Apparel& Footwear

Production Process





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1. Production Orders

Production Orders are a set of instructions for planning and assembling a production item. It tracks all the material transactions and costs involved in the production process.

1.1 Create a Production Order

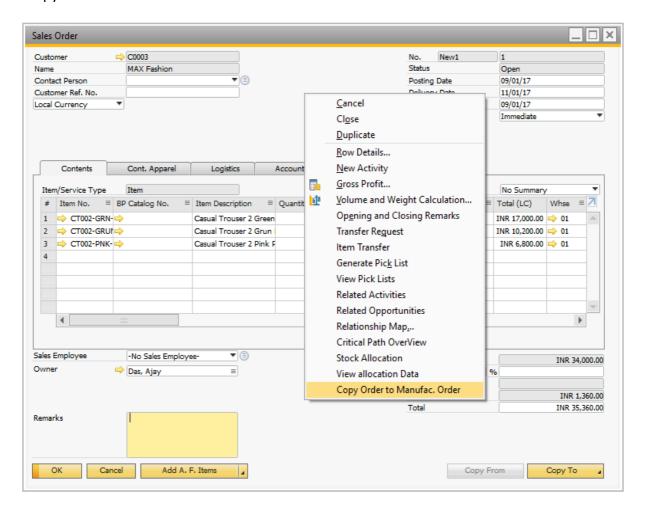
To create a production order, please go to:

Apparel and Footwear→ Production→ AF Production Order.

By default, the order opens with **Planned** status.

There are different ways to create a production order:

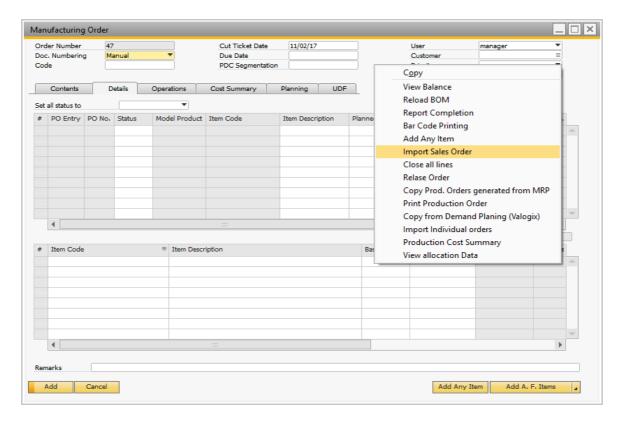
Create production directly from Sales order form. Right click on the sales order and click on 'Copy Order to Manufac. Order'.



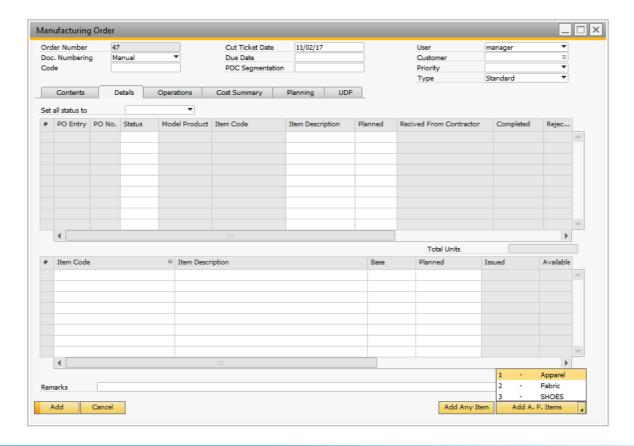




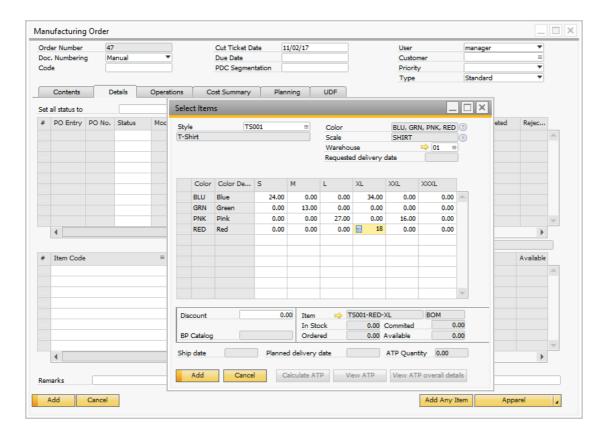
Open an AF production order, right click on the form and click on 'Import Sales Order'



Open an AF production order, click on Add A.F. Items and choose the Apparel segmentation to select items from the matrix.

