



# **M**ANUFACTURING

In agrē you can manufacture products (create new products from raw ingredients), edit the manufacturing if a correction is required, or undo the manufacturing completely.

In this example you'll manufacture 25 kg bags of lawn fertilizer from bulk product.

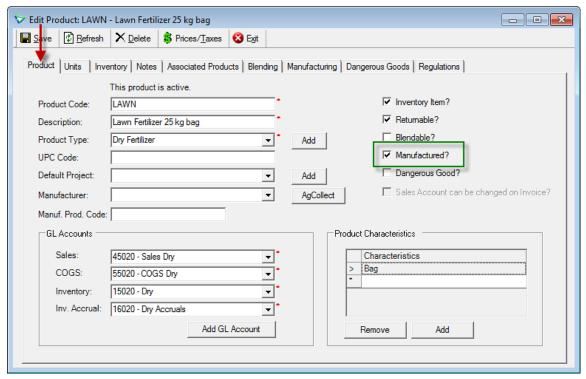
#### What you'll find:

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# Setup the Manufactured Product and Raw Ingredients

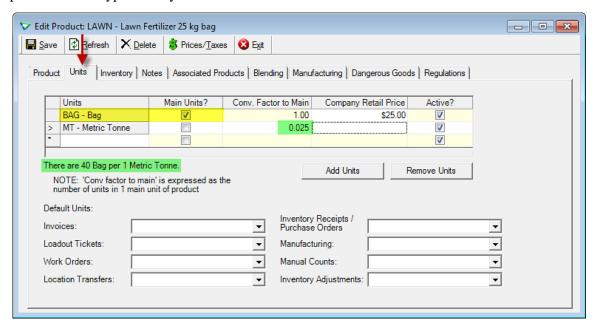
Before you manufacture a product for the first time, setup the "recipe" of raw ingredients (you will still be able to change them or add new ones on the fly).

Add a new (or edit an existing) manufactured product. On the *Product tab*, ensure that the *Manufactured?* box is checked. This tells agrē that you *make* this product rather than purchase it.



Inventory > Manage > Products > Add/Edit

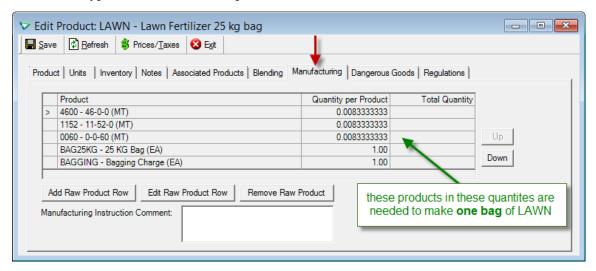
Because the main unit type of the raw ingredients are metric tonnes, the manufactured product also needs to have *MT* as a unit type so agrē knows how to convert MT to bags when manufacturing. On the *Units tab*, set up the main unit type and any conversion factors for alternate units.



On the *Manufacturing tab*, add the raw products in the quantities needed to make **one unit** of manufactured product (use the *Up* and *Down* buttons to change the order). Notice that all the raw fertilizer

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products have MT as the unit type, and the quantity per bag is specified in MT. That's why you needed to add MT as a unit type to the manufactured product.

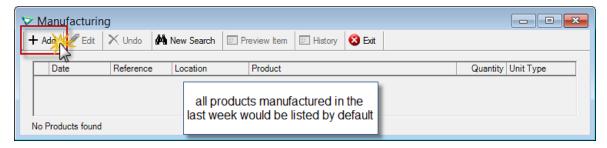


### Manufacture the Product

Navigate to *Inventory > Manufacturing*.

