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Introduction – EZ Load

The EZLoad menu option provides the user with the ability to enter part numbers from an Autologue formatted priceupdate/loadpack file into a specific product line within the Inventory file. Autologue offers loadpack files that contain all part numbers, popularity codes and prices for a specific manufacturer's price sheet. The parts can be loaded by using one of the following options listed:

- ◆ By product type (description)
- ◆ By movement code (popularity code)
- ◆ For a range of part numbers
- ◆ By scrolling and entering a full screen at a time
- ◆ By scrolling and entering one part number at a time

Using these methods will speed up the ability to enter complete manufacturer lines instead of having to key in all part number information manually!

Accessing The E-Z Load Menu

- From the *Autologue Main Menu*, enter **21** and press **<Return>**.
- When the *Utility Menu 1* is displayed, enter **1** (*Select Utility Menu 2*).
- When the *Utility Menu 2* is displayed, enter **1** (*Select Utility Menu 3*).
- When the *Utility Menu 3* is displayed, enter **5** (*Ezload Menu*).

The *E-Z Load* menu screen will be displayed as shown:

E-Z LOAD

1. GET A LOADPACK FROM DISK
2. LIST AVAILABLE LOADPACK FILES
3. LOAD INVENTORY FROM A LOADPACK
4. LOAD INVENTORY FROM EPS
5. DELETE A LOADPACK FILE
0. EXIT

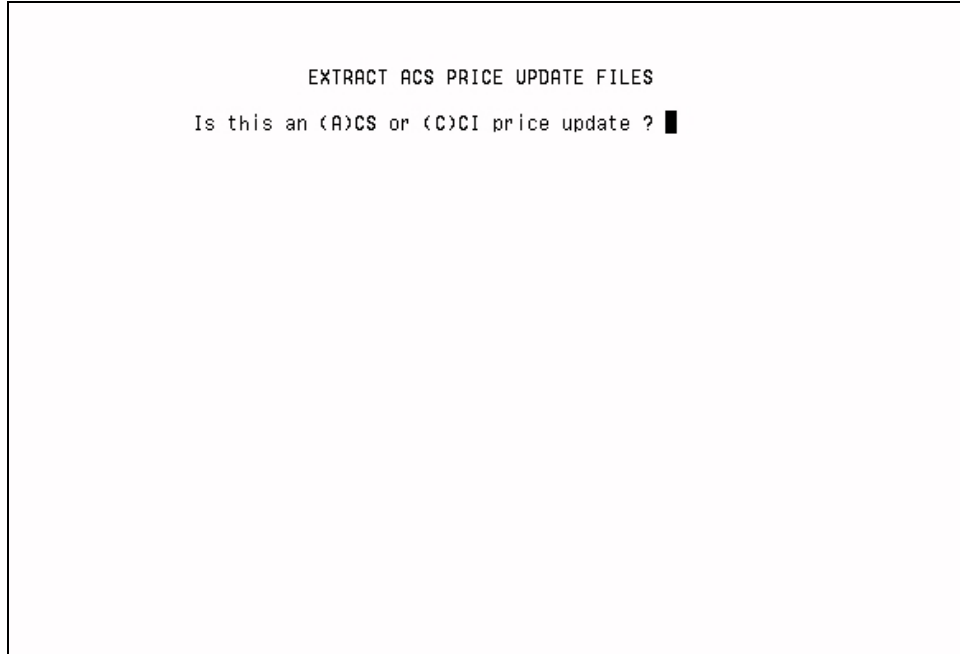
PLEASE ENTER A SELECTION: █

The cursor will be positioned at the **PLEASE ENTER A SELECTION** prompt.

Getting A Loadpack From Disk

- With the cursor positioned at the **PLEASE ENTER A SELECTION** prompt, enter **1** (*Get A Loadpack From Disk*) and press **<Return>**.

