



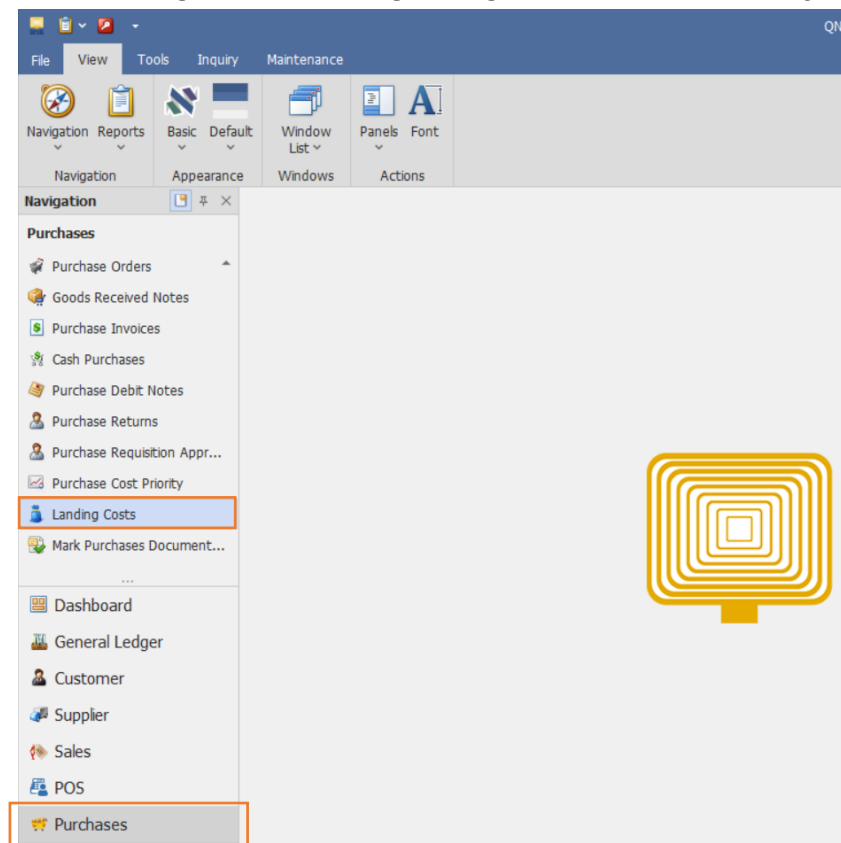
## How to enable Landing Cost Module

### Overview:

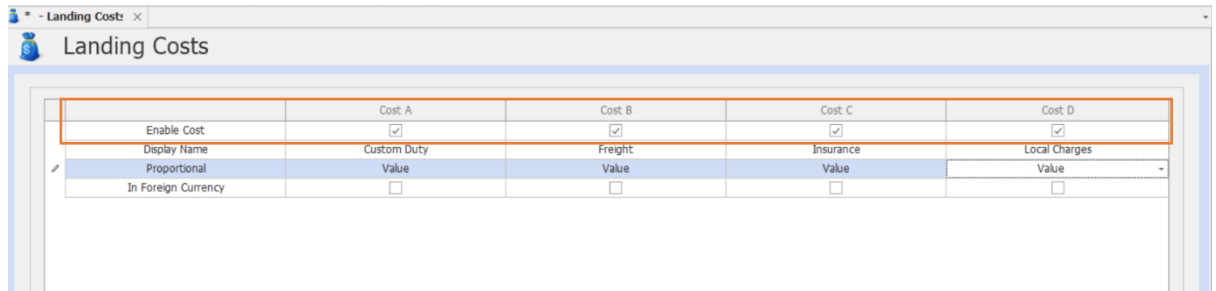
Landing Cost feature is an Add-Ons Module in the system where user can record the additional cost incurred for purchasing imported items. Items may be process via air, ferry and then transferred to the warehouse. These transfers include Freight, Taxes, and Transportation Cost from the origin to the destination. All of these is what we called the *Landing Cost* and it should be considered as part of the Item Purchased Cost.

