

## CEFMS INVENTORY MODULE



# EXPENSE TRANSFERS TO INVENTORY ACCOUNT

The transfer functionality allows costs previously expensed in a civil works project or revolving fund work item to be transferred to the project warehouse inventory account.

Functionality does not allow for cost transfers between Civil Works projects and the Revolving Fund nor the ability to transfer costs that have been previously capitalized.

Before any cost transfers can be processed, the following must be established:

1. Determine what items should be accounted as inventory.
2. Conduct a physical inventory to determine the quantity of each item currently on hand.
3. If the transfer of cost is to a new warehouse work item not established on the CEFMS database, create the warehouse work item and link it to the civil appropriation that funds the project using the CWIS code associated with the project (identified as PROJECT Code) on screen 2.103.

To create a warehouse work item, use CEFMS menu paths:  
3,5,8,7,3,3.

Screen 2.103 as shown below will appear. Follow the instructions on the screen. Request assistance from your local CEFMS POC or Resource Management POC.

v2,1,8 — INVENTORY MANAGEMENT - WORK ITEM CREATE/UPDATE SCREEN — 2,103

WORK ITEM TYPE: T TASK CLASSIFICATION: |  
WORK ITEM CODE: | NAME: |  
ACCOUNTING CLASSIFICATION: | ASH: | FSN: |  
PARENT WORK ITEM CODE: | NAME: |  
PROJECT (AMSCO) CODE: |  
RECEIVED BY ORGANIZATION: T0B0200 UFC - OPERATIONS (MILL) DATE: 05-MAY-1999

RESPONSIBLE\ ID: | ALTERNATES ASSIGNED: |  
EMPLOYEE / NAME: |  
PHONE: | OFC SYM: |  
ASSIGN DATE: 05-MAY-1999 ORGANIZATION: |

EXTERNAL REFERENCE CODE: | SOURCE NAME: |  
DESCRIPTION: |  
RESOURCE CODE: |

Ctrl-F1 Assign command indicators Ctrl-F4 Milestone information  
Ctrl-F2 Assign local indicators Ctrl-F6 Networking Ctrl-F9 Notes  
Ctrl-F3 Assign work locations Ctrl-F7 Assign Alt responsible emp

<PGDN>PAGE - <F9>CREATE RECORD - <SHIFT-F5>DELETE - <END>COMMIT - <F10>EXIT -

Enter Class Code "W" (Warehouse), "I" (Refurbishment) or "H" (Convenience Hand),

Count: \*0

<List><Replace>

4. If the transfer of cost is to a new stock item resource code not established on the CEFMS database, create the resource code for each stock item. The parent resource code must be 'WAREHSEINV' and object class must be '2600' on screen 10.90.

To create a resource code for each stock item, use CEFMS menu paths: 8,<Press F2>,<Enter 10.90>, <Press F3>, <ENTER> OR from any CEFMS menu enter 10.90 <ENTER>

Screen 10.90 as shown below will appear. Follow the instructions on the screen. Request assistance from your local CEFMS Data Manager POC or Resource Management POC.

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v2,1,34 ————— RESOURCE CODES MAINTENANCE SCREEN ————— 10,90

RESOURCE CODE: [REDACTED]  
PARENT RESOURCE: [REDACTED]  
OBJECT CLASS CODE: [REDACTED]

RF WORK ITEM: [REDACTED]  
RF ORGANIZATION: [REDACTED]  
RF IND: [REDACTED] NSH: [REDACTED]  
DISTRIBUTABLE: [REDACTED] DISTRIBUTABLE UNITS: [REDACTED]

UNIT OF MEASURE: [REDACTED] CHARGE RATE: [REDACTED]  
ALTERNATE UOM: [REDACTED] CHARGE RATE: [REDACTED]

STANDARD IND: [REDACTED] EST ONLY: [REDACTED] RESOURCE TYPE: [REDACTED]  
CAPITALIZED IND: [REDACTED] RESOURCE STATUS: A RESOURCE CLASS: [REDACTED]  
BUDGET RATE IND: B FIP RESOURCE: [REDACTED]