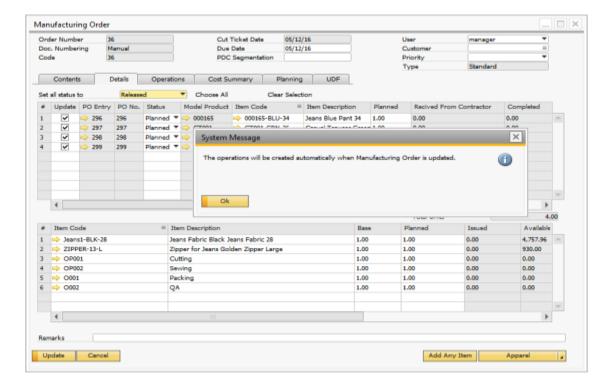






1.2 Release Production Order

The production order can be released automatically based on apparel general settings or can be released manually.

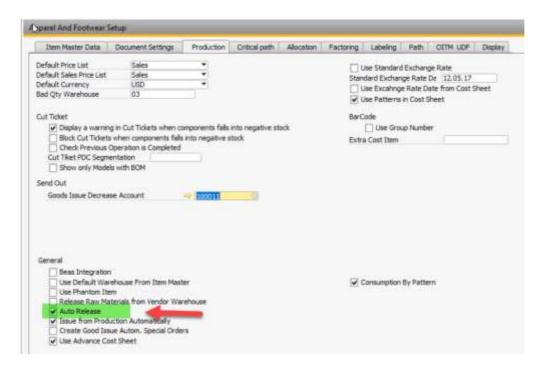




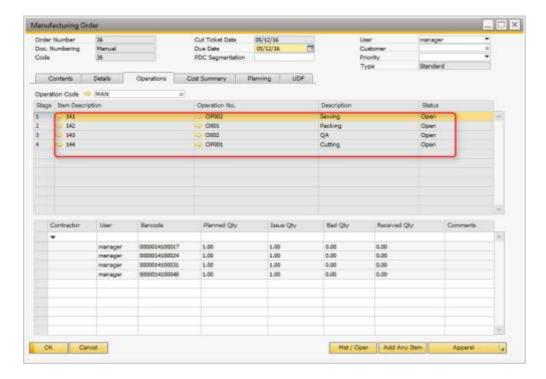


The setting that release automatically the order is "Auto Release".

Go to: Apparel and Footwear / Administration / Setup / General setting / production tab



After releasing the production order, jobs will be created automatically.







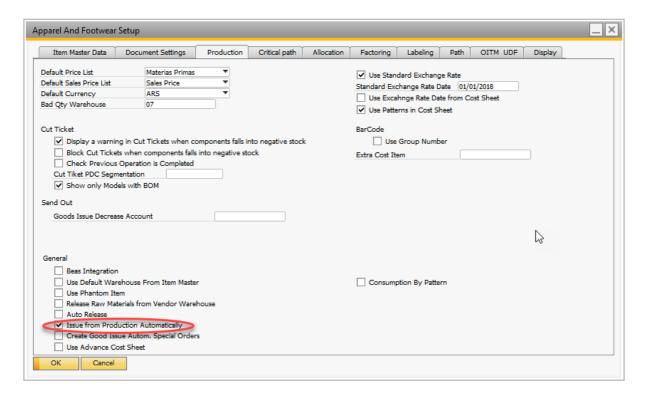
1.3 Release Raw Materials

SAP allows to Release the Components from BOM in the Manufacturing Order with 2 methods:

- i. Manual individual components of a parent item are issued manually. Serial or batch-managed items must be issued manually. Release the child items (with a manual issue method) from inventory using the Issue for Production method.
- ii. Backflush components of a parent item are automatically issued to the Production Order once you report the completion of the parent item. Child items with a backflush issue method are issued automatically for the production order.

