Jeeves Warehouse Management System is the tool that enables highly efficient warehouse management. Jeeves WMS both reduces pick/put-away time and increases reliability in inventory balances. Thus you can lower your inventory levels without compromising service levels. In combination with a mobile solution the effect is further improved.

In Jeeves WMS it is possible to design an inventory layout where each location is graded according to transaction frequency, location size, availability etc. The system will automatically optimize inventory put-away and picking according to rules set up for your warehouse. SKUs (Stock keeping units) are used to individually control each pallet that arrives at the warehouse. There's even control while the pallet is located on a forklift.
The queue and assignment based system makes it easy to prioritize and distribute tasks in the warehouse organization. Rules for shipment plans with planned departures are used to set deadlines for picking assignments, which are automatically prioritized according to these deadlines.
Cycle counting is done with minimum effort whenever picking is done, and/or as zero-point-counting. This will keep the inventory balance as close to actual balance as possible. "Out-of-stock-occasions" due to wrong inventory balance is now much easier to avoid.
Mobile solutions are supported, all activities can be reported on handheld computers with or without bar-code scanning.
Jeeves WMS will significantly raise your total control over your warehouse, it lets you reduce stock levels without reducing service levels, and allows you to handle more transactions.
Jeeves WMS adds on functionality to already existing Jeeves Inventory and is hence integrated with Sales and Purchasing.

Mobile Solutions:	Simplified interfaces for handheld computers allow for more efficient reporting of inventory transactions. Reduces pick-time.
Queue based activities:	All activities are managed by assignments, picking/putting away and replenishment. Clarifies exactly what to do and allows for an even work load distribution.
Automatic replenishment:	Replenishment assignments are automatically created which reduces the risk of a picking location to be out-ofstock.

Automatic choice of Inventory Locations:	Based on characteristics of items and inventory locations the system suggests the right location. Enables faster execution of assignments since there is no need to look for the right location.
Stock Keeping Units (SKUs):	SKUs (pallets) are used in all transactions, except picking and all pallets are traced throughout their inventory lifetime, even when they are on a forklift. This gives the warehouse manager total control.
Shipment planning:	Customer orders are grouped into shipments based on a departure schedule. Flexible planning of dispatch of customer orders.
Design Inventory Layout:	The inventory in the system resembles the physical inventory which makes the system more intuitive and easy to use.
Optimized picking:	Every location has a sequence number that is used to sort picking assignments so that the picking route is the shortest possible.
Real Time Picking:	No lag between actual picking and reported picking. WMS assigns the correct location for picking an item.
Dispatch Control:	Order gate specified with day, hour and minute before departure. Specify down to minute-level, when to do picking, packing etc in order to make it with next departure. Enables efficient planning and prioritization of assignments.
Cycle counting:	Counting and zero based counting are naturally built into the process of picking. Control of reasonability, like allowed counting difference can be set up.
Warehouse Performance:	All activities in the warehouse are logged. The warehouse manager can very easily have control of what is going on and measure efficiency/ performance.

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