How are max items calculated on Prospector versus the local system?

There are three settings on the local system: **Max Holds**, **Max Items**, and **Max ILL** that have some influence on Prospector requests, but don’t necessarily over-ride the Prospector Central Server Patron Block.

**Max Holds:**

Max Holds on the local system should act to limit the number of Prospector requests that can be placed at one time. Each Prospector request will also be counted against your “Max Holds” limit as long as the status of that Prospector request is “Requested” or “Received”. But even that isn’t a perfect solution. When this was tested, a few patrons were able to go above the local system Max Hold limit without any error. This could be a glitch in the local system. Other libraries with lower limits generally report the following behavior:

The Prospector Central Server Max Items limit allows a patron to place up to the max number of requests (for example, 70) on the Prospector catalog. If the local system Max Items is set to “10”, those 60 items could all arrive to fulfill the patron’s requests but the patron would only be able to checkout 10 items at one time (assuming they had no local items checked out – which would also count against the limit of 10).

**Max Items:**

The Max Items on the Central Server includes requests in all statuses: requested, in transit, checked out, and returned. The Max Items on the local server only includes the items currently checked out by the patron. The patron could have hit the maximum number of checked out items and still be allowed to place additional holds.

**Max ILL:**

A third setting on the local system MAX ILL is also confusing and doesn’t seem to over-rule the Central Server setting. If you have further questions about INN-Reach hold limits, it's best to contact Innovative to work with your custom settings.

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