Eagle Business Management System - Manufacturing

Table of Contents

INTRODUCTION	1
Technical Support	1
Overview	2
CREATING A BATCH	5
Creating a Simple Manufacturing Batch	5
Using Inventory Components for Manufacturing	9
Separate Cost (G/L) and Cost (Pricing) Values	13
Purchasing the Required Materials	16
Viewing or Changing a Batch	19
Adding Miscellaneous Costs and Labor Costs to a Batch	20
Creating Items with a Fixed Cost	27
Creating fixed Cost Finished Goods without inventory components	32
Multiple Warehouses	35
PROCESSING A BATCH	39
Manually Calculating Items Consumed	39
Processing a Batch	41
Unprocessing a Batch	44
INDEX	47

Introduction

Technical Support

Welcome to the instructional manual for the Manufacturing module within the Eagle Business Management System (EBMS). Eagle Solutions is pleased to provide you with instructions and tips regarding the Windows version of EBMS. In the sections following, explanations and examples of the available features in the Eagle Business Management System will be explained for optimal use of the System. If you need to reach our staff for further help, contact us using the information below:

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Overview

The Manufacturing module of EBMS is used primarily to manufacture products or create assemblies to distribute or sell. The amount of inventory items are increased using the manufacturing process rather than by purchasing items through an expense invoice. This module should be used in the following situations:

- To create inventory products from raw materials.
- To assemble inventory kits or assemblies before the sale of the item. Review the Inventory > Inventory Components section in the main manual for assembly instructions at the time of the sale.
- To determine the costs for an item or batch of products.
- To compile a materials list needed to manufacture an item or items.

The manufacturing process within EBMS can be accomplished using 3 different methods:

• A simple manufacturing process can be used if the costs are derived solely by a predetermined list of raw materials and fixed labor costs entered in the inventory component list.



• A more complex method can be used to create finished goods if materials consumed list is not consistent. This approach to manufacturing should be used if the materials consumed are scanned or entered into EBMS at the time they are removed from inventory.



 The combination of the Job Costing and the Manufacturing modules should be used to track a more varied source of actual costs. This EBMS tool can be used to record and analyze the costs of a specific item, batch of products, or a specific line of products. The job costing combination must be used if some of the costs are derived from expense invoices and payroll timecards.



The Manufacturing module loses much of its usefulness if the user does not maintain perpetual inventory and track the total count of inventory items in stock.

The Manufacturing module and the Inventory Component feature can accomplish the same thing – but they differ in a number of ways. For example, if the user is creating complete tool kits using the inventory component feature, the inventory count is tracked on each tool component at the lowest level. In the example below, inventory count would be tracked for the Hammer, Philips Screwdriver, Large Straight Screwdriver, Small Straight Screwdriver, Toolbox, 2 in wrench, and ½ in. wrench. No inventory counts would be tracked for the Tool Kit, Screwdrivers, and Wrench Set items if the Inventory Component feature is used. If the user wishes to track the counts of total assembled tool kits or wrench sets, the manufacturing module should be used. As tool kits are "manufactured" or assembled, the tool kit count is increased and the counts of all the components are decreased.



In summary, if the user wishes to assemble the tool kits at the time of the sale, the Inventory Components feature should be used. If the user wishes to assemble the kits prior to the sale at a predetermined date, the Manufacturing Module should be used. Review the Inventory > Components section for more details on using the Inventory Components feature.

The manufacturing process is done in batches. The user is required to enter the list of items that were manufactured as well as the date and other information. If the user enters information in the Manufacturing window and does not process the batch, the inventory counts are affected in much the same way as entering items in a sales or purchase order and not processing the order into an invoice.

Continue with the next sections for more details on entering and processing a manufacturing batch as well as useful reporting and purchasing options.

Creating a Batch

Creating a Simple Manufacturing Batch

The Manufacturing window is the tool used to create new inventory or to process an assembly of inventory items. Go to **Inventory > Manufacturing** and the following window will open:

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<u>B</u> atch:		112	Completed Date:	06/15/2000 Thu						~
<u>U</u> ser:	ADMINIST	RATOR	Scheduled Date:	06/15/2000 Thu						
<u>S</u> upervisor:	1		Status:	Pending	~					
Varehouse:	GENERAL	~	Job Id:		2					2
Q	uantity	Manufactured	Inventory	14 Pr 4	Desc	ription	Fix	ed Cost	Unit	^
Finished o	0003									(11/20)
u	5 00	Manuractureo 5.00	Inventory	Maglite 4.	Description		E IX	ed Lost	Unit 19.00	
	2.00	2.00	ТАСНАМ	Tack Han	Maglite 4-Lell Battery				10.00	
-	1.00	1.00	SO-BELTS	Special D	rder Mo	tor Belts			14.56	
	1.00	1.00	PBRUSH4	4 inch Pai	int Brus	h	-		5.30	
<							i.	-r-t	>	~
Items Con:	sumed			G/L Cos	sts: 12	9.86	Pric	ing Costs:	129.86	
	Quantity	Total Qua	ntity Warehouse	Inven	tory		Measure	12	Descrip	tion
•	1.0	10	1.00 GENERAL							1
*										
22-100		8						16		
<										>
Calcula	te Consumed	1 Totals								
									Unprocessed	

- The Batch value is used to identify a specific manufacturing batch. Press the Tab key
 to automatically increment and set the next batch number. The user can manually enter
 the Batch code by entering an alphanumeric code that identifies the manufacturing
 batch. Go to the Inventory > Options > Manufacturing tab to change the Next Batch
 Number value.
- The **User** will default to the EBMS login name. This name should identify the user who entered and processed the batch information with EBMS.
- The **Supervisor** entry is to record the supervisor name for reporting purposes. This entry can be ignored if the supervisor information does not apply.
- Enter the date when the batch will be completed. The **Completed Date** is used for all general transactions and postings that are created at the time the batch is processed. This entry can be kept blank if the batch is not completed at the time of the data entry. A blank completed date will be set to the current date at the time the batch is processed.

- The **Scheduled Date** is useful when the batch must be scheduled. Ignore this field if the batch information is being entered at the time that the product is manufactured.
- Set the **Status** of the batch. This value will be changed to **Completed** at the time the batch is processed. The status options can be changed or additional options can be added by altering the status file list directly. Contact you EBMS consultant for detailed instructions on adding additional options.

Enter the Finished Goods that are being manufactured.

- Enter the **Quantity** of the finished goods being manufactured. The **Quantity** value affects the whole good's **Net Ordered** in the count tab of the inventory item. Review the Inventory Item Count section within the main documentation.
- Enter the quantity that was **Manufactured**. This quantity should be zero until the inventory is manufactured or until the materials needed to manufacture the items have been pulled from inventory stock. The **Manufactured** quantity must equal the **Quantity** column before the batch can be processed. The Manufactured quantity affects the total inventory on hand in the **Inventory > Inventory Items > Count** tab.

Complete the following steps to always copy the **Quantity** amounts to the **Manufactured** column:

- (1) Select **Inventory > Options** from the main EBMS menu.
- (2) Click on the **Manufacturing** tab of the options dialog.
- (3) Turn the **Default Manufactured Quantity to equal the Quantity amount** switch ON.

This option is useful if the user enters the manufacturing batch after the items have been manufactured.

- Enter the finished good's Inventory ID that is being manufactured. This inventory item must be classified as Track Count or other perpetual classifications such as Serialized items or Special Orders. All items such as No Count or Service classifications can not be manufactured.
- The **Unit** cost and the **Cost** columns cannot be changed by the user. The **Unit** cost value is calculated from the total of the **Cost** column within the Items Consumed list.
- The **Cost** value equals the total of the **Total Costs** column. Review the The Cost (G/L) and Cost (Pricing) Values section if the **Cost (G/L)** and **Cost (Pricing)** columns appear.

The **Items Consumed** list is compiled for each individual list found in the **Finished Goods** list. Click on any **Finished Goods** line to view the list of components in the **Items Consumed** list.

The list will either show a ...

A) list of inventory items copied from the component tab of the inventory item

Review the Using Inventory Components for Manufacturing section for details in creating a component list for a finished goods item.

B) single line with a **Quantity** of 1 with no inventory code

The **Unit** price will default to the last cost recorded in the inventory tab of the finished goods item. Open the finished goods item in **Inventory > Inventory Items** and click on the **Pricing** tab to view the **Cost** value.