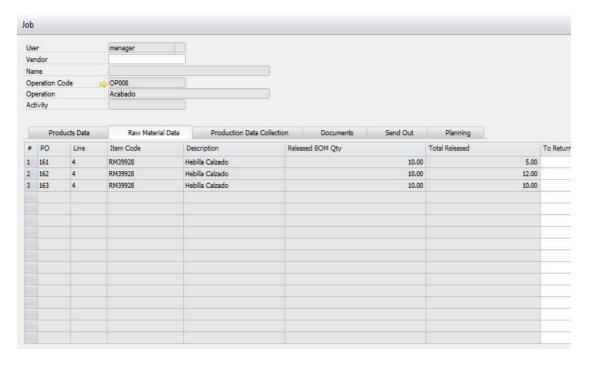
1.4 Release planned quantity automatically from PDC

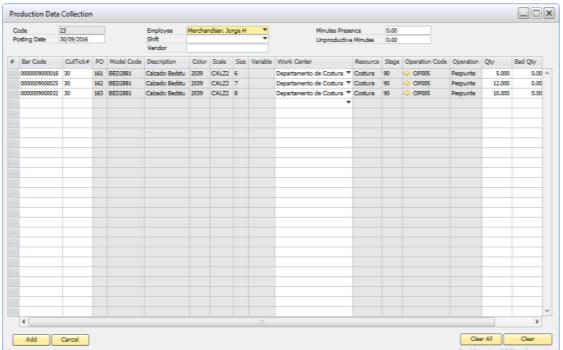
In order to automate the process of releasing raw materials, there is an option to trigger this action.



All materials with manual issue method linked to an operation, release the planned BOM quantity automatically when the PDC is created. This will increase the WIP cost and avoid manual user intervention.

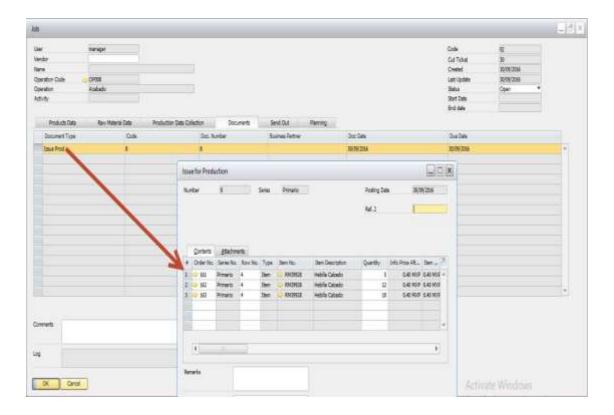






The issue for production is created in the background.

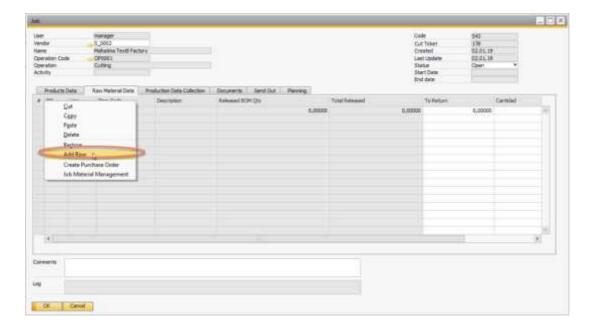




1.5 Link Raw Materials to an operation

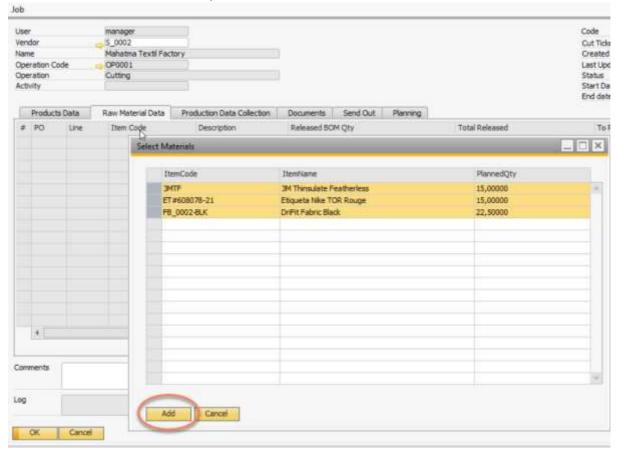
In case the raw materials were not link in the cost sheet, it can be link later with the following steps:

- From the job, right click to display the menu,
- Select option Add Row

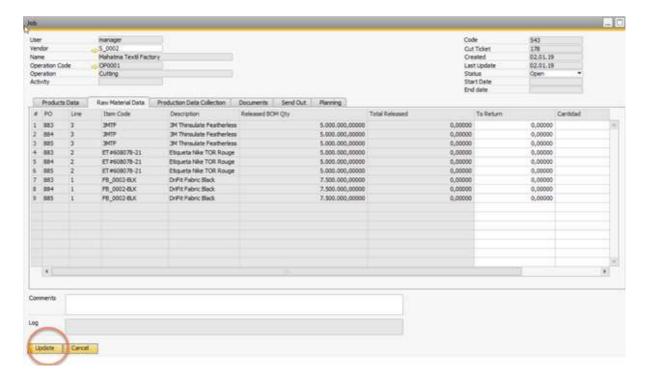




Select the Raw Materials, and then Add



• And Finally Update the Job

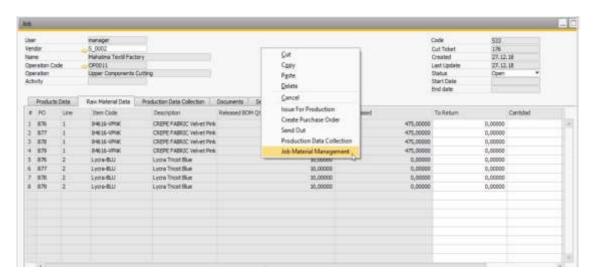


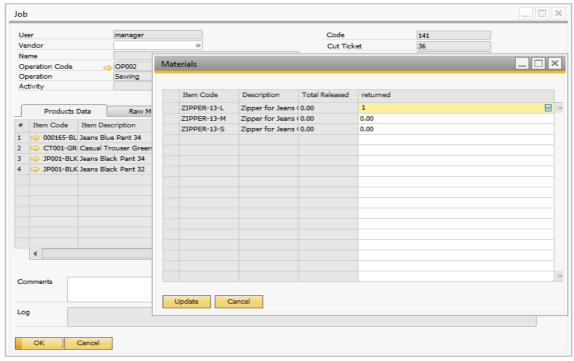




1.6 Raw material inventory returns from production orders

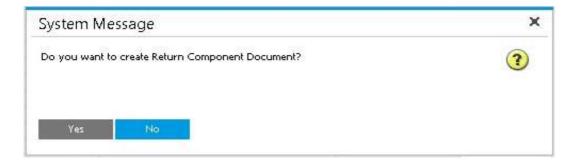
When running a job, a user can specify the components (raw material) that are returned to its original warehouse from WIP. The wizard will apply the returned quantity to each SKU in the cut ticket. Select the option Job material management to open the quantity to return of materials that are already issued or not.



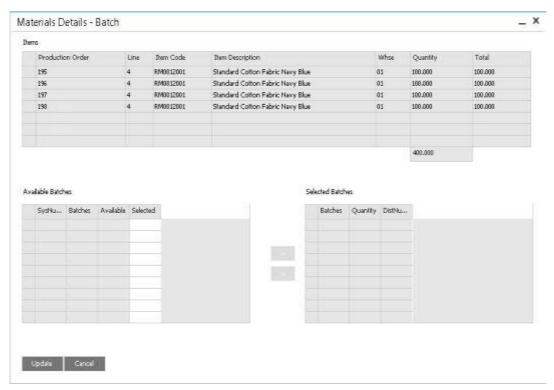


The wizard will ask the user to return the material during runtime. Click yes if you want to create the return components document. Click no to create the document when closing the job.



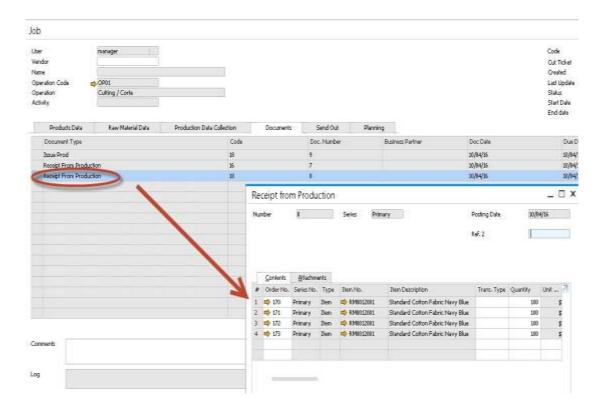


The wizard opens the quantity assigned to each SKU. In this case total quantity returned was 400 mts of fabric. The return document will allocate 400 to each SKU to apply the cost.



