

APPENDIX D – SEGMENT DESCRIPTIONS

Segments are used to pass data that require multiple fields to be represented in character format. The following segments are used within the Business Object Document:

Segment	Size
Amount	57
BSR	23
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DateTime	33
OperAmt	87
Quantity	62
Sender	70
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Amount

The amount segment is used to communicate any monetary data between applications.

Amount

- Qualifier
- Type
- Value
- NumOfDec
- Sign
- Currency
- DrCr

QUALIFIER

Qualifier is a 10-character field which “qualifies” the Amount segment. This field is left justified with trailing spaces. The Qualifier value must be a valid value of the Qualifiers defined for the Amount segment.

Each Qualifier value is defined in more detail in the following pages of this appendix.

TYPE

Type determines whether the currency of the AMOUNT is transactional or functional. Transactional currency represents the currency of the transaction or document. Functional currency represents the currency stored and reported by the General Ledger entity. A transaction may only have one transactional currency yet multiple functional currencies may be used. An example of multiple functional currencies exists when subsidiaries report on a different currency than the headquarters.

Current valid values are:

1. **T (TRANSACTIONAL)**
2. **F (FUNCTIONAL)**

VALUE

Value is a 40-character field that stores the value of the monetary amount. The Value field is numeric only, right justified with leading zeros. No decimal indicators or thousand separators are allowed. The only valid characters in the Value field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

NUMOFDEC

NumOfDec is a one-character field that indicates the number of decimals represented in the value field. The NumOfDec field is numeric only. The only valid characters in the NumOfDec field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

SIGN

Sign is a one-character field that indicates whether the Amount is a positive or negative monetary amount. If the Value is zero, the Sign must be positive. The only valid characters in the Sign field are:

“+” Or “-”

CURRENCY

Currency is a three-character field that indicates the currency of the monetary amount. Valid currency codes are listed in ISO standard number 4217.

DrCr

DrCr is a one-character field that indicates whether the Amount is a debit or a credit when posting to accounting applications. The only valid characters, other than space, in the Sign field are:

“D” = Debit

“C” = Credit

The DrCr field may be filled with a space. If the DrCr is a space, the receiving application will default the debit or credit status based on the Sign. If the Sign is “+”, the default for the DrCr field is “D” (Debit). If the Sign is “-”, the default for the DrCr field is “C” (Credit).

AMOUNT (ACTUAL)

ACTUAL AMOUNT

This segment is the actual monetary amount of the transaction.

AMOUNT (APPRVORD)

APPROVED ORDER AMOUNT

This segment is the total amount of orders approved but not yet invoiced.

AMOUNT (AVAILABLE)

AVAILABLE AMOUNT

This segment is the credit amount available for a trading partner to make an additional order against. This amount is typically a combination of orders approved but not yet invoiced and orders invoiced yet still considered open items in the receivables balance.

AMOUNT (BUDGET)

BUDGET AMOUNT

The BUDGET AMOUNT is used to load general ledger or budget applications with estimates for planning budgets.

AMOUNT (COMMISSION)

COMMISSION AMOUNT

This segment is the actual monetary amount of the commission on a business transaction.

AMOUNT (DISCNT1 THROUGH DISCNT9)

PAYMENT TERMS DISCOUNT AMOUNT

This segment stores the discount amounts calculated based on payment terms. DISCNT1 through DISCNT9 are defined to allow multiple discount amounts.

AMOUNT (DOCUMENT)

DOCUMENT TOTAL AMOUNT

This segment is the control total of the debit amounts within the journal entry using transaction currency monetary amounts. This segment also can represent the net amount of an invoice, voucher or financial memo.

AMOUNT (ENGIMP)

ENGINEERING IMPLEMENTATION AMOUNT

This segment is the estimated engineering implementation costs.

AMOUNT (ESTIMATE)

ESTIMATE AMOUNT

This segment is the estimate for an activity.

AMOUNT (EXTENDED)

EXTENDED AMOUNT

This segment is the total of the item amount multiplied by the number of items. AMOUNT(EXTENDED) is typically shown on invoices and includes any currency rounding.

AMOUNT (ENGIMP)

ENGINEERING IMPLEMENTATION AMOUNT

This segment is the estimated engineering implementation costs.

AMOUNT (ITEM)

ITEM AMOUNT

This segment is the amount associated with an ITEM. It may be a cost, it may be an expense, or it may be a price. The meaning is based on the context in the instance of the BOD.

AMOUNT (OPENITEM)

OPEN ITEM AMOUNT

This segment is the total orders invoiced yet still considered open items in the receivables balance.

AMOUNT (ORDER)

ORDER AMOUNT

This segment is the total of the sales order that is typically used to compare against a credit limit during credit checking.

AMOUNT (ORDLIMIT)

ORDER LIMIT AMOUNT

This segment is the credit limit of a single sales order used during credit checking.

AMOUNT (PAYRATE)

PAYRATE AMOUNT

This segment is the payrate

AMOUNT (TAX)

TAX AMOUNT

This segment is the amount of tax charged based on the tax base amount.

AMOUNT (TAXBASE)

TAX BASE AMOUNT

This segment represents the taxable base used to calculate the tax charged.

AMOUNT (TOTLIMIT)

TOTAL CREDIT LIMIT AMOUNT

This segment is the total credit limit for a trading partner used during credit checking.

