CS 315 — Transfer of Real Estate Master Data & Transaction Data

COPY RE-FX MASTER DATA TO A NEW COMPANY CODE BUSINESS ENTITY OF A DIFFERENT SYSTEM

You want to copy real estate master data to a new company code or from an external system.

In addition, you need to terminate the old real estate objects or notify the contracts in a mass change.

```
Mode and RFC
  Execution Mode          E Update Run       v
  Source System           ED3

Data Selection
  Selection of Business Partners
    Business Partner                      to

  Selection of Architectural Objects
    Arch.Obj. ID          9000*           to

  Selection of Usage Objects
    Company Code          3300
    Business Entity       9000            to
               More Sel.Parameters

Define the action to proceed
  Create Data
    ☑ Create Data         Object valid at        01.01.2015
                          With Date Valid From          Take over validity   ☑

  End Data / Notice
    ☑ End Data / Notice   With Date Valid To     31.12.2014   Reason for Notice

Choice of Data to create
  Create Business Partner
    ☐ Business Partner

               Reset all
  Create Architectural Objects
    ☑ Architectural Objects      Conversion AO

  Create Usage Objects
    ☑ Business Entity            Conversion Company/BE
    ☑ Building       ☑ Land                    ☑ Rental Object

  Create Service Charge settlement Master Data
    ☑ Participation Group    ☑ Settlement Unit       Settlement Variant   A003

  Create Contracts
    ☑ Contract        Cash Flow From         01.10.2015
                      First Posting From     01.10.2015

Output options
  Report Title          CS315 Transfer of RE-FX Master Data and Business Partn...
  Layout                /DEMO
  ☑ Use Grid Control
```

YOUR BENEFITS BY USING THIS ADD-ON

- Usage objects and architectural objects can be copied in full or in parts, and a conversion rule can be defined
- Master data objects and contracts are assigned a valid-from and valid-to date
- Data transfers are possible within a system or from an external RE-FX system