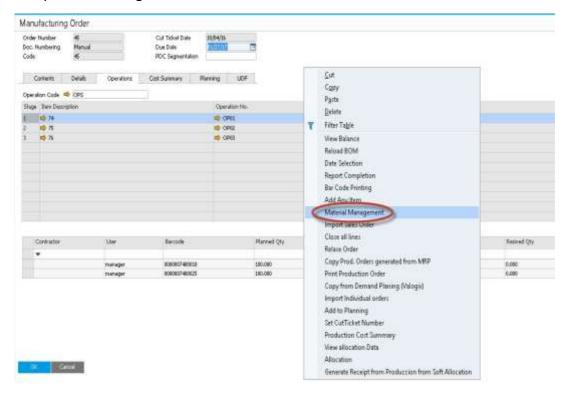
If the fabric or trim is managed by batch, then the batch selection window will show available batches. Once you click the update button, the document its generated and its linked to the job document tabs.





1.7 Production – Material Management

An option to manage materials in batch for cut tickets is available.



The wizard allows the users to:

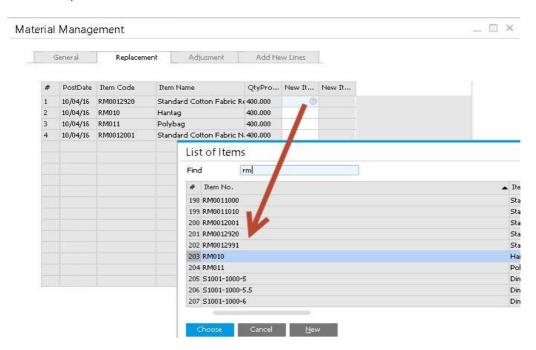
1. Replace materials (replace fabrics, trims, etc.)





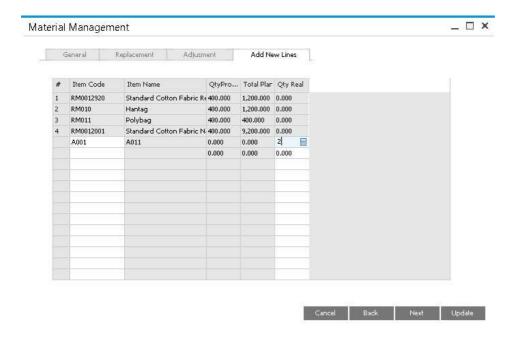
2. Adjust material quantity (for example if items are planned and then the fabric used is less or more than planned based on cutting report)

Changes the quantity total in the material. The adjustment ratio is applied for all raw materials / BOMs.



3. Add new lines (if an additional item is needed)

Adds new material to ALL BOMS that are selected.

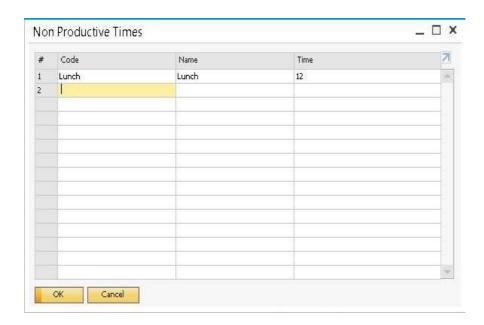




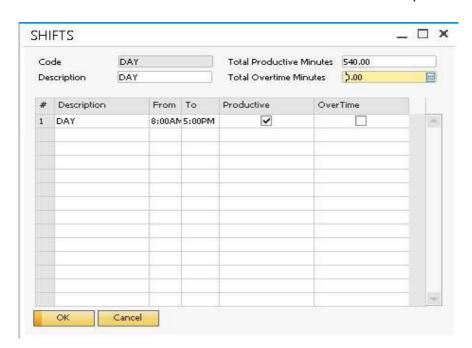


1.8 Productive / Non-Productive Time

A table has been added to the solution to add non-productive times code and default times. This is important to keep track of times that employees were not working in the workflow and identify bottlenecks.

