Creating a excel file for Import

plu - this is the product number or barcode number if your item has one

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.cloudposhg.com/doku.php/start:reports:lists

supp - this is the supplier code

please refer to online manual to list your suppliers https://wiki.cloudposhg.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 <u>https://wiki.cloudposhq.com/doku.php/start:backoffice:products:unitofsale</u>

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