

GERBER YUNIQUEPLM

Material Folder V9.7 User Guide

Date: 8/3/2023



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Contents

| 1. | Overview | | 4 |
|----|---------------------------|--|----|
| | 1.1 | Material Folder Overview – List View | 4 |
| | 1.2 | Material Folder Overview – Large and Medium Thumbnail View | 5 |
| | 1.3 | New Material Overview Callouts and Descriptions | 6 |
| 2. | Material: Adding and More | | 7 |
| | 2.1 | New Material | 7 |
| | 2.2 | Add a New Season and Year | 11 |
| | 2.3 | Add a New Color | 14 |
| | 2.4 | Add an Image | 17 |
| 3. | Mate | aterial Where Used | |
| 4. | Dele | eleting a Material | |
| 5. | Cha | hange Log | |
| 6. | Sup | 38 | |
| | 6.1 | Generate a New Request | 38 |
| | 6.2 | Review the Supplier-Mill's Material Request List | 40 |
| | 6.3 | Review a Material Request Workflow Page | 43 |
| | 6.4 | Selecting a Workflow Template | 49 |
| | 6.5 | Quick Access to a Material Folder | 51 |
| | 6.6 | Print a Material Workflow | 52 |
| | 6.7 | Material & Request Attachments | 53 |
| 7. | Grouping Materials | | 56 |

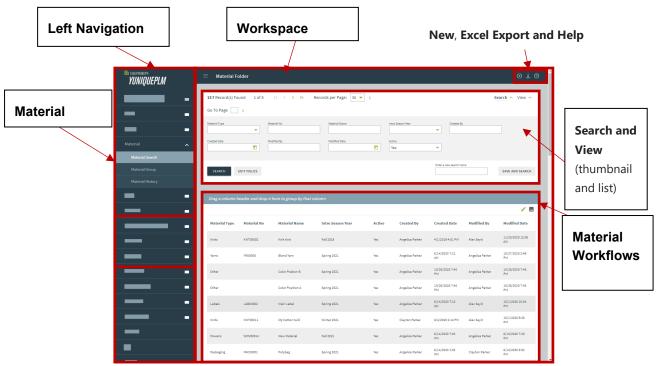


1. OVERVIEW

Material is a general term in Gerber YuniquePLMTM used to describe all the components necessary to make up a style. Materials include fabric, buttons, zippers, packaging, and more. All raw materials in Gerber YuniquePLMTM are stored in and linked from the Material Folder. Select the **Material** link within the left navigation bar to access the *Material Folder*.

1.1 Material Folder Overview – List View

The material view contains a workspace area and a left navigation bar. The workspace is shown below in the List View.



The left navigation bar contains several options shown within the workspace.

- Material Search: Save frequently used search criteria using the available fields.
- Material Group: Quickly access and include grouped materials used for a particular product.
- Material History: Quickly access up to ten recently viewed materials.

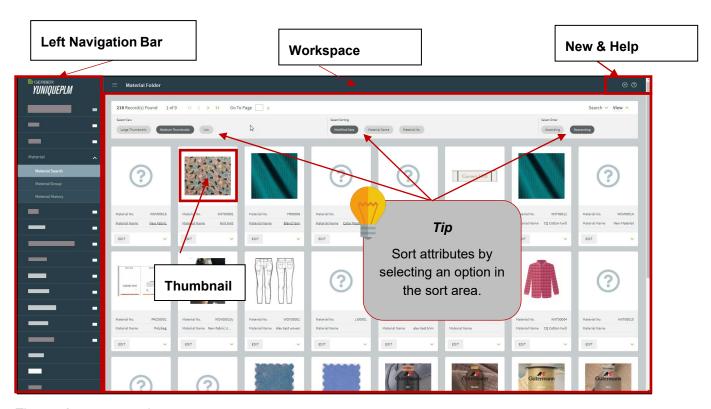
The workspace contains:

- Material Type: Choose from a configurable list of varying material types to filter the search.
- **New Material:** Add new material to the library.
- **Excel Export:** Use to create an excel report based on the sorted columns shown. A report can be produced for each sorted preference.
- **Help:** Access Online Help to view YuniquePLM documentation.
- **Search:** Filter by specific material attributes using the various search fields.
- View: View materials by large thumbnail, medium thumbnail, or list.
- Material Workflows: Access and modify the material properties page.
- **Configurability:** System administrators can configure pages, by adding fields and more, using the pencil icon and edit fields buttons throughout the application.



1.2 Material Folder Overview - Large and Medium Thumbnail View

The thumbnail view resembles the list view, containing the same material types within the left navigation bar and the workspace. However, this view offers other options, as shown below.



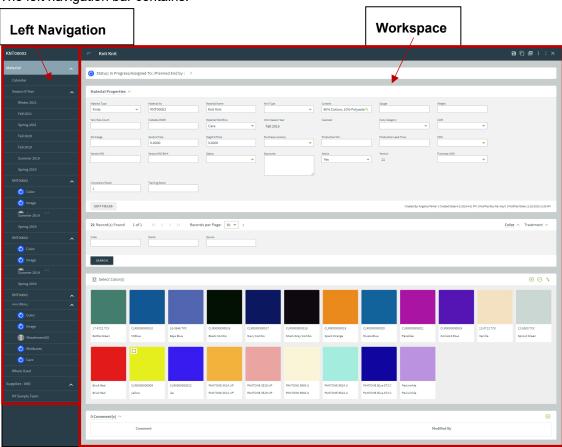
The workspace contains:

- Large Thumbnails: Provides a large image preview for each material
- Medium Thumbnails: Provides a medium image preview for each material.
- Select Sorting: Choose a sorting filter of modified date, material name, or material number.
- Select Order: Sort by ascending or descending order.



1.3 New Material Overview Callouts and Descriptions

The left navigation bar contains:



- Calendar: Provides a dated snapshot of a material's progress.
- Season & Year: Include a particular material item in the development of styles for certain seasons.
- **Material Name and Workflow:** Review and modify a material's properties within Attributes, Color, Image, Attachments, 3D Files, and Care.
- Where Used: View the currently in use location(s) of a material
- **Delete:** Permanently remove a material from the *Material Folder*. Keep in mind a material cannot be deleted if it is in use by a Style or has a submit.
- Supplier Mill: Request materials from a particular supplier.

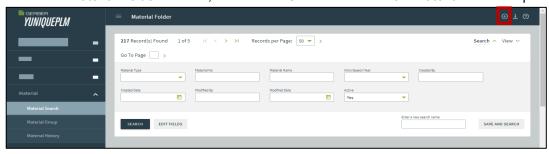
The workspace dynamically changes to reflect a selection from the left navigation bar.



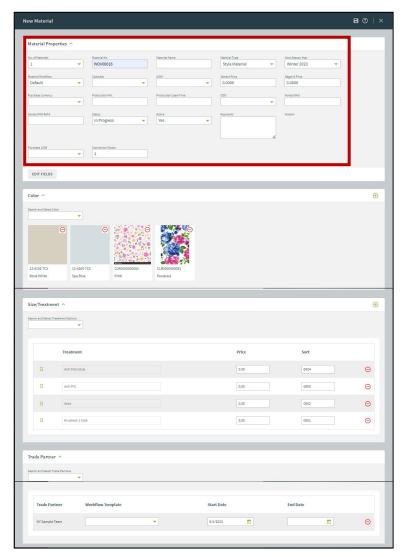
2. MATERIAL: ADDING AND MORE...

2.1 New Material

1. Within the Material Folder window, select the New button. The New Material window opens.

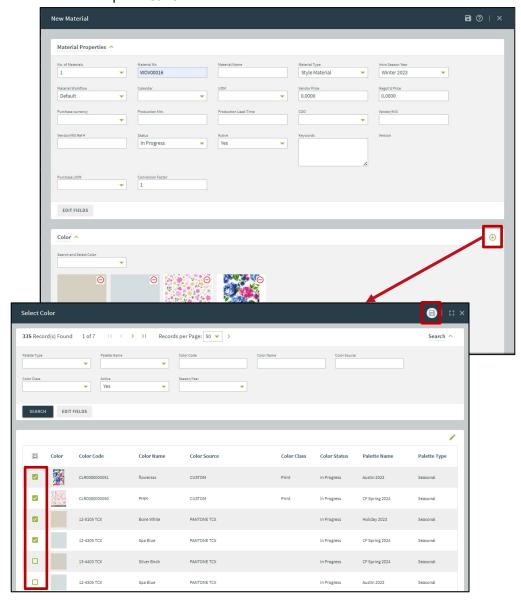


2. Fill in the material properties within the necessary drop downs.



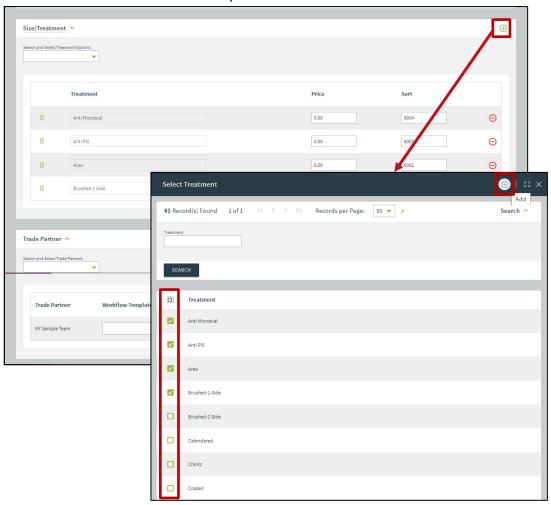


3. Select the **plus sign** within the **Color** area to open the **Select Color** window. Choose one or more colors then press **save.**

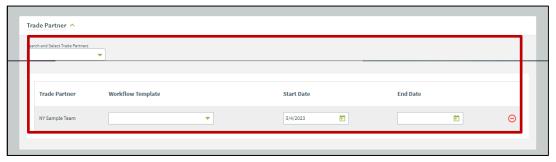




4. Select the **plus sign** within the **Size/Treatment** area to open the **Select Treatment** window. Choose one or more **treatments** then press **save**.

