

# Commodities: A Family Affair

## Overview:

- Creating a Parent Commodity establishes a family and a framework for Child Commodities
- Every commodity must either be a Parent or Child and every child can only have one parent
- Parent Commodities do NOT all have to exist within the same yard

## Reporting:

- Ties like commodities across yards
- View purchasing by Yard or Enterprise
- Override commodity attributes to fit local Government Reporting, Language/Jargon, prices, etc.
- Data Redundancy significantly reduces the risk of data loss

## Management:

- Clone Commodities between Yards, individually or in mass
- Parent Commodity pricing can be pushed out to all Children
- Menu's created at the Parent commodity level and are reusable between yards

|        | Copper #1 Family | Copper #2 Family | UBCs Family | P&S Clean Family |
|--------|------------------|------------------|-------------|------------------|
| Yard 1 | Copper #1        | Copper #2        | UBCs        |                  |
| Yard 2 | Copper #1        | Copper #2        | Cans        | P&S Clean        |
| Yard 3 | Candy            | Copper #2        | UBCs        |                  |
| Yard 4 | Copper #1        | Copper #2        | AL Cans     | P&S              |