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# **PyInv**

*Release 0.1.0*

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Online Quartermaster and Inventory System.



## FEATURES

### 1.1 Current Featureset

- Asset oriented inventory system
- Based around a hierarchical tree of assets, some of which contain others.
- Track asset models and manufacturers, including the history thereof
- Track countable items, where only the quantity and location matter
- Human-friendly Asset Code format with Damm checksum
- (WIP) REST API

### 1.2 Planned

- Powerful auditing engine
- Printer Support
- Report generation
- Barcode scanner support





## DEPLOYMENT

PyInv requires Python 3.8 or higher.

The [Django deployment guidelines](#) are and should be used.

You'll need to run a couple of management commands to get going:

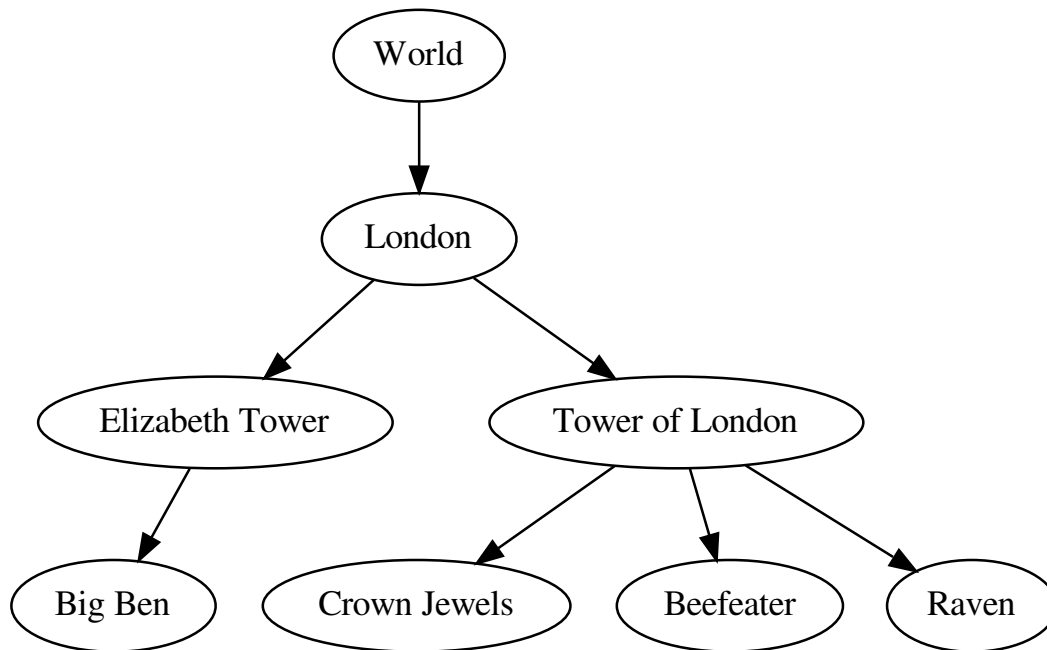
```
./manage.py initialise # Initialise the inventory  
./manage.py createsuperuser
```

### 2.1 Modelling the Real World

PyInv models the items that it tracks as a hierarchical tree of `Asset` objects.

Almost every `Asset` is contained within another `Asset`, which is marked as its location.

Every `Asset` has a location, asset code and model. `Asset Models` are grouped by `Manufacturer`.



### 2.1.1 Special Locations

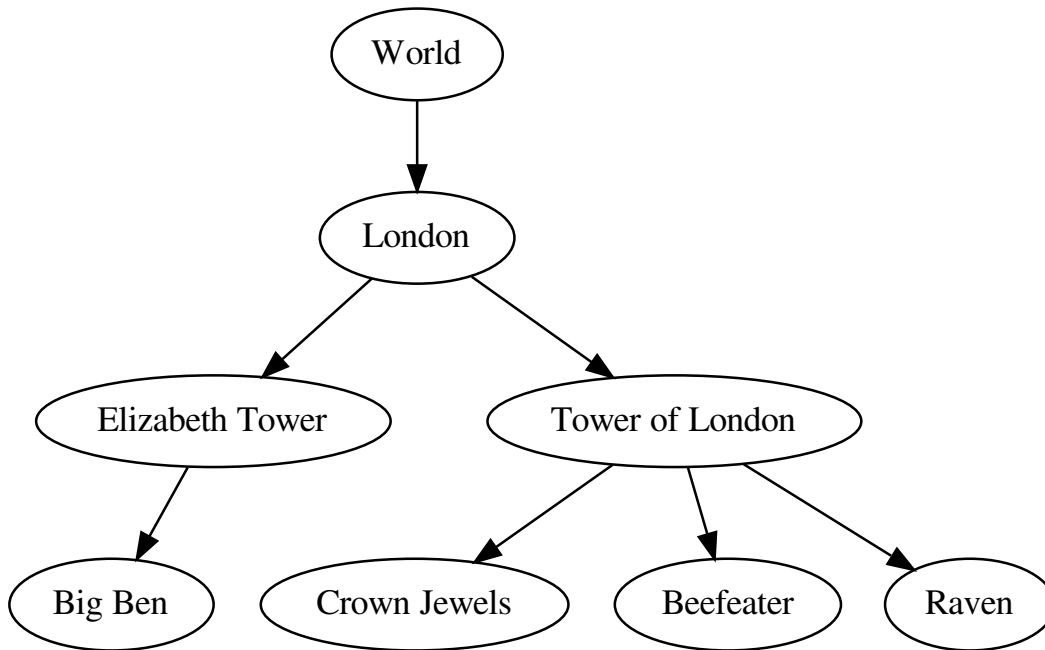
PyInv will generate some Assets for you when it is first initialised:

- *The World Asset*
- *Unknown Location*
- *People*
- *Disposed Location*

## The World Asset

The root asset at the top of the tree is called the *World Asset* and everything is contained within it.

Notably, the World Asset is the only Asset with its location set to null.



## Unknown Location

The *Unknown Location* is a special location that all lost Assets are sent to.

When a lost Asset is found, it is moved to the location that it has been found in.

## People

When items are in the possession of an individual, it is not always practical to track exactly where the asset is. It is usually enough to know that it is under the care of the person.

By default, PyInv will create a `People` container for you to group all people that have looked after or are currently looking after assets.

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**Note:** It is not required to use the `People` container, so feel free to delete it if you model things differently.

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## Disposed Location

When an Asset is disposed or destroyed, it will be moved to the *Disposed* Asset.

Assets should never be deleted from the system to preserve history. Disposed Assets will disappear from search.

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**Note:** This is fundamentally different to *Unknown Location* as we are certain that an Asset no longer exists if it is disposed.

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