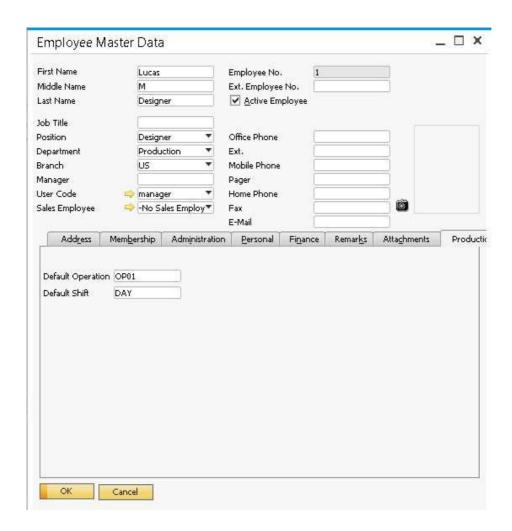


Open the shift window and enter the different shifts and the total hours per shift.



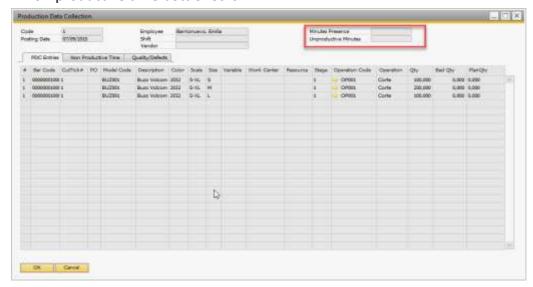
Link the default shift for employees.





In the PDC the total productive minutes expected are loaded with the non-productive time. The user can change these values. This is important to make reports.

- 1. Employee performance
- 2. Non-productive time bottlenecks

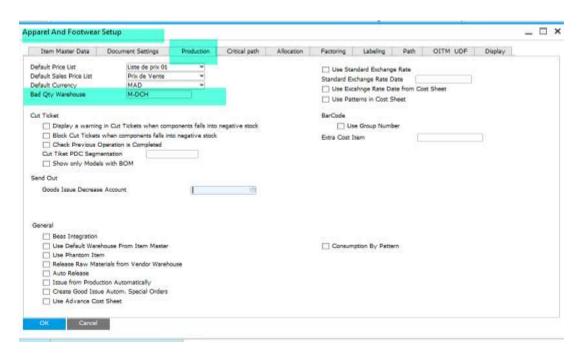




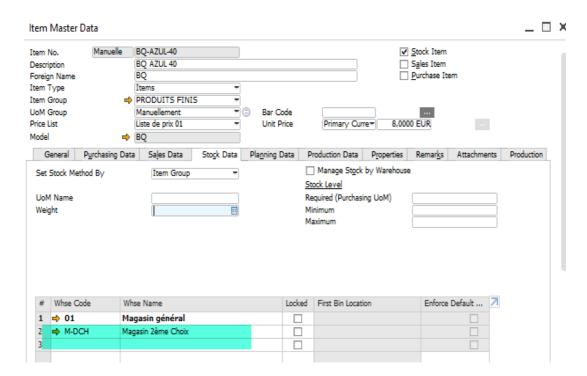


1.9 Bad Quantities

Set the Bad Qty Warehouse



The Item must have the warehouse added so we can create bad quantities for that SKU.



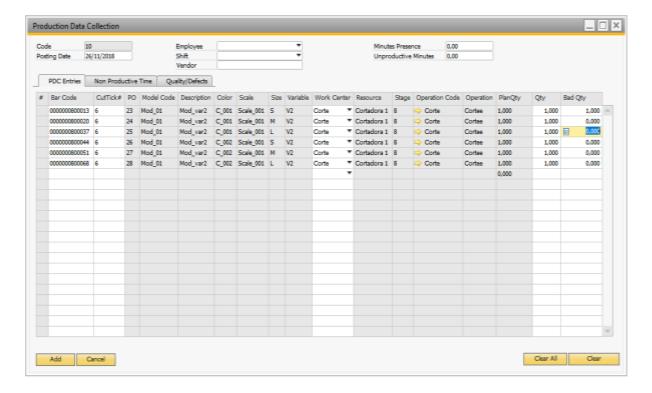
On a Production order, you can enter a Bad qty for the system to reprocess the job.

