MSS from IndustriOS

BOMP User Manual

Revised March 14, 2007

sage software

Integration Partner

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Getting Started

Getting Started Overview

You should have a basic knowledge of the Windows environment and procedures, including using Windows Explorer. You should also have a complete understanding of your system setup, including all hardware, network, and software configurations. The following is a list of items you should know, complete, and understand before installing our programs.

- ✓ This software is subject to the terms and conditions detailed in the license agreement, which is included as part of the software installation.
- ✓ Pre-sale support for the evaluation software and technical support for users with a support contract is available through 866-275-9028.
- ✓ This software is installed as an evaluation version, which will expire 1 month after installation. To continue using the programs beyond that time you need to receive an unlock code (registered users), or purchase it from your Sage PFW reseller.
- ✓ You must install the version of our software that is compatible with your Sage PFW. Please contact technical support, if you are unsure if you have the correct version of our software. Before you begin the installation and use of this program, you should have in-depth knowledge of your Sage PFW Software.
- ✓ Pervasive Software Corporation's database engine must be setup and configured properly before our programs will function.
- ✓ If you are upgrading from a previous version of the MSS software, please follow the upgrade procedure outlined in the System Basics Users Manual.

It is very important that all users are accessing the same software version and old software does not exist on workstation or network drives.

- ✓ All inventory items and related costing, GL accounts, etc. must be setup within Sage PFW before installing and running BOMP.

System Requirements

To use MSS from IndustriOS. programs you will need the following:

- ✓ Hardware Requirements are the same as those for Sage PFW 5.5.
- ✓ Sage PFW 5.5 down to 5.1.
- ✓ BOMP requires the following Sage PFW modules: Inventory and General Ledger
- ✓ To run the Open Order Commitment program – to run BOMP in a make to order manner, you also need a sales order module. BOMP is tightly integrated with the IndustriOS Sales Order Fulfillment, Sage PFW SO, and Sage PFW Process Manufacturing Sales Order modules. Regardless of the sales order module chosen, the user interface for this program is the same. The program will assume the Sage PFW SO module unless told otherwise. To indicate Process Manufacturing, turn on the "Interface to BatchMaster" flag in the BOMP Default program. To indicate that you are using the IndustriOS Sales Order Fulfillment module, you enter a path in Company Setup (see the System Manger manual) for the "Path to IndustriOS data files".

Basic Functionality

The user creates single or multi-level bills of material (BOM) using the inventory items setup in Sage PFW's Inventory files. The Explosion Report allows the user to view each BOM in an indented format and includes the costing information as pulled directly from Sage PFW's Inventory files. Work Order Transactions are then entered for parent assemblies or sub-assemblies and posted to Sage PFW in order to control inventory quantities. When posting the transactions, BOMP will use the costing type defined in Sage PFW Inventory files to determine the cost of all items. The following outline will step you through BOMP's basic procedures and functionality.

Process Flow

Step 1 ~ Install Software

Follow the installation instructions outlined in the System Basics User Manual. The System Basics User Manual can be downloaded from our web site.

Step 2 ~ Create and Select a Company.

The user may setup multiple companies and easily switch between each processing company. For more information, please refer to the System Basics User Manual.

Step 3 ~ Default Information.

You may set up Inventory Transaction Sub-Types; in order to differentiate between manual transactions posted within Sage PFW and transactions posted by BOMP. You may select an option to interface with Sage PFW's General Ledger or decide to not have BOMP write GL transactions. For more information, please see Default SetUp.

Step 4 ~ (Optional) Populate Maintenance Tables.

The program includes the ability to create Additional Cost, Burden Cost, and Overhead Cost Items, along with Standard Text Items to provide further flexibility in setting up the bills of material. For more information, please see Burden Maintenance and Additional Cost Maintenance.

Step 5 ~ Create Bill of Materials

BOMP allows users to easily create, clone, and modify multi-level bills of materials containing up to 99 levels. The BOM's are unique to the Assembly Key + Location; therefore, you may setup a BOM for Assembly ABC in Location 1 and have a different BOM for Assembly ABC in Location 2, Location 3, etc. BOM's can be converted from Sage PFW Manufacturing BOM's. For more information, please see Bill of Materials Maintenance.

Step 6 ~ Reports

Our reports are designed using Crystal Report Writer, so increased reporting functionality or customizations to our standard reports may be made by modifying the report file. This system includes the following standardized reports:

- **BOM Listing by Component**

  Implodes the BOM to print a "where-used" report for a specified range of components. Lists all the assemblies in which the component is directly used. For more information, please see Bill of Materials Listing/Where Used Report.

- **BOM Listing by Assembly**

  Prints the first level of the BOM for a specified range of assembly keys. For more information, please see Bill of Materials Listing/Where Used Report

- **BOM Listing by Reference Number**

  Lists the assemblies that are associated to the specified reference number. For more information, please see Bill of Materials Listing/Where Used Report.

- **BOM Explosion**

  Prints an indented BOM, with level numbers, item keys, descriptions, and locations. Also printed are the quantity, unit cost, and extended cost for each component. The report includes the option to use different costing methods to determine the unit cost for items. For more information, please see BOM Explosion Report.

- **Production Work Order**

  Generates a "pick list" authorizing production to produce the assembly. This report allows the user to print by an assembly or work order number.

Production Requirements

Allows the user to generate a "what if" report to determine the maximum production amount of an assembly based upon the current on-hand or available quantities of the raw materials. This report also allows the user to view how a Manufacture, Backflush, or Disassemble transaction will affect component on hand quantities.

- **Transaction Status**

  Prints a detailed list of transactions, including component information and calculated costs. Allows the user to track quantity remaining and related transaction information throughout the manufacturing process

Step 7 ~ Enter and Process Transactions

The transactions entered and posted from BOMP depend upon your manufacturing procedure and the amount of control you need over your inventory. BOMP offers seven transaction types and four processing levels. You need to determine the type of transaction (s) and level that will be used by your company. For more information, please see Transaction Entry and Interfacing to Sage PFW to see Sage PFW Inventory Transaction Types Generated by BOMP Transactions.

Determining the Processing Level

The processing level determines which components will be affected when a transaction is posted to Sage PFW. Your company may use a combination of processing levels, depending on the layout of your BOM's and Inventory.

Top will build the assembly from the first level of components on the BOM. This level will be used if your company has single-level BOM's or if you build each sub-assembly item before building the parent assembly.

Raw will build the assembly from the last level of components on the BOM. This level should be used when the sub-assembly items are "phantom" items or non-stocking inventory items.

Compute and **Modifiable** will check the BOM 1 level at a time to determine available stock quantities of the sub-assemblies and raw materials. The assembly will be built from the first level of available components. Modifiable allows the user to access the detail screen and control which sub-assemblies and raw materials will be used to build the assembly.

Determining Type of Transaction Processing

One Step Manufacture or After-the-fact Manufacturing

Used by companies that want to simply control the inventory quantities after the Work Order has been completed and the Item is ready to ship.

Release Production Work Order Report to shop using the "Assembly" option. Work Order is printed showing the standard bill of material components.

Enter a BOMP Transaction for the Item using a transaction type of Backflush. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Two Step Manufacture (1)

Used by companies that want to control inventory starting when the order is first received. Usually there is a short (one or two weeks) delay between the date the order is received and the ship date. When the item is ordered, the BOM is committed to production, making the inventory "unavailable" for future orders. A Manufacture transaction is entered to control inventory when the item is built and ready to ship.

Step 1: When the Item is ordered and the inventory needs to be committed to the production department, so it is "unavailable" for future orders.

Enter a BOMP Transaction for the Item using a transaction type of Commit. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Post the transaction.

Release Production Work Order Report to shop using the "Work Order" option. Work Order is printed showing the standard BOM components, with any changes made on the Transaction Entry Detail screen.

Step 2: When the Work Order is complete...

Enter an apply-to Transaction, applying a Manufacture Transaction to the original commit Transaction. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Post the transaction.

Two Step Manufacture (2)

Used by companies that want to review work-in-process inventory and associated costs. A WIP location must exist in Sage PFW and all reporting on current inventory quantities and related costs in done through Sage PFW. Usually the company has a long delay between when the order is received and when the order is shipped.

Step 1: When the Item is ordered and sent to Work in Process

Enter a BOMP Transaction for the Item using a transaction type of Move-to-WIP. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Post the transaction.

Release Production Work Order Report to shop using the "Work Order" option. Work Order is printed showing the standard BOM components, with any changes made on the Transaction Entry Detail screen. .

Step 2: When the Work Order is complete...

Enter an apply-to Transaction, applying a Manufacture Transaction to the original Move-to-WIP Transaction. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Post the transaction.

Three Step Manufacture

Used by companies that want the control offered by both committing items to production and moving inventory to a work in process location.

Step 1: When the Item is ordered

Enter a BOMP Transaction for the Item using a transaction type of Commit. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Post the transaction.

Release Production Work Order Report to shop using the "Work Order" option. Work Order is printed showing the standard BOM components, with any changes made on the Transaction Entry Detail screen.

Step 2: When the Item is moved to Work in Process

Enter an apply-to Transaction, applying a Move-to-WIP Transaction to the original commit Transaction. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Post the transaction.

Step 3-When the Work Order is Complete

Enter an apply-to Transaction, applying a Manufacture Transaction to the original Move-to-WIP Transaction. At this point the user may access the BOM transaction detail and make changes to the work order. Item quantities may be changed, damaged quantities entered, new components entered, Additional Cost Items entered, etc. These changes do not affect the standard BOM and are saved in the Transaction History Table for future reference.

Post the transaction.

Automating Transaction Entry

Transactions can be entered manually or auto-generated using one of the following utilities or programs.

Open Order Commitment (OOC).

Automatic Stocking Commitment (ASC).

MRP/MPS. For more information, please see the MRP/MPS Manual.

BOM Configurator. For more information, please see the BOM Configurator Manual.

Sage PFW Interface

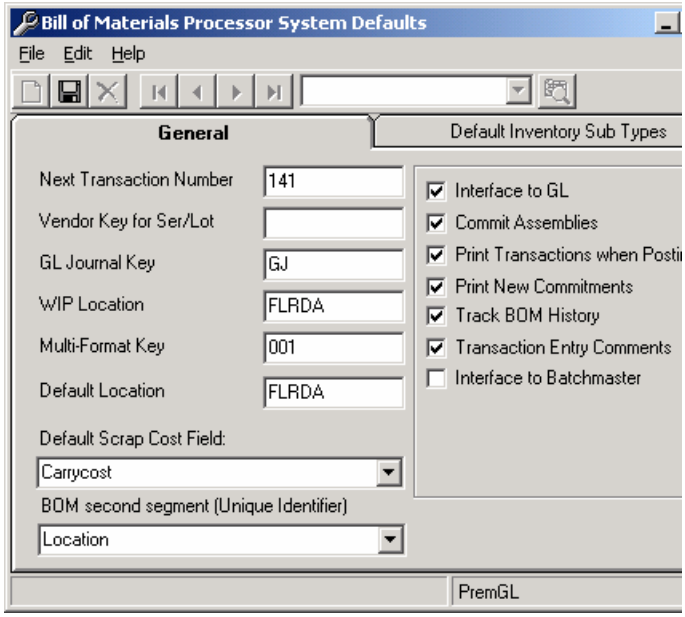
Review the Interfacing to Sage PFW chapter to understand how each BOMP transaction type posts and updates Sage PFW files.

Default Setup

Default Setup Overview

The Defaults Maintenance screen allows the system administrator to setup Sage PFW Interface options and default information essential to BOMP's functionality. The information on this screen is very important and the program will not function properly if the information is not setup correctly. It is recommended you save this information before processing BOMP transactions.

Default Field Definitions



Next Transaction Number

This field allows the user to input the next transaction number to be automatically assigned by the system in the Transaction Entry program.

Vendor Key for Ser/Lot

Allows the user to define a default vendor key for assemblies that are tracked by serial/lot numbers and created within the Bill of Materials Processor. The vendor designated in this screen must exist in Sage PFW's AP Vendor file. The Bill of Materials Processor will write the default vendor key field to Sage PFW's serial/lot number file when posting transactions. Serial/Lot Tracking is not available when interfacing BOMP with Sage PFW.

GL Journal Key

This field will be used for writing transactions to the GL transaction file, and must be a valid key in Sage PFW's General Ledger-File Maintenance-Journal Key File.

WIP Location

The WIP Location is the Sage PFW location the component items are moved into when processing a BOMP Move-to-WIP transaction. The WIP location must be a valid Sage PFW location and must have an Inventory Location File record for each inventory item. This field and the WIP location within Sage PFW must be set up correctly, before processing Move-to-WIP transactions. For more information, please see File Definitions.

Multi-format Key

This field should be left blank if interfacing to Sage PFW.

Default Location

When you choose a BOM second segment of Engineering Code, the system uses the default location as the location of the Assembly Item.

Default Scrap Cost Field

The scrap cost can be setup to pull directly from Sage PFW's Inventory Location file: Market Cost, Standard Cost, Carry Cost, or Reorder Cost fields. When entering new components in the BOM Entry screen, the cost type entered into this field will automatically be pulled into the scrap cost column. If you do not want to use scrap costs, then leave this field blank. The scrap cost is for Explosion Reporting purposes only and will not be written to Sage PFW. For more information, please see Scrap or Explosion Report.

BOM second segment (Unique Identifier)

Here you can determine if you want items to be unique by Item Key and Location, Item Key and Engineer Code, or Item Key and Customer Key.

Item Key and Location – This lets you have different BOMs for the same Item Key in multiple locations.

Item Key and Engineering Code – This allows the ability to enter a BOM, make a change to it, and be able to track the change by Engineering Change Number. At the time of the change, the old BOM is typically out of date and should not be used anymore. This is why we have effective dates for the BOM. A BOM may not be used outside of the range of beginning and ending dates for that BOM.

Item Key and Customer Key – Lets you have different BOMs for the same Item Key but different customers.

Interface to GL

If you want to interface the Bill of Materials Processor system directly to Sage PFW's General Ledger, then place a check in the "Interface to GL" box. The General Ledger account numbers must be setup correctly within Sage PFW, before processing BOMP transactions. Please see Interfacing to Sage PFW.

Commit Assemblies

Selecting this box will cause the "On Order" field in inventory to be updated for the assembly when processing a Commit to Production transaction. This will occur in addition to updating the "Committed to Production" field for the component items.

Print Transactions when Posting

This check box sets the default for printing the Transaction Summary Report when posting BOMP Transactions. This option may be changed in the Transaction Entry Posting screen.

Print New Commitments

Selecting this option will print the Open Order Commitment Processing report by default each time you transfer data into Transaction Processing.

Track BOM History

Selecting this option saves a record to the History Assemblies and History Components database tables, within the BOMP.MDB, every time a BOM is updated. This creates an audit trail of changes that have been made to the BOM. There are currently no reports that use these tables.

Transaction Entry Comments

Selecting this option will bring in the comments from the BOM instead of the Sage PFW Comments. This only occurs when creating new transactions.

Interface to Sage PFW Process Manufacturing

Select this option if you intend to use BOMP with Sage PFW Process Manufacturing instead of Sage PFW.

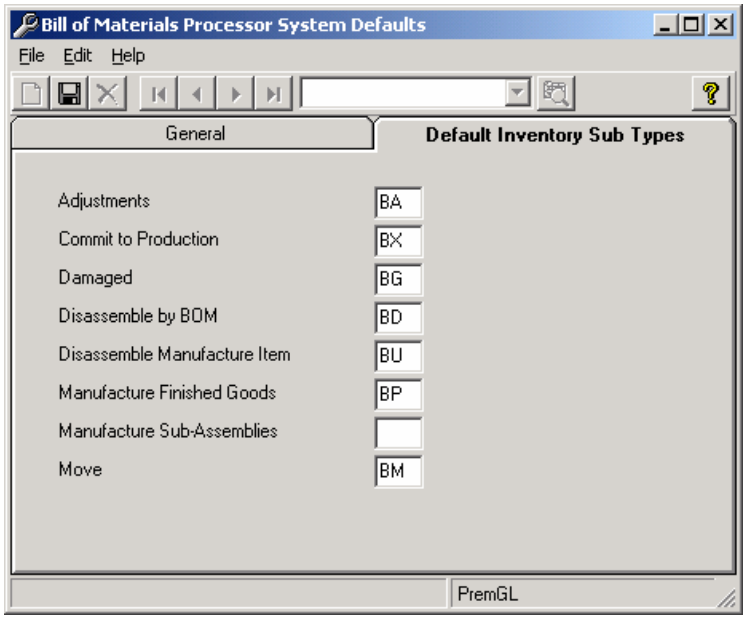
Default Inventory Sub Types

Assigning inventory transaction sub-types will allow the user to differentiate transactions posted by BOMP and manual transactions posted through Sage PFW Inventory. The Inventory Transaction Sub-Types are user definable and are not validated by BOMP, so it is very important they are setup properly in Sage PFW's Inventory Transaction Type file.

Sage PFW Transaction Type File allows users to setup transaction sub-types. The sub-type is also necessary for determining the offset account for General Ledger transactions.

Setting up inventory sub-types is optional; if the system administrator decides not to set up sub-types then the sub-type fields should be left blank.

BOMP transaction types use one or more of Sage PFW's inventory transaction types by default, therefore only the sub-type should be added to the field, not the inventory transaction type.



Example

If you assigned the above transaction sub-types, you would need the following sub-types setup within Sage PFW.

A-BA

P-BP

X-BX

G-BG

A-BD

P-BD

A-BU

P-BU

P-BM

M-BM

Adjustments

BOMP's Manufacture, Backflush, Undo, and Disassemble transaction types use an Adjustment (A) transaction to update the component items within Sage PFW's Inventory Files. The sub-type entered into this field should have a corresponding sub-type setup in Sage PFW's Transaction Type File using the A (Adjustment) Transaction Type.

For Example: If you want BOMP to post Adjustment transactions as A-BM, then enter BM in this field and setup a Sage PFW Transaction Sub-Type as A (Adjustment Transaction Type) and BM (Transaction Sub-Type).

Commit to Production

BOMP's Commit-to-Production transaction type uses a Commit (X) transaction to update the component items within Sage PFW's Inventory Files. This sub-type is also used when reversing the committed quantities. (This happens when the Commit transaction is Manufactured or Moved-to-WIP).

If the "Commit Assemblies" option is selected in BOMP's Default Maintenance, then a Commit-to-Production transaction will also generate an On-Order (O) transaction to update the assembly item within Sage PFW's Inventory Files.

The sub-type entered into this field should have a corresponding sub-type setup in Sage PFW's Transaction Type Maintenance using the X (Commit) Transaction Type. If have selected the "Commit Assemblies" option, then the sub-type entered into this field should also have a corresponding sub-type setup in Transaction Type Maintenance using the O (On-Order) transaction.

For Example: If you want BOMP to post Commit transactions as X-BM, then enter BM in this field and setup a Sage PFW Transaction Sub-Type as X (Adjustment Transaction Type) and BM (Transaction Sub-Type). Be sure to setup the O-BM if you have selected the "Commit Assemblies" option.

Damaged

BOMP's Transaction Entry Detail screen allows users to enter Damaged material quantities. The damaged component quantities are updated in Sage PFW using a Damaged (G) transaction. The sub-type entered into this field should have a corresponding sub-type setup in Sage PFW's Transaction Type File using the G (Damaged) Transaction Type.

Disassemble by BOM

BOMP's Disassemble transaction uses a Purchase (P) transaction to remove the assembly from Sage PFW inventory. The Disassemble transaction uses an Adjustment transaction to put the components back into stock. The sub-type entered into this field should have a corresponding sub-type setup in Sage PFW's Transaction Type File using the P (Purchase) Transaction Type and (A) transaction type.

Disassemble Manufactured Item

BOMP's Undo transaction uses a Purchase (P) transaction to remove the assembly from Sage PFW inventory. The sub-type entered into this field should have a corresponding sub-type setup in Sage PFW's Transaction Type File using the P (Purchase) Transaction Type and (A) transaction type.

Manufacture Finished Goods

BOMP's Backflush and Manufacture transactions use a Purchase (P) transaction to add the assembly to Sage PFW inventory. The sub-type entered into this field should have a corresponding sub-type setup in Sage PFW's Transaction Type File using the P (Purchase) Transaction Type.

Manufacture Sub-Assemblies

This field is not used in this version and should be left blank.

Move

BOMP's Move-to-WIP transaction uses a Move-in (M) transaction to add the components to the new location. This transaction type also uses a Move-Out (M) transaction to remove the components from the WIP location during the Manufacture. The sub-type entered into this field should have a corresponding sub-type setup in Sage PFW's Transaction Type File using the M (Move-In) and M (Move Out) Transaction Types.

System Defaults Toolbar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

BOMP Advanced Features

Advanced Features Overview

The options in the advanced features section could previously be implemented only by editing the associated ini file. To simplify the implementation of these options, as there were a number of these options out there, we have combined them all into this section. This makes it much easier to see what is available and implement the desired features.

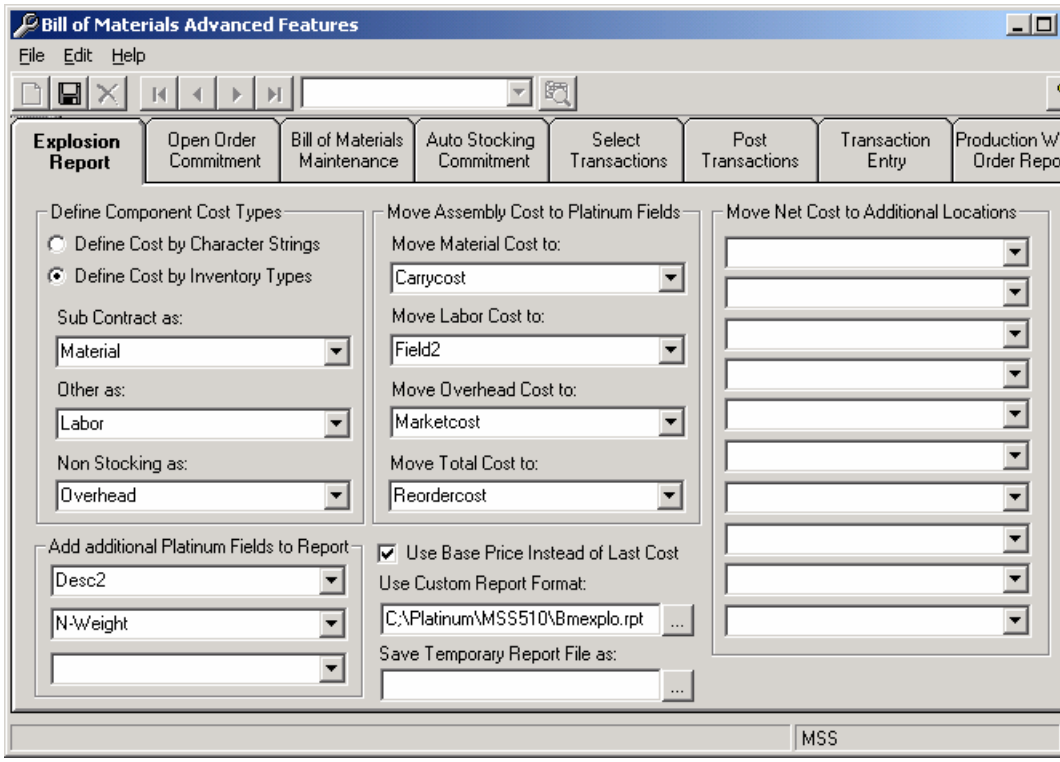
You must save the selections for any of the advanced features screens for your changes to take hold. Do this by hitting the save button or by selecting yes after exiting the program when prompted “Save Changes Yes/No”.

Note: There are options on several of the reports to add extra fields. This will not be available until the Sage PFW Inventory Module is initialized.

Ability to Save Advanced Features Settings by User, by Company, or Globally

To set whether the Advanced Features settings will be saved by user, by company, or globally do the following: Log in as ADMIN, go to Utilities/Advanced Options Settings, and then select the desired option.

Explosion Report Advanced Features



Define Component Cost Types

Define Cost by Character Strings

This option allows the user to identify labor and overhead cost by specifying the first characters used in the item key. For example, you could set any item that starts with “AT” as a labor cost.

Labor Items Begin with

This option is only available when you select to Define Cost by Character Strings. Here you can specify labor cost by specifying the first characters used in the item key.

Overhead Items Begin with

This option is only available when you select to Define Cost by Character Strings. . Here you can specify overhead cost by specifying the first characters used in the item key.

Define Cost by Inventory Type

This option allows the user to relate the item types to cost types. For example, you could specify Sage PFW Non-Stocking items as labor cost.

Sub Contract as

This is only available if you select the Define Costs by Inventory Type option. This allows the user to define the Sub Contract cost type as material, labor, or overhead.

Other as

This is only available if you select the Define Costs by Inventory Type option. This allows the user to define the Other cost type as material, labor, or overhead.

Non Stocking as

This is only available if you select the Define Costs by Inventory Type option. This allows the user to define the Non Stocking cost type as material, labor, or overhead.

Move Assembly Cost to Sage PFW Fields

Move Material Cost to

This allows the user to move the Material Cost to either the Carrycost, Marketcost, Reordercost, or Stdcost field. Also the user can move it to any of the 15 modifiable fields in our Item Master and Item Location File Maintenance Programs.

Move Labor Cost to

This allows the user to move the Labor Cost to either the Carrycost, Marketcost, Reordercost, or Stdcost field. Also the user can move it to any of the 15 modifiable fields in our Item Master and Item Location File Maintenance Programs.

Move Overhead Cost to

This allows the user to move the Overhead Cost to either the Carrycost, Marketcost, Reordercost, or Stdcost field. Also the user can move it to any of the 15 modifiable fields in our Item Master and Item Location File Maintenance Programs.

Move Total Cost to

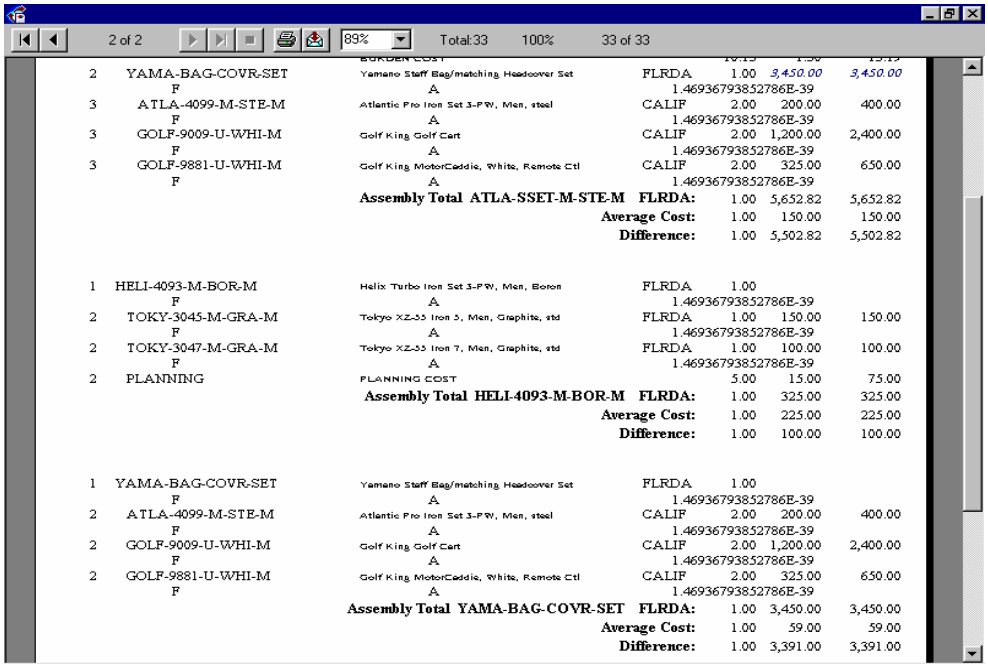
This allows the user to move the Total Cost to either the Carrycost, Marketcost, Reordercost, or Stdcost field. Also the user can move it to any of the 15 modifiable fields in our Item Master and Item Location File Maintenance Programs.

Add Additional Fields to Report

This allows the user to add up to three additional fields to the Explosion Report. To do so click on the arrow to the right of the blank field and a popup list of all the available additional fields will appear. Click on the desired field and it will appear on your explosion report.

Note: You will also need to open the report in Crystal and insert the database field there. To do this just double click on the report file and it will open in Crystal. Then go to the file menu and select the insert database field option.

Here is an example of the report with three additional fields added:



2	YAMA-BAG-COVR-SET	Yamano Staff Bag/matching Headcover Set	FLRDA	1.00	*3,450.00*	*3,450.00*
	F	A	1.46936793852786E-39			
3	ATLA-4099-M-STE-M	Atlantic Pro Iron Set 3-PW, Men, steel	CALIF	2.00	200.00	400.00
	F	A	1.46936793852786E-39			
3	GOLF-9009-U-WHI-M	Golf King Golf Cart	CALIF	2.00	1,200.00	2,400.00
	F	A	1.46936793852786E-39			
3	GOLF-9881-U-WHI-M	Golf King MotorCaddie, White, Remote Ctl	CALIF	2.00	325.00	650.00
	F	A	1.46936793852786E-39			
		Assembly Total ATLA-SSET-M-STE-M	**FLRDA:**	1.00	5,652.82	5,652.82
			Average Cost:	1.00	150.00	150.00
			Difference:	1.00	5,502.82	5,502.82
1	HELI-4093-M-BOR-M	Helix Turbo Iron Set 3-PW, Men, Boron	FLRDA	1.00		
	F	A	1.46936793852786E-39			
2	TOKY-3045-M-GRA-M	Tokyo XZ-55 Iron 5, Men, Graphite, std	FLRDA	1.00	150.00	150.00
	F	A	1.46936793852786E-39			
2	TOKY-3047-M-GRA-M	Tokyo XZ-55 Iron 7, Men, Graphite, std	FLRDA	1.00	100.00	100.00
	F	A	1.46936793852786E-39			
2	PLANNING	PLANNING COST		5.00	15.00	75.00
		Assembly Total HELI-4093-M-BOR-M	**FLRDA:**	1.00	325.00	325.00
			Average Cost:	1.00	225.00	225.00
			Difference:	1.00	100.00	100.00
1	YAMA-BAG-COVR-SET	Yamano Staff Bag/matching Headcover Set	FLRDA	1.00		
	F	A	1.46936793852786E-39			
2	ATLA-4099-M-STE-M	Atlantic Pro Iron Set 3-PW, Men, steel	CALIF	2.00	200.00	400.00
	F	A	1.46936793852786E-39			
2	GOLF-9009-U-WHI-M	Golf King Golf Cart	CALIF	2.00	1,200.00	2,400.00
	F	A	1.46936793852786E-39			
2	GOLF-9881-U-WHI-M	Golf King MotorCaddie, White, Remote Ctl	CALIF	2.00	325.00	650.00
	F	A	1.46936793852786E-39			
		Assembly Total YAMA-BAG-COVR-SET	**FLRDA:**	1.00	3,450.00	3,450.00
			Average Cost:	1.00	*59.00*	*59.00*
			Difference:	1.00	3,391.00	3,391.00

Use Base Price Instead of Last Cost

This option will allow you to substitute the Base Price instead of the Last Cost for the report.

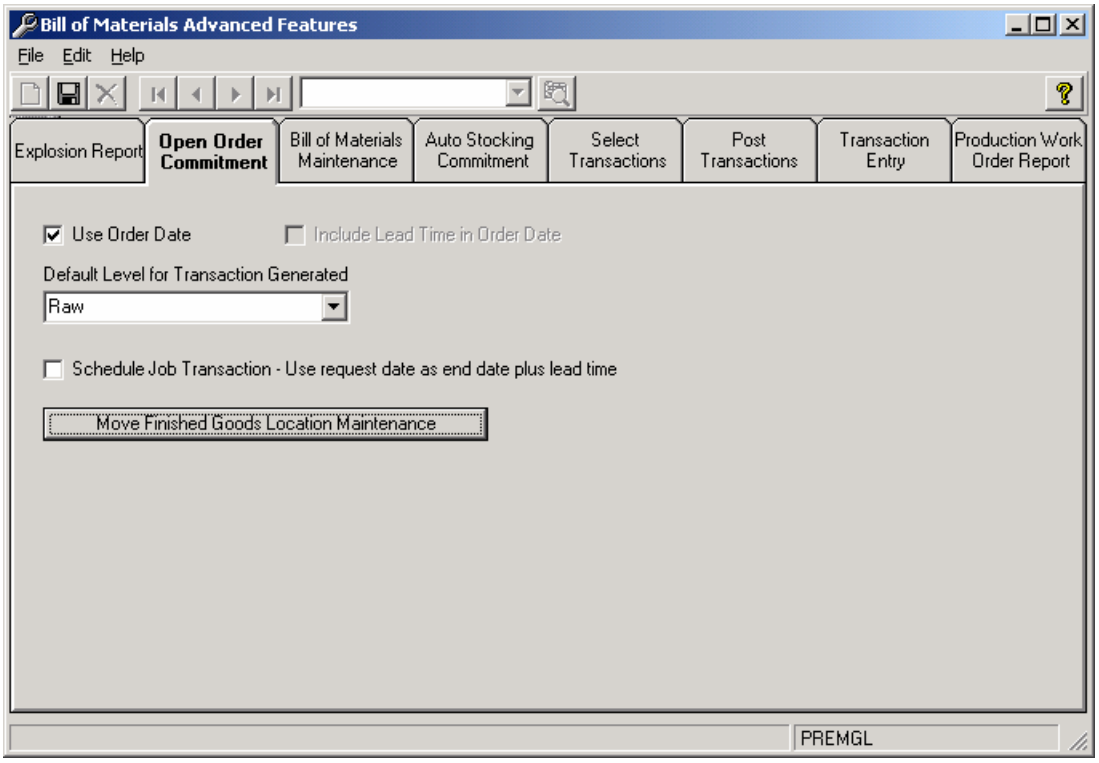
Use Custom Report Format

Allows the substitution of a custom report in place of the standard Explosion Report. Just click on the button to the right of the empty field and you can select the path to the desired custom report.