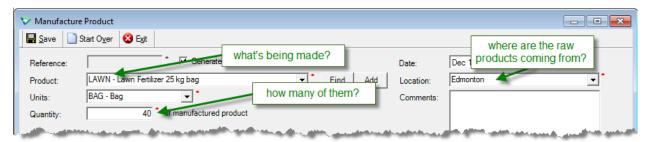


#### Click Add.

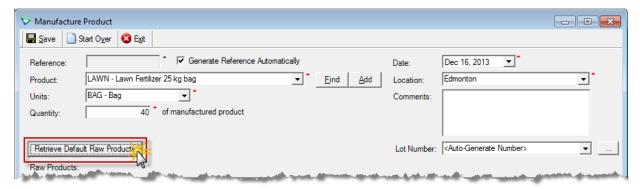


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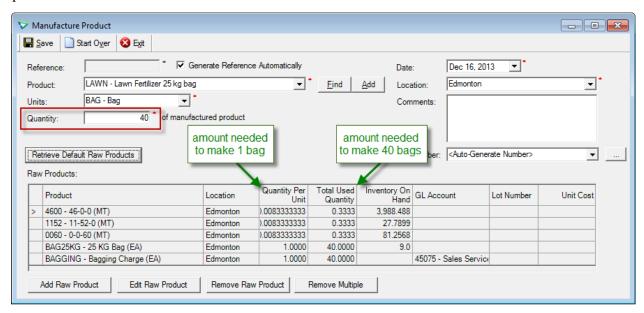
When you want to manufacture, you will start with the product you want to make – in this example, you'll be manufacturing 40 bags of Lawn Fertilizer..



Then you specify the raw materials you need to manufacture this product. If you've previously setup a recipe, click *Retrieve Raw Products*.



agrē pulls in the raw ingredients and calculates how much of each you will need to make the quantity you specified.



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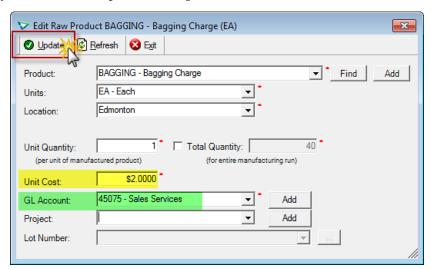
### Add products on the fly

If you haven't setup a recipe in advance, or if the raw products change each time so a static recipe isn't practical, you can add products on the fly with the *Add Raw Product* button.



### **Specifying the Cost of Non-Inventory Products**

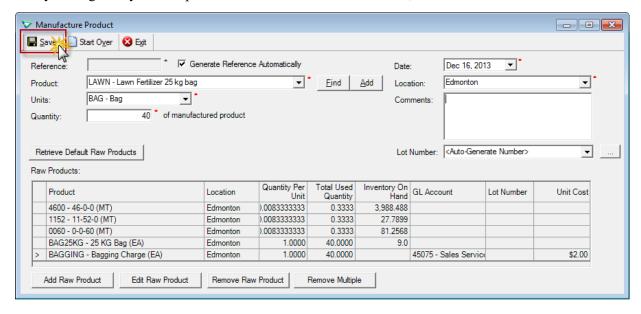
Because the **bagging fee is a non-inventory product**, there is no cost associated it with it by default. Select and *Edit* the bagging fee product row, and declare the cost (either cost/bag, or cost/40 bags). If you need to change the GL or the raw product location from the defaults, you can do that here too. When you are satisfied that your edits are complete, click *Update*.



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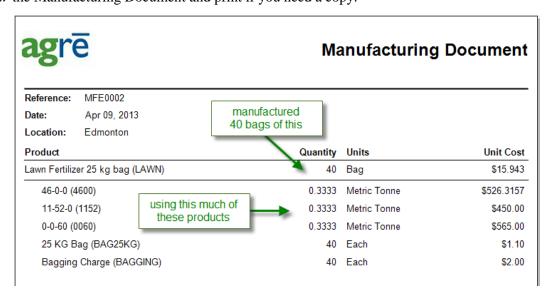
### Save to Manufacture the Product

When you've got all your raw products added in the correct amounts, *Save* the Manufactured Product.



You've just manufactured 40 bags of Lawn Fertilizer!

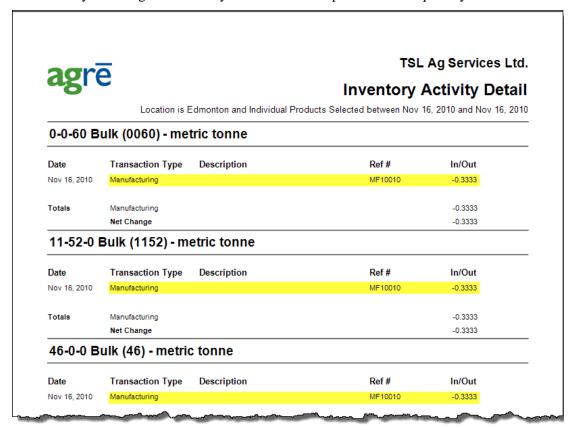
**Preview** the Manufacturing Document and print if you need a copy.