HAZARDOUS MATERIAL: [REDACTED]

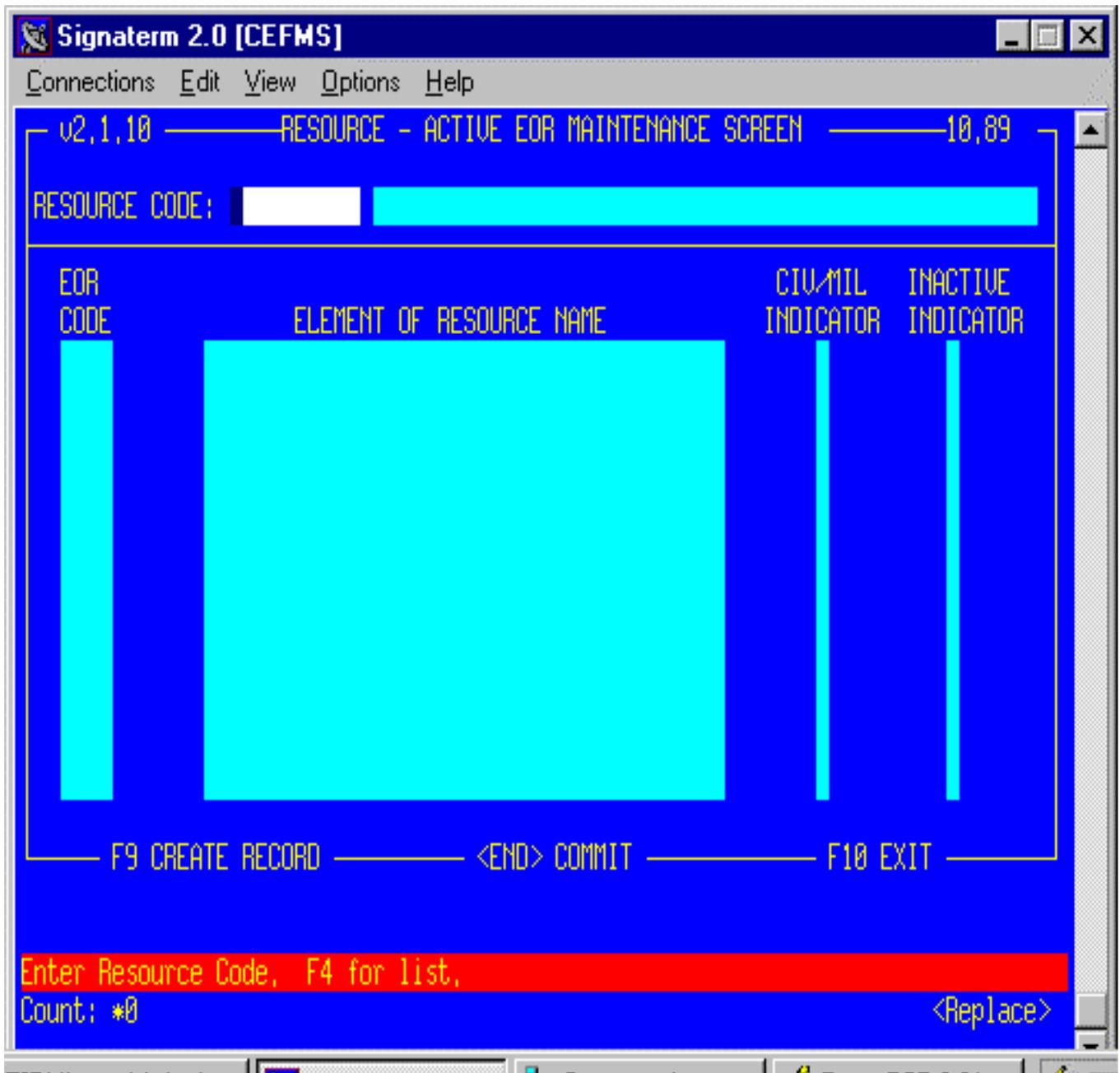
<F2 QUERY> <F3 EXECUTE QUERY> F9 CREATE RECORD <END> COMMIT F10 EXIT

Enter the resource code,  
Count: \*0 <Replace>

5. If the transfer of cost is to a element of resource (EOR) not established on the CEFMS database, create the EOR code for each resource code created in step 4 above on screen 10.89.