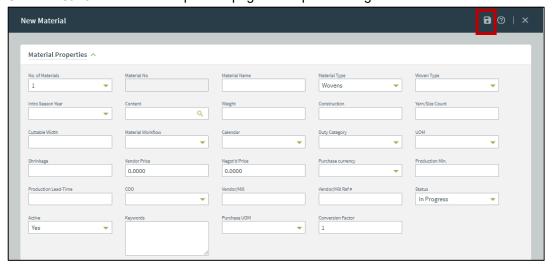


5. Choose a **Trade Partner** from the drop down menu, select a **workflow template**, a **start** date and end date.

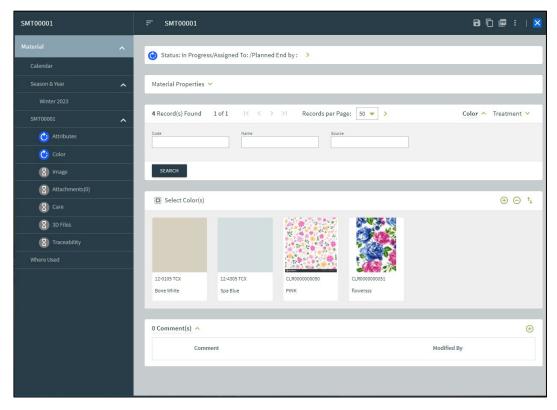




6. Click the **save** button at the top of the page to keep the changes.



7. The material opens on a new page. Previously added *season/year combinations, attributes, colors, size/treatment and trade partners* are shown within the left navigation bar.

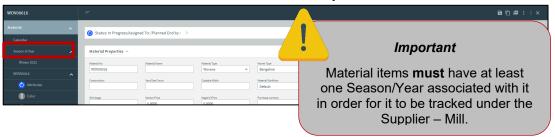




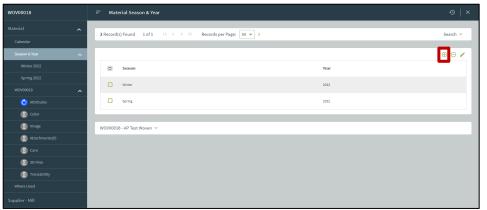
2.2 Add a New Season and Year

Very often, certain material items should be used in the development of Styles only during certain seasons. Existing seasons and years added to the material folder are listed within the left navigation bar. An added material item can be further categorized beyond the general material type.

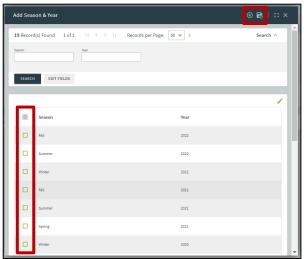
1. Click the **Season & Year** link to associate a new season/year combination with a material item.



2. Click the add button across the top of the Season & Year area to open its window.

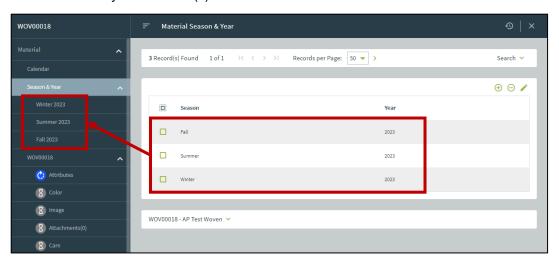


3. Select one or more boxes, then click **add**. Use the *season/year search field* to filter the selection. Press **save and close** to return to the material page.





4. The new season/year selection(s) are listed within the Season & Year area.

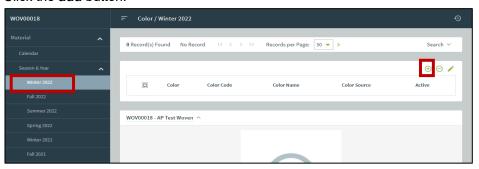




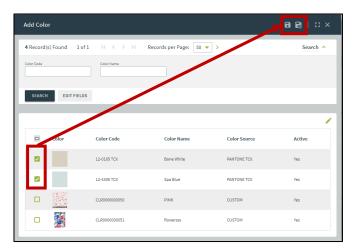
2.2.1 Adding a Color to a Season/Year

Colors are automatically associated with a season & year combination once a material is created. Follow the steps below to associate specific colors to a newly added season/year.

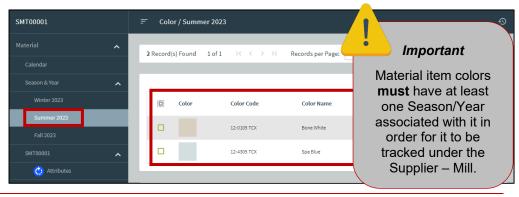
- 1. Click on a newly added **Season/Year** within the left navigation bar that has no colors associated to it.
- 2. Click the add button.



A new window opens, displaying a list of colors that have been added to this
material item. Check the box adjacent to the desired color, then press the add &
close button to keep the selection and close the window.



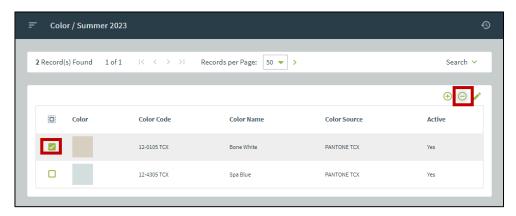
4. The added colors are listed within the material color section under the related season/year.





2.2.2 Remove color from a season

 Check the color(s) to be removed from the season/year, then select the remove button.

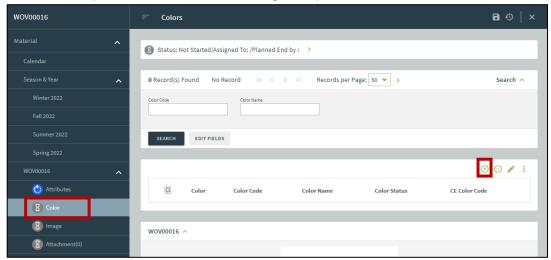


2. Click **close** when done. The Color window displays the remaining colors.

2.3 Add a New Color

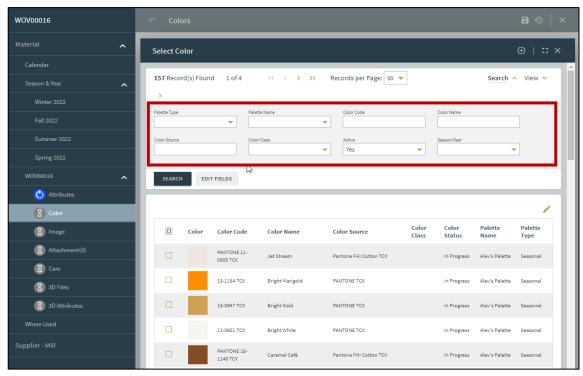
New colors can be added to a material in addition to those previously added during the material creation process.

- 1. Click the **Color** link within the left navigation bar. Existing colors associated with the material are listed on the *Color* main page.
- 2. Press add to open a new window with existing color palettes.

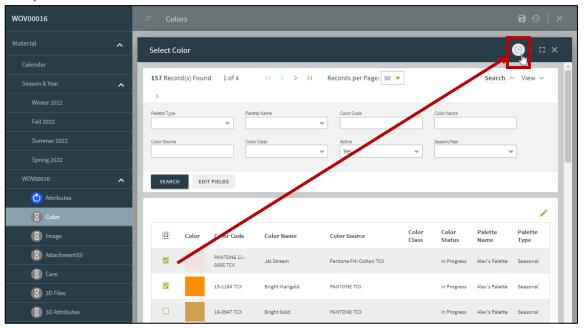




3. Use the **search** field to filter through the existing color palettes or browse through the list and make a selection.



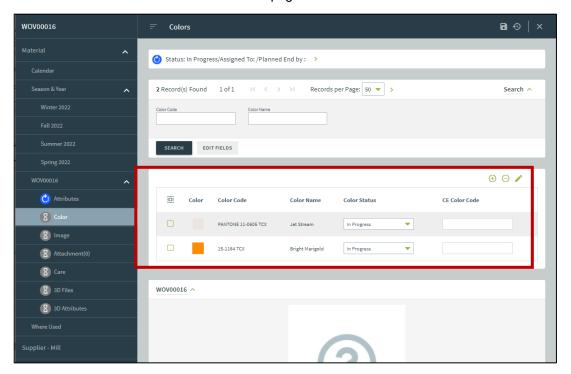
4. Select a color palette to open its window. Place a **checkmark** on the desired color chips, then press **Add Colors**.



