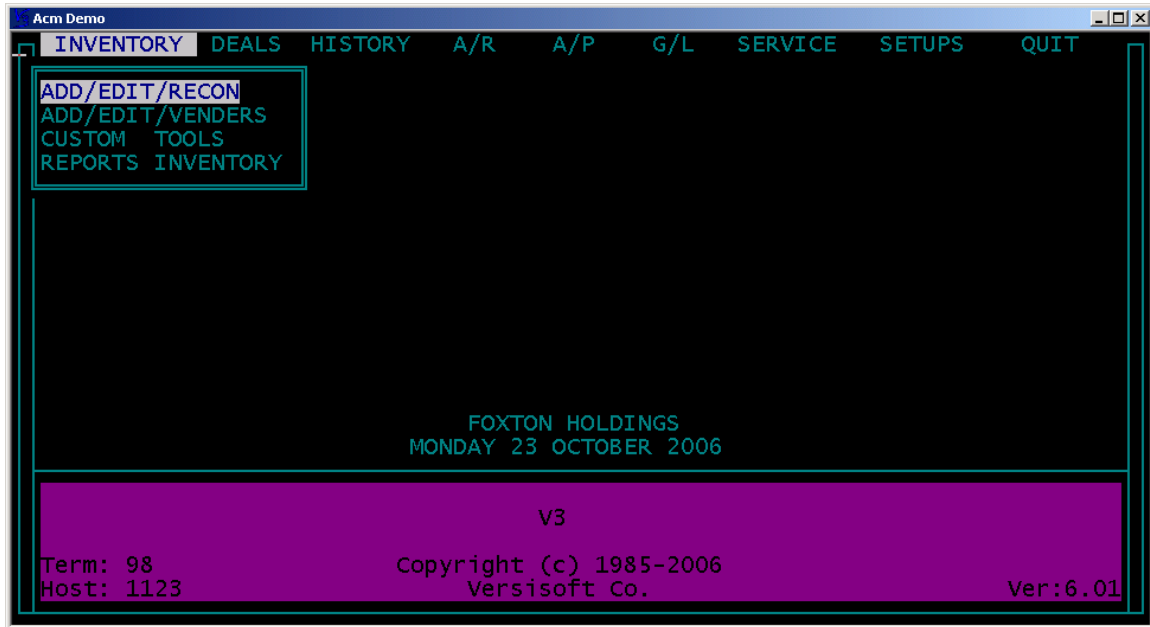


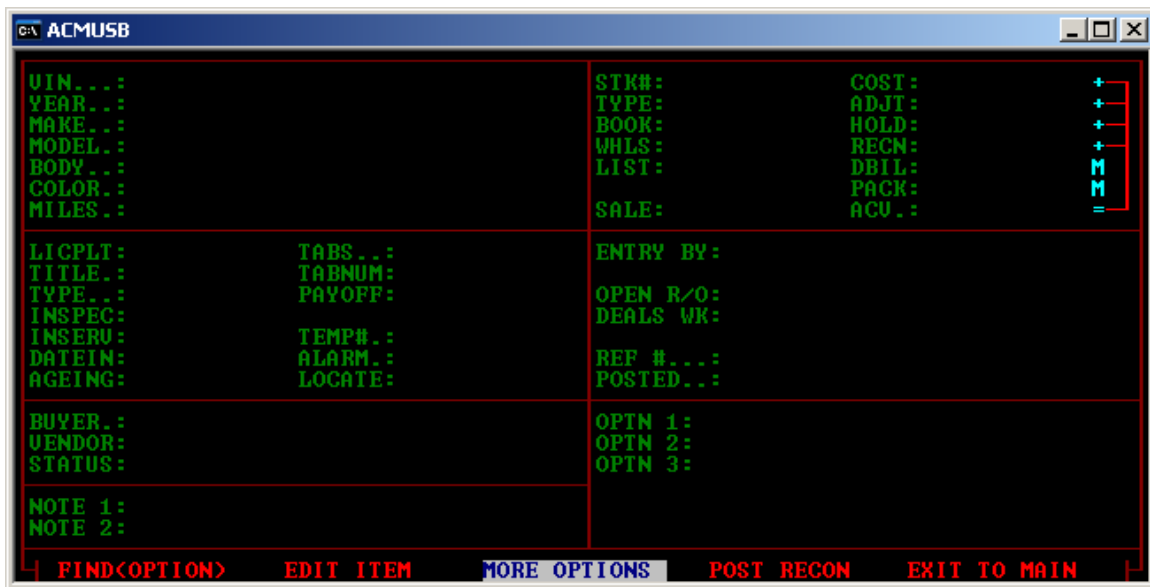


INVENTORY SETUPS

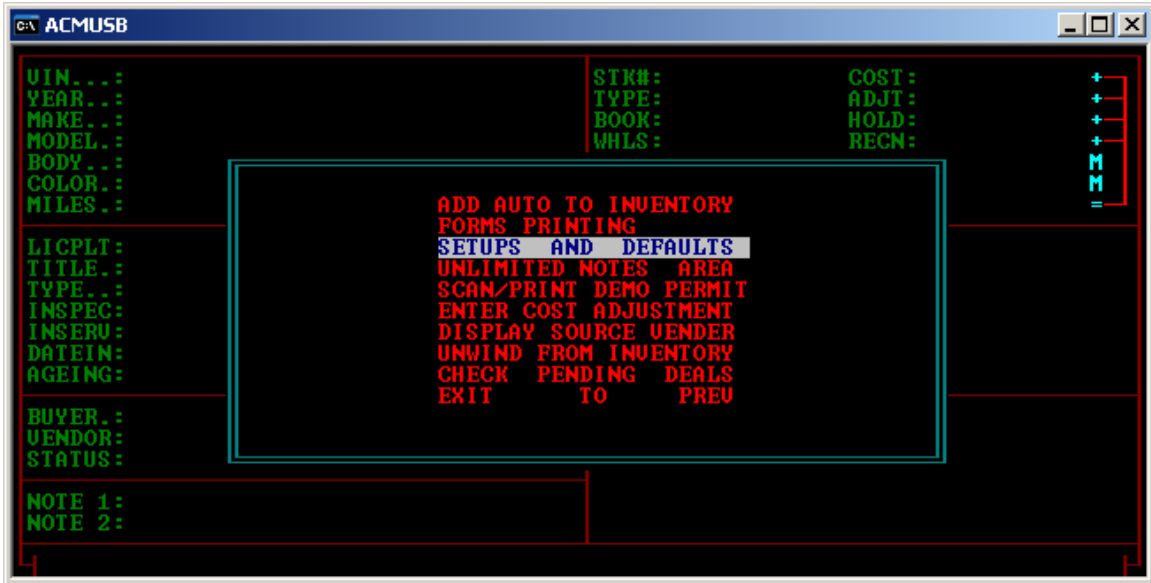
The **INVENTORY SETUPS** holds all the