Save Temporary Report File as

This allows the user to select a file name and location where reports will be stored temporarily. This will hold the data from one time of running the report. The next time the report is run the first file will be deleted and replaced with the new data. To select a file location to save the report click on the arrow to the right of the field and fill in the desired file name and directory location. The temp files need an "mdb" extension and those files may require MS Access 2000 or later to be read.

Open Order Commitment Advanced Features



Use Order Date

This option allows the user to select orders by order date instead of request date.

Include Lead Time in Order Date

This option includes the lead time in the order date when selecting orders by order date.

Default Level for Transaction Generated

Allows the user to set the default level for every new transaction generated of Compute, Modifiable, Raw, or Top.

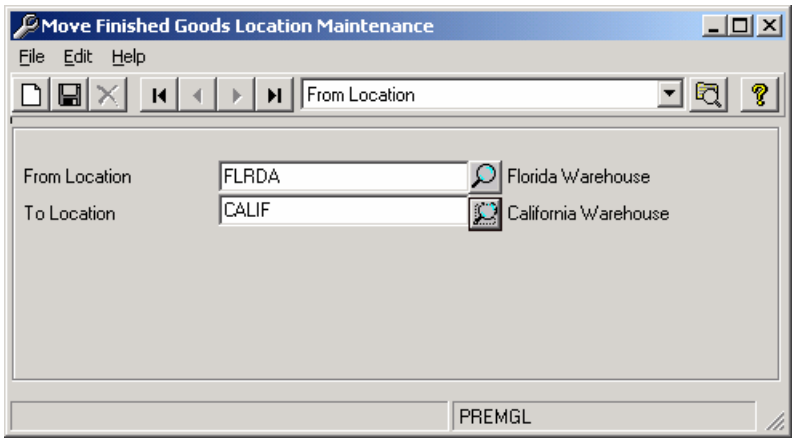
Schedule Job Transaction/Use Request Date as End Date Plus Lead Time.

If this box is checked then the schedule date will be computed as follows: The request date (from OELIN) will be put as the end date. Then it will calculate back from the end date by the lead time and put the greater of that or today as the start date.

If this box is not checked then the schedule date will be computed as follows: The start date will be the current days date and the end date will be the start date plus the lead time.

Move Finished Goods Location Maintenance

When you select the Move Finished Goods Location Maintenance button the following screen will appear:

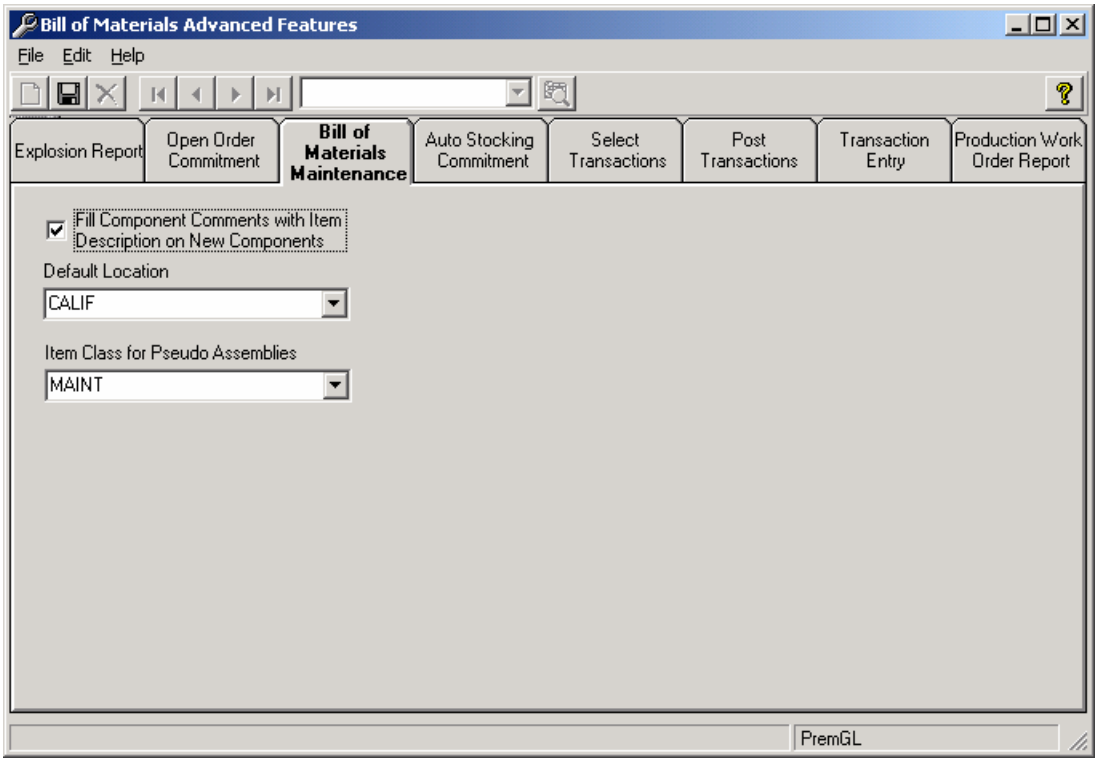


This allows for a single BOM to be used for multiple finished goods locations when importing via Open Order Commitment. Simply select the location you would like to move from and then move to by using the zoom buttons.

This option is to be used for companies that have multiple finished goods warehouses that make product in one location and then move it to others. (Also, the product is shipped from the other locations.) They want to track what is in the other locations and also want to sell from those locations. Normally you would have to maintaining multiple BOMs for each item - one for each location. This feature avoids this by triggering a translation table to be used by Open Order Commitment and Order Entry Preload. When either of those programs reads the OE files and brings in the records, the locations on the records will be changed.

If you are using Order Entry Preload in MRP you would use the "Combine Material Requirement Location Maintenance" and "Combine Production Schedule Location Maintenance" programs to do the same thing. These maintenance programs are in the MRP module in the MRP Advanced Features section.

Bill of Materials Maintenance Advanced Features



Fill Component Comments with Item Description on New Components

If this checkbox is checked then the components comments field will automatically be filled with the Item description for any new components entered.

Default Location

This will automatically fill in the specified location for components whenever you bring up a blank record in BOM Maintenance.

Item Class for Pseudo Assemblies

A Pseudo part is a sub-assembly that does not really exist in inventory. It is created solely for the purpose of making the creation of BOMs easier. For example, a door on a cabinet exists, but may only be made at the time a cabinet is made and therefore never exists as a separate item. However, the door may be used on many cabinets so it has a BOM. The door would probably be a pseudo part.

The Pseudo Sub Assembly will blow down one level when getting the cost.

A pseudo part is identified by its Item Class. All sub-assemblies in that class will be treated as a pseudo assembly.

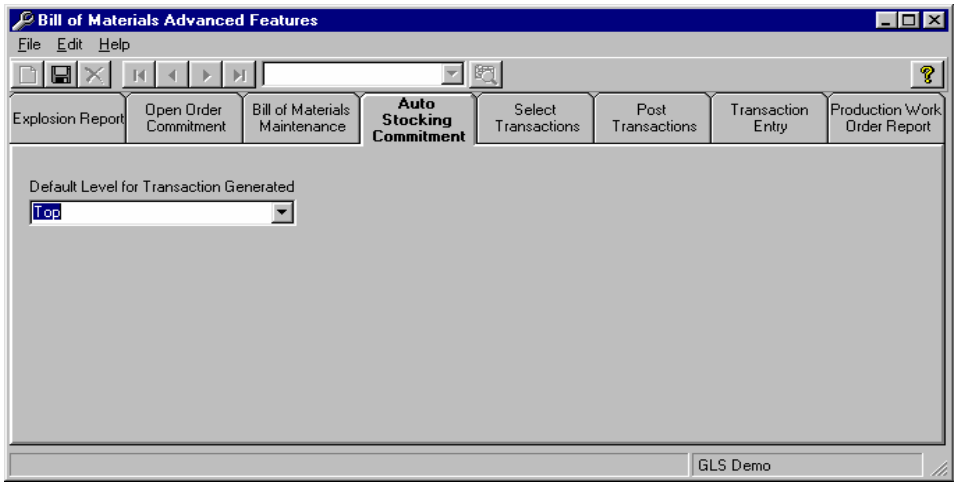
When processing BOMP transactions here is how we treat a pseudo assembly:

- For Raw level, there is no change.
- For Compute and Modifiable levels, we treat the pseudo part as though it had an on hand quantity of 0, regardless of the actual on-hand quantity in INLOC.
- For Top level, we treat the pseudo sub-assembly as though you were doing a compute and the pseudo part had a quantity of 0. In other words, the program will blow through the pseudo as though it did not exist and replace that sub-assembly component with the next level items.

There are basically two reasons you would want to use Pseudo Sub Assemblies:

1. If you want the cost to be pulled at the Raw level but want to be covered if you accidentally forget and put the Level at Top.
2. If you have some Sub Assemblies you want to make ahead of time and some you do not. The ones you make ahead of time should be regular sub assemblies and the ones you do not make ahead of time should be Pseudo Sub Assemblies.

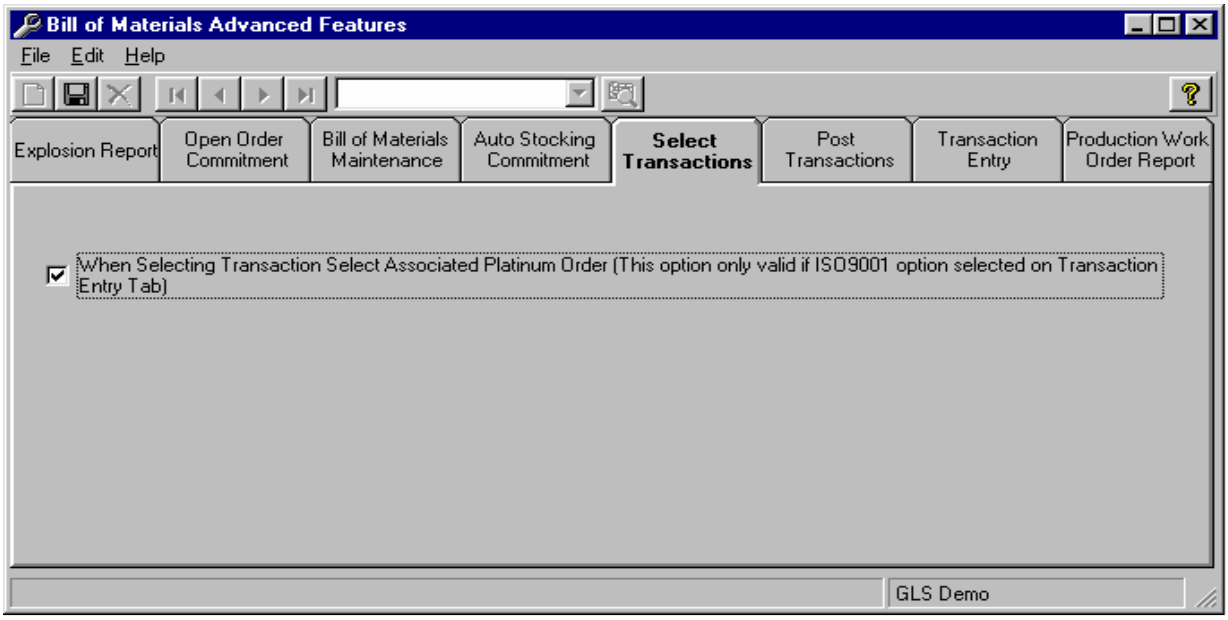
Auto Stocking Commitment Advanced Features



Default Level for Transaction Generated

This option allows the user to set the default level for transactions generated to be either Compute, Modifiable, Raw, or Top.

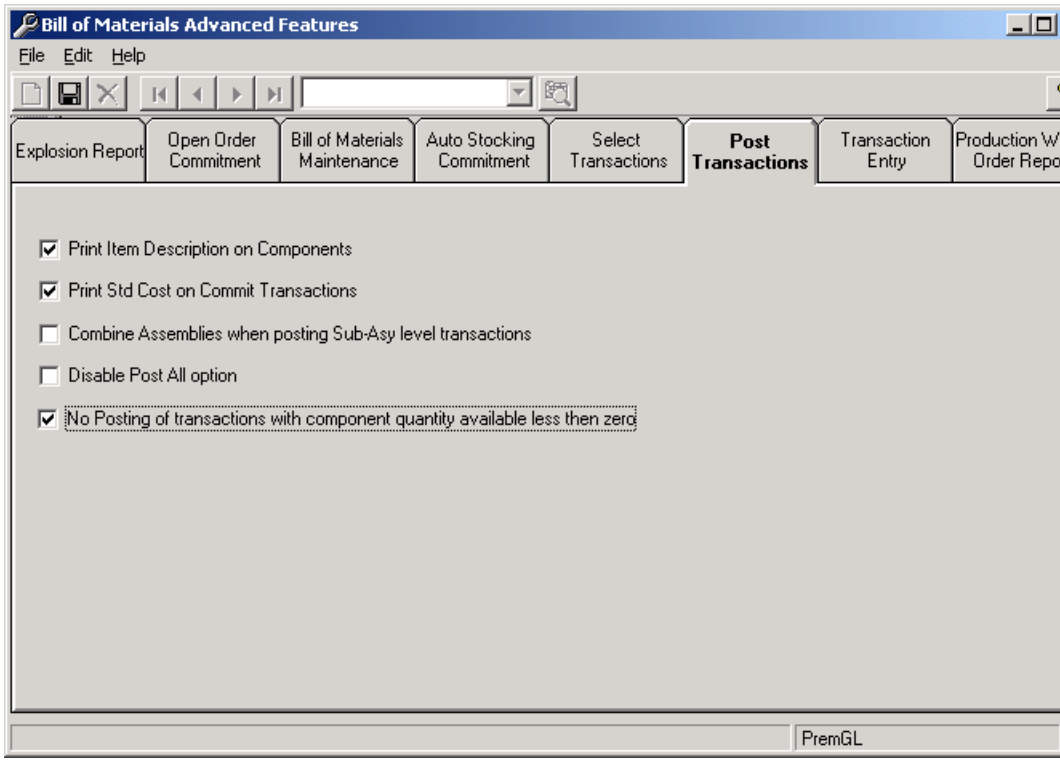
Select Transactions Advanced Features



When Selecting Transaction, Select Associated Sage PFW Order

This Option is only available when the ISO9001 option is selected on the Transaction Entry Tab. It will select the associated Sage PFW order for posting when you select the BOMP transaction in the Select Transactions program.

Post Transactions Advanced Features



Print Item Description on Components

This option prints the Item Description from Sage PFW for each individual component.

Print Std Cost on Commit Transactions

This Option will print the Standard Cost on Commit Transactions.

Combine Assemblies when posting Sub-Asy level transactions

The Combine Assemblies option only works for commit and schedule job transactions when the sub-asy level is used. It does not work with any other transaction type or level. Here is how this option will work if this checkbox is checked:

- Commit transactions from Open Order Commitment, when the ISO9001 flag is on will be processed as follows: The only transactions (for the same sub-assembly) that will be combined are those that are generated with the same transaction. For example, if order 12345, line 001 is for assembly ABC123, and that assembly has the same sub-assembly (DEF456) in two or more places, then the requirements for DEF456 for order 12345, line 001 ONLY will be combined. Requirements for any other order/line combination will NOT be combined with those of order 12345, line 001.
- Scheduled jobs (regardless of ISO9001 setting) are combined in the same fashion as open order jobs with ISO9001 on, per the preceding paragraph. In other words, a sub-assembly generated from one schedule

job will NOT be combined with the same sub-assembly from a different scheduled job.

- Commit transactions from Auto Stocking or entered manually (regardless of ISO9001 setting), and commit transactions from Open Order when the ISO9001 flag is not checked, will be processed as follows: All commit transactions with the Sub-Asy level, which are posted in the same batch, will be written to a temporary file for combination processing. From that, all transactions for the same sub-assembly will be combined into a singe commit transaction.
- If the Sub-Asy level is not chosen, then the combine option is ignored.

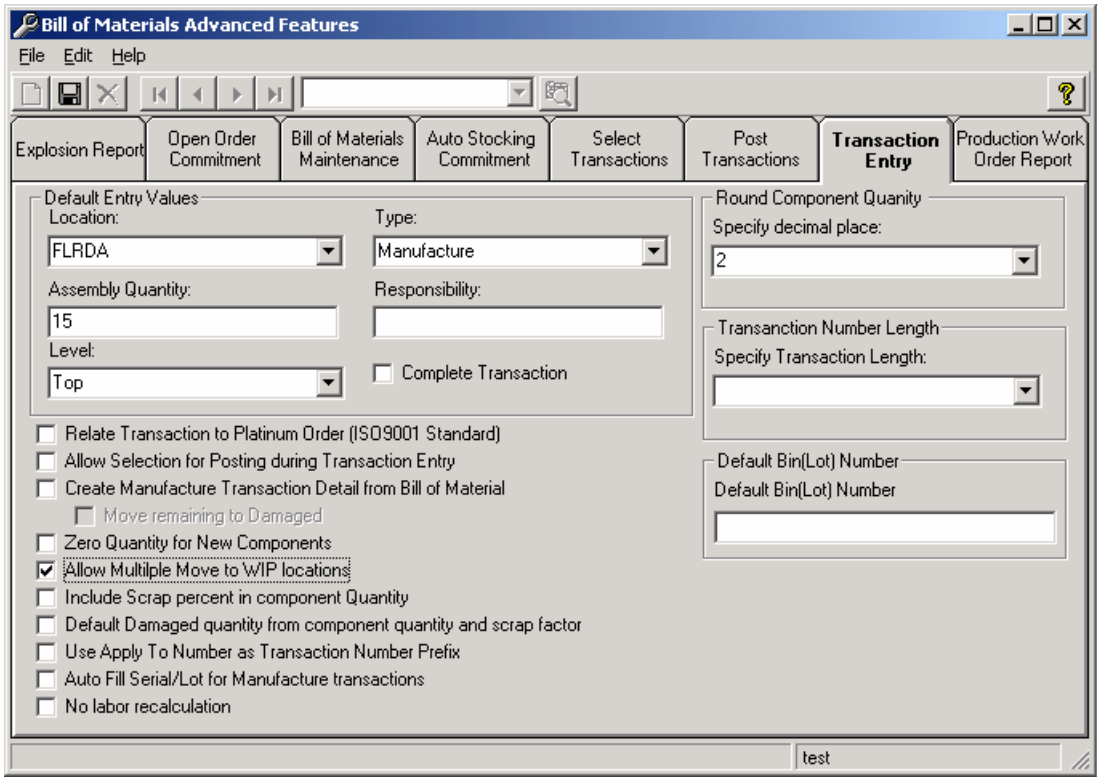
Disable Post All option

Checking this checkbox will make it so that items can ONLY be posted through the Post Select Transactions option. In other words everyone would need to use the Select Transactions program to select transactions for posting.

No Posting of transactions with component quantity available less than zero

If this option is checked posting will not be allowed if it sends items into oversold.

Transaction Entry Advanced Features



Default Entry Values

These options will populate the transaction entry screen with the following default values.

Location

Puts in a default location whenever a new Transaction Entry screen is opened.

Assembly Quantity

Puts in a default assembly quantity whenever a new Transaction Entry screen is opened.

Level

Puts in a default level whenever a new Transaction Entry screen is opened.

Type

This allows for a default transaction type to automatically be generated.

Responsibility

This option allows for a default value to automatically be filled in the responsibility field

Complete Transaction

If you check this checkbox then the complete checkbox on the transaction entry screen will be checked by default.

Round Component Quantity

Specify Decimal Place

Either type in or select from the drop down menu the number of decimal places you would like to have show for component quantities.

Transaction Number Length

Specify Transaction Length

Here is where you can specify the transaction length that you wish to view. (The actual length will not change.)

Default Bin/Lot Number

If you are using the lot number field for bin number tracking, then you typically do not want to enter the "to" bin numbers in your move to WIP transactions. You also typically do not want to enter the component bin numbers in the Manufacture transaction (because those items are already in WIP). If the Default Bin (lot) number field is used, then that bin (lot) number is used for the WIP location of components for move to WIP and manufacture transactions.

Relate Transaction to Sage PFW Order (ISO9001 Standard)

The Transaction Number field uniquely identifies transactions and is the reference number used when posted to Sage PFW's transaction history files. The user can enter a 1-10 alpha/numeric character transaction number or it will be automatically assigned by the system. If the transaction number has been entered previously but not posted, then the rest of the fields will default to the previous information and may be adjusted before posting. If the number has already been used by a posted transaction, then an error message will appear and the number will have to be changed.

If the ISO9001 option is selected then the transaction number will be generated using the Sage PFW Sales Order Number and the order line item. Also from the transaction entry screen the user can zoom on the sales order information and select the sales order number and line item. When the work order is saved, the transaction number will be generated from the selected sales order information.

To utilize, first get rid of your old jobs and then recreate them and create new ones with the ISO9001 option selected.

You need to use make to order for your finished goods when using ISO9001. Make to order generates transactions by the sales order number. If you use make to stock it will not work.

Allow Selection for Posting During Transaction Entry

If an order number is specified, this option will select the associated order in Sales Order for posting.

Create Manufacture Transaction Detail from Bill of Material

If this checkbox is checked then the transaction detail for Manufacture transactions will be generated as follows:

- For items in the BOM the quantity will be the quantity in the BOM instead of the quantity from the Move to WIP.

For example: you might need 150 feet of cable, but it is on a 1000-foot roll, so you commit the whole roll to the job. (Or maybe you are afraid of overage, so you commit 200 feet.) You also use those quantities in move to WIP. Then when you enter the manufacture quantity the quantities from the BOM will be filled. At this time if there is a discrepancy any adjustments can be made. Then the rest will be returned to stock **as long as you check the complete box when you save the Manufacture transaction.**

Move Remaining to Damaged

This option will be grayed out unless the "Create Manufacture Transaction Detail from Bill of Material" option is selected. This option will move the quantity remaining to damaged when the transaction is posted.

Zero Quantity for New Components

If this checkbox is checked, then for new items (items not on the original BOM that were added) the quantity will always be 0.

For example: If, when doing a commit, you go into the detail screen and put in a substitute item and you don't know what the correct quantity for that item is. Then the quantity will be brought in as 0. This will serve as a flag to the person doing the input to check that and put in the correct quantity.

Allow for Multiple Move to WIP locations

This option will allow for multiple Move to WIP locations for the same item key.

Include Scrap Percent in component Quantity

This option will take the Scrap Percentage, which is normally just used for Explosion Report purposes, and allow you to add that in to the component quantity in your transactions. For example: if you have quantity of 100 for Assembly A and a scrap factor of .1 for component b then the quantity for component b will be 110.

Default Damaged quantity from component quantity and scrap factor

This option will populate the Damaged quantity by multiplying the component quantity times the scrap factor.

Use Apply To Number as Transaction Number Prefix

If this option is checked the program will use the apply to as the prefix for the transaction number. It will start with the letter A and continue to Z for the suffix.

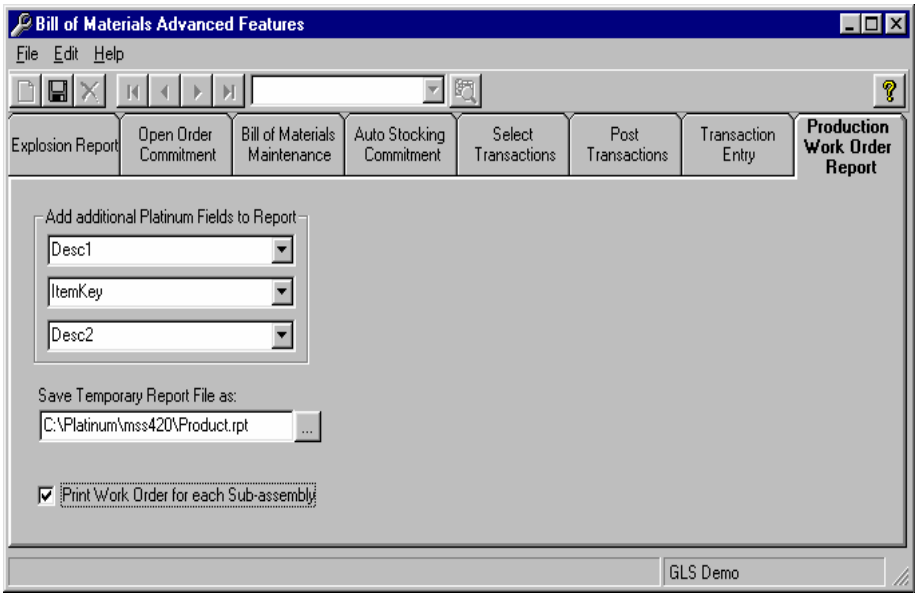
Auto Fill Serial/Lot for Manufacture Transactions

If this option is selected then the serial/lot numbers will be automatically generated for Manufacture transactions.

No Labor Recalculation

If this option is checked then labor will not be regenerated when material usage is regenerated.

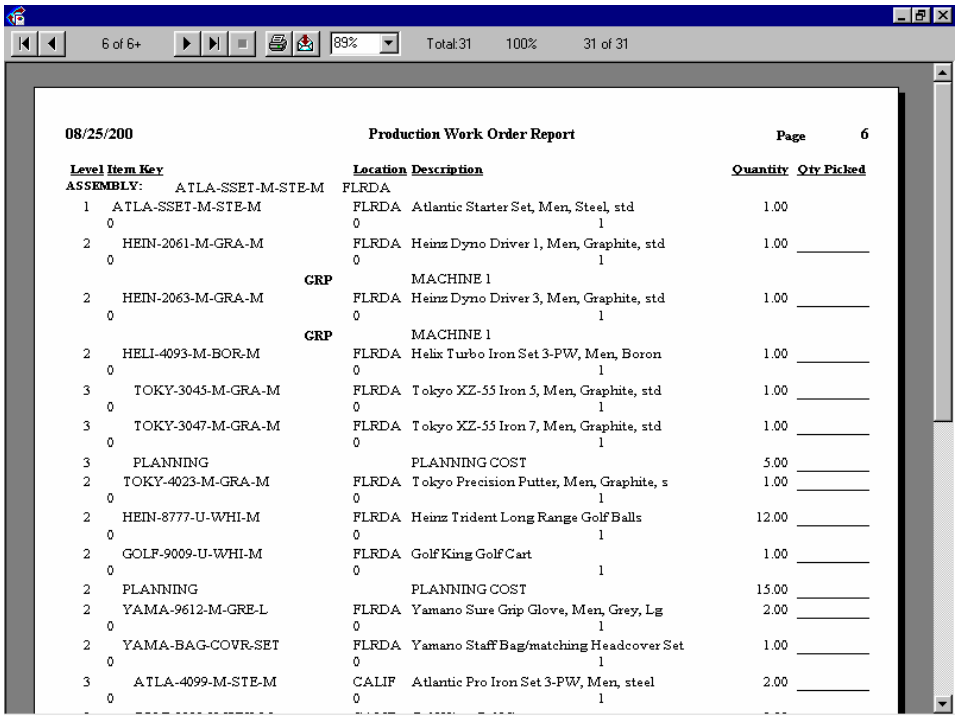
Production Work Order Report Advanced Features



Add Additional Sage PFW Fields to Report

Click on the arrow to the right of this box and a dropdown menu of the possible Sage PFW fields to use will appear.

Here is a sample of the report with some of the extra fields included:



6 of 6+ 89% Total:31 100% 31 of 31

08/25/200 **Production Work Order Report** Page 6

Level	Item Key	Location	Description	Quantity	Qty Picked
ASSEMBLY:	ATLA-SSET-M-STE-M	FLRDA			
1	ATLA-SSET-M-STE-M	FLRDA	Atlantic Starter Set, Men, Steel, std	1.00	
0		0	1		
2	HEIN-2061-M-GRA-M	FLRDA	Heinz Dyno Driver 1, Men, Graphite, std	1.00	_____
0		0	1		
	GRP		MACHINE 1		
2	HEIN-2063-M-GRA-M	FLRDA	Heinz Dyno Driver 3, Men, Graphite, std	1.00	_____
0		0	1		
	GRP		MACHINE 1		
2	HELI-4093-M-BOR-M	FLRDA	Helix Turbo Iron Set 3-PW, Men, Boron	1.00	_____
0		0	1		
3	TOKY-3045-M-GRA-M	FLRDA	Tokyo XZ-55 Iron 5, Men, Graphite, std	1.00	_____
0		0	1		
3	TOKY-3047-M-GRA-M	FLRDA	Tokyo XZ-55 Iron 7, Men, Graphite, std	1.00	_____
0		0	1		
3	PLANNING		PLANNING COST	5.00	_____
2	TOKY-4023-M-GRA-M	FLRDA	Tokyo Precision Putter, Men, Graphite, s	1.00	_____
0		0	1		
2	HEIN-8777-U-WHI-M	FLRDA	Heinz Trident Long Range Golf Balls	12.00	_____
0		0	1		
2	GOLF-9009-U-WHI-M	FLRDA	Golf King Golf Cart	1.00	_____
0		0	1		
2	PLANNING		PLANNING COST	15.00	_____
2	YAMA-9612-M-GRE-L	FLRDA	Yamano Sure Grip Glove, Men, Grey, Lg	2.00	_____
0		0	1		
2	YAMA-BAG-COVR-SET	FLRDA	Yamano Staff Bag/matching Headcover Set	1.00	_____
0		0	1		
3	ATLA-4099-M-STE-M	CALIF	Atlantic Pro Iron Set 3-PW, Men, steel	2.00	_____
0		0	1		

Save Temporary Report File As

This allows the user to select a file name and location where reports will be stored temporarily. This will hold the data from one time of running the report. The next time the report is run the first file will be deleted and replaced with the new data. To select a file location to save the report click on the arrow to the right of the field and fill in the desired file name and directory location. The temp files need an "mdb" extension and those files may require MS Access 2000 or later to be read.

Print Workorder for Each Assembly

This option will print the workorder at the top level, and then print a workorder for each of the sub-assemblies in the assembly. This will be based on the BOM for the item and not the components from the transaction detail screen. This option will work for assemblies, current (unposted) workorders, and historical (posted) work orders.

For example if you had a transaction 1234567890 which was for 20 of part ABC123, which (in the BOM) had a sub-assembly def456 with a unit quantity of 1 and a sub-assembly ghi890 with a unit quantity of 2. Then the following would be printed: a top level workorder for 20 of ABC123 , a workorder for 20 def456, and a workorder for 40 of ghi890. All would refer to the same 1234567890 transaction number. A suffix will be added to the sub-assembly workorders to denote that they are sub-assemblies. In this case the suffixes would be "SUB-001" and "SUB-002".

Responsibility Maintenance

Responsibility Maintenance Overview

The Responsibility maintenance screen allows the user to setup Responsibility Keys that are assigned to the assembly item in the bill of material. These keys are for reporting purposes only and do not affect costing or posting. The system administrator may decide how these tables are used in the BOM. Example applications are:

- Create a Responsibility Key for each shop floor department (i.e. welding, assembly, etc.) or shop floor supervisor. The department or department supervisor Responsibility Key would then be assigned to the Assembly in the BOM Entry screen. The Production Work Order Report would then display the department responsible for manufacturing the assembly and/or sub-assembly.

- Create keys for the data entry personnel and use the keys to track the user that created or last modified the BOM.
- Create keys for the personnel responsible for entering and posting BOMP Transactions. The Responsibility Keys would then be assigned as the user is entering transactions in the Transaction Entry screen. The Transaction Posting screen allows transactions to be posted by a range of Responsibility Keys; therefore, a user may post the transactions that he/she entered.

Entering a Responsibility Record Step-by-Step

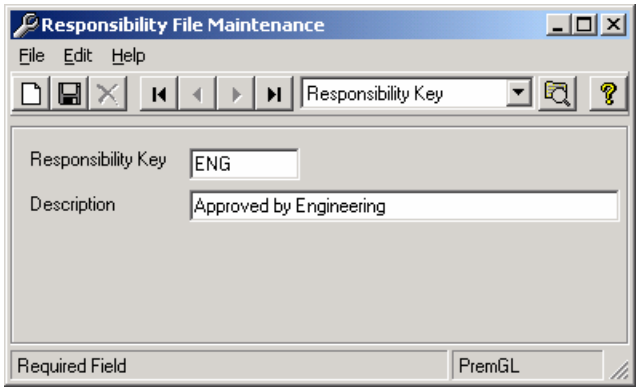
Select the New icon from the tool bar.

Enter a Responsibility Key.

Enter a Description.

Select the Save icon from the tool bar.

Responsibility Screen Field Definitions



Responsibility Key

Enter a 1-5 character alpha/numeric Responsibility Key. This is the key assigned to the Assembly in the BOM Entry Screen.

Description

Enter a 1-30-character alpha/numeric definition for the Responsibility Key.

Viewing and Modifying a Previously Entered Responsibility Record

Use the zoom or scroll keys to select the record. The scroll box allows the user to zoom on a specific Responsibility Key or move through all valid keys.

View the record and make the appropriate changes.

Select the Save icon from the tool bar

Responsibility Maintenance Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

Responsibility Maintenance File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid Responsibility Keys. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the beginning record in the maintenance table.

Previous (F6)

Moves to the preceding record in the maintenance table.

Next (F7)

Moves to the subsequent record in the maintenance table.

Last (F8)

Displays the Ending record in the maintenance table.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Machine Maintenance

Machine Maintenance Overview

The Machine Code is very similar to the Responsibility key, but is applied to the individual components within a bill of material. The keys are for reporting purposes only and do not affect costing or posting. The system administrator may decide how these tables are used in the BOM. Example applications are:

- Create a Machine Code for each shop floor work area (i.e. welding, assembly, etc.) or shop floor supervisor. The department or department supervisor Machine Code would then be assigned to the components in the BOM Entry screen. The Production Work Order Report would then display the department responsible for the component item.
- Create Codes for the data entry personnel and use the key to track the user that entered or last modified the component on the BOM.
- Create Codes for each shop floor machine. The Machine Code would then be assigned to the components in the BOM Entry screen. The Production Work Order Report displays which machine will be used to process the component item.

