

Defective Processing

PROGRAM NAME: DEFECTS
MENU OPTION TITLE: Defective Processing
MAIN MODULE: DEFECTIVE PROCESSING
HELP KEY ACTIVE: YES

PROGRAM OVERVIEW

This program was written to process and track defective products. Before you can operate the defective processing, you will need to set up a series of disposition codes. For any part you want to make defective, you must make a defective tag. When making a defective tag, the first code that **MUST** be entered will be the INITIAL disposition code or <INI>. This code, when entered, will move that part or parts from RAW of FIN inventory to defective. What codes are entered after this point will determine what will happen to the inventory and costing.

PROGRAM OPERATION

DEFECT TAG #: If the tag already exists, you may type that tag number. Once you press enter, the information for that tag number will then be pulled up onto the screen. If you are entering a new tag number, you may type a new number or have the system automatically assign a new number. To automatically assign a new number, press <F8>. This will pull up a second screen, which will tell you the next available tag number. To use this number press <ENTER>. You will be asked to confirm. The next tag number is stored in the system set up file in the field called {NEXT DEFECT TAG NUMBER}.

TAG WRITTEN BY: Enter your initials. You can not go any further until you do. A journal entry is created when you create a defective tag.

RAW=1/FIN=3: Enter the status of the inventory that you are going to make defective. The program will then remove the inventory from that category, according to what you enter here. If you enter the number 1, inventory will be removed from RAW. If you enter the number 3, inventory will be removed from finished goods.

PART NUMBER: Enter the part number of the item you wish to make defective. If you know the part number, you can type it here, or you can search for part numbers by using <IFF>. Once you've found the number you want, press <ENTER>. If you do not enter a valid part number, the program will tell you so.

If the part number you are entering is a serial numbered item, the program will chain to the second part of the program which is the fedbook entry. In this part of the program, you will enter serial numbers for that tag that you are making. You will not be able to skip this part of the program. Once it has chained to this program, you must enter serial numbers. You will not go any further until you do.

Also, if you say you are defecting 10 serial numbered parts, then you must enter 10 serial numbers. You will not be able to exit the program until you have entered the same amount of serial numbers as you said you were going to make defective.

QUANTITY: Enter the quantity you want to make defective. If the quantity you enter will create a negative amount, the program will tell you so. You can not create a negative amount on any part number in any state (RAW, WIP of FIN).

WORK ORDER: This particular field is for reference at the present time.

VALUE: When you return past the operation number field, the program will calculate and display the value of the number of parts you are making defective according to their cost in the state that it is in. Example, if you are making 3 widgets defective:

COSTRAW = 5.00 VALUE WILL DISPLAY 15.0000
COSTFIN = 35.00 VALUE WILL DISPLAY 150.0000

The cursor will not stop in this field. You will not have access to this field. NOTE: This is the standard cost stored in the parts master file.

DEFECT SOURCE <V>endor, <C>ustomer, <U>s: You must tell the system the basic source of the defective. This detail is critical to the reporting system. Be sure of the {DEFECT SOURCE}.

Is this information correct <Y/N>? A response of <N> will allow you to change the previously entered information, from {TAG WRITTEN BY} on.

DATE: Today's date will automatically be displayed. You may change the date if necessary.

DISPOSITION/NOTE: You can view the note codes several different ways.

A: Press the <F3> key. This will bring up a screen and you can scroll through the notes. When you find the one you are looking for you can press <ENTER> on that code and it will bring that code up for you.

B: You can press the tab key, and that will bring up the first note code, or you can use the <PageUp> and <PageDn> keys to scroll through the note codes.

C: You can also search the codes by entering the three letters of the code. Then you press <ENTER>. This will bring up the description of that code.

The first code that must be entered is the INITIAL DEFECTIVE CODE. This will tell the system that you are going to make something defective. This must be the first code you enter. Next you can enter FRE 'FREELANCE NOTE AREA' to type some notes. Or you can use the note codes that have been set up so you don't have to do a lot of typing. But in order to make a defective tag valid; you must enter the initial defective code first. After that code is entered you can enter as many notes as you wish. After it has been decided

what is going to happen to the parts, you will enter the final codes that coincides with the decision that has been made. The code will be the FINAL DISPOSITION CODE. You cannot reverse a final code once it has been updated.