defaults and presets for the **INVENTORY** module including pack and stock number.



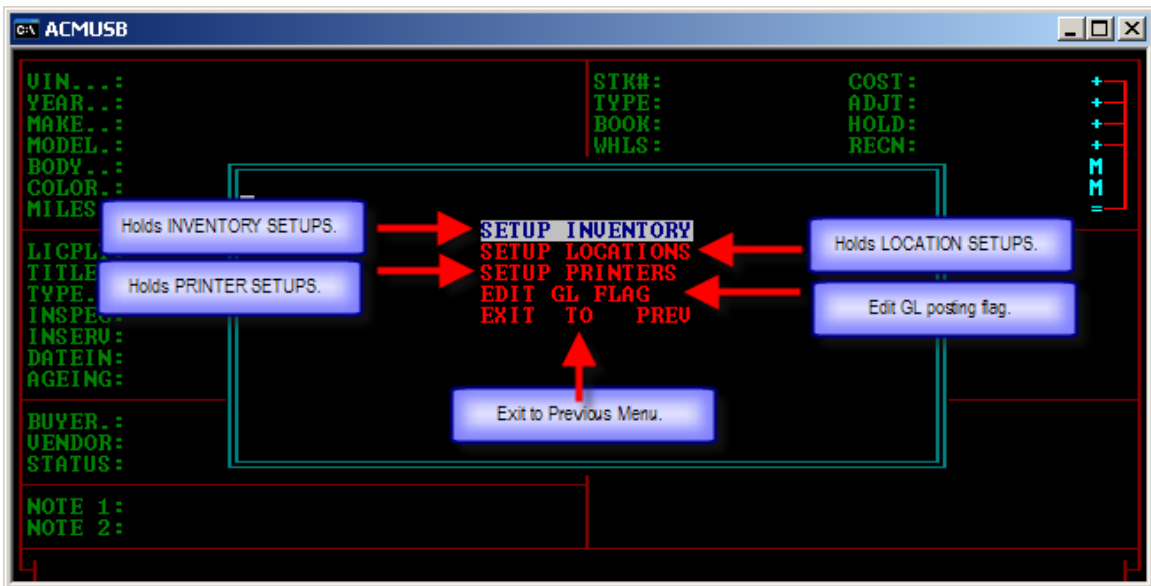
From the main menu go to: **INVENTORY, ADD/EDIT/RECON.**