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<u>U</u> ser:	ADMINIS	TRATOR	<u>S</u> ched	luled Date:	06/21/2000 Wed			
upervisor:	John			Status:	In Process			
arebouse:	GENERA	0	~	Job Id:	al			
Qua	antity N	fanufact	Inventory	Measure	Description	Fixed Cost	Unit	Cost
						1		
Que N	3.00	3.00 D	INVENCOLV IBSHO	measure	Dist Shovel	T Med Cost	21.50	64.50
*	0.00	0.00 2	110110	1 0	Direction of the second s		21.00	04.00
tems Cons.	umed				G/L Cost:	s: 64.50	Pricing Costs:	64.50
0.	usashihu	Total Oua	Inventoru	м	Description	Lloit	Cost	Total Costs
Q	uantity	Total Qua	Inventory	M	Description Shovel Blade	Unit 6.40	Cost	Total Costs
Q Q	uantity 1.00 1.00	Total Qua 3.00 3.00	Inventory SHOBLA HANWOO	M	Description Shovel Blade Wooden Handle	Unit 6.40 4.50	Cost 6.40 4.50	Total Costs 19.20
Q1	uantity 1.00 1.00 0.10	Total Qua 3.00 3.00 0.30	Inventory SHOBLA HANWOO PGALFLVAL	M	Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint	Unit 6.40 4.50 11.00	Cost 6.40 4.50 1.10	Total Costs 19.20 13.50 3.30
Q	uantity 1.00 1.00 0.10 15.00	Total Qua 3.00 3.00 0.30 45.00	Inventory SHOBLA HANWOO PGALFLVAL LABOR	M	Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint Labor	Unit 6.40 4.50 11.00 0.42	Cost 6.40 4.50 1.10 6.30	Total Costs 19.20 13.50 3.30 18.75
Q	uantity 1.00 1.00 0.10 15.00 3.25	Total Qua 3.00 3.00 0.30 45.00 9.75	Inventory SHOBLA HANWOO PGALFLVAL LABOR MISC	M	Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint Labor Miscellaneous Expenses	Unit 6.40 4.50 11.00 0.42 1.00	Cost 6.40 4.50 1.10 6.30 3.25	Total Costs 19.20 13.50 3.30 18.75 9.75
*	uantity 1.00 1.00 0.10 15.00 3.25	Total Qua 3.00 0.30 45.00 9.75	Inventory SHOBLA HANWOO PGALFLVAL LABOR MISC	M	Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint Labor Miscellaneous Expenses	Unit 6.40 4.50 11.00 0.42 1.00	Cost 6.40 4.50 1.10 6.30 3.25	Total Costs 19.20 13.50 3.30 18.75 9.75

The user can add components to the **Items Consumed** list or change the contents of the list. The contents of the following columns can be changed by the user:

• The **Quantity** column reflects the amount of each **Item Consumed** that is contained within each **Finished Goods** item.

EXAMPLE If 5 tool boxes are being manufactured and each tool box contains 2 screwdrivers, the **Quantity** should equal 2 since there are 2 screwdrivers in each tool box. <u>Do not</u> enter an amount of 10 into the **Quantity** column since the total amount is reflected in the **Total Quantity** column.

- The Total Quantity column reflects the total number of items consumed for the total Quantity entered in the finished goods list. Total Quantity = Quantity of Finished Goods * Quantity of Items Consumed.
- If the **Inventory** ID is blank, no transactions will be created. Transaction details are described later in this section. Right click on the **Inventory** ID and select lookup from the context menu to view component details.
- Review the Unit of Measure sections in the main documentation for details on the **Measure** column.

- The Unit cost column reflects the cost value within the Inventory Item > Pricing tab if the quantity Manufactured is zero. The Unit cost equals the perpetual cost of the Item Consumed if the Total Consumed column contains a value.
- **Cost** column = **Quantity** * **Unit** cost.
- Total Costs column = Total Consumed (Column may be hidden) * Cost. The Total Consumed column equals the Total Quantity if the Calculate Consumed Totals is turned ON. Review the Manually Calculating Items Consumed section for details on the Calculate Consumed Totals switch and changing the Total Consumed columns. Review The Cost (G/L) and Cost (Pricing) Values section if the Total Cost (G/L) and Total Cost (Pricing) columns appear.

Repeat the steps listed above for each item that is being manufactured. It is recommended that you adjust the widths of the invoice detail columns to your specifications. Review the Column Appearance section in the main documentation for more details.

Select **File > Save** from the manufacturing window menu to save the batch. The inventory counts of both the finished goods and the consumed items are updated when a batch is saved. An un-processed saved batch has the same affect to inventory as a purchase order and a sales order. No general ledger transactions are created until the batch is processed. Right click on any finished goods or consumed items **Inventory** code columns and select **Lookup** from the context menu after the batch has been saved. Click on the count tab to see the affects to the inventory counts.

Select **File > New** to enter a new batch

Select **File > Copy Batch** to make a duplicate of a previous batch. This function can save time when batches are similar and can be copied rather than reentered.

Continue with the following section for more detailed instructions for the manufacturing batch window.

Using Inventory Manufacturing

Components for

A Component list is used to define a standard list of materials used to manufacture a product. The component list may consist of other inventory items or may contain non-inventory items such as raw materials or labor. The predefined component list is an optional entry but can save a considerable amount of time if the materials used for the manufactured goods are consistent.

The following example is the manufacturing of a dirt shovel. Open an item that is being manufactured and click on the **Components** tab as shown below:

Category	Quantitu		Description	Unit	New
(Single Component)	1.000000	SHOBLA	Shovel Blade	7.000000	
(Single Component)	1.000000	HANWOO	Wooden Handle	4.600000	Properties
Paint	0.100000	PGALFLVAL	Gallon of Valspar Flat Paint	11.000000	<u>D</u> elete
(Single Component)	15.000000	LABOR	Labor	0.416667	Move Up
(Single Component)	3.250000	MISC	Miscellaneous Expenses	1.000000	
<	- Components w	ill be added to the i	nvoice with the main item.	> Total Cost:	\$22.20

1. Click on the **New** button to add a new component.

Eagle Business Management System - Manufacturing

omponent					
Гуре					
💿 Single (Component				
Compor	nent With Options	📃 Show On P	rinted Document		
Item:	HANWOO	9	Unit Cost:	4.500000	
Quantity:	1.000000	Measure:	✓ Total Cost:	4.500000	
Description:	Wooden Handle				
					31

- 2. Set the component **Type** to **Single Component** option for standard component lists. Review the Optional Components section of the main inventory manual for details on the **Component With Options** setting.
- 3. Enter the inventory **Item**, **Quantity** of components for each finish goods item, unit of **Measure**.
- 4. The **Unit Cost** is derived from the **Cost** value found in the **Pricing** tab of the item. The **Unit Cost** and **Total Cost** cannot be changed within this window. Right click on the inventory **Item** entry and click on the lookup option. You can change the cost value in the pricing tab of the component.

Click the **OK** button to add the component.

Click on the New button for any additional components.

	r noing cour	Components	Advanced 2000 1999	1998			
Category	Quantity	Component	Description	Unit	Cost	Base Price	New
Single Component)	1.000000	SHOBLA	Shovel Blade	7.000000	7.000000	7.00	Properties
Single Component)	ngle Component) 1.000000 HANWOO		Wooden Handle	4.600000	4.600000	4.60	
Paint	1.000000	PGALFLVAL	Gallon of Valspar Flat Paint	11.000000	11.000000	11.00	Delete
Single Component)	15.000000	LABOR	Labor	0.416667	6.250000	0.75	Move Up
Single Component)	3.250000	MISC	Missellen en European	1.000000	2.250000	1.00	-
9 			Imiscellarieous Expenses	1.000000	3.200000	1.00	Move Down
<	- Components	will be added to th	miscenarieous Expenses	1.00000	3.20000	Total Cost	Move Down
Additional Items Use this item's:	- Components	will be added to the	miscenarieous Expenses	1.00000	3.200000	Total Cost:	Move Down \$32.10

A component list may consist of raw materials or components but may also include fixed labor costs and miscellaneous costs. Review the Adding Miscellaneous Costs and Labor Costs to a Batch section for more details.

The **Additional Items** option switch should be turned off when components are used within a manufacturing batch.

Review the Creating Items with a Fixed Cost section for details on the **Fixed manufacturing cost** option.

Click OK to save the component list. Go to **Inventory > manufacturing** to manufacture the finished goods (dirt shovel) from the components.

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<u>B</u> a	tch:	111	Combi	leteu Date.				1
Ū	ser: ADMINI	STRATOR	Sched	duled Date:	06/21/2000 Wed			
uperv	isor: John			Status:	In Process			
reho	use: GENER	AL	~	Job Id:	9			2
	3.00	3.00 D	IRSHO e	а	Dirt Shovel		21.50	64.50
inish	ed Goods							
-	Quantity	Manufact		Measure	Description	Fixed Cost	Unit	Cost
-	5.00	0.00 0	inano jo	a	Dirtanover		21.00	04.00
*							00	
*								
* ems	Consumed				G/L Costs:	64.50	Pricing Costs:	64.50
* :ems	Consumed Quantity	Total Qua	Inventory	j M	G/L Costs:	64.50 Unit	Pricing Costs:	64.50 Total Costs
tems	Consumed Quantity 1.00	Total Qua	Inventory SHOBLA	р М	G/L Costs: Description Shovel Blade	64.50 Unit 6.40	Pricing Costs: Cost 6.40	64.50 Total Costs 19.20
tems	Consumed Quantity 1.00 1.00	Total Qua 3.00 3.00	Inventory SHOBLA	р <u>М</u>	G/L Costs: Description Shovel Blade Wooden Handle	64.50 Unit 6.40 4.50	Pricing Costs: Cost 6.40 4.50	64.50 Total Costs 19.20 13.50
tems	Consumed Quantity 1.00 1.00 0.10	Total Qua 3.00 3.00 0.30	Inventory SHOBLA HANWOO PGALFLVAL	и М	G/L Costs: Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint	64.50 Unit 6.40 4.50 11.00	Pricing Costs: Cost 6.40 4.50 1.10	64.50 Total Costs 19.20 13.50 3.30
tems	Consumed Quantity 1.00 1.00 0.10 15.00	Total Qua 3.00 3.00 0.30 45.00	Inventory SHOBLA HANWOO PGALFLVAL	y M	G/L Costs: Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint Labor	64.50 Unit 6.40 4.50 11.00 0.42	Pricing Costs: Cost 6.40 4.50 1.10 6.30	64.50 Total Costs 19.20 13.50 3.30 18.75
tems	Consumed Quantity 1.00 1.00 0.10 15.00 3.25	Total Qua 3.00 3.00 0.30 1.	Inventory SHOBLA HANWOO PGALFLVAL LABOR MISC	y M	G/L Costs: Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint Labor Miscellaneous Expenses	64.50 Unit 6.40 4.50 11.00 0.42 1.00	Pricing Costs: Cost 6.40 4.50 1.10 6.30 3.25	64.50 Total Costs 19.20 13.50 3.30 18.75 9.75

Eagle Business Management System - Manufacturing

The component list (items consumed) can be changed within the manufacturing batch. Any permanent changes must be made within the component tab of the finished goods item. Review the Manually Calculating Items Consumed section if the components are being recorded for the entire batch rather than per finished good unit.