The steps to reprocess those bad quantities, below:





- I. Open a Job
- II. With right click, open PDC, add Bad Qty

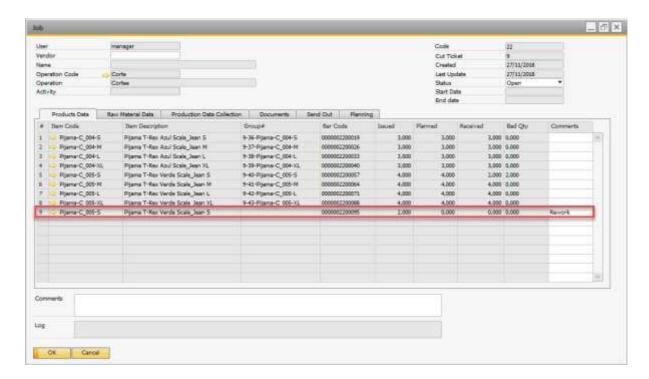


III. Click Yes on Reworking

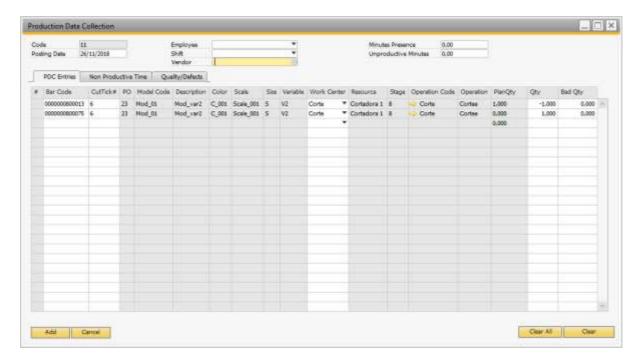


- IV. Close window
- V. A new bar code will be generated for the bad quantities on the Job





If you open the PDC again for that Job, the quantities to reprocess will be displayed:



Then, continue the process adding the PDC for the bad quantities.

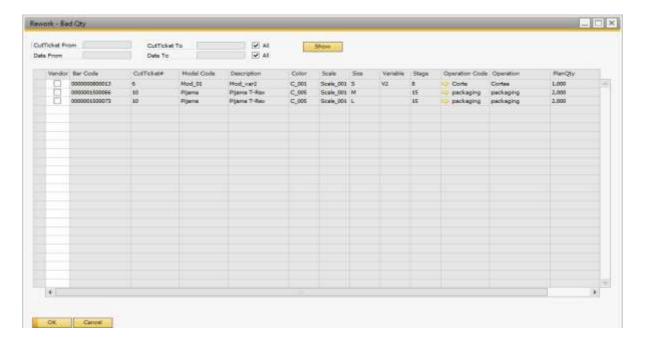
1.10 Rework - BAD Qty

Also, it's possible to confirm later that a Production barcode will be rework from the Menu. This is useful if the products need a final inspection in order to confirm if they are possible to be rework. Production \rightarrow REWORK – BAD Qty





Shows the bad quantities according to the filters that have been set:



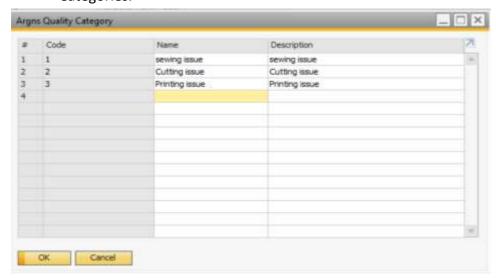
- 1. Choose Bar codes to reprocess
- 2. Click on Update
- 3. The bad quantities have been reprocessed.

1.11 Quality Details

In PDC it's possible complete Quality details and types of defects.

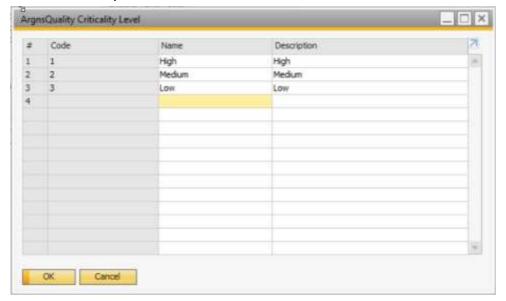
Go to: Apparel and Footwear / Administration / Setup / Quality Assurance Define the following information:

• Categories.

