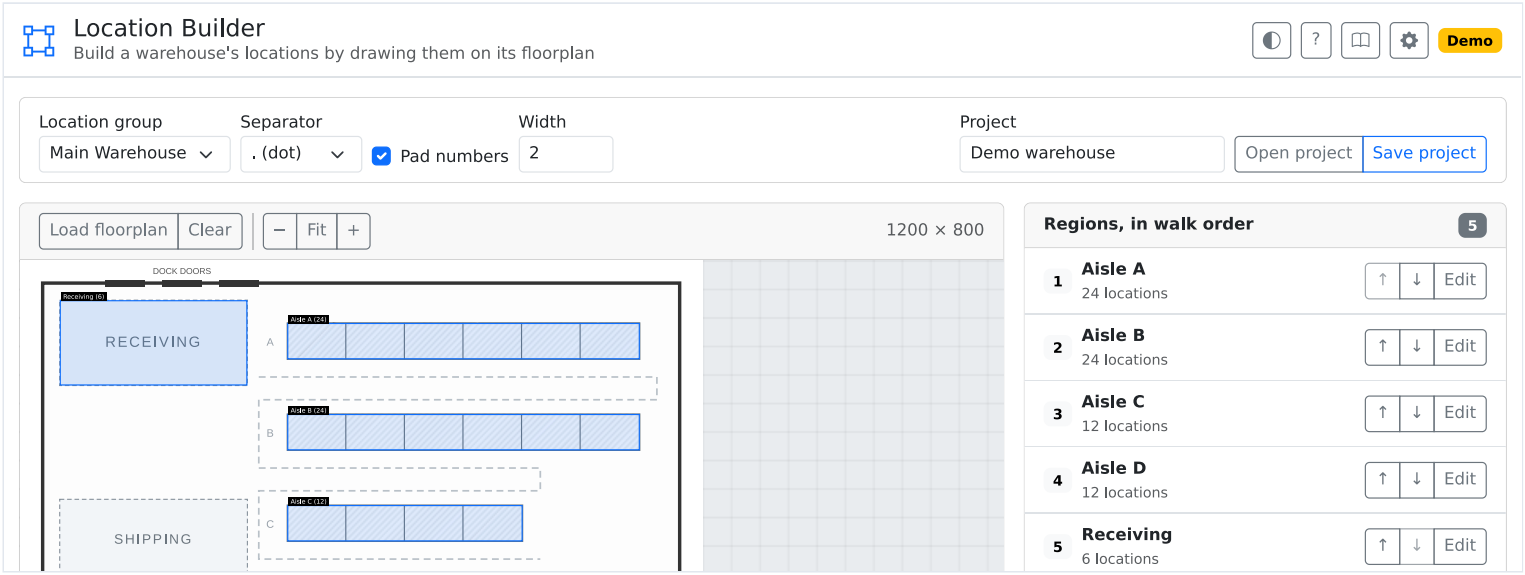
Location Builder

Build a warehouse's locations by drawing them on its floorplan



WHAT IT'S FOR

A new warehouse, or a new area in an existing one, starts as a floorplan and ends as a list of locations in Fishbowl. The naming is not the hard part. Keeping track is: which racks are in already, which were skipped, whether the numbering runs the way a picker walks. Halfway through a buildout, the floorplan and the list in Fishbowl have drifted apart.

WHAT IT DOES

- **Load the floorplan you were given.** A PDF or an image, or none at all.
- **Draw a region for each rack.** The rectangle records that the rack is built.
- **Name locations from a pattern.** Aisle, rack, shelf, and bin.
- **Set the walk order.** Move a rack into the sequence a picker uses.
- **Import into Fishbowl,** and save the project to hand on.

USE IT FOR

- **A new warehouse going live.** Build every location from the floorplan, not by typing.
- **A pick path that runs the wrong way.** Sort it to follow the aisle, not the alphabet.
- **A buildout that changes hands.** The next person sees what is left.

GOOD TO KNOW

- **An import creates a location, or updates one of the same name.** Removing one is not something this page does.
- **A location name is 30 characters, and cannot contain a hyphen.** The wizard holds the names inside both.
- **You pick the location group from the ones Fishbowl already has.** An import will create a group that does not exist.
- **The project lives in a file you save.** Nothing is kept in Fishbowl or in the browser.
- **An administrator decides who can open the page,** and who may run the import.

AT A GLANCE

Type	App · Inventory
Fishbowl	2026.6 and later
For	Warehouse managers, implementers
Data	Reads and writes — creates and updates locations by import
Output	A project file, and a location import sent to Fishbowl
Install	None — runs inside Fishbowl

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