

ENGINEERING

PRIMARY ENGINEERING ACS/PDS/CSA U100 DISPLAY CODES

Data Description:

Screen Code:

General Document Data

Description; Dash Number Range; ▷ S01△Document Number

Location of Master (Under DCL);

Revision Status,

Controlled Assy. (Under CA)

Inactive/Superseded (Flasher)

Government Nomenclature, Commodity . . ▷ S02△Part Number

Code, Fed. Stock Number, MIL-SPEC

Number

Next Assembly Used On ▷ S03 △Part Number

Part Number to PDS Number

(END-ITEM) ▷ S04 △Part Number

Parts List Data ▷ S05 △Document Number

Find Number, Part Number,

Qtys, Description, Rev L&Rs;

Description

of P/N's - or ▷ S05 △Part Number

Waivers/Deviations/NSPARS ▷ M98 △△Control Number

or Document Number of End Item ▷ S16 △Document Number

Change History ▷ S07 △Document Number

Component Reference Location ▷ S09 △Document Number

PDS Number to Part Number Reference ▷ S11 △PDS Number

Spare Part Data ▷ S12 △Part Number

Base Line Status ▷ S15 △Document Number

Active Change Status ▷ S16 △Document Number

Document

Individual Change Status—All Documents . . ▷ M98 △△Control Number

(Note: S16 Automatically provides a set-up

screen for any individual change)

Configurations of End Items ▷ R95E

Planned and Delivered

Complete PDS Data ▷ S42 △Document Number

▷ = SOE (Start of Entry)

= Transmit

△ = Space

Part Number = DOC No. + Dash No.

CUSTOMER SATISFACTION

ENGINEERING

MISCELLANEOUS SCREENS ON SYSTEM I U100's

If You Need To Know: **Enter:**

- All Costs ▷R04 △Part Number
- Back Orders ▷R83 △Part Number Project Org.
- Inventory Balance. ▷R22 △Part Number
- Open Requisitions ▷T20 △Req. Number – Item Number
 To Purchase
- PO Item Search ▷T12A △PO Number – Item Number
- Procurement Part Number. . . ▷T24 △Part Number
 Status
- Procurement M/F Status. . . . ▷T25 △Part Number
- Purchase Order Status ▷T22 △PO Number – Item Number
- Receiving Status. ▷T23 △PO Number – Item Number
- Requisition Specific Item . . . ▷R43 △Requisition Number
- Rims ▷R95T
- Standard Cost – Accums. . . . ▷R02 △Part Number
- Master PDS Screens. ▷S99
- Master QA Screens ▷R95
- Master System I Screens . . . ▷K99

Note: Some Screens are Locked by Code, Scope, or Both.

- ▷ SOE = Start of Entry
- △ = Space
- = Transmit