Note that an item within the materials list may contain components. You can create a component list within the **Items Consumed** list by selecting any component line that does not contain a 'track count' item. Press CTRL + += on the keyboard to create a materials list. The materials list within the **Items Consumed** list works in a similar manner as the sales invoice. Review the Creating an Inventory Unit within the Sales Invoice for more details.

Separate Cost (G/L) and Cost (Pricing) Values

EBMS allows the user to calculate and maintain two different values for the finished goods that are manufactured within the batch screen. These different values are useful when the user does not want to increase the inventory general ledger asset value recorded within general ledger with costs that have been expensed such as labor or miscellaneous costs. Do not use this option without consulting your accountant or an EBMS consultant.

The book value (G/L) cost column and (Pricing) columns will not appear unless the Only increase the inventory asset... option is selected as shown below. Select the View > Advanced option from the manufacturing batch menu to set this option.

Advanced	
General	
Only increase the inventory asset G/L value by the of the 'Track Count' inventory items. The total cost u in the inventory pricing tab will include the value of a items including the No Count and Service Items.	total used all
Increase the inventory value by the total of all materia	<u>als.</u>
ок с	ancel

The value of this setting is copied from a global setting when the inventory batch is created. The Go to **Inventory > Options** and click on the **Manufacturing** tab to set the default global setting as shown below:

ŝ	Options		
	Vendor Catalogs General <u>N</u> ext Batch Number:	Warehouses Price Levels	Inventory Folders Manufacturing
	 Only increase the Count' inventory it include the value Increase the invertional increase the i	inventory asset G/L value b ems. The total cost used in of all items including the No itory value by the total of all	y the total of the 'Track the inventory pricing tab will Count and Service Items. materials.
		C	OK Cancel

The **Only increase the inventory asset G/L value** option should only be used if the cost used for pricing purposes is more than the book value posted to general ledger. This option will cause a pair of costs columns (**Cost (G/L)** and **Cost (Pricing)** to appear within the **Inventory > Manufacturing** window as shown below:

Pri	ncess Viev	18 v								الكالك
ω.	20035 100									
В	atch:	1	09	Completed	Date: 06/01/2001 Fri	Memo:				i i i i i
2				- ·	Date: 05/11/2001 Ed	05/11/2001 Eri				<u></u>
. 1		INISTAR	211	<u>o</u> cheodied		03/11/2001 Fil				
uper	visor: John			5	Status: Pending					(22)
areh	ouse: GEN	IERAL	~	5	lob ld:	9				<u></u>
Finis	hed Goods Q 🔺	Manuf	Invent	ory M	Descriț	otion	F.	Unit (Cost (G/L)	Cost (Pricing)
	ų 🔺	Manut	Invent	ory M	Dirt Should	otion	F.	12.00	Cost (G/L)	Cost (Pricing)
1	1.00		Dirighto	ca	Dirt Shover			12.00		
tom	Capaumad					G/L Cost	s:	Pt	icing Costs:	
tem	s Consumed	T-L-I			Duration	G/L Cost	s:	B	icing Costs:	
tem:	s Consumed Quantity 1.00	Total	Invento	ny M	Description	G/L Cost: Unit 12.00	s: Cost 12.0	Total Costs	icing.Costs: (G/L) Tol	tal Costs (Pricing)
tem:	s Consumed Quantity 1.00	Total 1.00	Inventor	ry M	Description	G/L Cost: Unit 12.00	s: Cost 12.0	Total Costs	icing Costs: (G/L) Tol	tal Costs (Pricing)
tem:	s Consumed Quantity 1.00	Total 1.00	Invento	ry M	Description	G/L Cost: Unit 12.00	s: Cost 12.0	Total Costs	icing.Costs: (G/L) Tol	tal Costs (Pricing)
item:	s Consumed Quantity 1.00	Total 1.00	Invento	ry M	Description	G/L Cost: Unit 12.00	s: Cost 12.0	Total Costs	icing Costs: (G/L) Tol	tal Costs (Pricing)
item: ▶	s Consumed Quantity 1.00	Total 1.00	Invento	ry M	Description	G/L Cost: Unit 12.00	s: Cost 12.0	Total Costs	icing Costs: (G/L) Tol	tal Costs (Pricing)
item:	s Consumed Quantity 1.00	Total 1.00	Invento	ry M	Description	G/L Cost Unit 12.00	s: Cost 12.0	Total Costs	icing Costs: (G/L) Tol	tal Costs (Pricing)
item:	s Consumed Quantity 1.00	Total	Invento	ry M	Description	G/L Cost: Unit 12.00	s: Cost 12.0	Total Costs	icing.Costs: (G/L) Tol	tal Costs (Pricing)

When the first option is selected, the **Costs (G/L)** columns found within the manufacturing batch screen will only include the value of 'track count' items (items classified as 'Track Count" or other perpetual items). Items classified as 'No Count' or 'Service' will not be included in the **Cost (G/L)** and the **Total Cost (G/L)** totals but are included in both the **Cost (Pricing)** and **Total Cost (Pricing)** columns.

The recommended setting is the **Increase the inventory value by the total of all materials** option.

Purchasing the Required Materials

The first step when purchasing materials for a batch is to enter the **Finished Goods** (items scheduled to be manufactured) and the **Items Consumed** (raw materials and parts needed).

Man	ufacturing									
Bro	ocess ⊻iew									
<u>B</u> juper (areho	atch: User: ADMINIS visor: OSNERA	108 TRATOR	Completer	d Date: d Date: Status: Job Id:	M 06/15/2000 Thu	emo:				2
	Quantity 👻	Manufactu	Inventory	Me	. Description	Fi	Unit		Cost	~
	10.00		DIRSHO	ea	Dirt Shovel		12.00			
•	5.00		TOOSETB		Basic Tool Set		238.28	-		
l æl	s Consumed				G/L Costs:		Pricing	Costs:		
	Quantity	Total Qua	Inventory	M	Descriptio	n	U	Init	Cost	^
	1.00	5.00	ADJWRE		Adjustable Wrench			12.00	12.00	
	2.00	10.00	HALWRE	ea	1/2 in Wrench			0.89	1.78	
	1.00	5.00	LHAM		Large Claw Hammer			10.50	10.50	~
<									>	
V IC	alculate Consume	ed Totals						1.		_

Enter the projected **Quantity** of finished goods into the **Quantity** column. The **Manufactured** column should be kept blank since the manufacturing process has not been completed. The **Quantity** of the **Items** to be **Consumed** must be populated as well to properly determine the needed materials within the purchasing window.

Save the batch and right click on one of the inventory items listed in the **Finished Goods** list. Select lookup from the context menu and click on the **Count** tab as shown below:

Litem: DIRSHO	<u> </u>	Eolder: Garden Supplies 🗾 土
eneral Purchasing Pricing C	ount Components Advanced	2000 1999 1998
Adjustments	Count: 🚩 28.00000	Ordering Amount
Ordered:	Received:	Ma <u>x</u> imum: 50.000000
Manufacturing Scheduled: 10.000000	Manufactured:	Mi <u>n</u> imum: 20.000000
S.O.		<u>M</u> ain Unit: ea
Ordered: 1.000000	Shipped: 🎽 1.000000	Sell Unit Add
Manufacturing		Properties
Allocated:	Consumed:] Piopenes
Net Ordered: 37.000000	On hand: 27.000000	
Q	uantity to Order:	Default selling <u>u</u> nit: 🛛 ea 🛛 👻

The quantity entered within the **Quantity** column of the manufacturing batch is displayed within the **Scheduled** entry of the **Count** tab. The **Scheduled** quantity has the same affect on the **Net Ordered** value as a purchase order. Since the **Manufactured** column was not populated within the batch, the **On hand** value is not affected by the new batch. These values will allow the user to create necessary purchase orders using the inventory purchasing tools as shown later in this section.

Close the inventory window for the finished goods item and lookup a component shown in the **Items Consumed** list. The **Count** tab is shown below:

Litem: HALWRE	<u>W</u> arehouse:	All Folde	er: Hand Tools	<u>·</u> ·
eneral Purchasing Pricing Co	ount Components Advance	ed 2000 1999		
Adjustments	Count: 6.00	0000 Ordering Amount		
Ordered: 50.000000	Received: 🚺 50.00	0000 Maximum:		
Manufacturing Scheduled:	Manufactured:	Mi <u>n</u> imum:		
S.O.			<u>M</u> ain Unit: ea	
Ordered: 100.000000	Shipped: 🍢	-	Unit	Add
Manufacturing Allocated: 10.000000	Consumed:			Properties.
let Ordered: -54.000000	On hand: 56.000	0000	>	. Bi separati
Qu	antity to Order:	Defaul	selling <u>u</u> nit: ea	~

The manufacturing batch example shown above contains 5 finished goods and each item manufactured contains 2 of the components shown above. The total of the items to be consumed is 10 shown in the **Allocated** value field. The raw materials or parts in the **Items Consumed** list affect the **Net Ordered** value in the same manner as a sales order entry. The **Consumed** value will not reflect the quantities within the manufactured batch until the **Manufactured** column is populated.

The materials that are required to maintain the set inventory levels will show within the purchasing window. Review the Inventory > Inventory Purchasing section in the main documentation for detailed instructions about creating purchase orders for low inventory levels.

