

When it comes to Production processing, there are two "Issue Methods" as listed on the item level and the BOM/PdO that effect how quantities are consumed during the production process.

- 1. Manual this is required if the item is batch managed*. When production is processed, this item will NOT auto-adjust according to the quantity received. For example: if you plan for 30 BBLs for a wort turn and receive 32 BBLs or 28 BBLs the quantity of raw materials to consume will not automatically change. It is then up to the user to go line by line to ensure the correct quantities and batches (if applicable) are chosen.
- 2. Backflush for items that are not batch managed, this option automatically adjusts the consumed quantity according to the ratio listed on the PdO. For example: if the PdO states that 1 can tray is consumed per case received, then when 1000 cases are received on the PdO during processing, the can tray quantity will auto adjust to 1000. If the receipted quantity is changed to 750, then the can tray quantity adjusts to 750. In either case, the quantity is grayed out so the user does not have the option to manually adjust this quantity. To do so, the item must be changed to a "Manual" issue method.

It is not uncommon for Orchestrated users to change their packaging items to the "Manual" issue method in order to better track inventory costs during packaging. For example: a packaging run of cans is processed and the user knows that 8,900 cans are on the pallet but only 340 cases are produced. If backflushed, the system would require the consumption of 8,160 cans (340 * 24). If manual, the user can overwrite the number to 8,900 instead. It is extremely important that all production users are aware of this change, however, as they must be diligent about updating quantities just like they would for wort and other production processes using the manual issue method.

*Note: although required if the item is batch managed, it is certainly an option to use the "Manual" issue method if items are not batch managed.