Entering a Machine Record Step-by-Step

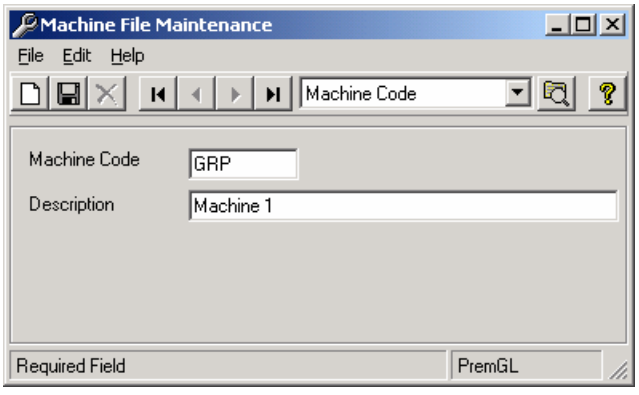
Select the New icon from the tool bar.

Enter a Machine Code.

Enter a Description.

Select the Save icon from the tool bar.

Machine Maintenance Screen Field Definitions



Machine Key

Enter a 1-5-character alpha/numeric Machine Code. This is the code assigned to the component items in the Bill of Material Maintenance screen.

Description

Enter a 1-30-character alpha/numeric definition for the Machine Code.

Viewing and Modifying a Previously Entered Machine Record

Use the zoom or scroll keys to select the record. The scroll box allows the user to zo

om on a specific Machine Code or move through all valid codes.

View the record and make the appropriate changes.

Select the Save icon from the tool bar.

Machine Maintenance Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

Machine Maintenance File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid Machine Keys. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the beginning record in the maintenance table.

Previous (F6)

Moves to the preceding record in the maintenance table.

Next (F7)

Moves to the subsequent record in the maintenance table.

Last (F8)

Displays the ending record in the maintenance table.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Standard Text Maintenance

Standard Text Maintenance Overview

The Standard Text Maintenance table gives you the ability to enter unlimited free form text onto the bill of material. The "blocks" of text are then printed on various reports to display needed information. The Standard Text Codes are entered on the BOM by changing the "Component Source" (in the BOM Entry Screen) to Standard Text. The Standard Text Codes are for reporting purposes only and do not affect costing or posting. The system administrator may decide how these codes are used in the BOM. Example applications are:

- Create a Standard Text Code for shop floor assembly instructions. The Production Work Order Report would then display the text for the assembly department to follow.
- Create Standard Text Codes to display additional descriptions of components.
- Create Codes to display warnings about components and or the assembly.

Entering a Standard Text Code Step-by-Step

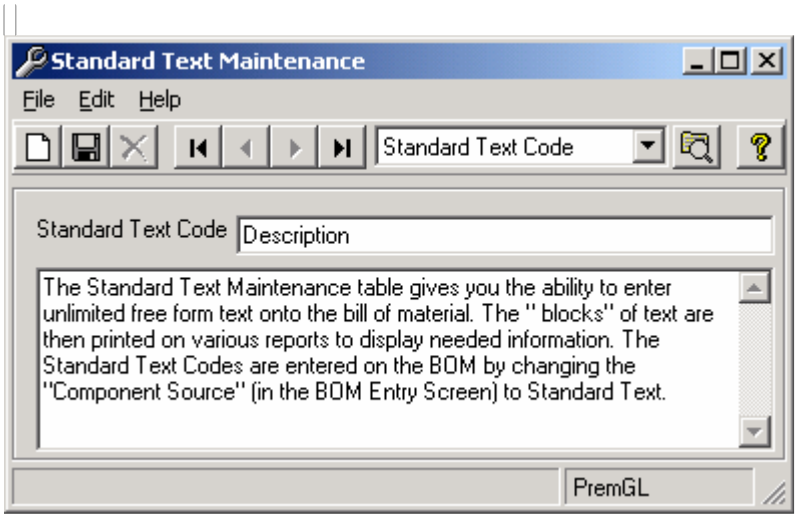
Select the New icon from the tool bar.

Enter a Standard Text Code.

Enter your unlimited free form text.

Select the Save icon from the tool bar.

Standard Text Screen Field Definitions



Standard Text Code

Enter a 1-18-character alpha/numeric Standard Text code. This is the code assigned to the BOM in the Bill of Material Maintenance screen.

Description

Enter an alpha/numeric definition for the code. This free-form memo field will except up to 250,000 characters.

Viewing and Modifying a Previously Entered Standard Text Record

Use the zoom or scroll keys to select the record. The scroll box allows the user to zoom on a specific Standard Text Code or move through all valid keys.

View the record and make the appropriate changes.

Select the Save icon from the tool bar.

Standard Text Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

Standard Text File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid Standard Text Codes. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the beginning record in the maintenance table.

Previous (F6)

Moves to the preceding record in the maintenance table.

Next (F7)

Moves to the subsequent record in the maintenance table.

Last (F8)

Displays the ending record in the maintenance table.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Overhead Maintenance

Overhead Maintenance Overview

The Overhead Maintenance table allows the user to create keys that are assigned to components and Additional Cost Items in the BOM Entry screen. These keys are used to apply overhead costs (usually a percentage) to the bill of material. The Overhead Cost is calculated by the user specified Cost Type and Factor and then the result of the multiplication is applied to the appropriate General Ledger account. Typically, overhead is applied to labor lines, as defined in Additional Cost, but they may also be applied to any component in the bill of material.

Entering an Overhead Record Step-by-Step

Select the New icon from the tool bar.

Enter an Overhead Key.

Enter a Description.

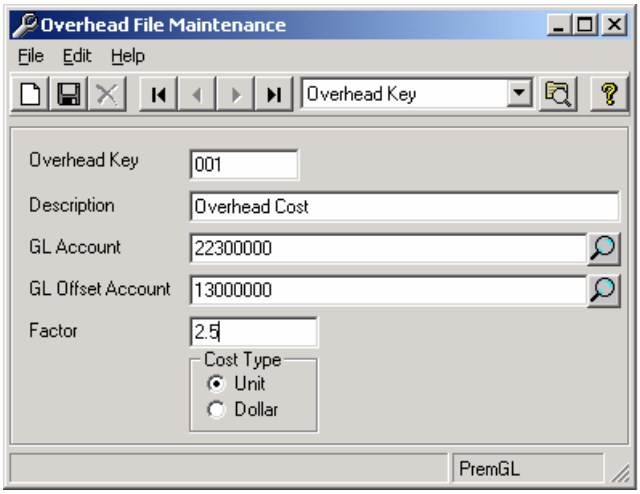
Enter the Sage PFW Overhead General Ledger Control Account. (Credit Account)

Enter the Sage PFW Overhead General Ledger Offset Account. (Debit Account)

Enter the Factor and select a Cost Type.

Select the Save icon from the tool bar.

Overhead Field Definitions



Overhead Key

Enter a 1-3-character alpha/numeric Overhead key. This key is assigned to the BOM components in the BOM Entry Screen.

Description

Enter a 1-40-character alpha/numeric definition for the Overhead key.

GL Account

Enter the Control General Ledger account. The calculated overhead amount is written to this account when posting transactions. This account will be credited when the transactions are posted.

GL Offset Account

Enter the General Ledger Offset account. The reverse of the calculated overhead amount is written to (INDIST) using this account when posting transactions. This account will be debited when the transactions are posted.

Cost Type

The user may select a unit (U) costing type or a dollar (D) costing type to determine how the Extended Amount is calculated.

> **For example:** Item ABC has a unit cost of $8.00 and a quantity of 10 is used on the BOM. Using a Cost Type of U and a Factor of 2.5, the amount to be applied to the GL Control account would be $25.00 (2.5 * 10). The amount applied to the GL Offset account would be -$25.00.

Using a cost type of D and a factor of 2.5 the amount applied to the GL Control account would be $200.00 (2.5 * 8 * 10). The amount applied to the GL Offset account would be -$200.00.

Factor

The Factor quantity is used in calculating the Extended Amount. The factor will be applied differently depending on the selected Cost Type. See example in the "Cost Type".

Viewing and Modifying a Previously Entered Overhead Record

Use the zoom or scroll keys to select the record. The scroll box allows the user to zoom on a specific or move through all valid keys.

View the record and make the appropriate changes.

Select the Save icon from the tool bar.

Overhead Maintenance Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

Overhead Maintenance File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid Overhead Keys. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the beginning record in the maintenance table.

Previous (F6)

Moves to the preceding record in the maintenance table.

Next (F7)

Moves to the subsequent record in the maintenance table.

Last (F8)

Displays the ending record in the maintenance table.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Burden Maintenance

Burden Maintenance Overview

The Burden Maintenance table is used to setup keys are assigned to components in the BOM Entry screen. These keys are used to apply burden costs (usually a percentage) to the bill of material. The Burden Cost is calculated by the user specified Cost Type and Factor and then the result of the multiplication is applied to the appropriate General Ledger account. Typically, burden is applied to labor lines, as defined in Additional Cost, but they may also be applied to any component in the bill of material.

Entering a Burden Record Step-by-Step

Select the New icon from the tool bar.

Enter a Burden Key.

Enter a Description.

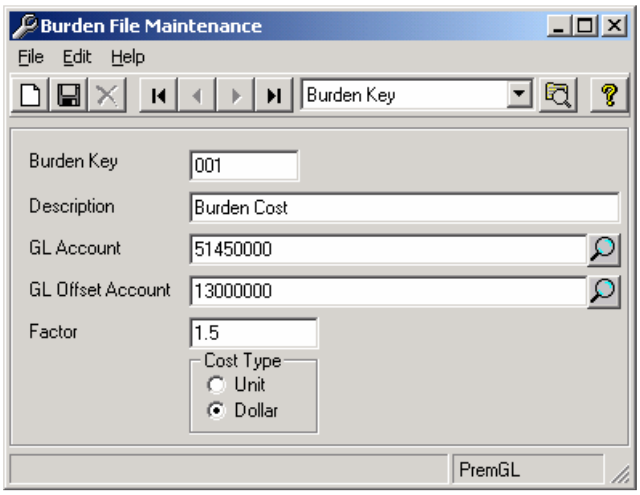
Enter the Sage PFW Burden General Ledger Control Account. (Credit Account)

Enter the Sage PFW Burden General Ledger Offset Account. (Debit Account)

Enter the Factor and select a Cost Type.

Select the Save icon from the tool bar.

Burden Screen Field Definitions



Burden Key

Enter a 1-3-character alpha/numeric Burden key. This key is assigned to the BOM components in the BOM Entry Screen.

Description

Enter a 1-40-character alpha/numeric definition for the Burden key.

GL Account

Enter the Control General Ledger account. The calculated overhead amount is written to this account when posting transactions. This account will be credited when the transactions are posted.

GL Offset Account

Enter the General Ledger Offset account. The reverse of the calculated overhead amount is written to (INDIST) using this account when posting transactions. This account will be debited when the transactions are posted.

Cost Type

The user may select a unit (U) costing type or a dollar (D) costing type to determine how the Extended Amount is calculated.

> **For example:** Item ABC has a unit cost of $8.00 and a quantity of 10 is used on the BOM. Using a Cost Type of U and a Factor of 2.5, the amount to be applied to the GL account would be $25.00 (2.5 * 10). The amount applied to the Offset account would be -$25.00.

Using a cost type of D and a factor of 2.5 the amount applied to the GL account would be $200.00 (2.5 * 8 * 10). The amount applied to the Offset account would be -$200.00.

Factor

The Factor quantity is used in calculating the Extended Amount.

Viewing and Modifying a Previously Entered Burden Record

Use the zoom or scroll keys to select the record. The scroll box allows the user to zoom on a specific or move through all valid keys.

View the record and make the appropriate changes.

Select the Save icon from the tool bar.

Burden Maintenance Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

Burden Maintenance File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid Burden Keys. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the beginning record in the maintenance table.

Previous (F6)

Moves to the preceding record in the maintenance table.

Next (F7)

Moves to the subsequent record in the maintenance table.

Last (F8)

Displays the ending record in the maintenance table.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Additional Cost Maintenance

Additional Cost Maintenance Overview

The Additional Cost Maintenance table is used to define non-inventory costs, such as labor (type “L”), sub-contracting costs (type “S”), and other costs (type “X”). The Additional Cost Keys are entered on the BOM by changing the “Component Source” (in the BOM Entry Screen) to Additional Cost and then selecting the desired Additional Cost item from the list that appears when you click on the zoom button at the top of the screen.. Additional Cost Keys are processed in a manner similar to inventory items.

Entering an Additional Cost Record Step-by-Step

Select the New button from the tool bar.

Enter an Item Key.

Enter a Description.

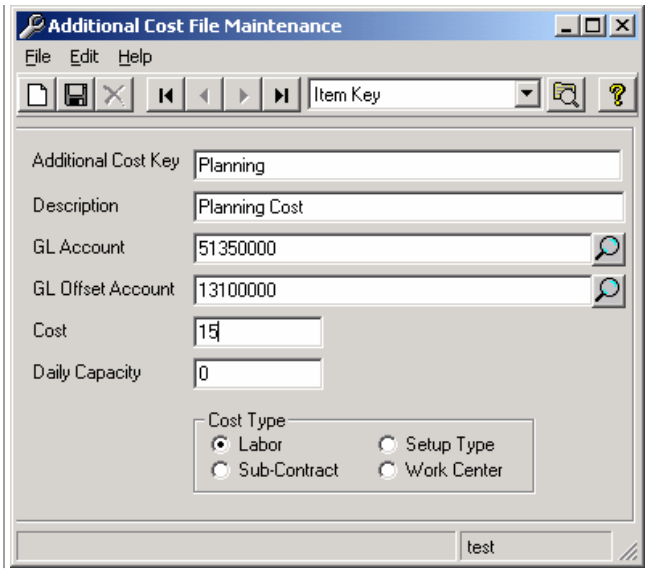
Enter a General Ledger Control Account. (Credit Account)

Enter a General Ledger Offset Account. (Debit Account)

Enter the Cost and Cost Type.

Select save from the tool bar.

Additional Cost Screen Field Definitions



Additional Cost Key

Enter an alpha/numeric key using 1-18 characters. This is the item key entered on the bill of material in the BOM Entry Screen.

Description

Enter a 1-40-character alpha/numeric definition for the Additional Cost key.

GL Account

Enter the Control General Ledger account. The **Extended Amount** is written to this account when posting transactions that include Additional Cost Items. (Credit Account)

GL Offset Account

Enter the Offset General Ledger account. The reverse of the **Extended Amount** is written to (INDIST) using this account when posting transactions. (Debit Account)

Cost

This field is used to define the Additional Costing Type. The user may select Cost Type of labor (L), Sub-Contract (S), Setup Type (U), or Other (X).

Daily Capacity

How many hours you can do a day for the specified type of Labor.

Cost Type

Here the user can set the cost type to be either Labor, Setup Type, Sub-Contract, or Work Center.

Viewing and Modifying a Previously Entered Additional Cost Record

Use the zoom or scroll keys to select the record. The scroll box allows the user to zoom on a specific or move through all valid keys.

View the record and make the appropriate changes.

Select the Save icon from the tool bar.

Additional Cost Maintenance Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

Additional Cost Maintenance File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid Additional Cost Keys. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the beginning record in the maintenance table.

Previous (F6)

Moves to the preceding record in the maintenance table.

Next (F7)

Moves to the subsequent record in the maintenance table.

Last (F8)

Displays the ending record in the maintenance table.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Import BOM Transactions

Import Overview

The Import BOM Transactions program will allow import of BOM Transactions from an outside file. The user can import information from a comma delimited text file. Once the import program is opened the import option is available on the file menu. After importing transactions they will be displayed in a grid format and records may be deleted prior to saving. Once the transactions are saved they are stored in the Transaction Entry import program. They can be imported to unposted BOM Transaction using the import option located on the menu in Transaction Entry. Fields not entered will be defaulted from the BOMP Advanced Features settings. Below is a description of the format of the comma delimited text file. Only the first three fields are required additional field may be left blank if desired.

Import format

Comma delimited file that contains:
1) Assembly Item (Required)(30)
2) Location (Required)(5)
3) Quantity (Required)
4) Transaction # (Optional)(21)
5) Apply to # (Optional)(21)
6) Date (Optional)(6)
7) Complete Flag (Optional)(Y or N)
8) Transaction Type (Optional)(1)
9) Transaction Level (Optional)(1)
10)Responsibility Code (Optional)(5)
11)Comments (Optional)

If a field is not entered a comma is still required. Below is an example of two valid record formats.

"Assembly Item","Location",10,"12345",,"041503",,,,,"Comments"
"Assembly Item","Location",11

After Saving records proceed to the Transaction Entry program and select the Import Transactions options from the menu. You may select as many records as desired then press the Import Selected option. Records will be error checked and written as unposted transactions. If a record has an error the error will be displayed and the record will not be written. You can then go back into the import option and view the records with errors. The records can be deleted at this point or you can use the Import and Edit option to import the data and fix the problem before saving.

Then proceed to the Transaction Posting program and select the transaction you wish to post. Click the Print Posting Summary Report checkbox and then press the Print Edit Report option. This will give a listing and edit report of the transaction without posting the transactions.

Bill of Materials Maintenance

Bill of Materials Maintenance Overview

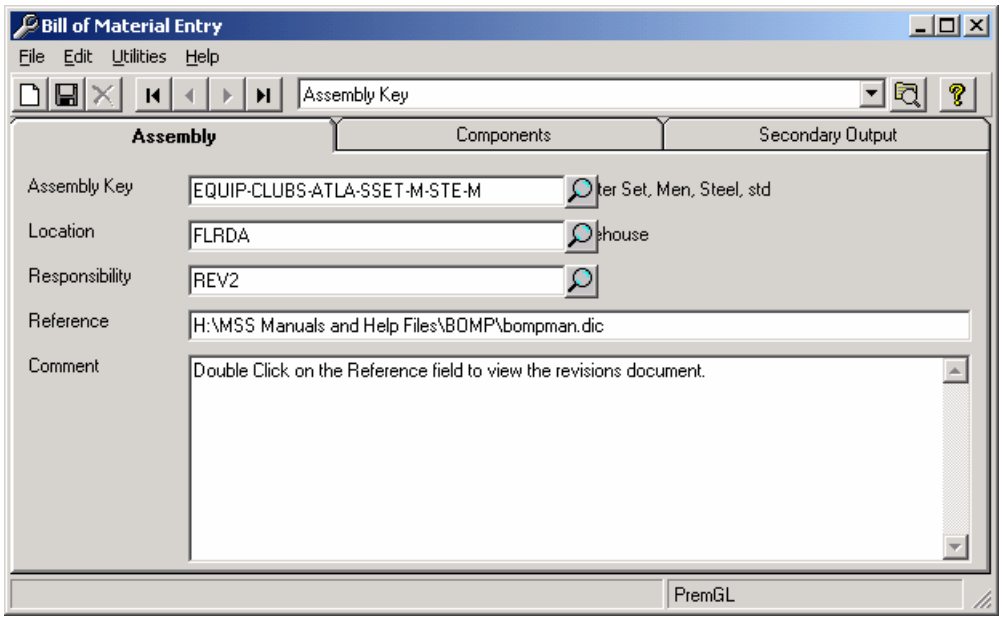
The Bill of Materials Maintenance screen allows users to enter and maintain a multilevel bill of material. The BOMs can have from 1 to 99 levels (although we don't recommend over 5 due to complexity issues). The BOMs can be unique by Assembly Key and Location, Assembly Key and Engineering Code, or Assembly Key and Customer Key. (For an explanation of the implications and functionality of these 3 choices see the "Default Field Definitions" section under "BOM second segment (Unique Identifier)". These options will let you process an assembly through multiple locations, enter dates for when the BOM is valid, or have different BOMs of the same assembly for several different customers. BOMP also has a secondary output tab where you can enter byproducts.

The BOM sequence is now modifiable and the changes will affect all the BOMP reports. There are three sort options on the components tab of BOM Entry. There is also a new field Print Sequence after the Instruction/comments field. You can modify this field to arrange components in any order desired. The first sort option Print Sequence will sort the records by the Print Sequence number. This option would help if you have made changes and they want to see how the components will print. The second option Component Key will sort the components by component key. The third option Reset Print Sequence to the order the items were entered will sort the components in the order they were original entered.

Entering a new Bill of Material

Entering Assembly Information

The following procedure will walk you through entering the assembly information for a new BOM.



Step-by-Step

Select the New icon from the tool bar.

Type an Assembly Key or select the  to view available inventory items and select the Assembly Key.

Type a Location or select the  to view available locations and select the appropriate Location. (You may now start entering component Information.)

Enter a Responsibility Key.

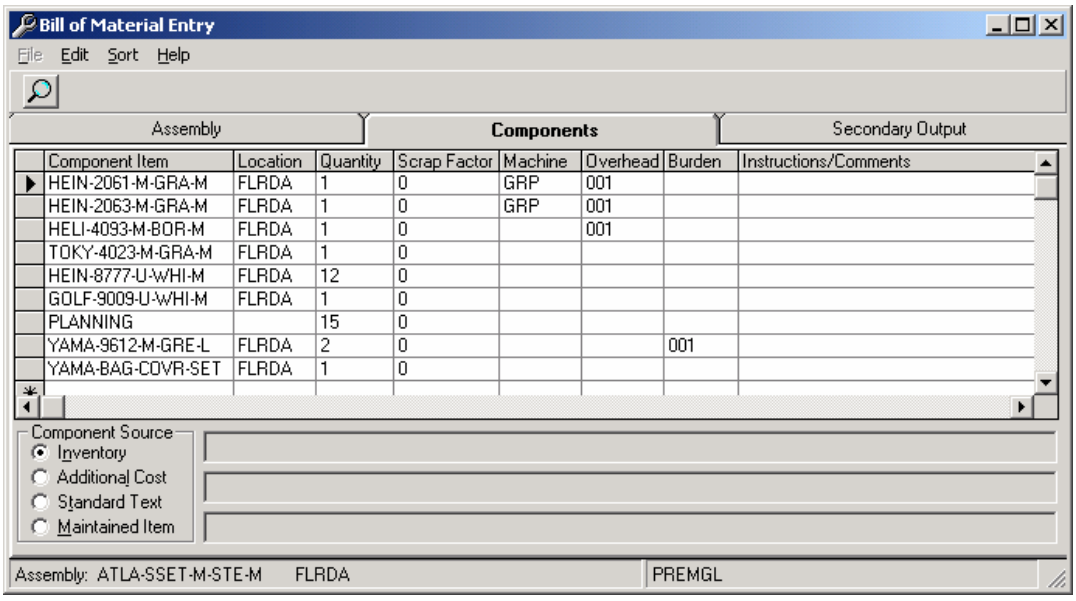
Enter the Reference information. If you enter a path/file name then when you double click on this field, the file will be opened.

Select the Save icon from the tool bar and proceed to entering component information.

You may use the Page Down, Page Up, Ctrl Home, and Ctrl End to navigate the search windows. The F3 function key will copy information from the Beginning field to the Ending Field.

Entering Component Information

This screen is not accessible unless an Assembly Key and Location has been entered in the Assembly Screen. The following procedure will walk you through entering the components for a new BOM. Please see “Component Screen Field Definitions” for more information.



Step-by-Step

Use your mouse to click on the component item column in the first row.

Type a component or select the zoom button to see the available inventory items and select the Component item. If you press <Ctrl><F9> then the program will zoom by Manufacturer item key. Change the component source to enter an Additional Cost or Standard Text item key.

The Location will default to the location setup in the BOMP Advanced Features program in the Bill of Materials Maintenance screen's Default Location field. You may type in a different location or zoom to select a location.

Enter the quantity used to make 1 assembly.

You may choose to enter a Scrap Factor.

You may choose to enter a Machine, Overhead, and/or Burden Key. For more information, see Overhead Maintenance, Machine Maintenance, and Burden Maintenance.

The Instructions/Comment field will default to the Sage PFW item description. This is a memo field and can be modified. The reports allow you to print either the Sage PFW description or the comments field.

Enter the Reference/Drawing Number information. If you enter a path/file name then when you double click on this field, the file will be opened.

Select the Save icon from the Assembly Screen.

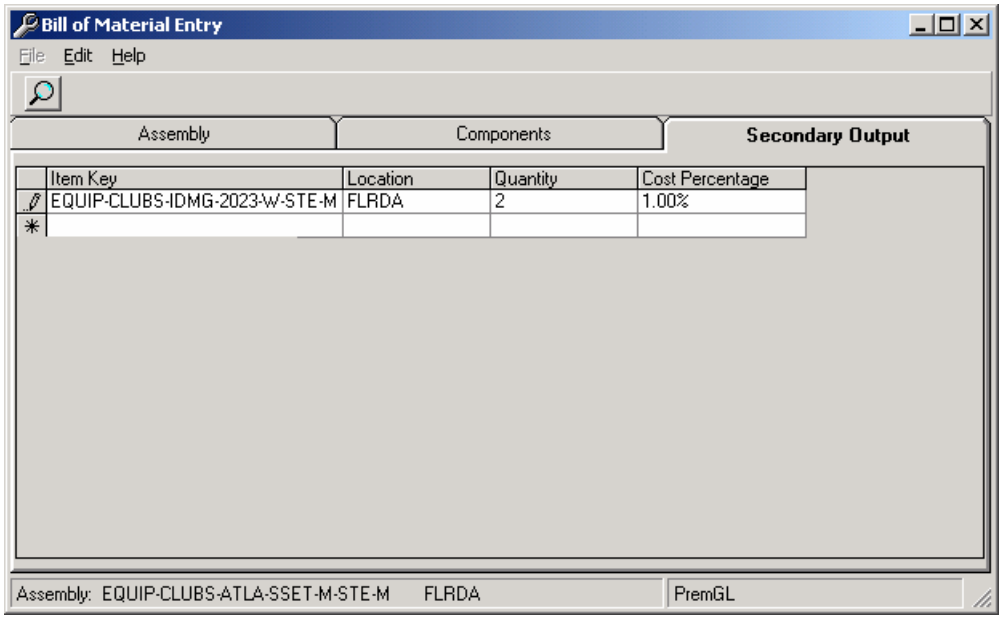
Click on the Components tab and select Validate from the Edit Menu.

Changing the Component Source

The Component Source is located at the bottom of the screen. To enter or zoom on valid Sage PFW Inventory items, select Inventory. To enter or zoom on valid Additional Cost Keys, (these keys are setup and maintained in the Additional Cost Maintenance screen) select Additional Cost. To enter or zoom on valid Standard Text codes, (these keys are setup and maintained in the Standard Text Maintenance screen) select Standard Text.

At the top of the components screen you will notice a new sort option. Here you can select to sort components (and have them print in this order on our reports) by Print Sequnce, Component Key, Reset to original sequence the items were entered.

Entering Manufacturing By-Product (Secondary Output) Information



Step-by-Step

Use your mouse to click on the Component Item column in the first row.

Type a Component or select the  to zoom on available inventory items and select the Component item. Change the Component Source to enter an Additional Cost or Standard Text item key.

The Location will default to the location setup under Default Location in the Utilities Menu. You may type in a different location or zoom to select a location. The F3 key will copy the location from the above field.

Enter the quantity used to make 1 assembly.

You may choose to enter a Scrap Factor.

You may choose to enter a Machine, Overhead, and/or Burden Key. For more information, see Overhead Maitenance, Machine Maintenance, and Burden Maintenance

The Instructions/Comment field will default to the Platinum item description. This is a memo field and can be modified. The reports allow you to print the Platinum description or the Comments field.

Select the Save icon from the Assembly Screen.

Click on the Components tab and select Validate from the Edit Menu.

Changing the Component Source

The Component Source is located at the bottom of the screen. To enter or zoom on valid Sage PFW Inventory items select Inventory. To enter or zoom on valid Additional Cost Keys (these keys are setup and maintained in the Additional Cost Maintenance screen) select Additional Cost. To enter or zoom on valid Standard Text Codes (these keys are setup and maintained in the Standard Text Maintenance screen) select Standard Text.

Viewing and Modifying a Previously Entered BOM

Use the zoom "Assembly Key" at the top of the screen or scroll keys to select the rec ord. The scroll box allows the user to zoom on a specific or move through all valid BOM's.

Once the record is selected the Assembly Key or Location cannot be modified. View the record and make the appropriate changes to the assembly information or component information.

Select the Save icon from the tool bar.

If you try to pull in an existing BOM using the lower Assembly Key and Location fields, the system will not allow you to save changes and you will receive an error stating that the assembly already exists.

QUOTES / ESTIMATES

We have added the ability of having quotes and estimates in BOM Maintenance:

- Specify a non Sage PFW Location in Advanced Features to specify a Quote location
- Quotes do not need a valid Sage PFW Item Key as the assembly key.
- You can also close a quote – to make it a viable bill of materials.
- The cost of quotes is calculated in the Explosion Report.
- Production Requirements Report may be run for quotes.
- You may not enter transactions for quotes, so you can't accidentally post a quote.

Assembly Screen Field Definitions

Assembly Key

The Assembly Key + Location is used as the BOM identifier. Only valid Sage PFW Inventory Items may be used as Assembly Keys.

Location

Only valid Inventory Location keys may be used as the Location. The location keys must be setup within Sage PFW.

Responsibility

Enter or zoom to select a Responsibility key; must be a valid key from the Responsibility Maintenance screen. This field is linked to the assembly and is used in reporting programs and Transaction Processing. The system administrator may decide how the Responsibility keys are used in the BOM. For more information, please see Responsibility Maintenance.

Comment

This field allows the user to enter a memo concerning the BOM.

Reference

This field allows the user to attach an alpha/numeric reference number to the BOM. This field may also be used as an active field, which allows you to enter a path to any Microsoft Access file. You may then access the file from BOM Entry by double clicking on the field. The example shown below would open a bitmap file and display a graphic of the ATLA-SSET-M-STE-M assembly. You may also use the field to open an Excel Table, Access Database, Word file, etc. The Bill of Material Listing Report displays and can be sorted by this number.

Component Screen Field Definitions

Component Item

The Component Item column allows the user to enter a valid inventory, additional cost, or standard text item key or select the item from a listing of available item keys by pressing the down arrow button within the highlighted cell. The bottom of the screen will display if the selected component is a Sub-Assembly item and/or a Serial/Lot Number tracked item.

Location

The Location field should only be entered on inventory items and must be a valid Sage PFW location for the component.

Quantity

The Quantity column is the standard quantity used to produce the assembly.

Scrap

This column allows the user to apply a scrap percentage to the component. If a Scrap Cost Type is setup in the Defaults screen, then this field will be automatically assigned. If you are not using scrap and the program is pulling in a scrap cost, then leave the Defaults screen Scrap field blank. The scrap percentage is normally for Explosion Report purposes only. If you want to include the scrap factor in the component quantity when a transaction is generated, then go to BOMP Advanced Features in the Transaction Entry section and check “Include Scrap percent in component Quantity.”

Machine

The Machine column is for reporting purposes only and does not affect costing or posting. This column is similar to the Responsibility field on the assembly, except it is attached to each component. Machine item keys are entered into the Machine Maintenance screen. For more information, please see Machine Maintenance.

Overhead and Burden

These two columns are used to apply Burden and Overhead costs to each component. The item keys are defined in the associated tables in the Maintenance screens. For more information, please see Overhead Maintenance and Burden Maintenance.

Reference

This field is an active field. This means that an address to a file can be typed in so that when you click on it the file will open. (For example you could open a CAD drawing from here.)

Note: an e-mail address or a web site is not a file and therefore will not work.

Component Source

The *component source* section allows the user to choose from the three available item types for a component.

Inventory

If this component source is selected then the component field zoom window will display all valid Sage PFW Inventory items.

Additional Cost

If this component source is selected then the component field zoom window will display all valid Additional Cost Items. The Additional Cost items are defined and created in the associated Maintenance screen. For more information, please see Additional Cost Maintenance.

Standard Text

If this source is selected then the component field zoom window will display all valid Standard Text keys. Standard Text items will not affect posting in Transaction Processing; they are for information purposes only on BOMP reports such as the Explosion and Listing reports. The only field that is utilized by standard text items is the Component Item field. The other fields may be entered, but they are ignored by the system. For more information, please see Standard Text Maintenance.

Secondary Output Screen Field Definitions

Item Key

The Item Key column allows the user to enter a valid inventory item from a listing of available item keys by pressing the zoom button after this field has been selected.

Location

The Location field must be a valid Sage PFW location for the component. You may use the zoom button or type in the desired location.

Quantity

This is the quantity of the secondary output (by-product) that is created when 1 unit of the assembly is created.

Cost Percentage

This is the percentage of the cost of the entire assembly that will be allocated to the secondary output item. Enter the percentage as a decimal.

For example: If you put in two secondary outputs. The first with a quantity of 1 and 10% (enter as .1) cost factor and the second with a quantity of 3 and a 15% cost factor. Then the cost of the first output will be 10% of the total cost of the assembly, and the second output will be 15% of the total cost of the assembly. This makes the individual unit cost of the second secondary output only 5%. (3 units * 5%)

BOM Maintenance Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form.

Delete

This button will permanently remove the displayed record from the live file.

BOM Maintenance File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid Keys. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the beginning record in the maintenance table.

Previous (F6)

Moves to the preceding record in the maintenance table.

Next (F7)

Moves to the subsequent record in the maintenance table.

Last (F8)

Displays the ending record in the maintenance table.

Print

This option will print the displayed Bill of Material information.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

BOM Maintenance Edit Menu

Lookup (F9)

Selecting this option or the F9, Key will automatically zoom on the currently selected field.

