

Creating a excel file for Import

plu – this is the product number

desc – this is the description (max 32 characters)

dept – this is the department number

please refer to online manual to list your departments

<https://wiki.cloudposhq.com/doku.php/start:reports:lists>

supp – this is the supplier code

please refer to online manual to list your suppliers

<https://wiki.cloudposhq.com/doku.php/start:reports:lists>

vatcode – this is the GST code 1=10% 2=0%

qty1 – this is the units taken off stock or added to a sales report each time this product is sold

price1 - is the selling price inclusive of any GST

qtydes1 – this is the unit of sale description. EACH is the default

please refer to online manual to list your units of sale options

<https://wiki.cloudposhq.com/doku.php/start:backoffice:products:unitofsale>

maxdisc – is the maximum discount you might give this product in a sale. 100 = 100%

Fields when creating a stock-full import excel

suppcode – the supplier reference number for this product

cost – the cost of the item less any local tax

qty1 – qty6 – the pos can have up to 6 price levels and each price level can have a different qty of stock removed when sold. Example might be a bottle of beer – 1 a six pack = 6 and slab = 24

price1 – price 6 - is the selling price inclusive of any GST for each price level

qtydes1 – qtydes6 - this is the unit of sale description. Example 1 = EACH , 2 = 6PACK, 3 = SLAB

stock – this is the opening stock amount if creating a new item **ONLY TO BE USED FOR NEW ITEMS**

caseqty – is the qty purchased. 1 – default but if you are buying a slab of beer it might be 24

min – this is the minimum stock level you need for this item. Leave blank if not needed

max – this is the maximum stock level you need for this item. Leave blank if not needed

stop – if an item is to be placed on stop. 1=YES 0 = NO

kitchen – if an item is to print to a remote printer the remote printer number is entered.

Please refer to your POS supplier for a list of remote engines

lweighable – TRUE = YES FALSE OR LEAVE BLANK = NO