

# 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

The screenshot displays the 'Item Master' form with the following sections:

- Top Bar:** Includes tabs for 'Item', 'Price', 'Tax', 'Cross Reference', 'Serial Number', 'Data', 'Bar Codes', and 'Inventory Stock Order'. Action buttons include 'Show', 'Clear', 'Top', 'Previous', 'Next', 'Bottom', 'Add', 'Update', and 'Delete'.
- Item Code:** A text field for the unique item identifier.
- Description:** A large text area for the item's long description.
- Notes:** A text area for additional notes.
- Links:** A text area for external links.
- Bar Code:** A field for the item's bar code.
- Warehouse:** A dropdown menu to select the location of the stock.
- Item Group:** A dropdown menu for classifying items for sales analysis.
- Tax Category:** A dropdown menu for tax classification.
- Stock Type:** Radio buttons for 'Stock', 'Non-Stock', and 'Online Service'.
- Dimension Type:** Radio buttons for 'Bundle', 'Code', 'Configured', and 'Default'.
- Serial Number Type:** Radio buttons for '0-None', '1-Mandatory', '2-Only on DDO', and '3-Automatic'.
- Item Category:** A dropdown menu for categorizing items.
- Supplier Category:** A dropdown menu for categorizing suppliers.
- Country of Origin:** A dropdown menu for specifying the origin.
- Weight Unit:** A dropdown menu for selecting the weight unit.
- Unit of Length:** A dropdown menu for selecting the length unit.
- Height:** A text field for the item's height.
- Standard Cost:** A text field for the standard cost.
- Multiple Selling:** A text field for the multiple selling price.
- Importance Date:** A text field for the importance date.
- Unit Price:** A text field for the unit price.
- Multiple Purchasing:** A text field for the multiple purchasing price.
- Unit Cost:** A text field for the unit cost.

## 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.
  - All normal stock items are **Stock-N-Sale Items**.
  - All items that are of intangible nature like Freight, Service Charges, Custom Duty, etc and therefore, do not have stock, are **Non-Stock Items**.
  - 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.
  - 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.

From:

<http://wiki.dreamapps.com/wiki/> - DreamApps Wiki

Permanent link:

[http://wiki.dreamapps.com/wiki/doku.php?id=new:item\\_master&rev=1474186715](http://wiki.dreamapps.com/wiki/doku.php?id=new:item_master&rev=1474186715)

Last update: **2016/09/18 08:18**