### Procedure:

1. To configure the settings for the Landing Cost, go to *Purchases > Landing Costs*

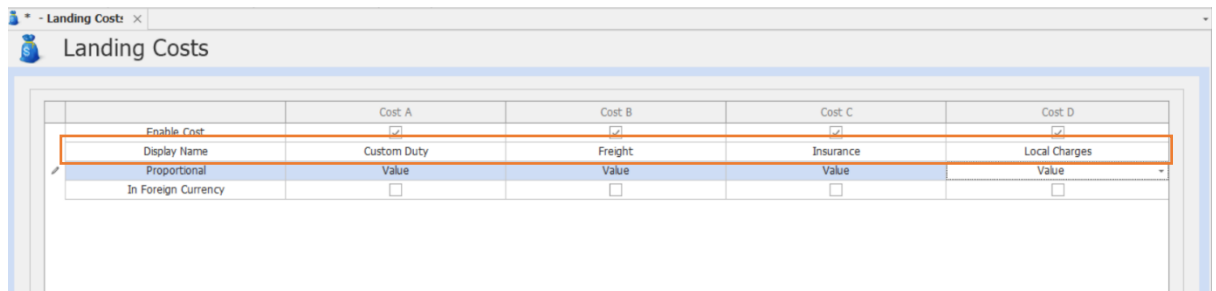


2. There are 4 Types of Cost to used; Cost A, Cost B, Cost C and Cost D. Tick the *Enable Cost* checkbox to activate.



	Cost A	Cost B	Cost C	Cost D
Enable Cost	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Display Name	Custom Duty	Freight	Insurance	Local Charges
Proportional	Value	Value	Value	Value
In Foreign Currency	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

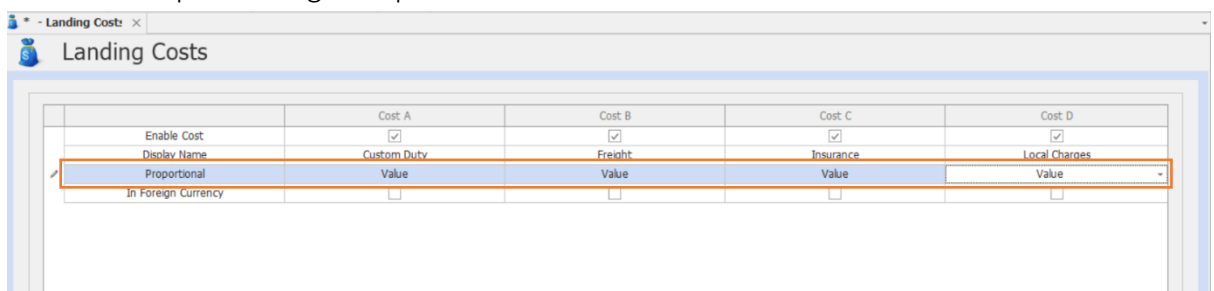
3. These Cost can also be renamed by changing the values on the *Display Name*.



	Cost A	Cost B	Cost C	Cost D
Enable Cost	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Display Name	Custom Duty	Freight	Insurance	Local Charges
Proportional	Value	Value	Value	Value
In Foreign Currency	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

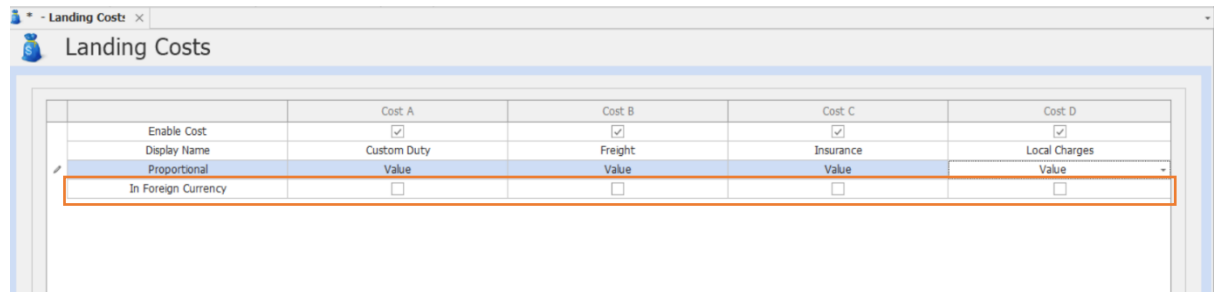
4. There are 4 *Proportional Method* to choose from on how the system will auto distribute the Landing Cost to the items.

- Manual – user will manually input each cost per item
- Value – the system will auto distribute the cost per item, the higher the value of an item, the higher landing cost will be assigned
- Weight – the system will auto distribute the cost per item based on its heaviness
- Volume – the system will auto distribute the cost per item based on its space occupied during transport



	Cost A	Cost B	Cost C	Cost D
Enable Cost	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Display Name	Custom Duty	Freight	Insurance	Local Charges
Proportional	Value	Value	Value	Value
In Foreign Currency	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5. Lastly, if *In Foreign Currency* checkbox is ticked, the amount to be inputted will be in other currency and the system will follow the exchange rate set in the transaction for amount conversion.



	Cost A	Cost B	Cost C	Cost D
Enable Cost	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Display Name	Custom Duty	Freight	Insurance	Local Charges
Proportional	Value	Value	Value	Value
In Foreign Currency	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Note:** Landing Cost is available in QNE Optimum Ace Package only unless availed as additional module. Refer to other KBs, to know how each of the Proportion Method works in transaction.



For further concerns regarding this matter, please contact support to assist you or create ticket thru this link <https://support.qne.com.ph>