To create a EOR for each resource code, use CEFMS menu paths:  
8,<Press F2>,<Enter 10.89>, <Press F3>, <ENTER> OR From any CEFMS menu enter 10.89 <ENTER>.

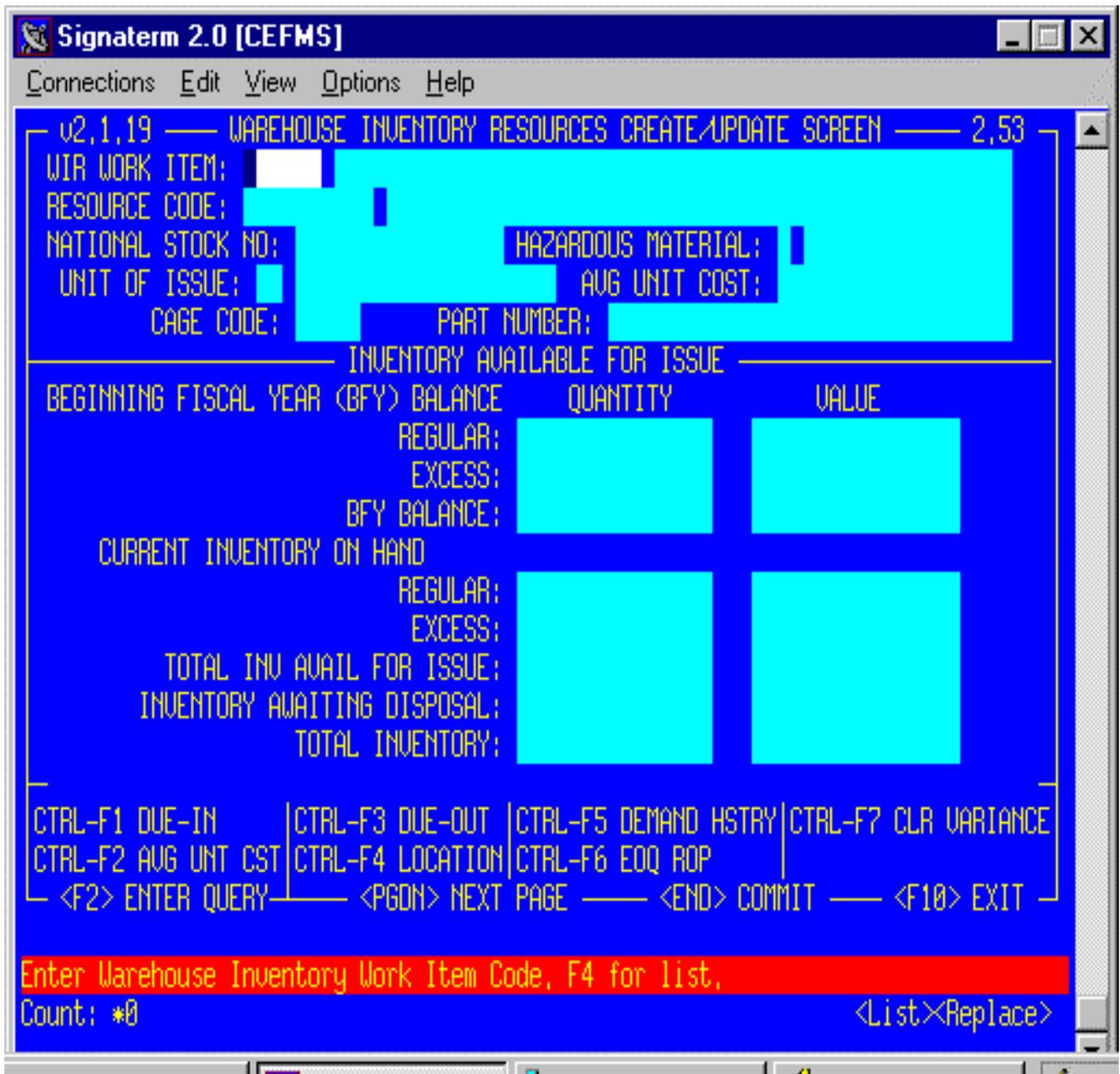
Screen 10.89 as shown below will appear. Follow the instructions on the screen. Request assistance from your local CEFMS Data Manager POC or Resource Management POC.