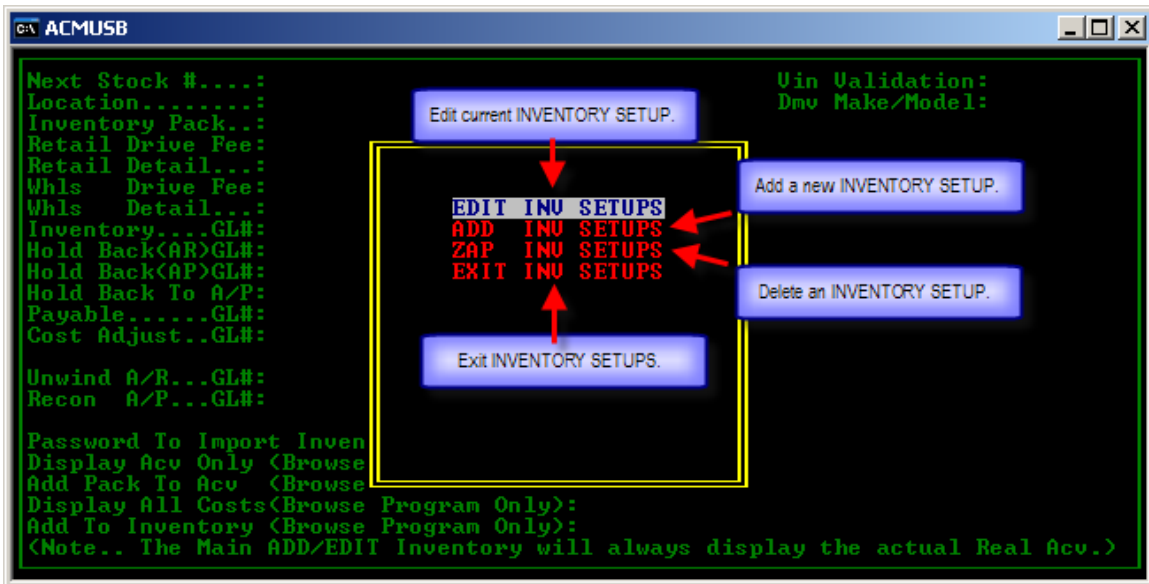
Highlight and press enter on **MORE OPTIONS.**



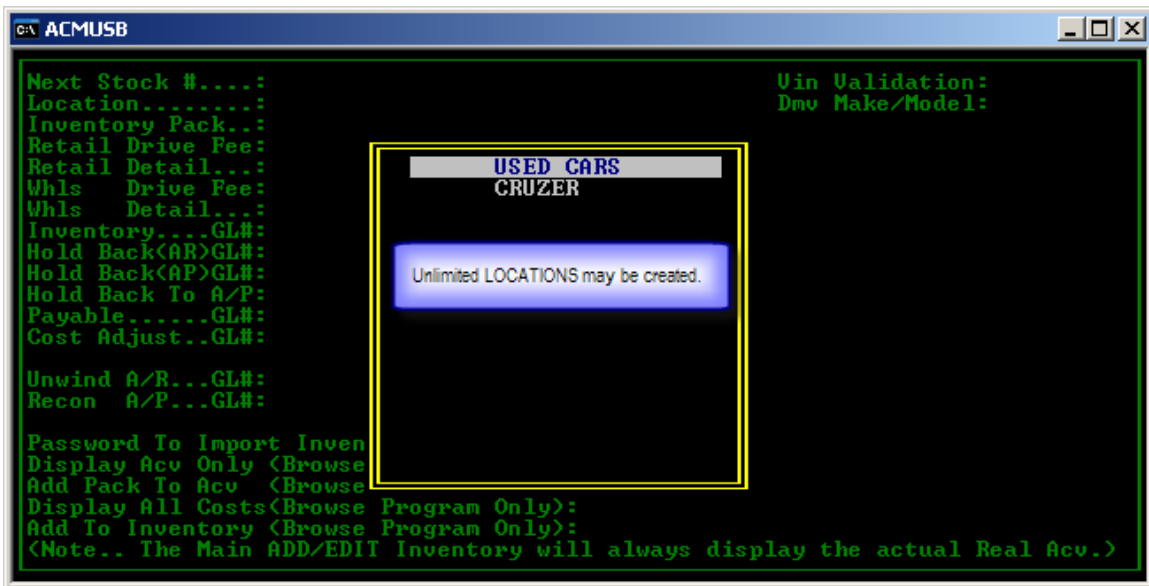
Highlight and press enter on **SETUPS AND DEFAULTS**.



