

### Price Changes FAQ

Whether you need to discount old merchandise, adjust to a vendor's new prices, or simply put your best item on sale, the Price Change module in Retail Star can be very handy. Here are some hints and tips about using the PC module to help you get the most out of Price Changes!

#### Price Change Types

**Normal** – This is the most common type of price change. With a normal price change, you can alter the price of a single UPC, or thousands of them. You can add any UPC regardless of the department or vendor or any other criteria you can think of. This makes the normal price change very flexible.

**Mass** – A mass price change is different from a normal in that it allows you to place all of the UPCs based upon a certain criteria. That means you can easily make a price change to an entire department or vendor. It does not, however, allow you to alter individual UPCs.

#### Scheduled or Not?

**Manual** – A manual price change takes effect as soon as you post it. It is used when you need to make a change to the price once, and the price will not change again until you create another manual or scheduled price change. This can be used when items are going to be permanently raised or lowered.

**Scheduled** – A scheduled price change allows you to have the price change on a specific start date and time, and then revert back to its original price or an entirely new price on a specific end date or time. This is perfect for sales or time-sensitive price changes.

#### Quick Price Change Tips

- Limit your price changes to a manageable size of 100,000 UPCs or less. More UPCs will cause the price change module to appear to be frozen and unresponsive.
- Always make sure you give a scheduled price change at least 24 hours to communicate to other stores and to process before it actually starts.
- Processing a Price Change moves at a speed of about 1,000 UPCs per minute. So, 60,000 UPCs should take about an hour to process. Make sure you give a scheduled price change enough time to finish processing before it is supposed to start.
- Make sure that your price changes do not overlap each other if scheduled. You do not want one price change to start while a previous one is still

### PI Reporting

Now that you have posted your inventory, there is a wealth of Report Star columns that you can use to build inventory reports. These columns generally don't have data in them until after you post, so if you haven't yet, you will need to post your inventory before using them. Here is a rundown of the columns and what they do.

**PI** - This column reports the number of units counted in a physical inventory during the selected date range.

**PIExp** – This is the number that your system expected or thought you had before the inventory. Usually it is the EI before the inventory was taken.

**PIVar** – This is the difference between the two above figures. Negative values would be shrinkage; positive values would be gains.

**\$PICost** – These are the units you counted multiplied by the RWAC, or Running Weighted Average Cost.

**\$PIRet** – These are the units you counted multiplied by the retail price.

**\$PIVarCost** – This is the value at cost of the PI variance, or deference.

**\$PIVarRet** – This is the value at retail price of the PI Variance.

**\$PIVarLC** – This is the value of the PI Variance in Landed Cost, which take into account the freight of the PO, as long as you have added the freight to the PO.

#### Retail STAR Beta 8.5

Would you like to try out new features?  
Are you interested in the future of Retail STAR?  
Are you *adventurous*?

We are currently looking for single store customers to help us Beta test a new version of Retail STAR!  
If you are interested in participating in our Beta program, please contact Retail STAR Support at 800-949-1470 Option 6.