

S I S I * AMS2 USER MANUAL * RELEASE 10.0

A6530 * FABRIC / VENDOR INQUIRY

This inquiry program will show you information on a Fabric, Color and Vendor. This information is valuable to determine the percentage of returns against a particular fabric, color and vendor. Sequence: when you wish to inquire on a fabric, color and vendor. Frequency: as needed.

AMS2 Data Base; FAB/Vendor and PO Data Sets

FILES None

UPDATED DATA SETS None

FUNCTION KEYS

None

OPTIONS

None

TABLES The vendor must be valid in Table 34.

To Inquire on a Fabric/Vendor

You may enter fabric, color and/or vendor. You may enter any combination of the three selections. The program will display the following as an example:

Enter Fabric >
Enter Color > Blu
Enter Vendor > A3

-----**Fabric Vendor Status**-----

Fabric/Clr Vnd Description Width Lt Dmg Purch %RTN

220 Blu A3 Blue Cordoroy 60 in 19 4.0 28.0 14.28
221 Blu A3 Blue Cotton 54 in 20 6.0 100.0 25.00
224 Blu A3 Blue Silk 45 in 20 5.5 50.0 06.50

FABRIC (8) Enter the fabric code that you wish to inquire on and this fabric must have been set up in the Fabric Master.

CLR (4) Enter the color that you wish to inquire on and this color must have been set up in the Fabric Master.

VND (2) Enter the vendor number or mill number that you wish to inquire on and this vendor must have been set up in Table 34.

DESCRIPTION (15) The program will display the description of the fabric that is being displayed.

WIDTH (6) The program will display the width of the fabric that is being inquired on.

LT (2) The program will display the lead time of the fabric that is being displayed.

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DAMAGED The program will display the total of all damaged goods returned to this vendor. (Damaged returns are issued against a damaged-receipt entered thru A6510.)

PURCH The program will display the total of all fabric purchased from this vendor including any adjustments or overshipment figures.

%RTN The program will display the percentage of fabric purchased that was returned.

When you wish to exit this program enter a // when the program displays:

"Enter Fabric > //"