5. Press close when completed.



6. All added colors are now listed on the main page of the Material - Color folder.

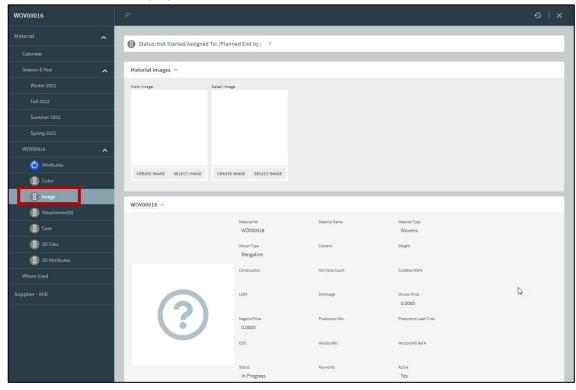


Repeat steps previously introduced to associate colors to a specific season/year combination for the Material.



2.4 Add an Image

Each material item within the *Material* Folder can contain a main image. A material image can be created using third-party applications to generate .psd or .ai files, upload a previously created image, or select an image from the Image folder. Additional images in the form of color chips or file attachments can also be added, but the main image should be the best representation of the item for communication purposes.

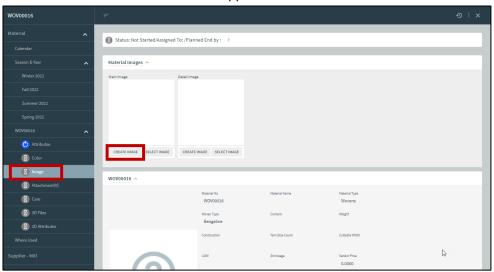




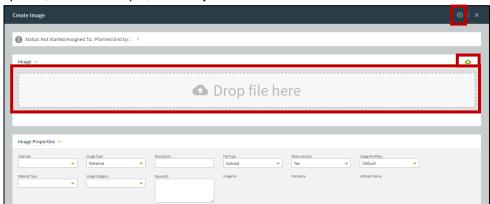
2.4.1 Create a new image

Gerber YuniquePLM[™] allows the generation of certain image file types in their native software application so that images not already in the image folder can also be associated with a material item.

- 1. Select the **Image** link within the left navigation bar to open the *Material Image* page.
- 2. Within the *Main Image* area, select the **create image** button. The main image is also the thumbnail shown across the application.



- 3. A new window opens. *Drag and drop a file* to the **Drop file here** area or *search the computer* using the **Attach Images** icon. The image populates the *Drop file here* area.
- 4. Fill in each field, like *Image Type, Description, File Type, Image Workflow, Keywords, and Allow Versions.* The *File Type* drop-down menu has several options; for this example, select **Upload.**



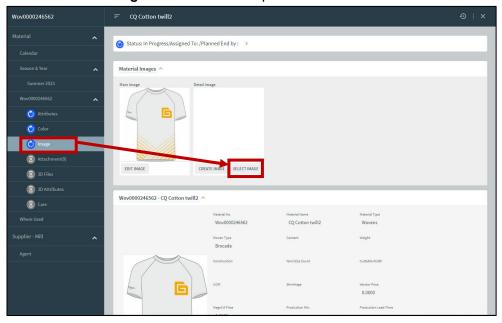
- 5. Press the **create image** button to keep the newly attached image.
- 6. Close the window and return to the Material Image page.



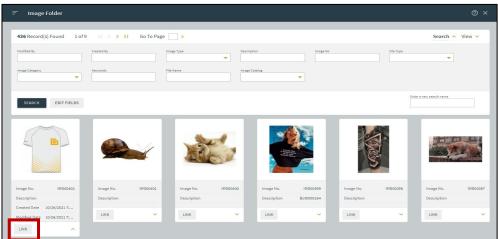
2.4.2 Select from existing images

Users can link an image within the Image Folder.

- 1. Click the **Image** link within the left navigation bar.
- 2. Press the **select image** button below the top command bar.

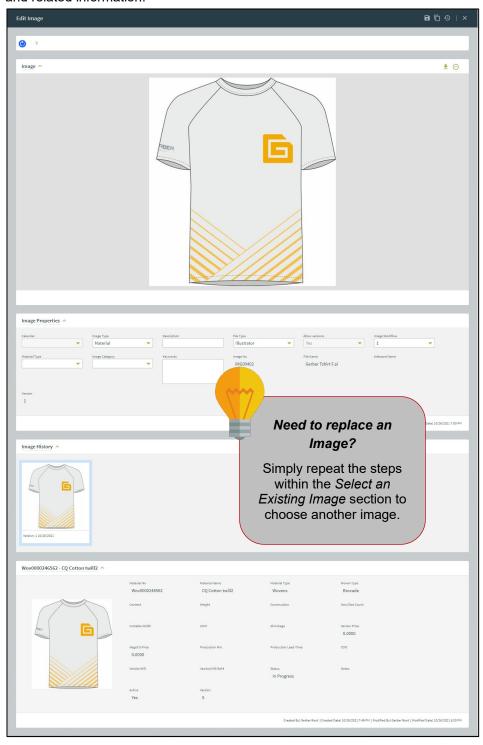


3. The *Image Folder* window appears with a listing of existing images. Choose an image and select its respective **Link** button to associate the image to the material.





4. Once linked, the selected image's main page displays its image properties. Modifications can be made to the image's properties and view its version history and related information.



5. Press **save** to keep the property information.



2.4.3 Remove Image from Material

Users can remove linked material images.

- 1. Click the **remove** button above the image.
- 2. Then click **Yes** within the pop-up window to confirm. The image is no longer associated with the material and will not be removed from the library.



2.4.4 Download an Image

Users can download linked material images.

- 1. Click the download button above the image.
- 2. Then click Yes within the pop-up window to confirm.



2.4.5 Copy Image From

The copy button allows the user to create a duplicate of the selected image.

- 1. Click the **copy** button to duplicate the image.
- 2. Select **Yes** within the pop-up window to confirm. The copied image is saved to the Image library with a new image number and details, allowing for use with another material.



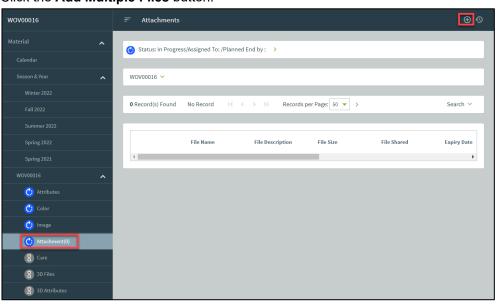
3. Press **close** to return to the main Material attributes page.



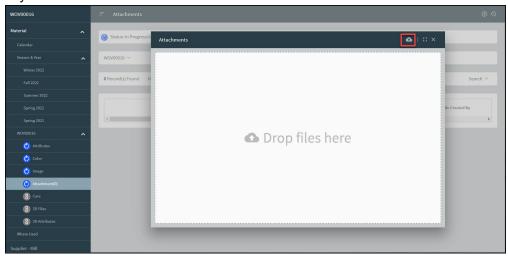
2.4.6 Adding Attachments to a Material Item

Additional information in the data file(s) can be associated with a material item. Any standard data file type, such as Word or Excel, can be stored as an attachment.

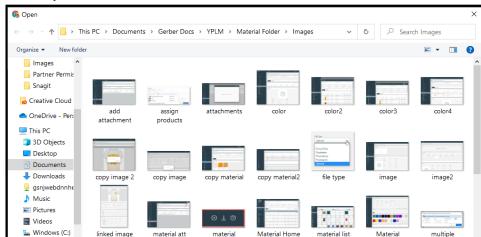
- 1. Select the Attachment link within the left navigation bar.
- 2. Click the Add Multiple Files button.



3. The Attachments window opens. Drag and drop the desired file, select the add files icon, and navigate to the drive location where the desired file is stored. Multiple files can be selected and added at once by holding the Ctrl button on the keyboard.







4. Press Open to attach the selected files.

linked image

File name:

■ Google Drive ()

material att

5. The selected files are available within the application and can be shared with other agents. Place a checkmark in the Share checkbox, allowing agents to view the attachment in srmOn.

material

Material Home

page

material list

Material

workflow page

All Files

Open

multiple

Cancel

6. Click the **save** button to associate the file with the material item. You can also click the add files icon to repeat the uploading process, while the trash icon deletes the uploaded file.

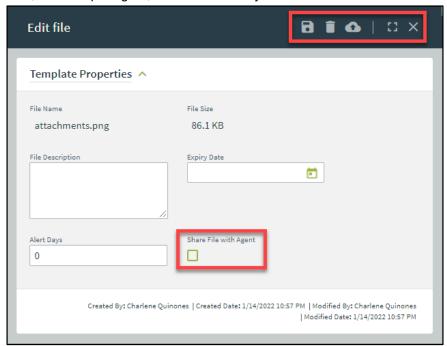


7. The files are saved and listed in the attachments window. Users may download the attachment or edit the file. Click the **pencil** icon to edit.





