Meeting Minutes 12

Date: 27 November 2017

Attendees: Lam You Kang, Yong Li Ru Cheryl, Desmond Lin, Gao Shuang, Nhu Y and others

Agenda

Weekly meetup to update on progress

Notes

Chem variant/putup breakdown: JB Oil 300ml TH vs 50ml TH red chemical group
Convert to per Litre

Allows them to see the chemical breakdown
Need to check data and formula again
Volume on the route

End-to-end by putting Mfg, PKG and Freight + Duty cost
Markers for different Nty (need one marker for logical plant also)

Conversion costs, packaging costs, etc (Classification of different cost types)

Current: Because NTS has bundle and non-bundle SKUs, I have to find a way to encode the non-bundle and bundle SKUs
Non-bundle SKUs appear in the bundle Material Master, so cannot use Material Master to encode

Method 1:
Keep a copy of bundle MaterialNames, all BOL1 materials will be encoded as Bundle, rest are non-bundle.
In non-bundle MaterialNames, all materials will be non-bundle.

Method 2:
- Keep a copy of non-bundle MaterialNames and bundle MaterialNames
- Get the bundle MergedBOMData lowest materials, match with the non-bundle MaterialNames, if no match is found then it

Putup of the bundle SKU is "wrong" - e.g. bundle putup is 500ml, but actually it has 500ml SKU A and 300ml SKU B. Divide the cost by 500ml or 800ml? Or divide the 500ml cost into 500ml and the 300ml cost into 300ml?

There is another kind of PutUp called "Pack", which applies for all the Baby Giftsets, wow >_>
To keep track of the flow of finished goods into bundle packets, probably need to set a parameter to find for the FG code inside the Hierarchy???

To populate PathOrder:
If the Origin entity cannot be found in the Inventory column, it means it's the origin and did not get any materials from any prior source, and the leg is leg #1 [base case]
Then for other Origin entities, match with the Inventory column (e.g. Origin 1000 + Inventory 1501 matches with Inventory 1000 + Origin 724109, so we know Origin 1000 is leg #1 + 1)
Will our naming for PathID need to change, since it's not just Point 1 to Point 2, but rather it's the full journey for a material? (If Path_ID = Material number, does that mean 1 Material/PathID will have more than one paths?)

Other things to consider