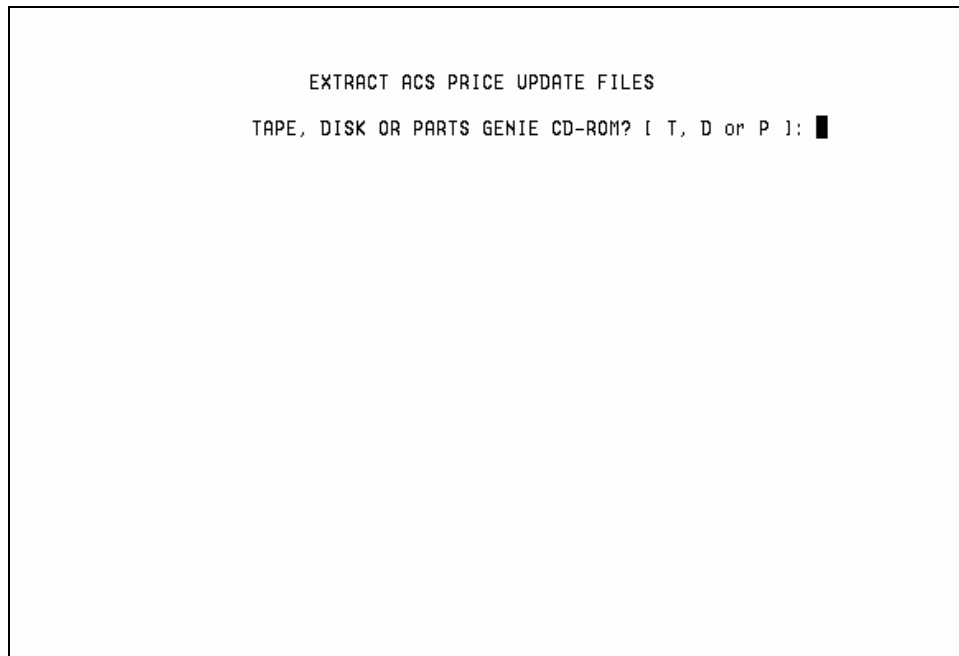
The screen will now display the following:



```
EXTRACT ACS PRICE UPDATE FILES
Is this an (A)CS or (C)CI price update ? █
```

- With the cursor positioned at the **Is this an (A)CS or (C)CI price update ?** prompt, enter **A** (Autologue format) or **C** (CCI format) and press **<Return>**.

The screen will now display the following:



- With the cursor positioned at the **TAPE, DISK OR PARTS GENIE CD-ROM? [T, D or P] :** prompt, enter **T**, **D** or **P** and press **<Return>**.

If the price updates are on magnetic tape, enter **T**. If the price updates are a floppy diskette, enter **D**. If the price updates are on the Parts Genie™ CD-ROM, enter **P**.

Getting A Loadpack From Parts Genie

If **P** (*Parts Genie CD-ROM*) was entered, the cursor will be positioned at the **(C)URRENT MONTH or (A)LL AVAILABLE? [C or A] :** prompt.

- With the cursor positioned at the **(C)URRENT MONTH or (A)LL AVAILABLE? [C or A] :** prompt, enter **C** (*Current Month*) or **A** (*All Available*) and press **<Return>**.

Entering **C** (*Current Month*) allows the user to only view the price updates that have been updated since the previous month's CD was sent.

Entering **A** (*All Available*) allows the user to view ALL the available price updates that are on the CD.

The screen will display a *Building List Of Price Sheets ...* message and then the screen will display the following list of available price updates that can be created as shown:

CODE	MANUFACTURER	DESCRIPTION	PRI-DATE-SUP-DATE
3MC0	3-M PRODUCTS	AS PRICE SHEET-JOBBER NOT PUBL	02/25/98
3ME0	3-M PRODUCTS	EACH PRICES - JOBBER NOT PUBL	02/25/98
3MC1	3-M PRODUCTS	ROLL PRODUCTS CASE PRICES	02/25/98
3ME1	3-M PRODUCTS	ROLL PRODUCTS EACH PRICES	02/25/98
A1C0	A-1 CLUTCH CO	NEW & REMAN CLUTCHES	07/26/98
AB00	ABSCO	AMERICAN WIRE & CABLE	07/02/97
AC03	AC DELCO	AC MISC SERVICE PARTS & SWITCH	02/01/98
AC15	AC DELCO	AIR CONDITIONING	12/01/97
AC48	AC DELCO	AIR FILTERS	06/01/98
AC18	AC DELCO	AUTOMOTIVE MOTORS	02/01/98
AC07	AC DELCO	BATTERIES	04/01/98
AC02	AC DELCO	BEARINGS	02/01/98
AC17	AC DELCO	BRAKE PARTS	02/01/98
AC44	AC DELCO	CABLE & CASING	02/01/98
AC53	AC DELCO	CAPS - RADIATOR/GAS/OIL/BREATH	02/01/98
AC10	AC DELCO	CHEMICALS	02/01/98
AC01	AC DELCO	DELCO REMY - NEW UNITS	02/01/98
AC31	AC DELCO	DELCO REMY - REMAN UNITS	06/01/98
AC14	AC DELCO	DURA-STOP BRAKES	06/01/98
AC24	AC DELCO	ELECTRONIC CLUSTER PARTS	02/01/98
AC27	AC DELCO	ELECTRONIC PARTS - J NOT PUBL	02/01/98
AC21	AC DELCO	EMISSION CONTROL PARTS	02/01/98

- With the first price update file highlighted, arrow down to the price update file to be converted and press **<Return>**.

An asterisk (*) will be shown to the left of the selected price sheet.

Continue this process for all files to be converted.

- Once all files have been selected (denoted by the asterisk), press the **<F11>** (Exit) key.
- A window will prompt for a three-character manufacturer code to be used when converting the selected price sheet.
- With the cursor positioned under the **Mfr Code for MFR:DESC** prompt, enter the 3-character manufacturer code and press **<Return>**.

Continue this process for all selected files.

The screen will display a *Processing MFR:DESC...* message for each price sheet being converted and will display a *Press <RETURN> to continue...* message upon completion.

- Press **<Return>** and the screen will again display the list of all available price updates.
- Press the **<F11>** key to exit back to the *Price Updating Menu*.

The price update/loadpack files are created and named using a 4-character code-3 character MFR code.aut (i.e. **ac14-acd.aut**). The 4-character code is the code listed within the selection list of available price sheets. The 3-character code is the entered MFR code for each price sheet converted.

Getting A Loadpack From Diskette

If **D** was entered at the **TAPE OR DISK T or D:** prompt, the cursor will be positioned at the **IS THE DISKETTE IN THE DRIVE (y,n)** prompt. Insert the floppy diskette into the drive, enter **y** and press **<Return>**.

The files contained on the diskette will be listed on the screen.

- With the cursor positioned at the **DO YOU WISH TO COPY THESE FILES TO THE HARD DISK?:** prompt, enter **y** to copy the price updates onto the hard disk or **N** to not copy the files and press **<Return>**.

Upon completion, the program will exit back to the *E-Z LOAD* menu.

Getting A Loadpack From Tape

If **T** was entered at the **TAPE OR DISK T or D:** prompt, the cursor will be positioned at the **IS THE TAPE IN THE DRIVE (y,n)** prompt. Insert the tape into the drive, enter **y** and press **<Return>**.

The files on the tape will be listed on the screen.

- With the cursor positioned at the **DO YOU WISH TO COPY THESE FILES TO THE HARD DISK?:** prompt, enter **y** to copy the price updates onto the hard disk or **N** to not copy the files and press **<Return>**.

Upon completion, the program will exit back to the *E-Z LOAD* menu.

Listing The Available Loadpacks

- With the cursor positioned at the **PLEASE ENTER A SELECTION:** prompt, enter **2** (*List Available Loadpack Files*) and press **<Return>**.