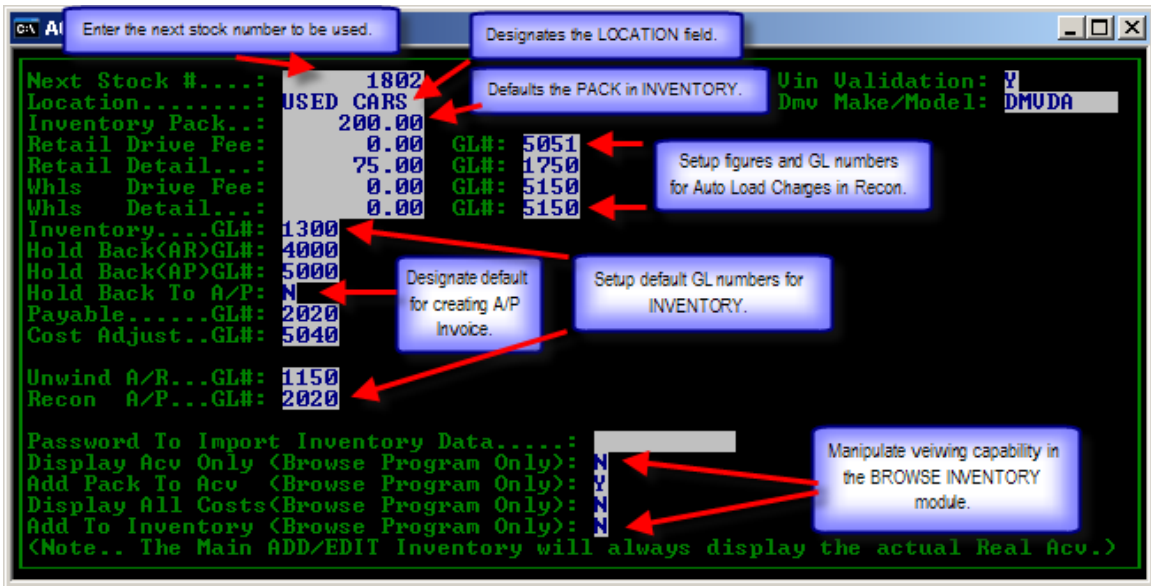
Highlight and press enter on **SETUP INVENTORY**.



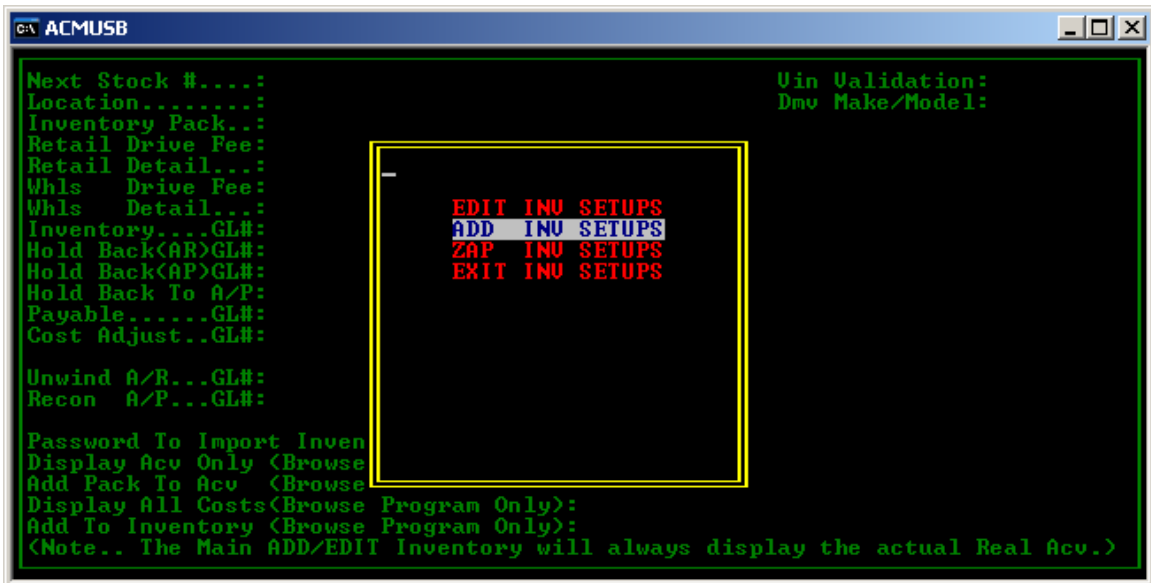
A separate **INVENTORY SETUP** may be created for each **LOCATION**.