Validate (Ctrl + V)

Selecting this option or simultaneously selecting the Control Key and V button will run the BOM through a validation routine. This utility will verify that the assembly, component items, and locations exist in Sage PFW's Inventory Master and Inventory Location files. An error message will be displayed if the item key does not exist in Sage PFW or if the location is invalid. This utility will also validate if a component has been entered twice on a BOM.

Insert Row (Ctrl + I)

Selecting this option or simultaneously selecting the Shift and Insert keys will input a blank line into the table.

Delete Row (Ctrl + D)

This option will permanently remove the displayed row from the component's table. Simultaneously select the Control and D keys to delete a row using the keyboard.

Search (Ctrl + F4)

This option allows the user to search within the displayed BOM for specified information.

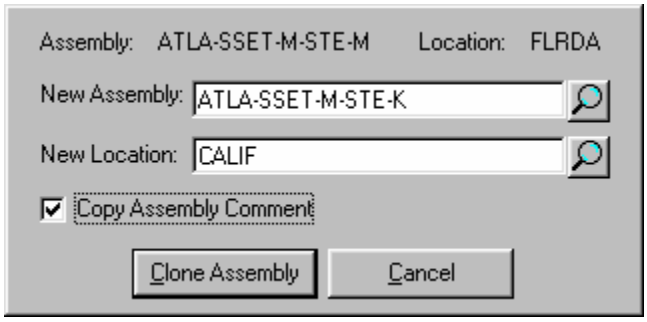
Repeat Search (F5)

This option will re-run the last search.

Replace (Ctrl R)

This option allows the user to substitute specified information throughout the BOM. To replace item keys throughout a range of BOM's use the Item Key Change Utility.

BOM Maintenance Utilities Menu - Clone (Ctrl + C)



The Utility selection on the menu bar includes the ability to **Clone** or copy a bill of material. This feature is extremely helpful when creating a bill of material that is similar to an existing BOM. The new assembly will be created and displayed on the screen, so the user may then make modifications to the new BOM.

Step-by-Step

1. Select the Assembly to clone on the Entry Screen.
2. Select Clone from the Utilities Menu.
3. Select or type the Sage PFW Item Key for the new BOM.
4. Select or type the Sage PFW Location key for the new BOM.
5. Select the Clone Assembly Button.
6. Modify the newly created BOM.

Field Definitions

Assembly to Clone (View Only)

The Assembly to Clone must be selected on the Entry screen to access the cloning utility.

New Assembly

The New Assembly is the assembly you are creating and must be a valid item key. You may type in the item key or zoom to select from a list of valid item keys.

New Location

This must be a valid Sage PFW Location.

Copy Assembly Comment

If you check this checkbox then the assembly comment will be cloned.

Clone Assembly

Selecting this option will process the clone.

Cancel

Selecting this option will cancel the operation and return you to the Entry screen.

Utilities Menu - Mass Item Key Change

The Mass Item Key Change located in the Utility Menu allows the user to replace an item key within a range of Bill of Materials. The BOM Entry screen should be cleared before executing this utility.

Note: The Mass Item Key Change will only work for Sage PFW inventory items and will not work for additional cost items.

Step-by-Step

1. Clear the BOM Entry Screen.
2. Select Mass Item Key Change from the Utilities Menu.
3. Enter the range of Assemblies and Locations to search for the item key that you are changing.
4. Select the old item key.
5. Select the replacement item key.
6. Select the Start button.

Field Definitions

Beginning Item Key - Ending Item Key

Enter the range of Assemblies (Bills of Material) to search for the item key that needs to be changed. If the "Beginning Assembly" is left blank, the program will start with the first record. If the "Ending Assembly" is left blank, the program will end with the last record.

Beginning Component Location – Ending Component Location

Enter the range of Locations to search for the item key that needs to be changed. If the "Beginning Location" is left blank, the program will start with the first record. If the "Ending Location" is left blank, the program will end with the last record.

Change Item Key from

Enter or select the item key that has been retired or needs to be changed throughout your range of Assemblies.

Change item key to

Enter or select the item key that will replace the retired item key throughout your range of Assemblies.

Start

This option will process the Item Key Change.

Cancel

This option will return to the BOM Entry screen without processing the Item Key Change.

Utilities - Set Default Location

This option will save the displayed Item Location as the default location for all Assembly and Component Items.

Standard Reports

Standard Reports Overview

Our reports are written using Crystal Report Writer, so additional fields, additional decimal places, and customizations may be easily added to the reports by modifying the report file. For more information on using custom reports, please see on page 157. Custom report changes may be purchased through IndustriOS, for a minimal programming fee. Quotations are available free of charge, please call 866-275-9028.

The BOM sequence is now modifiable and the changes will affect all the BOMP reports. There are three sort options on the components tab of BOM Entry. There is also a new field Print Sequence after the Instruction/comments field. You can modify this field to arrange components in any order desired. The first sort option Print Sequence will sort the records by the Print Sequence number. This option would help if you have made changes and they want to see how the components will print. The second option Component Key will sort the components by component key. The third option Reset Print Sequence to the order the items were entered will sort the components in the order they were original entered.

Crystal Reports Window

The Crystal Reports screen contains the following tool bar:

The buttons are explained from left to right.

Scrolls to first page of the report.

Scrolls to previous page of the report.

Scrolls to the next page of the report.

Scrolls to the last page of the report.

Cancels the report and returns to report parameters screen.

Prints the report to the printer specified in Printer Setup located in the File drop down menu.

Exports report to a specified file type. (Microsoft export DLL Files are required to use this options, these files can be obtained through MSS, Inc. web site maynardsoft.com or from technical support.) Please see Exporting to a file.

Changes the size of the report.

Exporting to a File

Select the Format and Destination for the report export. The format types available depend upon the export DLL files the specific workstation has installed in the Windows/System directory.

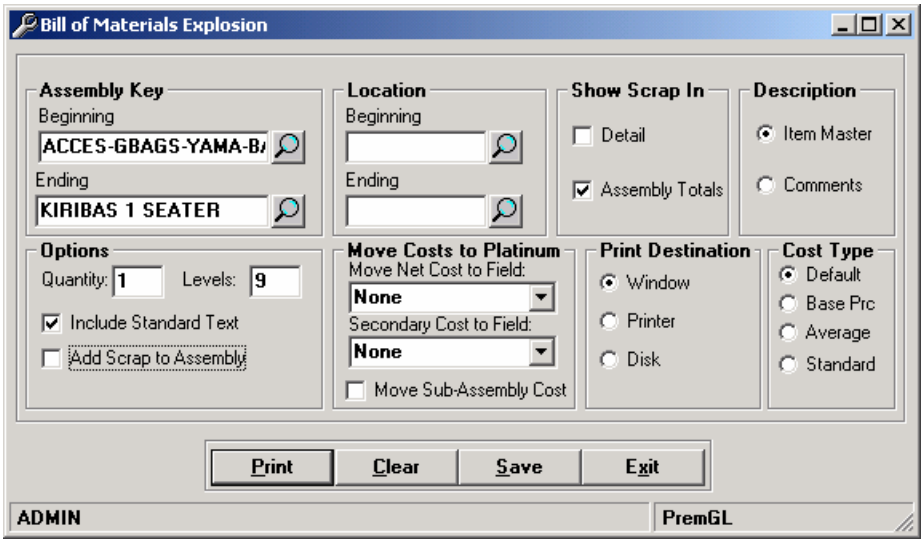
Set the directory box to the Drive and Folder where the report will be saved. The Drive can be selected from the dropdown menu box. Double clicking on the drive will display all available Folders. Double clicking on the Folders will display all sub-folders and the files will be displayed in the Files box.

Select OK and the report will be saved in the directory specified.

Explosion Report

Explosion Report Overview

The Explosion Report prints an indented BOM, with level numbers, item keys, descriptions, and locations. Also printed are the quantity, unit cost, and extended cost for each component. The cost of Sub-Assembly Items is printed with blue text, indicating that the cost is not used in the Assembly Extended Cost. The Sub-Assembly cost is printed for display purposes only. The report includes the option to use different costing methods to determine the Assembly unit Cost and then displays the variance between the determined cost and the cost in Sage PFW. The determined cost can be back-wrote to replace Sage PFW's Standard Cost, Carry Cost, Re-order Cost, and/or the Market Cost.



To Customize your Explosion Report

See the BOMP Advanced Features section of this Manual for the many customization options available.

Assembly Key and Location Key Filters

The user may specify a range of ***Assembly Items***, and a ***Location*** range to be displayed on the report. The magnifying glass icon located to the right of the Range fields will allow the user to search the valid records. The user may search for a specific record, by pressing the magnifying glass icon, entering part or all of the value in the "Search Value" box, and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will assume that you want to start with the first record. If the "Ending" field is left blank, the program will assume that you want to end with the last record.

Show Scrap In

Detail

If this checkbox is checked then a "Scrap Factor" column will be added to the report. This will display the scrap factor that was entered for each component in BOM Maintenance. If no factor has been entered then this column will be blank.

Assembly Totals

If this checkbox is checked then the scrap factor for each component will be multiplied by the Extended Cost amount and totaled together at the bottom of the report. (The scrap will only show in the totals unless the Add Scrap to Assembly option is also selected.)

Description

This field allows the user to pull the item's description from Sage PFW's Item Master file or the comment field from the BOM Maintenance program.

Options

Quantity

This field allows the user to enter the assembly quantity that will be used when calculating extended costs.

Levels

A level of 1 is only the assembly item itself; therefore, would not typically be used. A level of 2 would contain everything in the assembly's BOM, without going into any sub-assembly components. A level of 99 would contain all levels of all sub-assemblies.

Include Standard Text

This check box is an option button that allows the user to include the standard text item keys and descriptions in the report. For more information, please see Standard Text Maintenance.

Add Scrap to Assembly

This check box will add the scrap cost to the Assembly Extended Cost.

Move Costs to Sage PFW

For more information on how costs are moved to Sage PFW see the Interfacing to Sage PFW section of this manual.

Move Net Cost to Field

This field allows the user to select the cost field updated in Sage PFW's INLOC file: Carry Cost, Market Cost, Reorder Cost, or Standard Cost. This option will use the calculated Assembly Extended Cost to update the selected field within Sage PFW.

Secondary Cost to Field

This field allows the user to select the cost field updated in Sage PFW's INLOC file: Carry Cost, Market Cost, Reorder Cost, or Standard Cost. This option will use the calculated Assembly Extended Cost to update the selected field within Sage PFW.

Move Sub-Assembly Cost

This option will use the calculated Sub-Assembly Cost to update the selected field within Sage PFW.

Print Destination

Window

Prints the report to a Crystal Reports screen. For more information on using the Crystal Reports screen, please see Standard Reports.

Printer

Prints the report to the default printer specified in Windows.

Disk

Exports the report to a specified file type. Microsoft export DLL Files are required to use this options, these files can be obtained through INDUSTRIOS technical support.

Cost Type

This option allows the user to select which costing method the report will use when calculating the assembly and component costs.

Note: The Explosion report doesn't use the cost layers file. It always uses the costs in the Item Location file. Therefore if you run the explosion report with the default value, items that use the FIFO or LIFO cost method read instead the Average Cost field in the Item Location file. If you don't want to use the average cost, there are two things you can do: Change the cost method type in INLOC to Last cost or run the report with Last cost option selected.

Default

The Default Cost prints the item cost using either Standard or Average costing methods. The Standard Cost will be printed for any item that has a Standard costing method defined within Sage PFW and the Average cost will be printed on items defined as Average, FIFO, and LIFO. The report displays the Assembly Extended Cost (as calculated by BOMP), Assembly Default Cost (from Sage PFW), and the variance between the two.

Last

Selecting this option will use Sage PFW's Last Cost field for each component item to determine the extended cost of the Assembly Item. The report displays the Assembly Extended Cost (as calculated by BOMP), Assembly Last Cost (from Sage PFW), and the variance between the two.

Base Prc

If you wish for the base price to be used then select that option in the Advanced Features section and it will show in place of the Last Cost option.

Average

Selecting this option will use Sage PFW's Average Cost field for each component item to determine the extended cost of the Assembly Item. The report displays the Assembly Extended Cost (as calculated by BOMP), Assembly Average Cost (from Sage PFW), and the variance between the two.

Standard

Selecting this option will use Sage PFW's last cost field for each component item to determine the extended cost of the Assembly Item. The report displays the Assembly Extended Cost (as calculated by BOMP), Assembly Standard Cost (from Sage PFW), and the variance between the two.

Explosion Report Tool Bar

Print

Prints the report to the specified print destination.

Clear

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

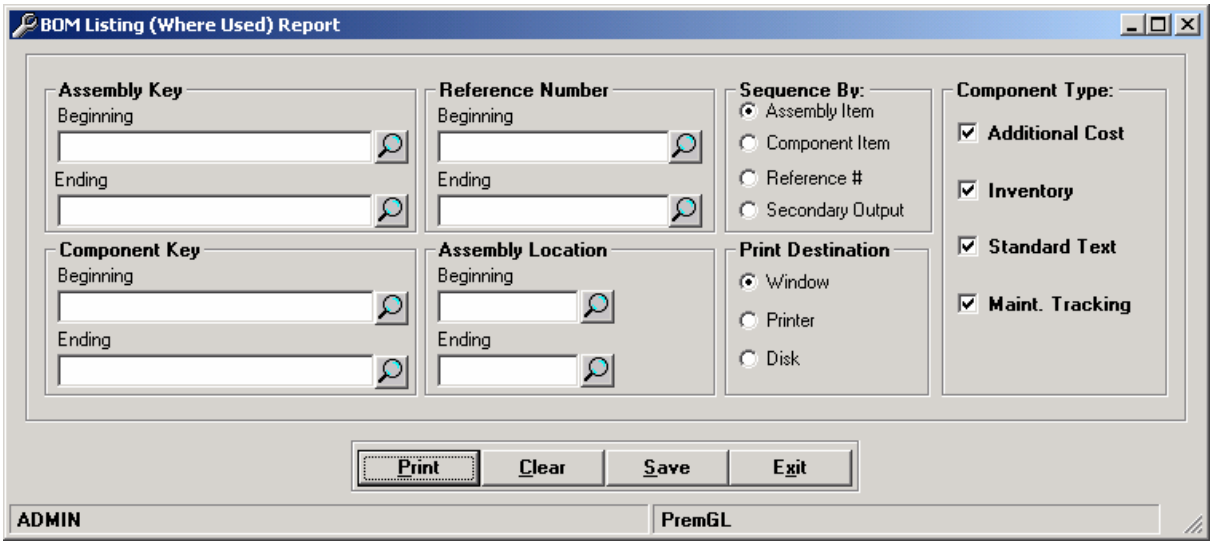
Exit

This button shuts down the current screen and the program returns to the Main Menu.

Bill of Material Listing/Where Used Report

Bill of Material Listing Overview

The BOM Listing report is used to print a top level BOM sequenced by assembly item, component item, or the reference number. The BOM Listing by components implodes the BOM to print a "where" used report for a specified range of components; therefore, listing all assemblies in which the component is directly used. The BOM Listing by Assembly prints the first level BOM for the specified range of assembly keys. The BOM Listing by Reference Number displays all assembly items that use the same Reference Number.



Filtering Options

The user may specify a range of *Assembly Items*, *Component Items*, *Locations,* and Reference Numbers. The magnifying glass icon located to the right of the Range fields will allow the user to search the valid records. The user may search for a specific record, by pressing the icon, entering part or all of the value in the "Search Value" box and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will assume that you want to start with the first record. If the "Ending" field is left blank, the program will assume that you want to end with the last record.

Sequence By

Assembly Item

Report output is sequenced by the Assembly Items; therefore, the Assembly item and associated first level component information in numeric or alphabetic assembly order.

Component Item

Report output is sequenced by the Component Items; therefore printing the "where used" Assembly in numeric or alphabetic component order.

Reference Number

Report output is sequenced by the Reference Number entered on the BOM in the BOM Entry screen.

Secondary Output

Report output is sequenced by the Secondary Output items.

Print Destination

Window

Prints the report to a Crystal Reports screen. For more information on using the Crystal Reports screen, please see Standard Reports.

Printer

Prints the report to the default printer specified in Windows Printer Setup.

Disk

Exports the report to a specified file type. Microsoft export DLL Files are required to use this options, these files can be obtained through INDUSTRIOS technical support.

Component Type

Additional Cost

Selecting this checkbox will make it so that Additional Cost items will show in the report.

Inventory

Selecting this checkbox will make it so that Inventory items will show in the report.

Standard Text

Selecting this checkbox will make it so that Standard Text items will show in the report.

Maint. Tracking

Selecting this checkbox will make it so that Maintenance Tracked items will show in the report.

BOM Listing Tool Bar

Print

This button allows you to print the report to the specified print destination.

Clear

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Exit

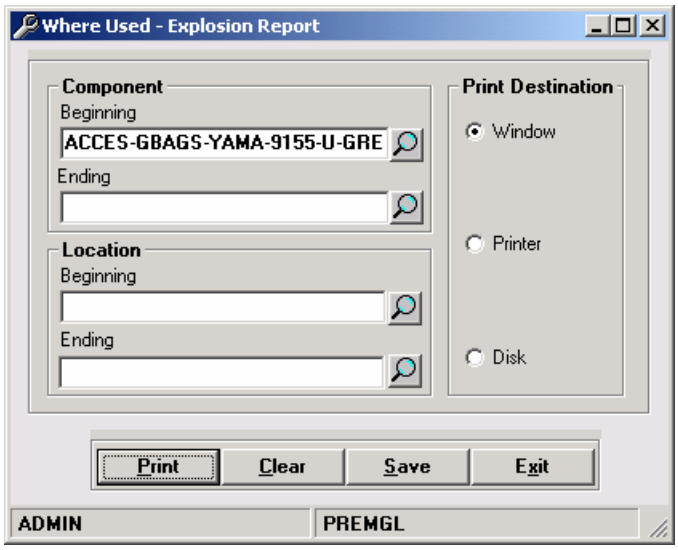
This button shuts down the current screen and the program returns to the Main Menu.

Where Used-Explosion Report

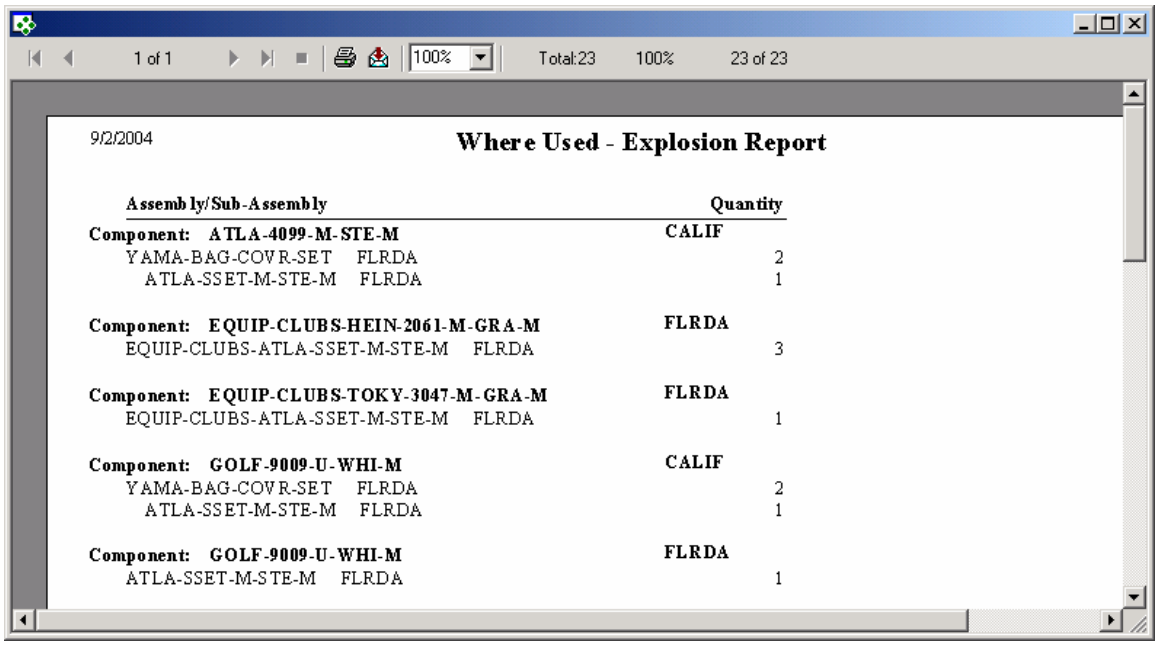
Step by Step

This is a backwards (where used) explosion report. This would be like our current where used report, except it would go back up the chain to find all higher level assemblies for the components.

When you open the program the screen below will appear:



Use the zoom buttons to pull up the component and location ranges you want to use. Then you will get a report like this one:



Production Work Order Report

PWO Report Overview

The Work Order Report's main purpose is to generate a printout for the production department to use as a pick list. There are two different report types available: "Assembly Item" reports and "Work Order Number" reports.

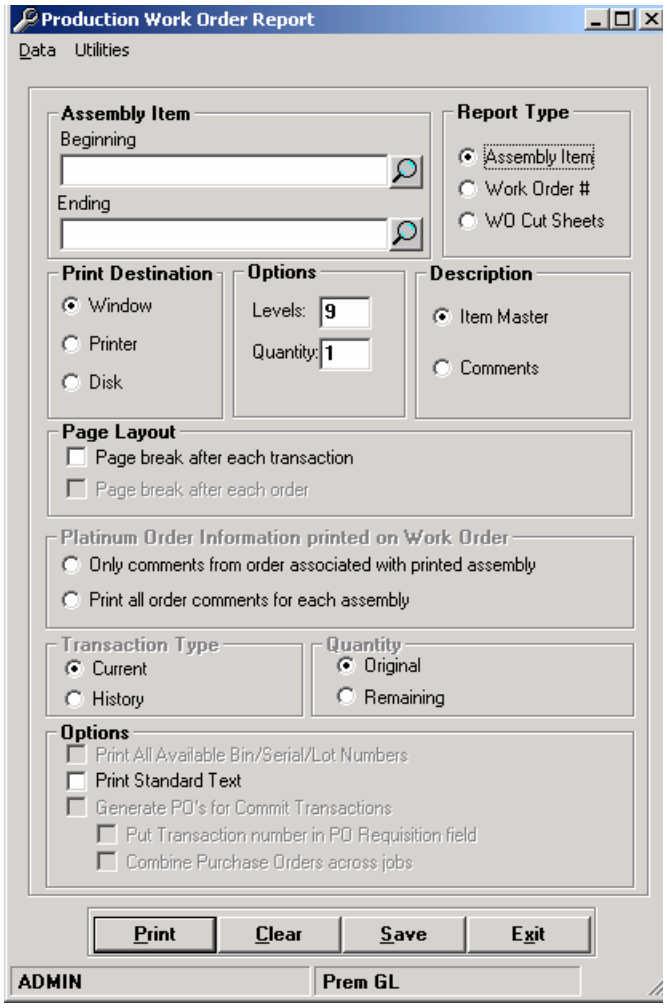
We have added the ability to have pseudo assemblies print on this report. The pseudo components will show up indented.

To Customize the Production Work Order Report

See the Production Workorder Section of the BOMP Advanced Features section of this Manual.

Assembly Item Report

If the production order has not been posted the Assembly Item report will print an indented pick list based on the generic BOM.



Assembly Item Range

The user may specify a range of ***Assembly Items.*** The magnifying glass icon located to the right of the Range fields will allow the user to search the valid records. The user may search for a specific record, by pressing the icon, entering part or all of the value in the "Search Value" box and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will assume that you want to start with the first record. If the "Ending" field is left blank, the program will assume that you want to end with the last record.

You may use the Page Down, Page Up, Ctrl Home, and Ctrl End to navigate the search windows. The F3 function key will copy information from the Beginning field to the Ending Field.

Options

Levels

A level of 1 is the assembly item itself and would not typically be used. A level of 2 would contain everything in the top level BOM, without exploding any sub-assembly detail. A level of 99 would contain all levels of all sub-assemblies.

Quantity

The quantity of assemblies you want to be released to production. The assembly quantity determines the quantity of components to be pulled from stock.

Print Standard Text

If this option is selected then standard text items will be printed.

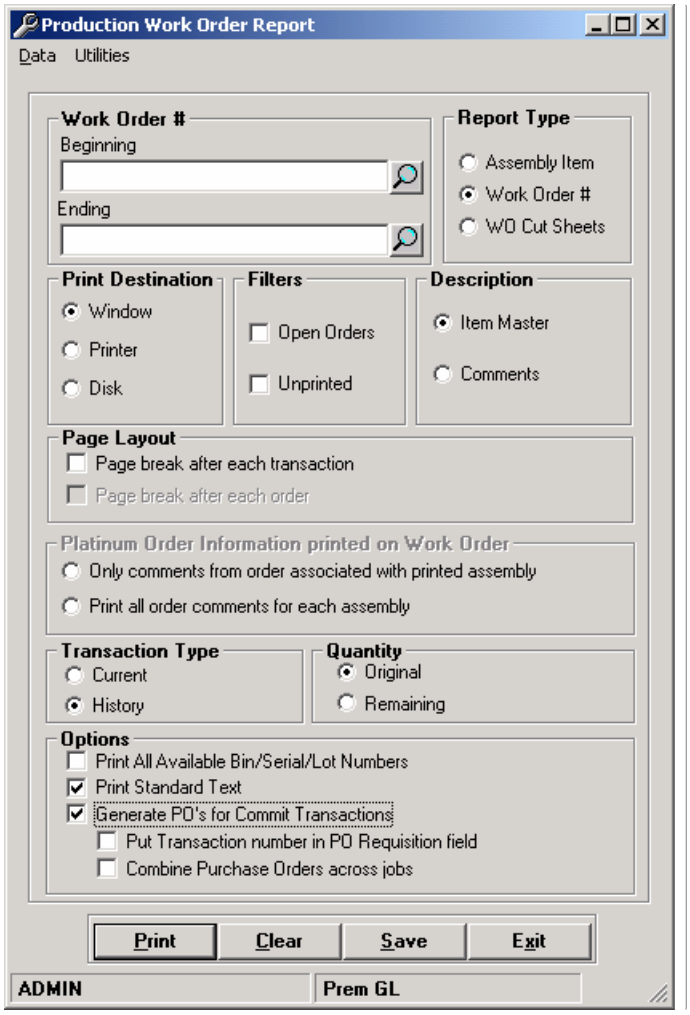
Page Layout

Checking this box gives the user the ability to have a page break to be inserted after every transaction.

Work Order Report

If a transaction has been posted, the user can use the “Work Order Number” report, which pulls directly from the detail screen in Transaction Processing. If you change quantities or delete components from the BOM'S (using the detail screen), the changes will show up on your Work Order report.

If a transaction has not been posted, the user can check Current in the filters section and you will be able to print Work Orders for the unposted transactions selected.



Work Order

The user may specify a range of ***Work Order Numbers***. The magnifying glass icon located to the right of the Range fields will allow the user to search the valid records. The user may search for a specific record, by pressing the icon, entering part or all of the value in the "Search Value" box and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will assume that you want to start with the first record. If the "Ending" field is left blank, the program will assume that you want to end with the last record.

Filters

Open Orders

This option will print all open orders that fit in the specified range.

Unprinted

This option will print all unprinted orders that fit in the specified range.

Transaction Type

Current

This option will print all unposted transactions that fit in the specified range.

History

This option will print all posted transactions that fit in the specified range.

Note: The current and History options will only appear when Work Order # is selected in the report type section.

Work Order Report Print Destination

Window

Prints the report to a Crystal Reports screen. For more information on using the Crystal Reports screen, please see Standard Reports.

Printer

Prints the report to the default printer specified in Windows Printer Setup.

Disk

Exports the report to a specified file type. Microsoft export DLL Files are required to use this options, these files can be obtained through INDUSTRIOS technical support.

Description From

This field allows the user to print the component description from the Item Master description or the Comment field from the Transaction Processing Detail screen.

Page Layout

Checking this box gives the user the ability to have a page break to be inserted after every transaction.

Sage PFW Order Information Printed on Work Order

This option allows comments entered in the Sales Order Entry screen to be printed on the Production Report. There are two options for this - Only comments from order associated with printed assembly. This means comments which immediately follow the assembly line item, before the next inventory item on the order. The other option - Print all order comments for each assembly will print all comment lines from the Sales Order Entry screen with each assembly from that order.

Note: to be able to select these two options the ISO 9001 option must be selected in the BOMP Advanced Features Transaction Entry section.

Quantity

Original

If this option is selected then the original quantity will print.

Remaining

If this option is selected then only the remaining quantity will print.

Options

Print All Available Bin/Serial/Lot numbers

If this option is selected then all available Bin/Serial/Lot numbers will be printed.

Print Standard Text

If this option is selected then Standard Text items will be printed.

Generate POs for Commit Transactions

If this option is checked, then POs will be generated for all components of the transactions. Also, if this option is checked, then two more boxes will appear. See below for a detailed description of these boxes below.

Put Transaction number in PO Requisition field

If this option is selected then the transaction number will be placed in the PO Requisition field.

Combine Purchase Orders across jobs

If there is one transaction and multiple components have the same primary vendor, then those components would be combined into a single PO, whether or not this box is checked. If there are multiple BOMP transactions and this box is checked, then all components for the same primary vendor would be combined into a single PO, even if they come from different transactions. If the box is not checked, then all components for the same primary vendor would be combined only within each transaction.

Data Menu

This option is found at the top of the Production Work Order Report screen.

Purged Data

This option allows the user to report on data that has been purged into the BOMPHIST.MDB history database. For more information on purging, please see Purge.

Work Order Report Utilities Menu

This option is found at the top of the Production Work Order Report screen.

Notes

Allows the user to include custom free form notes on the report. The notes will only be printed on this report and will not be saved. If the same note is needed on a BOM or on multiple BOMs, then you should use the Standard Text feature in BOM Maintenance instead of this feature. Standard Text should be used if the same note will be entered repetitively. For More information, please see Standard Text Maintenance.

Work Order Report Tool Bar

Print

This button allows you to print the report to the specified print destination.

Clear

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Save

This button will allow you to name and save the current parameter screen selections for future use.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

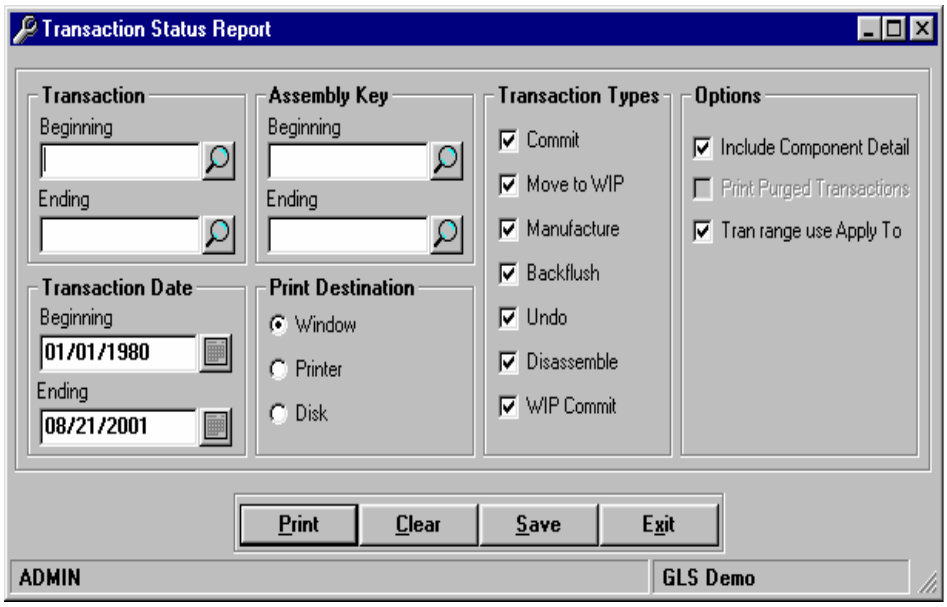
WO Cut Sheets

This report type is the same as the normal Work Order Report except it has a different format.

Transaction Status Report

Transaction Status Report Overview

This Report will print a detailed list of posted transactions based on the user-specified parameters.



Transaction Status Report Filters

Transaction Filter

The magnifying glass icon located to the right of the Starting and Ending transaction fields will allow the user to search the available transactions. The user may search for a specific transaction, by pressing the icon, entering part or all of the value in the "Search Value" box and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will assume that you want to start with the first record. If the "Ending" field is left blank, the program will assume that you want to end with the last record.

You may use the Page Down, Page Up, Ctrl Home, and Ctrl End to navigate the search windows. The F3 function key will copy information from the Beginning field to the Ending Field.

Transaction Date Filter

The icon located to the right of the filter allows the user to zoom on a date calendar. Select the date range that will be used to determine which transactions will be printed.

Assembly Key Filter

The magnifying glass icon located to the right of the Beginning and Ending assembly fields will allow the user to search the available assemblies. The user may search for a specific assembly, by pressing the icon, entering part or all of the value in the "Search Value" box and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will assume that you

want to start with the first record. If the “Ending” field is left blank, the program will assume that you want to end with the last record.

Transaction Status Report Options

Include Component Detail

Selecting the “Include Component Detail” check box will print the component detail information for the transaction, including the location, quantity, cost, machine, overhead, burden, and total cost. Along with the following fields on specific transaction types: Quantity Manufactured-WIP Commit; Quantity Moved-WIP Commit; Quantity Remaining- Move-to-WIP and Commit; Quantity Damaged-Disassemble, Manufacture, Backflush, and Undo.

Print Purged Transactions

This option will print transactions that have been purged to the BOMPHIST.MDB History database. For more information see Purge.

Trans Range Use Apply To

This checkbox allows you to determine if you want to select the "Apply To" transaction number or the actual transaction number. If the checkbox is checked then it will select the "Apply To" number.

Transaction Types

Select the types of transactions to be printed on the report. For more information on BOMP transaction types, please see Field Definitions in Transaction Entry.

Transaction Status Report Print Destination

Window

Prints the report to a Crystal Reports screen. For more information on using the Crystal Reports screen, please see Crystal Reports Window in the Standard Reports Section.

