

# Warehouse management

## Logistics and warehouse management

Discover the simplicity of electronic receipt of goods. TBlox offers a warehouse management module, with barcodescanning functionalities. It is also possible to use your own warehouse management application in combination with the TBlox-Ordering module.

### GdYV]UW]h]cbg`cZH6`ci !K UfY\ ci gY`a UbU[ Ya Ybh

- É" Track and trace
- É" Minimum stock levels and automatic reorder points
- É" Stock goods
- É" Automatic generation of picklists
- É" Expiration dates
- É" LOT numbers and traceability



### 6UfVtXY`gW]bbYfg

Optimize the warehouse management process and make use of compact portable handscanners. The scanners are fully integrated with TBlox software. Scan the articles and enter the quantities. Picklists, order requests and orders are automatically generated after inserting username and password.

### G]a d`Y`ghcW`a UbU[ Ya Ybh`cf`Ui hca Uh]W]ghcW`a UbU[ Ya Ybh

Scan the products or choose for the automatic reorder functionality via the software with a docking station.



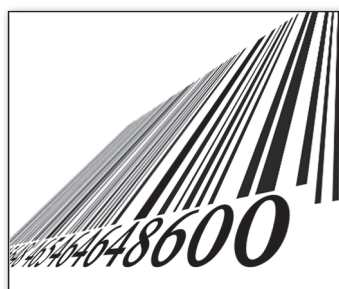
#### In each barcode

- É" Stock location with project, cost center, user information, internal and external product code
- É" Product number (internal/supplier)
- É" Supplier information

#### <ck`]hk`cf`\_g

1. Scan the barcode
2. Enter the quantities
3. Repeat if necessary
4. Put the scanner in the docking station
5. Activate the connection
6. Automatic ordering process is started

Electronic ordering via TBlox is as easy as buying a book at [www.amazon.com](http://www.amazon.com). The TBlox-Ordering module has the experience of a multi-vendor webshop with your selected suppliers (hosted and OCI-connected). Optimize the ordering process for your organization, with additional functionalities like k`cf`\_Uck`UbX`dfc`YVW`a UbU[ Ya Ybh`



#### Start eOrdering in 5 steps

1. Go to [www.tblox.com](http://www.tblox.com)
2. Activate your account
3. Add your internal catalogs and eCatalogs
4. Add users (with rights and restrictions)
5. Place your orders