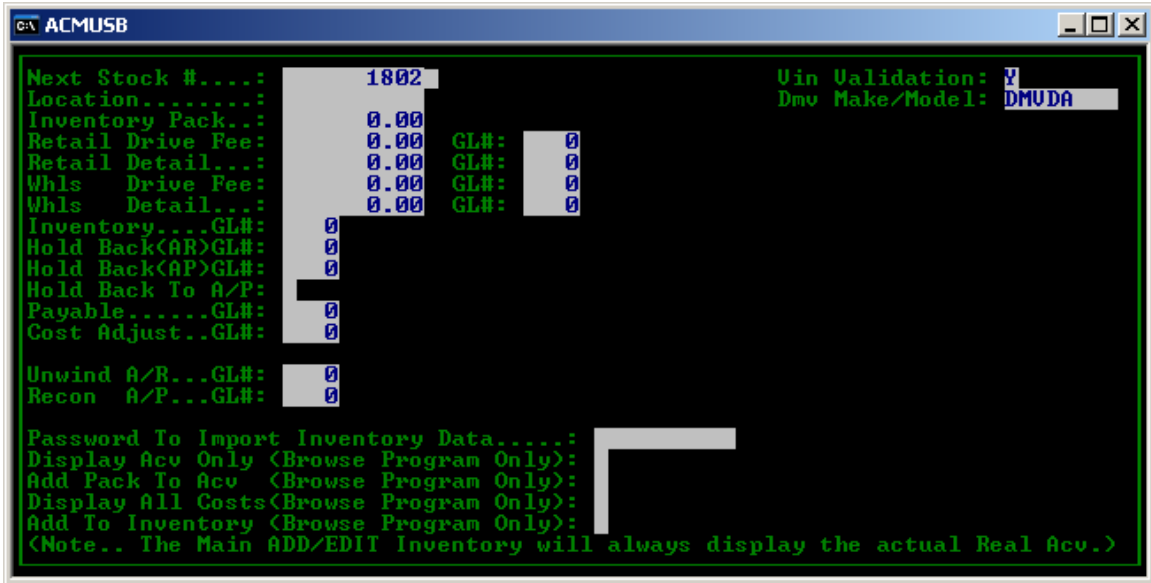
Choose the **LOCATION** to edit the defaults to by highlighting and pressing enter.