The user can also print a report that will list all the materials that are required to manufacture the specific batch or batches. Select **File > Print** from the manufacturing window menu to print the Required Materials report.

Viewing or Changing a Batch

All batches either processed or unprocessed can be viewed by selecting **File > Open** from the manufacturing menu.

Search			
All Unprocessed	Sea <u>r</u> ch For Batch: 108		
Batch 🔻 🕴 Complete	ed Date 👘 Scheduled Date	Supervisor	Status
108 06/15/2000	Thu		Pending
111 06/15/2000	Thu 06/21/2000 Wed	John	Completed
114	06/15/2000 Thu		Scheduled
115 06/02/2000	Fri 06/15/2000 Thu		In Process
<	III		>
		Select Cancel	Query

Click on the **All** option to list all batches including those which have been already processed or select the **Unprocessed** option to list only those that have not been processed.

To view the batch details highlight the appropriate batch and click the **Select** button. You can also double-click on a batch line with the mouse to select it.

All the batch information can be changed at any time if the batch has not been processed. If the batch has been processed the completed date, quantity, inventory items, and cost information cannot be changed. A batch must be unprocessed to change batch information for a batch that has been processed. Review the next section, Unprocessing a Batch for more details on changing data in a processed batch.

To view all the unprocessed batches based on status or scheduled date, select on the **Unprocessed** option in the batch list and click on the **Status** or **Scheduled Date** columns titles with the mouse.

Adding Miscellaneous Costs and Labor Costs to a Batch

This section describes the steps to add miscellaneous costs such as labor or other costs that is not tracked as inventory. Items classified as No Count and Service items are identified as miscellaneous costs. Review the following sections for more details on miscellaneous costs.

Overview

The **Finished Goods** section of the manufacturing batch requires items that are classified as Track Count, Serialized item, or other perpetual inventory. Inventory items entered in the **Consumed Items** section of the batch can be classified as anything including Track Count, No Count, and Service. Review the Inventory > Inventory Items > Entering New Inventory Items section of the main EBMS documentation for more details on item classifications.

The general ledger accounts within the transactions are edited within the advanced tab of each inventory item as shown below:

An Inventory\Service Items\Labor	
Item: LABOR Warehouse: All Eolder: Service Item	
General Pricing Count Advanced Website 2000	
Default General Ledger Accounts	
Sales: 010 💽 🖳 🗹 Use Price Level G/L Account	
Purchase: 60000-010	
Inventory Variance: 65000	
Inventory Asset: 05000-000 - Inventory 🗸 🗸	
Manufacturing Offset: 67500-100	
Set Department	
OK Cancel <u>N</u> ew <u>D</u> el	ete Print 🔻

The general ledger transactions created for each item as listed below:

General Ledger Transactions for Items Consumed for Track Count Items Debit / Credit

Credit

Inventory Variance account + department code from the Purchase G/L

of the finished good item Debit

Inventory Asset G/L account -

General Ledger Transactions for Miscellaneous Items Debit	/ Credit
---	----------

Inventory Variance account + the department code from the purchase

G/L of the finished good item Debit

Inventory Manufacturing Offset - Credit

The general ledger account entered in the **Manufacturing Offset** can consist of one of the following two options:

- 1. The **Manufacturing Offset** general ledger account can equal the 5 digit **Inventory Variance** general ledger and the 3 digit extension of the **Purchase** GL. This approach would have no affect on the general ledger balances since the debit and credit are applied to the same G/L account. The transactions are used to update inventory history.
- 2. Set the **Manufacturing Offset** account to an offset general ledger account. If the miscellaneous costs are labor, a general ledger account can be used to record the credits created when labor is added to a batch. The balance of this account (which will be negative if an expense account is used) can be compared to the actual costs of the labor.

Debits

Actual payroll costs such as labor, labor overhead, and other miscellaneous costs are debited to individual expense general ledger codes. These codes may be grouped by profit centers for management purposes.

Credits

The **Manufacturing Offset** account records the amount credited as a result of adding miscellaneous costs to a batch.

This comparison can be used as a management tool since miscellaneous costs such as labor are not directly posted to the inventory batch. Job costing is another approach to tracking labor and miscellaneous costs within a manufacturing environment. Review the Job Costing > Overview section of the Job Costing Manual for more details on posting actual labor costs to a manufacturing job or batch.

Review the Processing a Batch section of this documentation for more details on the transactions created in a manufacturing batch.

Continue with the following sections for more details in adding labor and miscellaneous costs to a batch.

Labor Costs

These costs are applied to a manufacturing batch using predetermined labor cost rates that are entered into an inventory service item.

An existing labor inventory item that is used to invoice hourly labor costs can also be used to add labor to a manufacturing batch. Create a new inventory item classified as **Service** if a labor item is needed. Review the Inventory > Using Inventory Items to Identify Service section of the main manual for more details about creating new inventory items classified as "service".

Inventory\Service Items\Labor			
LABOR	∐ <u>W</u> arehouse: All	E older: Se	rvice Items 💽 🕨 🖻
Description	Show on invoice	Entry Date: Estimated Hours: Default Task Type: <u>U</u> PC Code: Type:	06/02/2000 Fri
Web:	Classification:	Iaxable Enter task for this i Service	temi
N <u>o</u> te:			
	ОК Са	incel <u>N</u> ew	<u>D</u> elete <u>Print</u> ▼

The inventory item should contain an appropriate description and be classified as Service.

1. Click on the **Pricing** tab as shown below: Enter the hourly labor cost into the **Cost** entry.

Eggla Dugingga	Management S	votom	Monufacturing
∟agie Dusiliess	wanagement S	ystem -	wanuacumy

👫 Inventory\Service Items\Labor			×
HI Item: LABOR	🔄 Warehouse: All 💽 .	Eolder: Service It	ems 🔽 🕨 🕨
General Pricing Advanced Count 2	2000		
Ca <mark>st: \$25.00</mark>	from Purchases		
Markup: (None)			
Base <u>Price:</u> \$45.00			
Price Level Unit	Formula 💌	Price	Markup G
Vholesale hr	Add -10 %	40.50	62.0 510
Retail hr	Equal to	45.00	80.0 510
			>
	OK Cancel	<u>N</u> ew	<u>elete</u>

Click on the **Count** tab to create multiple units of measure options. This allows the user to use other labor units of measure such as hr – hours, min – minutes, and/or day – for days. Complete instructions below:

Inventory\Service Items\Labor	×
H Item: LABOR Warehouse: All Varehouse: All Varehouse: All Varehouse: All Varehouse: All Varehouse:	H
General Riving Advanced Count 2000	
Unit of Measure	
Unit of Measure	
Unit of measure: min	
A(n) min is smaller 💙 than a(n) hr.	
There are 60.0000 min in each hr. Main Unit: hr	
UPC: Sell Upit Forn Add	
Allow selling with this unit of measure day Multiplies by 8.0 Properties	Ř.
OK Cancel Delete	
Default selling unit: hr 💌	

- 3. Enter hr into the Main Unit entry field.
- 4. Click on the **Add** button to open the new **Unit of Measure** dialog and enter the following information:
 - a. Enter min in the Unit of Measure entry
 - b. Set the multiplier option to smaller
 - c. Enter There are 60 min in each hr value.

Click the **OK** button to save and repeat for any additional user of measure settings.

Review the Inventory > Unit of Measure > Overview section of the main manual for more details on inventory unit of measure settings.

5. Click on the **Advanced** tab of the labor inventory item.

🔠 Inventory\Service Items\Labor
MI Item: LABOR Varehouse: All Verbouse: All
General Pricing Advanced Count 2000
Default General Ledger Accounts
Sales: 010 ⊆ Use Price Level G/L Account
Purchase: 60000-010
Inventory Variance: 65000
Inventory Asset: 05000-000 - Inventory
Manufacturing Offset: 60000-010
S <u>e</u> t Department
OK Cancel <u>N</u> ew <u>D</u> elete <u>P</u> rint ▼

- 6. The **Sales** general ledger account can be ignored if this item is not sold.
- Set the **Purchase** and **Inventory** G/L accounts. The inventory debit transaction created for the labor item consists of the **Inventory Variance** general ledger code and the last 3 digits of the **Purchase** G/L code. Review the Inventory > Tracking Inventory Counts > Inventory Variance section of the main EBMS manual for more details regarding the inventory variance account.
- 8. Enter the **Manufacturing Offset** general ledger account. The credit side of the transaction will be created using this account. No general ledger account balances will be affected if the **Manufacturing Offset** equals the **Inventory Variance** and **Purchase** department general ledger accounts.

Review the Creating Items with a Fixed Cost section for more instructions about a manufactured item with fixed costs

Creating Items with a Fixed Cost

The manufacturing system within EBMS contains an option to preset a fixed cost of finished goods rather than calculating the total cost of the items consumed (raw material). This option is useful in the following situations:

1. To determine the income for a manufacturing division of a company. The difference between the perpetual cost of the raw materials and the fixed cost of finished goods is considered the income for the company profit center that manufactures the finished goods.



2. To maintain a consistence value of finished goods. The commissions calculated on the profit of individuals sales are consistent if the cost of the finished goods is fixed. Invoice gross profit reports will be easier to analyze if the cost of products do not fluctuate dramatically. The user may base the fixed value on the cost of the same product from a vendor or distributor.