Printer

Prints the report to the default printer specified in Windows Printer Setup.

Disk

Exports the report to a specified file type. Microsoft export DLL Files are required to use this options, these files can be obtained through INDUSTRIOS technical support.

Transaction Status Report Tool Bar

Print

Prints the report to the specified print destination.

Clear

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

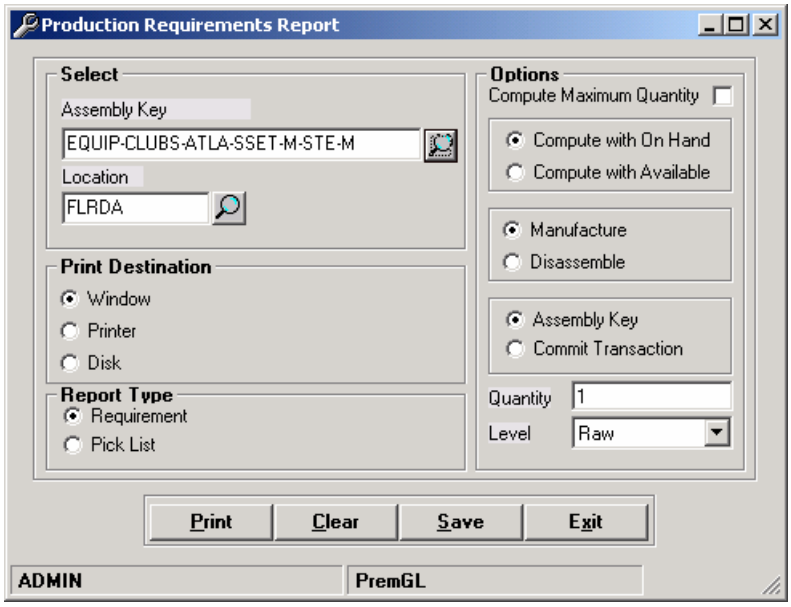
Transaction Status Report Output

The report will print the transaction number, transaction apply-to number, transaction date, and transaction type. The assembly information is also printed, including the location, quantity, quantity remaining, and responsibility.

Production Requirements Report

Production Requirements Report Overview

The productions requirement report prints how a Manufacture/Backflush or Disassemble transaction will affect inventory on hand quantities. It can also determine the quantity of an assembly that can be produced based upon the current on hand or available quantities of the raw materials. The order department can use this program to determine if all required materials are available to ship an order. This report will display if any items will be driven into oversold condition if an Assembly is posted through Sage PFW.



Production Requirements Report Filters

Assembly Key and Location

If you select an Assembly key the bill of materials for that assembly will be used to determine which raw materials are used. The magnifying icon located to the right of the Range field will allow the user to search the valid records. The Location must be a valid Sage PFW Location for the Assembly item.

You may use the Page Down, Page Up, Ctrl Home, and Ctrl End to navigate the search windows. The F3 function key will copy information from the Beginning field to the Ending Field.

Commit Transaction

If the Commit Transaction option is used the component detail for the transaction is used to determine the raw material detail. The Commit transaction needs to be posted through Transaction Processing to be used by this report. Commit transactions can only be used if the Manufacture option is selected.

Production Requirements Report Options

Compute Maximum Quantity

When this box is selected, the program will determine the maximum quantity that can be manufactured or disassembled. You may select this option when reporting by Assembly Key and the Compute level can not be used. For Manufacture transactions, the maximum quantity is calculated by how much of each raw material is required per assembly and taking the quantity from the least available raw material. For Disassemble transactions, the quantity will be the quantity of the assembly item.

Compute with On Hand or Compute with Available

Compute with On Hand uses the Sage PFW on hand quantity of the raw material from the inventory location file (INLOC). The Compute with Available calculates how much of a raw material is currently available for production. The calculation used is (on hand - oversold - committed to sales - committed to production - unposted committed to production = available)

Note: Unless the Compute Maximum Quantity is checked these options will have no effect.

Manufacture or Disassemble

If Manufacture is selected the new quantities will be decreased for the raw materials and increased for the assembly. If Disassemble is selected transactions will increase the quantity of raw materials and decrease the assembly quantity.

Assembly Key or Commit Transaction

If the "Assembly Key" option is selected, the user may enter an assembly and location into the select destination. The detail is pulled from the Assembly BOM. If the Commit Transaction option is selected then the user may enter a transaction into the select field and the detail will be pulled from the transaction.

Quantity

The quantity field is the quantity to be Manufactured or Disassembled. If you are reporting from a Commit Transaction, the quantity remaining will be used and this

field is not necessary. If the compute Maximum Quantity box is selected, then the quantity field will be determined by the amount of raw materials that are currently on hand or available and is not necessary to be entered. Once again this will be calculated and so will not need to be entered. Also, it is in this field that you will see the calculated quantity, not in the report.

Level

The expand level used to generate the component detail for the transaction. This field is only necessary when the Assembly Key option is selected. The valid options for level are ***Raw***, ***Compute***, and ***Top***.

Production Requirements Report Print Destination

Window

Prints the report to a Crystal Reports screen. For more information on using the Crystal Reports screen, please see Standard Reports.

Printer

Prints the report to the default printer specified in Windows Printer Setup.

Disk

Exports the report to a specified file type. Microsoft export DLL Files are required to use this options, these files can be obtained through INDUSTRIOS technical support.

Report Type

Requirement

If this option is selected then a report showing the requirements will be printed.

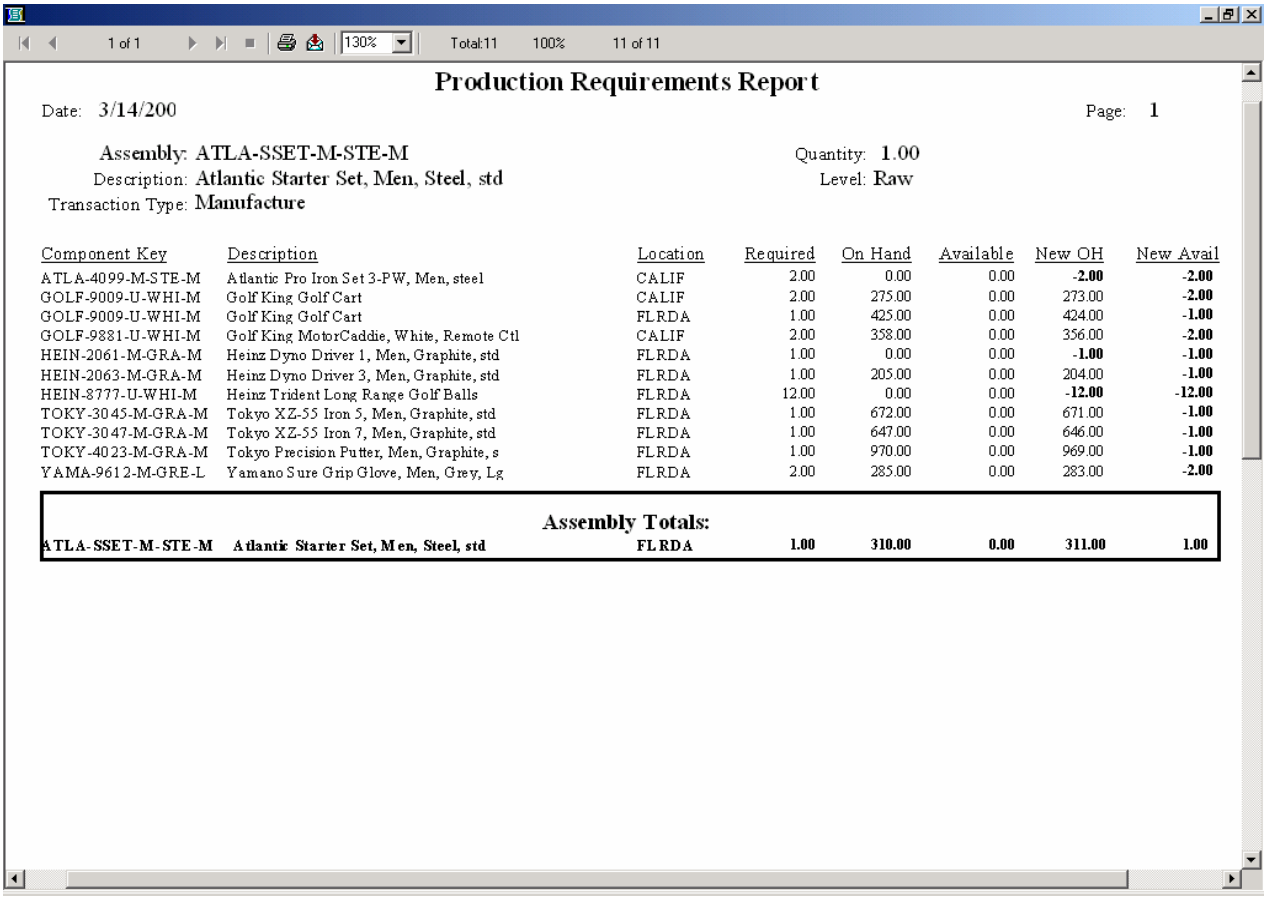
Pick List

If this option is selected then a report similar to the requirements will print. It will include lines to check parts off when they are picked.

Production Requirements Report Output

The report will print the assembly key or transaction number specified, description of the assembly, transaction type, quantity, and specified level in the header. The detail will print the item key, description, location, quantity required, quantity on hand, quantity available (the computation for this value is described above), new on hand, and new available for each raw material used in the assembly. The new on hand and new available quantities are the on hand and available quantities less the quantity required. If either of these values is negative, they will print in boldface print. The footer of the report will print the assembly key, description, location, quantity, on hand quantity, available quantity, new on hand quantity, and new available quantity for the assembly.

Sample Requirements Report



1 of 1 130% Total:11 100% 11 of 11

Production Requirements Report

Date: 3/14/200 Page: 1

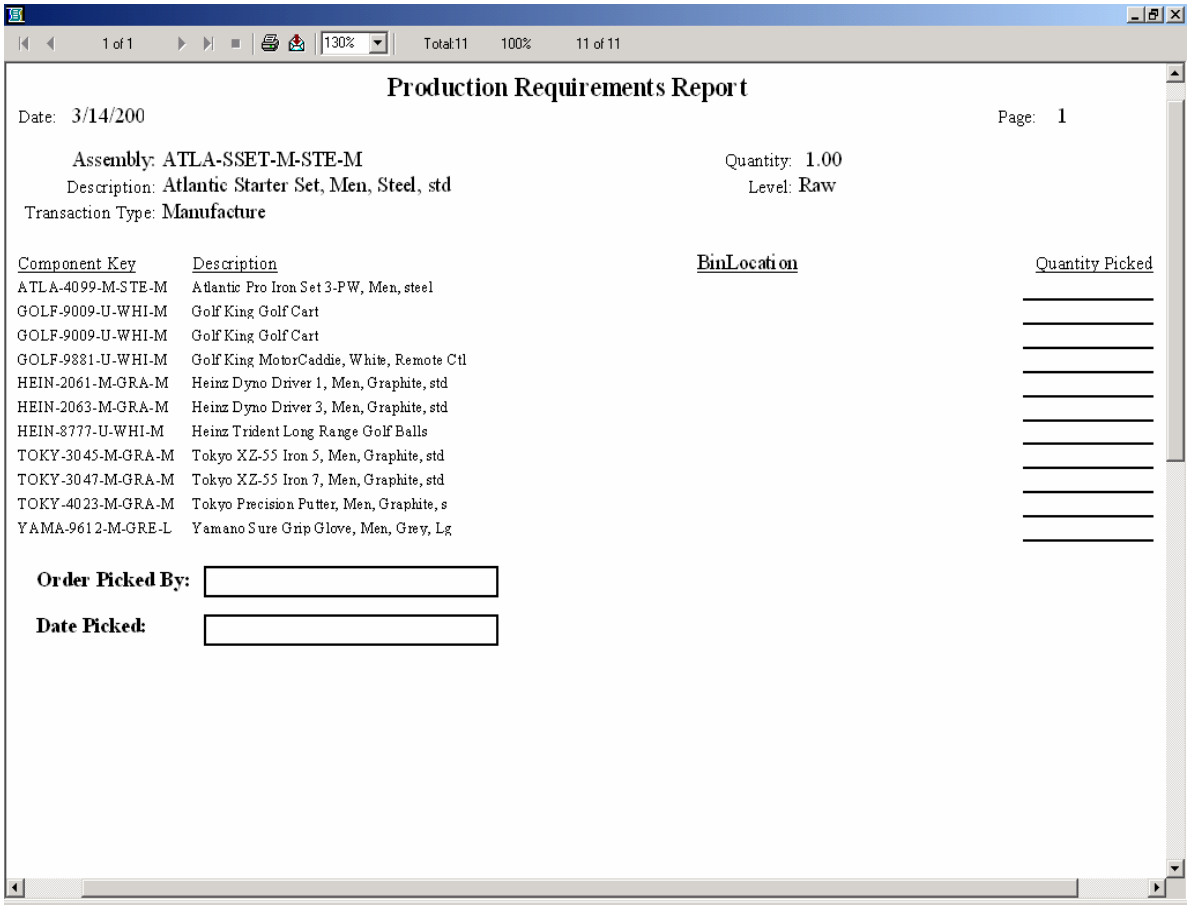
Assembly: ATLA-SSET-M-STE-M Quantity: 1.00
Description: Atlantic Starter Set, Men, Steel, std Level: Raw
Transaction Type: Manufacture

Component Key	Description	Location	Required	On Hand	Available	New OH	New Avail
ATLA-4099-M-STE-M	Atlantic Pro Iron Set 3-PW, Men, steel	CALIF	2.00	0.00	0.00	**-2.00**	**-2.00**
GOLF-9009-U-WHI-M	Golf King Golf Cart	CALIF	2.00	275.00	0.00	273.00	**-2.00**
GOLF-9009-U-WHI-M	Golf King Golf Cart	FLRDA	1.00	425.00	0.00	424.00	**-1.00**
GOLF-9881-U-WHI-M	Golf King MotorCaddie, White, Remote Ctl	CALIF	2.00	358.00	0.00	356.00	**-2.00**
HEIN-2061-M-GRA-M	Heinz Dyno Driver 1, Men, Graphite, std	FLRDA	1.00	0.00	0.00	**-1.00**	**-1.00**
HEIN-2063-M-GRA-M	Heinz Dyno Driver 3, Men, Graphite, std	FLRDA	1.00	205.00	0.00	204.00	**-1.00**
HEIN-8777-U-WHI-M	Heinz Trident Long Range Golf Balls	FLRDA	12.00	0.00	0.00	**-12.00**	**-12.00**
TOKY-3045-M-GRA-M	Tokyo XZ-55 Iron 5, Men, Graphite, std	FLRDA	1.00	672.00	0.00	671.00	**-1.00**
TOKY-3047-M-GRA-M	Tokyo XZ-55 Iron 7, Men, Graphite, std	FLRDA	1.00	647.00	0.00	646.00	**-1.00**
TOKY-4023-M-GRA-M	Tokyo Precision Putter, Men, Graphite, s	FLRDA	1.00	970.00	0.00	969.00	**-1.00**
YAMA-9612-M-GRE-L	Yamano Sure Grip Glove, Men, Grey, Lg	FLRDA	2.00	285.00	0.00	283.00	**-2.00**

Assembly Totals:

ATLA-SSET-M-STE-M	**Atlantic Starter Set, Men, Steel, std**	**FLRDA**	**1.00**	**310.00**	**0.00**	**311.00**	**1.00**

Sample Pick List Report



1 of 1 130% Total:11 100% 11 of 11

Production Requirements Report

Date: 3/14/200 Page: 1

Assembly: ATLA-SSET-M-STE-M Quantity: 1.00
Description: Atlantic Starter Set, Men, Steel, std Level: Raw
Transaction Type: Manufacture

Component Key	Description	BinLocation	Quantity Picked
ATLA-4099-M-STE-M	Atlantic Pro Iron Set 3-PW, Men, steel		
GOLF-9009-U-WHI-M	Golf King Golf Cart		
GOLF-9009-U-WHI-M	Golf King Golf Cart		
GOLF-9881-U-WHI-M	Golf King MotorCaddie, White, Remote Ctl		
HEIN-2061-M-GRA-M	Heinz Dyno Driver 1, Men, Graphite, std		
HEIN-2063-M-GRA-M	Heinz Dyno Driver 3, Men, Graphite, std		
HEIN-8777-U-WHI-M	Heinz Trident Long Range Golf Balls		
TOKY-3045-M-GRA-M	Tokyo XZ-55 Iron 5, Men, Graphite, std		
TOKY-3047-M-GRA-M	Tokyo XZ-55 Iron 7, Men, Graphite, std		
TOKY-4023-M-GRA-M	Tokyo Precision Putter, Men, Graphite, s		
YAMA-9612-M-GRE-L	Yamano Sure Grip Glove, Men, Grey, Lg		

Order Picked By:

Date Picked:

Production Requirements Report Tool Bar

Print

This button allows you to print the report to the specified print destination.

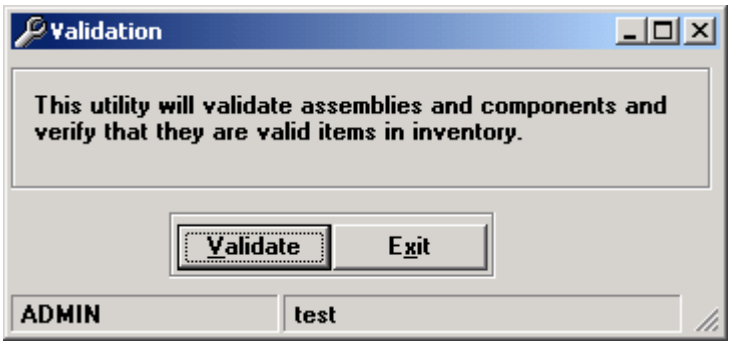
Clear

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

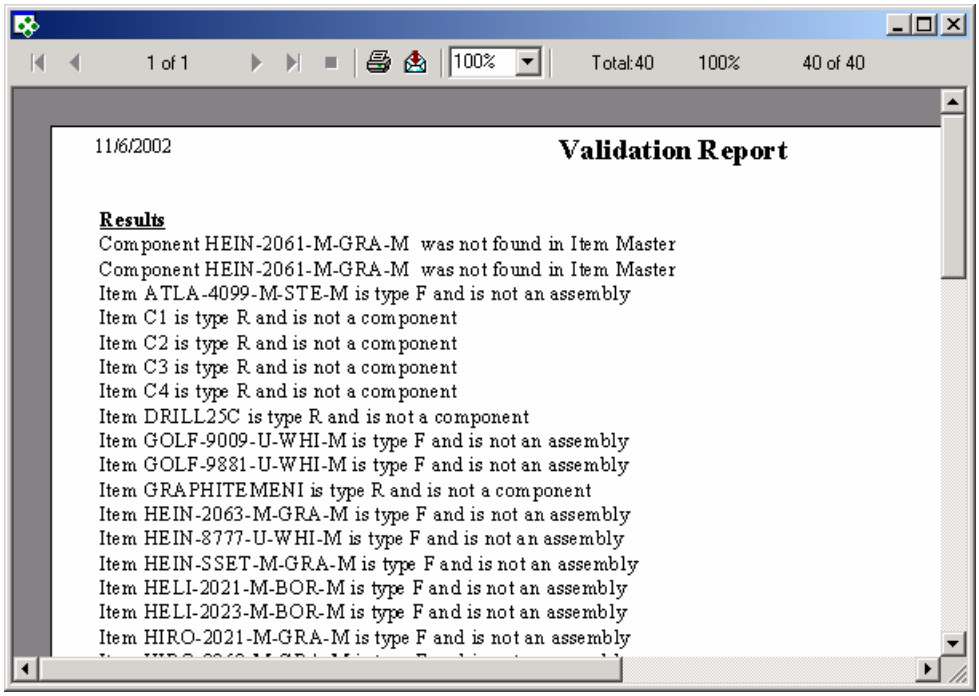
Exit

This button shuts down the current screen and the program returns to the Main Menu.

Validation Report



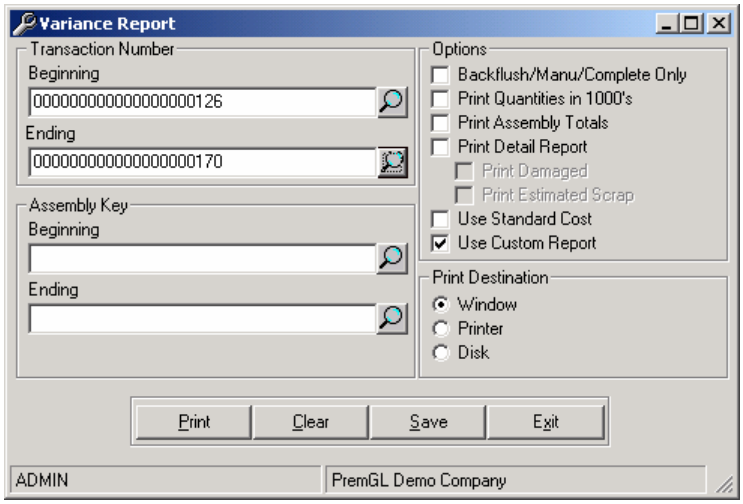
If you open the validation program and the select the Validate button, then a list of all item types that are not valid will appear. The report will also list exactly why the items are not valid. The report shows all item types not just inventory items.



Variance Report

Variance Overview

This report compares actual costs to estimated (budgeted) costs based on the bill of materials.



Transaction Number

In this field the user can enter or zoom to select a range of transactions to include in the report.

Assembly Key

In this field the user can enter or zoom to select a range of Assembly Keys to include in the report.

Options:

Backflush/Manu/Complete Only

If this option is selected then only transactions that are completed will be used.

Print Quantities in 1000's

If this option is selected then the quantities shown will be in thousands. In other words the last 3 digits of the numbers will be removed and you will know that 10 means 10 thousand, etc.

Print Assembly Totals

If this option is selected then just the assembly totals will print.

Print Detail Report

If this option is selected then the component detail will be included in the report.

Print Damaged

This option will include the damaged quantities in the calculations.

Print Estimated Scrap

This option will include the estimated scrap quantities in the calculations.

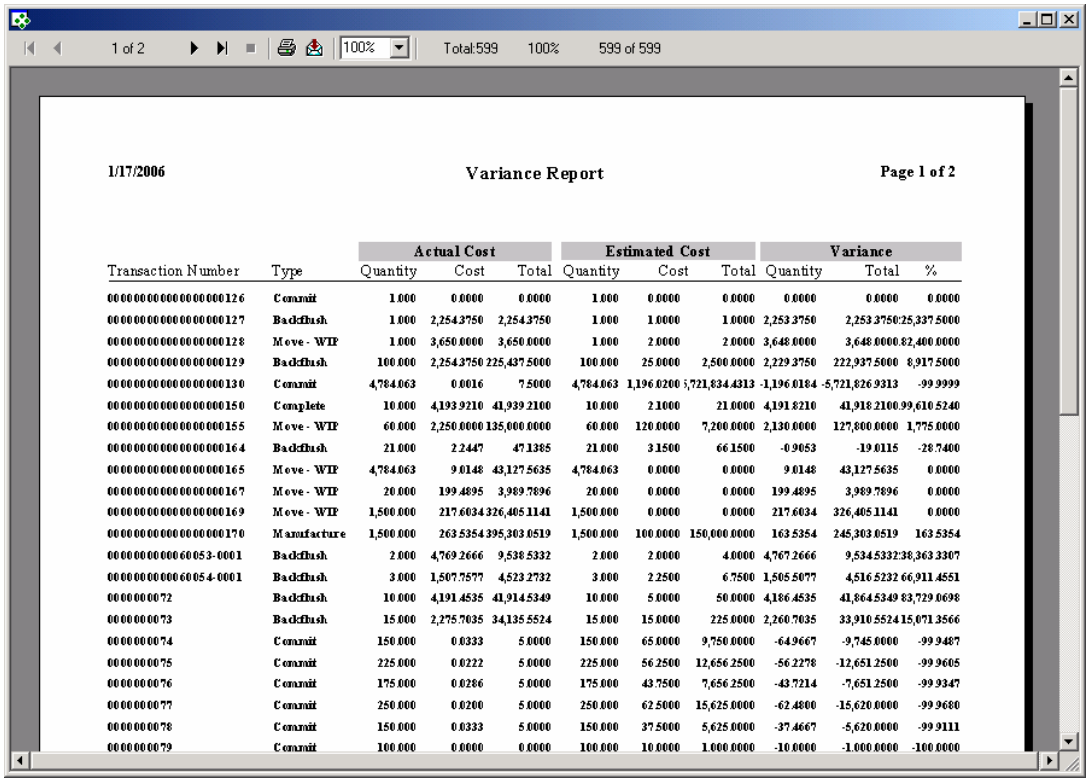
Use Standard Cost

If this option is selected the standard cost is what will be used in the calculations.

The options above are all for our standard report which will appear as follows:

Use Custom Report

This is a custom report we wrote for a user, which has a different format, as well as slightly different information. It appears as follows:



		Actual Cost			Estimated Cost			Variance		
Transaction Number	Type	Quantity	Cost	Total	Quantity	Cost	Total	Quantity	Total	%
00000000000000000126	Commit	1.000	0.0000	0.0000	1.000	0.0000	0.0000	0.0000	0.0000	0.0000
00000000000000000127	Backflush	1.000	2,254.3750	2,254.3750	1.000	1.0000	1.0000	2,253.3750	2,253.3750	225,337.5000
00000000000000000128	Move - WIP	1.000	3,650.0000	3,650.0000	1.000	2.0000	2.0000	3,648.0000	3,648.0000	182,400.0000
00000000000000000129	Backflush	100.000	2,254.3750	225,437.5000	100.000	25.0000	2,500.0000	2,229.3750	222,937.5000	8,917.5000
00000000000000000130	Commit	4,784.063	0.0016	7.5000	4,784.063	1,196.0200	5,721,834.4313	-1,196.0184	-5,721,826.9313	-99.9999
00000000000000000150	Complete	10.000	4,193.9210	41,939.2100	10.000	2.1000	21.0000	4,191.8210	41,918.2100	99,610.5240
00000000000000000155	Move - WIP	60.000	2,250.0000	135,000.0000	60.000	120.0000	7,200.0000	2,130.0000	127,800.0000	1,775.0000
00000000000000000164	Backflush	21.000	2.2447	47.1385	21.000	3.1500	66.1500	-0.9053	-19.0115	-28.7400
00000000000000000165	Move - WIP	4,784.063	9.0148	43,127.5635	4,784.063	0.0000	0.0000	9.0148	43,127.5635	0.0000
00000000000000000167	Move - WIP	20.000	199.4895	3,989.7896	20.000	0.0000	0.0000	199.4895	3,989.7896	0.0000
00000000000000000169	Move - WIP	1,500.000	217.6034	326,405.1141	1,500.000	0.0000	0.0000	217.6034	326,405.1141	0.0000
00000000000000000170	Manufacture	1,500.000	263.5354	395,303.0519	1,500.000	100.0000	150,000.0000	163.5354	245,303.0519	163.5354
000000000006053-0001	Backflush	2.000	4,769.2666	9,538.5332	2.000	2.0000	4.0000	4,767.2666	9,534.5332	238,363.3307
000000000006054-0001	Backflush	3.000	1,507.7577	4,523.2732	3.000	2.2500	6.7500	1,505.5077	4,516.5232	66,911.4551
0000000072	Backflush	10.000	4,191.4535	41,914.5349	10.000	5.0000	50.0000	4,186.4535	41,864.5349	83,729.0698
0000000073	Backflush	15.000	2,275.7035	34,135.5524	15.000	15.0000	225.0000	2,260.7035	33,910.5524	15,071.3566
0000000074	Commit	150.000	0.0333	5.0000	150.000	65.0000	9,750.0000	-64.9667	-9,745.0000	-99.9487
0000000075	Commit	225.000	0.0222	5.0000	225.000	56.2500	12,656.2500	-56.2278	-12,651.2500	-99.9605
0000000076	Commit	175.000	0.0286	5.0000	175.000	43.7500	7,656.2500	-43.7214	-7,651.2500	-99.9347
0000000077	Commit	250.000	0.0200	5.0000	250.000	62.5000	15,625.0000	-62.4800	-15,620.0000	-99.9680
0000000078	Commit	150.000	0.0333	5.0000	150.000	37.5000	5,625.0000	-37.4667	-5,620.0000	-99.9111
0000000079	Commit	100.000	0.0000	0.0000	100.000	10.0000	1,000.0000	-10.0000	-1,000.0000	-100.0000

Print Destination

Window

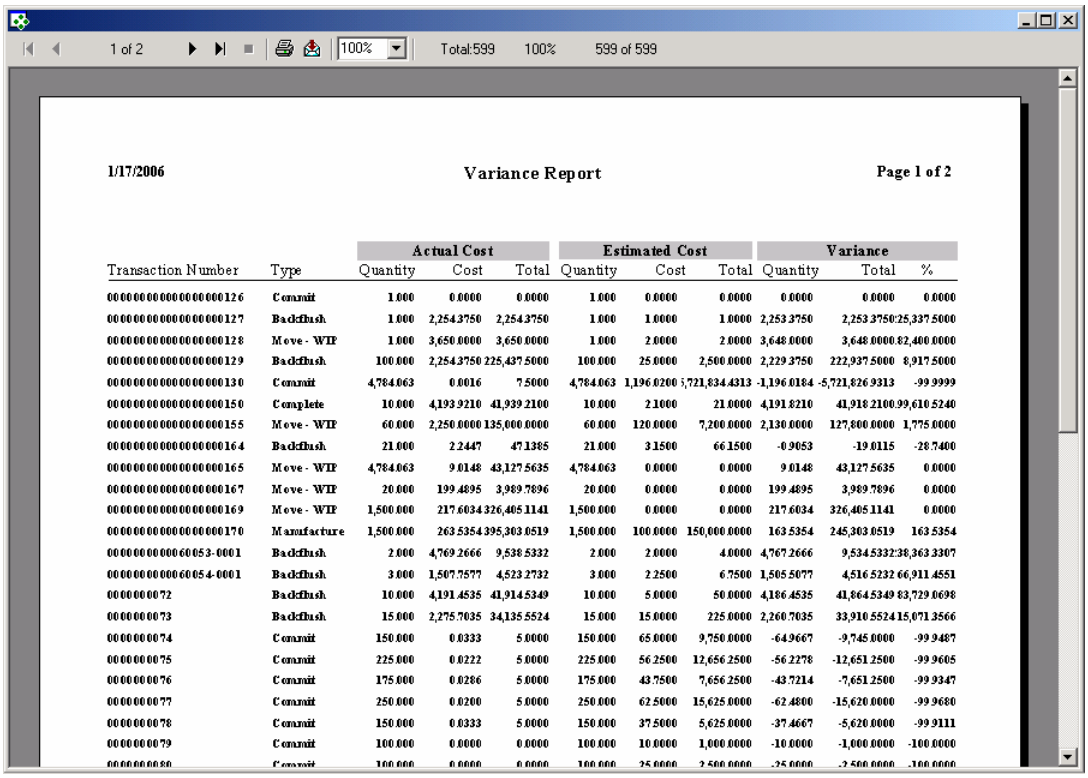
Prints the report to a Crystal Reports screen. For more information on using the Crystal Reports screen, please see Standard Reports.

Printer

Prints the report to the default printer specified in Windows Printer Setup.

Disk

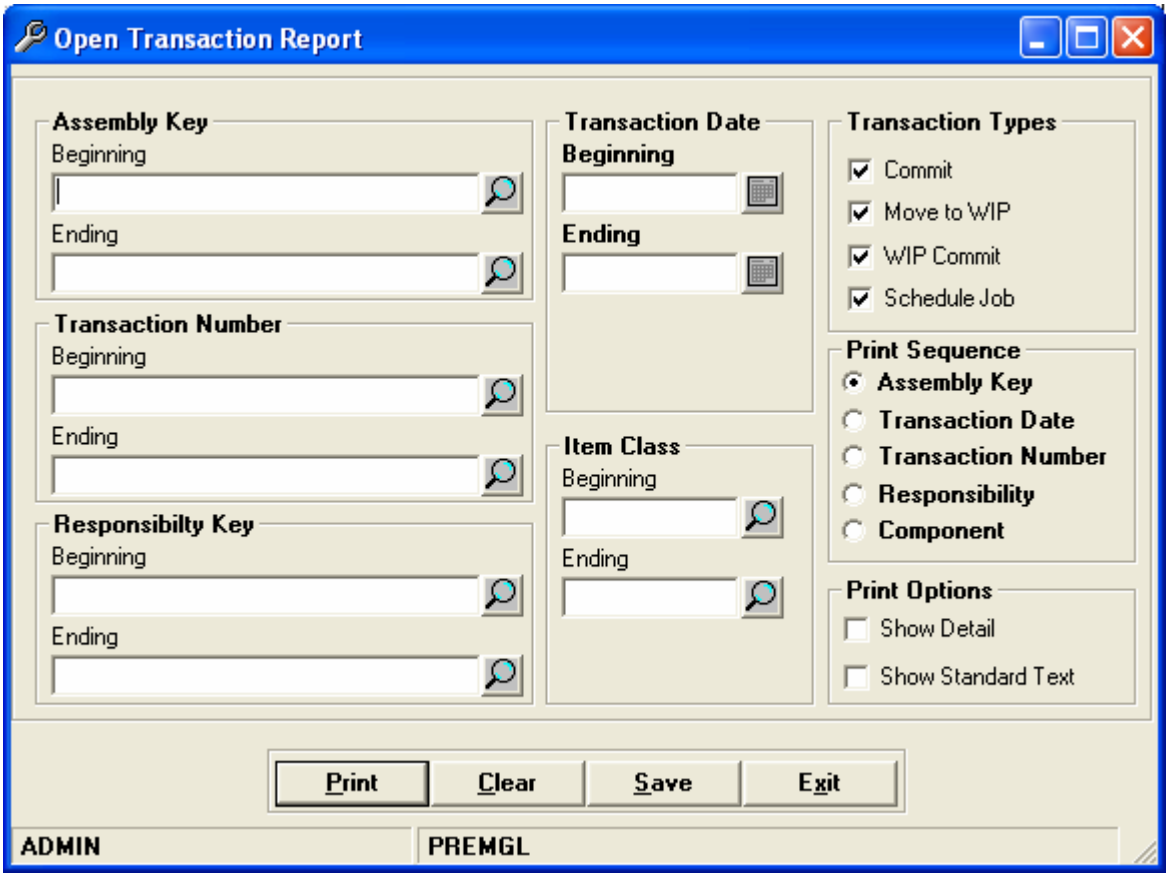
Exports the report to a specified file type. Microsoft export DLL Files are required to use this options, these files can be obtained through INDUSTRIOS technical support.