6. If the transfer of cost is to a new inventory record not established on the CEFMS database, create the new inventory record for each warehouse resource code created in step 4 above on screen 2.53. Link the warehouse resource codes to the warehouse work item created in step 3 above.

To create a new inventory record, use CEFMS menu paths:  
3,5,8,7,3,5 OR From any CEFMS menu enter 2.53.

Screen 2.53 as shown below will appear. Follow the instructions on the screen.



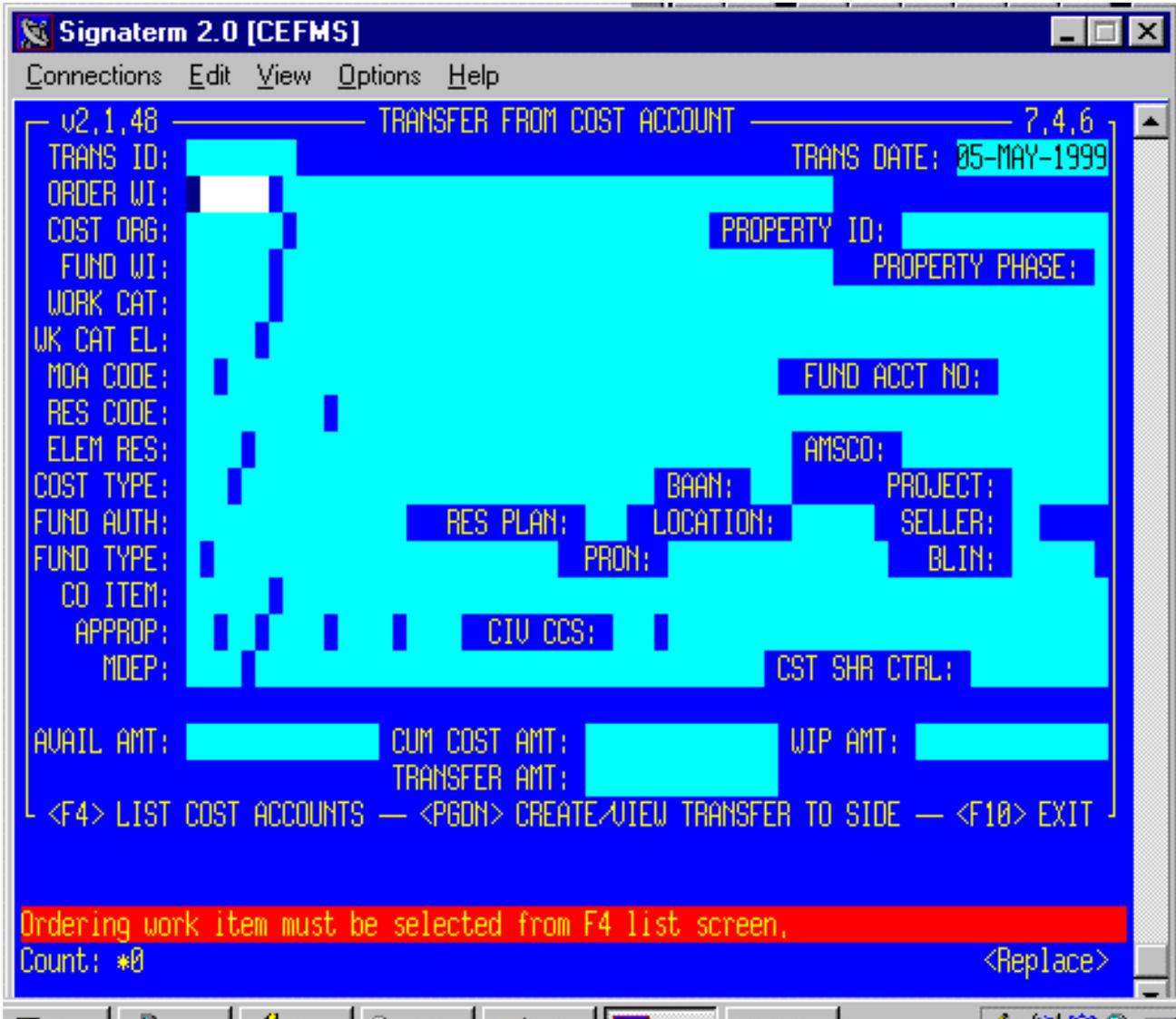
COST TRANSFER:

To create the cost transfer, use CEFMS menu paths: 3,5,11,5 OR From any CEFMS menu enter 7.4.6

Screen 7.4.6 as shown below will appear. Follow the instructions on the screen. Request assistance from local CEFMS POC or Resource Management POC.

This is the FROM side of the cost transfer. Information entered on this screen represents where the cost was originally recorded and is being transferred from. User cites the ordering work item where the original cost was expensed.

Once this page is complete, user will move to page 7.4.6a to complete the TO side - The warehouse work item where the costs will now reside.



This is the TO side of the cost transfer. Information entered on this screen represents where the cost is transferred 'TO'. User cites the warehouse work item as the ordering work item along with the warehouse resource code, inventory resource code, and EOR created earlier in the above steps or already residing on the CEFMS database. Cost type will be 'INV'. CEFMS will require the quantity associated with the transfer to be entered.

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v2,1,48 TRANSFER TO COST ACCOUNT 7,4,6A

DO YOU WISH TO CREATE A NEW COST ACCOUNT?  TRANS DATE: 05-MAY-1999

TRANS ID: GENERAL LEDGER PERIOD: 199905 TRANS AMT: 1

ORDER WI: AVAIL:

COST ORG: CUM COST: 0,00

FUND WI: WIP: 0

WORK CAT: FUND ACCT NO:

WK CAT EL: PROP ID:

MOA CODE: PROP PHASE:

RES CODE: AMSCO:

ELEM RES: QTY: UOM: BAAN: PROJ:

COST TYPE: RES PLAN: LOCATION: SELLER:

FUND AUTH: PRON: BLIN:

FUND TYPE: CO ITEM:

APPROP: CIU CCS:

MDEP: CST SHR CTRL:

JUSTIFY:

AUTH PERS: LINDA EVAN STOUTENBURGH PHONE:

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<F4> TO LIST — <PGUP> TRANSFER FROM — <END> TO COMMIT — <F10> EXIT

Enter a 'Y' if this will be a new cost account, otherwise enter 'N',  
 Count: \*0 <Replace>