The available files on the hard disk will be listed on the screen as shown:

```
The following files are in the directory:
/usr/spool/uucppublic/ac41-acd.aut
/usr/spool/uucppublic/bca0-bca.aut
/usr/spool/uucppublic/cha3-csp.aut
/usr/spool/uucppublic/fel2-fel.aut
/usr/spool/uucppublic/fil2-fko.aut
/usr/spool/uucppublic/fra0-frn.aut
/usr/spool/uucppublic/gat0-gat.aut
/usr/spool/uucppublic/gat0-grb.aut
/usr/spool/uucppublic/gat1-grb.aut
/usr/spool/uucppublic/per0-pcr.aut
Hit [RETURN] to continue...
```

- With the cursor positioned at the **Hit [RETURN] to continue...** prompt, press **<Return>** to exit back to the *E-Z LOAD* menu. Be sure to note the name of the file to load from!

Loading Inventory From A Loadpack File

- With the cursor positioned at the **PLEASE ENTER A SELECTION:** prompt, enter **3** (*Load Inventory From A Loadpack*) and press **<Return>**.

The *Manufacturer Load Pack* screen will be displayed as shown:

MANUFACTURER LOAD PACK

FILE NAME

NEW MFR CODE

PRODUCT LINE NUMBER

TRANSFER BY

DIR = /usr/spool/uucppublic

F1. PRODUCT TYPE

F2. MOVEMENT CODE

F3. PART TO PART

F4. SCREEN REVIEW/INSERT

F5. PART SCROLL/INSERT

The program defaults to using the **F4. Screen Review/Insert** method of part number insertion.

Loading By Product Type (Description)

- From the *Manufacturer Load Pack* screen, press the **<F1>** (*Product Type*) key.

The *Manufacturer Load Pack* screen will be redisplayed and there will be additional prompts as shown:

MANUFACTURER LOAD PACK

FILE NAME

NEW MFR CODE

PRODUCT LINE NUMBER

TRANSFER BY

DIR = /usr/spool/uucppublic

F1. PRODUCT TYPE

DESC1

DESC2

DESC3

DESC4

F2. MOVEMENT CODE

F3. PART TO PART

F4. SCREEN REVIEW/INSERT

F5. PART SCROLL/INSERT

- With the cursor positioned at the **FILE NAME** prompt, enter the loadpack filename (without the **.aut** filename extension) to use when loading the parts and press **<Return>**.

Example: If the filename was **bca0.aut**, enter **bca0** only!

- With the cursor positioned at the **NEW MFR CODE** prompt, enter a new manufacturer code to use when loading parts instead of the default manufacturer code and press **<Return>** or just press **<Return>** to use the default manufacturer code.

The first 3 characters of the loadpack filename are normally the default manufacturer code!

Example: If the filename were **bca0.aut**, the default manufacturer code would be **BCA**!

- With the cursor positioned at the **PRODUCT LINE NUMBER** prompt, enter the product line number to load the part numbers into and press **<Return>**.
- With the cursor positioned at the **DESC1** prompt, enter a description and press **<Return>**.
- ☞ **When the parts are loaded, it will only load part numbers that have descriptions that match the entered description!**
- With the cursor positioned at the **DESC2** prompt, enter a description and press **<Return>** or just press **<Return>** to leave the field blank.

- With the cursor positioned at the **DESC3** prompt, enter a description and press **<Return>** or just press **<Return>** to leave the field blank.
- With the cursor positioned at the **DESC4** prompt, enter a description and press **<Return>** or just press **<Return>** to leave the field blank.
- With the cursor positioned at the **ABOVE CORRECT (Y/N) ?** prompt, enter **Y** and press **<Return>**.

As the parts are loading, it will only load part numbers that have descriptions that match the entered descriptions!

If **N** is entered at the **ABOVE CORRECT (Y/N) ?** prompt, the cursor will move back to the **FILE NAME** prompt and the user will have to reenter all the field information.

Loading By Movement Code (Popularity Code)

- From the *Manufacturer Load Pack* screen, press the **<F2>** (*Movement Code*) key.

