

www.uplatz.com

Leading Marketplace for IT and Certification Courses



◆ 1:1 Instructor-led Online Training ◆



 www.uplatz.com
 +44 7836212635
 info@uplatz.com

SAP Warehouse Management

01. Introduction to Warehouse Management

- Warehouse management overview in SAP R/3
- Organization Data
- Warehouse Structure
- Warehouse Master Data
- WM Material master view

02. Organization Data

02.01. Define Warehouse structure

- Warehouse number
- Storage type
- Storage section
- Storage Bin
- Picking Area
- Storage unit
- Quant etc..

02.02. Master Data

- Material Master
- Storage bin

02.03. Transfer Requirement

- Create Transfer requirement automatically
- Create Transfer requirement manually
- Create Transfer requirement for storage type
- Create Transfer requirement for material

03. Transfer Order

- Number Range for TO
- Create TO w.r.t Transfer Requirement
- Create TO w.r.t Posting change notice no
- Create TO w.r.t Storage unit
- Create TO w.r.t Material document
- Create TO w.r.t Inbound delivery
- T.O. Creation In Background
- Confirm the Transfer Order
- Cancel the Transfer Order
- Print Transfer Order

04. Put away Strategies

- Next to empty bin
- Fixed Bin
- Open Storage
- Addition to existing bin
- Pallets
- Fixed bin strategy

05. Picking Strategies

- Shelf life expired
- FIFO
- Stringent FIFO
- LIFO

06. Warehouse Management Business Scenario's (MM)

- Goods Receipt processing with inbound delivery (with ASN)
- Goods receipt processing without inbound delivery
- Goods issue for internal consumption
- Replenishment Control for Storage Type

07. Warehouse movement types

- Define reference movement types for WM
- Assign reference movement types to WM movement types

08. Search Strategies

- Storage type search strategies
- Storage section search strategies
- Storage bin type search strategies

09. Batch Management in WM

- Condition Tables
- Access Sequence
- Strategy Types
- WM Batch Search Procedure
- Batch Status in WM
- Characteristics and class
- SLED In Batch in WM
- Manual And Automatic Batch Display In WM