- 8. The edit file window displays several options:
 - Command Bar buttons: Save your changes, delete the existing file, upload
 an image file, maximize the window or close the window without saving any
 changes.
 - File Description: Enter a detailed description for the existing file.
 - Expiry Date: Use the onscreen calendar to set the expiry date.
 - Alert Days: Set a number of days to alert the user before the expiry date.
 - **Share File with Agent:** Check the box to share the file with the Partner user, for example Agent, Vendor or Factory.



9. Click **save** to keep the changes, then close the window.

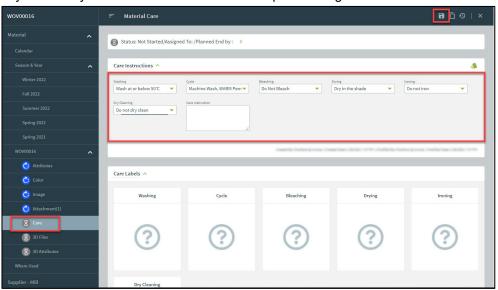


2.4.7 Care

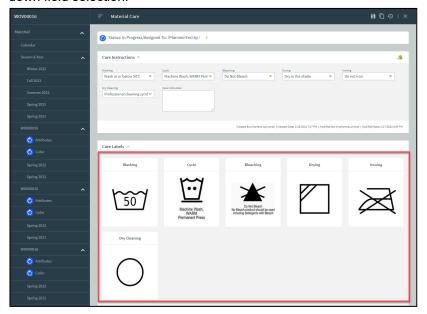
The *Material Care* section contains details necessary to keep a material clean, dry, and wrinkle-free. Users can create *new care instructions* specific to this material, use a previously created *template* from the control panel or *copy* a template from a different material.

New Care Instruction

- 1. Select the **Care** link within the left navigation bar.
- 2. Make a *selection* within each drop-down field (Washing, Cycle, etc.) and enter any necessary instructions. Press **save** to keep the changes.



3. Once saved, the *Care Labels* area is updated with an image to match the drop-down field selection.





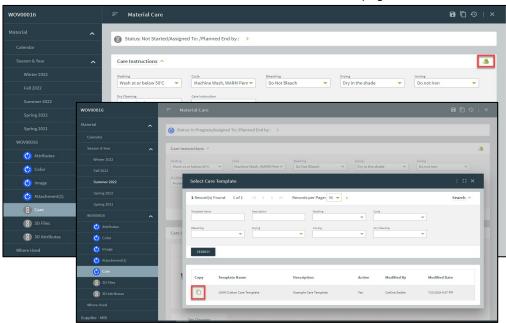
Pre-Defined Template

Use a template previously created within the Control Panel.

1. Press the **template** button to open the *Select Care template* window.

Note: Users can create standardized templates with multiple styles or materials within the Control Panel. Navigate to the Control Panel – Care – Care Template area to create new templates.

- 2. Select a template by searching or browsing, then press the **copy** button. Confirm the copy by pressing **Yes**.
- 3. The window closes and returns the user to the Material Care page.

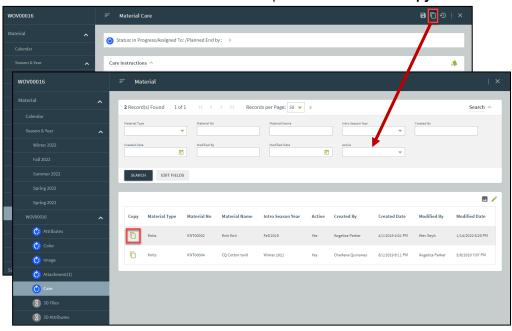




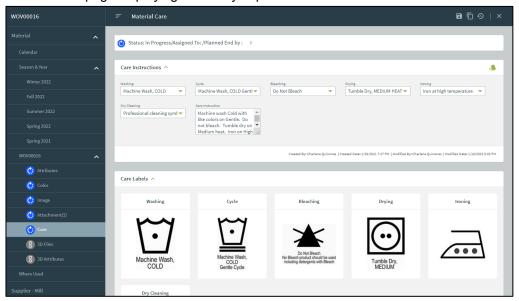
Copy a Template

Users can reuse a care template from previously created material.

- 1. Press **copy** to open the Material page.
- 2. Please search for the desired material and press its associated copy button.



3. Press **Ok** to confirm the copy. The window closes and returns to the main material care page displaying the newly copied details.

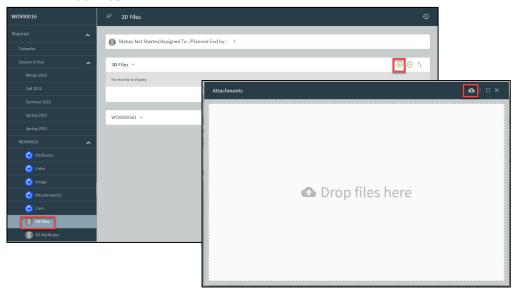




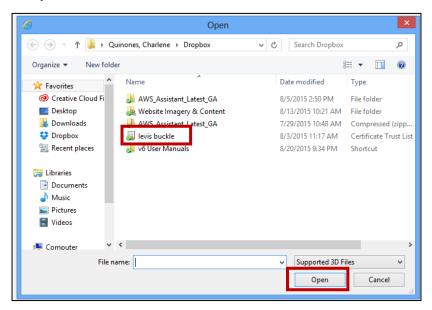
2.4.8 3D Files

Gerber YuniquePLM™ can showcase 3D material files in a 360-degree view.

- 1. Select the 3D Files link to open its respective window, then select Add.
- 2. Press the Add files button.

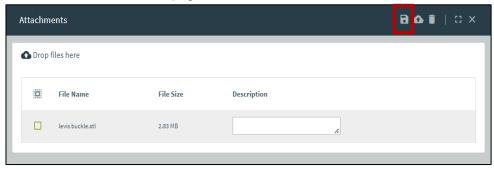


3. The windows explorer browser opens. Navigate to the 3D file's location and press **Open**.

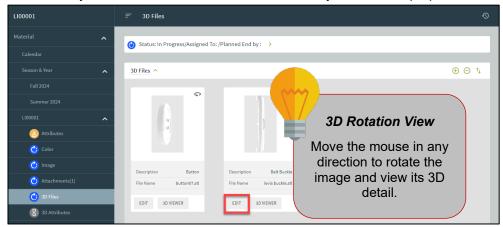




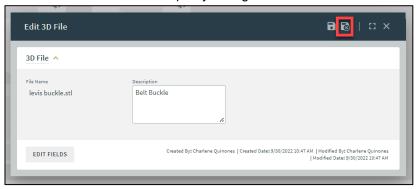
- 4. The attached file appears with several options. Enter a detailed **description** within its respective field, check the box to **share the file with the agent** (or partner), **expiry date**, and **alert days**.
- 5. **Save** the attached file to the Material. The window automatically closes and returns to the *3D Files* main page.



The 3D files page displays each attached file's images while offering a 3D product image rotation. Hover your mouse over the image and move the mouse in any direction. Select the edit button to modify the 3D file's properties.



7. Press save and close to keep any changes.

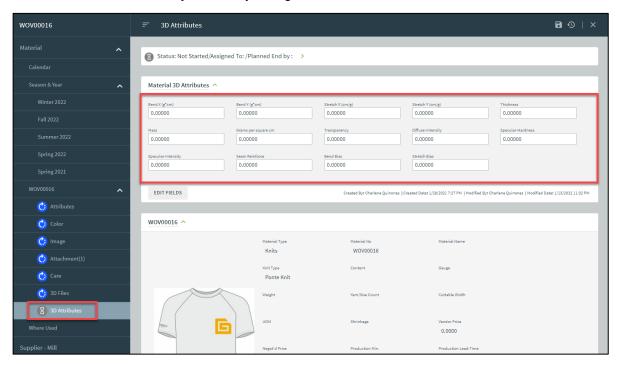




2.4.9 3D Attributes

Store Material 3D attribute data within this workflow.

- 1. Select the **3D Attributes** link to open its respective window.
- 2. Make any necessary changes with the 3D Attribute fields.



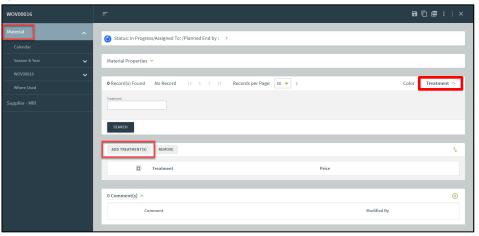
3. Press save to keep the changes.



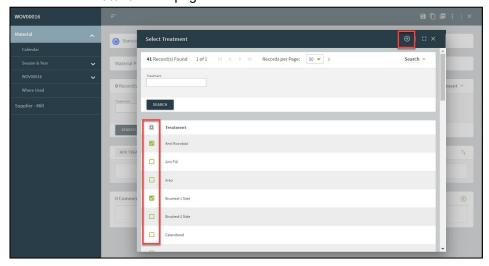
2.4.10 Adding Material Dimensions

Often material items are available with variations other than colors, such as fabric treatment or button size. These variations of an individual material item are known as dimensions. Additional dimensions (size and treatments) can be added or modified in the Control Panel. Note: The size treatment button will dynamically change based on the material type.

- 1. Click the **Material** link within the left navigation bar to display the Material main page.
- 2. Ensure the Size/Treatment view is selected, then press **Add Treatment(s)** to open the *Select Treatment* window.

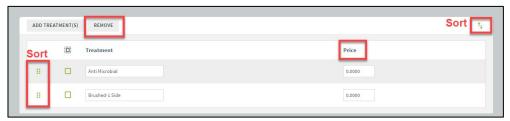


3. Select the **desired treatment options** for the material. Click the **add** button to save the selected item. The material treatment window automatically closes and returns to the *Material* main page.





4. The newly added dimensions appear on the *Material Item* main page. The dimensional information can be changed by sorting, editing the price, or deleting a treatment.

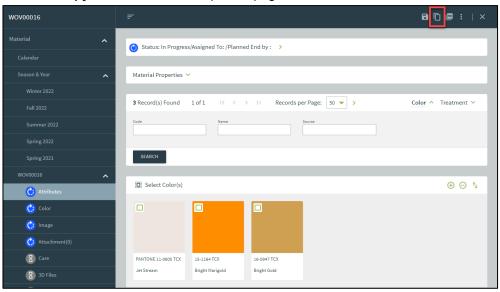


- Edit the material price within its corresponding field.
- **Sort** a size or treatment's order by clicking and dragging the sort grid or selecting the sort arrows.
- **Remove** a size or treatment by placing a checkmark to the left of the unwanted information and then clicking the *remove* button.
- 5. Click **save** on the Material main page to save your changes.



2.4.11 Copy Material

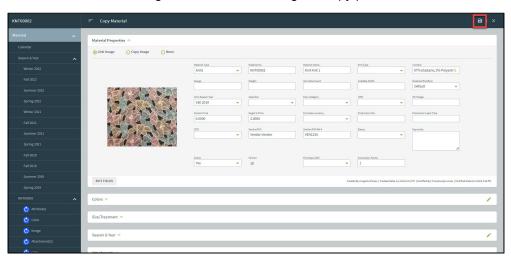
1. Click the Copy Material button to open its page.



2. Make necessary edits within the *Material Properties*, *Color*, *Size/Treatment*, *Season & Year*, etc. Check some or all the available options from the Material Properties, *Color*, *Size/Treatment*, *Season & Year*, etc.

Note: The Color area does not allow edits to the available colors.

- 3. Press **save** to duplicate the material. A copy of the selected material is placed within the *Material* folder and opens the newly created duplicated material.
 - a. Linked image: Link image from one material to another. The image will dynamically change across linked images within a material.
 - b. Copy image: Copy to modify an existing image without affecting the original image.
 - c. None: No image is carried over during the copy process.



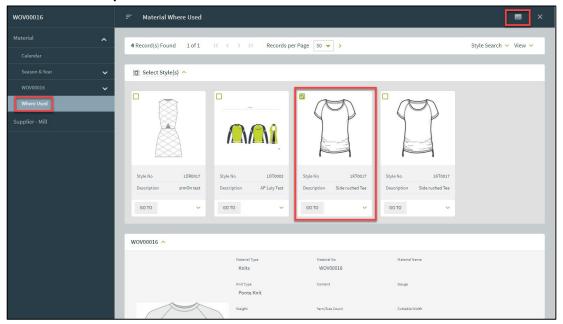


3. MATERIAL WHERE USED

Once items in the Material Folder are used to develop a Style, changes made to that item may influence the associated styles. The *Where Used* link displays every Style currently used by the material item. Updating a material item will not automatically update Styles until a batch update is performed. Styles will be updated with the latest material version.

Note: When the "StyleMaterialsReadFromLib" setting is enabled, it will auto update the BOM material record once the material header is saved within the Material Folder. The batch update function is no longer needed to update this information.

- 1. Select the **Where Used** link in the left navigation bar to view the Material Where Used section.
- 2. Users can mass-update styles associated with a material that has been changed. **Select** a desired *Style* from the style tab.
- 3. Press the batch update button.



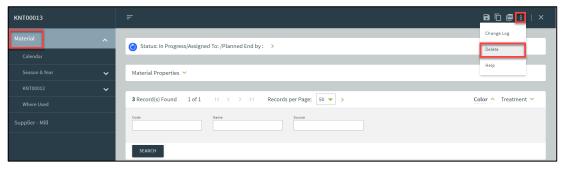
- 4. A pop-up window opens, requiring you to confirm your requested batch update. Click **Yes** to confirm an update to the selected style, or click *No* to cancel the process.
- 5. This will automatically update the Material on the BOM within the selected styles.



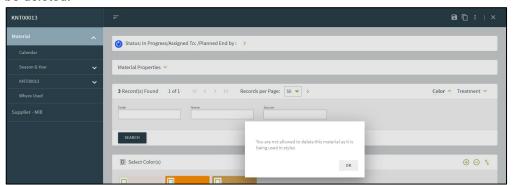
4. DELETING A MATERIAL

Material items can be deleted if they are not associated with a Style, Material or Sample Request.

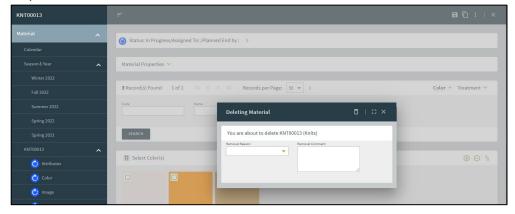
- 1. Select the three-dot icon within the Material main page to view additional options.
- 2. Press Delete.



a. If the material is being used for a Style, a notification window indicates that it cannot be deleted.



3. A pop-up window opens to confirm the material deletion. Select a **removal reason** from the drop-down and enter a **removal comment**.



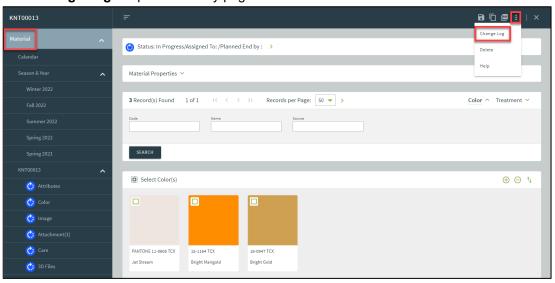
4. Press the **trash** icon to delete the material.



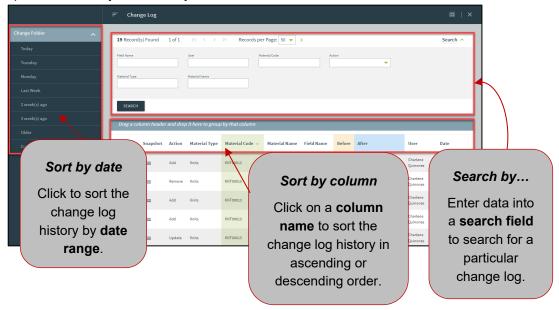
5. CHANGE LOG

Changes to the material may be traced using the change log features throughout the Material folder.

- 1. Select the three-dot icon within the Material main page to view additional options.
- 2. Click Change Log to open its history page.

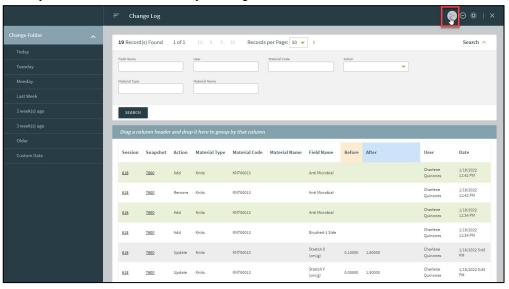


Changes to a particular material appear in the center of the new window with details such as
 Field Name, Before, After, Date, etc. **Locate** a particular change using one of the various
 options, search by field, sort by column, or date.

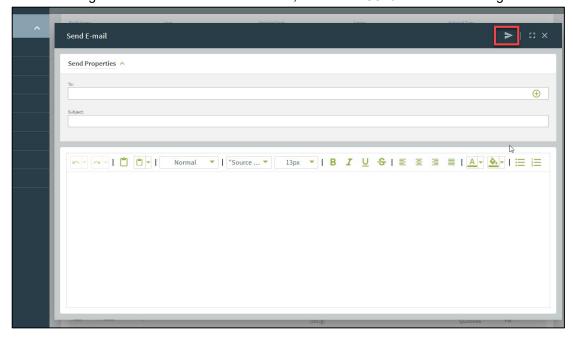




- 4. **Highlight one or more-line items** by clicking within any field, except *session or snapshot*. A selected line item is highlighted in green. The *Session or Snapshot* item fields contain a link to view a list of related changes.
- 5. The user can share the selected change log items via email. Click the **Send To** button to compose an email in a separate window.
 - a. Quickly uncheck the selected items by clicking on Clear Selection.
 - b. Quickly select all items at once by clicking the Select All button



6. After entering the desired email information, click on Send in the emailing window.



7. Click the **Close** button to return to the Material page.

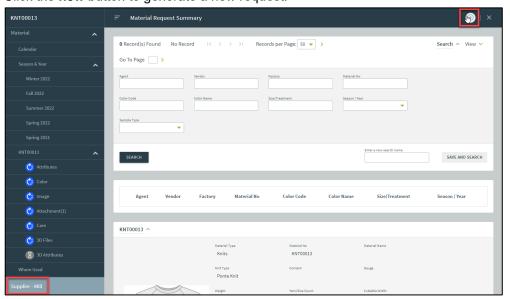


6. SUPPLIER - MILL

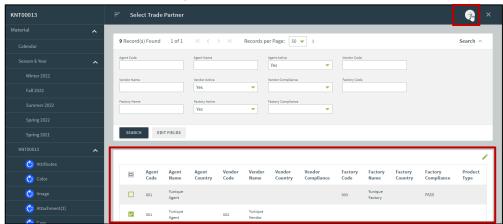
The Supplier–Mill is a collaboration area between PLM users and Partner users, such as agents, vendors or factories, that can access the company's data from **srmON**. This is where material requests can be generated and tracked throughout the process. Material tracking is based on a combination of material season, color, and dimension attributes. Partner's can also access all material submits from the *Material Sample* folder listed in the main left-hand navigation.

6.1 Generate a New Request

- 1. Click the **Supplier Mill** link within the left navigation bar to reveal a list of existing material requests on the Material Request Summary page.
- 2. Click the new button to generate a new request.

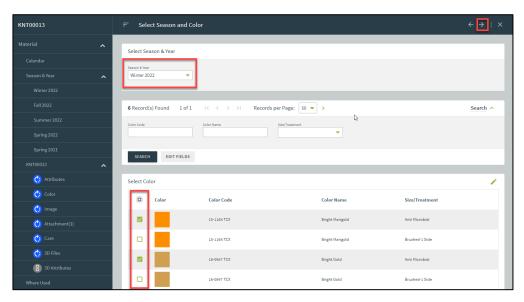


- 3. Select a partner(s) from the list. The list includes every partner from the Partner Folder.
- 4. Then click the **next** button to open the Select Season and Year window.

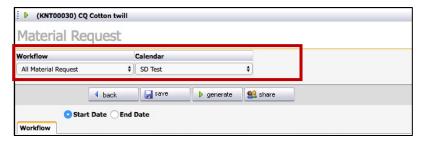




- 5. Colors associated with the material item are listed according to the selected season and year. Select a desired **season and year** from its drop-down list.
- 6. Use the search fields to locate a specific *color code*, *color name*, or *size/treatment*. Select the desired **color(s)** listed within the Select Color area.
- 7. Click the **Next** button to proceed. If you need to select more trade partners, select the back button.



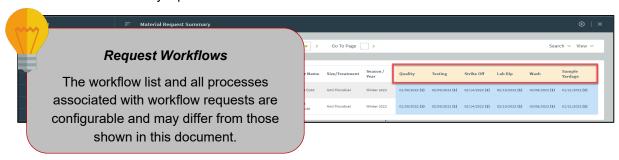
8. Generating a *Material Request* requires a workflow. Each workflow has specific approved steps associated with that selection. For example, the woven fabric may have a different approval process than the trims. Select a **workflow** from its respective drop-down to reveal a list of approval steps.



- 9. Select a calendar from its drop-down list.
- 10. Select the start date or the end date radio buttons to track the request.
- 11. Click save if any info has been edited. Click back to return to the previous page, if needed.
- 12. Click **generate** to create the material requests or **share** with Partner user or srmOn. Selecting *generate* will create the material request while selecting *share* generates and shares the material request with the trade partner.



13. Once generated, the entire list of outstanding requests is shown. Each row represents a request to an individual agent/vendor/supplier by color and dimension of the material item. Each currently tracked workflow is *highlighted in yellow* across the column header. **Select** a column to sort by alphabetical order.

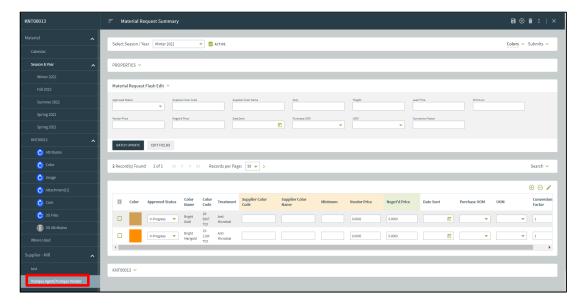


6.2 Review the Supplier-Mill's Material Request List

Each Supplier-Mill, whether an Agent, Yunique Agent or Yunique Factory, contains a list of Material Requests to fulfill. The list may differ per supplier mill. Clients may update a supplier's material request by adding colors, seasons, or bulk using the Flash Edit area.

1. Select a **Supplier-Mill** (a Partner user: agent, vendor or factory) to open its respective Material Request Summary page.

Note: The yellow highlighted columns can be filled out by Partners in srmOn and the Partner Permissions area.

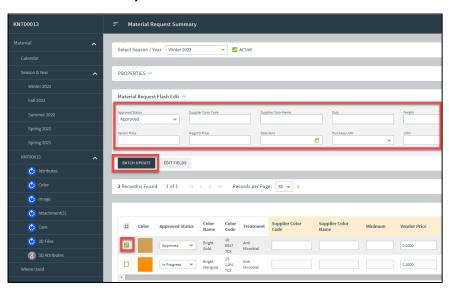




6.2.1 Batch update

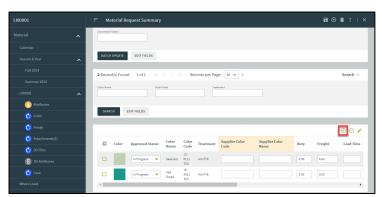
Users can edit data directly against individual material requests or utilize the Batch Update feature.

- 1. Use the **Material Request Flash Edit area** to update material requests on the next step. **Update** the various fields such as approved status, lead time, date sent, and more within the Flash edit area.
- 2. Select **one** or **more material requests** to update.
- 3. Press the **Batch update** button.

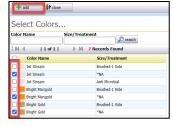


6.2.2 Add Color

1. Select the **add colors** button.



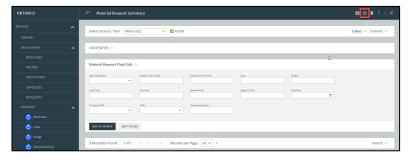
- 2. **Check one or more colors** to add to the material request.
- 3. Press the **add** button. The user returns to the material request page.



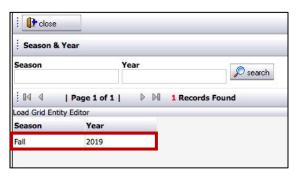


6.2.3 Add Season

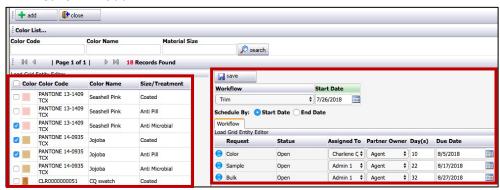
1. Press add season.



2. Select a **season and year** from the list. Once selected, the page closes and opens a secondary page.



- 3. Choose **one or more colors** to associate with the selected season and year.
- 4. Select a **workflow** from its respective drop-down to reveal a list of available workflows from the selected category.
- 5. Select a Schedule By option: Start Date or End Date.
- 6. Make any necessary modifications to an existing request's **assigned to, partner owner, day(s),** and **due date** columns.
- 7. Press save then add.

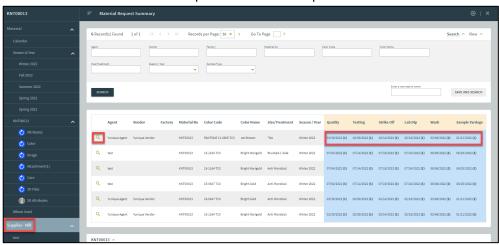




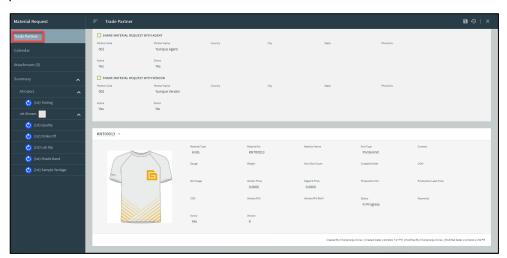
6.3 Review a Material Request Workflow Page

Each workflow is separated by the material's color, size and treatment.

- 1. Select the **Supplier-Mill** link within the left navigation bar. The Material Request Summary main page opens.
- Users can view a material request workflow page by either clicking on the magnifying glass
 icon or a specific workflow within the blue area. A new window appears containing detailed
 information associated with the specified material request.

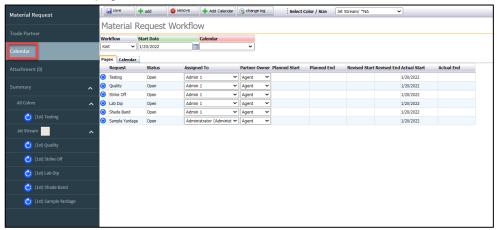


Click on the trade partner's name within the top left navigation bar to open the partner's profile.
 Additional sharing can be managed on the profile page, such as lower levels from related partners.

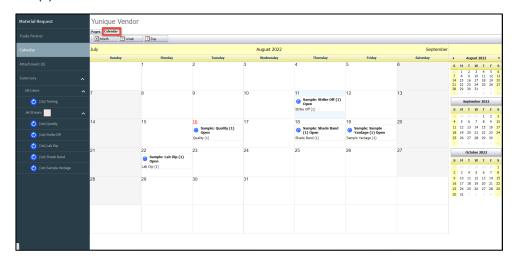




- 4. The Trade Partner's profile page opens. Click the **Calendar** link within the left navigation bar to review the material request's due dates.
- 5. The Material Request Workflow page opens and displays the Pages tab for review or editing of workflow items associated with this material request. Select a workflow from its drop-down, modify its start date or remove the calendar. Also, change an assigned user or a partner owner. Users can also directly navigate to a different color associated with the material request by selecting another color from the Color/Size drop-down menu. Make changes if needed on this page and click save once finished.

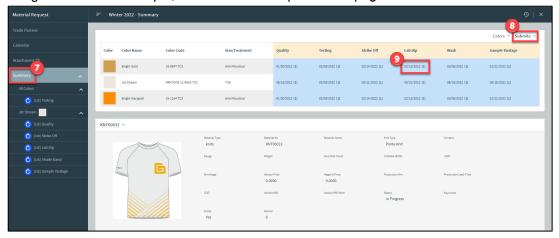


6. Select the **Calendar** tab to open and display each request within the *month, week, or day* view(s).

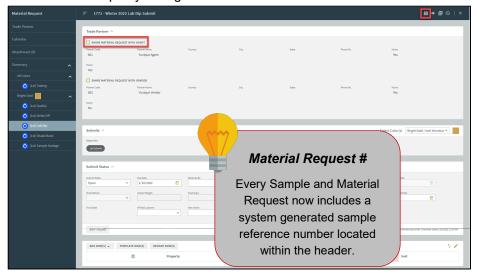




- 7. Click on the **Summary** link within the left navigation bar.
- 8. Click the **Submits** tab to review material request workflow details. Individual workflow steps are listed in separate columns with their status fields.
- 9. Click a **link** within one of the *yellow highlighted column's due dates or workflow pages* to access its specific workflow page. These workflow pages are also listed within the left navigation bar. *For example, click on the Lab Dip workflow page*.

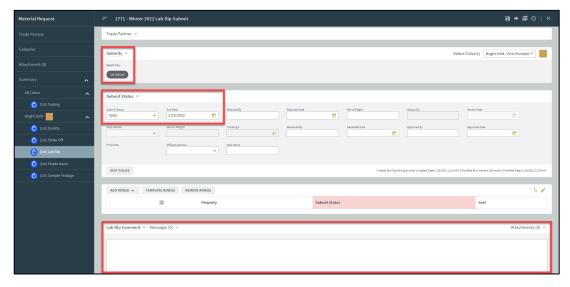


- 10. The selected material request submit page opens. Edit additional information on this page and click on **save** once finished.
- 11. You can also manage to share the material request with the trade partner by selecting a partner's checkbox within the *Trade Partner* section. A Material Request is shared with the selected trade partner. Expand the Trade Partner section to change the sharing option and **uncheck** the Share Material Request with Agent option.
- 12. Click save to keep any changes.





13. In certain material request workflow pages, such as Lab Dip, users can edit material request related details such as *Submit Status*, *Due Date*, etc. Users can also automatically enter comments, messages, or attachments to share with srmON users. Click the **Lab Dip Comments** tab and enter comments into the textbox.



14. Select the Message(s) tab and click add.

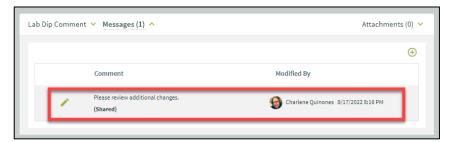


15. Type a message into the textbox, then check the **Shared** box to share the message with the srmON users automatically. Click **save** to finish.

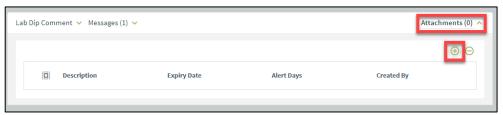




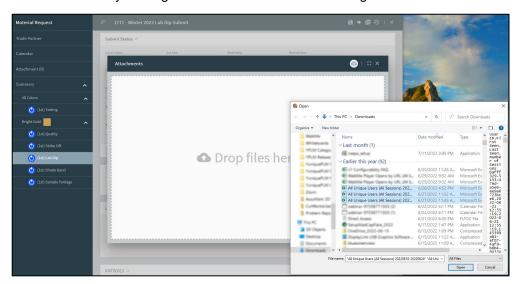
16. The newly added message appears under the Messages tab and is automatically shared with the srmON user. Note: The numeric value inside the parenthesis indicates how many messages are in the folder.



17. You can also add attachments by selecting the **Attachments** tab and pressing the **Add Attachments** button.

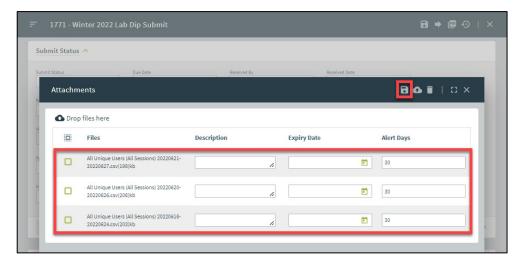


18. The attachments pop-up window opens. The user can **drag and drop a file** or locate the desired file(s) within the local computer by selecting the **Add files cloud icon**. Multiple files can be selected by holding down the **Ctrl** button and clicking each file.





19. After uploading the file, add a **description**, an **expiry date**, and **alert days** then click **save** to keep the selected files.



20. The newly added attachments appear under the *Attachments* tab and will be automatically shared with the **srmON** user. The numeric value inside the parenthesis indicates how many attachments are in the folder. If a file needs to be removed, place a checkmark next to the file name, and click *remove*.

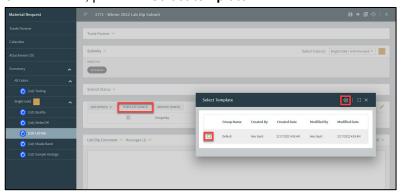




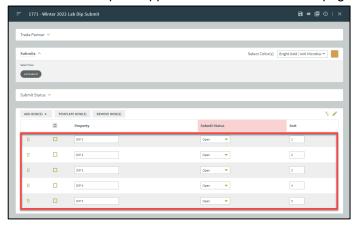
6.4 Selecting a Workflow Template

Users can select a template within each workflow submit. Additional templates are created in the Control Panel.

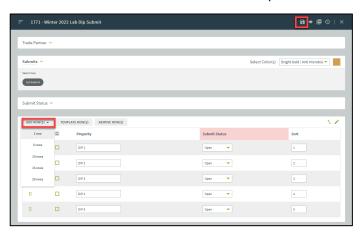
- 1. Click the **template row(s)** button and select a **template** from the pop-up window.
- 2. Once finished, press the select template button.



3. The selected template appears on the main workflow page.

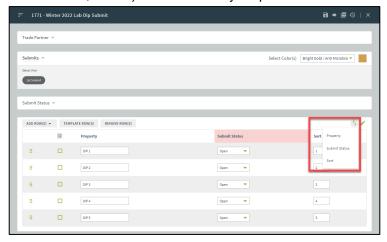


4. Users can add additional rows to the template by selecting the **add row(s)** button and selecting a row amount to add. Edit the individual template line items and click **save** once finished.

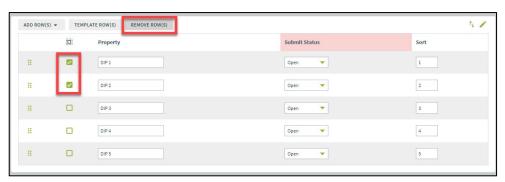




5. Existing template line items can be sorted by selecting the preferred sort order (property, submit status, or sort) from the Sort By drop-down.



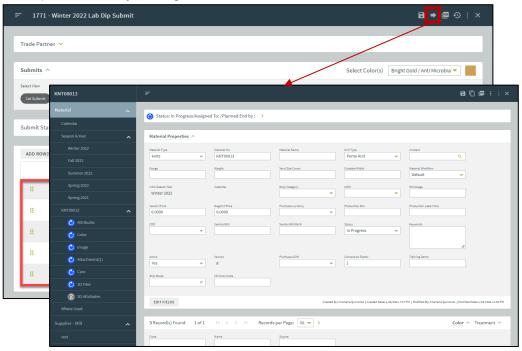
6. Template line items can also be removed by checking the rows box and selecting the **Remove Row(s)** button.





6.5 Quick Access to a Material Folder

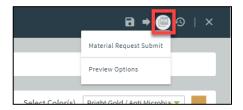
When in a material request workflow main page, users can quickly access the material development folder by clicking on the **Go To** button.





6.6 Print a Material Workflow

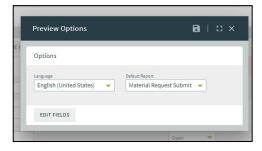
1. This material workflow step can be printed by clicking the **preview** button at the top of the window.