Open Transaction Report

Overview

This report will print all open transactions from a selected range of Assembly or Item Class Keys. If desired the component detail will also be included.



Report Parameter Screen Options

Assembly Key

Here the user can input the range of desired Assembly Keys, by either typing in a Beginning and Ending range or using the zoom buttons to select from the available Assembly Keys.

Transaction Number

Here the user can input the range of desired Transaction Numbers, by either typing in a Beginning and Ending range or using the zoom buttons to select from the available Transaction Numbers.

Responsibility Key

Here the user can input the range of desired Responsibility Keys, by either typing in a Beginning and Ending range or using the zoom buttons to select from the available Responsibility Keys.

Item Class

Here the user can input the range of desired Item Class Keys, by either typing in a Beginning and Ending range or using the zoom buttons to select from the available Item Class Keys.

Print Options

Show Detail

If this checkbox is checked then the component detail information will be printed on the report under the Assembly Item.

Show Standard Text

If this checkbox is checked then the standard text will be included with the component detail information on the report.

Print Sequence

Assembly Key

If this option is selected then the report items will print in Assembly Key sequence.

Transaction Date

If this option is selected then the report items will print in Transaction Date sequence.

Transaction Number

If this option is selected then the report items will print in Transaction Number Sequence.

Responsibility Key

If this option is selected then the report items will print in Responsibility Key sequence.

Component

If this option is selected then the report items will print in Component Key sequence. This is especially helpful when trying to determine how a delayed shipment (for example) will effect your production.

Tool Bar

Print

This button allows you to print the report to the specified print destination.

Clear

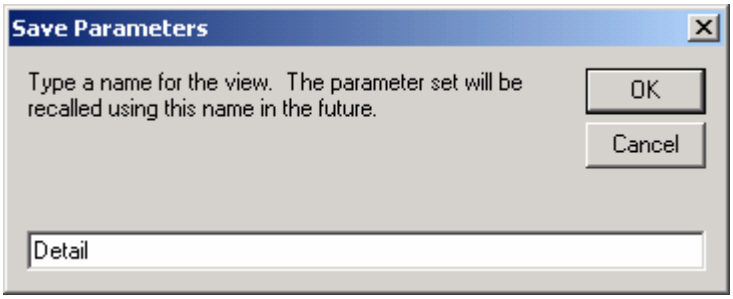
This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Exit

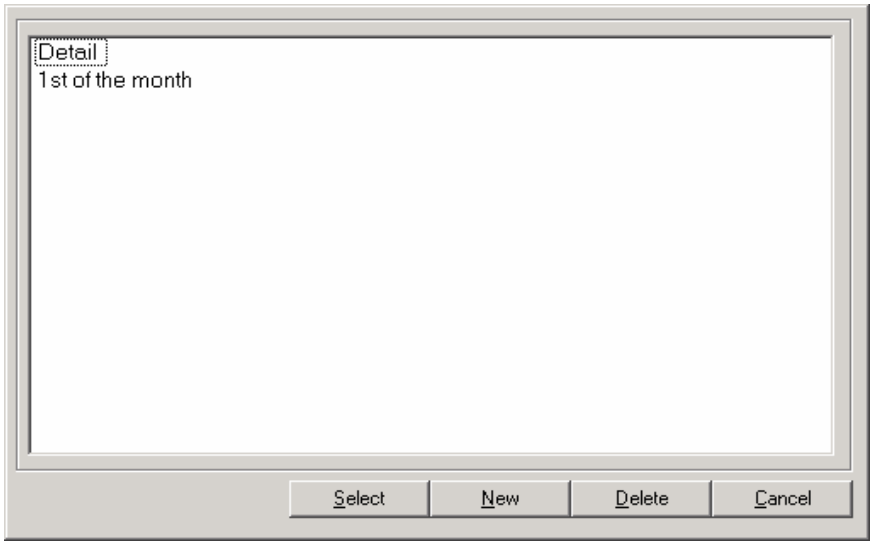
This button shuts down the current screen and the program returns to the Main Menu.

Save

Selecting this option will allow you to save the parameters settings under a file name so that often run report types can be easily run without re-entering the parameters. After hitting Save the following screen will appear:



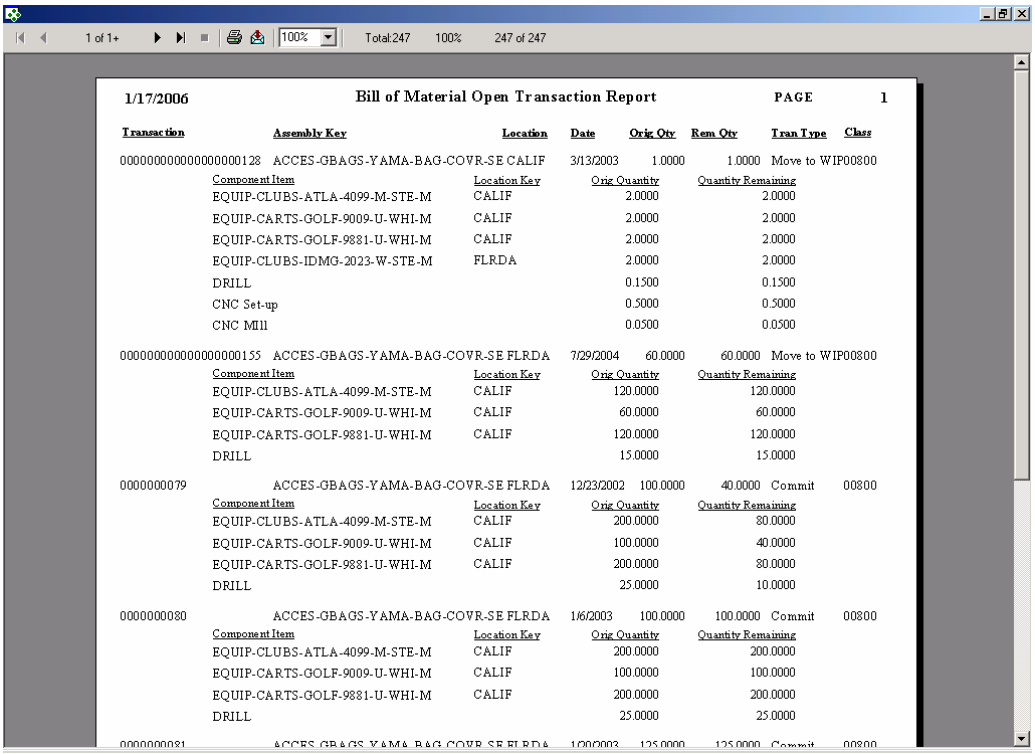
Simply type in the name you want for the combination of these settings and hit OK. Then whenever you open the report from the main menu, a screen like the following will appear:



Here you can select a previously saved report type or click the New button and it will take you back to a blank report parameters screen.

Run the report

Here is an example of the Open Transaction Report. This one had the Show Detail option checked.



1/17/2006 Bill of Material Open Transaction Report PAGE 1

Transaction	Assembly Key	Location	Date	Orig Qty	Rem Qty	Tran Type	Class
00000000000000000128	ACCES-GBAGS-YAMA-BAG-COVR-SE	CALIF	3/13/2003	1.0000	1.0000	Move to WIP	00800
Component Item		Location Key		Orig Quantity		Quantity Remaining	
EQUIP-CLUBS-ATLA-4099-M-STE-M		CALIF		2.0000		2.0000	
EQUIP-CARTS-GOLF-9009-U-WHI-M		CALIF		2.0000		2.0000	
EQUIP-CARTS-GOLF-9881-U-WHI-M		CALIF		2.0000		2.0000	
EQUIP-CLUBS-IDMG-2023-W-STE-M		FLRDA		2.0000		2.0000	
DRILL				0.1500		0.1500	
CNC Set-up				0.5000		0.5000	
CNC Mill				0.0500		0.0500	
00000000000000000155	ACCES-GBAGS-YAMA-BAG-COVR-SE	FLRDA	7/29/2004	60.0000	60.0000	Move to WIP	00800
Component Item		Location Key		Orig Quantity		Quantity Remaining	
EQUIP-CLUBS-ATLA-4099-M-STE-M		CALIF		120.0000		120.0000	
EQUIP-CARTS-GOLF-9009-U-WHI-M		CALIF		60.0000		60.0000	
EQUIP-CARTS-GOLF-9881-U-WHI-M		CALIF		120.0000		120.0000	
DRILL				15.0000		15.0000	
0000000079	ACCES-GBAGS-YAMA-BAG-COVR-SE	FLRDA	12/23/2002	100.0000	40.0000	Commit	00800
Component Item		Location Key		Orig Quantity		Quantity Remaining	
EQUIP-CLUBS-ATLA-4099-M-STE-M		CALIF		200.0000		80.0000	
EQUIP-CARTS-GOLF-9009-U-WHI-M		CALIF		100.0000		40.0000	
EQUIP-CARTS-GOLF-9881-U-WHI-M		CALIF		200.0000		80.0000	
DRILL				25.0000		10.0000	
0000000080	ACCES-GBAGS-YAMA-BAG-COVR-SE	FLRDA	1/6/2003	100.0000	100.0000	Commit	00800
Component Item		Location Key		Orig Quantity		Quantity Remaining	
EQUIP-CLUBS-ATLA-4099-M-STE-M		CALIF		200.0000		200.0000	
EQUIP-CARTS-GOLF-9009-U-WHI-M		CALIF		100.0000		100.0000	
EQUIP-CARTS-GOLF-9881-U-WHI-M		CALIF		200.0000		200.0000	
DRILL				25.0000		25.0000	
0000000081	ACCES-GBAGS-YAMA-BAG-COVR-SE	FLRDA	1/20/2003	125.0000	125.0000	Commit	00800

Transaction Entry

Transaction Entry Overview

The Transaction Processing program allows the user to process Commit-to-Production, Move Commit, Move-to-WIP, Manufacture, Backflush, Undo, and Disassemble transactions. The user may enter serial/lot numbers for both raw materials and finished goods in Backflush, Manufacture, Move-to-WIP, Undo, and Disassemble transactions. The following information includes a detailed definition of each field within the Transaction Entry screen, Detail screen, and Serial/Lot Number Tracking screens. A detailed, in-depth description of each transaction type is also included. For more information, please see Interfacing with Sage PFW.

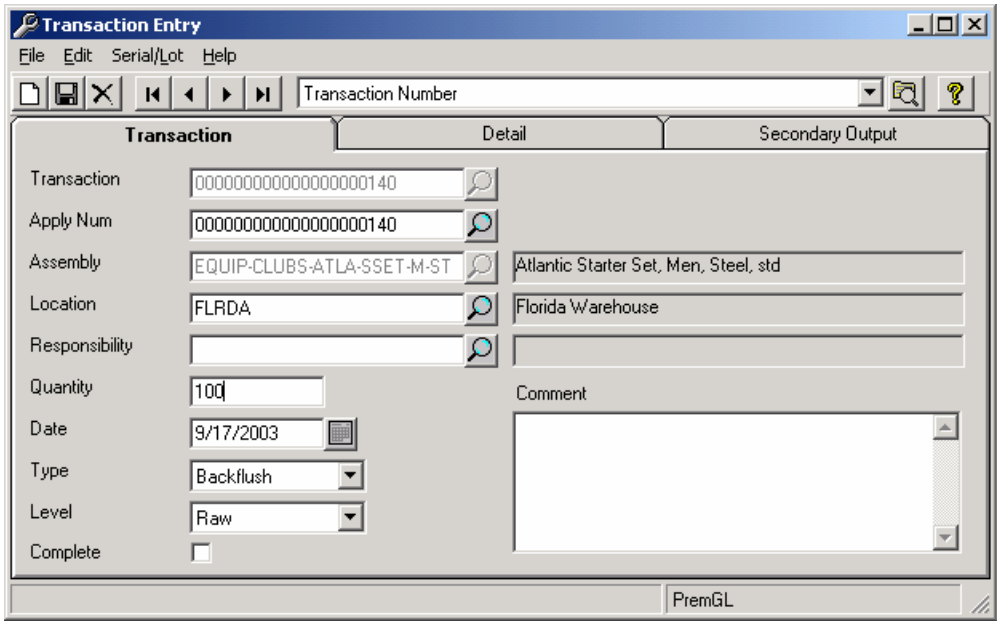
Note: if you would like the component/comments description to be the default description when entering new transactions see the transaction defaults section of this manual.

We have also added the ability in BOMP to modify the comment, start date, end date, and anything else that will not change the quantity committed, manufactured, etc.

Manufacturing By-Products

In order to add a By-Product into inventory, add the By-Product Item Key to the Transaction Entry Detail Screen, and use a negative component quantity. BOMP will post the By-Product using an Adjustment transaction and will update inventory with a positive inventory quantity, but with zero cost. The BOMP Posting Summary Report shows the negative quantity and no unit cost or total cost.

Field Definitions



Transaction Number

The Transaction Number field uniquely identifies this transaction and is the reference number used when posted to Sage PFW's transaction history files. The user can enter a 1-10 alpha/numeric character transaction number or it will be automatically assigned by the system. If the transaction number has been entered previously but not posted, then the rest of the fields will default to the previous information and may be adjusted before posting. If the number has already been used by a posted transaction, then an error message will appear and the number will have to be changed.

The transaction number may be generated using the Sales Order Number and the order line item sequence by checking the "Relate Transaction to Sage PFW Order" checkbox in the BOMP Advanced Features Transaction Entry section. If this option is selected the transaction entry screen will allow the user to zoom on the sales order information and select the sales order number and line item. When the work order is saved, the transaction number will be generated from the selected sales order information.

If a transaction number is not assigned the program will auto-generate a transaction number when the Save option is selected. The system uses the "Next Transaction Number", which is set in the Defaults Maintenance screen.

Apply Num

The Apply Number field is used when processing a transaction that is connected to a prior posted transaction. The apply-to number should be the same as the transaction number on all Backflush, Disassemble, Commit, Move Commit and on any Move-to-WIP transaction not tied to a Commit or Move Commit transaction. If the transaction applies to another transaction (some Move-to-WIP, all Manufacture, all Undo) then the apply-to number is the number of the original transaction number.

When entering an apply-to transaction, start by zooming on this field and selecting the previously posted transaction number. The program will pull the quantity and detail information from the original transaction.

Assembly

The Assembly is the top-level item, which will determine the component detail that will be processed through Sage PFW. The magnifying glass next to the Assembly field allows the user to zoom on all valid inventory items with an associated BOM.

Location

The BOM's are unique by the Assembly Key + Location; therefore, if you want to process an Assembly through multiple locations, then a BOM must be setup for each location. If you zoom to select the Assembly Item, then the Location column is defaulted to the location entered in the BOM Entry screen. You will receive a posting error if an invalid location is assigned to a BOM.

This will be the assembly location that is updated in inventory when the transaction is completed.

Quantity

The quantity field is the Assembly quantity to be processed and is used to determine the component detail quantities. If the user wants to produce a quantity of 5 of assembly A and 2 of component B are required to assemble A, then component B will be a quantity of 10 for this transaction (although this can be modified on the detail screen before posting).

Transaction Type

The Type field is the transaction type that will be used when posting. The user must select one of the following seven types of transactions: Backflush, Commit, Move Commit, Move-to-WIP, Manufacture, Undo, and Disassemble. For more information, please see Interfacing to Sage PFW.

Backflush Transaction

A Backflush transaction allows the user to manufacture an assembly without completing a Commit or Move-to-WIP transaction; therefore, the manufacture is completed in one step. This transaction type is useful to companies that want to allocate inventory quantities after the manufacturing process has been completed. This transaction increases the assembly on hand quantity and relieves the inventory of the exploded component detail. For more information, please see Entering Transactions.

Commit Transaction

A Commit transaction allocates inventory to the "committed to production" field in Sage PFW's Inventory Location File. If the "Commit Assemblies" option is selected in the defaults screen, then the "On Order" field in inventory will be updated for the assembly when processing a Commit to Production transaction. This transaction is useful to companies who have a delayed manufacturing process and want the raw materials to be allocated for each order. This transaction type will never apply to

another transaction and the Complete box should never be selected. To close a Commit Transaction, the user must use a Move-to-WIP or Manufacture transaction.

Note: If you need to get rid of a Commit transaction that was posted but never applied, then you would do a manufacture transaction with a quantity of 0 and with the complete checkbox checked.

For more information, please see Move-To-WIP Transaction Step by Step.

Move Commit Transaction

The Move Commit transaction type is useful when building a custom product that is being engineered during the manufacturing process and has an extended lead-time. Processing a Move Commit transaction creates a BOM template, which is stored in an access table and does not post any data to Sage PFW.

When items are added, deleted or changed on the BOM, the user would process a Move-to-WIP transaction applied to the original Move-Commit transaction. The BOM changes are posting through to Sage PFW following the standard Move-to-WIP posting procedure, as defined in the Interfacing to Sage PFW section. The BOM changes are also reflected in the original Move Commit transaction template. Move-to-WIP transactions may be applied to the Move Commit transaction until the BOM is complete.

During the manufacturing process, the system administrator can keep track of Work in Process financials' through Sage PFW Reporting. Therefore, at the end each period, the Work in Process location is up to date.

When the manufacturing process is complete and the BOM Template is finished the user would apply the Manufacture transaction to the original Move Commit transaction. Therefore pulling the components on the Move Commit from the WIP location and adding the assembly to inventory.

The Transaction Status Report will display the modified component information and quantities for the Move Commit transaction, along with the quantity that has been Moved-to-WIP and Manufactured.

Move-to-WIP Transaction

A Move-to-WIP transaction will move the raw materials from the default location in the BOM to the work in process location that is designated in the Defaults screen. The WIP location must be a valid location within Sage PFW and must have an Inventory Location record for all components. The Move-to-WIP transaction may or may not apply to a Commit or Move Commit Transaction. If it applies to a prior Commit transaction, then a reversing transaction will be generated for each component that will reduce the committed to production quantity.

For more information, please see Move-To-WIP Transaction Step by Step.

Notes on Move-to-WIP Transactions

To substitute one part for another part when you do a move to WIP just change the quantity of the component to 0 on the existing item and add the new component.

Below is an example. They committed an assembly with a component (gadget1). They want to replace that with (gadget2). When they create the WIP transaction they enter a quantity of 0 on the (gadget1) and add the new item (gadget2).

Commit transaction

Assembly Widget - 2

Component gadget1 – 2

Move-to-WIP Transaction (with Complete flag checked)

Assembly widget – 2

Component gadget1 – 0

Component gadget2

Or if you are doing the Move-to-WIP and some of the quantities were not totally correct, you can change the quantities. **The key is that the last transaction you apply to the commit should have the complete checkbox checked and you should not delete any of the items.** If you do not want to move the quantity for that component to WIP, then simply change the quantity to 0. If the complete flag is checked it will relieve the commit quantities even if the quantity for the WIP transaction is 0.

Here are some examples done correctly and one done incorrectly:

- **Commit Transaction**

  Assembly Widget2 – 2

  Component gadget1 – 2

  Component gadget2 – 2

  Move-to-WIP Transaction (Complete checkbox not checked)

  Assembly Widget1 – 1

  Component gadget1 – 2

  Move-to-WIP Transaction (Complete checkbox checked)

  Assembly Widget1 – 1

  Component gadget1 - 0

  Component gadget2 – 1

  Then the extra Component gadget2 will be uncommitted.

- **Commit Transaction**

  Assembly Widget2 – 2

  Component gadget1 – 2

  Component gadget2 – 2

  Move-to-WIP Transaction (Complete checkbox checked)

  Assembly Widget1 – 1

  Component gadget1 - 1

  Component gadget2 – 1

  Component gadget3 – 2

  The components not Moved-to-WIP would be uncommitted.

- **The following example would cause problems because after the transaction was completed 2 gadget2 would still be committed:**

  Commit Transaction

  Assembly Widget2 – 2

Component gadget1 – 2

Component gadget2 – 2

Move-to-WIP Transaction (Complete checkbox checked)

Assembly Widget1 – 1

Component gadget2 – 2

But if you had just put in a quantity of 0 for the gadget2 then it would have worked fine.

Manufacture Transaction

A Manufacture transaction must always apply to a prior Commit, Move Commit, or Move-to-WIP transaction. (To manufacture an item without a prior transaction the user should use the Backflush transaction type.)

Partial Complete on a Manufacture applied to a Commit

When modifying the component detail or the assembly information on a Manufacture transactions applied to a Commit to Production transaction the following will apply:

If the component quantity is decreased and Complete is selected, then the unused am ount is uncommitted and put back on hand. If Complete is not selected, then the unu sed amount is left committed.

The component detail quantities will change, if the assembly quantity is increased or decreased. (This is true only if the assembly quantity is changed before the detail is created. Pressing the "Detail" creates detail information or "List" buttons. The asse mbly quantity can not be changed after the detail is created. The user must "Delete" and re-enter the transaction with the correct quantity.)

If the assembly quantity is decreased and Complete is selected, then the unused com ponent quantities are uncommitted and put back on hand. If Complete is not selected , then the unused component quantities are left committed to production. The user m ay then apply another Manufacture transaction to the remaining assembly quantity; t herefore, multiple Manufacture transactions can be applied to one Commit transactio n.

Note: The program will allow you to manufacture more than the original commit quantity. The "Print Edit Report" will give you an error message in this instance.

Partial Complete on a Manufacture applied to a Move-to-WIP

When modifying the component detail on a Manufacture transaction applied to a Move-to-WIP transaction, the following will apply:

If the component quantity is decreased and Complete is selected, then the unused am ount is moved from the WIP location to the original location. If Complete is not sele cted, then the unused amount is left in the WIP location.

If the assembly quantity is decreased and Complete is selected, then the unused com ponent quantities are moved from the WIP location to the original location. If Comp lete is not selected, then the unused component quantities are left in the WIP location . The user may then apply another Manufacture transaction to the remaining assembl y quantity, therefore multiple Manufacture transactions can be applied to one Move-t o-WIP transaction.

If the component quantity is increased, the program will pull the new amount from th e WIP location. If the user wants to increase the quantity and pull from the original l ocation, then the item must be added to the detail screen, with the correct location an d quantity. The program will pull the component quantities from the location on the detail screen.

The component detail quantities will change, if the assembly quantity is increased or decreased. (The above rule applies.) If the assembly quantity is increased, the progr am will pull the increased component quantities from the WIP location. If the user w ants to increase the assembly quantity and have the components pulled from the origi nal location, then the quantity being pulled from the WIP location must be decreased and each component must be added with the correct location and quantity.

Disassemble Transaction

Disassemble transactions are meant for use by a company that purchases an item and takes it apart to create other items. **THIS SHOULD NOT BE USED TO REVERSE A TRANSACTION AND PUT THE PARTS BACK IN INVENTORY! That is what the UNDO transaction type is for**

A disassemble does the reverse of a backflush transaction; therefore the component's on hand quantity is increased and the assembly's quantity is decreased. As with a Backflush transaction, Disassemble transactions will never apply to a previous transaction and Complete should always be selected. A Disassemble transaction may only be processed at a Top or Raw level.

For more information, please see Disassemble Transaction Step by Step.

Undo Transaction

An Undo transaction is very similar to a Disassemble transaction, except it is always applied to a prior transaction. It will perform the same inventory transactions as a Disassemble, except it forces the items and quantities to be the same as the original transaction (in order to reverse them). The Undo also uses the cost amount from the original transaction when adding the components back into inventory.

The Undo transaction type should only be used to reverse Backflush and Manufacture transactions. If you need to get rid of a Commit transaction that was posted but never applied, then you would do a manufacture transaction with a quantity of 0 and with the complete checkbox checked.

Note: The first thing you must do to complete an Undo transaction is to set the transaction type to Undo. You cannot see posted manufacturing transactions in the apply to look-up until after you select the transaction type.

For more information, please see Undo Transaction Step by Step.

WIP Commit

This transaction type allows the user to post multiple Move-to-WIP transactions and track the cumulative totals. For instance you can post 10 different Move-to-WIP transactions and apply them to the one WIP Commit transaction. When you manufacture against the WIP Commit transaction it will be the total of all previous WIP transactions.

Posting the original WIP Commit transaction doesn't affect Sage PFW in any way it just posts a template to the history in BOMP to be used for future Move-to-WIP transactions.

PC Manufacture

This transaction works the same as a standard Manufacture transaction, except the transaction is written to the Project Costing module in Sage PFW. In other words, the finished goods item is written instead of the Inventory module. The components are still taken out of the Inventory module the same as if it were a Manufacture transaction.

When this transaction type is selected, you may use the project lookup to enter a project code, or type a project code into the field. Serial numbers are not required on Project Costing transactions. The transactions are written to Project Costing as unposted transactions. The GL Account Numbers are determined using the project class records.

The reason to use this type of transaction instead of a regular Manufacture is that it gives a more accurate cost. For a normal Manufacture or Backflush the items would be put in inventory and then they could be taken back out of inventory into PC but they would have already been mixed with the cost layers and you would not get the actual cost of that item. But for a PC Backflush or Manufacture the item never goes to inventory so you get the actual cost to be added into the project. It also saves the step of putting the items into inventory and them pulling them back out.

PC Backflush

This transaction works the same as a standard Backflush transaction, except the transaction is written to the Project Costing module in Sage PFW. In other words, the finished goods item is written to the Project Cost module instead of the inventory module. The components are still taken out of the inventory module the same as if it were a Manufacture transaction.

When this transaction type is selected, you may use the project lookup to enter a project code, or type a project code into the field. Serial numbers are not required on Project Costing transactions. The transactions are written to Project Costing as unposted transactions. The GL Account Numbers are determined using the project class records.

The reason to use this type of transaction instead of a regular Backflush is that it gives a more accurate cost. For a normal Manufacture or Backflush the items would be put in inventory and then they could be taken back out of inventory into PC but they would have already been mixed with the cost layers and you would not get the actual cost of that item. But for a PC Backflush or Manufacture the item never goes

to inventory so you get the actual cost to be added into the project. It also saves the step of putting the items into inventory and them pulling them back out.

Schedule Job

This transaction type will only be available if the Shop Floor Control Module is installed on the system. Please see the Shop Floor Documentation for more information.

Pull Material

This transaction type will only be available if the Shop Floor Control Module is installed on the system. Please see the Shop Floor Documentation for more information.

Complete Job

This transaction type will only be available if the Shop Floor Control Module is installed on the system. Please see the Shop Floor Documentation for more information.

Date

The Date field is the effective date of posting. If this field is left blank, the date will be defaulted to the current system date when the transaction is saved. Zooming on the date field will display a calendar, which allows you to select the desired date. The date can be changed to affect different General Ledger periods.

Responsibility

The user may assign the transaction to an employee in the Responsibility column.

Level

This field allows the user to set how the sub-assemblies will be exploded when the transaction is posted.

Top level

Builds the assembly from the top level component items and sub-assemblies; therefore any components that are used to build the sub-assemblies will not be affected when the transaction is posted.

Raw level

Builds the assembly from the raw materials, therefore the inventory quantities for the sub-assemblies will not be affected when the transaction is posted.

Computed level

The system reviews the on hand quantity to determine if the sub-assembly may be pulled from inventory or if it needs to be built from lower level components inventory. If the quantity available is less than the quantity required, the bill of materials for the sub-assembly will be used for the difference of the quantity required and quantity available. At the Computed level, the user cannot access the Detail screen to edit the component quantities.

The compute level transaction detail is generated when the transaction is saved in Transaction entry. It doesn't change after that point. So if it isn't posted for a period of time it may not be accurate. If you don't post the transaction immediately you should consider going back into the transaction and regenerating the detail. You can do this by modifying the quantity.

The only difference between a compute and a modifiable level is that you can change the modifiable.

Here is how the system calculates what is available to be used when doing a compute / modifiable: Onhand - Oversold - Committed to Sales - Committed to Production - (Unposted BOMP Transactions)

Modifiable level

Same as the Computed level, but the user can modify the component quantities on the detail screen.

Here is how the system calculates what is available to be used when doing a compute / modifiable: Onhand - Oversold - Committed to Sales - Committed to Production - (Unposted BOMP Transactions)

Note: After a transaction has been entered and saved, to change the level you need to go back and delete the detail first. To delete the detail hit the square to the left of each individual component item then select delete row from the Edit drop down menu.

Sub-Asy

I will use paint brushes to demonstarte how this level works. You take some bristles to make a combination. You take the combination of bristles and put them in a paint head. You take the paint head and attach the handle to get the finished product - 3 levels of sub assemblies.

When you post the paint brush assembly at the sub-asy level, it switches the level to "top" and creates a new transaction for the paint head at the sub-asy level.

When you post the paint head assembly, it does so at the "top" level and then creates a new transaction for making the combination

In short, you start with one transaction with sub-assemblies going 3 levels deep. It then creates two more transactions for you and everything is done at the top level..

Complete

The Complete check box determines whether this is the final transaction for this sequence. **You should never have this box checked when processing a Commit transaction.** For more information on how the Complete option effects transaction types, please see Transaction Type.

For example: you commit 20 of assembly A and then manufacture 15 based upon that commitment. If Complete is No, then the remaining components will remain committed to production, assuming that later you will manufacture 5 more. If Complete is Yes, then the remaining committed components that were not

used in manufacturing will be de-committed for production. Complete should be selected on any transaction that has not been "applied to" another transaction. The Transaction Type section details how this option affects the posting of each type.

Comments

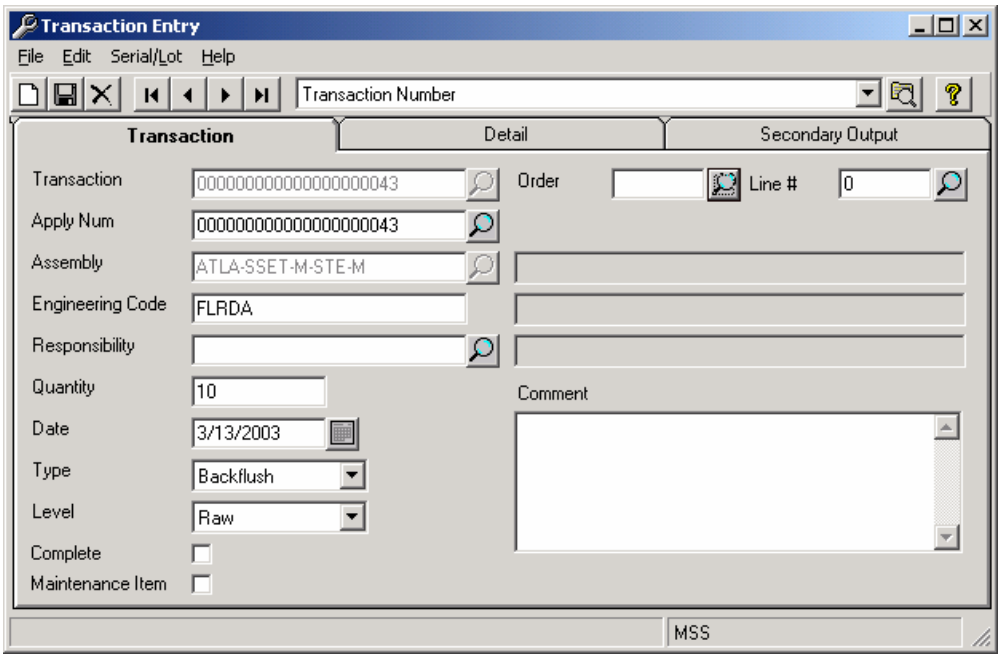
This field is a free-form entry field where an unlimited number of characters can be entered. This information will have no affect on the posting and will be printed on the Transaction Status, Transaction Listing, and Work Order reports.

Serial Lot Tracking

First the assemblies and components that you desire to be serial lot tracked must be set to be either serial number or lot number tracked in Sage PFW.

Then enter the serial/lot number for the assembly (backflush and manufacture only) on the Transaction Entry assembly screen. To enter serial /lot numbers on components, go to the components screen, highlight (click on) the component which needs serial/lot numbers assighned, and then click on Serial/Lot on the top menu bar.