The *Manufacturer Load Pack* screen will be redisplayed and there will be an additional prompt as shown:

MANUFACTURER LOAD PACK

FILE NAME NEW MFR CODE PRODUCT LINE NUMBER
 TRANSFER BY DIR = /usr/spool/uucppublic

F1. PRODUCT TYPE

F2. MOVEMENT CODE ENTER MOVEMENT CODES->
 (A B C D W R S O)

F3. PART TO PART

F4 SCREEN REVIEW/INSERT

F5. PART SCROLL/INSERT

- With the cursor positioned at the **FILE NAME** prompt, enter the loadpack filename (without the **.aut** filename extension) to use when loading the parts and press **<Return>**.

Example: If the filename was **bca0.aut**, enter **bca0** only!

- With the cursor positioned at the **NEW MFR CODE** prompt, enter a new manufacturer code to use when loading parts instead of the default manufacturer code and press **<Return>** or just press **<Return>** to use the default manufacturer code.

The first 3 characters of the loadpack filename are normally the default manufacturer code!

Example: If the filename were **bca0.aut**, the default manufacturer code would be **BCA**!

- With the cursor positioned at the **PRODUCT LINE NUMBER** prompt, enter the product line number to load the part numbers into and press **<Return>**.
- With the cursor positioned at the **ENTER MOVEMENT CODES->** prompt, enter the popularity codes to be entered and press **<Return>**.
- With the cursor positioned at the **ABOVE CORRECT (Y/N) ?** prompt, enter **Y** and press **<Return>**.

As the parts are loading, it will only load part numbers that have popularity codes that match the entered popularity codes!

If **N** is entered at the **ABOVE CORRECT (Y/N) ?** prompt, the cursor will move back to the **FILE NAME** prompt and the user will have to reenter all the field information.

Loading By Part To Part (Part Number Range)

- From the *Manufacturer Load Pack* screen, press the **<F3>** (*Part To Part*) key.

The *Manufacturer Load Pack* screen will be redisplayed and there will be additional prompts as shown:

MANUFACTURER LOAD PACK

FILE NAME

NEW MFR CODE

PRODUCT LINE NUMBER

TRANSFER BY _____ DIR = /usr/spool/uucppublic

F1. PRODUCT TYPE

F2. MOVEMENT CODE

F3. PART TO PART

FIRST PART NUMBER

F4 SCREEN REVIEW/INSERT

LAST PART NUMBER

F5. PART SCROLL/INSERT

- With the cursor positioned at the **FILE NAME** prompt, enter the loadpack filename (without the **.aut** filename extension) to use when loading the parts and press **<Return>**.

Example: If the filename was **bca0.aut**, enter **bca0** only!

- With the cursor positioned at the **NEW MFR CODE** prompt, enter a new manufacturer code to use when loading parts instead of the default manufacturer code and press **<Return>** or just press **<Return>** to use the default manufacturer code.

The first 3 characters of the loadpack filename are normally the default manufacturer code!

Example: If the filename were **bca0.aut**, the default manufacturer code would be **BCA**!

- With the cursor positioned at the **PRODUCT LINE NUMBER** prompt, enter the product line number to load the part numbers into and press **<Return>**.
- With the cursor positioned at the **FIRST PART NUMBER** prompt, enter the beginning part number and press **<Return>**.

Pressing **<Return>** without entering a part number will automatically default to the first part number within the loadpack file.

- With the cursor positioned at the **LAST PART NUMBER** prompt, enter the ending part number and press **<Return>**.

The program will display a *Please wait, Searching for Part Number* message as it verifies that the part number exists within the loadpack file and is not out of sequence.

Part numbers entered must have a manufacturer code and part number and be entered with all dashes!

Example: **FRA-PS-151**

- ☞ **Note:** If a new manufacturer code was entered at the **NEW MFR CODE** prompt, use the new manufacturer code when entering the first and last part numbers.

- With the cursor positioned at the **ABOVE CORRECT (Y/N) ?** prompt, enter **Y** and press **<Return>**.

The range of part numbers entered will then be loaded.

If **N** is entered at the **ABOVE CORRECT (Y/N) ?** prompt, the cursor will move back to the **FILE NAME** prompt and the user will have to reenter all the field information.

Loading By Screen Review/Insert

- From the *Manufacturer Load Pack* screen, press the **<F4>** (*Screen Review/Insert*) key.

