



SOFTWARE FOR MANUFACTURING & DISTRIBUTION

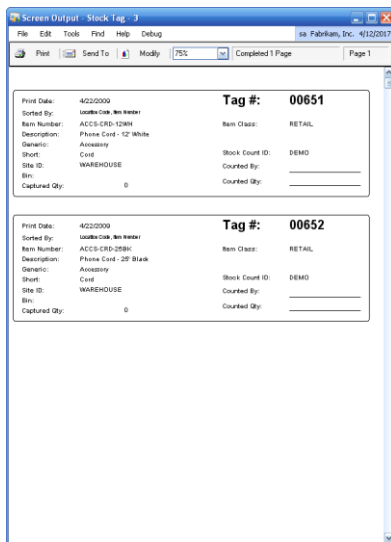
MICROSOFT DYNAMICS GP™

BUSINESS SOFTWARE DEVELOPMENT

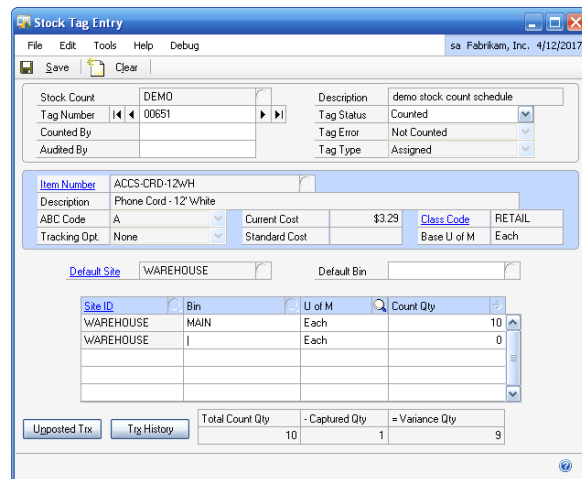
## complete COUNT

**CompleteCount** provides the tools needed to perform a controlled cycle count in Dynamics GP using stock tags. The stock tag method of conducting a physical count provides for an audit trail of the count, ensures a higher degree of accuracy, and keeps to a minimum the downtime required to conduct the count.

CompleteCount works together with the Dynamics GP Cycle Count module.



Print numbered Tags for use in recording the physical count.



Enter the Tags into Dynamics GP. CompleteCount tallies all tags and submits the count into the Inventory Module's Cycle Count.

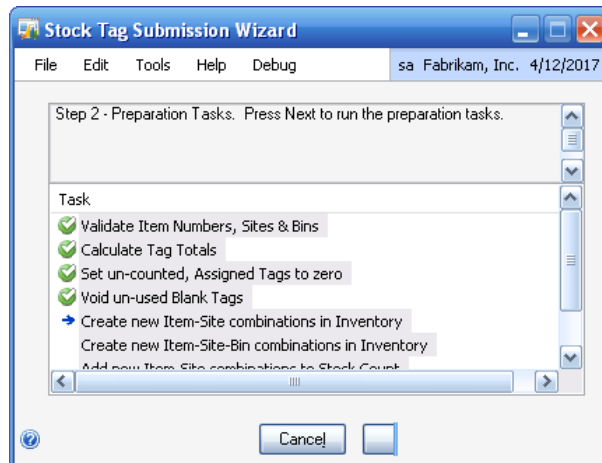
Once items have been assigned to a cycle count you can start printing tags and attaching them to physical locations throughout the warehouse. The tag will be used later by employees performing

the count to record the inventory located in the vicinity of the tag. Being able to print and distribute tags ahead of time allows you to prepare for the count without having to freeze inventory.

When you are ready to perform the physical count, the cycle count is "Started" in the Dynamics GP Cycle Count module. This creates a snapshot of the current On Hand quantities for the items on the count. This quantity is referred to as the Captured Quantity.

As inventory is counted and recorded on the tags, the tags are entered into the CompleteCount Tag Entry window. The system will automatically tally the total count for an item if it has quantities recorded on several different tags.

All tags that were printed must be accounted for before the count totals can be submitted. When the tags are submitted, the total count quantities will appear in the Dynamics GP Cycle Count module. When the Dynamics GP Cycle Count module processes the final count it creates the needed inventory transactions.



The Tag Submission Wizard performs automatically adds new items and sites to the Cycle Count.