Alternate Transaction Entry Screens



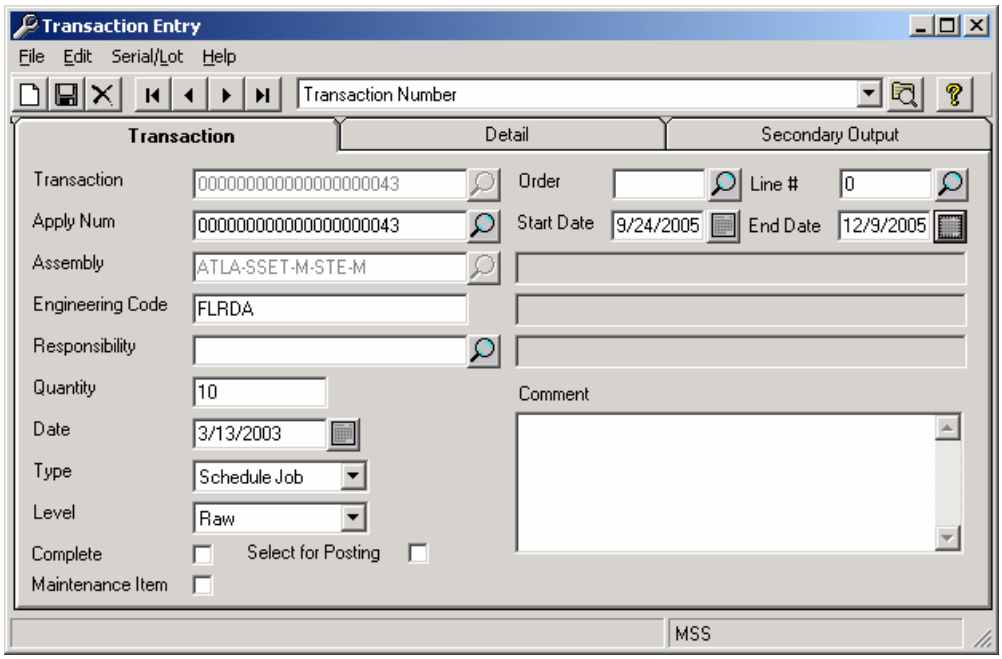
All the fields are the same as the normal screen except the order and line number fields have been added **because the ISO9001 option was selected in the Transaction Entry section of the Advanced Features program.**

Order

You can use the zoom button and see all of the Sales Orders. In this way you can tie the transaction to a certain order.

Line

Line number shows all the line numbers for that sales order. NOTE: You must choose a line with a BOM associated with it.



This screen is a little different because the job type is schedule job. Order and Line number have been added just as in the example above, but start date, end date, and Select for Posting fields have been added as well.

Start Date

In this field the user can enter a start date for the job.

End Date

In this field the user can enter a projected end date for the job.

Select for Posting

If this checkbox is checked then this transaction will be put in the select transactions table for posting through the select transactions program.

Transaction Entry Tool Bar

Save

This button must be selected to store new or modified information to the BOMP.MDB file.

New

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Delete

This button will permanently remove the displayed record from the live file.

Transaction Entry File Menu

New (Ctrl + N)

This option returns the screen to a blank form. New or modified information will be lost if the Save option is not selected before clearing the screen.

Save (Ctrl + S)

This option stores new or modified information to the BOMP.MDB file.

Delete

This option will permanently remove the displayed record from the maintenance table.

Find (Ctrl + F)

Allows the user to search through the valid keys. Enter a search value and then select the specific key. The selected key will be displayed on the screen.

First (F5)

Displays the first record in the transaction table.

Previous (F6)

Displays the preceding record in the transaction table.

Next (F7)

Moves to the subsequent record in the transaction table.

Last (F8)

Displays the Last record in the transaction table.

Print

This option will print the current transaction information and detail.

Exit

This option shuts down the current screen and the program will return to the Main Menu.

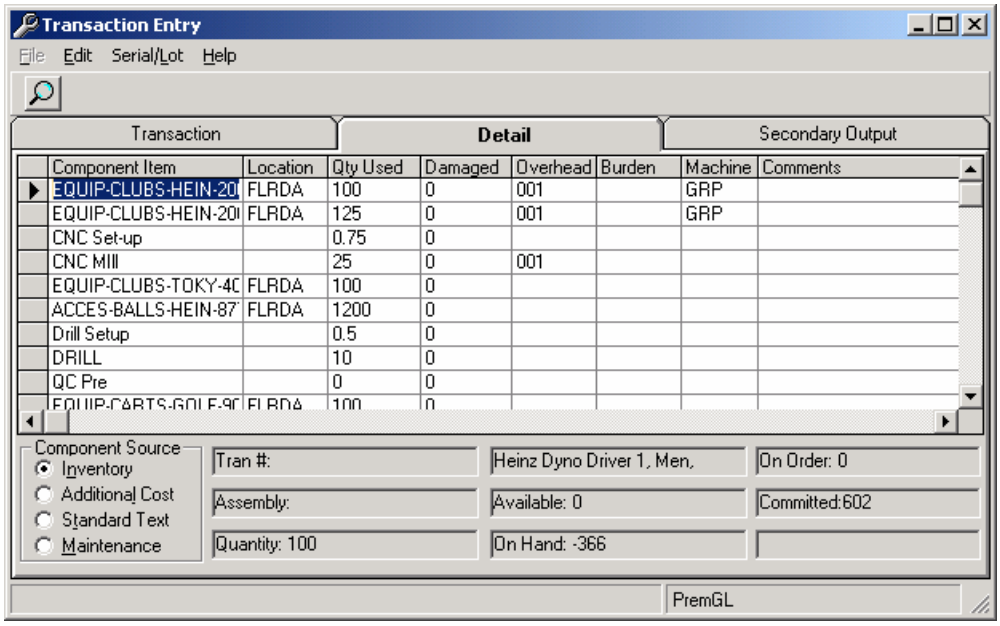
Transaction Entry Edit Menu

Lookup (F9)

The F9 option will zoom on the current field.

Transaction Processing Detail Screen

The Transaction Processing Detail screen displays the component data for the selected transaction; an assembly key, quantity, transaction type, and transaction level must be entered before the detail information can be accessed. This screen allows the user to modify the raw material quantities by adding items, changing quantities, and deleting items. Any changes made to the component detail will only modify the current transaction. Permanent changes to the component detail for an assembly need to be made through the BOM Maintenance program. Once the detail has been created for a transaction, the assembly quantity can not be changed. The user has to delete the live transaction, and re-enter the same transaction with the new quantity. Component detail is created when the user accesses this screen or prints a listing from the Transaction Processing screen.



Display Only Fields

The user may view the Transaction Number, Assembly Key, and Quantity on the top of the screen.

Component Source

The *component source* section allows the user to choose from the three available item types for a component.

Inventory

If this component source is selected then the component field zoom window will display all valid Sage PFW Inventory items.

Additional Cost

If this component source is selected then the component field zoom window will display all valid Additional Cost Items. The Additional Cost items are defined and created in the Maintenance-Setup Tables section. For more information, please see Additional Cost Maintenance.

Standard Text

If this source is selected then the component field zoom window will display all valid Standard Text keys. The Standard Text is an 18 character key field that links to a free-format note field. Standard Text items will not affect posting in Transaction Processing; they are for information purposes only on BOMP reports such as the explosion and listing reports. The only field that is utilized by standard text items is the Component Item field. The other fields may be entered, but they are ignored by the system.

Field Definitions

Component Item

The Component Items listed on the Bill of Material, as entered in the Bill of Material Entry file. The user may add new, delete, and/or change quantities of the component items.

Location

Defaulted from the Bill of Material Entry file.

Quantity Used

The components and quantities on this screen are defaulted based upon the assembly, quantity, and transaction level.

Quantity Damaged

This column allows users to take damaged materials into consideration. This column will default to zero for all components. Any quantity that is entered into this field will affect inventory the same as the quantity used field. The only difference is that the transaction type in Sage PFW will be different and the cost of the damaged items may apply to a different general ledger account number.

Overhead

This column is defaulted from the Bill of Material Entry file, but can be modified on this screen. For more information on Overhead Keys, please see Overhead Maintenance.

Burden

This column is defaulted from the Bill of Material Entry file, but can be modified on this screen. For more information on Burden Keys please see Burden Maintenance.

Machine

This column is defaulted from the Bill of Material Entry file, but can be modified on this screen. For more information on Machine Keys, please see Machine Maintenance.

Comments/Instructions

The Comments/Instructions allows the user to enter notations about the component. This field may be printed on the Production Work Order report and is always shown on the Transaction Status report.

Sage PFW Display Fields

Quantity Available

The amount available according to Sage PFW's Inventory Location files once the quantities in the quantity used field and quantity damaged are taken into account. The formula is Quantity on hand + Quantity On Order - Quantity Committed. Quantity used and damaged will increase this quantity for Disassemble transactions. Manufacture and Backflush transactions will decrease the Available quantity.

On Hand

This column displays the current On Hand quantity from Sage PFW's Inventory Location file.

On Order

This column displays the current On Order quantity from Sage PFW's Inventory Location file.

Committed

This column displays the current Committed to Production quantity from Sage PFW's Inventory Location file.

Edit Menu

Insert Row

This button will take the cursor to the next line of the entry area and allow a new item to be entered. Pressing the down arrow key, will also allow a new item to be entered.

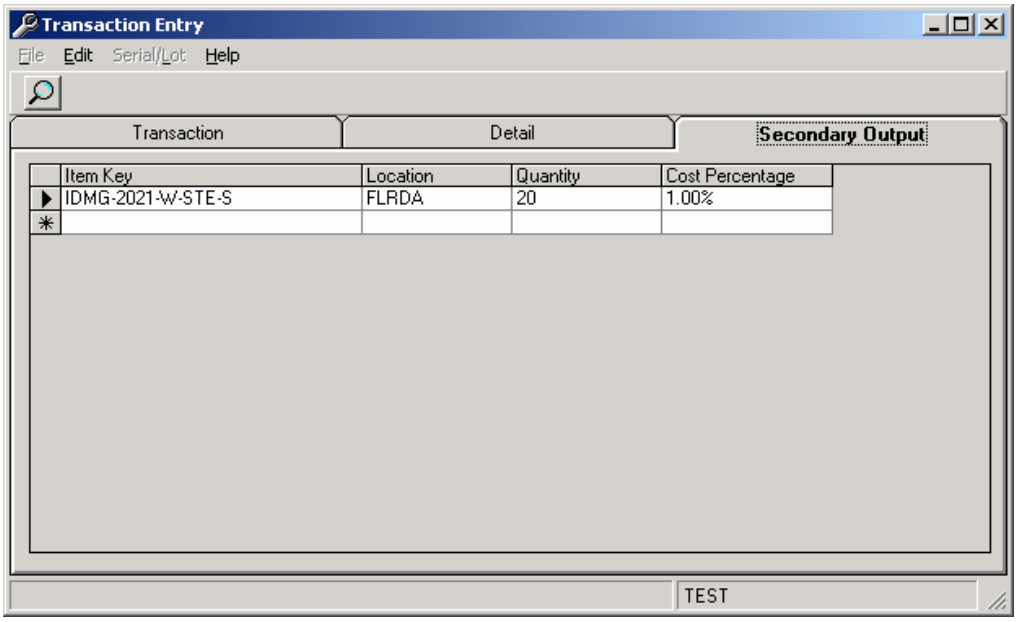
Delete Row

This button removes the current line item from the transaction detail. The current line is displayed in a darker shade of gray. When editing component detail for a transaction that applies to another transaction, the Delete button will be disabled. You can still effectively delete the component from the transaction by setting the "Quantity Used" to zero.

Lookup F9

The F9 option will zoom on the current field.

Secondary Output Detail Screen



This screen can only be viewed for Manufacture type transactions. (Manufacture, Backflush, Disassemble, PC Manufacture, PC Backflush, and Complete Job) You can modify the secondary output in the same way the component detail can be modified. In addition to the quantity, etc., cost percentage can also be modified.

Transaction post would create multiple "finished goods" transactions – one for the assembly item and one for each of the secondary items.

Item Key

Shows the Secondary Output Item Key which was added to the Assembly in BOM Maintenance.

Location

This is the location set for the Second Output Item Key in BOM Maintenance.

Quantity

This is the total quantity of the secondary output (by-product) that is created when the selected transaction is processed.

Cost Percentage

This is the percentage of the cost of the entire assembly that will be allocated to the secondary output item. Enter the percentage as a decimal.

For example: if you put in two secondary outputs, the first with a quantity of 1 and 10% (enter as .1) cost factor and the second with a quantity of 3 and a cost factor of 15% (enter as .15). Then the cost for the first output would be 10% of the total cost of the assembly and the second output would be a total of 15% of the total cost of the assembly, which makes the individual unit cost only 45%.

Serial/Lot Number Tracking

This button is used for entering serial/lot numbers for the selected assembly or component. Serial/Lot numbers can be entered for inventory items that are flagged for Serial/Lot tracking in Sage PFW's Inventory Master file. This menu option is available on the Transaction Entry screen, which is used to enter serial/lot numbers for the assembly and on the Detail screen for entering component serial/lot numbers.

Pressing this button for Commit transactions or for an item key that is not flagged for serial/lot tracking in Sage PFW's Inventory Master file, will cause an error message to be displayed. If the serial/lot numbers "Quantity" field does not match the "Quantity Allocated" field for all items that are flagged for serial/lot entry in Sage PFW's Inventory Master file, the transaction will not post and an error will be generated to the summary report.

Serial Lot Number Tracking in Sage PFW

Serial/Lot Numbers may be entered for both assembly items and component items for any version of Sage PFW from 5.1 to the current version. The user may zoom to view Serial/Lot Numbers that were purchased through Sage PFW. The entered numbers will be written to Sage PFW's Serial/Lot Number files.

Entering Serial/Lot Numbers

To enter Serial/Lot Numbers select the Add New button the type or zoom to select the associated number. Repeat this process until the Quantity display field is equal to the Quantity Allocated display field and then select Complete from the tool bar.

Entering Transactions

Entering Transactions Overview

This chapter will take you through a systematic procedure for entering each transaction type. For field descriptions please see the previous chapter on Transaction Entry.

Backflush Transaction Step-by-Step

Select the new button from the toolbar.

Enter a transaction number or skip to step two if you want the system to auto-number your transactions. Skip the Apply Number, on Backflush transactions the apply-to number is the same as the transaction number.

Type or zoom to select the Sage PFW Item Key to be used as the assembly identifier. The Sage PFW Item Key description will be displayed to the right of the Assembly field.

Type or zoom to select the Sage PFW Location Key. This is the Assembly Location that will be updated when the transaction is posted. The BOM is identified by the Assembly + the location; therefore, a BOM must exist for each location that the Assembly will be posted into.

Enter the assembly quantity that will be added to on-hand in Sage PFW's inventory files.

Select the Backflush transaction type.

Select the Level to expand the component transaction detail.

The Complete box must be selected for a Backflush transaction.

The Responsibility and Comment fields are optional.

You may now select the detail tab to view the components that will be posted with this transaction. The component detail may be modified (delete items, add new items, and add damaged materials) for this transaction in the detail screen. The changes will not be back-written to the standard BOM. For more information, please see Modifying Transaction Detail Step by Step.

Select the Save button from the toolbar.

Post the transaction by through the Transaction Processing Posting screen.

Disassemble Transaction Step-by-Step

Select the New button from the toolbar.

Enter a transaction number or skip to step two if you want the system to auto-number your transactions. Skip the Apply Number; on disassemble transactions the apply-to number is the same as the transaction number.

Type or zoom to select the Sage PFW Item Key to be used as the assembly identifier. The Sage PFW Item Key description will be displayed to the right of the Assembly field.

Type or zoom to select the Sage PFW Location Key. This is the Assembly Location that will be updated when the transaction is posted. The BOM is identified by the As sembly + the location; therefore, a BOM must exist for each location that the Assem bly will be posted into.

Enter the assembly quantity that will be removed from on-hand in Sage PFW's Inven tory files.

Select the Disassemble transaction type.

Select the Level to expand the component transaction detail.

The Complete box must be selected for a Disassemble transaction.

The Responsibility and Comment fields are optional.

You may now select the detail tab to view the components that will be posted with th is transaction. The component detail may be modified (delete items, add new items, and add damaged materials) for this transaction in the detail screen. The changes wil l not be back-wrote to the standard BOM. For more information, please see Modifyi ng Transaction Detail Step by Step.

Select the Save button from the toolbar.

Post the transaction by through the Transaction Processing Posting screen.

Commit Transaction Step-by-Step

Select New from the toolbar.

Enter a transaction number or skip to step two if you want the system to auto-number your transactions. Skip the Apply Number, on Disassemble transactions the apply-t o number is the same as the transaction number.

Type or zoom to select the Sage PFW Item Key to be used as the assembly identifier. The Sage PFW Item Key description will be displayed to the right of the Assembly field.

Type or zoom to select the Sage PFW Location Key. This is the Assembly Location that will be updated when the transaction is posted. The BOM is identified by the As sembly + the location; therefore, a BOM must exist for each location that the Assem bly will be posted into.

Enter the assembly quantity.

Select the Commit transaction type.

Select the Level to expand the component transaction detail.

The Complete box must **not** be selected for a Commit transaction.
The Responsibility and Comment fields are optional.
You may now select the detail tab to view the components that will be posted with th is transaction. The component detail may be modified (delete items, add new items, and add damaged materials) for this transaction in the detail screen. The changes wil l not be back-wrote to the standard BOM. For more information, please see Modifyi ng Transaction Detail Step by Step.
Select the Save button from the toolbar.
Post the transaction by through the Transaction Processing Posting screen.

Move-to-WIP Transaction Step-by-Step

Enter a transaction number or skip to step two if you want the system to auto-number your transactions. Skip the Apply Number, on a Move-to-WIP transactions that is n ot being applied to a Commit transaction the apply-to number is the same as the trans action number.
Type or zoom to select the Sage PFW Item Key to be used as the assembly identifier. The Sage PFW Item Key description will be displayed to the right of the Assembly field.
Type or zoom to select the Sage PFW Location Key. This Location will be updated when the manufacture transaction is posted. The BOM is identified by the Assembly + the location; therefore, a BOM must exist for each location that the Assembly will be posted into. The location that the components will be moved to is set in the Defau lts-WIP Location field.
Enter the assembly quantity.
Select the Move-to-WIP transaction type.
Select the Level to expand the component transaction detail.
The Complete box must be selected for Move-to-WIP transactions that are not being applied to a Commit transaction.
The Responsibility and Comment fields are optional.

You may now select the detail tab to view the components that will be posted with this transaction. The component detail may be modified (delete items, add new items, and add damaged materials) for this transaction in the detail screen. The changes will not be back-wrote to the standard BOM
. Please see “Modifying Transaction Detail Step-by-Step”.
Select the Save button from the toolbar.
Post the transaction by through the Transaction Processing Posting screen.

Applied-to a Commit Transaction Step-by-Step

Select New from the toolbar
Zoom on the Apply Number field and select the Commit transaction that will now be Moved to a WIP location. The original Assembly, Location, Quantity, and Level wi ll be displayed.

You may leave the quantity to the defaulted amount or change the quantity to the am ount that will now be moved to a WIP location.

Select the Move-to-WIP transaction type.

Complete or Not--When modifying the component detail or the assembly informatio n on a Move-to-WIP transaction applied to a Commit transaction the following will a pply:

Partial Complete on a Move-to-WIP transaction

- If the component quantity is decreased and Complete is selected, then the unused amount is uncommitted and put back on hand. If Complete is not selected, then the unused amount is left committed and may be applied to another Move-to-WIP or Manufacture transaction.
- The component detail quantities will change, if the assembly quantity is increased or decreased. (This is true only if the assembly quantity is changed before the detail is created. Pressing the "Detail" creates detail information or "List" buttons. The assembly quantity can not be changed after the detail is created. The user must "Delete" and re-enter the transaction with the correct quantity.)
- If the assembly quantity is decreased and Complete is selected, then the unused component quantities are uncommitted and put back on hand. If Complete is not selected, then the unused component quantities are left committed to production. The user may then apply another Manufacture transaction to the remaining assembly quantity; therefore, multiple Manufacture transactions can be applied to one Commit transaction.

The Responsibility and Comment fields are optional.

You may now select the detail tab to view the components that will be posted with th is transaction. The component detail may be modified (delete items, add new items, and add damaged materials) for this transaction in the detail screen. The changes wil l not be back-wrote to the standard BOM. Please see "Modifying Transaction Detail Step-by-Step".

Select the Save button from the toolbar.

Post the transaction by through the Transaction Processing Posting screen.

Manufacture Transaction

Applied-to a Commit Transaction Step-by-Step

Select the New button from the toolbar.

Zoom on the Apply Number field and select the Commit transaction that will now be Manufactured. The original Assembly, Location, Quantity, and Level will be displa yed.

You may leave the quantity to the defaulted amount or change the quantity to the am ount that will now be moved put on-hand in inventory.

Select the Manufacture transaction type.

Complete or Not--When modifying the component detail or the assembly informatio n on a Manufacture transactions applied to a Commit to Production transaction the fo llowing will apply:

Partial Complete on a Manufacture applied to a Commit

- If the component quantity is decreased and Complete is selected, then the unused amount is uncommitted and put back on hand. If Complete is not selected, then the unused amount is left committed.
- The component detail quantities will change, if the assembly quantity is increased or decreased. (This is true only if the assembly quantity is changed before the detail is created. Pressing the "Detail" creates detail information or "List" buttons. The assembly quantity can not be changed after the detail is created. The user must "Delete" and re-enter the transaction with the correct quantity.)
- If the assembly quantity is decreased and Complete is selected, then the unused component quantities are uncommitted and put back on hand. If Complete is not selected, then the unused component quantities are left committed to production. The user may then apply another Manufacture transaction to the remaining assembly quantity; therefore, multiple Manufacture transactions can be applied to one Commit transaction.

The Responsibility and Comment fields are optional.

You may now select the detail tab to view the components that will be posted with th is transaction. The component detail may be modified (delete items, add new items, and add damaged materials) for this transaction in the detail screen. The changes wil l not be back-wrote to the standard BOM. Please see "Modifying Transaction Detail Step-by-Step".

Select the Save button from the toolbar.

Post the transaction by through the Transaction Processing Posting screen.

Undo Transaction Step-by-Step

Select the New button from the toolbar.

Set the transaction type to Undo. You can not see posted manufacturing transactions in the apply to look-up until after you set the transaction type.

Zoom on the Apply Number field and select the transaction that will now be undone.

The original Assembly, Location, Quantity, and Level will be displayed.

Select the Undo transaction type.

The Responsibility and Comment fields are optional.

Select the Save button from the toolbar.

Post the transaction through the Transaction Processing Posting screen.

Modifying Transaction Detail Step-by-Step

Adding a component

Select Insert Row (Ctrl + I) from the Edit Menu. The new line will be added below t he row currently selected.

Change the Component Source to Inventory, Additional Cost, or Standard Text.

Use the Zoom button or F9 to select from the valid items available in the component source that is selected.

Select an Item.

Enter a Location.

Enter a Quantity.

All other fields are optional.

Select the Assembly tab and save your changes.

Deleting a component

Select the Component to Delete. You may not delete components on an apply-to tra nsaction; therefore, you must change the component quantity to zero.

Select the Delete Row (Ctrl + D) from the Edit Menu.

Select the Assembly tab and save your changes.

Entering Damaged Materials

Enter damaged quantities into the “Damaged column”.

Select the Assembly tab and save your changes.

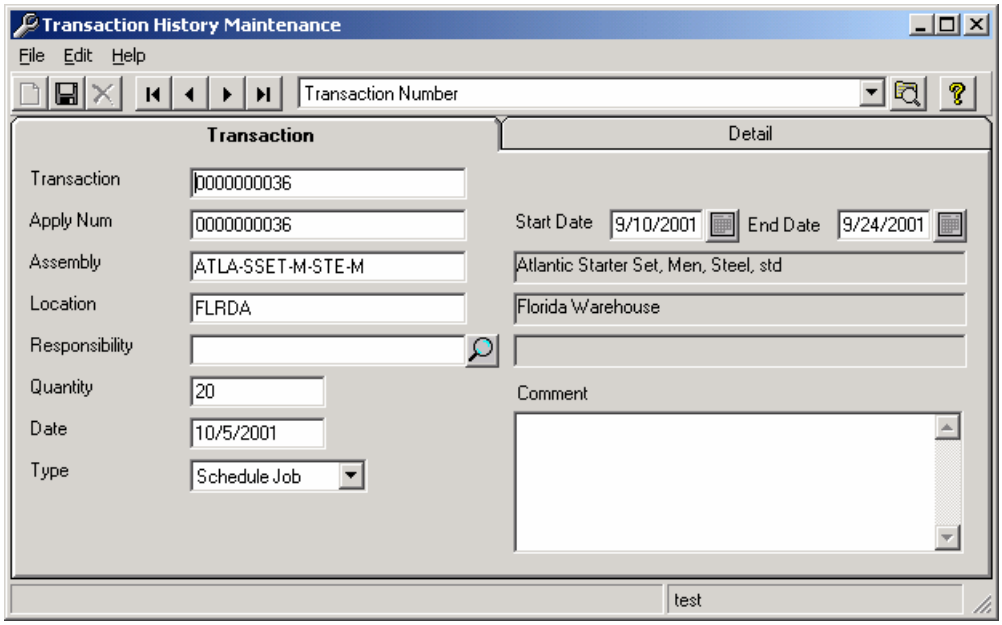
Note: The posting of the damaged parts to inventory in Sage PFW will only occur on a Manufacture or Backflush transaction so that they can be counted towards the cost of the finished product.

Modifying the Quantity

Enter the new component quantity.

Select the Assembly tab and save your changes.

Transaction History Maintenance



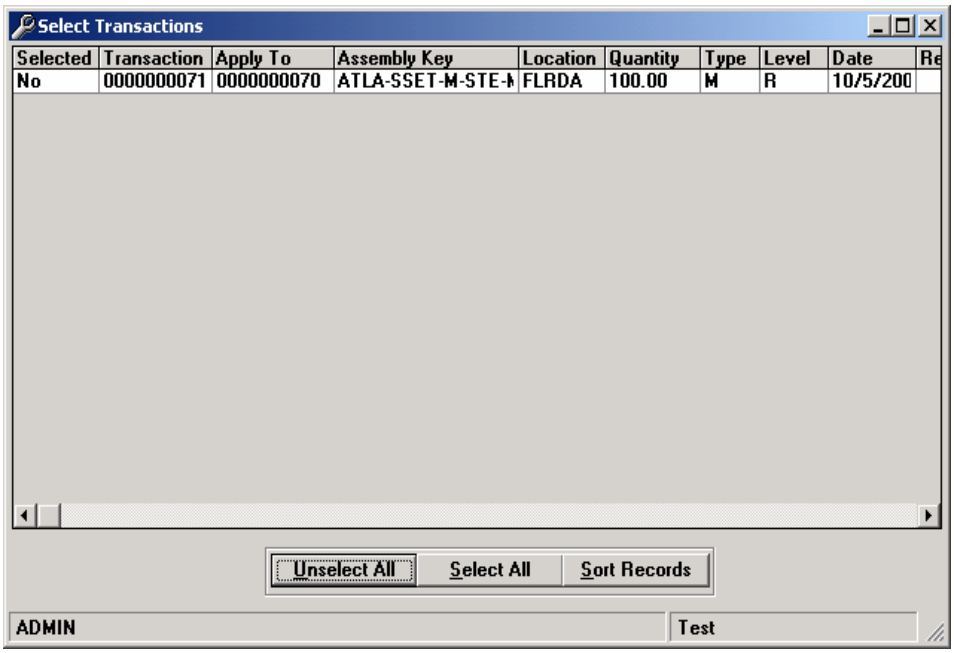
Transaction History Maintenance Overview

As the name indicates with this program you can view and maintain transactions that have been posted and sent to history. This program allows the user to see ALL data for a posted invoice, except for secondary output. It only allows you to change start and end dates for scheduled jobs, plus the comment field and responsibility fields on any transaction type.

Select Transactions

Select Transactions Overview

This screen allows the user to select transactions for posting. After the desired transactions go to the Transaction Posting screen and in the Posting Options section select the “Post Selected Transactions” option. Then post.



Transaction Information Fields

The transaction grid displays the following information

Selected

Double clicking on this field changes the transaction from Yes to No.

Trx Number

Displays the transaction number.

Apply To

Displays the Apply To transaction number

Assembly

Displays the Assembly number.

Location

Displays the Assembly Location

Quantity

Displays the quantity to be processed

Type

Displays the transaction type.

Level

Displays the processing level

Date

Displays the processing date.

Responsibility

Displays the responsibility code.

Complete

Displays the complete status.

Comment

Displays the item description.

Unselect All

This option will deselect all of the entered transactions.

Select All

This option will select all of the entered transactions.

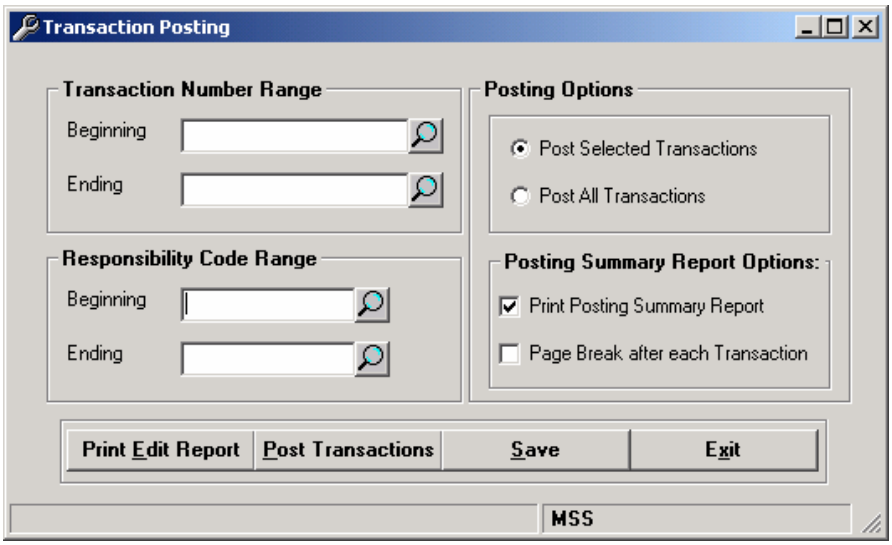
Sort Records

Records can be sorted by Transaction Number, Transaction Number Apply To, Assembly Key, Location Key Date, Quantity, Complete Status, Transaction Type, Transaction Level, and Responsibility Code.

Post Transactions

Post Transactions Overview

This program posts Bill of Material Processor transactions to Sage PFW



Note: In Sage PFW if an item is costed as weighted average, the cost layer file is used only to store quantities, even though it shows cost. Sometimes the activity report in Sage PFW will sometimes shows incorrect numbers. This is the case with weighted average.

The Post Transaction program uses the costing method(s) set in the SAGE PFW inventory module. If we allowed the Post to use one costing method while even some of the components or assemblies had a different posting method, then the distributed costs in the SAGE PFW item location file would become incorrect. The GL inventory accounts in SAGE PFW would also become incorrect.

Post Transactions Filtering Options

The left side of the screen allows users to specify filtering options that determine the search parameters used when posting. The user may specify a Transaction Number Range and a Responsibility Code Range. The Camcorder icon located to the right of the Range fields will allow the user to search the valid records. The user may search for a specific record, by pressing the camcorder icon, entering part or all of the value in the "Search Value" box and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will

assume that you want to start with the first record. If the "Ending" field is left blank, the program will assume that you want to end with the last record.

Posting Options

Post Selected Transactions

This option will post the transactions marked as selected in the Select for Posting screen that are in the Transaction Number and Responsibility Code Range. If the Range fields are left blank then all selected transactions will be posted. IN OTHER WORDS DO NOT CHECK THIS OPTION UNLESS YOU USE THE SELECT TRANSACTIONS PROGRAM!!!

Post All Transactions

If this option is selected all transactions in the specified Transaction Number and Responsibility Code Ranges will be posted.

Posting Summary Report Options

Print Posting Summary Report

This option prints a Summary Report for each posted transaction.

Note: If this option is not selected then the Edit report will print. The following information is for the Edit report NOT the Summary report:

When the costing type is FIFO or LIFO, we do not print the costs on the Edit report. The reason that the FIFO costs do not appear on the EDIT posting report is that we have no way of knowing if they will be correct or not and we do not want you to have a printed report showing incorrect costs.

The problem is that you may have 10, 100, or more transactions to be posted which use the same component. When we run the edit report, we can not update the cost layers, so we can only guess that the cost for FIFO is the cost from the first layer. However, when the posting happens, we do update the cost layers and the posting could easily take us through multiple cost layers, each with a different cost. Therefore, the cost shown on the report at posting could be significantly different than the cost we would have to use when the Edit report is run.

Page Break after each Transaction

If this option is selected, then a page break will be inserted into the Posting Summary Report after each transaction.

Posting Tool Bar

Print Edit Report

This Option prints an edit report that lists all posting errors prior to posting.

When the costing type is FIFO or LIFO, we do not print the costs on the Edit report. The reason that the FIFO costs do not appear on the EDIT posting report is that we have no way of knowing if they will be correct or not and we do not want you to have a printed report showing incorrect costs.

The problem is that you may have 10, 100, or more transactions to be posted which use the same component. When we run the edit report, we can not update the cost layers, so we can only guess that the cost for FIFO is the cost from the first layer. However, when the posting happens, we do update the cost layers and the posting could easily take us through multiple cost layers, each with a different cost. Therefore, the cost shown on the report at posting could be significantly different than the cost we would have to use when the Edit report is run.

Note: We also have a custom feature available that will create the edit report in access format. This report named EDITREP.MDB will be on the software CD or contact us and we will e-mail it to you. Simply copy the file into the directory where the MSS FROM INDUSTRIOS programs are installed.

Post Transactions

Starts the posting process.

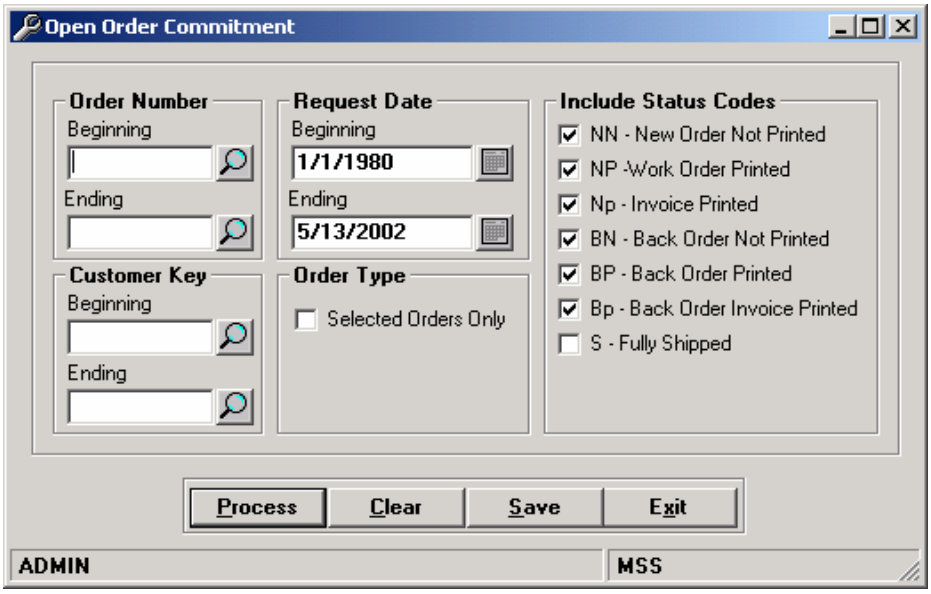
Exit

This button shuts down the current screen and the program returns to the Main Menu.

