

CUSTOMER STOCK CODES

Stock codes costed by customer – there are some codes that require the customer to price such as labour and items not stocked by Capral but are available to be added to a configuration and will display as a zero cost until pricing has been added and will have <Cust.Price> in description.

LABOUR – all labour costs are per hour unless otherwise indicated with *

Security:

- LABBO – Build out labour cost
- LABMAN – Fabrication labour cost
- LABINS – Installation labour cost
- LABDET – Detention labour cost

General Windows and Doors:

- LABCF-BARS * – Divide cost by four for 15 minutes for colonial/federation bars
- LAMAN – Fabrication labour cost
- LABGC – Glass cutting labour cost
- LABINS – Installation labour cost
- LABFS – Flyscreen fabrication labour cost
- LABSS – Security screen labour cost
- LABCG – Supascreen/Own brand labour cost
- LABOUR-OTHER * – Labour cost per 10 minutes – divide by six

Commercial:

- LABCOM-HR – Labour cost per hour
- LABCOM-INS – Labour cost for installation
- LABCOM-PANEL – Labour cost per panel of structure
- LABCOM-SQMT – Labour cost per square metre (manual calculation)

SHOWERS – Semi frameless:

Prompt	CODE
Additional polished edging:	POL/EDGES-GLASS
Additional glass hole:	HOLE-DR/GLASS
Additional notching:	NOTCHING-GLASS
Polished Edging:	POLISHED-EDGING
Glass Hole:	HOLE-GLASS
Notching Costs:	NOTCHING-STD
Notching Costs:	NOTCHING-DET.1-2
Notching Costs:	NOTCHING-DET.2

Patch-Alt.1: Notch Det.1 and 2:

Patch-Alt.2: Notch Det.2:

Qty:

Additional polished edging \$:

Additional glass hole \$:

Additional notching \$:

Extras - multiples of \$1:

Polished Edging:

Glass hole:

Notching Costs:

WARDROBE PANELS – example MIR-SIL – other codes are created by customer

OTHER CODE EXAMPLES:

- LOCKS – Various codes for generic locks
- NS items – non stocked item
- SILICON
- STEEL-MESH – sq.metre cost – steel mesh purchased from third party for fire rated areas
- HINGE
- RIVETS - generic
- MOTIFS for sliding doors

REVEALS – Via menu – Setup | Reveals