PRODUCTION

BILL OF MATERIALS

Within the Bill of Materials module, you can:

- Maintain the components (ingredients) used to make the finished item, such as component code, quantity and any scrap (wastage)
- Allow multiple revisions, so that the finished good can be updated at anytime & copy the complete version to another item code
- Use effective and expiry dates – dictating the dates when the finished good can be manufactured
- Calculate the cost to manufacture an item based on component price, labour and material for each component

INCREMENTAL BOM

Because some items can contain hundreds of components and have multiple different sizes and colours, Incremental BOM allows the components on multiple sizes / colours to be updated with a couple of clicks.

ACCURATE COSTINGS WITH ROUTING AND OPERATIONS

Tell the system how the finished good will be manufactured (recipe), what machine is being used and how long each stage of the manufacturing process will take - this leads to more accurate costings.

MANUFACTURING RESOURCE PLANNING

Manage your manufacturing processes with the Manufacturing Resource Planning (MRP) module, including production planning and scheduling.

MATERIALS REQUIRED

See items that have demand (from a customer or a works order) and the quantiites required, or run a simulated plan.

PURCHASED ITEMS

Create requisitions based on calculated demand and easily convert them into purchase orders.

WORK ORDERS

Create work orders for items or components that need to be manufactured in house.

PRODUCTION ACTIVITY CONTROL

The Production Activity Control module lets you:

- Record activities performed on the shop floor
- Move multiple work orders or multiple jobs with 1 click
- Issue the allocated components to the work order
- See a warning if there are not enough components in stock to complete the operation

WORKS ORDERS

Works orders can be linked to a sales order, so as soon as the item is received into the inventory it is allocated to the sales order to speed up the despatch process. Each item can be individually raised or grouped together as jobs, plus jobs or work orders can be raised in bulk via an import function.

COMPONENT ALLOCATION

This feature checks to see if there is enough of the required component on hand, and allocates the components to the work order / job from multiple locations (shelves, bins, racks).

RECEIVING FINISHED GOODS

Finished goods are received into the inventory so they can be sold. This functionality allows the full or part of the work order to be received, and automatically closes the work order down when fully received. Multiple work orders / jobs can be received at one time via an import.

WEAVING

The weaving functionality in this module gives you the ability to:

- Deal with pieces, dye lots and rolls
- Define weaving operations, each with user defined information and labels, with ability to easily process, rework or skip each operation
- Create special weaving BOM's
- Define weaving formulas
- Move and follow a piece through finishing operations and the factory using barcodes
- Move pieces through operations rather than item quantities
- Handle pattern repeats
- Create a piece from yarn, including the stages of greasy piece, milled piece and finished product, storing history at each stage
- Add detailed user defined information for each piece at each stage of manufacturing
- Rework a piece an infinite number of times and tag reworked pieces for easy identification
- Decide the end product after the piece has been woven
- Backflush and auto consume yarn
- Auto assign identifiers and sub identifiers for pieces that allow its history to be tracked through the manufacturing process
- Add special instructions for the end product such as wash instructions for label printing
- Decide the quality of the greasy piece before milling