Open Order Commitment

OOC Overview

The purpose of this program is to allow the system to specify (based on user input parameters) what assemblies need to be manufactured based on open orders and then move the computed transaction to Transaction Processing for posting. The Sales Order Module is searched by the specified parameters and the assemblies that need to be manufactured are calculated and displayed on the Detail Entry screen.



Screen 1 – Specifying Parameters

This screen allows the user to enter the parameters used when processing the Open Order Commitment utility. The user may then view the determined results on Screen 2.

Filtering Options

The left side of the screen allows users to specify filtering options that determine the search parameters used when running the Open Order Commitment utility. The user may specify a range of Orders, Customer Range, and Request Date Range. The magnifying glass located to the right of the Range fields will allow the user to search the valid records. The user may search for a specific record, by pressing the magnifying glass icon, entering part or all of the value in the "Search Value" box and then pressing the <ENTER> key. Once the desired record is highlighted press <ENTER> or the select button. The value will be inserted into the entry field. If the "Beginning" field is left blank, the program will assume that you want to start with the first record. If the "Ending" field is left blank, the program will assume that you want to end with the last record.

Order Type

If this option is selected then the program will search Selected Orders Only (Orders in Sage PFW that have been selected for posting).

Include Status Codes

The user may select which Sage PFW status codes to include in the program search. The options are: NN-New Order Not Printed; NP-Work Order Printed; Np-Invoice Printed; BN-Back Order Not Printed; BP-Back Order Printed; Bp-Back Order Invoice Printed; S-Fully Shipped.

OOC Processing Buttons

Process

When the Process button is pressed, the system reads the user specified parameters and processes the data accordingly. The results are shown on the next screen.

Clear

This button returns the screen to a blank form. New or Modified information will be lost if the Save button is not selected before clearing the screen.

Save

If this button is selected then you can save the settings for this run.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Screen 2 - OOC Detail Entry

The Processing Detail screen displays the information that was calculated by the program. The user may then process the information to Transaction Entry; where the transaction may be imported, modified, and posted to Sage PFW using one of BOMP's seven transaction types.

Order Number

Displays the order number.

Item Key

This column is display only and allows the user to view the assembly key that needs to be manufactured.

Location

The location of the item key that needs to be manufactured. Display Only.

Description

This is the (INLOC) Item description and is for display purposes only.

Quantity Committed

The quantity committed is the production quantity the system calculated. This quantity may be modified on this screen.

Quantity On-Hand

This field displays the Sage PFW (INLOC) on-hand quantity.

Request Date

Displays the request date from the order.

Customization Options

To be able to choose the ***Transaction Type*** that will be transferred to the Transaction Processing section see the BOMP Advanced Features Open Order Commitment section

OOC Tool Bar

Commit

Pressing the Commit button moves the items displayed on this screen to the Transaction Processing program. The next time the user runs the program the transactions may be imported, modified, and saved in the Transaction Entry screen. Sage PFW will not be updated in any way by this program. The actual committing of inventory from the information generated by this program will occur in Transaction Processing.

Print

The Print button allows you to print the details on the screen prior to committing. If the "Print New Commitments" check box is selected in the BOM Defaults screen, the details will automatically print when the Commit button is selected.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Import into Transaction Processing

After selecting the Commit button from the Open Order Commitment Detail screen, the user must import the transactions through Transaction Entry. If transactions need to be imported then an "Import Transactions" option will be available on the top of the Transaction Entry screen.

You may customize OOC to generate the transaction number using a combination of the Sales order number and line item sequence and add two additional lookups to the Transaction Entry Screen, allowing the user to build the Transaction Number by zooming on a sales order number and then a line item by selecting the ISO9001 option in BOMP Advanced Features.

Editing Previously Imported Transactions

The Open Order Commitment program will currently detect changes in QUANTITIES and import the differences. So you can set the quantity on the old line to 0 and add the new item as a new line.

Or you can go into Transaction Entry and delete the old transaction for the line item being replaced. Then go into open order commitment and bring in the new line item.

Import Transactions Detail Screen

This screen displays the transactions that have been created by the Open Order Commitment Program. The user may import the data from this screen to Transaction Entry.

Unselect All

Marks the entire transaction file as no in the select column.

Select All

Marks the entire transaction file as yes in the select column.

Import and Edit

Moves the highlighted transaction to the Transaction Entry screen. The Responsibility is defaulted to OOC and the Order Number is displayed in the comment field. The user can modify and save the transaction using all options available in the Transaction Entry screen. For more information, please see Transaction Entry.

Import Selected

This option moves the selected transactions to the open transactions in Transaction Entry.

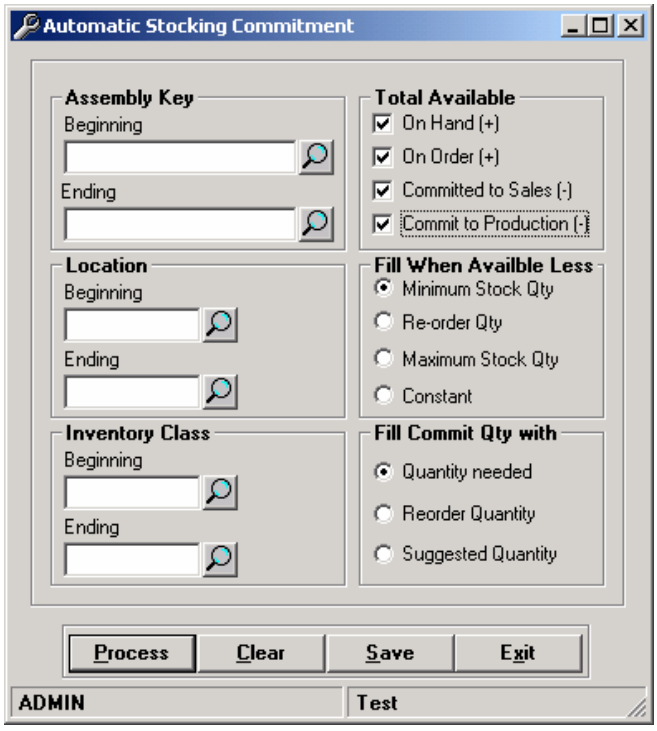
Cancel

Exits the Import Detail screen and returns to the Transaction Entry screen

Automatic Stocking Commitment

ASC Overview

The purpose of this program is to allow the system to specify (based on user input parameters) what assemblies need to be manufactured based on ***(INLOC)*** stocking quantities and then move the computed transactions to Transaction Processing for posting. The Sage PFW ***Inventory Location File*** Stocking Quantity Fields are searched by the specified parameters and the assemblies that need to be produced are calculated and displayed on the ASC Detail Entry screen.



Screen 1 – Specifying Parameters

This screen allows the user to enter the parameters used when processing the Automatic Stocking utility. The user may then view the determined results on Screen 2.

Filtering Options

The left side of the screen allows users to specify filtering options that determine the search parameters used when running the Automatic Stocking utility. The user may specify a range of Assembly Items, Location Range, and Item Class Range. If the "Beginning Key" is left blank, the search starts at the first record in the file and if the "Ending Key is left blank the search continues to the end of the file.

Total Available

This field allows the user to specify the various quantities that need to be combined when calculating the total Available Quantity for each assembly item.

On Hand

Adds the on-hand quantity from Sage PFW's Inventory Location file to the Available Quantity calculation.

On Order

Adds the on-order quantity from Sage PFW's Inventory Location file to the Available Quantity calculation.

Committed to Sales

Subtracts the committed to sales quantity from Sage PFW's Inventory Location file to the Available Quantity calculation.

Commit to Production

Subtracts the committed to production quantity from Sage PFW's Inventory Location file to the Available Quantity calculation.

Fill When Available is Less

Minimum Stock Qty

If the calculated Available Quantity is less than the Minimum Stock Quantity in Sage PFW's Inventory Location file, then a transaction to produce the difference between the two amounts will be generated for the assembly item. The transaction will be displayed on the Processing Detail screen.

Re-Order Qty

If the calculated Available Quantity is less than the Re-Order Quantity in Sage PFW's Inventory Location file, then a transaction will be generated for the assembly item. The transaction will be displayed on the Processing Detail screen.

Maximum Stock Qty

If the calculated Available Quantity is less than the Maximum Stock Quantity in Sage PFW's Inventory Location file, then a transaction will be generated for the assembly item. The transaction will be displayed on the Processing Detail screen.

Constant

If this option is selected the user can enter a numeric value to be used as the comparer. If the calculated Available Quantity is less than the entered Constant value, then a transaction will be generated for the assembly item. The transaction will be displayed on the Processing Detail screen.

Fill Commit Quantity With

Quantity needed

If this option is selected then the generated transactions will use the difference between the calculated Available Quantity and the comparer (option selected in the "Fill When Available is Less" field) to determine the quantity that needs to be produced.

Re-Order Quantity

If this option is selected then the generated transactions will use the Re-Order Quantity (from Sage PFW's Inventory Location file) to determine the quantity that needs to be produced.

Suggested Quantity

If this option is selected then the generated transactions will use the difference between the calculated Available Quantity and the Maximum Stock Quantity (from Sage PFW's Inventory Location file) to determine the quantity that needs o be produced.

ASC Tool Bar 1

Process

When the Process button is pressed, the system reads the user specified parameters and processes the data accordingly. The results are shown on the next screen.

Clear

This button returns the screen to a blank form. New or modified information will be lost if the Save button is not selected before clearing the screen.

Exit

This button shuts down the current screen and the program returns to the Main Menu.

Screen 2 – Processing Detail

The Processing Detail screen displays the transactions that were generated by the specifications entered into the ASC screen. These transactions may be modified after they are imported into the Transaction Entry screen. For more information on posting, see Post Transactions.

Item Key

This column is display only and allows the user to view the assembly key that needs to be produced.

Location

This column is display only and allows the user to view the location of the assembly key that needs to be produced.

Description

This is the Item Description from Sage PFW's Inventory Master file and is for display purposes only.

Quantity Committed

The quantity committed is the production quantity the system calculated.

Quantity On-Hand

This field displays the Sage PFW Inventory Location File On-Hand quantity.

Customization Options

To be able to choose the ***Transaction Type*** that will be transferred to the Transaction Processing section see the BOMP Advanced Features AutoStocking Commitment section

ASC Tool Bar 2

Commit

Pressing the Commit button moves the items displayed on this screen to the Transaction Processing program. The next time the user runs the Transaction Processing program the transactions may be imported, modified, and saved in the Transaction Entry screen. Sage PFW will not be updated in any way by this program. The actual committing of the inventory from the information generated in OOC will occur in Transaction Processing.

Print

The Print button allows you to print the details on the screen prior to committing. If the "Print New Commitments" check box is selected in the BOM Defaults screen, the details will automatically print when the Commit button is selected.

Exit

This button shuts down the current screen and the program returns to the BOMP Menu. We recommend always using the Exit button and/or Exit option from our menus when shutting down all program screens or the BOMP Menu. Using the Microsoft Window's (X) or other closing procedures does not shut the programs down completely. Improper shut down of BOMP can cause file corruption, program errors, or system general protection fault errors.

Import into Transaction Processing

After selecting the Commit button from the Automatic Stocking Detail screen, the user must import the transactions through Transaction Entry. If transactions need to be imported then an "Import Transactions" option will be available on the top of the Transaction Entry screen.

Import Transactions Detail Screen

This screen displays the transactions that have been created by the Automatic Stocking Commitment Program. The user may import the data from this screen to Transaction Entry.

Unselect All

Marks the entire transaction file as no in the select column.

Select All

Marks the entire transaction file as yes in the select column.

Import and Edit

Moves the highlighted transaction to the Transaction Entry screen. The comment field displays Auto Stock. The user can modify and save the transaction using all options available in the Transaction Entry screen. For more information, please see Transaction Entry.

Import Selected

This option moves the selected transactions to the open transactions in Transaction Entry.

Cancel

This open will exit the Import Detail screen and return you to the Transaction Entry screen.

Interfacing to Sage PFW

Interfacing to Sage PFW Overview

This document explains the Sage PFW Inventory transaction types that are generated by the seven BOMP transaction types. Also defined is how costs are calculated for each Sage PFW Inventory Transaction Type and detailed information on Interfacing BOMP to Sage PFW's General Ledger module.

Sage PFW Files that are updated by BOMP

The Bill of Materials Processor updates the following files when transactions are posted through to Sage PFW.

- If Serial/Lot Tracking is selected: **INSERLTX** (Serial History) and **INSERLT** (Serial Active)
- If option to Interface to GL is selected in Default Maintenance: **INDIST** (Inventory Distribution to GL)
- If FIFO or LIFO Cost Method is used: **INTXCT** (Cost Layers)
- The quantities and distributed cost and average cost (if applicable) are posted to **INLOC**.
- **INTXSM** (Period Summary)
- **INTXDH** (Inventory Transaction History)

Tracking Inventory by Bin Numbers

If a company has a desire to track and pull inventory by bin number, we recommend that they flag their inventory as being lot tracked, where the lot number is actually the bin number. We also recommend against using locations as bin numbers.

The beauty of this approach is that Sage PFW properly handles lot number tracking as does BOMP. That means that you are able to track inventory by bin numbers in both systems without any customizations. There are also reports in Sage PFW by lot number, which then become your bin number reports. Finally, all of the reports have Crystal Reports rpt files, so your reports may be easily modified to say bin number instead of lot number.

In the testing we performed (on Sage PFW 5.11), we were able to add a new receipt to an existing lot (bin) number. We received a warning. When posted, the old quantity and new quantity were added together, as we wanted.

If you want to do actual lot or serial number tracking, in addition to bin number tracking, then we would recommend that the lot/serial numbers have the form BIN-SERIAL or BIN-LOT. This puts all of the units in a bin in proper sequence.

While this is a recommended approach, we do not guarantee it will work as you desire. (We can not guarantee anything with SAGE PFW as we have no power to control it.) Finally, it is always a good approach to fully test anything, including this, prior to implementation, to insure that it works as desired.

Sage PFW Inventory Transaction Types Generated by BOMP Transactions

Commit-to-Production

This transaction will generate a Commit transaction (X) in inventory for all valid components. The "Quantity Committed to Production" field in Sage PFW's Inventory Location file (INLOC) will be updated; therefore, the Available quantity will change.

If the "Commit Assemblies" flag is selected in BOMP Default maintenance, then an On Order transaction (O) will be generated for the assembly item. The "Quantity on Order" field for the assembly item will be updated in Sage PFW's Inventory Location file (INLOC); therefore, the Available quantity will change.

WIP Commit

This Transaction generates a template for a BOM and will not interface to Sage PFW.

Move-to-WIP

This transaction will generate a Move Out (M) and Move In (M) transaction for all valid inventory components. The Move Out transaction (M) reduces on hand inventory for the component items in the specified location. The Move In transaction (M) increases the on-hand quantity for the component items in the WIP Location. The WIP location is specified in Default Maintenance.

If a Move-to-WIP transaction is applied to a posted Commit-to-Production transaction, then the previously committed components are "de-committed". A reversing transaction for original Commit transactions (X) will be generated for the components to reduce the "Quantity Committed to Production" field in Sage PFW's Inventory Location File.

Manufacture

A Manufacture transaction must be applied to a valid Commit-to-Production or Move-to-WIP transaction. This transaction generates an Adjustment transaction (A) for each component to relieve the inventory on-hand quantity in Sage PFW's Inventory Location File. A Purchase transaction (P) will be generated for the assembly item and will increase the quantity on-hand in INLOC. If a damaged quantity is entered for an inventory component, a Damage transaction (G) will be generated and the damaged quantity will be relieved from on hand in INLOC.

When the Manufacture transaction applies to a Commit-to-Production transaction, then the previously committed components are "de-committed". A reversing transaction for original Commit transactions (X) will be generated for the components to reduce the "Quantity Committed to Production" field in Sage PFW's Inventory Location File.

When a Manufacture transaction is applied to a posted Move-to-WIP transaction, the component location will default to the WIP location. The components will be relieved from the WIP location and the assembly item will be added to the defined assembly location.

Backflush

A Backflush transaction generates an Adjustment transaction (A) for each component to relieve the inventory on-hand quantity in Sage PFW's Inventory Location File. A Purchase transaction (P) will be generated for the assembly item and will increase the quantity on-hand in INLOC. If a damaged quantity is entered for an inventory component, a Damage transaction (G) will be generated and the damaged quantity will be relieved from on hand in INLOC.

Disassemble

A Disassemble does the reverse of a Backflush transaction. A Purchase transaction (P) will be generated for the assembly, but the quantity will be negative and the quantity on hand in INLOC will be reduced. An Adjustment transaction (A) will be generated for each component. The adjustments will be for a positive amount and will increase the on hand quantity in INLOC.

Undo

The Undo transaction is similar to a Disassemble, except it must be applied to a previous Backflush or Manufacture transaction. It will perform the same inventory transactions as a Disassemble, except that it forces the items and quantities to be the same as the original transaction (in order to reverse them). The Undo uses the cost amount from the original transaction when adding back to inventory. A Purchase transaction (P) will be generated for the assembly, but the quantity will be negative and the quantity on hand in INLOC will be reduced. An Adjustment transaction (A) will be generated for each component. The adjustments will be for a positive amount and will increase the on hand quantity in INLOC.

Calculating Costs for Sage PFW's Inventory Transaction Types

Commit (X)

This transaction type updates the "Quantity Committed to Production" field, therefore changing the quantity Available for the inventory item. It does not affect cost.

Quantity on Order (O)

This transaction type updates the "Quantity On-Order" field, therefore changing the quantity Available for the assembly item. This transaction type does not affect cost.

Move In / Move Out (M)

This transaction type does not affect cost.

Adjustment (A)

The Component Items are posted to Sage PFW's Inventory and General Ledger files using an Adjustment transaction type. The Extended Cost of each component will be used to update the cost layer file and period balance file. If interfacing to General Ledger, then the Extended Cost is used in posting the components GL Credit and Debit transactions. The Extended Cost of each component is calculated by: BOM Quantity X Sage PFW's Item Cost = Extended Cost. The Item Cost is determined using the Cost Method defined for the item in Sage PFW's Inventory Master file.

FIFO or LIFO

For items using FIFO or LIFO the cost layers are used to determine the Item Cost. If a cost layer is not available for the item, then the Oversold Cost Method will be used to determine the Item Cost.

Standard

The Item Cost will be determined from the Standard Cost field in Sage PFW's Inventory Location file.

Weighted Average

The Item Cost will be determined from the Average Cost field in Sage PFW's Inventory Location file.

Oversold Cost Method

Oversold can be defined as Weighted Average, Standard, or Last Cost types. If Last Cost is assigned then the Item Cost will be determined from the Last Cost field in Sage PFW's Inventory Location file.

Purchase (P)

The Assembly Items are posted to Sage PFW's Inventory and General Ledger files using a Purchase (P) transaction type. The Total Cost of the Assembly is determined by: Total Cost of Components X Assembly quantity = Assembly Total Cost. (Total Cost of Components = Total of Extended Labor Costs + Total of Extended Burden Costs + Total of Extended Component Costs.) The Total Cost of the Assembly is calculated and posted differently depending upon the Costing Method defined in Sage PFW's Inventory Master file.

Standard Cost

The Total Cost of the Assembly is calculated using the above formula. The Assembly Item is posted using the Standard Cost field in Sage PFW's Inventory Location file. If a variance exists between the Total Cost and Standard Cost, it will be posted to the Item's Variance account defined in Sage PFW's Item Class File.

Average Cost

The Total Cost of the Assembly is calculated using the above formula. The Average Cost is recalculated and the Assembly Item is posted using the calculated Average Cost.

FIFO

The Total Cost of the Assembly (calculated using the above formula) is posted to Sage PFW.

LIFO

The Total Cost of the Assembly (calculated using the above formula) is posted to Sage PFW.

Oversold Costing

Oversold can be defined as Weighted Average, Standard, or Last Cost types. For Last Cost the Total Cost of the Assembly (calculated using the above formula) is posted to Sage PFW.

Damaged (G)

The Damaged Component Items are posted to Sage PFW's Inventory and General Ledger files using a Damaged transaction type. The Damaged Component quantity

and cost will be added to the Extended Cost of each component, which is used to update the cost layer file and period balance file.

Interfacing to Sage PFW's General Ledger

When posting through BOMP, Purchase (P), Adjustment (A), and Damage (G) transactions write cost information to the General Ledger. Additional Cost Items, Burden Cost, and Overhead Cost also affect the General Ledger, although they do not directly affect Inventory. The interface to the General Ledger is done in the Distribution to GL (INDIST) file. In order to interface BOMP to Sage PFW's General Ledger module the following must be done:

- ✓ The "Interface to GL" option in BOMP's Default Maintenance must be selected.
- ✓ If using Sage PFW's DOS Standard General Ledger module, then a valid "GL Journal Key" and "Multi-format Key" must be entered in BOMP's Default Maintenance.
- ✓ Sage PFW's Item Class file must be setup to include the Inventory Control Account Number and Standard Cost Variance Account Number. All Inventory items must be assigned the proper Item Class in Sage PFW's Inventory Master file.
- ✓ Sage PFW's Transaction Type file must be setup to include the Inventory Offset Account Number. If Transaction Sub-types are assigned in BOMP's Default Maintenance, then the sub-types must be setup in Sage PFW's transaction type file and must include the proper Inventory Offset Account Number.

Inventory Transactions

The Total Cost of the Assembly Item is posted as a Purchase transaction (P). The General Ledger Credit transaction is written to the Inventory Offset Account Number defined in Sage PFW's Transaction Type file. The General Ledger Debit transaction is written to the Inventory Control Account Number defined in Sage PFW's Item Class file.

The Component Item's Extended Cost is posted as an Adjustment transaction (A). The General Ledger Credit transaction is written to the Inventory Control Account Number defined in Sage PFW's Item Class file. The General Ledger Debit transaction is written to the Inventory Offset Account Number defined in Sage PFW's Transaction Type file.

If you are using the Standard Cost Type Method, then all variances in the Standard Cost will be posted as a Credit transaction to the Standard Cost Variance Account Number defined in Sage PFW's Item Class file.

Note: We recommend that you set all of the offset accounts in both Sage PFW Inventory and BOMP to point to a single account number which is to be used as a suspense account. (It should always = 0.) To accomplish this, follow these steps:

- In BOMP Default Setup, on the Default Inventory Sub Types tab, enter sub types that are unique to BOMP transactions.
- In the Inventory module of Sage PFW, create sub-types to match the sub-types entered in the BOMP Default Setup program, and set the Inventory Offset Account Number to the desired offset (suspense) account for those transaction types and sub-types.

- In BOMP go to Burden Maintenance, Overhead Maintenance, and Additional Cost Maintenance and set the offset accounts to this same suspense account number.

  Following these steps will make verification of the GL Interface much easier since the suspense account should always zero out.

Labor

It should be noted that the term labor as far as BOMP is concerned is direct labor. In other words the labor in BOMP is not what is used to determine payroll expense but is the labor assigned to the cost of manufactured items.

Additional Cost

The Additional Cost Item's Extended Cost is posted as an Adjustment transaction (A). The General Ledger Credit transaction is written to the account defined in the "GL Account" field assigned in the associated Additional Cost Maintenance record. The General Ledger Debit transaction is written to the account defined in the "GL Offset Account" field assigned in the associated Additional Cost Maintenance record.

Burden Cost

The Burden Extended Cost is posted as an Adjustment transaction (A). The General Ledger Credit transaction is written to the account defined in the "GL Account" field assigned in the associated Burden Maintenance record. The General Ledger Debit transaction is written to the account defined in the "GL Offset Account" field assigned in the associated Burden Maintenance record.

Overhead Cost

The Overhead Extended Cost is posted as an Adjustment transaction (A). The General Ledger Credit transaction is written to the account defined in the "GL Account" field assigned in the associated Overhead Maintenance record. The General Ledger Debit transaction is written to the account defined in the "GL Offset Account" field assigned in the associated Overhead Maintenance record.

Utilities-Database

Utilities-Database Overview

The utilities that are used to fix corrupted data in the Access database files are found in the Utilities-DataBase Menu. It is critical to back-up the BOMP.MDB and MRP.MDB file and make sure all users have exited the MSS from IndustriOS Software before attempting to process any of the utilities. It is also very important to follow the instructions related to each utility.

Repair and Compact

The Repair and Compact option is a combination of two Microsoft Access utilities.

1. The first attempts to repair only the tables, queries, and indexes in the database. The repair does not fix damaged forms, reports, macros, or modules, however these objects are copied to the repaired database.
2. The second utility will copy each object into a new database. If there is a damaged space on the disk, compacting will move the files from the damaged space. The original database is renamed, (databasename)SAV.MDB.

Step-by-Step

Login as ADMIN, using the administrator password.

Make a backup copy of the database (s).

Verify that all users have exited completely out of the Maynard Software System and do not attempt to open the database during the repair process. If all users have not e xited from the program or open the program during the Repair process you may lose important data.

Select Repair and Compsct from the toolbar.

Note: The Repair Utility should only be run when a corrupted database error message occurs. The Repair command should not be run under any other circumstances.

Purge

The Purge utility will move the History Header, History Detail, and History Serial tables' data from the BOMP.MDB to a BOMPHIST.MDB. These tables store completed transactions and purging them may improve posting speed once tables become large enough to slow the processing speed. We recommend purging the database each month to ensure the database stability. Each time you purge the history data is appended to the BOMPHIST.MDB. The Transaction Status and Production Work Order reports have an option to link to the BOMPHIST.MDB.

Step-by-Step

Login as ADMIN, using the administrator password.

Make a backup copy of the database. Please see the Update Database section of this manual for detail instructions on backing up the database.

Verify that all users have exited completely out of the BOMP system and do not atte mpt to open the database during the repair process.

Select Compact from the toolbar.

Select Purge from the toolbar.

Enter a Beginning and Ending Date.

Select Purge. The amount of time it takes to purge your history records varies drasti cally, depending on the size of your database and system speed.

When the purging process is complete, select Exit.

Convert From Sage PFW

This menu option will not be available unless you are logged into the MSS FROM INDUSTRIOS Menu as ADMIN. This utility allows Sage PFW users to copy their bill of materials into BOMP format, eliminating the process of re-creating the BOM's. BOMP does not support masking; therefore, masked bill of materials will not be converted.

Step-by-Step

Login as ADMIN, using the administrator password.

From the File-Company Setup Menu create a new BOMP Company. The "Path to S age PFW data files" needs to be set to the Sage PFW Company Data directory. The "Path to Access data files" needs to be set to the directory where the new BOMP.MD B file will be stored. The "Path to Btrieve DDF's" needs to be set to the specified B OMP installation directory. Please see the Company Setup chapter for detailed infor mation on setting these paths.

From the File-Change Companies Menu select the Company that you created for the Sage PFW Data.

Select Convert From Sage PFW from the Utilities-Database Menu.

Enter the location that will be used for the Assembly Item on all BOM's. The BOM' s are unique by the Assembly Key + Location; therefore, you may setup a BOM for Assembly ABC in Location 1 and have a different BOM for Assembly ABC in Locat ion 2, Location 3, etc. If you want to process an Assembly through multiple location s, then the converted BOM's must be cloned to each location in the BOM Entry scre en.

Your BOM's may now be viewed and modified in the BOM Maintenance screen.

Customizing your Software

Customizing your Software Overview

We offer several ways to customize our software to fit your individual needs. These options will change the functionality of the specified report or program. You should use extreme caution when using any of these features and always generate a valid backup before attempting to change the specified file (s).

Note: Most of the customization options are now located in the BOMP Advanced Features section of this manual.

Customizing Screen Captions

This feature was added to our software to allow foreign companies to adjust our software to their language; however, all users may find it useful to customize the software to fit your company's individual manufacturing needs. All of the captions (field descriptions, prompts, screen descriptions) are modifiable. Follow this procedure to update the captions:

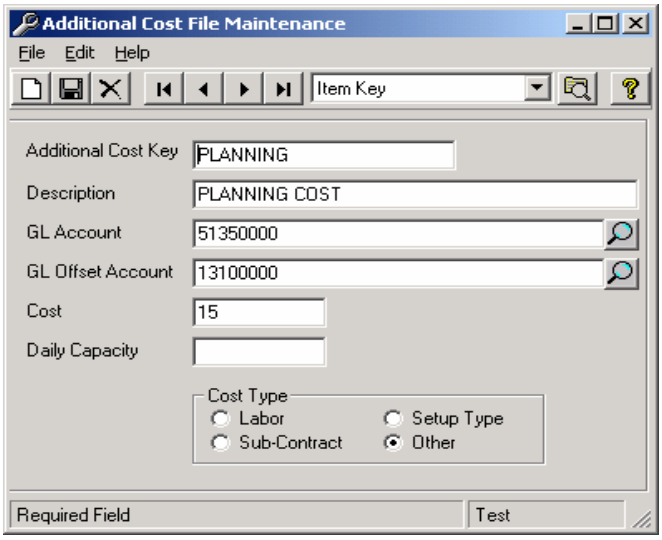
Find the prompt files on the MSS FROM INDUSTRIOS CD and copy the desired file into the directory where our software is installed. Or contact us at support@industrios.com and request the prompt files.

When changing the text in the ini files, there is one file for each program. The code that is shared by multiple programs is stored in the general.ini file. For instance, every lookup uses the same form. So in order to alter the prompt for a lookup you would customize the general.ini instead of the ini associated with the specific program.

Use extreme caution when customizing the general.ini file, as it will update prompts throughout the entire program.

For example, to modify the Additional Cost Maintenance form you would open the ADDMNT.INI file and change the description to the right of the = sign.

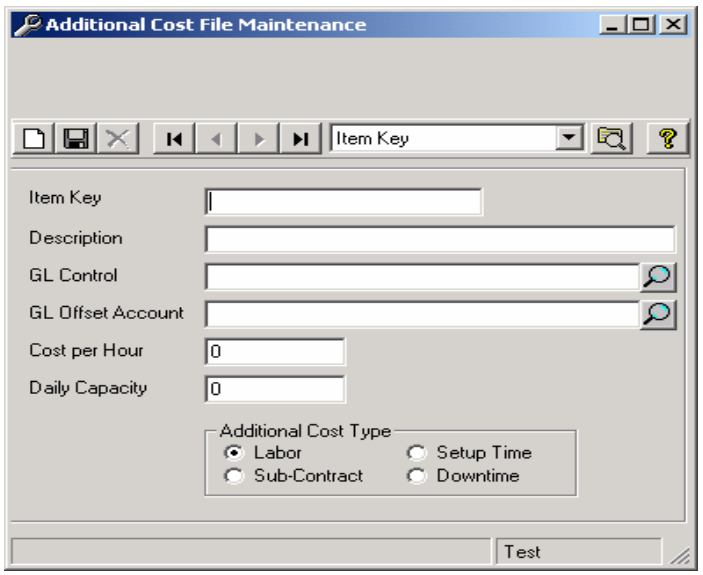
Standard Screen and ADDMNT.INI Prompts before changes:



11=Account #, 12=Description, 320=Additional Cost File Maintenance, 321=Additional Cost Key, 322=Description, 323=GL Account, 324=GL Offset Account, 325=Cost, 326=Cost Type, 327=Labor, 328=Sub Contract, 329=Setup Type, 330=Other.

Note: Actual ADDMNT.INI file layout is different than shown; however, the prompts are the same.

Customized Screen and ADDMNT.INI Text Prompts:



11=Account #, 12=Description, 320=Additional Cost File Maintenance, 321=Item Key, 322=Description, 323=GLControl Account, 324=GL Offset Account, 325=Cost per Hour, 326=Additional Cost Type, 327=Labor, 328=Sub Contract, 329=Setup Time, 330=Downtime.

Sage PFW Order Triggered For Shipping When BOM Transaction is Selected

If the ISO 9001 option is selected the user has the option to select the Sage PFW order for shipping when the BOM transaction is selected. A checkbox “Select Sage PFW Order”will appear on the lower left-hand corner of the screen. If this box is checked then selecting a Backflush or Manufacture transaction will also trigger the Sage PFW Order to be selected for shipping.

Note: The entire Order will be selected for shipping and any quantities remaining will be shipped.

Update All Component Descriptions to the Current Description in Sage PFW's Item Master File

WARNING!! RUNNING THIS PROGRAM WILL CHANGE THE INSTRUCTIONS/COMMENTS IN ALL BILLS OF MATERIAL IN THE ENTIRE FILE. WE RECOMMEND YOU HAVE AT LEAST TWO GOOD BACKUPS PRIOR TO RUNNING THIS!

In Bill of Material Entry the "Instructions/Comments" field is populated with a copy of the Sage PFW item description; however, if you update the item description in Sage PFW it does not update the "Instructions/Comments" field. We include a utility that will recopy all of the Sage PFW item descriptions to the "Instructions/Comments" field. To execute the utility:

Open Windows Explorer and go to the directory and folder where the MSS Software is installed.

Double click on the COMUTIL.EXE.

The program will prompt you to continue.

Select yes, and then wait for the program to prompt you that the update was successful. All component descriptions will be changed to whatever the description is in the Sage PFW INMAST file.

Common Errors

To see a list of the most common errors and how to resolve them see the MSS FROM INDUSTRIOS System Basics User Manual.