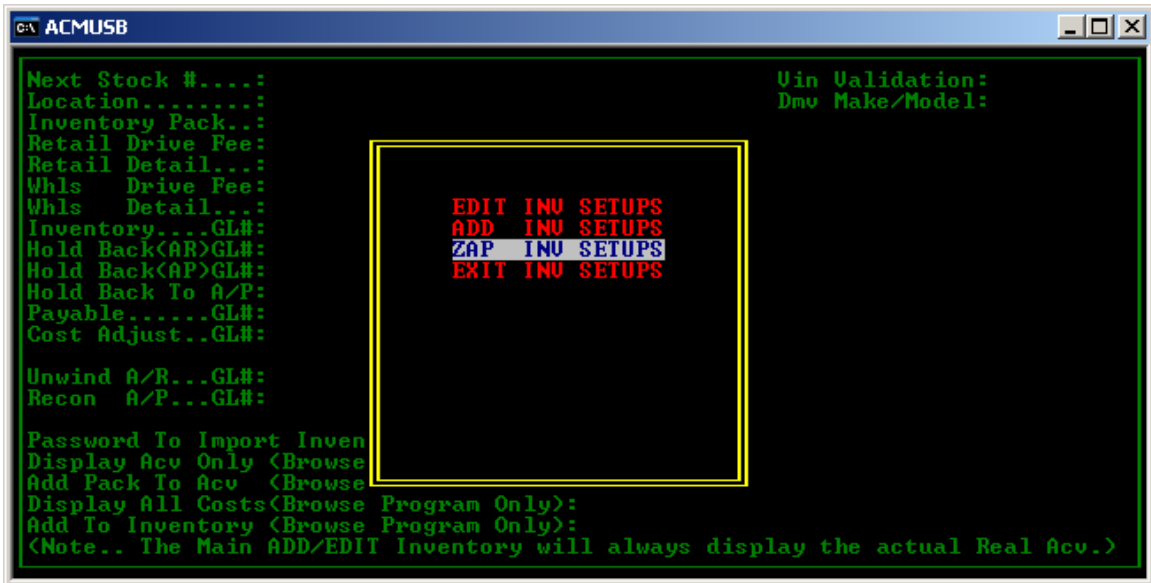
The stock number rolls automatically in sequence and may not contain alpha characters and although technically you may setup a separate sequence of stock numbers for each **LOCATION** they cannot overlap. Overlapping stock numbers creates problems in the **HISTORY** and **RECON** files.



To **ADD INV SETUPS** highlight and press enter.



Complete the fields as designated. The **LOCATION** must be setup in the **SETUP LOCATIONS** in the previous screen or under **SETUPS** from the **MAIN MENU** before the new **INVENTORY SETUP** may be completed.



To **ZAP** or delete an **INVENTORY SETUP** highlight and press enter on **ZAP INV SETUPS** with the target **SETUP** on the screen.

```

c:\ ACMUSB
Next Stock #....:
Location.....:
Inventory Pack..:
Retail Drive Fee:
Retail Detail...:
Whls Drive Fee:
Whls Detail...:
Inventory...GL#:
Hold Back<AR>GL#:
Hold Back<AP>GL#:
Hold Back To A/P:
Payable.....GL#:
Cost Adjust..GL#:

Unwind A/R...GL#:
Recon A/P...GL#:

Password To Import Inven
Display Acv Only <Browse
Add Pack To Acv <Browse
Display All Costs<Browse Program Only>:
Add To Inventory <Browse Program Only>:
<Note.. The Main ADD/EDIT Inventory will always display the actual Real Acv.>

Uin Validation:
Dmv Make/Model:

EDIT INV SETUPS
ADD INV SETUPS
ZAP INV SETUPS
EXIT INV SETUPS

