

1.3.5. Catch Weight

The weight of catch weight items can be added in two ways:

1. Weighing in one step by adding the total weight of the items
 2. Adding the weight by pieces:
 - o If the **Scan weight** for each case setting is **disabled**, then the system calculates the number of measured pieces based on the measured weight, the UoM conversion and the tolerance. For example Uom conversion is 1pcs = 15kg. When measuring 30, the system automatically calculates that we measured 2 pcs. When receiving 10 pcs, it is possible to add the weight by a single piece or multiple pieces measured together.
 - o If the **Scan weight** for each case setting is **enabled**, then it is possible to weigh by a case. The number of pieces in a case can be set on the # pieces in case field.
- Note:** It is still possible to add the total weigh.

The screenshot shows the 'Item Master Data' window with the following fields and settings:

- General Tab:**
 - Item No. (dropdown)
 - Description (text field)
 - Foreign Name (text field)
 - Item Type (dropdown)
 - Item Group (dropdown)
 - UoM Group (dropdown)
 - Price List (Price List 01)
 - Inventory Item (checkbox)
 - Sales Item (checkbox)
 - Purchase Item (checkbox)
 - Bar Code (text field)
 - GTIN-14 (dropdown)
 - Unit Price (text field)
 - Primary Currency (text field)
- Inventory Data Tab:**
 - Catch Weight Item? (checkbox)
 - GS1 AI for UoM (Count)
 - GS1 AI for UoM2 (Net weight kilo)
 - 1 UoM = (0.000) uom 2
 - Weight Tolerance (%) (0.000)
 - Uom to Use for Purchase (Pieces (UOM1))
 - Uom to Use for Inventory (Pieces (UOM1))
 - UoM to Use for Sales (Pieces (UOM1))
 - Price Calculation for Sales (Price by piece)
 - Price Calculation for Purchase (Price by piece)
 - Scan Weight for Each Case? (checkbox)
 - # Pieces in Case (0.000)
 - Record Weight Details During Picking? (checkbox)

Catch weight item?

Indicates if the item is a catch weight item.

GS1 AI for uom

The GS1 application identifier to capture the quantity for pieces. Possible values:

- 37 (Count)
- 31 (Net weight Kilo)
- 32 (Net weight Pound)

GS1 AI for uom2

The GS1 application identifier to capture the quantity for the weight. Possible values:

- 37 (Count)
- 31 (Net weight Kilo)
- 32 (Net weight Pound)

1 uom = xxx uom 2

The weight of 1 piece.

Weight tolerance (%)

The weight tolerance in percentage. Here it can be defined what the allowed tolerance for the weight is. If the tolerance ≥ 100 , no tolerance check will be done. This check will be used for all documents except: goods issue and goods receipts. Calculation:

(Pieces * Default weight of 1 piece) -

(Pieces * Default weight of 1 piece) * Weight tolerance/100

< **Allowed weight** <

(Pieces * Default weight of 1 piece) +

(Pieces * Default weight of 1 piece) * Weight tolerance/100

Uom to use for purchase

The uom that should be asked when receiving items.

Possible values:

- Pieces (UOM1): The weight is calculated based on the weight of 1 piece.
- Weight (UOM2): The number of pieces are calculated based on the weight of 1 piece.
- Pieces and weight

Example:

If the “Uom to Use for Purchase” or “Uom to Use for Sales” is the weight:

It is possible to weigh the individual pieces one-by-one after each other (or multiple pieces measured together) without the need to add the item code again and again. In order to continue, users have to weigh zero.

Example steps for ITEM03 catch weigh item, 1 pcs=15 kg

1. Select **ITEM03** as item
2. **Enter weight:** weigh 15.1
3. Enter weight screen is displayed again, weigh 14.9
4. Enter weight screen is displayed again, weigh 0.0
5. System proceeds to Add more item screen

On the GRPO, 2 pcs is taken into stock for ITEM03. You can also receive 2 pcs of **ITEM03** by first measuring 30.0 then weighing 0.0-

If the “**UOM to Use for Purchase**” or “**UOM to Use for Sales**” is pieces and weight, then users should first add the pieces on the **Enter Quantity screen** and then the weight on the **Enter Weight screen**, using the scale. In this case, it is also possible to measure by pieces or measure the total weight. If the products are weighed by pieces, the system proceeds to the next step after each piece is weighed.

Uom to use for inventory

The uom that should be asked when moving items.

Possible values:

- Pieces (UOM1): The weight is calculated based on the weight of 1 piece.
- Weight (UOM2): The number of pieces are calculated based on the weight of 1 piece.
- Pieces and weight

Uom to use for sales

The uom that should be asked when delivering items.

Possible values:

- Pieces (UOM1): The weight is calculated based on the weight of 1 piece.
- Weight (UOM2): The number of pieces are calculated based on the weight of 1 piece.
- Pieces and weight

For a detailed example, please read the shared example under **Uom to use for purchase**.

Price calculation for sales

The calculation of the price for creating a sales delivery.

Possible values:

- Price by piece: This option is the default option. In this case no price calculation is done because the price from SAP is already by piece
- Price by weight: The calculation of the price is done by weight.

Price by weight

When a sales delivery/reserve invoice is generated, the price will need to be set when:

- The item is a catch weight item
- The option for price calculation is set to 'Price by weight'
- The base document is NOT an invoice
- Delivery is made through Produmex functionality

The unit price before discount will be adjusted. The default unit price is based on the default weight of a catch weight item. So a recalculation based on the actual delivered weight needs to be done.

The calculation formula is: $\text{Unit price before discount} = (\text{Unit price before discount sales order} / \text{Default weight by piece}) * \text{Actual weight} / \text{Quantity}$

Database columns: $\text{DLN1.PriceBefDi} = (\text{RDR1.PriceBefDi} / \text{OITM.U_PMX_DQUM}) * \text{DLN1.U_PMX_QTY2} + \text{DLN1.Quantity}$

Example:**ItemA**

- * Inventory uom = Case
- * Weight uom = Pounds
- * 1 Case = 24 pounds (U_PMX_DQUM = 24)

* Price per case = 48\$ (= 2\$ / pound)

Sales order

* 20 cases

* Unit price = 48\$

* Total price = 960\$

When we deliver the 20 cases the actual weight = 500 pound (Nominal weight was 480 pound)

The calculation is as follows:

$(\text{Unit price sales order} / \text{Default weight by piece}) * \text{Actual weight} / \text{Quantity} = \text{Unit price}$

$(48\$/24 \text{ pounds}) * 500 \text{ pounds} / 20 \text{ cases} = 50\%$

Total price of the delivery line will be 1000\$

This means if you deliver 500 pounds, this is 2\$ by pound.

Scan weight for each case

When this is enabled, when scanning/entering the weight in the device, the system will not automatically calculate the number of pieces that would be associated with the weight, but it will use the # pieces in a case.

So on the first entry of the weight, the user can either enter the total weight for all pieces.

Flow:

- Check if scanned weight is within tolerance of the # pieces in case
- Yes: Use the pieces and weight, and ask for next weight
- No:
 - Check if the scanned weight is within tolerance of the needed number of pieces
 - Yes: Use the needed number of pieces, and total weight
 - No: Error is shown that weight is not within tolerance

pieces in case

This is used in combination with the setting 'Scan weight for each case'. It stored the number of pieces in a case.

Record weight details during picking

When this is enabled, the entered weight during picking on a device will be stored in a separate table: PMX_WDET.

It stores the pick list doc entry, item and batch details.

This allows to retrieve the detailed weight entry for an item on a pick list.

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