The *Manufacturer Load Pack* screen will be displayed as shown:

MANUFACTURER LOAD PACK

FILE NAME

NEW MFR CODE

PRODUCT LINE NUMBER

TRANSFER BY DIR = /usr/spool/uucppublic

F1. PRODUCT TYPE

F2. MOVEMENT CODE

F3. PART TO PART

F4. SCREEN REVIEW/INSERT

F5. PART SCROLL/INSERT

- With the cursor positioned at the **FILE NAME** prompt, enter the loadpack filename (without the **.aut** filename extension) to use when loading the parts and press **<Return>**.

Example: If the filename was **bca0.aut**, enter **bca0** only!

- With the cursor positioned at the **NEW MFR CODE** prompt, enter a new manufacturer code to use when loading parts instead of the default manufacturer code and press **<Return>** or just press **<Return>** to use the default manufacturer code.

The first 3 characters of the loadpack filename are normally the default manufacturer code!

Example: If the filename were **bca0.aut**, the default manufacturer code would be **BCA**!

- With the cursor positioned at the **PRODUCT LINE NUMBER** prompt, enter the product line number to load the part numbers into and press **<Return>**.

The F4 Screen Review/Insert screen will be displayed as shown:

F4. SCREEN REVIEW/INSERT									
PART #	CORE	CORE/SELL	DESC	STK-DLR	POP CODE	DEALER	USER	OTHER	LIST
VIC-1002K			CYLINDER HEAD GASKET		W				
0.00		0.00	12.04	17.71	19.42		21.50	0.00	26.76
VIC-1023K			CYLINDER HEAD GASKET		D				
0.00		0.00	10.14	14.91	16.35		18.11	0.00	22.53
VIC-1026K			CYLINDER HEAD GASKET		W				
0.00		0.00	13.32	19.59	21.48		23.79	0.00	29.60
VIC-1050K			CYLINDER HEAD GASKET		W				
0.00		0.00	14.77	21.72	23.82		26.37	0.00	32.82
VIC-1057K			CYLINDER HEAD GASKET		D				
0.00		0.00	9.45	13.90	15.24		16.87	0.00	21.00
VIC-1059C			CYLINDER HEAD GASKET		W				
0.00		0.00	18.37	27.01	29.63		32.80	0.00	40.82
VIC-1060			CYLINDER HEAD GASKET		S				
0.00		0.00	18.59	27.34	29.98		33.20	0.00	41.31
VIC-1065K			CYLINDER HEAD GASKET		S				
0.00		0.00	16.55	24.34	26.69		29.55	0.00	36.78
VIC-1084K			CYLINDER HEAD GASKET		W				
0.00		0.00	10.60	15.59	17.10		18.93	0.00	23.56
F8 - SCROLL FWD F9 - SCROLL BWD F10 - INSERT SCREEN F1 - MAIN_									

A full screen of part numbers will now be listed.

Inserting A Screen Full Of Part Numbers

- Pressing the <F10> (*Insert Screen*) key will insert all the part numbers currently displayed on the screen.

The screen will automatically scroll to the next page of parts after they are entered into the inventory file.

Scrolling Forward Through A Screen Full Of Part Numbers

- Pressing the <F8> (*Scroll Fwd*) key will scroll forward and display the next page of part numbers.

Scrolling Backward Through A Screen Full Of Part Numbers

- Pressing the <F9> (*Scroll Bwd*) key will scroll backward and display the previous page of part numbers.

Exiting Back To The Main Screen

- Pressing the <F1> (*Main*) key will exit the user back to the *Manufacturer Load Pack* screen and the cursor will be positioned back at the **FILE NAME** prompt.