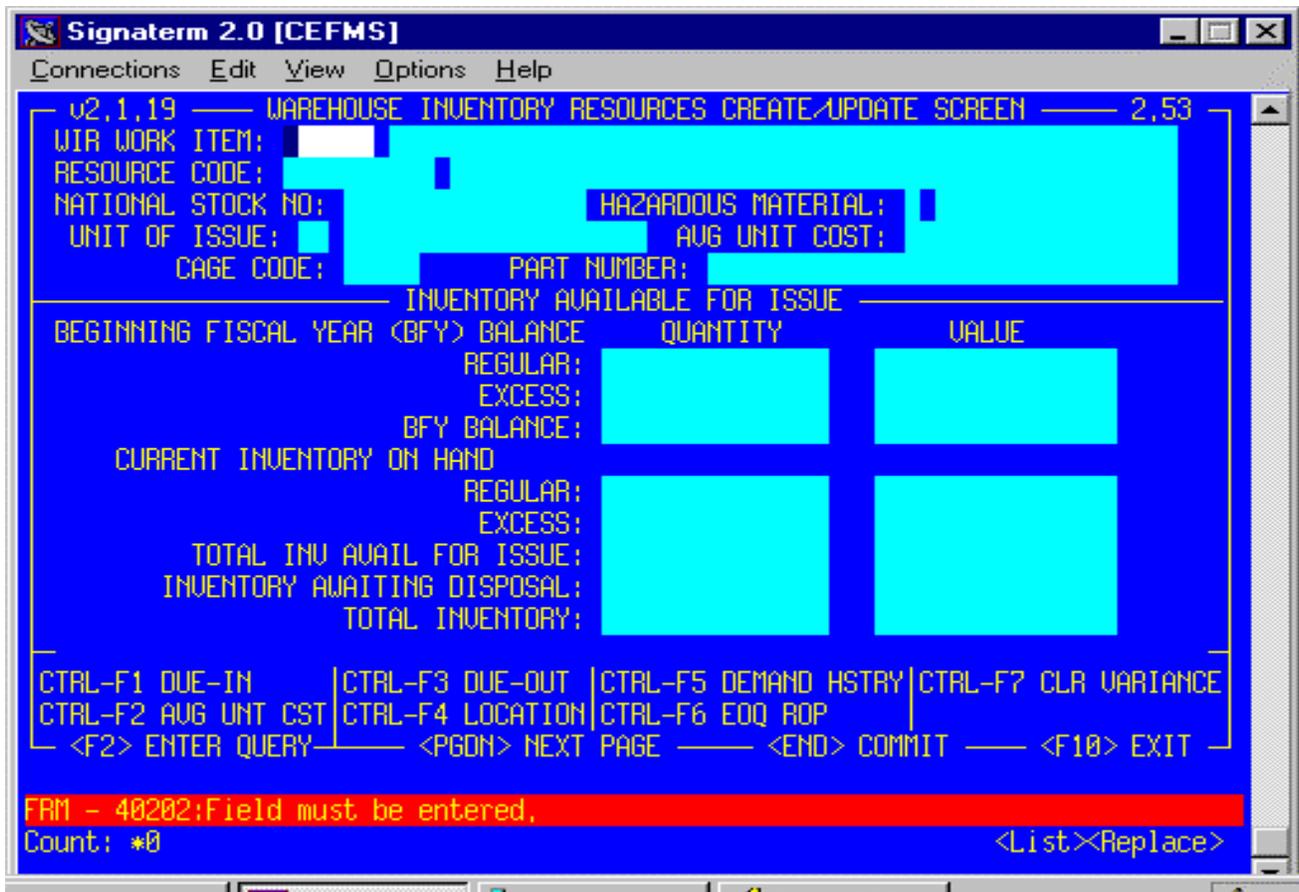
When the cost transfer transaction is committed the system will update the quantity and value associated with the transfer in the WIR record for the warehouse resource code. The average unit price of the warehouse resource code will be recalculated on the new quantity and new value associated with the cost transfer. A record will be inserted into the average unit cost history table identified by source name 'COSTXFER'.

User can view effect to average unit cost on screen 3.45A.

To view average unit cost, use CEFMS menu paths: 3,5,8,7,3,5

Screen 2.53 as shown below will appear.

Enter warehouse inventory work item or select from F4 list, then press CTRL-F2 to view average unit cost on screen 3.45A.

