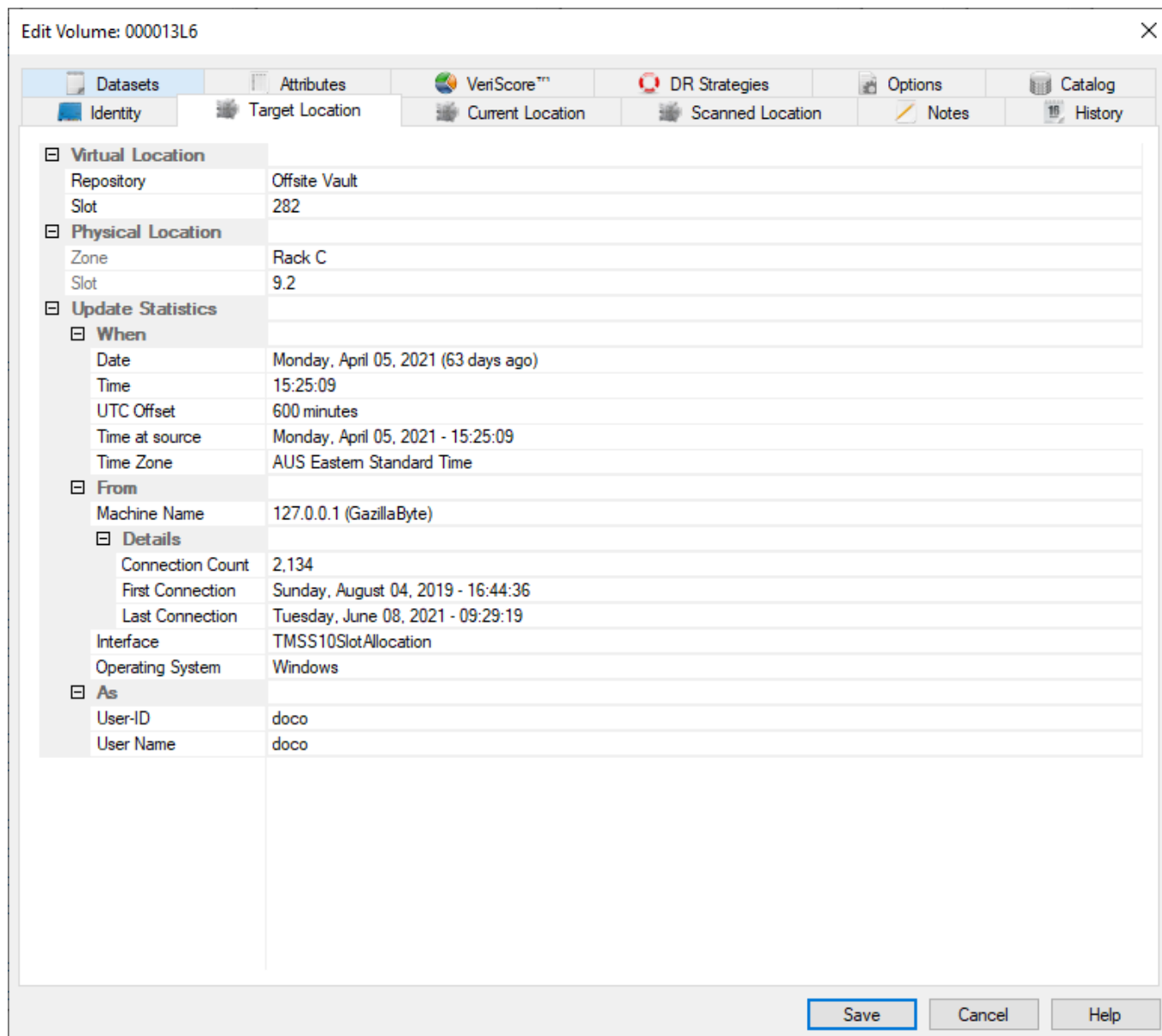


Volume Target Location

When a **Volume** is placed in a move from its' Current Location to another Location, that other Location is a Target Location.

Once the **Volume** is confirmed at the Target Location, the **Volume's** Current Location is updated to match the Target Location, removing the **Volume's** Move (M) **Flag** and Move Status.

If **Slotting** is enabled the Target Location will, when a **Slot** is assigned, include the **Slot** Allocation details as well.



The Virtual location panel displays:

- Target **Repository**.
- **Slot** Number allocated (if **Slotting** is enabled and **Volume** is allocated to a **Slot**).

If **Slotting** is not enabled, or no **Zones** mapped to the **Repository**, **Slot** number will display as zero.

The Physical Location displays:

- The [Zone](#).
- Level location.
- [Slot](#) location

The physical location is a physical representation of where the [Slot](#) is located based on racking parameters, such as number or drawers/shelves and [Slots](#) per drawer/shelf, to enable users to easily locate the Target Location. If [Slotting](#) is not enabled, or no [Zones](#) mapped to the [Repository](#), [Zone](#) will be displayed as No-Alloc, [Slot](#) will display as zero.

Expanding the lower section Update Statistics displays information of when, where and who placed the [Volume](#) into a move to the Target Location. These values are set automatically on creation of the [Volume](#) and are non editable fields.

See Also

- [Repository](#)
- [Current Location](#)
- [Scanned Location](#)

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