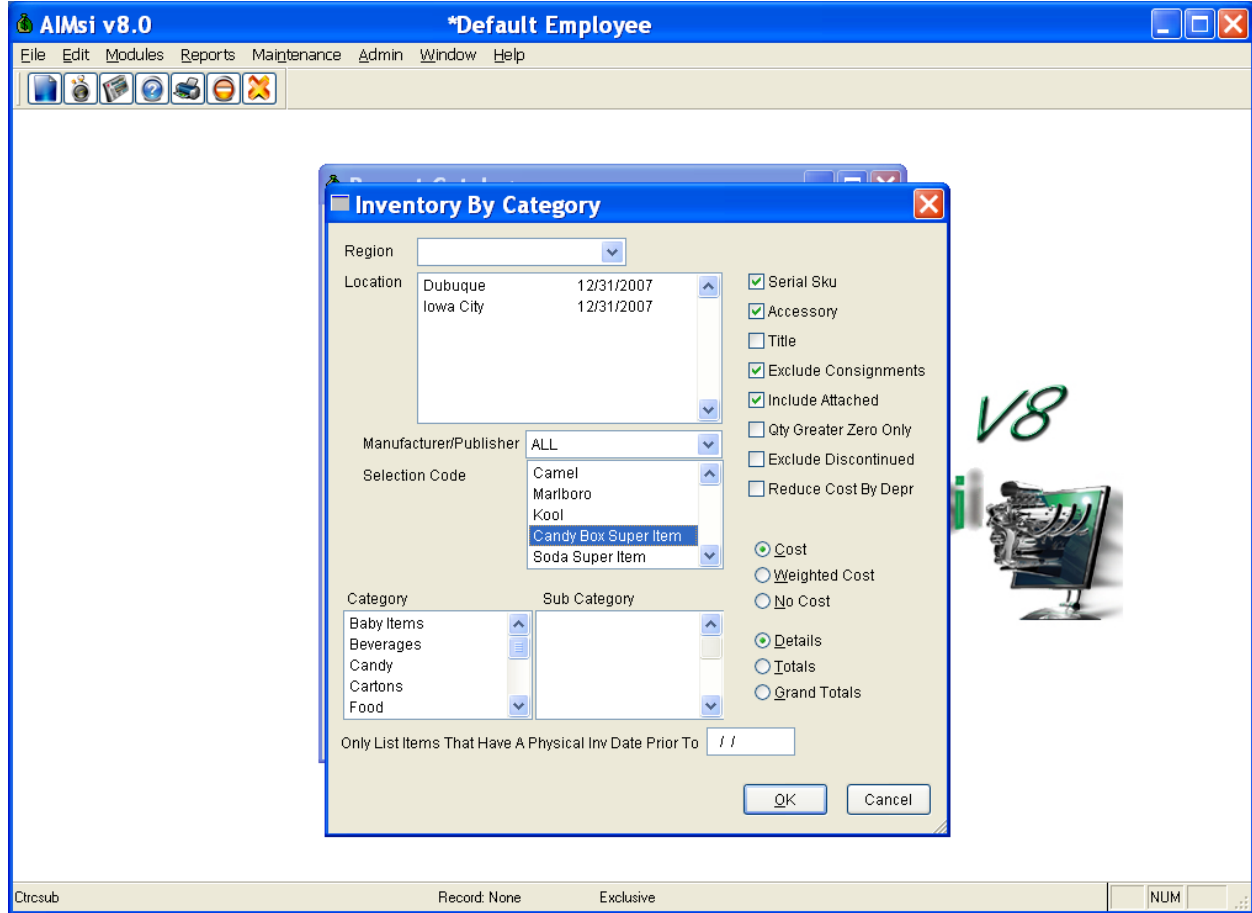
(Sample inventory report with 33 candy bars on hand and 43 candy boxes.)

(Here is an example sales report filtered on just the candy bar/box items. 25 bars have been sold and 15 boxes have been sold.)