```

To **EXIT INV SETUPS** highlight and press enter to exit to the **INVENTORY** screen.

```

c:\ ACMUSB
UIN...:
YEAR...:
MAKE...:
MODEL...:
BODY...:
COLOR...:
MILES...:
LICPLT:
TITLE...:
TYPE...:
INSPEC:
INSERT:
DATEIN:
AGEING:
BUYER...:
UENDOR:
STATUS:
NOTE 1:
NOTE 2:

STK#:
TYPE:
BOOK:
WHLs:

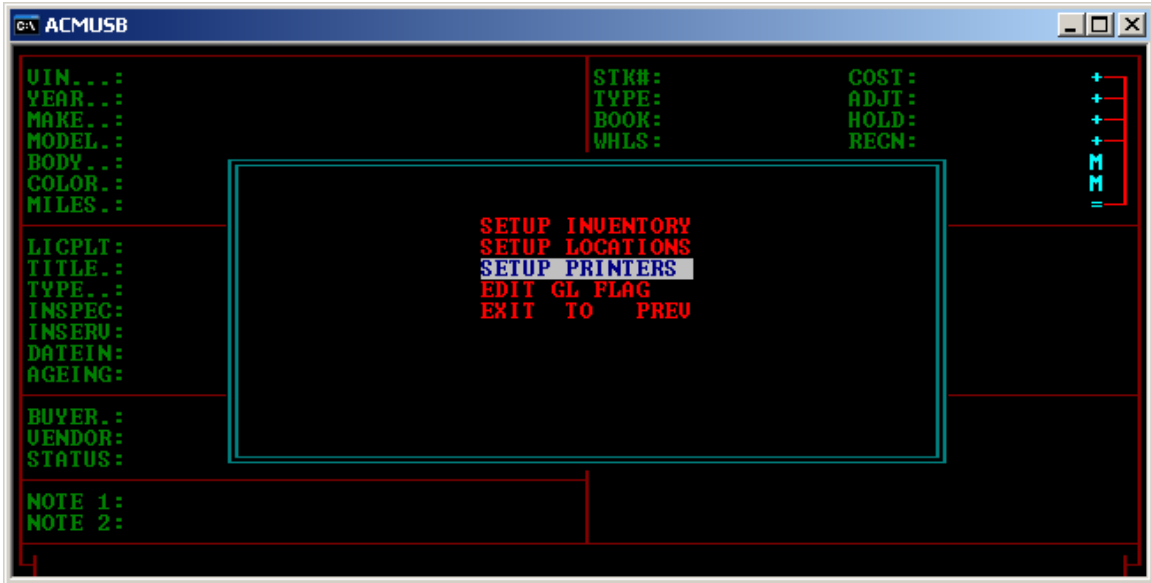
COST:
ADJT:
HOLD:
RECN:

+
+
+
+
M
M
=

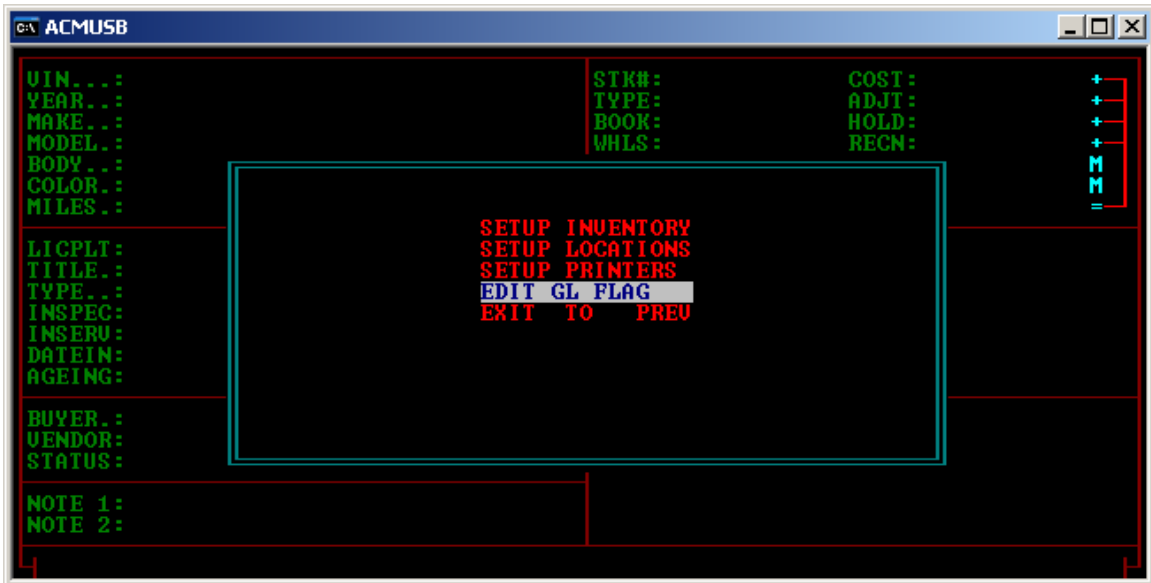
SETUP INVENTORY
SETUP LOCATIONS
SETUP PRINTERS
EDIT GL FLAG
EXIT TO PREU