BSR

The BSR segment contains the fields used within the Control Area, (CNTROLAREA), to communicate the verb, noun and revision of the business service request of each BOD.

This segment is identified as a logical grouping of these fields to identify the verb, noun, and revision.

BSR

- **Verb;**
- **Noun;**
- **Revision;**

VERB

The Verb is the actual service to be performed. The Verb can be thought of as the action verb of the Business Service Request. The Verb is a ten-character field that is left justified with trailing blanks.

NOUN

The Noun indicates the object the service is to be performed on, such as G/L Journal Entry. The Noun can be thought of as the action item of the Business Service Request. The Noun is a ten-character field that is left justified with trailing blanks.

REVISION

Revision is used to denote the version of the Business Service Request. The version is a three digit field, beginning with **001** and incremented each time the Business Service Request specification is changed.

CntrolArea

The CNTROLAREA segment is used to communicate the Control Area in each BOD.

The CNTROLAREA segment is, also, used to communicate the **Globally Unique Identifier (GUID)** of each BOD. As such, it is used in the Confirm BOD to supply information to link to the original BOD to the Confirm BOD. Refer to Chapter 2 for more details.

CntrolArea

BSR

(Logically Identified)

- **Verb;**
- **Noun;**
- **Revision;**

Sender

(Logically Identified)

- **LogicalID;**
- **Component;**
- **Task;**
- **ReferenceID;**
- **Confirmation;**
- **Language;**
- **CodePage;**
- **AuthID;**

DateTime

(Logically Identified)

- **Qualifier;**
- **Year;**
- **Month;**
- **Day;**
- **Hour;**
- **Minute;**
- **Second;**
- **SubSecond;**
- **TimeZone;**

BSR

VERB

The Verb is the actual service to be performed. The Verb can be thought of as the action verb of the Business Service Request. The Verb is a ten-character field that is left justified with trailing blanks.

NOUN

The Noun indicates the object the service is to be performed on, such as G/L Journal Entry. The Noun can be thought of as the action item of the Business Service Request. The Noun is a ten-character field that is left justified with trailing blanks.

REVISION

Revision is used to denote the version of the Business Service Request. The version is a three digit field, beginning with **001** and incremented each time the Business Service Request specification is changed.

SENDER

LOGICAL IDENTIFIER

The Sender application information in the Control Area provides the logical location of the server and application from which the Business Object Document originated. Each system maintains a reference table including logical address of systems.

The Logical Identifier is a ten-character field that is left justified with trailing spaces.

COMPONENT

The Component represents which business application component issued the request. The Component may indicate the subsystem name. The Component ID is a 10-character field defined by the sender of the BOD that is left justified with trailing spaces. Although the Component may differ depending on the specific implementation, it is needed to assure drill back capability.

OAGIS later recommends Component names based on the specific Business Service Request being used. Example Components may be **"INVENTORY"** or **"PAYROLL"**.

TASK

The Task is the Sender business application that was the catalyst for the Business Object Document to be created. The Task ID is a 10-character field defined by the sender of the BOD that is left justified with trailing spaces. Although the Task may differ depending on the specific implementation, it may be needed to assure drill back capability.

OAGIS later recommends Task names based on the specific Business Service Request being used. Example Tasks may be “**RECEIPT**” or “**ADJUSTMENT**”.

REFERENCE ID

Reference ID is the Business Object Document identifier for referencing and auditing. The combination of Logical ID, Component, Task and Reference ID must create a globally unique identifier that will make each Business Object Document distinguishable.

The Reference ID is 40 characters long, left justified with trailing spaces.

CONFIRMATION

The Confirmation request is an option controlled at the Sender business application which indicates to the receiving application to send back a confirmation Business Object Document to the sender. The confirmation Business Object Document may indicate the successful processing of the original Business Object Document or return error conditions if the original Business Object Document was unsuccessful.

The confirmation request is a one-character field with the following valid values:

- 0 = No confirmation Business Object Document requested
- 1 = Send back a confirmation Business Object Document only if an error has occurred
- 2 = Send a confirmation Business Object Document regardless

LANGUAGE

The Language code represents the language in which all the text fields are transmitted. The Language code is a three-character field. The Language code must contain a valid ISO639-2:1998 specified language code.

CODEPAGE

The CodePage indicator is a 15-character field that is left justified with trailing spaces. If not used, the CodePage indicator must be filled with spaces.

AUTHORIZATION IDENTIFIER

The Authorization Identifier indicates the user processing the task that caused the creation of the Business Object Document. The Authorization Identifier is a 50-character field that is left justified with trailing spaces. Valid Authorization Identifiers are implementation specific. The Authorization Identifier might be used for authentication in the business process.

DATE TIME (CREATION)

The DateTime segment with qualifier Creation is used as the creation moment of this Business Object Document. This date will be set when the Sender is given its globally unique identifier and must not be modified during the life of the Business Object Document.

QUALIFIER

A 10-character field which “qualifies” the DateTime segment. This field is left justified with trailing spaces. The Qualifier value must be a valid value of the Qualifiers defined for the DateTime segment. The Qualifier to be used within the Control Area is Creation, as indicated above.

YEAR

Year is a four-character field that represents the year in YYYY format. This field is numeric only and must contain a valid year.

MONTH

Month is a two-character field that represents the month in MM format. This field is numeric, right justified with leading zeros.