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Print Preview
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09/30/2009 - 09/30/2009          Top Selling Inventory              09/30/2009
All Locations                                                       Pg# 1

Sku          Desc                      Qty      Cost      Sold    Margin       %
121          candy box                  25    250.00    500.00    250.00   50.00
120          candy bar                  15      6.30     15.00      8.70   58.00
Grand Total                             40    256.30    515.00    258.70   50.23

Total Records   2

**END REPORT


Cinvtop                   Record: EOF/2       Exclusive                        NUM
```

10. **Example 2:** Below are screen examples on the setup for a single can, 6 pack and 24 pack.

(Create the items and link them to a Soda Super Item Class if desired.)

(Create the Breakdown Sku table. This is the Soda Can setup.)

(This is the 6 pack setup. The 6 pack has a base SKU of a can)

(This is the 24 pack setup. The base SKU is again the soda can.)
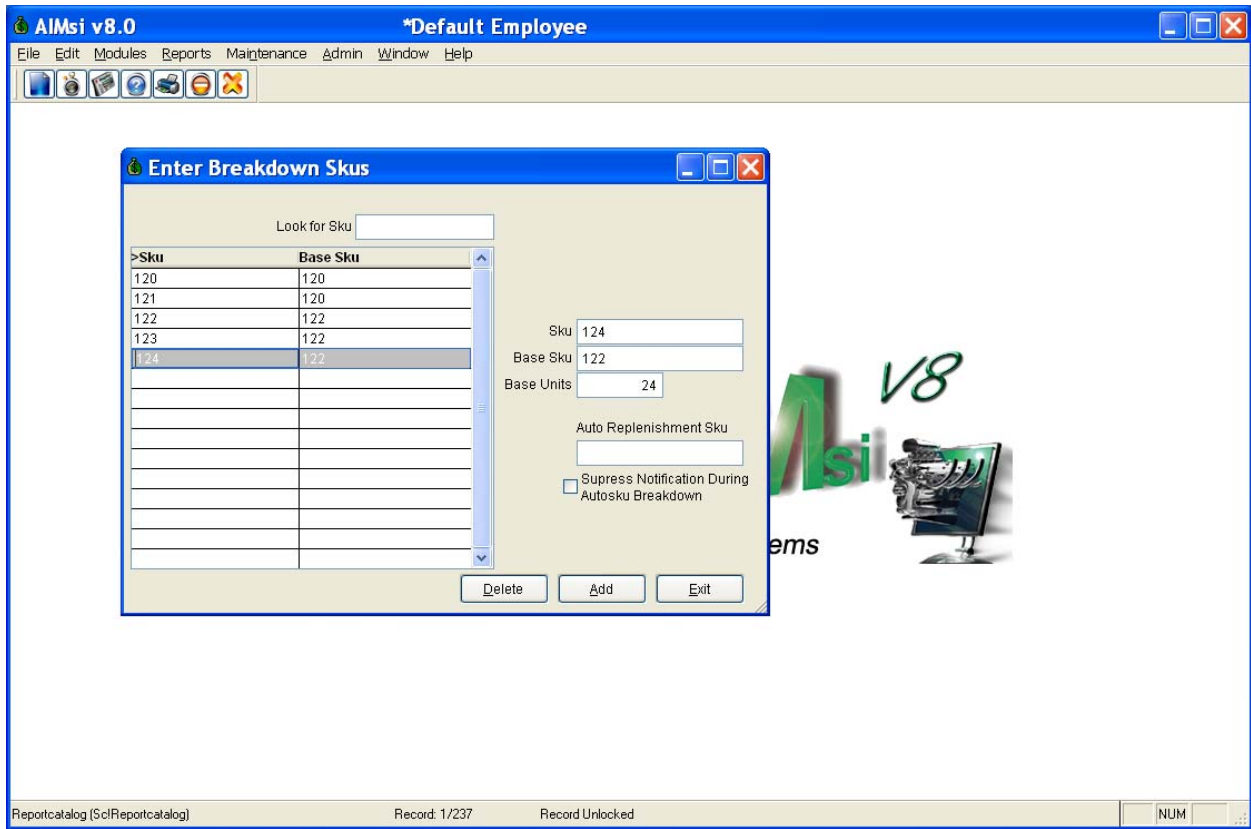
(There are currently six 24 packs on-hand, zero cans and zero 6 packs. We are transfering out two 24 packs or 48 cans. 36 cans are going to the single can and 12 cans(two 6 packs) are going to 6 packs.)
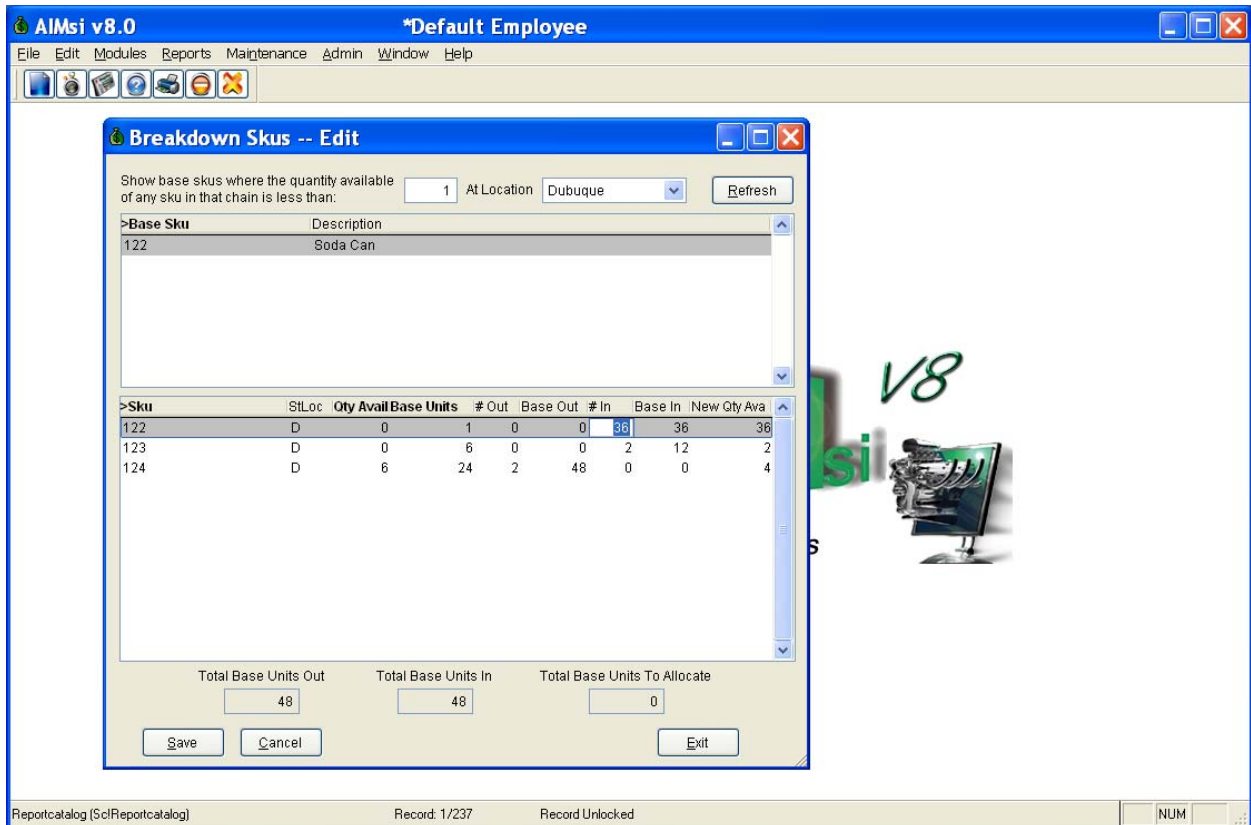
(Sample reports: Inventory by Category filtered by Class/Selection Code)


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File  Edit  Modules  Reports  Maintenance  Admin  Window  Help


              Inventory By Category
ALL Locations                                                    09/30/2009
                                                                 Page 1 of 1

