



INDITION CYCLE COUNTS

Cycle Counts

Marketing Blog Post — why counting stock on a clipboard is costing you more than you think, and what we built instead.

Marketing Blog Post · Indition Cycle Counts 1.0.0 · September 6, 2026



© 2026 Indition Corp. All rights reserved. Indition™ and the Indition logo are trademarks of Indition Corp. All other product names, logos, and brands are the property of their respective owners.

The count that never happens

Ask any operations manager when they last did a full stock count and you will usually get a wince. Ask when they last did a *cycle* count — a small, routine, boring count of one shelf — and the answer is often "we're meant to".

The reason is rarely discipline. It is friction. Counting means a printed sheet, a pen, a walk, a squint at a faded shelf label, and then the worst part: someone typing it all back in at a desk, hours later, from handwriting that made sense in the aisle. By the time the numbers land in the system, stock has moved. Half the variances are transcription errors, and nobody can tell which half.

So the count gets postponed. And the inventory figure everyone plans around quietly drifts away from what is actually on the shelf.

Indition Cycle Counts is our answer to that friction. It is a free-standing app for iPhone and Android that turns a cycle count into what it should have been all along: walk to the shelf, scan, say or tap the number, walk on. No paper. No re-keying. And — the part that changes everything in a real warehouse — **no internet needed while you count**.

Warehouses are where signal goes to die

Every warehouse has dead zones. Steel racking, concrete, freezers, mezzanines, the back of the building where the slow-moving stock lives. This is exactly where a browser-based counting screen falls over: it spins, it times out, and it loses the last four entries.

We designed for that from the first line of code rather than bolting it on.

Before you leave the office, the app downloads your catalog — every SKU, every barcode, every warehouse, every location, every category — onto the phone. From then on, everything happens locally. Barcode lookup, product search, quantity entry, serial capture, even voice recognition. You can put the phone in airplane mode for an entire shift and it will not notice.

Every entry is written to the device the moment you accept it. Not on a timer, not when you remember to press save. If the app closes, the battery dies, or the phone is dropped in a tote, the count is still there when you pick it back up.

When you are ready — back at the desk, in the yard, wherever there is signal — you sync. That is the only moment a connection matters.

The hard parts, done properly

Anyone can build a screen with a barcode field. The value is in the edge cases, because in a warehouse the edge cases *are* the job.

A barcode in view is counted once. A phone camera reads a barcode dozens of times a second. Naive scanning apps quietly turn one box into forty. Ours accepts a code once and then waits for a genuinely new one — counting a second identical unit is a deliberate action, not an accident of how long you held the phone still.

Serialized items are counted by unit. For serialized products you do not type a quantity at all: the quantity *is* the number of unique serials you scanned. Scan the shelf label instead of the unit's serial and the app tells you. Scan the same serial twice and it stops you. Scan a serial you already counted two aisles ago, on a different shelf in the same job, and it stops you there too. That last one is the check that turns a serial count from an estimate into a fact.

Zero means zero, and blank means blank. The app never treats an item you skipped as an item you counted at zero. An empty shelf has to be entered as zero, deliberately — because "I didn't get to it" and "there are none" are completely different statements, and systems that blur them destroy inventory accuracy at scale.

You cannot see the expected quantity. The phone is always blind. If the screen tells you it expects twelve, you will find twelve. So it does not tell you.

The problem nobody else solves: stock that moves while you count

Here is the scenario that makes offline counting genuinely risky, and it is the reason most systems refuse to do it.

You count shelf A-12 at 9 a.m. and record eight units. At 10 a.m., while you are still walking the warehouse, someone picks three of them for an order. At 11 a.m. you sync. Your count says eight. The system, if it is naive, writes eight — and has just silently invented three units that do not exist.

Indition Cycle Counts does not do that. Every counted line carries a fingerprint of the stock position at the moment it was captured. At sync, the server re-checks that fingerprint. If anything moved — a sale, a receipt, a transfer, an adjustment — **nothing is posted**. The affected items come back to the phone, their quantities and serials are cleared, and the counter is asked to walk back and count them again.

Clearing the old number matters. If it stayed on screen, the temptation to hit sync again without leaving the desk would be overwhelming. Making the recount physical is the whole point.

The same check applies if an administrator posts a mobile count from the back office. There is no path around it.

Say the number

For anyone who has counted a deep shelf while holding a phone, a scanner and a torch, we added something small that changes the ergonomics completely: **voice quantities**.

Scan the product. The phone asks "Quantity?" You say "twenty five". It saves it, reads it back so you know it heard you, and opens the scanner for the next item. Your hands stay on the stock.

It understands the way people actually talk about quantities — "seven", "three hundred and forty", "one point five", "one and a half", "three quarters" — and it applies the same fractional rules as typed entry, so a product that must be whole numbers still refuses a decimal.

Crucially, it does not guess. If it is not confident, or if it hears two possible numbers, it asks you to repeat rather than committing something plausible. A confidently wrong number is worse than no number at all.

And it runs entirely on the device. No cloud speech service, no connection, no recording. There is a test mode that never touches inventory, so you can prove it works in airplane mode before you trust it in the aisle.

Count six shelves as one job

Real cycle counting is rarely one location. It is "do rack 12 through 18 this morning".

Select as many locations as you like — or all of them in a warehouse — and the app creates a proper count for each, lets you move between them, keeps separate progress for each, and syncs them all in one action. Serials are checked across the whole set, so one physical unit cannot be counted on two shelves.

If one location hits a problem, sync stops cleanly at that location and tells you which one. The ones already sent stay sent.

It is not a new system. It is the same system, in your hand

This is the part administrators care about most, and it is worth being blunt: **the app does not have its own opinion about inventory.**

A count synced from a phone becomes an ordinary Indition cycle count document. Your tolerances apply. Your approval rules apply. Your serial reconciliation, your ledger entries, your approval notifications, your QuickBooks journals — all unchanged. If you require approval today, you require approval for mobile counts too, automatically, with nothing to configure.

There is no separate mobile server, no middleware, no synchronisation product to license. Staff sign in with the Indition accounts they already have, and the server checks Inventory's own cycle count permissions on every single request. Someone who cannot start a count in the back office cannot start one from a phone.

Set-up is genuinely short: update two modules, grant a permission, install the app, enter your system address, download a catalog. Then count.

Built for a device that lives in a warehouse

A phone in a warehouse is a shared, dropped, gloved-hands device, and it is holding your inventory data. So the session lives in the platform's secure keychain, tied to that unlocked device. After five minutes in the background the app locks and needs a fingerprint, a face or a passcode. Everything travels over HTTPS to your own system and nowhere else. Camera images and voice audio never leave the phone. There is no advertising and no tracking.

And counts belong to the person who made them: they can only be synced by the account that created them, on the device that created them. That is not friction — that is the audit trail that makes a count worth doing.

The point

Cycle counting works when it is routine. Routine survives when it is easy. Making it easy meant removing the paper, removing the re-keying, removing the dependency on signal in a steel building, and removing the ways a well-meant count can quietly write the wrong number.

That is what Indition Cycle Counts is: a phone, a shelf, and a number you can trust.

Indition Cycle Counts is available for iPhone and Android and works with the Indition Inventory module. Talk to your Indition contact about enabling it, or see the [Cycle Counts Setup Guide](#) to get started.