The valid values for the Month are: 01 through 12

DAY

Day is a two-character field that represents the day of the month in DD format. This field is numeric only, right justified with leading zeros. Months with fewer than 31 days must not exceed their maximum number of days.

The valid values for the Day are: 01 through 31

HOURL

Hour is a two-character field that represents the hour in HH format using the military style of 24 hours a day. For example, 5:00PM would be 17. This field is numeric only, right justified with leading zeros.

The valid values for the Hour are: 00 through 23

The Hour at exactly midnight is 23. Immediately after midnight, the Hour is 00 until 01 o'clock.

MINUTE

Minute is a two-character field that represents the minute in MM format. This field is numeric only, right justified with leading zeros.

The valid values for the Minute are: 00 through 59

SECOND

Second is a two-character field that represents the second in SS format. This field is numeric only, right justified with leading zeros.

The valid values for the Second are: 00 through 59

SUBSECOND

SubSecond is a four-character field that represents the sub second to 1/10,000 precision. This field is numeric only, right justified with leading zeros.

The valid values for the SubSecond are: 0000 through 9999

TIMEZONE

TimeZone is a five-character field that indicates the time zone of the time indicated. Valid time zone codes are listed in Appendix E of OAGIS.

DateTime

The DateTime segment is used to communicate the date and time, including the time zone of the Business Object Document, between applications.

DateTime

- **Qualifier;**
- **Year;**
- **Month;**
- **Day;**
- **Hour;**
- **Minute;**
- **Second;**
- **SubSecond;**
- **TimeZone;**

QUALIFIER

A 10-character field which “qualifies” the DateTime segment. This field is left justified with trailing spaces. The Qualifier value must be a valid value of the Qualifiers defined for the DateTime segment.

Each Qualifier value is defined in more detail in the following pages of this appendix.

YEAR

Year is a four-character field that represents the year in YYYY format. This field is numeric only and must contain a valid year.

MONTH

Month is a two-character field that represents the month in MM format. This field is numeric, right justified with leading zeros.

The valid values for the Month are: 01 through 12

DAY

Day is a two-character field that represents the day of the month in DD format. This field is numeric only, right justified with leading zeros. Months with fewer than 31 days must not exceed their maximum number of days.

The valid values for the Day are: 01 through 31

Hour

Hour is a two-character field that represents the hour in HH format using the military style of 24 hours a day. For example, 5:00PM would be 17. This field is numeric only, right justified with leading zeros.

The valid values for the Hour are: 00 through 24

The Hour at exactly midnight is 24. Immediately after midnight, the Hour is 00 until 01 o'clock.

Minute

Minute is a two-character field that represents the minute in MM format. This field is numeric only, right justified with leading zeros.

The valid values for the Minute are: 00 through 59

Second

Second is a two-character field that represents the second in SS format. This field is numeric only, right justified with leading zeros.

The valid values for the Second are: 00 through 59

SubSecond

SubSecond is a four-character field that represents the sub second to 1/10,000 precision. This field is numeric only, right justified with leading zeros.

The valid values for the SubSecond are: 0000 through 9999

TimeZone

TimeZone is a five-character field that indicates the time zone of the time indicated. Valid time zone codes are listed in Appendix E of OAGIS.

DATETIME (ACCOUNTING)

ACCOUNTING DATE

This segment is the date that is used to determine the accounting period the transaction is posted within. It is also known as the effective or post date.

DATETIME (ACTEND)

ACTUAL END DATETIME

This segment is the date and time that is used in scheduling the actual end of an activity.

DATETIME (ACTSTART)

ACTUAL START DATETIME

This segment is the date and time that is used in scheduling the actual start of an activity.

DATETIME (APPREQ)

APPROVAL REQUEST DATE SEGMENT

This identifies the date by which the approval is requested.

DATETIME (APPROVAL)

APPROVAL DATE SEGMENT

This identifies the date when a document was approved. For documents not approved this date will be null.

DATETIME (AVAILABLE)

PRODUCT AVAILABILITY DATE SEGMENT

This identifies the date on which the goods are available to be prepared for shipment.

DATETIME (CANCEL)

CANCEL DATE SEGMENT

This identifies the date on which the document was cancelled.

DATETIME (CHANGEDATE)

CHANGE DATETIME

This segment is the date and time that is used to record the most recent document change date.

DATETIME (COMPLETION)

COMPLETION DATETIME

This segment is the date and time that is used to record the completion of an action.

DATETIME (CREATION)

CREATION DATE SEGMENT

This segment is the date of creation for the Business Object Document. This DateTime segment is only used in the Control Area of the Business Object Document.

DATETIME (DELIVACT)

ACTUAL DELIVERY DATE SEGMENT

This identifies the date on which the goods were actually delivered.

DATETIME (DELIVSCHED)

SCHEDULED DELIVERY DATE SEGMENT

This identifies the date on which the goods are scheduled to be delivered.

DATETIME (DISCNT1 - DISCNT9)

DISCOUNT DATE SEGMENT

This segment is the date of the discounts offered by a payment term. In the case of multiple discount dates, DISCNT1 through DISCNT9 are available.

DATETIME (DOCUMENT)

DOCUMENT DATE SEGMENT

This segment is the date of the referenced or original document that caused the transaction to occur.

DATETIME (DUE)

DOCUMENT DATE SEGMENT

This segment is the due date of the document based on payment terms.

