

# BILL of MATERIALS / KITTING Checklist

## Introduction

Bill of Materials and Kitting helps to manage assembled and kitted items to sell. This document will discuss the best options available and procedures to support this application with the existing Inventory installation. Starting with the version of OSAS, if the version is lower than 6.11, than this application will not be interface with inventory or SO.

## Running BK

### *Setup Options Interfaces*

Check your application options from the Company Setup menu within Resource Manager; select the Options and Interfaces function.

The following options in SO are applicable for BK.

Option	Description
Interface to Bill of Materials/Kitting?	Set this interface to <b>Yes</b> if you will be selling Kits or Assemblies through the Sales Order application.
Keep Detail Kit History?	Set this option if you would like to be able to see Kit Details when printing a Detail History Report.
Include Kit Components in Picking Slip Sort?	Set this option to <b>Yes</b> if you would like to view the kit's components on a picking slip. If it is set to <b>No</b> you will only see the Kit as an item with no detail.

The following options are available for Bill of Materials/Kitting:

Option	Description
Interface to General ledger?	Select YES to validate GL account information and to allow for posting builds to General Ledger.
Post Detail to General ledger?	Select YES to post detail records to General Ledger. Select NO to post in summary, records to General Ledger.
Allow Negative Builds?	Select YES to allow for build quantities to go negative. Select NO to have the system force the user to have positive component quantities to use for the build.
Prompt on Negative Quantities	Select YES to have the system prompt for user to continue

During Build?	when negative quantities exist during the build process.
Keep Detail history?	Select YES to keep detail history for this application (BKHIxxx).
Use Additional Descriptions from Inventory?	Select YES to use the additional descriptions from the inventory items into your Bill of Materials/Kits.
Display Unit/Extended cost on HLE's?	Select YES to have the unit and extended cost displayed during your assembly and kit creation and edits.
Write Issue Information into Inventory History?	Select YES to write the issue transactions into the inventory detail history file (INHxxx).

### ***Setting up an Assembly or Kit***

- 1.) Define the item to be used as an assembly or kit in the inventory application (if it is a kitted item check the box or answer YES for "Kitted" on the Item's General Information Screen).  
**NOTE:** Write the Item ID on paper as you will need it in the BK application and it will not yet be available to you.
- 2.) Within the BK application, select either the Kits or the Bill of Materials function from the File Maintenance menu. When defining these items, be sure to understand that *a kit is a logical grouping of items and the kit itself has no physical value; an assembly is an item which, when built, can physically be valued and sold either by itself or used as a subcomponent for another assembly.*
- 3.) Enter the Location ID and the Kit/Assembly ID. Write the kit or assembly ID as it was in the Inventory Application. The F2 inquiry command will only display information from the BK files and not the IN files.
- 4.) Add the items or subcomponents for the Kit or Assembly you are creating.
- 5.) Use the Build Assembly function to build assemblies to be sold (you do not build kits, as your kit was previously defined in step 3).
- 6.) If Sales Order interfaces to Bill of Materials and Kitting, you are prompted to edit the kit when you sell the kit or use it as it is defined.  
If you choose to sell an assembly the system will behave as it would with any other inventory item.

### ***Daily Work Menu: Working with Assemblies.***

- 1.) **Build Assembly:** Use this function to recalculate, verify the maximum amount available to build, the build date and quantity.

This is typically done before using SO (if you are selling negative you might want the options regarding negative builds to be set to YES).

There is a screen option to **“Inquire About Assembly”** before doing the build, which allows the user to look at the makeup of the assembly. Uncheck the inquiry option to allow the build goes through.

- 2.) **Undo Build:** use this function to undo an UNPOSTED Build and return items and subcomponents back into inventory. Once a build posts you will need to do inventory adjustments for the assembly and each of its components to return inventory to its original state.
- 3.) **Build Assembly Journal:** Prints out the build just assembled through daily work.
- 4.) **Post Transactions:** Running this function will clear and post all builds from BKTR and BKLS to GL the GL journal file. With this you will be to process SO Assembly and kitted items.

### ***Running BK Reports***

**Where-Use Report-** This is one of the major reports to run with BK. This will not only show assembly items, but kitted item also.

**Available Components Report-** Shows just the available components for the assembly, this gives the maximum build ability and includes any subassemblies as well with the component level number. Kitted items are not included with this.

**Component Cost Report:** This report gives the user the total cost of an assembly including applied labor, overhead with the rate and totals. This report is only for assemblies and does not include kits.

**Bill of Materials History Report:** Running this report provides the user with a historic report of the assemblies built and displays component costs and quantities as well as the assembly fixed costs.

### ***Sales Orders with a Kitted Items***

**Daily Work - Transactions:** Enter a **“New”** or **“Shipped”** order. During the line item entry portion of the transaction you may enter your kitted item by typing in the Item ID or use the **Inquiry command (F2)** to select the Item ID. By default the inquiry window displayed uses the inventory files. If you navigate to the **Item/Job/Kit** field and select **“Kit”** the inquiry window uses kit definitions from the BK files potentially making your selection much faster.

After selection of the kitted item the software will allow the user the option to **“Edit the Kit”**. If you select **“Yes”** you may append or change the items included in the Kit. If you say **“No”** then the components as a defined in the kit originally are processed.