Loading By Part Scroll/Insert

- From the *Manufacturer Load Pack* screen, press the **<F5>** (*Part Scroll/Insert*) key.
The *Manufacturer Load Pack* screen will be redisplayed and there will be an additional prompt as shown:

MANUFACTURER LOAD PACK

FILE NAME _____ NEW MFR CODE ____ PRODUCT LINE NUMBER ____
 TRANSFER BY _____ DIR = /usr/spool/uucppublic

F1. PRODUCT TYPE

F2. MOVEMENT CODE

F3. PART TO PART

F4. SCREEN REVIEW/INSERT

F5. PART SCROLL/INSERT

PT. NUM _____

F8 - SCROLL FWD
 F9 - SCROLL BWD
 F10 - ENTER PART

- With the cursor positioned at the **FILE NAME** prompt, enter the loadpack filename (without the **.aut** filename extension) to use when loading the parts and press **<Return>**.
Example: If the filename was **bca0.aut**, enter **bca0** only!
- With the cursor positioned at the **NEW MFR CODE** prompt, enter a new manufacturer code to use when loading parts instead of the default manufacturer code and press **<Return>** or just press **<Return>** to use the default manufacturer code.
The first 3 characters of the loadpack filename are normally the default manufacturer code!
Example: If the filename were **bca0.aut**, the default manufacturer code would be **BCA**!
- With the cursor positioned at the **PRODUCT LINE NUMBER** prompt, enter the product line number to load the part numbers into and press **<Return>**.

Entering A Part Number

- With the cursor positioned at the **PT . NUM** prompt, call up a specific part by entering the part number, including all dashes and *without* the manufacturer code, and press **<Return>**.

If the part is found, the manufacturer code and the part number will then be displayed.

- Press the **<F10>** (*Enter Part*) key to insert the part number currently displayed on the screen. The next part number will automatically be displayed after the part number is entered into the inventory file.
- Pressing the **<F8>** (*Scroll Fwd*) key will scroll forward one part number at a time.
- Pressing the **<F9>** (*Scroll Bwd*) key will scroll backward one part number at a time.

Loading Inventory From A EPS File

This procedure is exactly like the *Loading Inventory From A Loadpack* menu option as previously described in the previous section.

Deleting A Loadpack File

- With the cursor positioned at the **PLEASE ENTER A SELECTION:** prompt, enter **4** and press **<Return>**.

The Loadpack files currently on the hard disk will be listed on the screen as shown:

```
NOTE: These will be cleared every 30 days automatically.  
      You only need to remove them if you need the space.
```

```
The following files are in the directory:
```

```
/usr/spool/uucppublic/ac41-acd.aut  
/usr/spool/uucppublic/ac48-a-c.aut  
/usr/spool/uucppublic/bca0-bca.aut  
/usr/spool/uucppublic/cha3-csp.aut  
/usr/spool/uucppublic/dore-dor.aut  
/usr/spool/uucppublic/eis9-eis.aut  
/usr/spool/uucppublic/fel2-fel.aut  
/usr/spool/uucppublic/fil2-fko.aut  
/usr/spool/uucppublic/fra0-frn.aut  
/usr/spool/uucppublic/gat0-gat.aut  
/usr/spool/uucppublic/gat0-grb.aut  
/usr/spool/uucppublic/gat1-grb.aut  
/usr/spool/uucppublic/hal0.aut  
/usr/spool/uucppublic/per0-pcr.aut  
/usr/spool/uucppublic/sta0-std.aut  
/usr/spool/uucppublic/stn1-sta.aut  
/usr/spool/uucppublic/vic2-vic.aut  
Type 'y' to delete the file:  
/usr/spool/uucppublic/ac41-acd.aut: ?
```

- With the cursor positioned next to the **xxx.aut: ?** (with **xxx.aut** being a Loadpack filename) prompt, enter **y** and press **<Return>** to delete the Loadpack file from the hard disk drive.
- Enter **n** and press **<Return>** or just press **<Return>** to *not* delete the Loadpack file. The next Loadpack file will be listed and the cursor will again be positioned next to the file name.

Continue to enter **y** or **n** for each file.

The user will be returned to the *E-Z LOAD* menu upon completion.

Exiting The E-Z Load Menu

- To exit from the *E-Z Load* menu screen and with the cursor positioned at the **PLEASE ENTER A SELECTION:** prompt, enter **0** (*Exit*) and press **<Return>**.

The *Utility Menu 3* menu will again be displayed.