DATETIME (EARLSTEFF)

EARLIEST EFFECTIVE DATE SEGMENT

This identifies the earliest date on which a something item can become effective. This may be a document, an ITEM, a Bill of Materials, or anything similar. This means it could become effective after this date, but it can not be become effective before this date. It is an advice piece of information.

DATETIME (EFFECTIVE)

EFFECTIVE DATE SEGMENT

This segment defines the date and time when a particular document or item takes effect or becomes valid.

The Qualifier is "**EFFECTIVE**".

DATETIME (EXECFINISH)

EXECUTION FINISH TIME SEGMENT

This segment is used to mark the actual execution finish for a resource in a manufacturing operation.

DATETIME (EXECSTART)

EXECUTION START TIME SEGMENT

This segment is used to mark the actual execution start for a resource in a manufacturing operation.

DATETIME (EXPIRATION)

EXPIRATION DATE SEGMENT

This segment defines the date and time when a particular document or item is no longer valid.

DATETIME (FAILDATE)

FAILURE DATETIME

This segment is the date and time that is used to record when the failure occurred.

DATETIME (FORECASTF)

FORECAST FINISH TIME SEGMENT

This segment is used to mark the forecasted finish for a resource in a manufacturing operation.

DATETIME (FORECASTS)

FORECAST START TIME SEGMENT

This segment is used to mark the forecasted start for a resource in a manufacturing operation.

DATETIME (FROM)

STARTING DATETIME SEGMENT

This segment is used to mark the beginning of a "FROM" and "TO" date range.

DATETIME (IMPL)

IMPLEMENTATION DATE SEGMENT

This identifies the date on which the changes will be implemented.

DATETIME (INVOICE)

DOCUMENT DATE SEGMENT

This segment is the date on which the original invoice document was issued.

DATETIME (LABORFINSH)

LABOR FINISH TIME

This segment is used to mark the finish of the Labor component of a manufacturing operation.

DATETIME (LABORSTART)

LABOR START TIME

This segment is used to mark the start of the Labor component of a manufacturing operation.

DATETIME (LASTUSED)

LAST USED DATE

This segment defines the date and time when a competency skill was last used by an employee.

DATETIME (LOADING)

SHIPMENT LOADING DATETIME

This segment is the date that is used to mark the date and time a shipment loading process is complete.

DATETIME (MATCHING)

DOCUMENT DATE

This segment is the date on which the associated document was matched.

DATETIME (MSMENTDATE)

MEASUREMENT DATETIME

This segment is the date and time that is used to record the measurement.

DATETIME (NEEDELV)

NEEDED DELIVERY DATE

This segment is the date that the business partner is requesting delivery of goods to arrive.

DATETIME (OPFINISH)

OPERATION FINISH DATETIME

This segment is the date that is used to mark the actual finish of a manufacturing operation.

DATETIME (OPSTART)

EXECUTION START DATETIME

This segment is the date that is used to mark the actual finish of a manufacturing operation.

DATETIME (PAYEND)

PAYROLL PERIOD END DATE

This segment is the date of the payroll period ending date.

DATETIME (PLANEND)

PLANNED END DATETIME

This segment is the date and time that is used in scheduling the planned end of an activity.

DATETIME (PLANSTART)

PLANNED START DATETIME

This segment is the date and time that is used in scheduling the planned start of an activity.

DATETIME (PROMDELV)

PROMISED DELIVERY DATE

This segment is the date that the business partner is supplying goods promises delivery of goods to arrive.

DATETIME (PROMSHIP)

PROMISED SHIPPING DATE

This segment is the date the business partner supplying goods is promising goods to be shipped.

DATETIME (PYMTTERM)

PAYMENT TERM EFFECTIVE DATE

This segment is the date that payment terms go in effect.

DATETIME (REPORTDATE)

FAILURE DATETIME

This segment is the date and time that is used to record when the failure was reported.

DATETIME (REPORTNGFN)

REPORTING FINISH DATETIME

This segment is the date that is used to mark the finish date and time of a business reporting period.

DATETIME (REPORTNGST)

REPORTING START DATETIME

This segment is the date that is used to mark the start date and time of a business reporting period.

DATETIME (REQUIRED)

REQUIRED DATE FOR A DELIVERY

This identifies the date on which the goods or services need to be delivered.

DATETIME (RESORCDWNF)

RESOURCE DOWN FINISH DATETIME

This segment is the date used mark the finish point of a resource down situation. For example, when a machine on the Shop Floor comes online again.

DATETIME (RESORCDWNS)

RESOURCE DOWN START DATETIME

This segment is the date that is used to mark the start of a resource down situation. For example, when a machine on the Shop Floor breaks or goes off line for any reason.

DATETIME (RSPDDATE)

RESPOND BY DATETIME

This segment is the date and time that is used to indicate respond window.

DATETIME (SCHEND)

SCHEDULED END DATETIME

This segment is the date and time that is used in scheduling the scheduled end of an activity.

DATETIME (SCHSTART)

SCHEDULED START DATETIME

This segment is the date and time that is used in scheduling the scheduled start of an activity.

DATETIME (SETUPFINSH)

OPERATION RESOURCE SETUP FINISH DATETIME

This segment is the date that is used to mark the finish of a setup process for a resource in a manufacturing operation.

DATETIME (SETUPSTART)

OPERATION RESOURCE SETUP START DATETIME

This segment is the date that is used to mark the start of a setup process for a resource in a manufacturing operation.

DATETIME (SHIP)

SHIP DATE

This segment is the date that is used to identify the actual date and time a shipment occurs.

DATETIME (STATUSDATE)

STATUS DATETIME

This segment is the date and time that is used to record the most recent document status update.

DATETIME (TEARDOWNF)

TEAR DOWN FINISH DATE

This segment is used to record the tear down finish date and time for a resource in a manufacturing operation.

DATETIME (TEARDOWNS)

TEAR DOWN START DATE

This segment is used to record the tear down start date and time for a resource in a manufacturing operation.

DATETIME (TO)

ENDING DATETIME

This segment is used to mark the ending of a "FROM" and "TO" date range.

OperAmt

The operation amount (OPERAMT) segment is used to communicate prices or costs of item's used in operational applications.

OperAmt

- **Qualifier**
- **Type**
- **Value**
- **NumOfDec**
- **Sign**
- **Currency**
- **UOMValue**
- **UOMNumDec**
- **UOM**

QUALIFIER

Qualifier is a 10-character field which "qualifies" the OPERAMT segment. This field is left justified with trailing spaces. The Qualifier value must be a valid value of the Qualifiers defined for the OPERAMT segment.

Each Qualifier value is defined in more detail in the following pages of this appendix.

TYPE

Type determines whether the currency of the AMOUNT is transactional or functional. Transactional currency represents the currency of the transaction or document. Functional currency represents the currency stored and reported by the General Ledger entity. A transaction may only have one transactional currency yet multiple functional currencies may be used. An example of multiple functional currencies exists when subsidiaries report on a different currency than the headquarters.

Current valid values are:

1. **T (TRANSACTIONAL)**
2. **F (FUNCTIONAL)**

VALUE

Value is a 40-character field that stores the value of the monetary amount. The Value field is numeric only, right justified with leading zeros. No decimal indicators or thousand separators are allowed. The only valid characters in the Value field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

NUMOFDEC

NumOfDec is a one-character field that indicates the number of decimals represented in the value field. The NumOfDec field is numeric only. The only valid characters in the NumOfDec field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

SIGN

Sign is a one-character field that indicates whether the Amount is a positive or negative monetary amount. If the Value is zero, the Sign must be positive. The only valid characters in the Sign field are:

“+” Or “-”

CURRENCY

Currency is a three-character field that indicates the currency of the monetary amount. Valid currency codes are listed in ISO standard number 4217.

UOMVALUE

UOMValue is a 20-character field that stores the value of the factor. The Value field is numeric only, right justified with leading zeros. No decimal indicators or thousand separators are allowed.

This field is used when prices/costs are to be expressed in terms of multiples of the given UOM. For example, if UOM was "lbs" and the price was expressed in terms of \$ per ton, then UOMValue would be 1/2000.

The only valid characters in the UOMValue field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

UOMNUMDEC

UOMNumDec is a one-character field that indicates the number of decimals represented in the UOMValue field. The UOMNumOfDec field is numeric only. The only valid characters in the NumOfDec field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

UOM

Unit of Measure (UOM) is a ten-character field that indicates the units of the quantitative amount. If the UOM is all spaces, then UOM will default to a value of EACH.

OPERAMT (COST)(F)

FUNCTIONAL COST OF AN OPERATION AMOUNT

This segment is used to describe the monetary cost of an operation. For example, the cost involve to install an end fitting on a spring.

OPERAMT (EXTENDED)

EXTENDED OPERATIONAL AMOUNT

This segment is used whenever a monetary amount that has been extended by multiplying the unit operational price or costs by the number of units. Also is used for total operational amounts that were not the result of any computation such as a charge for freight.

OPERAMT (UNIT)

UNIT OPERATIONAL AMOUNT

This segment is used to describe the unit price or cost of item's or products being sold, produced or purchased.

Quantity

The quantity segment is used to communicate any numeric values needed for computation or statistical analysis.

Quantity

- **Qualifier**
- **Value**
- **NumOfDec**
- **Sign**
- **UOM**

QUALIFIER

Qualifier is a 10-character field which “qualifies” the Quantity segment. This field is left justified with trailing spaces. The Qualifier value must be a valid value of the Qualifiers defined for the Quantity segment.

Each Qualifier value is defined in more detail in the following pages of this appendix.

VALUE

Value is a 40-character field that stores the value of the amount. The Value field is numeric only, right justified with leading zeros. No decimal indicators or thousand separators are allowed. The only valid characters in the Value field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

NUMOFDEC

NumOfDec is a one-character field that indicates the number of decimals represented in the value field. The NumOfDec field is numeric only. The only valid characters in the NumOfDec field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

SIGN

Sign is a one-character field that indicates whether the quantity is a positive or negative amount. If Value is zero, the Sign must be positive. The only valid characters in the Sign field are:

“+” Or “-”

UOM

Unit of Measure (UOM) is a ten-character field that indicates the units of the quantitative amount.

QUANTITY (ACCEPTED)

ACCEPTED QUANTITY SEGMENT

This is the quantity of product that was passed after the inspection process.

QUANTITY (ACTDUR)

ACTUAL DURATION

This segment is the actual duration.

QUANTITY (ACTHRS)

ACTUAL HOURS

This segment is the actual hours.

QUANTITY (ALLOCATED)

ALLOCATED QUANTITY SEGMENT

This is the quantity of product that is currently allocated to orders or other requirements.

QUANTITY (ALLOWEDWT)

ALLOWED WEIGHT

This segment is the maximum weight a container is allowed to hold.

QUANTITY (AVAILABLE)

AVAILABLE QUANTITY SEGMENT

This is the quantity of product that is currently available to be allocated to a customer order or another requirement or request.

QUANTITY (AVGRUNSIZE)

AVERAGE RUN SIZE QUANTITY SEGMENT

This quantity is the average quantity made during a manufacturing run using a specific ITEM or Bill of Material. This is often used during MRP or other forecasting operations.

QUANTITY (BACKORDERD)

BACK ORDERED QUANTITY SEGMENT

This is the quantity of product that is on back order.

QUANTITY (BATCHSIZE)

BATCH SIZE QUANTITY SEGMENT

This is the quantity of a product or item made during a batch production run or the amount of material produced by the Bill of Material being defined. An example would be how many cookies produced by a particular BOM.

QUANTITY(BATCHTIME)

BATCH TIME

This is a fixed duration of time indicating the time it takes to perform a batch.

QUANTITY (BLOCKED)

BLOCKED INVENTORY QUANTITY SEGMENT

This is the quantity of product that is blocked from being used. This could be because of quality problems, inspection status, or several other reasons.

QUANTITY (BREAKTIME)

EMPLOYEE BREAK TIME

This segment is the duration of an employee's break from work.

QUANTITY(CAPPERCENT)

CAPACITY PERCENTAGE

This is the percentage of capacity used.

QUANTITY (CATCHWEGHT)

CATCH WEIGHT QUANTITY SEGMENT

This is the quantity of product as it is shipped. This quantity is generally used with the Field Identifier, CTCHWCONV (Catch Weight Conversion Factor). This provides for the business case in process manufacturing when one is converting such things as the number of chickens that go into a box.

QUANTITY (COMMISSION)

COMMISSION QUANTITY

This segment is the quantity on a business transaction that is the commission for that transaction.

QUANTITY (COMPLETED)

QUANTITY COMPLETED

This segment is the quantity completed in a specific manufacturing operation.

QUANTITY(DURATION)

DURATION

This is a general purpose duration of time.

QUANTITY (EMPLOYEES)

NUMBER OF EMPLOYEES

This segment quantifies the number of employees, employee work groups, or other group of employees assigned to a manufacturing operation.

QUANTITY (ESTDUR)

ESTIMATED DURATION

This segment is the estimated duration.

QUANTITY (ESTHRS)

ESTIMATED HOURS

This segment is the estimated hours.

QUANTITY(FIXEDTIME)

FIXED TIME DURATION

This is a fixed duration of time where the time it takes to perform is known and fixed prior to the operation being performed. An example of this would be something sent out to be worked, where the duration of the process is known before it actually happens.

QUANTITY (INSPECTED)

INSPECTED QUANTITY SEGMENT

This is the quantity of product that has been inspected.

QUANTITY (INSPECTION)

INSPECTION QUANTITY SEGMENT

This is the quantity of product that has been received into an inspection location.

QUANTITY (ITEM)

ITEM QUANTITY

This segment is used to describe the quantity of item's, products or resources being budgeted, produced, purchased, received, sold, or used.

QUANTITY (LABOR)

NUMBER OF LABOR

This segment quantifies the number of labor or employees assigned to a maintenance operation.

QUANTITY (LDTMOFFSET)

LEAD TIME OFFSET QUANTITY

This Segment contains the duration of time that is required to add to a manufacturing process to forecast availability of an ITEM or PRODUCT.

QUANTITY (LOADINGWT)

LOADING WEIGHT

This is the net weight at loading time of the container in which the materials are being shipped. The context of this field is:

$$\text{QUANTITY}(\text{TOTWEIGHT}) = \text{QUANTITY}(\text{NETWEIGHT}) + \text{QUANTITY}(\text{LOADINGWT})$$

QUANTITY (LOTSIZEMAX)

LOT SIZE MAXIMUM QUANTITY

This Segment contains the maximum quantity of an ITEM manufactured in a single lot.

QUANTITY (LOTSIZEMIN)

LOT SIZE MINIMUM QUANTITY

This Segment contains the minimum quantity of an ITEM manufactured in a single lot.

QUANTITY (LOTSIZEMLT)

LOT SIZE MULTIPLE QUANTITY

This Segment is commonly used with the LOTSIZEMIN and LOTSIZEMAX Quantity Segments. It contains the multiplier between the minimum and maximum manufactured lot quantities. For example, if the maximum lot quantity is 10,000 and the minimum lot quantity is 1000, the lot size multiplier could be 1000. This means the ITEM may be manufactured in lot sizes starting at 1000 and going up to 10,000 by 1000 increments.

For example, 1000, 2000, 3000, etc. A lot of 4500, would not be allowed under these constraints.

QUANTITY (MACHINEHRS)

MACHINE HOURS QUANTITY

This segment contains the number of machine hours for a manufacturing operation.

QUANTITY(MAXPARLTM)

QUANTITY OF MAXIMUM PARALLEL WORK TEAMS

This segment defines a maximum number of parallel work teams allowed.

QUANTITY(MOVETIME)

MOVE TIME QUANTITY

This is the time it takes move the part from one work center location to another work center location. This is a duration time.

QUANTITY (MSMENT)

MESUREMENT VALUE

This segment is the measurement value.

QUANTITY(MULTIPLIER)

MULTIPLIER QUANTITY

The multiplier indicates the number of times a particular operation step is performed. For example, it is typically used to indicate testing of some subset of the total quantity to be produced on a production/manufacturing order.

A specific example is a QUANTITY(MULTIPLIER) value of 0.10 in operation TEST-CIRCUIT-BOARD would indicate that 10 per cent of the total order quantity is to be tested.

It could also be used to indicate that an operation is performed more than once, e.g. HEAT-TREAT with a QUANTITY(MULTIPLIER) value of 2.0 would indicate that the entire order quantity is to be HEAT-TREATED two times.

QUANTITY (NETWEIGHT)

NET WEIGHT

This is the net weight of the goods or materials being shipped. The context of this field is:

$QUANTITY(TOTWEIGHT) = QUANTITY(NETWEIGHT) + QUANTITY(LOADINGWT)$

QUANTITY (OPEN)

OPEN QUANTITY

This segment is used to describe the quantity of item's, products or resources open to processing on a document header or line. The open quantity may refer to the quantity's being budgeted, produced, purchased, received, sold, or used.

QUANTITY (ORDERED)

QUANTITY ORDERED

This is the quantity of a material or product ordered by the customer.

QUANTITY (OTHERREJ)

OTHER REJECT QUANTITY SEGMENT

The residual balance of the rejected - returned, reworked and scrapped.

QUANTITY (OVERSHIP)

OVER SHIPMENT QUANTITY SEGMENT

Quantity shipped in excess of the ordered quantity.

QUANTITY (PACKING)

PACKING SLIP QUANTITY

This is the quantity that is shown on the Packing Slip when goods are received from a supplier.

QUANTITY (PERCENT)

PERCENTAGE QUANTITY

This segment is the percentage quantity amount that is already presented for computational use. 100% would be represented as the whole quantity of one, not one hundred.

QUANTITY (PERCENTREQ)

QUANTITY PERCENT REQUIRED

This segment is the percentage of the total quantity on the Bill of Material that is required to be available before the manufacturing process can begin.

QUANTITY(PERSHBNOPR)

PERISHABLE BETWEEN OPERATIONS QUANTITY

Indicates the number of items that have perished between operations.

QUANTITY(PERSHWIOPR)

PERISHABLE WITHIN OPERATIONS QUANTITY

Indicates the number of items that have perished within the operation.

QUANTITY(PLNDPRCT)

PLANNED PERCENTAGE QUANTITY

This segment is the percentage of the planned number of items that can be produced.

Typically, in a manufacturing environment stopping the manufacturing of an item at an exact number is difficult this allows the specification that an operator may overrun the planned number by a certain percentage.

QUANTITY(QUEUETIME)

QUEUETIME QUANTITY

This is the time the job may be in the queue before being able to be run at the work center location. This is a duration of time, i.e. the UOM will be a unit of time.

QUANTITY (RATE)

CURRENCY EXCHANGE RATE

This segment is currency exchange rate that is multiplied into the "from" currency to derive the "to" currency. The sign will always be "-" and the UOM will always be "RATE".

QUANTITY (RECEIVED)

RECEIVED QUANTITY SEGMENT

This is the quantity of a product that was physically received.

QUANTITY (REJECTED)

REJECTED QUANTITY SEGMENT

This is the quantity of product that is rejected as the result of an inspection or other business process.

QUANTITY(REJFIXED)

REJECT FIXED NUMBER

This is the fixed number of parts that will be rejected during setup, or tear down of an operation.

QUANTITY(REJPERCENT)

REJECT PERCENTAGE

This is the percentage to be rejected.

QUANTITY (REMDUR)

REMAINING DURATION

This segment is the remaining duration.

QUANTITY (REMHRS)

REMAINING HOURS

This segment is the remaining hours.

QUANTITY(REQUIRED)

REQUIRED QUANTITY

This is quantity required.

QUANTITY (RETURNED)

REJECTED QUANTITY SEGMENT

This is the quantity of product that was returned to supplier.

QUANTITY (REWORK)

REWORK QUANTITY SEGMENT

This is the quantity of product requiring rework.

QUANTITY(RUNTIME)

RUN TIME QUANTITY

This is the time per item to perform the specific operation, where the unit of measure is from the unit of measure in the item master. This is a duration of time.

QUANTITY (SCRAP)

QUANTITY SCRAPPED

This is the amount of scrap that resulted from a manufacturing operation or from an inspection process.

QUANTITY(SETUPTIME)

SETUP TIME QUANTITY

This is the time it takes to setup to run the operation. This is a duration time.

QUANTITY (SHELFLIFE)

SHELF LIFE QUANTITY SEGMENT

This is the period of time in duration that the item is valid for use.

QUANTITY (SHIPPED)

QUANTITY SHIPPED

This represents the actual quantity shipped.

QUANTITY (SHIPUNIT)

NUMBER OF SHIPPING CONTAINERS SHIPPED

This segment contains the quantity of units or things shipped. This represents the container(s), not the product shipped. An example of this is "4 truck loads" or "2 wooden crates".

QUANTITY(TEARDOWN)

TEAR DOWN QUANTITY

This is the quantity of time it takes to tear down from running an operation. The time it takes before setup for another operation can be performed. This is a duration time.