Sku          Loc         Description              Qty    Retail  Our Price  Cost Each  Total Cost
Cat 1 Food
 Cat 1 Sub Cat 1 Food
 122          D    122    No Mfg  Soda Can          36    0.00      0.75      0.11       3.96
 123          D    123    No Mfg  Soda 6 pack        2    0.00      2.50      0.64       1.28
 124          D    124    No Mfg  Soda 24 Pack       4    0.00      4.25      2.54      10.16
Total Cat 1 Sub Cat 1 Food                          42    0.00     49.00                15.40
Total Cat 1 Food                                    42    0.00     49.00                15.40

Grand Total                                         42    0.00     49.00                15.40

Total Records 3     *Notes - Serial sku cost may not foot across.  Cost is from the sku record.    Cost column reflects regular cost.
                            Total cost is the cost of all serial numbers.  An asterisk in front
**END REPORT                of a sku denotes a discontinued sku.
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(Sample Reports: Top Selling Inventory filtered by Class/Selection Code)


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09/30/2009 - 09/30/2009        Top Selling Inventory          09/30/2009
All Locations                                                 Pg# 1

Sku          Desc               Qty    Cost    Sold    Margin      %
122          Soda Can            19    2.47   14.25    11.78    82.67
124          Soda 24 Pack        17   51.00   72.25    21.25    29.41
123          Soda 6 pack          5    0.30   12.50    12.20    97.60
Grand Total                      41   53.77   99.00    45.23    45.69

Total Records   3

**END REPORT
```