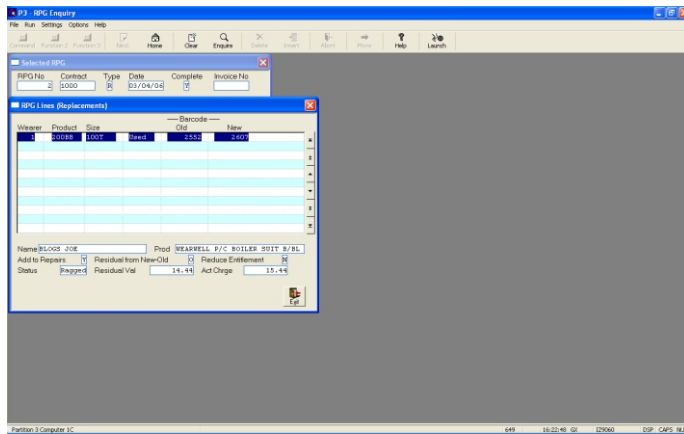
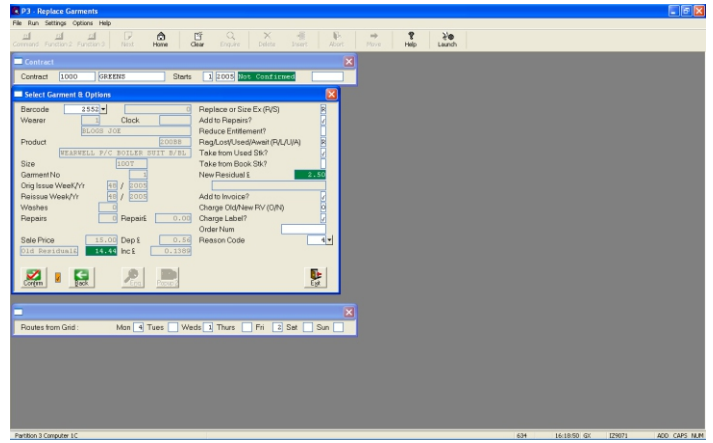


# Replacement Garment

The Replacement Garment (RPG) module does exactly that, - and more besides! A garment can be flagged for replacement at any time and the replacement either provided from existing stock, or placed on a purchase order (JIT). The software will even check the available used stocks to locate a similar garment. This option makes it easy for the Stores Controller to instantly check the used stock, rather than to always order a new garment, reducing capital outlay. The screen (right) shows the replacement routine for garment number 2552, which has a residual value of £14.44, and this is to be invoiced, along with the standard charge for the label that is to be printed and affixed to it.



When the garment is invoiced the RPG software records details of the invoice number and the sums charged. The screen shot on the left shows that Invoice 1104 was raised as a result of this RPG action, and that it was for a net sum of £15.44, which is the value of the garment that was prematurely replaced, plus the labelling and handling charge of a further £1.00. Reports are also available to provide a full audit of the system.

## PRE - RPG

The Pre-RPG routine enables details of a defective garment to be printed and faxed to the customer for authorisation of replacement. The Pre-RPG shows the residual value of the garment to be replaced.

## SIZE EXCHANGE

Size exchanges are no longer a problem with the RPG software. Instead of replacing a single garment, the option taken is to declare a size exchange. The operator enters the new size in the example (right) this is a change from 96T to 100T and the garments are flagged for replacement when they are next sent in. Garments can be exchanged singly, as required, or in total, according to operational procedures.

At all times the software allows the older garments to remain in circulation until the replacements are ready, reducing the risk of the wearer running short of garments to wear.