```

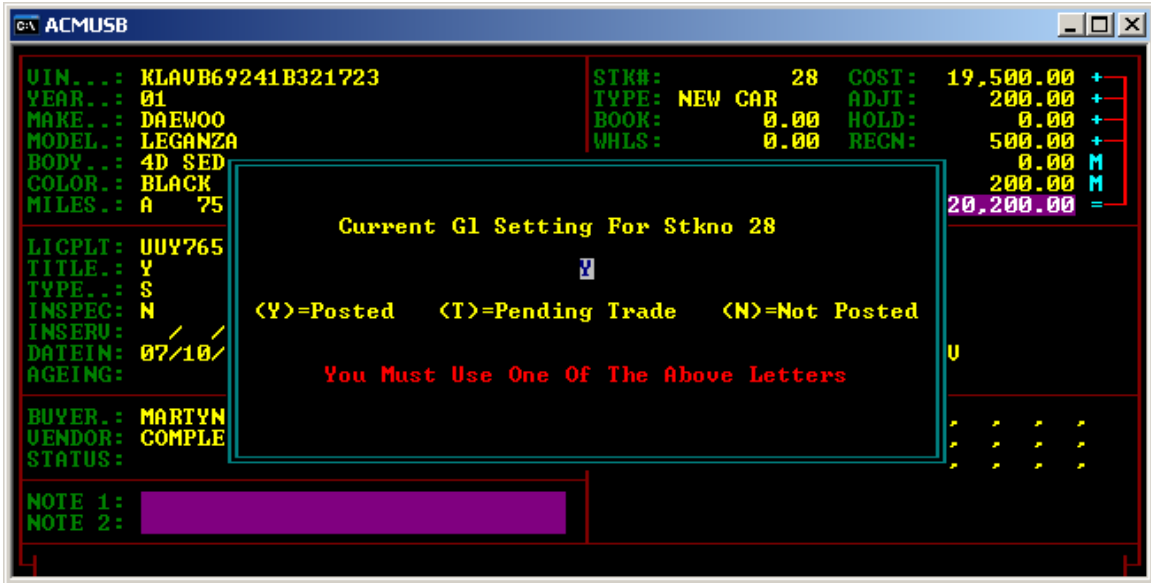
An additional option to edit or add **LOCATION** fields has been made available from the **INVENTORY SETUPS**. For more information on **LOCATION SETUPS** go the **SETUPS** section of the manual.



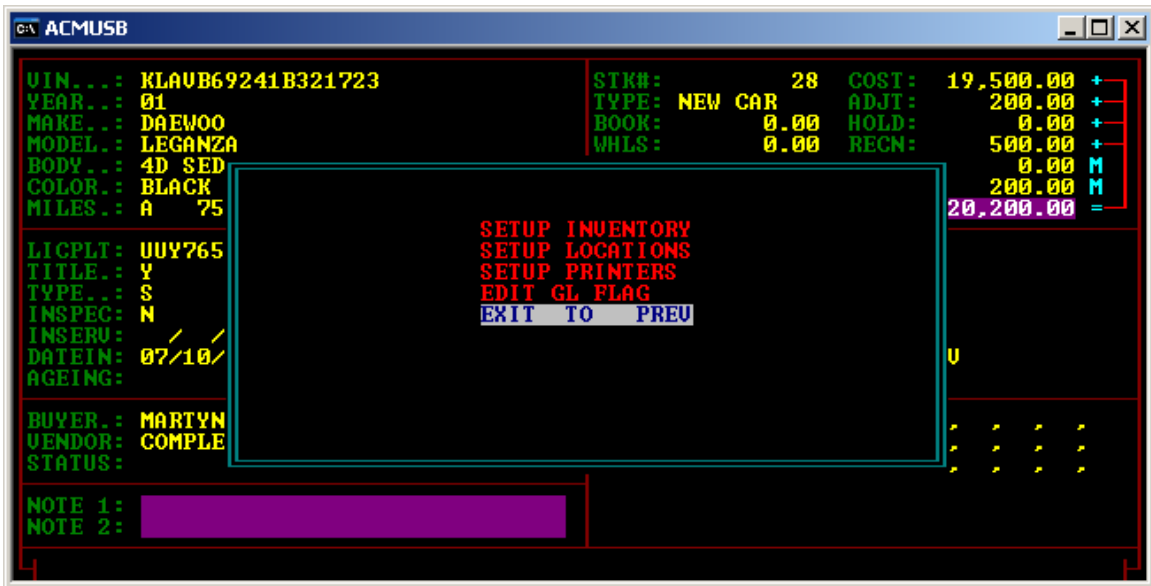
The printers are setup for you at the time of installation of your software for assistance please contact **VERSISOFT** technical support or go the **SETUP PRINTERS** section of the manual under **SETUPS**.



To **EDIT GL FLAG** highlight and press enter. The **GL FLAG** sets and holds the posting lock for the **GL** accounting. Non-accounting users may un-lock or un-post a vehicle in **INVENTORY** if it was posted in error. **GL** accounting users please refer to the **GL** Accounting section of the manual.



To un-post a vehicle in current **INVENTORY** change the posted flag to **(N)** =Not Posted. Un-posting the **GL** flag will allow the cost field to be edited.



Highlight and press enter on **EXIT TO PREV** to exit to the previous menu.

V3 software notes:
