



# Style Folder: Bill of Material (BOM) User Guide V8

## **CONFIDENTIAL**

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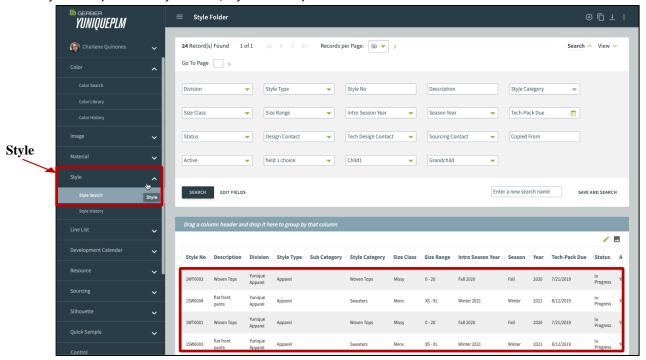
## Style Folder - Bill of Material Overview

The Style Folder **Bill of Material** workflow allows users to setup a BOM with Dimensions and pitch materials with Colorway options.

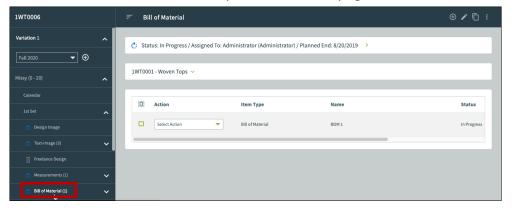
## **Accessing Bill of Material**

- 1. Select the **Style** drop-down arrow within the YuniquePLM ribbon.
- 2. Click on **Style Search** to open the *Style Folder*.
- 3. Locate and select a preferred style.

For further Style Folder information, refer to the Style Folder Overview User Guide.

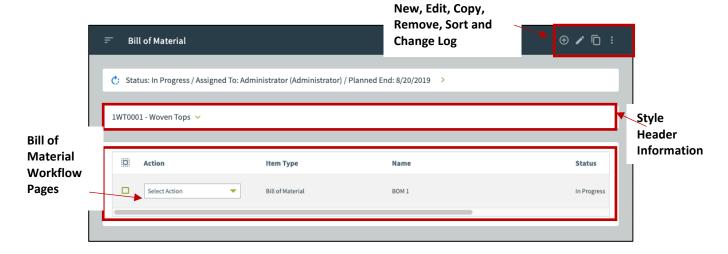


4. Select the **Bill of Material** link to open its workflow page.





#### Bill of Material



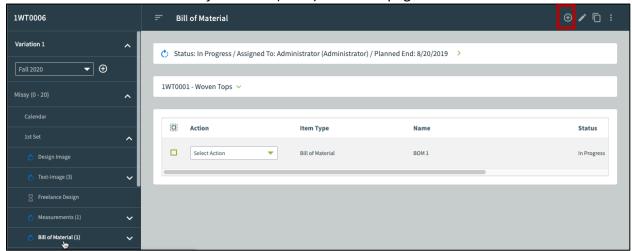
## The workspace contains:

- New: Create a new Bill of Material workflow page(s).
- Edit: Modify the existing Bill of Material page name.
- Copy: Duplicate a Bill of Material workflow page from another style.
- Remove: Delete a Bill of Material workflow page.
- **Sort:** Reorder the listed Bill of Material workflow pages within the *new Bill of Material data* area.
- Change Log: Lists all additions and modifications within the Styles Bill of Material page.
- **Style Header Information:** Expand the Style Header, using the green arrow, to reveal the style's details.
- **Bill of Material Workflow Pages:** Lists all Bill of Material workflow pages where you can *view*, *edit* or *make a copy* of an existing workflow page.



## **Creating a Bill of Material Workflow Page**

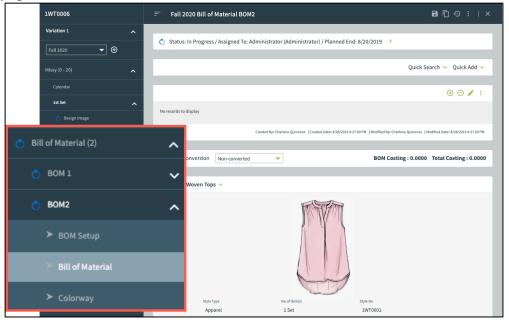
1. Click **new** to create a new *Bill of Material (BOM)* workflow page.



- 2. Select a Workflow Item Type, enter an Item Name then select a Printout from the drop-down.
- 3. Once finished, click add.



4. The page will refresh displaying a new BOM workflow with a *BOM Setup*, *Bill of Material* and *Colorway* pages.





## **Configuring the BOM Setup**

The BOM Setup page allows users to leverage up to three dimensions where the first is set to *Color* and the second is set to *Size*, by default. The dimension selections are supported in the Control Panel – General Validation Tables – Dimension Types area. *For more information, please refer to the Control Panel User Guide*.

- 1. A BOM can be configured based on the user's preference. Select the **BOM Setup** link within the left navigation bar.
- 2. Press the **configure** button to open the *Configure BOM* popup. This button is available within multiple pages in a BOM workflow.



3. There are five available options to choose from within the *Configure BOM* pop-up.

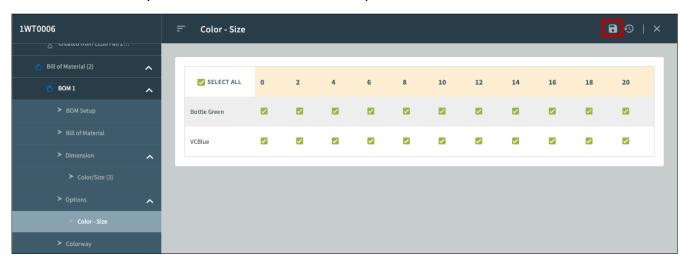


- Dimensional BOM: By default, this function is disabled. If, checked this option allows the user
  to manage their materials at a dimensional level like defining material treatments, sizes, or
  quantities by Color or Size.
- **Default BOM page**: When selected, users will land on the *BOM* page, once a *BOM* folder is in an editable mode. Otherwise, the *Colorway* page is set as the default landing page.
- Click-to-fill Colorway: When selected, users have the ability to pitch colorways using any colors saved in the YuniquePLM Color folder. Otherwise, only colors available for the selected materials can be used in the color-pitching process.
- **Default Active Color**: When selected, the *Use Active Color* option will be checked by default whenever the *Colorway* page is opened.
- **Dimension Options**: Enabling Dimension Options allows a user to define the product's available specific dimension combinations. While editing a BOM, select the **Configure** button to access the Configure BOM window and enable **Dimension Options**.

Check a selection's box then press save to keep the modifications, if any.



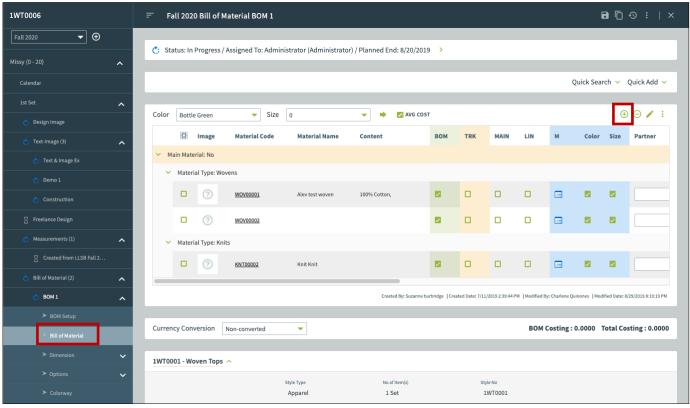
4. Now that the Options page has been enabled click the *Color/Size* option to reveal the color's available sizes. Uncheck any undesired dimension sizes then press **save**.



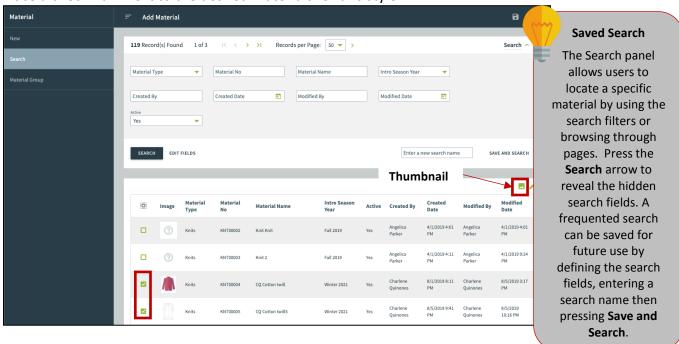


## **Bill of Material Workflow Page**

- 1. Click the **Bill of Material** link, listed under the created *BOM*, to access the Bill of Material page. Within this page, users have the ability to perform multiple tasks to the materials associated with this style.
- 2. Press the add material button to add a material to the Style.

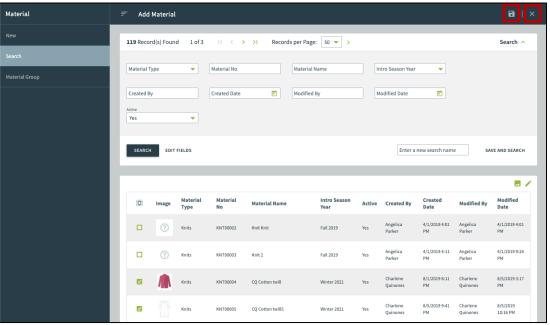


3. In the material page, all the available materials that are tied to the Style's season/year combination will appear in a list view. Materials can be quickly viewed and selected by checking the Thumbnail icon. Place a checkmark next to the desired materials for this style.

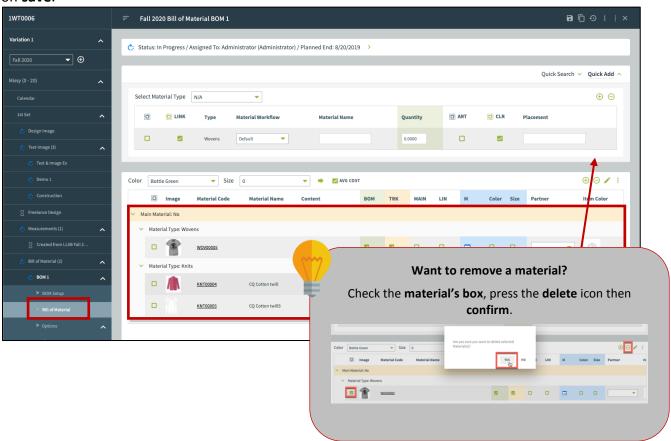




4. Press save to keep the materials then press close.

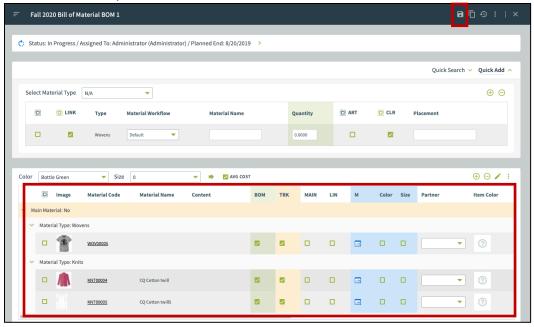


5. The user is returned to the *Bill of Material* page, and the *selected materials* are listed. In this page, users can set *Main Materials* for the Style, set *Artwork* to track or decide whether to include a material into a BOM. To perform those tasks, simply place a **checkmark** in the corresponding column and click on **save**.

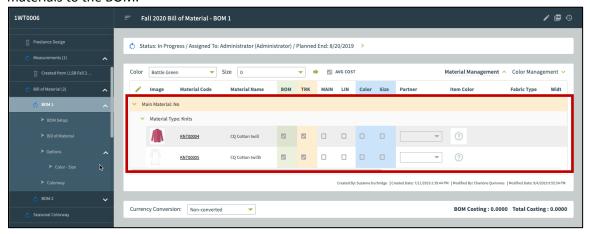




- 6. Place or remove checkmarks within the **BOM** column to include the selected material in the BOM for the style. The same process can be applied to the following columns if checked:
  - TRK: This material needs to be tracked in a sample request.
  - Main: This material can be set as the main material for the style.
  - LIN: This material is a lining for the style. Also, includes a checkbox for multiple lining selections.
  - ART: This material is an artwork. If checked, the material image will be captured in the Artwork workflow item.
  - LIC: This material (Artwork) is licensed.
  - CLR: The colorway tied to the material should be included in the BOM.



- 7. Click **save** to keep the material changes.
- 8. The newly added materials now appear within the main BOM page. Repeat the steps to include additional materials to the BOM.

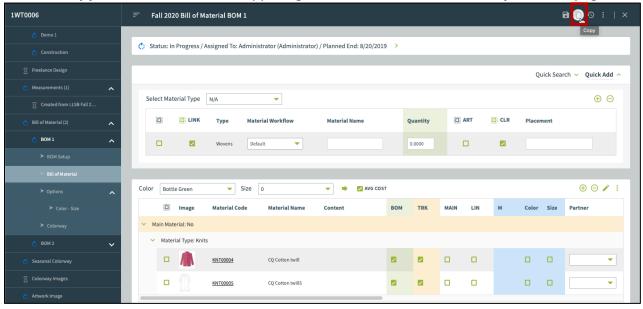




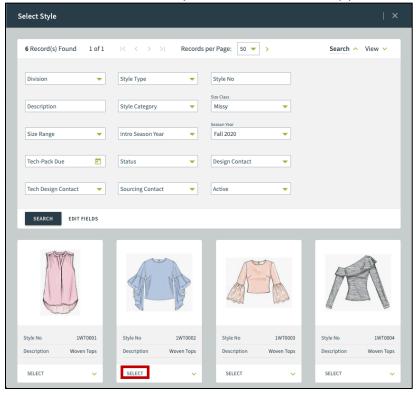
## **Copy Materials**

The Bill of Materials allows the user to copy materials from an existing BOM in another Style.

1. Click the **Copy** button, located in the upper right-hand corner within the *Bill of Material* page.

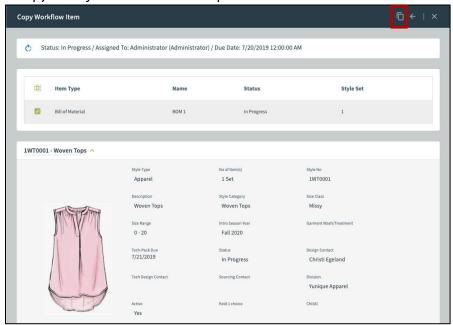


2. A *Select Style* window opens allowing users to search for a particular Style containing the desired materials. Click a desired Style's **Select** button to copy the materials.

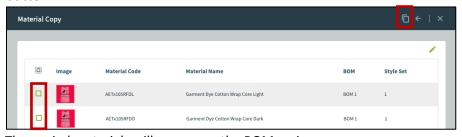




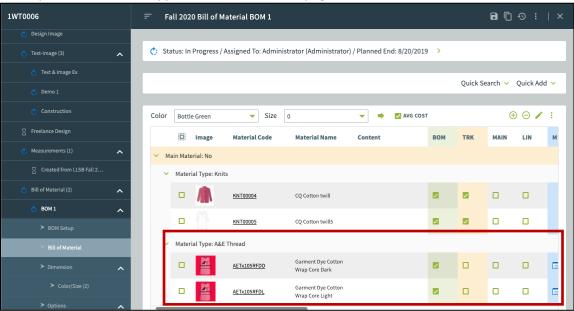
3. A Copy Workflow Item window opens with a list of BOMs. Select a BOM, then click the copy button.



4. The list of materials in the BOM open, **check which materials** you would like to copy and click the **copy** button.



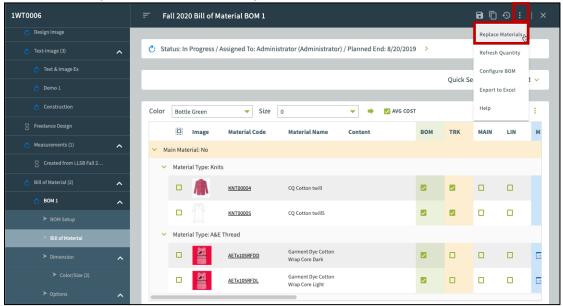
5. The copied materials will appear on the BOM main page.



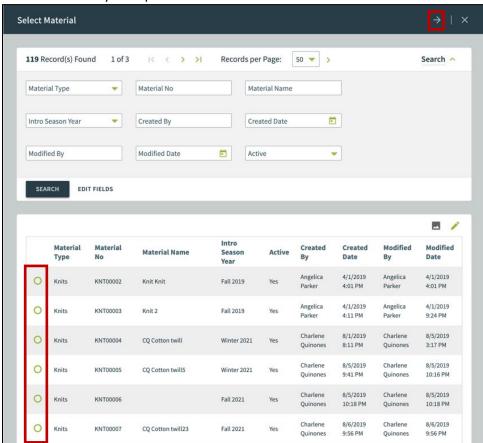


## **Replace Materials**

1. Click on the *overflow menu*, then select **replace material**.

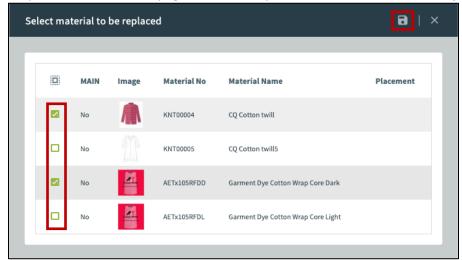


2. A new window opens named **Select Material**. Users can select a new material from the available list. Choose the appropriate material and click **next**. Use the search field at the top to filter the selection. \*\*Please note: Materials can only be replaced one at a time.

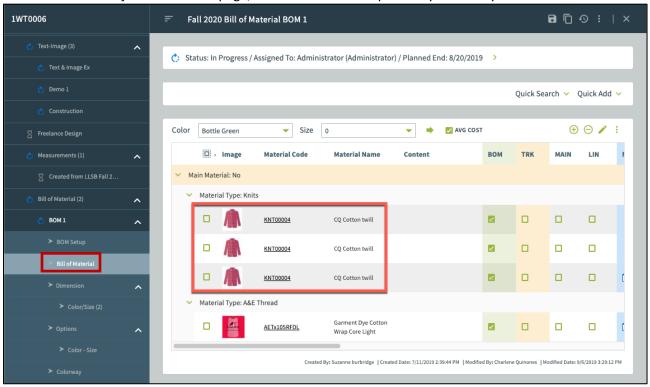




3. A new window opens permitting the user to select the existing materials to replace in the BOM. Pres **save** to keep the selections. The page automatically closes and returns to the *Bill of Material* page.



4. In the BOM's Bill of Material main page, the old material is replaced by the newly selected material.

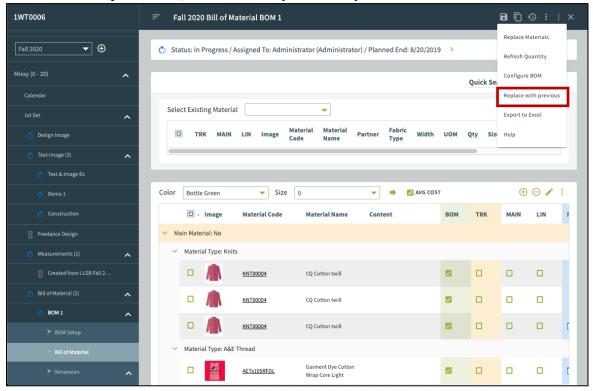




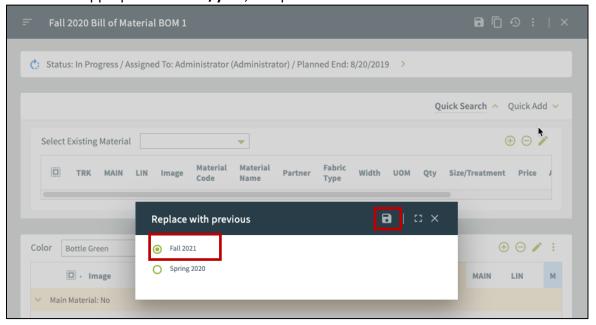
## Replace with Previous

Once a BOM page with multiple seasons has been established, it can be replaced. Users have the ability to select from other BOM pages associated with the style for different season/year combinations.

1. Click on the overflow menu, then select Replace with previous.



2. Choose the appropriate season/year, and press save when finished.

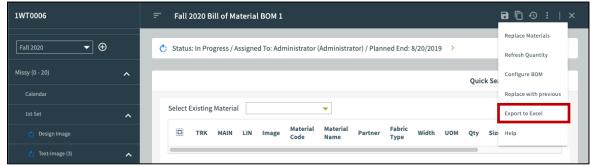




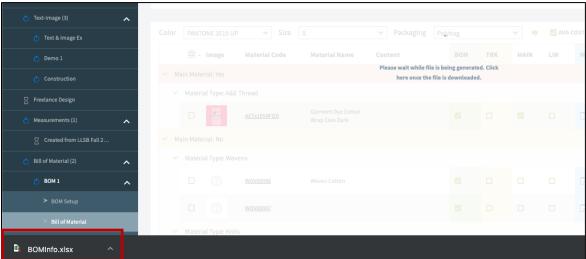
## **Export to Excel**

The entire BOM can be exported via excel.

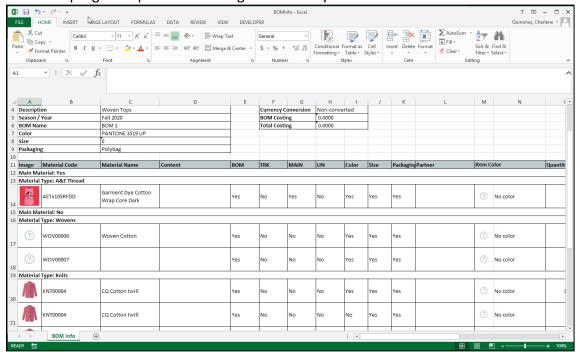
1. Click on the overflow menu, then select Export to Excel.



2. The Excel sheet will be generated and ready for download. Click the file to open it within Excel.



3. The excel program opens for viewing of the newly downloaded file.





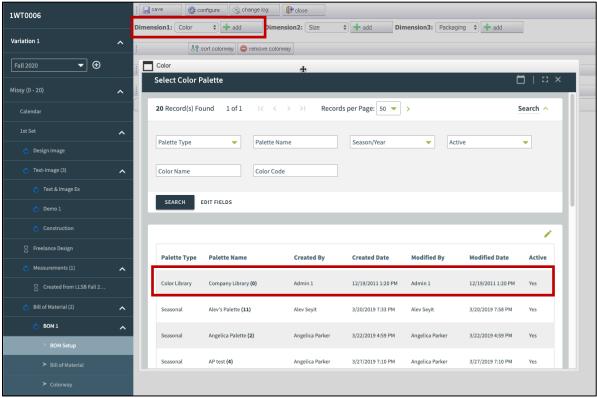
## **Dimensions**

A BOM can contain multiple dimensions such as Color, Size, Packaging, Alteration, and Cup Size to name a few.

- 1. Click on the **BOM Setup** link on the left navigation panel, then choose a **dimension** from the drop-down lists. The selections for each dimension are applicable to the style's development process.
- 2. Click save to keep the selections.

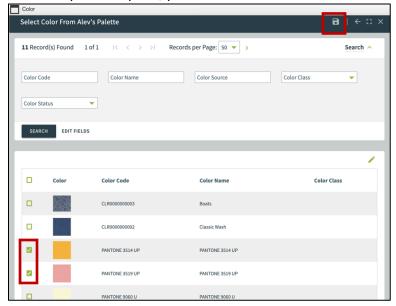


3. Select **Color** for *Dimension 1*, click on the **add** button and select a **color palette** in the pop-up window.

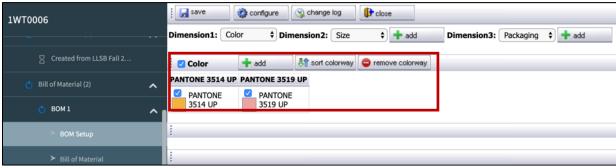




4. Once the palette opens, place a **checkmark** next to the desired *color*(s) and click on **save**.



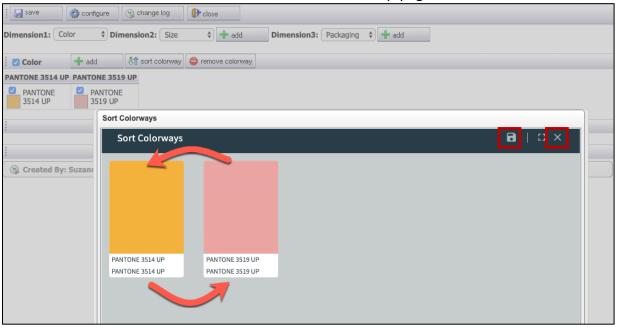
- 5. Now the newly added colors appear in the *BOM Setup* page.
- 6. Additional colors can be added by clicking the **add** button next to the Color dimension then repeat the steps previously mentioned.





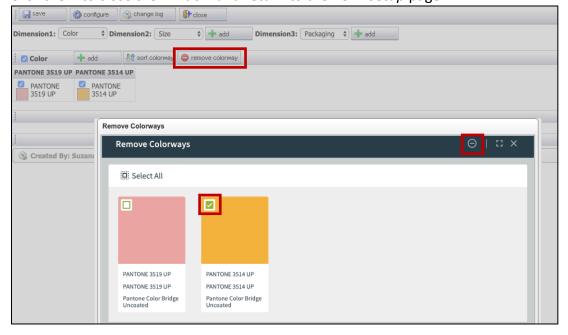
## **Sort Colorways**

- 1. Select multiple colorways then press the sort colorway button.
- Rearrange the colorways by dragging and dropping to the desired position, then click on save once finished.
- 3. Click on **Yes** to confirm the new sort position.
- 4. Click the **X** to close the window and return to the *BOM Setup* page.



#### Remove Colorways

- 1. Click on remove colorway button.
- 2. **Select** the *color(s)* to be removed in the pop-up window.
- 3. Press **remove** from the upper right-hand corner then select **Yes** to confirm.
- 4. Click the **X** to close the window and return to the *BOM Setup* page.

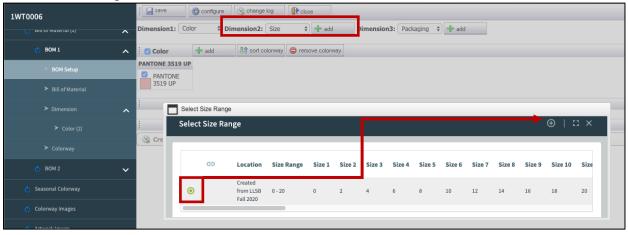




## **Adding More Dimensions**

The process of adding additional dimensions is the same as adding the color dimension.

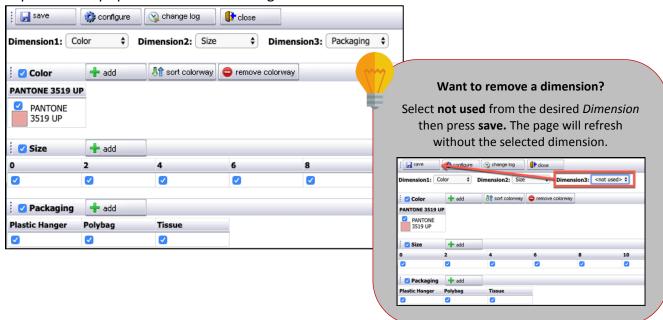
- 1. Select the Dimension 2 drop-down list to choose another dimension, such as Size.
- 2. Click the **add** button to open the *Select a Size Range* window.
- 3. Choose a size range then click add.



4. Now the newly added sizes will appear in the BOM main page right below the colors.

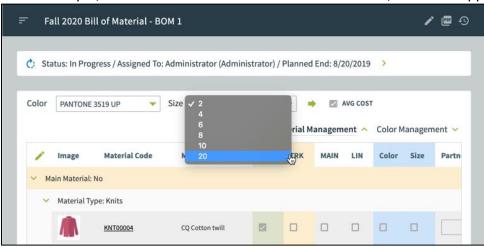


5. Repeat the steps performed when adding selections for *Dimension 3*.





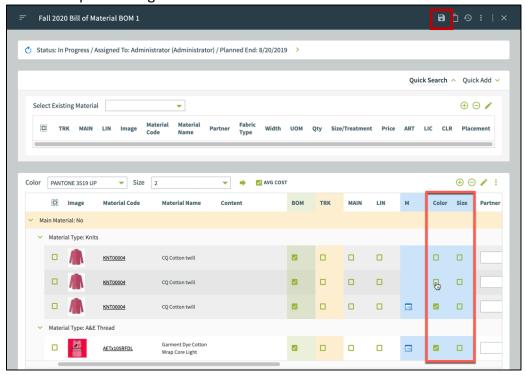
- 6. If an added option such as color or size will not be used for the BOM, simply uncheck that item and click **save** within the *Colorway* page; this will hide that item from the drop-down list in the BOM page filter bar.
  - \*\*For example, if size 12 is unchecked in the window above, it will not appear in the drop-down list.



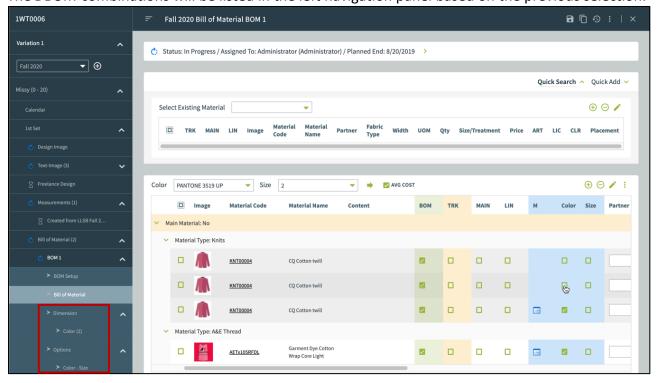


## **Selecting Dimensions**

1. Select materials for each Dimension by placing a checkmark within the corresponding column. Click save to keep the changes.

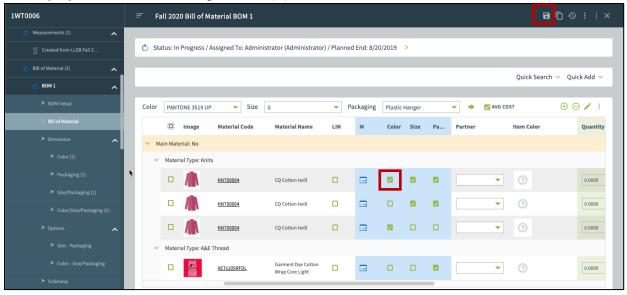


2. The DBOM combinations will be listed in the left navigation panel based on the previous selection.

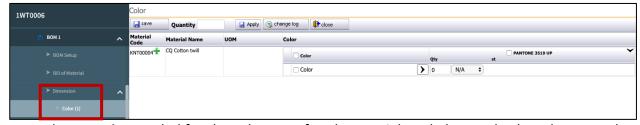




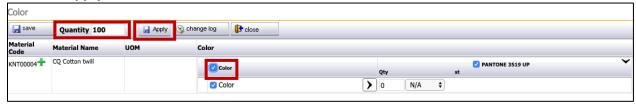
3. The *Color* dimension has been previously checked for this BOM. Once **saved**, the left navigation panel will display an indicator showing as *Color* (1) under the *Dimensions* tab.



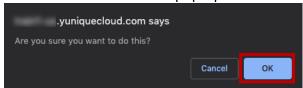
4. Click on the Color (1) tab to view the corresponding Dimension.



- 5. Enter the **quantity** needed for the colorway of each material, and place a *checkmark* next to the desired **colorway name** or check the **Color** option to select all the colorway options at once.
- 6. Click the Apply button.

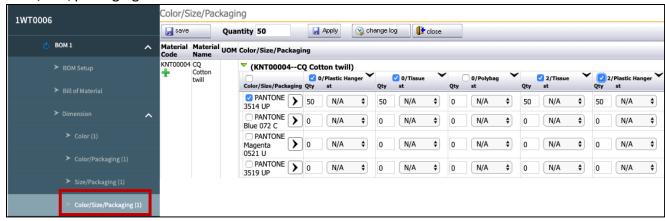


7. Click the **OK** button in the pop-up window to confirm the mass edit.

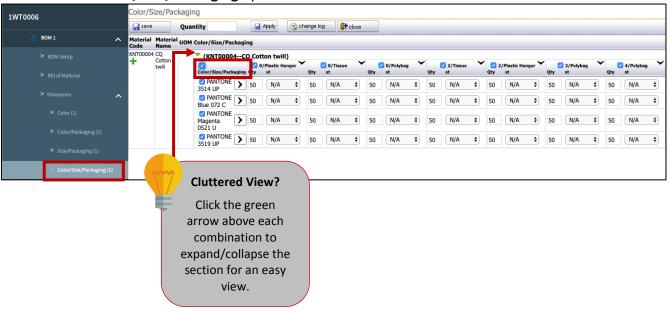




8. This example contains three dimensions: *Color, Size, and Packaging*. Enter a **quantity** for each desired color/size/packaging combination.



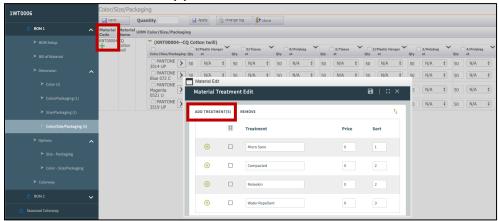
Or click on the Color/Size/Packaging option to select all.



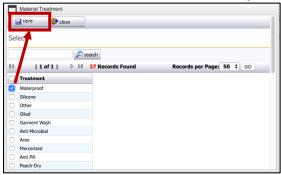


## Adding and Removing Material Treatments

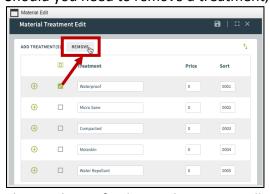
- 1. Click the **green plus sign** under a material within the *Material Code* column. A *Material Treatment Edit* window opens, allowing the user to mass apply a selected *Treatment/Size/Gauge (TSG)*.
- 2. Select the Add Treatment(s) button to view a list of treatments.



3. **Check one** or **more treatments,** then press **save** to keep the changes.



4. Should you need to remove a treatment, check the desired treatment, then press remove.



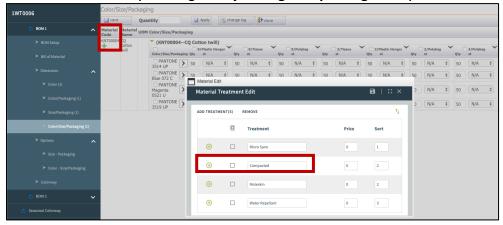
5. The window refreshes and automatically updates each line item with the selected treatment.



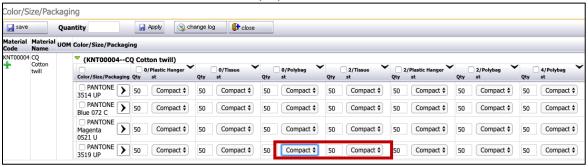


## Mass Apply of Material Treatments

- 1. Click the **green plus sign** under a material within the *Material Code* column. A Material Treatment Edit window opens, allowing the user to mass apply a selected *Treatment/Size/Gauge (TSG)*.
- 2. Select a treatment by clicking its adjacent green plus sign. Only one treatment can be selected.



3. The window refreshes and automatically updates each line item with the selected treatment.



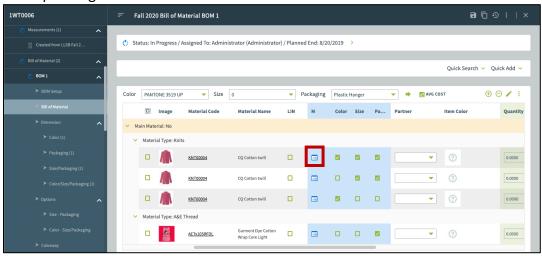
4. Click close to return to the Bill of Material.



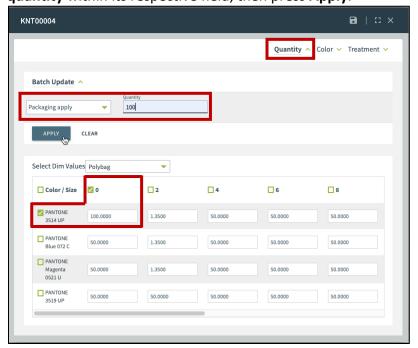
## Specify the Quantity

Once materials have been assigned to dimensions, users can specify the quantity for each material within the Bill of Material. For example, a size small may only need to use 3 buttons versus a size medium may need 4 buttons.

1. Specify material quantities needed for each dimension by clicking the **calendar** icon within the corresponding material line item row.

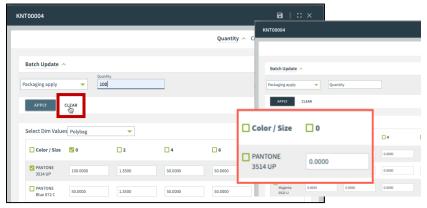


2. A pop-up opens for users to enter specific data for each dimensional combination. Make sure the **Quantity** tab is selected. Then **check the preferred color, size & packaging combination**, enter a **quantity** within its respective field, then press **Apply**.

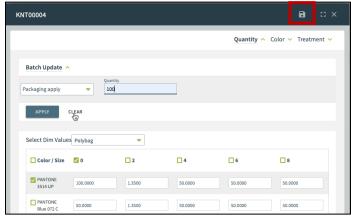




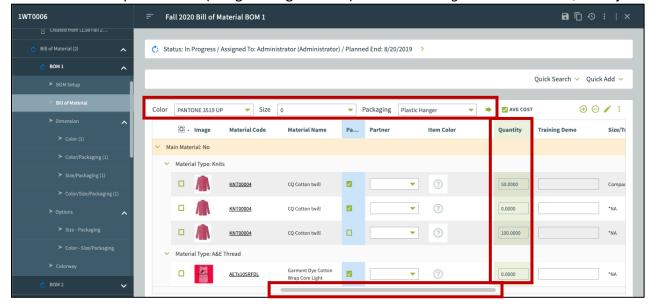
3. The quantity can be reversed by placing a checkmark next to the color, size & packaging (column/row) combination then press **clear**. The window refreshes to reveal a zero quantity within the selected combination field.



4. Press **save** after entering a quantity for the needed materials. The pop up closes and returns to the Bill of Material page.

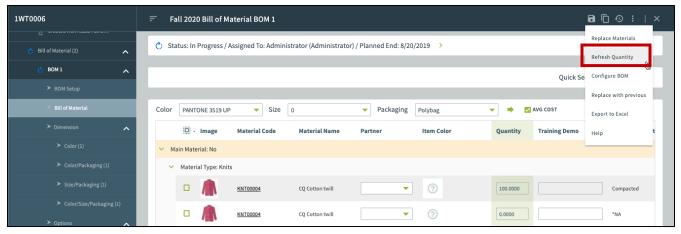


5. Now the entered data can be viewed within the *Material's* quantity field. Select the **appropriate dimensions** then press **Select** (the green right arrow). *Scroll to the right* to reveal the **Quantity** column.



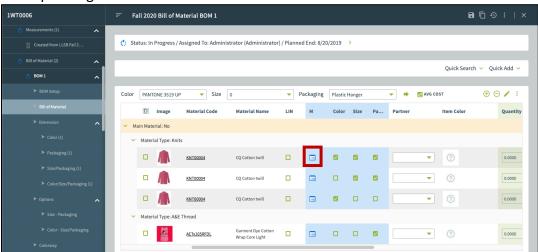


Select the Refresh Quantity button, located within the overflow menu, once all modifications have been made to the dimensions.

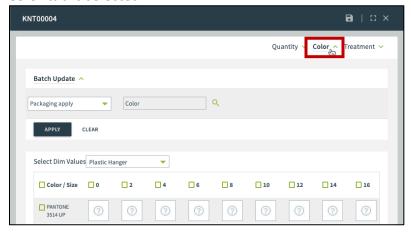


#### Specify the Color

1. Specify material data needed for each dimension by clicking the **calendar** icon within the corresponding material line item row.

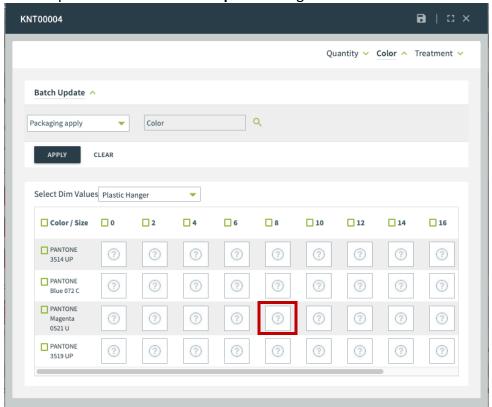


2. A pop-up opens for users to enter specific data for each dimensional combination. Make sure the **Color** tab is selected.

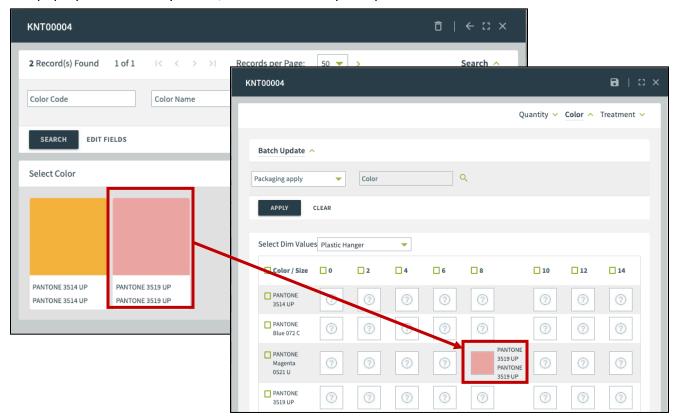




3. Select a preferred color & size chip from the grid.



4. A pop-up window opens with a list of colors associated with that material. Select a **color** from the list. The pop-up automatically closes, and the color chip is replaced with the selected color.

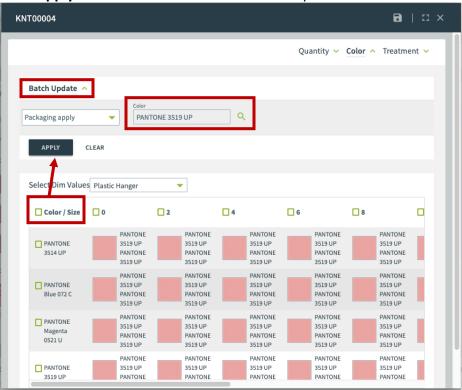




## **Batch Update**

Multiple color chips can be updated at the same time by using the Batch Update area.

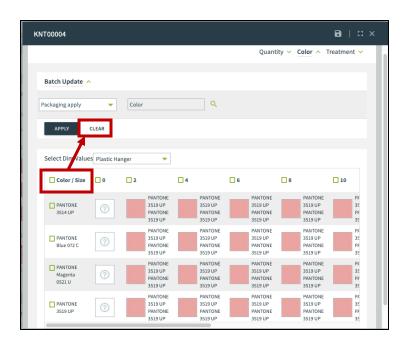
- 1. Click the **Batch Update** arrow to reveal a packaging drop-down and a color field.
- 2. Select the **magnifier** *next* to the color field within the Batch Update area and choose a **color** from the pop-up window.
- 3. Select the **color/size** checkbox to select all color chips.
- 4. Press apply. The window refreshes and mass updates all color combinations with the selected color.



#### **Clear Colors**

To clear the selected colors, place a checkmark next to the column and row, or the color/size box (for all color chips) and click on Clear.

Once all changes are made, click on save.

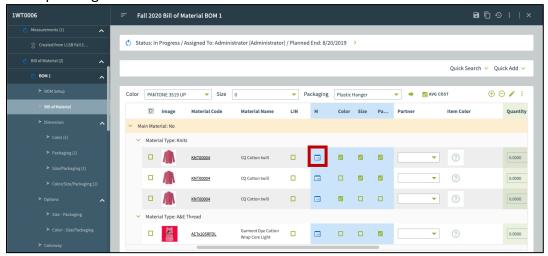




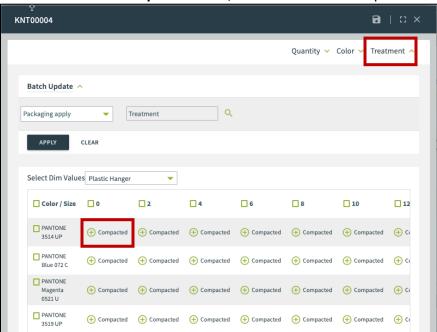
## Specify the Treatment

The Treatment area follows the same process as the Quantity and Color tabs.

1. Specify material data needed for each dimension by clicking the **calendar** icon within the corresponding material line item row.

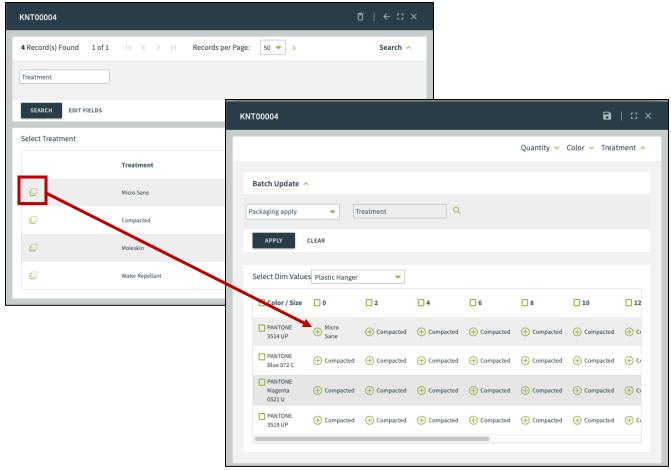


- 2. A pop-up opens for users to enter specific data for each dimensional combination. Make sure the **Treatment** tab is selected.
- 3. Select a desired + Compacted color/size combination to open a treatment window.





4. Select a **treatment** from the available list, and the window automatically closes and refreshes the chosen *+Compacted* treatment. The selected treatment is now visible.



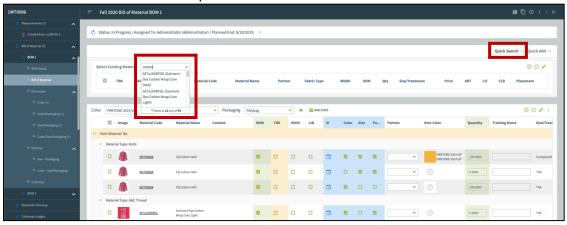
5. Press **save** to keep all changes and **close** the window.



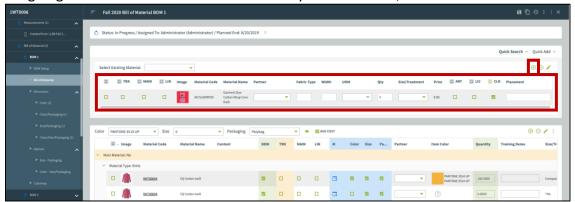
## **Quick Search**

Users can quickly search and add material by using the *Quick Search* section within the Bill of Material main page.

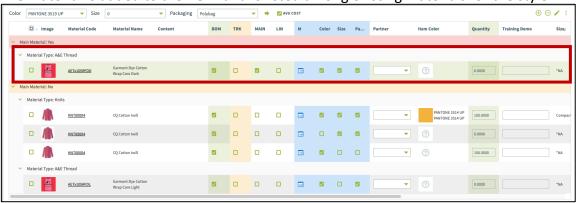
- 1. Click the **Quick Search** tab to reveal the *Select Existing Material* feature.
- 2. Enter a partial or complete **material name** or **code** for the system to look up matching options stored within the **YuniquePLM** Material folder.
- 3. Select a material from the drop-down list.



4. The material will appear above the existing material list. Edit the material line item accordingly, such as assigning it as the main material or enter the placement info, etc. Then click on **Add**.



5. The material is added to the BOM and is listed among existing materials for the style.





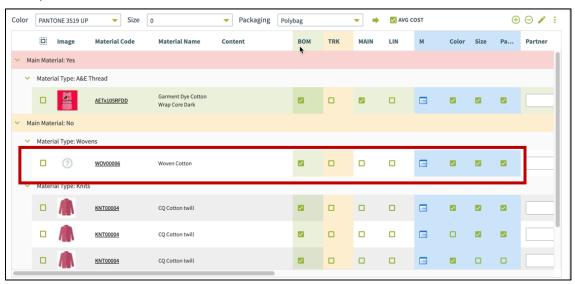
## Quick Add

Users can quickly add a material <u>NOT</u> stored within YuniquePLM with the Quick Add feature.

- 1. Click the **Quick Add** tab to reveal the *Select Material Type* feature.
- 2. Select a **Material Workflow**, enter a **Material Name**, **Quantity**, and **Placement** accordingly. When finished, click on the **Add** button.



3. Now the added material appears within the Bill of Material main page among the existing materials for the style.

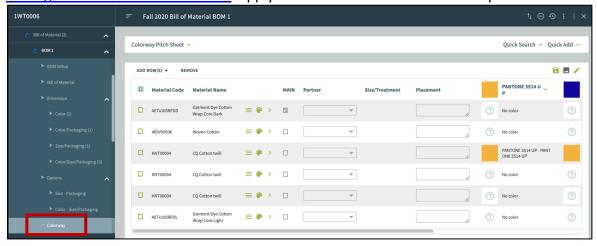




# **Colorway**

The Colorway section allows users to begin the colorway pitching process for the selected BOM. There are several ways to pitch a color for material by utilizing the colorways assigned to the style in a *DBOM* for each material component.

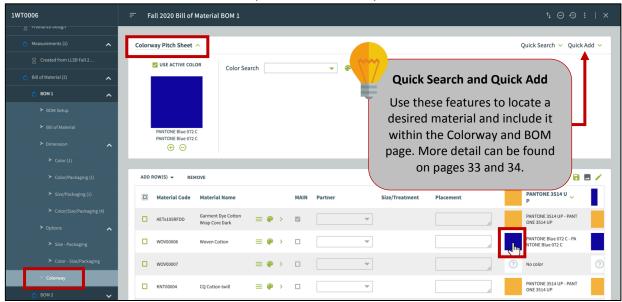
- Active Color: use the current material color
- <u>Searching for Colors</u>: locate colors within the Color Folder
- Adding Colors from a Color Palette: apply a color used in a different color palette



#### **Active Color**

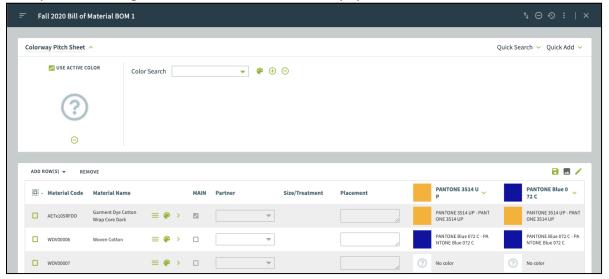
The Colorway Pitch Sheet displays the BOM's active color

- 1. Click the **Colorway** link listed within the left navigation panel.
- 2. Select the **green arrow** next to the *Colorway Pitch Sheet* to reveal the active color.
- 3. When a color has been set as the Active Color, and the *Use Active Color* option is checked, users can begin pitching colors by clicking on **any color chip holders** within the corresponding material line item. By default, these place holders will initially appear with a **(?).** Click a **color chip**, next to the appropriate colorway column, and the same color chip will appear as the *Active Color* within the *Colorway Pitching Sheet*. \*Note: The "*Use Active Color*" option is checked by default.

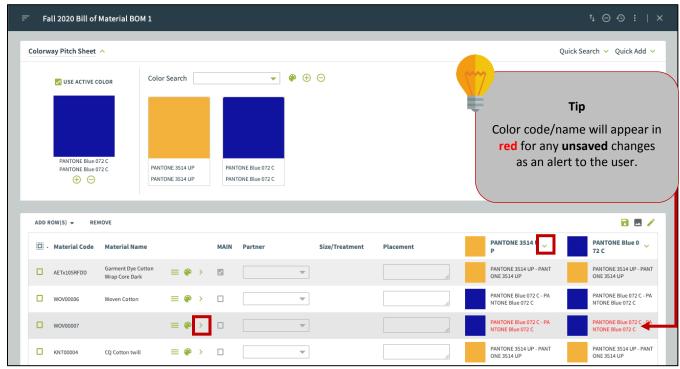




- One color assigned to a Material will auto-populate the BOM Colorway pitching area.
- Multiple colors assigned to a material will not auto-populate.



User can mass-pitch colors for material across all the style colorways, or for all materials within a
colorway, by clicking the corresponding arrow which will pitch the entire column or row to the active
color at once.

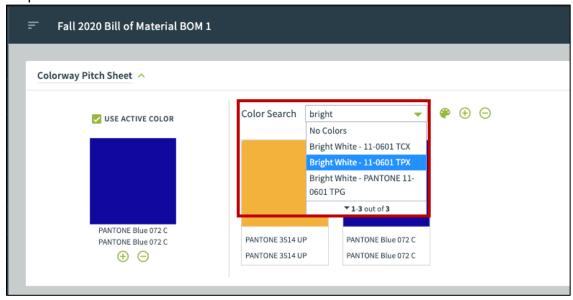




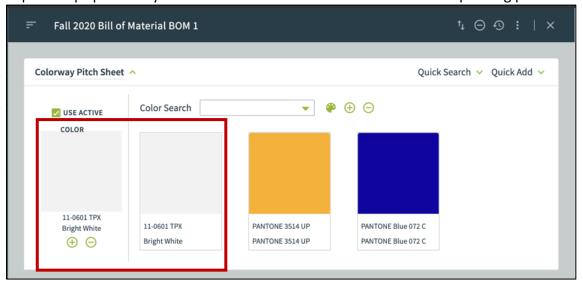
## **Searching for Colors**

Users can also pitch colors for each material by searching for a color stored in the YuniquePLM Color library.

1. **Type a color name or code** into the *Color Search* textbox. A list of matching options will appear in the drop-down menu. Select the desired color from the list.

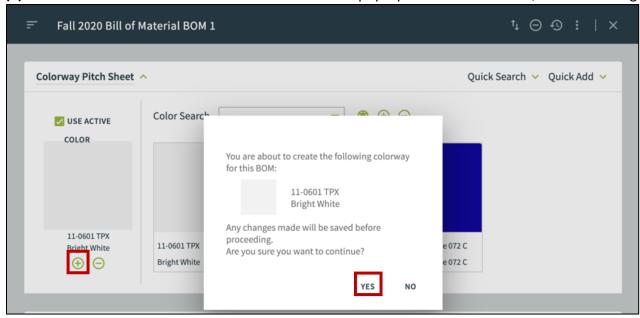


2. The selected color will appear under the *Color Search* field and is automatically set as the *Active Color*. Repeat steps previously introduced to use the new color for the color pitching process.

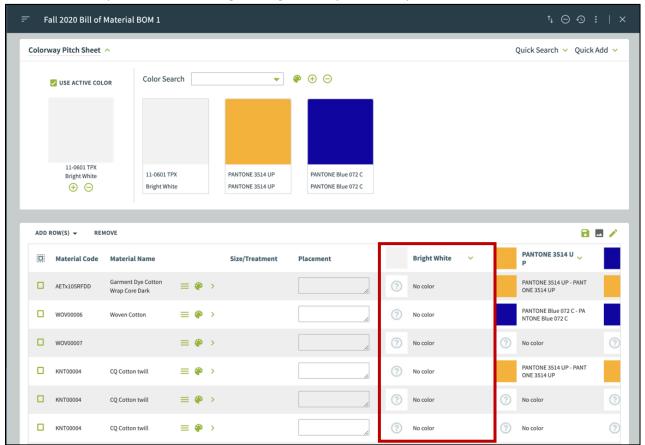




3. The newly searched color can be added as a colorway to the style as well. Click on the **make colorway** (+) button below the *Active Color*. Click **Yes** within the pop-up window to confirm, or **No** to disregard.



4. The new colorway will be listed among existing colorways for the style.

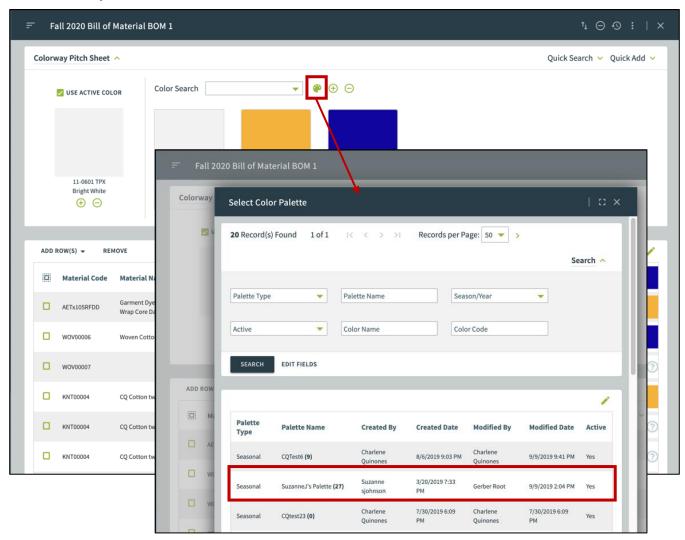




# Adding Colors from a Color Palette

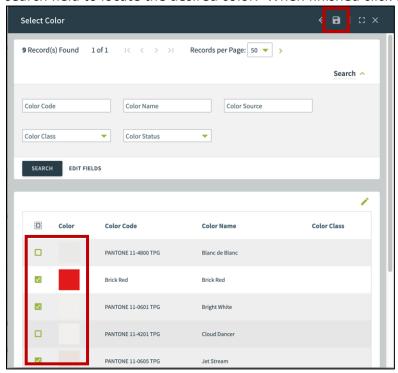
Users can also add colors from a color palette or to add multiple color palettes at once.

- 1. Click the add palette button next to the color search field. The Select Color Palette window opens.
- 2. Select a color palette from the list.

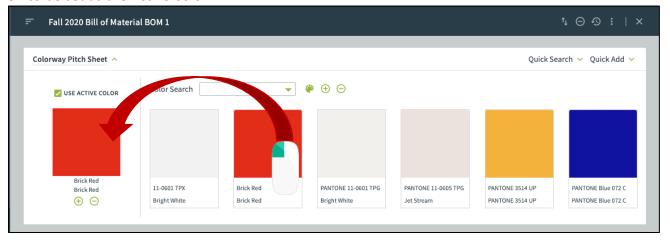




3. Once a color palette opens, place a checkmark next to the desired colors, and click on **save**. To go back to the color palette list view and select additional colors, click the **back** button. Use the search field to locate the desired color. When finished click on the **close** button to exit the window.



4. The newly selected colors will appear within the *Colorway Pitch Sheet*. Each color chip can be clicked on to be set as the *Active Color*.

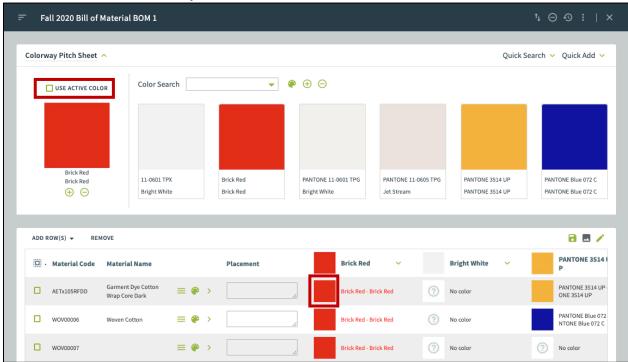




#### **Unchecked Active Color**

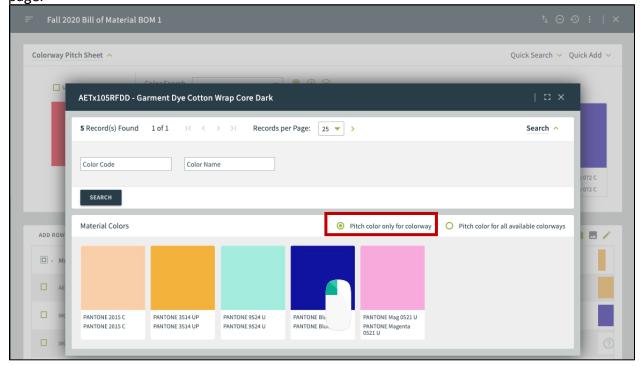
Unchecking the **Use Active Color** option allows users to pitch a material using the available colors.

1. Click on the desired **color chip** within a material line item.



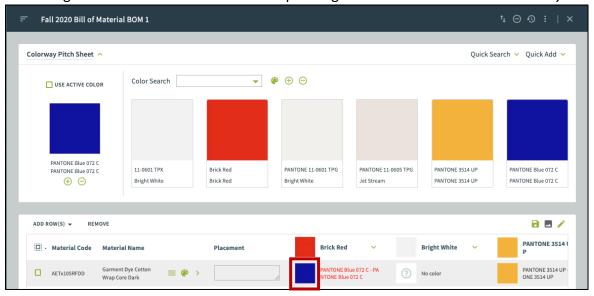
- 2. A list of available colors associated with that material will appear in a pop-up window.
- Select Pitch color only for colorway to pitch the color for the specific colorway or select Pitch color for all available colorways to apply if needed.

4. Click on the **desired color** from the listed options, the page refreshes and returns to the main colorway page.





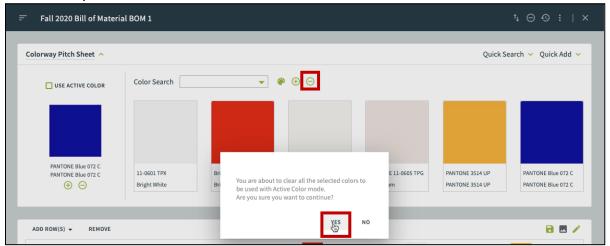
5. The changes are reflected within the corresponding material line item in the Colorway main page.



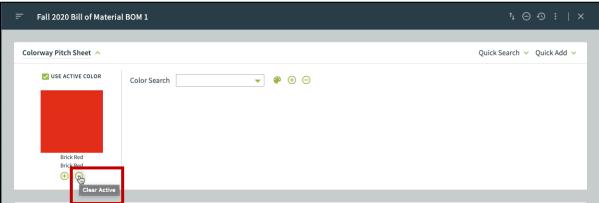
#### **Clear Colors**

Colors added through the Color Search or Add Palette area can be cleared.

1. Click the **Clear (-)** icon, and confirm by clicking the **OK** button in the pop-up window. Selecting *No* will not clear any colors.

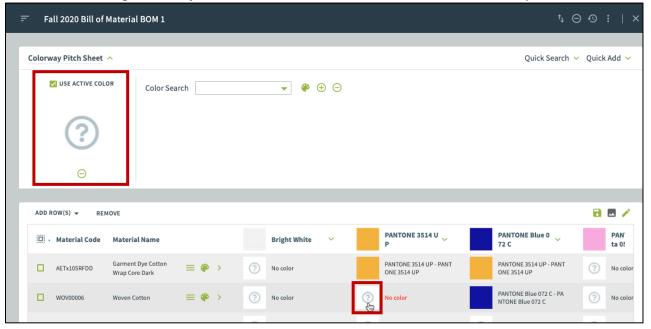


2. The Active Color can also be removed by selecting its clear button within the Active Color Chip area.





- 3. Once the Active Color is cleared, the user can also clear any material that has already been color pitched. Make sure the **Use Active Color option is checked,** and **no Active color is set**.
- 4. Click on an existing color chip within a material line item, and it will remove the pitched color.





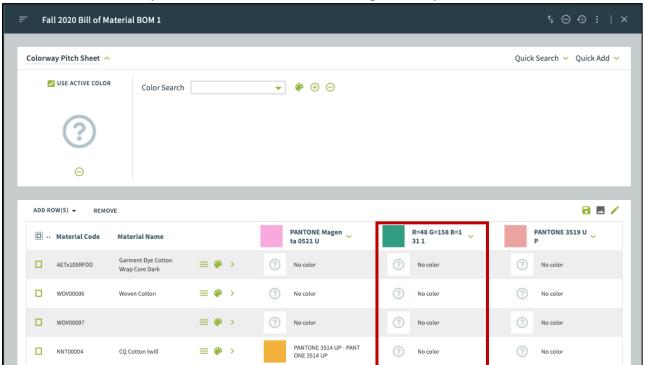
## **Seasonal Colorways**

A Style containing additional seasonal colorways can be added to this BOM Colorway page.

1. Click the overflow menu to reveal a drop-down list, then select Seasonal Colorways.



2. The additional colorways will be listed next to the existing colorways.

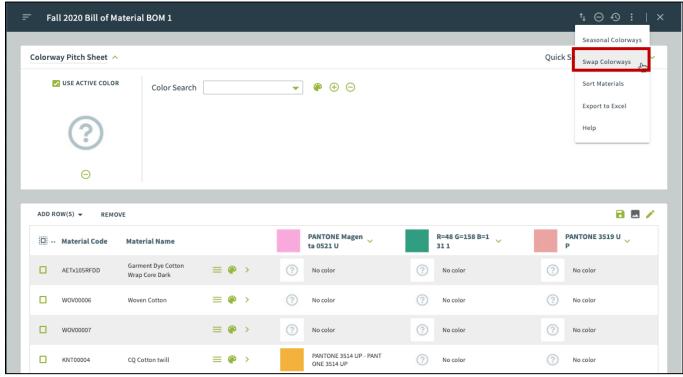




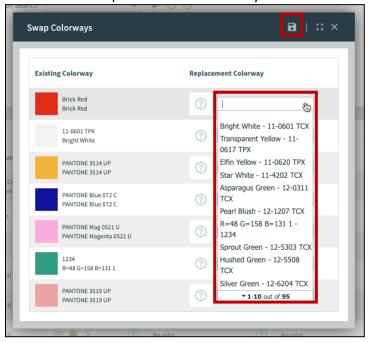
## **Swap Colorways**

Users can easily swap colorways.

1. Click the overflow menu to reveal a drop-down list, then select Swap Colorways.

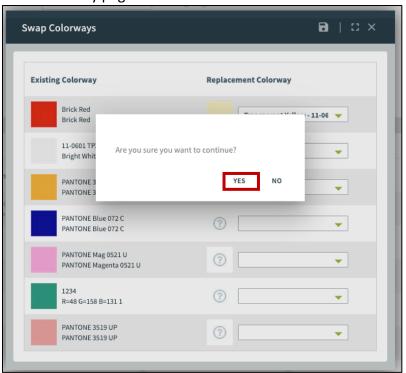


- 2. The *Swap Colorways* window opens. **Type in the data for a desired color** within the field then selects a **color** from the drop-down list.
- 3. Click save to keep the desired colorway.

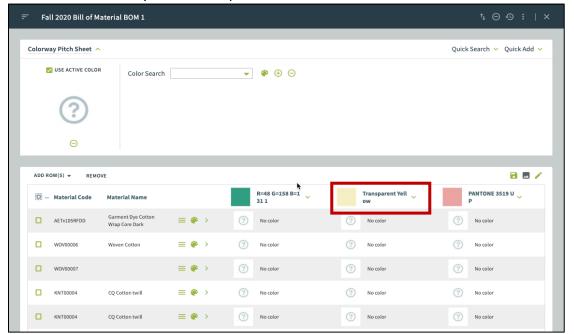




4. Click **Yes** in the pop-up window to confirm, or *No* to disregard. The page refreshes and returns to the main Colorway page.



5. Now the old colorway has been replaced with the new selection.



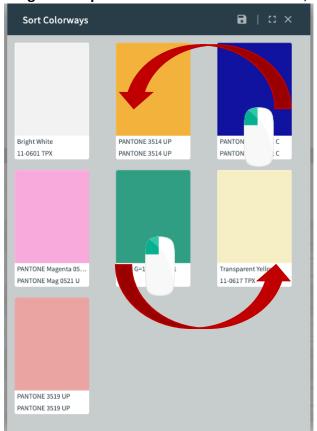


# **Sort Colorways**

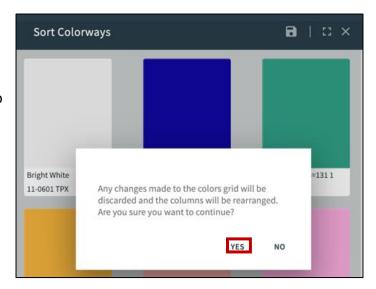
1. Click on the **sort colorway** button to open its window.



2. **Drag and drop** colors to the desired *sort order*, then click **save** to keep the modifications.



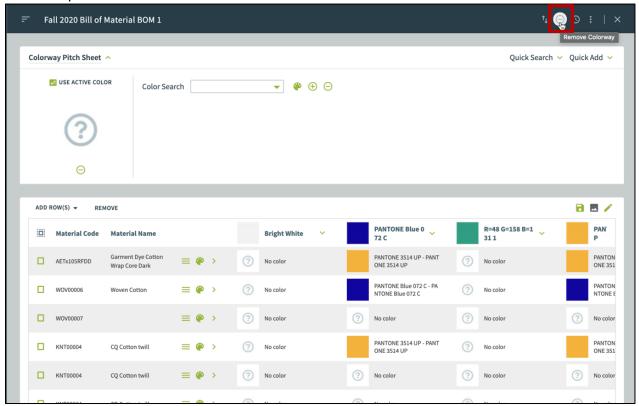
3. Press **Yes** to confirm the rearrangement or **No** to disregard.





## **Remove Colorways**

1. Existing colorways can be removed by clicking the **remove colorway** button. The *Remove Colorways* window opens.



2. Check the colorways to be removed and then click on **Remove**.

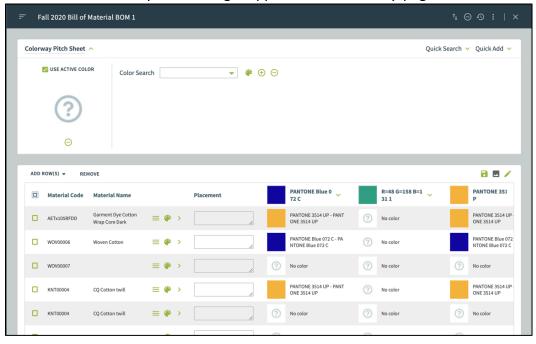


3. Click **Yes** in the pop-up window to confirm, or click **No** to disregard.





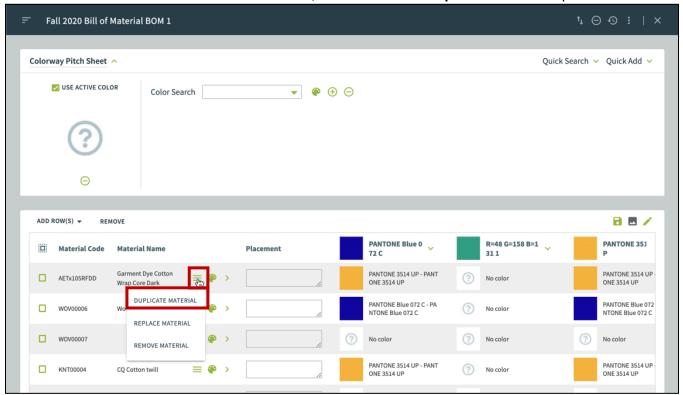
4. The removed colorway will no longer appear in the Colorway page.



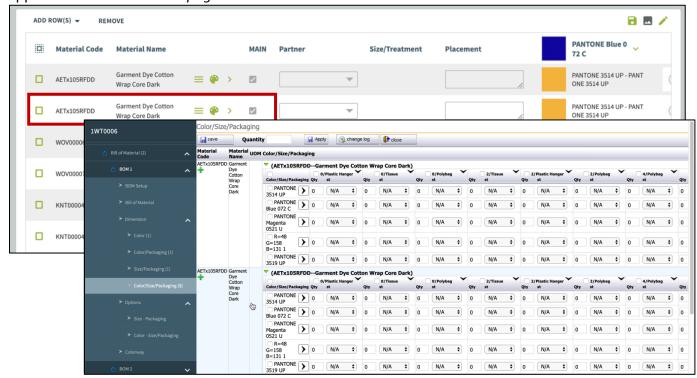


**Duplicate a Material** 

1. Click the icon within the material line item, and click on the **Duplicate Material** option.



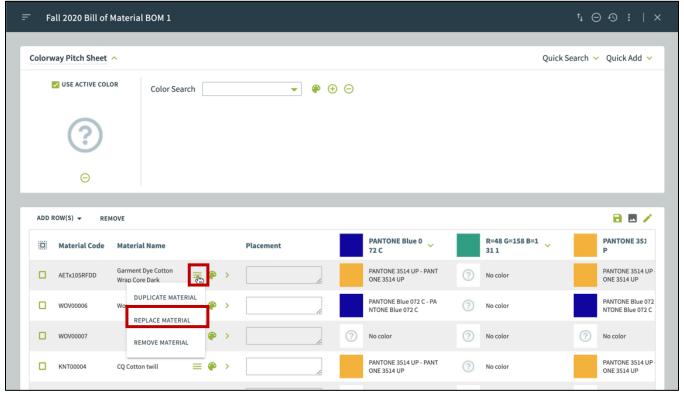
2. The copy of the material will appear directly under the original one in the *Colorway* page. It also appears in the *DBOM main page*.



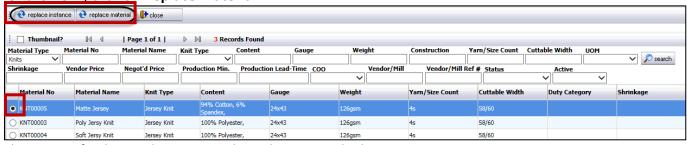


# Replace a Material

1. Click the icon within the material line item, and click on the **Replace Material** option.



2. A list of materials is shown within the pop-up window. **Select a material** as the replacement. To replace a specific instance only, click on **Replace Instance**; or to replace **all** instances of that material for the BOM, click on **Replace Material**.

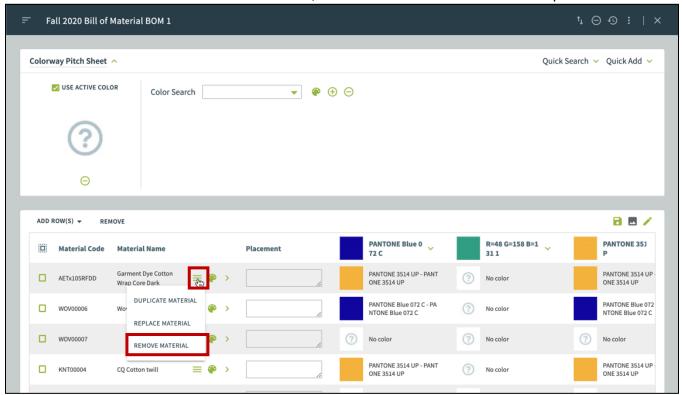


3. The page refreshes and returns to the Colorway Pitch Sheet page.

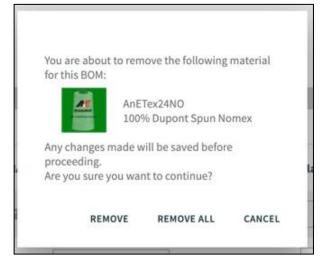


### Remove Material

1. Click the icon within the material line item, and click on the **Remove Material** option.



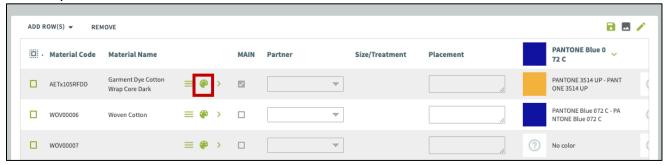
2. A pop-up window opens to confirm the removal. Click on **Remove** to delete the instance; or click on **Remove all** to delete all instances of that material within the BOM.



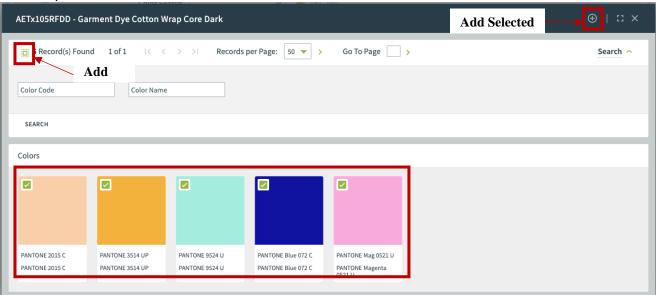


### Add Colors to Each Material

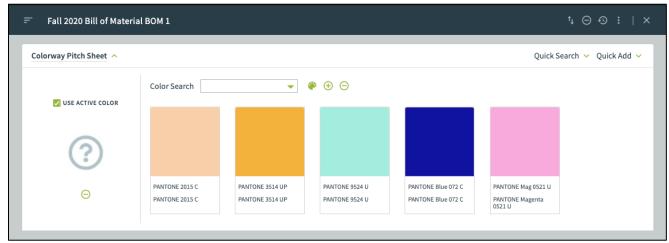
1. Click the icon within the material line item to add colors associated with each material on the Colorway Pitch Sheet.



All the available colors for that material will appear in the pop-up window. Check each of the desired
colors and click on the Add Selected button, or click the Add All button to import all the colors to the
Colorway Pitch Sheet.



3. Now all the newly added colors are available for selection within the Colorway Pitch Sheet.

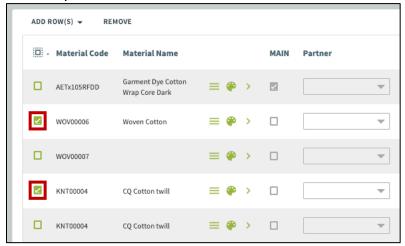




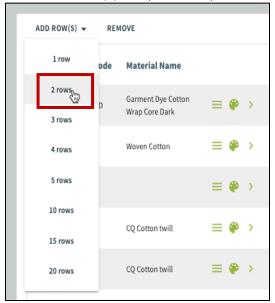
### Add Rows

Each material may contain an additional row to include comments or notes. The additional row will appear below the selected material(s).

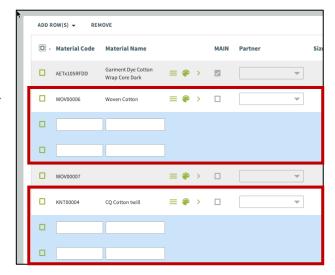
1. Check any desired materials.



2. Press Add Row(s) to open a drop-down containing several row options. Select a row amount.



3. The corresponding **number of rows** will appear under the material line item for users to enter comments. \*\*For example, if the user is waiting for a new color that is being approved/not available for colorway pitching yet, the note can be added here to notify other users.

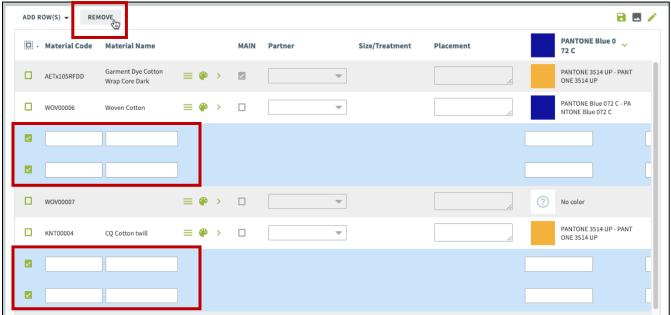




### **Remove Rows**

Material comment rows may be removed.

1. Check each row that needs to be removed then press Remove.



2. A confirmation message opens. Click Yes to keep the changes or No to disregard.



3. The selected rows have been removed from the *Colorway* page.

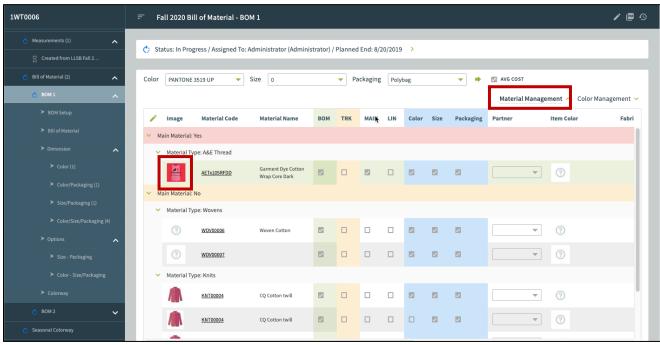




# Finishing up

Once all the details are set up for the Bill of Material, the user can access included information by viewing the *Material* and *Color Management* tabs within the BOM main page.

1. Click on the **Material Management** tab on the BOM main page for a summary view of the materials associated with this DBOM.

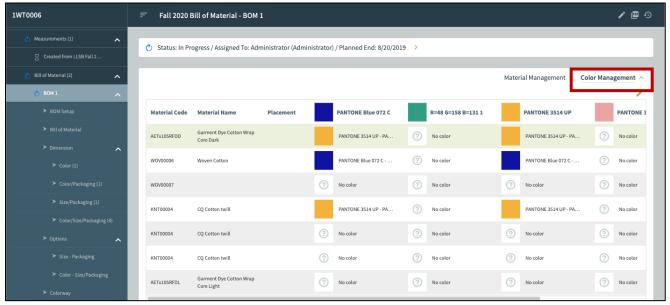


2. Click on any material image thumbnail to retrieve the larger view of the material image.

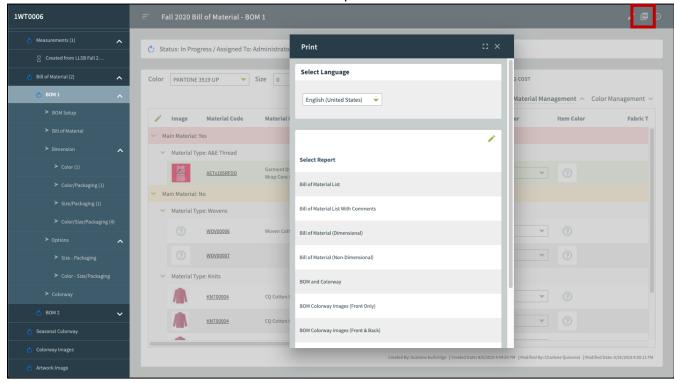




3. Click on the Color Management tab for a summary view of the colorways associated to the DBOM.



4. Once a DBOM page has been created and edited, users can print the DBOM page by clicking on the **Preview** button and select the desired format to be printed.

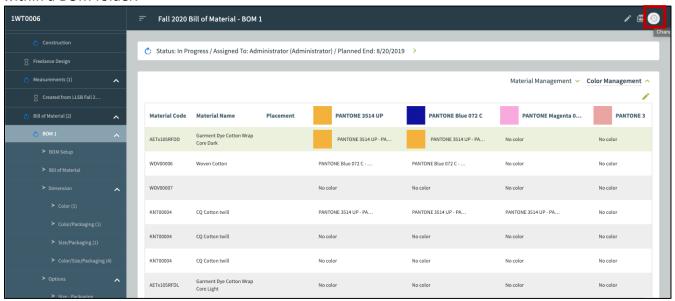




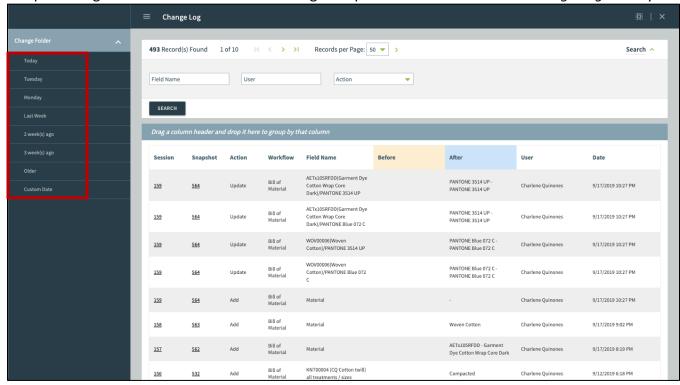
# **Change Log**

All changes made to a BOM page can be captured via the *Change Log*.

1. Click the **Change Log** button to review details. The change log button is available on multiple pages within a BOM folder.



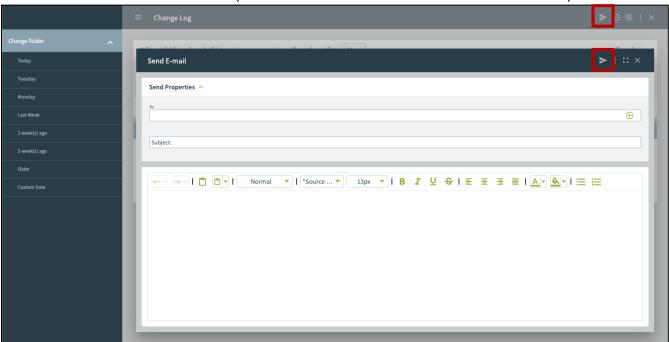
2. The pre-configured time frames in the left navigation panel can be used to filter Change Log activity.





3. The listed activities can be shared with others via email. Click an item to highlight it, then press the **Send To** button. A window opens where an email can be drafted to send the selected Change Log items. Once finished, click the **Send** Button in the emailing window.

Note: To uncheck the selected items, click on Clear Selection. To select all items at once, click Select All.





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