2. Select the **Material Request Submit** option to generate a PDF. The report opens, allowing you to save the file to your computer or print it to paper.



3. The preview options link opens a pop-up window with language and default report selections. Select your preferences and press **save**.





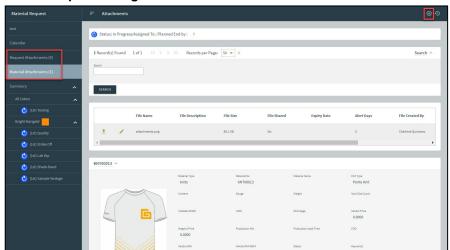
6.7 Material & Request Attachments

There are two attachment areas within the overall Material Request main page: Request Attachments and Material Attachments.

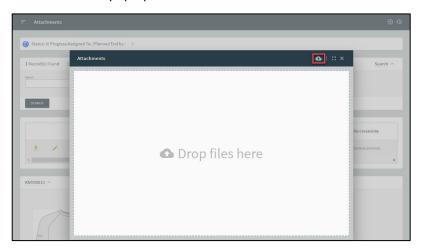
The Material Attachment workflow stores the global material attachment from the material that is shared with the partner user while also allowing partner users to download shared attachments and upload new attachments to the Material of the shared Material Request.

The Request Attachment workflow is specific to the material submit request and shared with the partner user.

- 1. Click either the **Request Attachments** or **Material Attachments** link within the left navigation bar to open its respective area.
- 2. Click the Upload Images button.

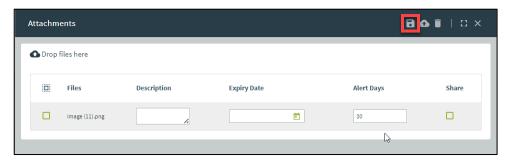


3. Drag and drop desired files into the **Drop files here** area or click the **attach file** button within the attachments pop-up window.



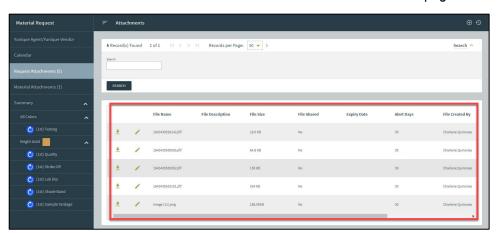


- 4. The windows explorer opens allowing the user to **select** the appropriate file(s) from the user's computer by selecting one or more files. Press and hold the **Ctrl** button to select multiple files. Click **Open** to upload the files.
- 5. The attached files are uploaded and listed where you can enter a *description*, enter an *expiry* date, add a number of alert days, share the file with an agent, and remove the file. Once modifications are made, click **save** at the window's top left corner.



6. The newly uploaded files are now added to the attachments list and can be modified.

Note: These attachments are also accessible on the material workflow page.

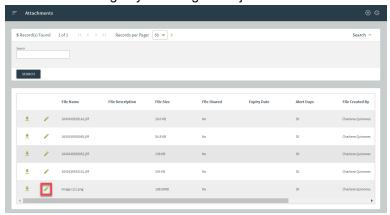




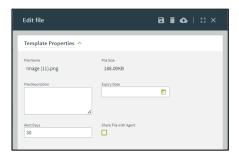
6.7.1 Edit an Attachment

Users can modify the attachment's description, edit sharing agent options, and upload a new file to replace the existing one.

1. Click the **pencil** icon to edit the file in a separate window. Note: Users can also download the image by selecting the adjacent download icon.



2. The edit window allows the user to make modifications such as adding a file description, sharing the file with an agent(supplier), uploading an updated file, downloading the file, or deleting the file.



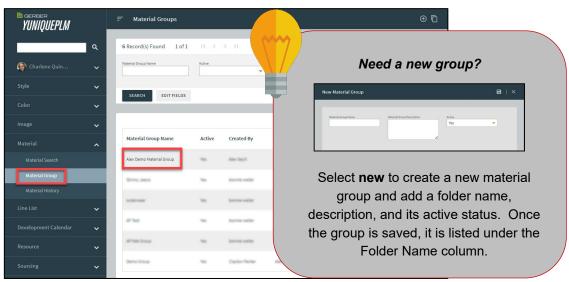
- ➤ File Description: Enter a description for the attached file within the textbox field.
- ➤ Expiry Date: Enter a due date. This date only appears via the BI report Attachment Expiration Dates.
- ➤ **Alert Days:** Notify the user "X" number of days before the expiry date. This date only appears via the BI report Attachment Expiration Dates.
- ➤ **Upload File:** Replace an existing file by clicking the **Browse** button and selecting the replacement file for upload.
- > Share File with Agent: Checking the Share file with the agent option shares the attached file to the srmOn agent.
- ➤ **Delete:** Removes the attached file. Click the **remove** button, then click **OK** within the pop-up window to confirm the deletion.
- > **Download:** Save the current file to a network drive.
- 3. Save the edited attached file, then close the window.



7. GROUPING MATERIALS

The *Material Group* folder allows users to establish groups and pre-pitches of material items to save time and reduce repetitive actions when building a BOM in a Style. These groups can include product types continuously repeated season after season or groups of labels. The materials used to develop these styles can be selected once so that they are readily available to be associated with the appropriate Style on the BOM.

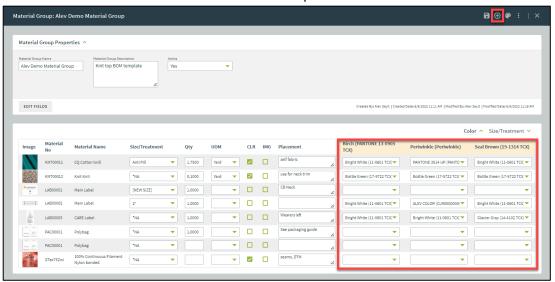
1. Click the Material Group link to view a list of groups known as Material Group Names.



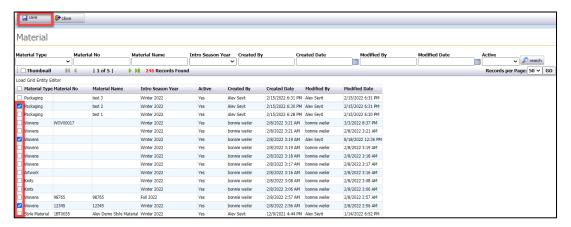
- 2. Select a Material Group Name to open the group's material items in a separate window.
- 3. Modify each field, if necessary. Also, the *yellow color columns* allow users to pre-pitch different colors for each material included in a style. For example, a cotton twill shirt is pre-pitched to a double cream fabric, while the zipper is pre-pitched to a fiery red. Once the pre-pitches are designated, they are carried over into the *Bill of Material Colorway* area if the same colorway is used for that Style.



4. Click **add material** to include material items to this particular folder.



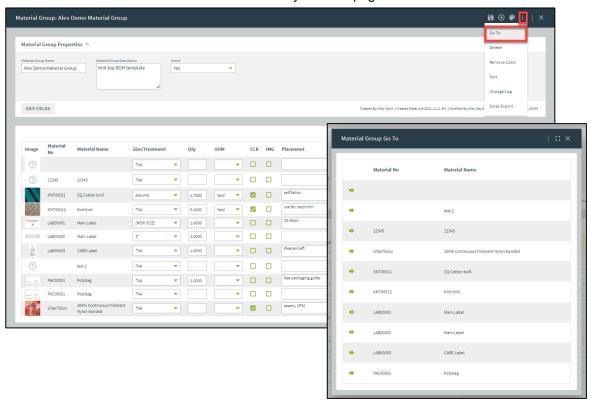
- 5. A Material window opens and displays a material item list. Locate a material by scrolling through the list or using the search fields. **Check** the boxes adjacent to any desired materials.
- 6. Click **save** to add the selected item(s) to the material group.
- 7. Click **close** when you have finished.



8. Click the **go to...** button to open a pop-up window containing existing materials within the *Material Group*.

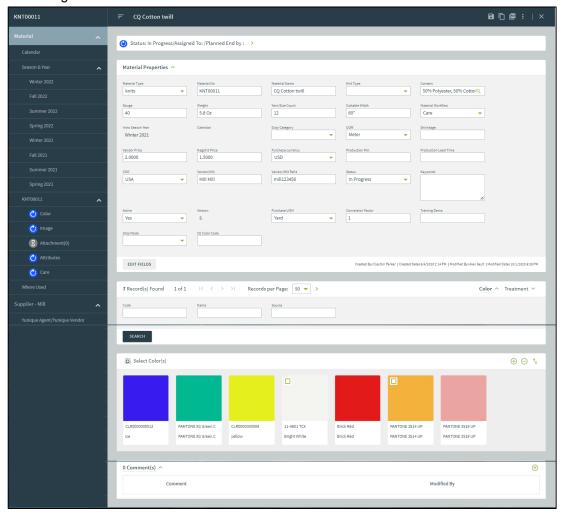


9. Select the desired material to view and modify its main page.





10. The material item's main page opens and allows modifications such as adding colors, and dimensions, copying a material, preview, etc. To do so, review steps previously introduced in this user guide.



11. Click **close** when done. Now the material is fully configured, and you can return to the main material page.