

WMS: Did You Know?

From Professor Merlot



Ghosts in Production, where do these mysterious wines come from?

In some instances while filling out an Invoice for a customer, the customer may change their mind, curious, eh? Depending on where you are in completing that entry, WMS may have created an entry in the Production part of WMS. This is normal and if you decide to change that selection, WMS will remove that entry from Production. However, sometimes that first selection is left in Production and will haunt your Tasks Lists forever. Likely it will not show in the Verify in Production tab. Trying to find that *ghost* wine isn't too difficult.

Here's how:

- The first indication of a *ghost* wine is an oddity on a Production checklist. It doesn't show on the Point-of-Sale Invoice but has a production number that points to that Invoice.
- How do we know that?
- A production number is made up of 3 sections, each separated by a dash.
 - For example, 123-357-1 may be this *ghost* wine production number.
 - a. 123 = the Invoice number
 - b. 357 = the line number on that Invoice where the wine product is entered (this is not shown though on the detail line of the Item Products line)
 - c. 1 = the quantity of that wine entered
- Look on Invoice #123 to see if it is showing, likely not.

- Main Switchboard ->
Production Switchboard ->
Single Order Status -
Production Number

- The form opens with the focus of the mouse on Drop Down button.

Production #	Primary	Rack	Hydro	Stabilize	Stir1	www	Filter	Bottled
10009-24259-1	10-28-2004	10-28-2004	10-28-2004	11-18-2004	10-28-2004	10-28-2004	11-25-2004	11-27-2004

- Simply type in the production number over the blacked out entry that is showing

- As you type, the number will be displayed in the drop down area
- Press the enter key if the correct number is displayed.

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10009-24259-1	10-28-2004	10-28-2004	10-28-2004	11-18-2004	10-28-2004	10-28-2004	11-25-2004	11-27-2004

- All of the information, dates, name and location will be displayed as well.

- To remove this ghost, simply press the **Garbage Can** button to remove this item. **No more ghosts!**