The following whole goods item (Dirt Shovel) contains a manufacturing adjustment component (MM) to create a fixed cost of \$21 as shown at the bottom of the following dialog:

Eagle Business Management System - Manufacturing

Category	Quantity	Component	Description	Unit	Cost	New
(Single Component)	1.000000	SHOBLA	Shovel Blade	7.000000	7.000000	Properties
(Single Component)	1.000000	HANWOO	Wooden Handle	4.600000	4.600000	
Paint	0.100000	PGALFLVAL	Gallon of Valspar Flat Paint	11.000000	1.100000	<u>D</u> elete
(Single Component)	1.000000	мм	Manufacturing Margin			Move Up
						Move Down
<		W			2	(Move Down
Additional Items - C	omponents will	be added to the	invoice with the main item.		Total Cost:	Move Down

Complete the following steps to configure a whole goods item with a fixed cost:

1. The first step is to create an inventory item. Complete the following steps to create an inventory adjustment item:

InventoryWanufacturing	Adjustment Margin	<u> </u>	entory 🚽 🕨 🖻
Manufacturer Web:	Show on invoice	Entry Date: <u>G</u> ross Weight: Location: <u>U</u> PC Code: Type: Iaxable	06/15/2000 Thu
Substitute Item:	Classification:	No Count	Change

a. Create an item with a basic description and appropriate Item code. Review the Inventory >Inventory Items> Entering New Inventory Items for more details on creating new Inventory items.

- b. Classify the adjustment item as No Count or Service.
- c. Set the following general ledger codes within the advanced tab of the adjustment item:

👪 InventoryWanufacturing Adjustment Margin	
■ Item: MM	► H
General Pricing Advanced Count Default General Ledger Accounts	
Sales: 99999-000 SI Use Price Level G/L Account	
Purchase: 60000-100	
Inventory Variance: 50000	
Manufacturing Offset: 65700-100	
S <u>et</u> Department	
OK Cancel New Delete	Print 🔻

- d. The **Sales** general ledger account can be ignored if this item is not sold.
- e. Set the **Purchase** and **Inventory** G/L accounts. The inventory debit transaction created for the adjustment item consists of the **Inventory Variance** general ledger code and the last 3 digits of the **Purchase** G/L code. Review the Inventory > Tracking Inventory Counts > Inventory Variance section of the main EBMS manual for more details regarding the inventory variance account.
- f. Enter the Manufacturing Offset general ledger account. Credit transactions will be created to offset the additional inventory value created when the manufacturing batch is processed. Inventory Value of Finished Goods = Cost of Raw Materials (item's consumed) + manufacturing offset. This general ledger account will be used only for the purpose of recording credit transactions for the manufacturing profit center if a manufacturing profit center is created (situation #1 discussed above). Set this account to the standard Inventory Variance account if no profit center is being used (situation #2).
- g. Insert this new adjustment inventory item into the component list of the finished goods that contains the fixed costs.

Eagle Business Management System - Manufacturing

▲ Item: DIRSHO		S Warel	house: GENERAL 🔽 Fold	er: Garden Su	pplies 💌		•
eneral Purchasing	Pricing Count	Components A	dvanced 2000 1999 1	998			
Category 🔺	Quantity	Component	Description	Unit	Cost	Basi	New
Single Component)	1.000000	SHOBLA	Shovel Blade	7.000000	7.000000	7.00	Properties
Single Component)	1.000000	HANWOO	Wooden Handle	4.600000	4.600000	4.60	- ropenes
Paint	0.100000	PGALFLVAL	Gallon of Valspar Flat Paint	11.000000	1.100000	11.00	Delete
Single Component)	1.000000	ММ	Manufacturing Adjustment M				Move Up
	Single Compon Component Wit	ent h Options	Show On Printed Docu	ment			
 ▲ Ad ↓ Us ↓ Fix 	Single Compon Component Wit Item: MM	ent h Options	Show On Printed Docur	ment Unit Cost: [0.00000	0	
 ▲di Us Fix Qu 	Single Compon Component Wit Item: MM uantity: 1.0	ent h Options	Show On Printed Docur	ment Unit Cost: Total Cost:	0.00000	0	

Review the Inventory > Inventory Component section of the main manual for detailed instructions on adding components to an inventory item.

h. Enable the **Fixed manufacturing cost of \$xxx.xx** option located below the component list.

eneral Purchasing P	ricing Count	<u>S</u> <u>W</u> ar	ehouse: All <u>E</u> d	older: Garden Supplies	<u> </u>	•
Category	Quantity	Component	Description	Unit	Cost	New
(Single Component)	1.000000	SHOBLA	Shovel Blade	7.000000	7.000000	
(Single Component)	1.000000	HANWOO	Wooden Handle	4.600000	4.600000	
Paint	0.100000	PGALFLVAL	Gallon of Valspar Flat Paint	11.000000	1.100000	<u>D</u> elete
(Single Component)	1.000000	ММ	Manufacturing Adjustment I			Move Up
<					>	
Additional Items - 0	Components will	be added to the	invoice with the main item.		Total Cost:	\$12.70

- i. Set the **Adjust cost in item** option to the manufacturing adjustment item by clicking on the down arrow to selecting the appropriate inventory item. Only the inventory items that are not classified as **Track Count** will show on the drop down list.
- j. Disable the **Update from Purchases** option if the fixed cost should never change. This option is found in the **Pricing** tab of the finished goods item.

86	Inventory\Garden Sı	ıpplies\Dirt	Shovel				
H	Item: DIRSHO		🔄 💆 arehouse: All 💽 .	Eolder: Garden S	iupplies 💌		H
	ieneral Purchasing Pri Cos <u>t</u> : \$21.00 <u>M</u> arkup: Equal to Base <u>P</u> rice: \$21.00	Count	Components Advanced 2000 1999 from Purchases Special Pricing	1998			
	Price Level 🔻	Unit	Formula	Price	Markup	G/L Account	
	🕨 Retail	ea	Add 50 %	32.00	52.4	51000	
	Wholesale	ea	Add 30 %	27.00	28.6	52000	
			ОК	Cancel	New	Delete I	Print 🔻

The **Fixed manufacturing cost of \$xxx.xx** on the **Component** tab is copied from the **Cost** field within the **Pricing** tab. This value is updated when this item is purchased from another vendor if the **Update from Purchases** option is enabled. Click **OK** to save changes.

k. Create a manufacturing batch as shown below:

	rocess <u>V</u> i	ew								
							Memo:			
	Batch:	1	18	<u>C</u> om	pleted Date:					9
	User: AD	MINISTRATO	IR	Sche	eduled Date:	06/30/2000 Fri				
upe	ervisor: Jo	hn			Status:	Pending	~			
arel	nouse: Gl	ENERAL		1	Job Id:		9			2
*	ns Consum	ed	5.00 DI	nonu		G/L Co	sts: 105.00	Pri	cing Costs: 1	105.00
ten	10 001100111	Total Q	Inve	ntory N	И	Description		Unit	Cost	Total Costs
ten	Quantity	1000100		2000 Ex. (1)	Chauel I	3lade		6.40	6.40	32.00
ten	Quantity 1.0	0 5.00	SHOBLA		Shoverd	naac				22 E0
ten	Quantity 1.0 1.0	0 5.00	SHOBLA HANWO	0	Wooder	i Handle		4.50	4.50	22.50
ten	Quantity 1.0 1.0 0.1	0 5.00 0 5.00 0 0.50	SHOBLA HANWO PGALFL ¹	D /AL	Wooder Gallon o	n Handle f Valspar Flat Paint		4.50 11.00	4.50 1.10	5.50
ten	Quantity 1.0 1.0 0.1 1.0	0 5.00 0 5.00 0 0.50 0 0.50	SHOBLA HANWO PGALFL ¹ MM	D /AL	Wooder Gallon o Manufac	i Handle f Valspar Flat Paint sturing Adjustment Ma	rgin	4.50 11.00 9.00	4.50 1.10 9.00	22.50 5.50 45.00
ten ▶	Quantity 1.0 1.0 0.1 1.0	0 5.00 0 5.00 0 0.50 0 5.00	SHOBLA HANWO PGALFL ¹ MM	D /AL	Gallon o Manufac	i Handle f Valspar Flat Paint sturing Adjustment Ma	rgin	4.50 11.00 9.00	4.50 1.10 9.00	22.50 5.50 45.00

The system enables the **Fixed Cost** option on the **Finished Goods** line of the batch. Notice that the system applied a **Unit** cost of \$9.00 to the manufacturing adjustment item on the last line of the **Items Consumed** list. Since the unit cost of the dirt shovel is set at \$21.00, the difference of the total of the **Items Consumed** (\$6.40 + \$4.50 + \$11.00) is \$9.00. If the unit cost of the shovel blade increases the manufacturing adjustment item decreases to maintain a fixed cost of \$21.00. There may only be one adjustment item within a manufacturing batch.

Review the Processing a Batch for details on processing the batch.

Creating fixed Cost Finished Goods without inventory components

A **Finished Goods** item with a fixed cost can be created without using inventory components. Enter an item that is being manufactured and is classified as "Track Count" into the **Finished Goods** list. If the item does not have components a single line will appear in the **Items Consumed** list as shown below:

🏭 Manufac	turin	g										(×
Eile Process	⊻iew													
							<u>M</u> e	emo:						
<u>B</u> atch:		117	7 !		ed Date:									
<u>U</u> ser:	ADMI	INISTRATOF	}	<u>5</u> chedul	ed Date:	06/28/2000 Wed								
<u>S</u> upervisor:					Status:	Pending	~							
Warehouse:	GENE	ERAL	*		Job Id:								~	
_														
E . 1 . 10														
Finished G	oods													
Qu	-	Manufact	Inver	itory	Me	Description	Fixed	l Cost	Unit		(Cost		
×	1.00)	GARRAK	٩		Garden Rake			1	1.00				
*														
Items Cons	sumed					G/L Co	sts:			Pricing C	Costs:			
Qua	ntity	Total Q	Inventory	М		Description			Unit	Co	ost		Total (
	1.00	1.00							11.00		11.00			
*														
<						Ш							>	
🗹 Calculat	te Cons	sumed Totals												
											U	nproces:	sed	.:

1. Replace the existing line in the **Items Consumed** list with the raw materials or parts used to manufacture the **Finished Goods**. You must enter a minimum of one "no count" item into the **Items Consumed** list before you enable the **Fixed Cost** option.

E ocess	View									
	10		-	- L.	10.1	C.	Memo:			
<u>B</u> atch:		1	7		ed Date:					
<u>U</u> ser:	ADMIN	ISTRATO	R	<u>S</u> chedul	led Date:	06/28/2000 Wed				
jupervisor:					Status:	Pending	~			
arehouse:	GENE	RAL	~		Job Id:		Q			
Qu		Manufac	:t Inver	itory	Ме	Description Garden Rake	Fixed Cost	Unit 56.	Cc 00	ost
Qu		Manufac	t Inver GARRAK	itory	Me	Description Garden Rake	Fixed Cost	Unit 56.	Cc 00	ost
Qu Qu	1.00	Manufac	it Inver GARRAK	itory	Me	Description Garden Rake G/L Co	Fixed Cost	Unit 56. Pr	Cc 00 icing Costs:	ost
Qu Qu	1.00 sumed	Manufac	t Inver GARRAK	ntory M	Me	Description Garden Rake G/L Co Description	Fixed Cost	Unit 56. Pr	00 icing Costs:	ost
Items Cons	sumed	Manufac Total Q 1.00	t Inver GARBAK	ntory M	Me	Description Garden Rake G/L Co Description Handle	Fixed Cost	Unit 56. Pr Unit 11.00	Co Co icing Costs: Cost 11.00	Dost
Qu Qu *	1.00 sumed ntity 1.00 1.00	Manufac Total Q 1.00	t Inver GARRAK Inventory HANWDO RAKHEA	M	Me Wooden Rake He	Description Garden Rake G/L Co Description Handle ad	Fixed Cost	Unit 56. Pr Unit 11.00 20.00	Cot Cost 11.00 20.00	Dost
Items Cons	1.00 sumed intity 1.00 1.00	Manufac 	t Inver GARRAK Inventory HANWOO RAKHEA MM	M	Me	Description Garden Rake G/L Co Description Handle ad turing Adjustment Ma	Fixed Cost	Unit 56. Pr Unit 11.00 20.00	Cost 11.00 20.00	ost
Qu	1.00 sumed intity 1.00 1.00	Manufac Total Q 1.00 1.00	t Inver GARRAK Inventory HANWOO RAKHEA MM	M	Me Wooden Rake He Manufact	Description Garden Rake G/L Co Description Handle ad turing Adjustment Ma	Fixed Cost	Unit 56. Pr Unit 11.00 20.00	icing Costs: Cost 11.00 20.00	To

 Enable the Fixed Cost option on the Finished Goods line by clicking on the Fixed Cost column field. The following message will appear if there is a single item in the Items Consumed list that is classified as No Count:

Eagle Business Management	×
Since MM is the only no count item with quantity of 1 on the component list, it has been selected as the Cost-Adjusting item.	
<u><u> </u></u>	

3. Click on the **OK** button to continue. The following selection dialog will appear instead of the previous message if there are multiple "no count" items within the **Items Consumed** list:

Select Com	ponent	×
Select the i	tem used to adjust the cost for item: GARRAK.	
ММ	 Manufacturing Adjustment Margin 	~
	OK	

4. Select the item that becomes the variable cost adjustment from one of the multiple "No Count" options by clicking on the drop down option. Click **OK** to continue. Note that only one "No Count" item can be designated as the variable cost adjustment item.

Multiple Warehouses

The **Warehouse** settings on the manufacturing window shown below will only appear if the optional EBMS Multiple Warehouse module option is installed:

	turin	8							
e <u>P</u> rocess	⊻iew								
Rateb:			5	Complete	ed Date:	P	Memo:		
<u>b</u> atch. Liser	ADMI	NISTRATO	B	Schedul	ed Date:	06/28/2000 We			~
<u>S</u> upervisor:	1			#0.000m	Status:	Pending			
<u>V</u> arehouse:	GENE	ERAL	~		Job Id:		<u> </u>		v.
Finished G	ioods								
Qu	iantity	Manufac	t In	ventory	Me	Description	Fixed Cos	t Unit	~
•	1.00)	GARR/	4K		Garden Rake		56.	00
) K	1.00		GARR/	AK		Garden Rake		56.	00
Items Con	1.00 sumed		GARR4	4K G/I	_ Costs: [Garden Rake	Pricing Costs	56. s:	200
Items Con	1.00 sumed antity) Total Q	GARR/	АК G/I y М	- Costs: [Garden Rake Description	Pricing Cost	56. s:	00
Items Cons	1.00 sumed antity 1.00	Total Q 1.00	GARR4 Inventor HANW00	4K G/I y M	- Costs: [Wooden	Garden Rake Description Handle	Pricing Costs	56. s: Unit 11.00	00
Items Con:	1.00 sumed antity 1.00 1.00	Total Q 1.00	GARB4 Inventor HANW00 RAKHEA	ак G/I y М	- Costs: [Wooden Rake He	Garden Rake Description Handle ead	Pricing Costs	Unit 20.00	00 > (11.00 20.00
Items Con	1.00 sumed antity 1.00 1.00	Total Q 1.00 1.00 1.00	GARRA Inventor HANWOO RAKHEA MM	ак G/I y М	Costs: Wooden Rake He Manufac	Garden Rake Description Handle ead turing Adjustment	Pricing Costs	56. Unit 11.00 20.00	00
Items Con	1.00 sumed antity 1.00 1.00 1.00	Total Q 1.00 1.00 1.00	GARB4 Inventor HANWOO RAKHEA MM	4К G/I у М	- Costs: Wooden Rake He Manufac	Garden Rake Description Handle ead turing Adjustment	Pricing Costs Margin	Unit 11.00 20.00	00 (11.00)
Items Con	1.00 sumed antity 1.00 1.00	Total Q 1.00 1.00	GARB4 Inventor HANWOO RAKHEA MM	4К G/I y M	Costs: Wooden Rake He Manufac	Garden Rake Description Handle ead turing Adjustment	Pricing Costs Margin	s: Unit 11.00 20.00	00 00 00 0 0 0 0 0 0 0 0 0 0
Items Con:	1.00 sumed antity 1.00 1.00 1.00	Total Q 1.00 1.00 1.00	GARRA Inventor HANWOO RAKHEA MM	4K G/I y M	- Costs: Wooden Rake He Manufac	Garden Rake Description Handle ad turing Adjustment	Pricing Costs Margin	Unit 11.00 20.00	00 (11.00)20.00

The Warehouse setting will be replaced with the Finished Goods Warehouse and Consumed Items Warehouse settings if the Set consumed items warehouse to equal finished goods warehouse option is enabled.

🏭 Manufacturing Eile Process View Memo: 117 Completed Date: Batch: 0 User: ADMINISTRATOR Scheduled Date: 06/28/2000 Wed Status: Pending Supervisor: * 9 Finished Goods Warehouse: GENERAL Job Id: V Consumed Items Warehouse: GENERAL Y **Finished Goods** Qu... w. Manufact... Inventory Me... Description Fixed Cost Unit GARRAK 56.00 1.00 Garden Rake ۲ * > < G/L Costs: Pricing Costs: **Items** Consumed М... Quantity Total Q ... Inventory Description Unit 1.00 HANWOO 11.00 11.00 1.00 Wooden Handle . 1.00 1.00 RAKHEA Rake Head 20.00 20.00 1.00 1.00 MM Manufacturing Adjustment Margin * > < Calculate Consumed Totals Unprocessed

Eagle Business Management System - Manufacturing

The **Finished Goods Warehouse** setting identifies the destination warehouse of the **Finished Goods**. The **Consumed Items Warehouse** setting identifies the warehouse location that contains the items to be consumed.

Go to the **Inventory > Options > Warehouses** tab to disable the **Set consumed items** warehouse to equal finished goods warehouse option setting as shown below:

🖁 Options		X
General	Price Levels	Manufacturing
Vendor Catalogs	Warehouses	Inventory Folders
Set the <u>w</u> arehou <u>Set G/L Accoun</u> Default the Trans	se from the department ts per Warehouse sferred quantity to equal th and variance entries wher	e Quantity amount. h transferring items.
Set consumed its	ems warehouse to equal fir	nished goods warehouse.
Ne <u>x</u> t Wa	rehouse Transfer: 125	
Default P <u>u</u> rch	nase Warehouse: GENER	RAL 🔽
Default S	ales Warehouse: GENER	RAL 💌
Default Consumed II	tems Warehouse: GENER	AL 🗸
Warehouse [Department	<u>N</u> ew
GENERAL		Properties
LOC B		
		<u>D</u> elete
		OK Cancel

The **Default Consumed Items Warehouse** appears when the **Set consumed items warehouse** to equal finished goods warehouse option is disabled. The **Default Consumed Items** Warehouse setting is copied to the **Consumed Items Warehouse** setting within the manufacturing batch. Keep this setting blank if the raw materials (consumed items) are not located in a common warehouse.

Review the Multiple Warehouse documentation for more details on multiple warehouses including the other options shown on the **Warehouses** option tab.