QUANTITY (TOTWEIGHT)

TOTAL WEIGHT

This segment quantifies the total weight of an item, or shipment. The context of this field is:

$QUANTITY(TOTWEIGHT) = QUANTITY(NETWEIGHT) + QUANTITY(LOADINGWT)$

QUANTITY(TRANSFRLOT)

TRANSFER LOT QUANTITY

This is quantity to be transferred between operations within one lot.

QUANTITY (UNIT)

UNIT QUANTITY SEGMENT

The Unit Quantity Segment carries the quantity of hours, days, etc. the employee is reporting.

QUANTITY (VOLUME)

VOLUME

This segment is the volume of an item or shipment.

QUANTITY(WAITTIME)

WAIT TIME QUANTITY

This is the time that an operation can wait after being run. This is a duration of time.

QUANTITY (WEIGHT)

WEIGHT QUANTITY

This segment quantifies the weight of an item

Sender

The Sender segment contains the fields used within the Control Area, (CNTROLAREA), to communicate the original Sender of the business service request of each BOD.

This segment is identified as a logical grouping of these fields to identify the sender.

Sender

- LogicalID
- Component
- Task
- ReferenceID
- Confirmation
- Language
- CodePage
- AuthID

LOGICAL IDENTIFIER

The Sender application information in the Control Area provides the logical location of the server and application from which the Business Object Document originated. Each system maintains a reference table including logical address of systems.

The Logical Identifier is a ten-character field that is left justified with trailing spaces.

COMPONENT

The Component represents which business application component issued the request. The Component may indicate the subsystem name. The Component ID is a 10-character field defined by the sender of the BOD that is left justified with trailing spaces. Although the Component may differ depending on the specific implementation, it is needed to assure drill back capability.

OAGIS later recommends Component names based on the specific Business Service Request being used. Example Components may be "INVENTORY" or "PAYROLL".

TASK

The Task is the Sender business application that was the catalyst for the Business Object Document to be created. The Task ID is a 10-character field defined by the sender of the BOD that is left justified with trailing spaces. Although the Task may differ depending on the specific implementation, it may be needed to assure drill back capability.

OAGIS later recommends Task names based on the specific Business Service Request being used. Example Tasks may be “**RECEIPT**” or “**ADJUSTMENT**”.

REFERENCE ID

Reference ID is the Business Object Document identifier for referencing and auditing. The combination of Logical ID, Component, Task and Reference ID must create a globally unique identifier that will make each Business Object Document distinguishable.

The Reference ID is 40 characters long, left justified with trailing spaces.

CONFIRMATION

The Confirmation request is an option controlled at the Sender business application which indicates to the receiving application to send back a confirmation Business Object Document to the sender. The confirmation Business Object Document may indicate the successful processing of the original Business Object Document or return error conditions if the original Business Object Document was unsuccessful.

The confirmation request is a one-character field with the following valid values:

- 0 = No confirmation Business Object Document requested
- 1 = Send back a confirmation Business Object Document only if an error has occurred
- 2 = Send a confirmation Business Object Document regardless

LANGUAGE

The Language code represents the language in which all the text fields are transmitted. The Language code is a three-character field. The Language code must contain a valid ISO 639-2:1998 specified language code.

CODEPAGE

The CodePage indicator is a 15-character field that is left justified with trailing spaces. If not used, the CodePage indicator must be filled with spaces.

AUTHORIZATION IDENTIFIER

The Authorization Identifier indicates the user processing the task that caused the creation of the Business Object Document. The Authorization Identifier is a 50-character field that is left justified with trailing spaces. Valid Authorization Identifiers are implementation specific. The Authorization Identifier might be used for authentication in the business process.

TEMPRATURE

The temperature segment is used to communicate any temperature data between applications. The spelling of the word temperature is shortened to accommodate the self imposed ten character naming limit.

TEMPRATURE

- Qualifier
- Type
- Value
- NumOfDec
- Sign

QUALIFIER

Qualifier is a 10-character field which "qualifies" the Temperature segment. This field is left justified with trailing spaces. The Qualifier value must be a valid value of the Qualifiers defined for the Temperature segment.

Each Qualifier value is defined in more detail in the following pages of this appendix.

TYPE

Type identifies the temperature scale that is being used.

Current valid values are:

- "1" = CELSIUS
- "2" = FAHRENHEIT
- "3" = KELVIN

VALUE

Value is a 40-character field that stores the value of the temperature. The Value field is numeric only, right justified with leading zeros. No decimal indicators or thousand separators are allowed. The only valid characters in the Value field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

NUMOFDEC

NumOfDec is a one-character field that indicates the number of decimals represented in the value field. The NumOfDec field is numeric only. The only valid characters in the NumOfDec field are:

0, 1, 2, 3, 4, 5, 6, 7, 8, or 9

SIGN

Sign is a one-character field that indicates whether the Temperature is positive or negative. If the Value is zero, the Sign must be positive. The only valid characters in the Sign field are:

“+” Or “-”

TEMPRATURE (ACTUAL)

ACTUAL TEMPERATURE

This segment is the actual temperature.

TEMPRATURE (LOADING)

TEMPERATURE AT LOADING

This segment is the temperature of a substance at loading time.

TEMPRATURE (DELIVERY)

TEMPERATURE AT DELIVERY

This segment is the temperature of a substance at delivery time.