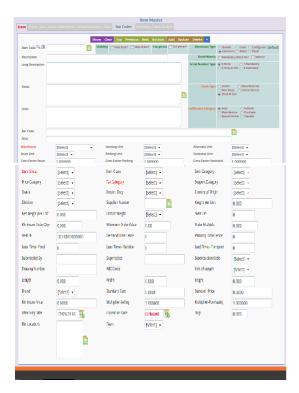
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Item Master

Item

• Any object other than a name can be an Item. The only requirements is that it should be identified by a unique code. It can be "Stock" Item like a component, or "Non-Stock" Item like service charges or an item that is built by you could be define as Item. The following menu displays the various types of data that could be stored in respect of an item.

Sample page for Item master



Mandatory field for Item Master

- Warehouse Location of the stock. It is also used in the GL Interface Table.
- **Item Group** A method of classifying items for Sales Analysis. Used mainly for accounting interfaces.
- Tax Category A classification of tax options based on similar characteristics or attributes.
- Stock Type is a mandatory field.
- 1. All normal stock items are **Stock-N-Sale items**.
- 2. All items that are of intangible nature like Freight, Service Charges, Custom Duty, etc and therefore, do not have stock, are **Non-Stock items**.
- 3. **Indent items** are like Stock-N-Sale items but you usually order them only when you receive an order for them. These are items that you do not want to stock physically.
- 4. **Manufactured** items are those that you manufacture or assemble internally and normally never buy from the market.

Serial and Batch number

• For items that are checked for either Serial or Batch Number, you will need to supply the Serial or Batch Number during any issue or receipt transaction of the items.

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