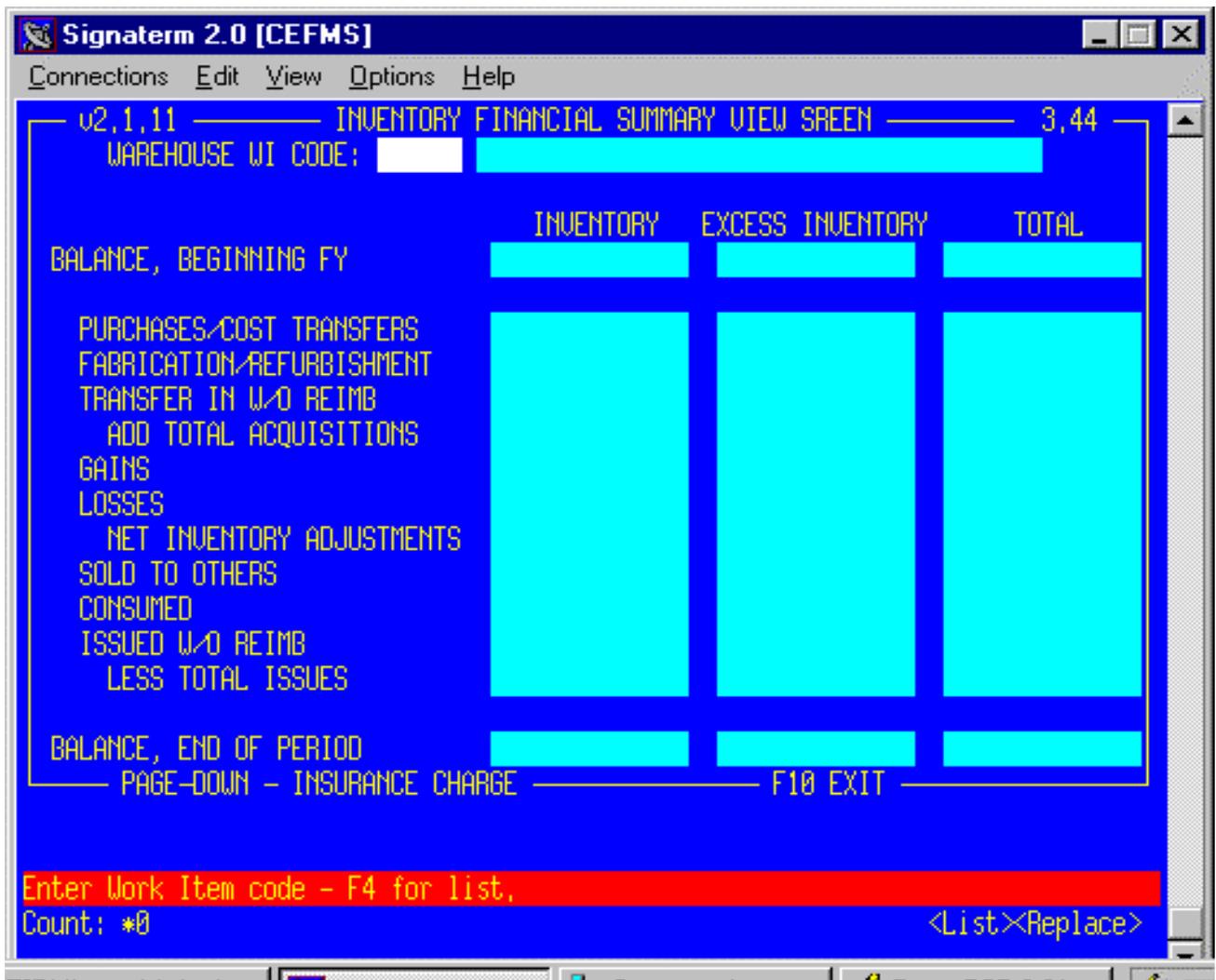


Enter warehouse inventory work item or select from F4 list, then press CTRL-F2 to view average unit cost.

User can view purchases field on inventory financial summary screen 3.44. Source name has been changed to 'PURCHASES/COST TRANSFERS'.

To view financial summary screen, use CEFMS menu paths: 3,5,8,7,3,19.

Screen 3.44 as shown below will appear.



Enter Work item code or select from F4 list.