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### **Optional: Confirm the Inventory Counts**

You can confirm by checking the inventory levels of the raw products – the quantity should be less.



Inventory > Reports > Inventory Activity Detail

And the quantity of the manufactured product should be more.

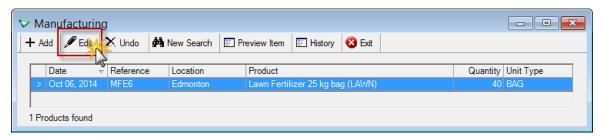


Inventory > Reports > Inventory Activity Detail

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# **Edit Manufacturing**

If an update or correction is required, no worries! You can edit the manufacturing and make changes. Select the manufactured product and click *Edit*. Save your changes when you're done.



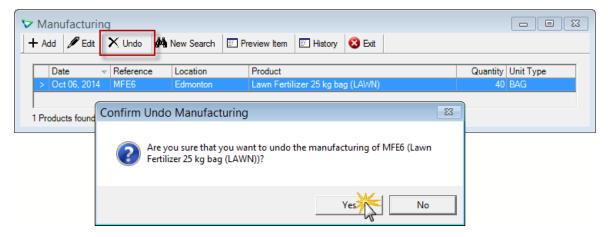
#### Note

Manufacturing can be edited or undone as long as the manufacture date is in an open accounting period and it has not been cost-adjusted.

**Edit** is shortcut to "reverse and repost" and **Undo** is a "reverse" so both editing and undoing may affect FIFO (it would depend on what type of activity had already occurred with the raw products before the Edit or the Undo). Use the **Cost Reallocation** tool to shuffle costs after the fact if you need to.

## **Undo Manufacturing**

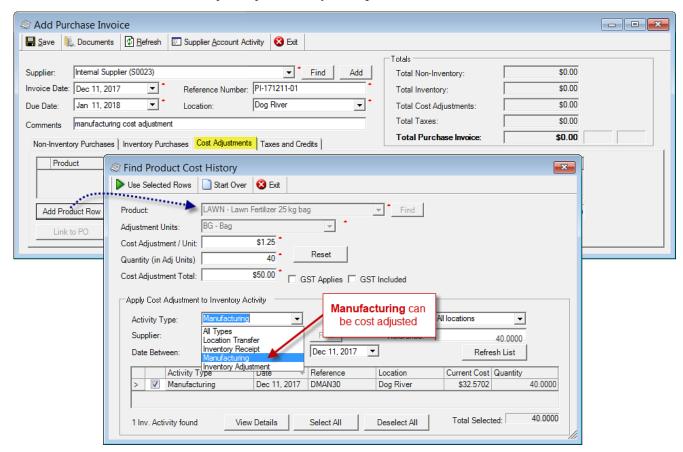
You can also undo the manufacturing. Select the manufactured product and click *Undo*. Click *Yes* when prompted.



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### **Cost Adjust Manufacturing**

Manufactured items can be cost adjusted just like any other product.



## **Manufacturing Reports**

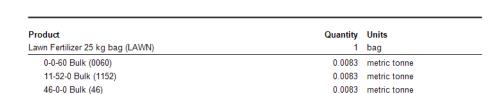
Bagging Fee (BFEE)

Bags for bulk product (BAG)

There are two Inventory reports designed specifically for manufacturing. The *Manufacturing Instructions* report prints out the "recipe" of raw products needed to make 1 unit of manufactured product.

Manufacturing Instructions

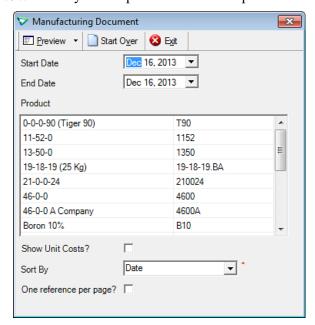
1 each



Inventory > Reports > Manufacturing Instructions

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The *Manufacturing Document* allows you to reprint the details for products that you've already made.



Inventory > Reports > Manufacturing Document

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