Processing a Batch

Manually Calculating Items Consumed

A **Calculate Consumed Totals** option is located at the bottom of the manufacturing window as shown below:

🏭 Mar	nufacturi	ng								
<u>File</u> Pr	ocess ⊻iev	N								
						Me	emo:			
Ē	<u>}</u> atch:	121	<u>C</u> omplete	d Date:						-
	User: ADM	INISTRATOR	<u>S</u> chedule	ed Date:						
<u>S</u> upe	rvisor:			Status:	Pending	~				
Wareh	nouse: GEM	VERAL	~	Job Id:		q				~
				Treasure_		(1000				
Finis	shed Goods									
	Quantitu	- Manufaci	hured Inventor	M	5	Description	F	Unit	Co	
	Quantity	5.00	5 00 DIESEIO	, lea	 Dirt Shov	el		21.0	105	00
*		0.00	S.CO LINEROLING		en et.e.	01	1.5820	10000		
				14			-	-		
				1111				31	_	>
Item	is Consumed	j			G/L Cost	s: 105.00	Pri	cing Costs:	105.00	
	Quantity	Total Qu	Total Consumed	Invent	tory M	De	escription	Ur	nit Cost	~
×	1.00	5.00	5.00	SHOBLA		Shovel Blade		6	.40 6.40	
	1.00	5.00	5.00	HANWOO		Wooden Han	dle	4	.50 4.50	
	0.10	0.50	0.50	PGALFLV	/AL	Gallon of Vals	par Flat Paint	11	.00 1.10	
	1.00	OO	F 00			u ii		u · 🔤 o		~
A			}	1111					7	11-12
	alculate Co	nsumed Totals	~							
)					U	Inprocessed	

This option is defaulted ON. When this option is enabled, the **Items Consumed** list is created from the components within a **Finished Good**'s component tab to simplify the data entry process. The component approach works well if the finished goods item contains a consistent list and quantity of components. The **Calculate Consumed Totals** option should be disabled if the user prefers to manually list the items consumed to create a batch of finished goods.

Verify that the **Consumed Totals** column in the **Items Consumed** list is visible as shown in the example above. The column will equal the **Manufactured** value in the **Finished Goods** list times the **Quantity** in the **Items Consumed** list.

Click on the **Calculate Consumed Totals** to disable the option and the following message will appear:



Click on the **Yes** button to clear the **Total Consumed** column. The user should manually enter the individual quantities consumed total. This column will not longer be calculated based on any other value within the window. The user may wish to scan all the **Items Consumed** using a bar code scanner to insure accurate inventory.

The user may want to adjust the **Total Consumed** values rather than manually entering the quantities. For example, if an extra wooden handle was used (6 HANWOO instead of 5 as shown in the example above) the user will want to increase the **Total Consumed** by one handle. This adjustment may be necessary if a handle was damaged. The **Quantity** column cannot be incremented since this value identifies the number of handles per shovel. Complete the following steps to make this adjustment:

- 1. Enter the total number of **Finished Goods** in the **Manufactured** column.
- 2. Disable the Calculate Consumed Totals option
- 3. Click on the No button so the Total Consumed totals are not cleared
- 4. Adjust the quantities consumed.

Review the Processing a Batch section for details on processing the batch.

Processing a Batch

Inventory general ledger transactions are not created until a batch is processed. The only inventory counts affected by batch entry before the process are the Manufacturing fields located in the **Inventory > Inventory Item > Count** tab as seen below:

👫 Inventory\Garden Supplies\Dirt Shovel		×
	Folder: Garden Supplies 🗾 上	H
General Purchasing Pricing Count Components Advanced 2000	1999 1998	_
Adjustments Count: 25.000000	Ordering Amount	
Ordered:	Maximum: 50.000000	
Manufacturing Scheduled: 6.000000 Manufactured: 2.000000	Mi <u>n</u> imum: 20.000000	
S.0.	Main Unit: ea	
Ordered: 1.000000 Shipped: 1.000000	Sell Unit 🔻 For 🗛dd	1
Manufacturing	Properties	1
Allocated: Consumed:	1 Toberres	1
Net Ordered: 30.000000 On hand: 26.000000	Contraction of the second seco	1
Quantity to Order:	Default selling <u>u</u> nit: ea 🕑	
ОК	Cancel New Delete Print •	

These manufacturing fields are affected in a similar manner as the S.O. and P.O. values contained in the Count tab. A batch can be changed or deleted as long as the batch is not processed.

A batch is processed within the manufacturing window as shown below:

Eagle Business Management System - Manufacturing

Process	View								
Distr Proc Unpr Clear	ibute Cost ess ocess r Consume	ts from Job Ct Ct ad Totals	rl + P rl + ∪	<u>C</u> omplet <u>S</u> chedu	ed Date: led Date:	Memo:			2
upervisor	John			-	Status:	In Process 💌			
arehouse:	GENER	AL	~		Job Id:				0
	3.00	3.00	DIRSHO	ea		Dirt Shovel		21.50	64.50
	60555508	(11) (12) (12) (12) (12) (12) (12) (12)		1				83800-866-966	107 All 200 Co. Co.
*						C1 C	0450	Di incontra	0.00
* tems Con	sumed					G/L Costs:	64.50	Pricing Costs:	64.50
tems Con	sumed Juantity	Total Qua	. Ir	iventory	M	G/L Costs: Description	64.50	Pricing Costs: Cost	64.50 Total Costs
tems Con	sumed Juantity 1.00	Total Qua 3.0	. Ir 0 SHOBI	iventory A	M	G/L Costs: Description Shovel Blade	64.50 Unit 6.40	Pricing Costs: Cost 6.40	64.50 Total Costs 19.20
tems Con	sumed luantity 1.00	Total Qua 3.0 3.0	. Ir 0 SHOBI 0 HANW	iventory LA	M	G/L Costs: Description Shovel Blade Wooden Handle	64.50 Unit 6.40 4.50	Pricing Costs: Cost 6.40 4.50	64.50 Total Costs 19.20 13.50
tems Con	sumed (uantity 1.00 1.00 0.10	Total Qua 3.0 3.0 0.3.0	. Ir 0 SHOBI 0 HANW 0 PGALF	iventory LA 700 ELVAL	M	G/L Costs: Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint	64.50 Unit 6.40 4.50 11.00	Pricing Costs: Cost 6.40 4.50 1.10	64.50 Total Costs 19.20 13.50 3.30
tems Con	sumed luantity 1.00 1.00 0.10 15.00	Total Qua 3.0 3.0 0.3 1 0.3 1 45.0	. Ir 0 Shobi 0 Hanw 0 Pgalf 0 Labof	Iventory LA 700 ELVAL	M M	G/L Costs: Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint Labor	64.50 Unit 6.40 4.50 11.00 0.42	Pricing Costs: Cost 6.40 4.50 1.10 6.30	64.50 Total Costs 19.20 13.50 3.30 18.75
tems Con	sumed luantity 1.00 1.00 0.10 15.00 3.25	Total Qua 3.0 3.0 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0.3 1 0 0.3 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	. Ir 0 Shobi 0 Hanw 0 Pgalf 0 Labof 5 Misc	iventory LA 700 TLVAL	M	G/L Costs: Description Shovel Blade Wooden Handle Gallon of Valspar Flat Paint Labor Miscellaneous Expenses	64.50 Unit 6.40 4.50 11.00 0.42 1.00	Pricing Costs: Cost 6.40 4.50 1.10 6.30 3.25	64.50 Total Costs 19.20 13.50 3.30 18.75 9.75

A batch should not be processed until the manufacturing process is completed. Select **Process** > **Process** from the manufacturing window menu to process a batch. An alternate way of processing is by hitting the **CTL + P** keys on the keyboard.

The process step affects the following information.

- The **Completed Date** will be set to today's date if the entry is blank.
- The Status field within the manufacturing window will be set to Completed.
- The inventory **Count** for all **Finished Goods** will be incremented and the manufacturing fields within the **Inventory > Inventory item > Count** tab will be decreased.
- The inventory **Count** for all **Items Consumed** are decreased and the manufacturing fields within the **Inventory > Inventory item > Count** tab will be decreased.
- The following general ledger transactions are created if the Inventory > Options > General tab > Inventory Method option is set to Perpetual.

General Ledger Account of Finished Good items Debit /			
Inventory asset account of each Finished Good that is being manufa	actured -	Debit	
Inventory variance account within Finished Good item + department	code		
from the Purchase G/L code of finished good item.	Credit		
General Ledger Account of Items Consumed		Debit / C	

Debit

The following transactions are created for all track count inventory items:

Inventory asset G/L account - Credit

Inventory Variance account + department code from the purchase G/L

of the finished good item Debit

The following transactions are created for no count and service items:

Inventory Manufacturing Offset - Credit

Inventory Variance account + the department code from the purchase

G/L of the finished good item

Review the Adding Miscellaneous Costs and Labor Costs to a Batch section for more details on transactions and details regarding miscellaneous costs.

No Transactions are created for lines without an Inventory ID.

All General Ledger Accounts are found in the **Advanced** tab of the Inventory Item.

The general ledger transactions must be posted from the inventory module before the general ledger account balances or the inventory history year pages are updated.

Note: The total costs of the items consumed will normally equal the total value of the finished goods. Rounding costs can cause the total costs of the consumed items to differ from the total cost of the finished goods by a few cents. This rounding issue may cause the inventory value to fluctuate very slightly on rare occasions.

Unprocessing a Batch

If a manufacturing batch is voided or unprocessed, negative transactions are posted to the general ledger to void the transactions posted when the batch was processed. The user can change the batch and reprocess or can delete the batch after the batch is unprocessed.

A batch may need to be voided for the following reasons:

- Invoice information was entered incorrectly and data needs to be changed such as a wrong quantity, cost, of inventory code. A batch should not be unprocessed after items have been sold.
- The batch was accidentally processed.
- A processed batch cannot be deleted directly but first be unprocessed and then deleted.

