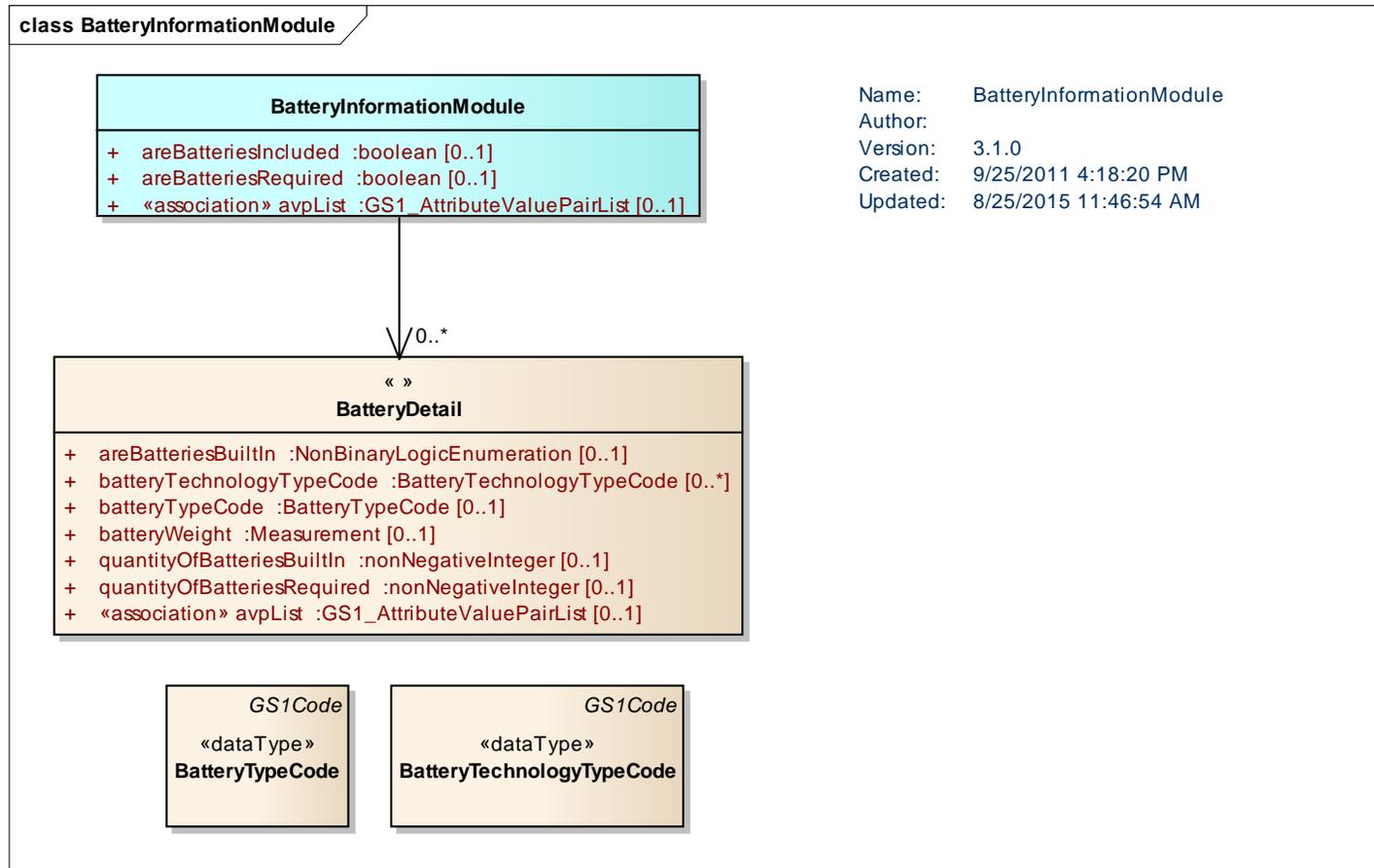




5.9. Battery Information Module



content	attribute / role	datatype /secondary class	multipli city	definition
BatteryInformatio nModule				Battery information for a trade item.



content	attribute / role	datatype /secondary class	multipl city	definition
Association	avpList	GS1_AttributeVal uePairList	0..1	The transmission of non-standard data done in a simple, flexible, and easy to use method.
Association		BatteryDetail	0..*	Battery details for a trade item.
Attribute	areBatteriesInclude d	boolean	0..1	Indicates if batteries are either included or not included with the trade item.
Attribute	areBatteriesRequire d	boolean	0..1	Indicates if batteries are required to operate the trade item.
BatteryDetail				Logical grouping of information related to the type of battery required for a trade item.
Association	avpList	GS1_AttributeVal uePairList	0..1	The transmission of non-standard data done in a simple, flexible, and easy to use method.
Attribute	areBatteriesBUILTn	NonBinaryLogicE numeration	0..1	This code is defined as an indicator whether or not any batteries included with the trade item are built into the trade item during manufacturing. and cannot be changed or removed.
Attribute	batteryTechnologyT ypeCode	BatteryTechnolog yTypeCode	0..*	The type of battery family (e.g. Lithium, NiMH) of batteries used by the product.
Attribute	batteryTypeCode	BatteryTypeCode	0..1	Type of battery required to operate the game. If "Are Batteries Required" or if "Quantity of Batteries" is populated or if "Are Batteries Included = "Yes" this attribute is required.
Attribute	batteryWeight	Measurement	0..1	The weight of each battery included with or built into the trade item.
Attribute	quantityOfBatteries BUILTn	nonNegativeInteg er	0..1	The quantity of batteries built into the trade item during manufacturing. This includes batteries that can or cannot be changed or removed.
Attribute	quantityOfBatteries Required	nonNegativeInteg er	0..1	The number of batteries required to operate the trade item.