Working with Scan Gun Exception Codes

This documentation explains how to work with exception codes, including executing scan gun exception codes and understanding what the exception codes mean. These exception codes allow you to perform scan gun tasks out of the typical order of execution or allow you to skip certain tasks altogether. These exception codes are standard for all scan guns throughout the cache system. You may enter an exception code whenever the Exception button displays on the scan gun screen. **Be sure to enter exception codes in lowercase.** Entering an exception code in uppercase creates an error.

To Execute an Exception Code During a Retrieval:

1. Under **Menu,** double-click **Retrieval**.

2. Scan the **Start Location**.

3. Under **Task List**, scan the task with the exception and then click **Done**.

4. Scan the pick location and then click **Go**.

5. On the **Pick** screen, click **Exception**.

6. On the **Exception** screen, type the exception code in the **Reason Code** text box, and then click **Go**.

Execution Exception Codes During a Pick:

- **h (hold):** Type **h** in the **Reason Code** text box to put the task on hold. The task remains on hold until someone at the console releases the task. While on hold, the task does not appear on the scan gun.

- **sa (suggest alternate):** Type **sa** in the **Reason Code** text box if you do not want to pick from the suggested location and want another possible location to pick from. This exception code only works once, and only if inventory exists in another available location.

- **sk (skip task):** Type **sk** in the **Reason Code** text box to skip the current task and proceed to the next task on the scan gun. Unless canceled from the console, the skipped task becomes unassigned but must eventually be picked up by you or someone else.