To un-process a batch, open the batch to void. Review the Viewing or Changing a Batch section for further details on viewing a batch.

. Manufa	turing											
ile Process	View											
Distr	ibute Costs	from Job						Memo:				
Proc	ess	Ctrl	+ P	Complete	ed Date:	06/1	5/2000 Thu					
Clea	ocess r Consumed	Totals	+U	Schedule	ed Date:	06/2	1/2000 Wed 🗖	8				
Supervisor	John			-	Status:	Comp	oleted 💌					
Warehouse:	GENERA	Ľ	-		Job Id	:						~
Qu	antity 💌 3.00	Manufact	ured 3.00	Inven DIRSH0	ntory	Me ea	Descriptio	on	Fi	Unit 21.50	Cost 64.50	
Finished (Goods							¥	F :			
•	3.00		3.00	DIRSHO		ea	Dirt Shovel			21.50	64.50	
× (Л						>	
Items Con	sumed						G/L Costs:	64.50		Pricing Costs:	64.50	
	luantity	Total Qua	lr	iventory	M	1	Descrip	tion		Unit	Cost	1
	1.00	3.00	SHOB	A		Shove	l Blade			6.40	6.40	.20
	1.00	3.00	HANW	'00		Woode	en Handle			4.50	4.50	.50
	0.10	0.30	PGALF	LVAL		Gallon	of Valspar Flat Pair	nt		11.00	1.10	.30
	15.00	45.00	LABOR	3	min	Labor				0.42	6.30	.75
	3.25	9.75	MISC			Miscel	aneous Expenses			1.00	3.25	.75
*												
<			100		M.)	iliik)						>
Lici i	ste Consum	ad Totals										
- IVI Laisuia	APPENDED FOR STREET	ALL LATERACE.										

Select the manufacturing menu option - **Process > Unprocess** or press Ctrl + `U' on the keyboard.

Note that you will not be able to unprocess a batch processed within a fiscal year or month that is closed. If it is not possible to unprocess the batch, enter a negative batch to offset the transactions created by the original batch process.

Index

Index

Α

Add button	20 20
Miscellaneous Costs	20
Adding Miscellaneous Costs and	Labor
Costs to a Batch	20
Additional Items	9
Adjust	27
Set	27
Advanced13,	20, 41
All	
All General Ledger Accounts	41
Allocated	16
And/or	20
В	

B 20, 27

	1 /
Batch5, 19, 20, 41, 4	ł4
Changing1	19
enter	.5
Labor Costs2	20
Processing4	11
Unprocessing4	14
c	

C 20, 27

Calculate Consumed Totals	5, 39
Disable	39
Change	5, 19
Batch	19
Next Batch Number	5
Total Consumed	5
Classifications	5, 20
Clicking	27
Fixed Cost	27
Completed	5, 41
set	41
Completed Date	5, 41
Component	9, 27
XXX.XX	27
Component list	9
Component With Options	9
Consumed	16
Consumed Items	20
Consumed Items Warehouse	35
Consumed Totals	39
Copy Batch	5
Cost5, 9, 13, 2	0, 27
total	5
view	5
Cost Finished Goods	27

Count 5 16 20	41
Creating 5	27
Iteme	27
Simple Manufacturing Batch	5
Croating a Simple Manufacturing Batch	J
Creating a Simple Manufacturing Batch	
Credit 20	Z1 11
	41
bitting	41
nitting	41
U	

D 27		
Debit	20,	41
Default		5
EBMS login		5
Default Consumed Items Warehouse.		35
Default Manufactured Quantity		5
Turn		5
Dirt Shovel		27
Disable	35,	39
Calculate Consumed Totals		39
Set		35
Update		27
E		

E 27

Eagle Business Manageme	ent System	1
Eagle Solutions	······ ·	1
EBMS 1, 2	, 5, 13, 20, 27, 3	5
EBMS login	{	5
default	{	5
EBMS menu	{	5
EBMS tool		2
Enable		7
Fixed		7
Fixed Cost		7
Enter	5, 16, 20, 27	7
Batch	{	5
Finished Goods		3
Manufacturing Offset		7
Quantity	{	5
Enter min		C
Enter There		C
Equal	5, 39	9
Manufactured		9
Quantity	{	5
Total Quantity	Į	ō
F		
F 27		

F 27	
File	19
selecting	19

Finished Good s	39
Finished Goods 5, 16, 20, 27, 35, 3	39, 41
enter	16
Enter	5
General Ledger Account	41
Inventory Value	27
manufacture	27
number	39
Finished Goods item5, 2	27, 41
Finished Goods list5, 16, 2	27, 39
Finished Goods Warehouse	35
Fixed	.9, 27
Enable	27
Fixed Cost	27
clicking	27
enables	27
G	

G 27

G/L5, 13, 20,	41
General	41
General Ledger Account	41
Finished Good	41
Items Consumed Debit	41
General Ledger Transactions	20
Items Consumed	20
Miscellaneous Items Debit	20
Go	13
Inventory	13
Н	

H Z/	
Hammer	
tracked	2
Hitting	41
СТЇ	41
1	

Including	••••		.20
Track Count			20
Increase	••••		.13
Inventory 5, 9, 13, 16, 2	7,	35,	41
Go			.13
Review			.16
Inventory Asset G/L	••••		20
Inventory Component	••••		2
Inventory G/L		.20,	27
Inventory ID	••••	5,	41
Inventory Item	••••	5,	41
Inventory Manufacturing Offset	••••	.20,	41
Inventory Method	••••		41
Inventory Purchasing	••••		.16
Inventory Value	••••		.27
Finished Goods	••••		.27
Inventory Variance2	0,	27,	41
Items	9,	16,	27

Creating	27 16 41 20 5 27 41
General Ledger Account	41
Items Consumed list 5, 9, 16, 27, 3 line	39 27

1 27

J Z/	
Job Costing	2
Job Costing Manual	20

ĸ

K 27 L

Labor Costs	20
Batch	20
Large Straight Screwdriver	2
Line	27
Items Consumed list	27
Lookup	5
M	

Manual Revision 7.1.213.162 October 2006 Manually Calculating Items Consumed 39 Manufacture 1, 2, 5, 9, 13, 16, 27, 39, 41 Finished Goods27 Manufacturing Module 2 Manufacturing Offset 20, 27 Set 20 Manufacturing window 2, 5, 13 Measure 5, 9, 20 Measure dialog 20 Min 20 Miscellaneous Costs 20 Adding 20 Miscellaneous Items Debit 20 General Ledger Transactions...... 20 MM 27 Multiple Warehouses 35 Ν Net Ordo E 40 .1

Net Ordered	5,	16
New		. 5
New button		. 9

Next Batch Number	5
change	5
No Count5	13, 20, 27
Number	
Finished Goods	
0	

OK	27
OK button	20, 27
Open	
Options	5, 13, 35, 41
Överview	
Р	

P.O	41
Perpetual	41
set	41
PersonNamesales	2
Philips Screwdriver	2
Press	5
Tab key	5
Pricing	20, 27
Print	16
Required Materials	16
Processing	.41, 44
Batch	41
Processing a Batch	41
Purchase	20, 27
Required Materials	16
Set	.20, 27
Purchase G/L20,	27, 41
Purchase GL	
Purchasing the Required Materials	16
Q	

Quantity	5, 16, 39
сору	5
Enter	5
equal	5
Items	16
Items Consumed	5
Quantity * Unit	5
R	

Raw Materials	27
Regarding	1
Windows	1
Required Materials	16
print	16
Purchasing	16
Review	16
Inventory	16
S	
50	/1

5.0	41
Sales	20, 27
Save	5

Scheduled16Scheduled Date5, 19Select13, 19File19Unprocessed19View12Select button19Select File5, 16Select Inventory9Select Process4Separate Cost13	6 9 9 9 9 9 9 9 9 9 5 5 1 3
Seperate Cost G/L and Cost Pricing Values	s.13
Serialized	5
Service	/ 5
Set 5 20 35 4	1
Completed 4	1
disable	5
Manufacturing Offset	5
Perpetual 4 ²	1
Purchase)
Status	5
Simple Manufacturing Batch	5
Creating	5
Single Component	9
Туре	9
Small Straight Screwdriver	2
Special Orders	C 1
Status	1
Supervisor	5
Support@EagleBusinessSoftware.com	1
System	1
USE	1
Т	
Tab key	5
Press	5
Technical Support	1
Timecards	2
l ool Kit	2
Tatal	2
1 Otal	/ =
Itoma Canaumad) 7
Total Consumed 5. 20	ר
changing	5
Total Costs 5.9.1	3
Total Quantity	5
equals	5
Track Count 5, 13. 20. 2	7
including)
Track Count Items Debit)
Tracked	2
Hammer	2
Tool Kit	2

Transactions	41
Turn	5
Default Manufactured Quantity	5
Туре	9
Single Component	9
U	

Unit	5, 20, 27
Measure	20
Measure dialog	20
Unit Cost	9
Unprocess	44
Unprocessed	19
select	19
Unprocessing	44
Batch	44
Unprocessing a Batch	44
Update	27
Disable	27
Use	1
System	1
User	5

Using Inventory Comp Manufacturing	onents	9 9
Using Inventory	Components	for
Manufacturing		9
V		
View		5, 13
Cost		5
Select		13
Viewing or Changing a W	Batch	19
Warehouse		35
Windows		1
regarding		1
Wrench Set		2
Www.EagleBusinessS	oftware.com	1
X		
X2		1
Xxx.xx		27
Component		27