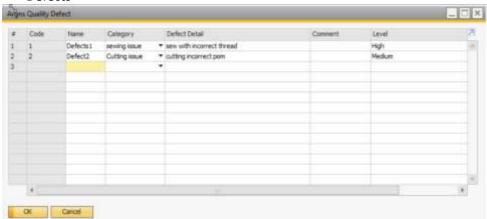




• Criticality Level.



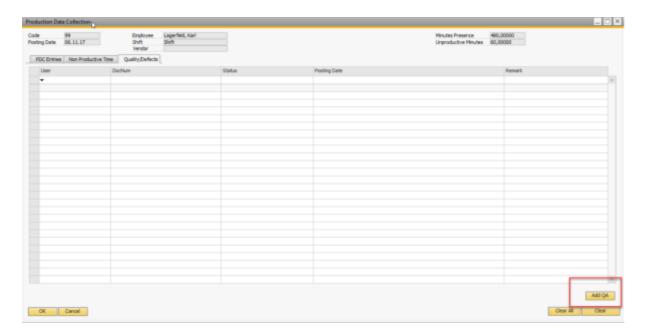
Defects



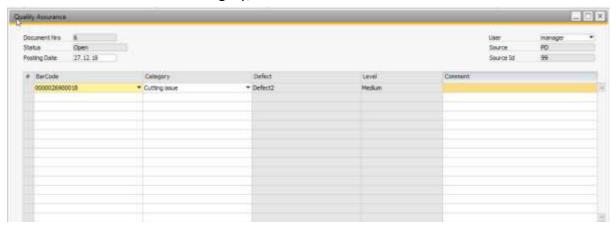
Then, in the PDC – Quality Tab complete the information for the Barcodes.







Select for each barcode the Category, defect and comments.

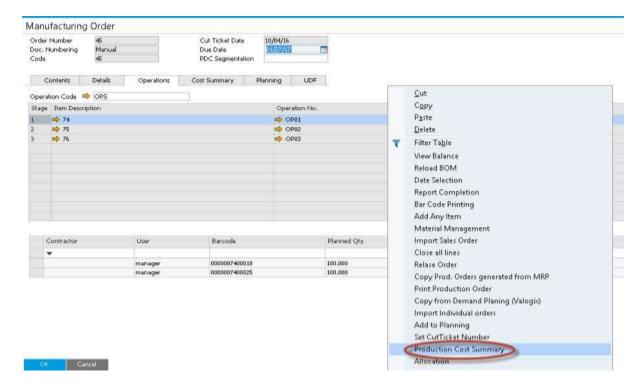


This quality details are not linked to Rework, and it's to manage information for the QA department.

1.12 Production Cost Summary Report

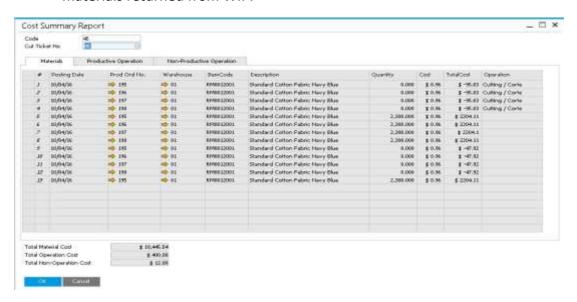
A window has been added to the cut ticket. Right click and select Production Cost Summary





The screen report shows three sections:

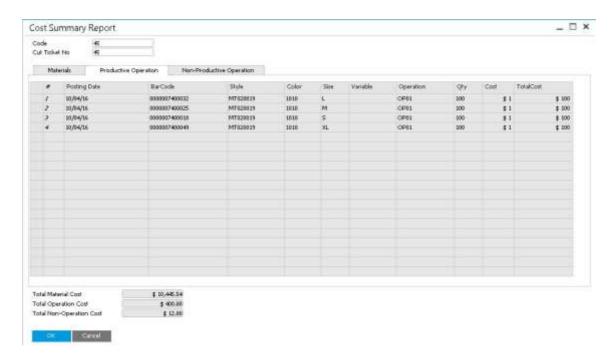
1. Material cost, showing all issue for production documents with cost, also showing materials returned from WIP.



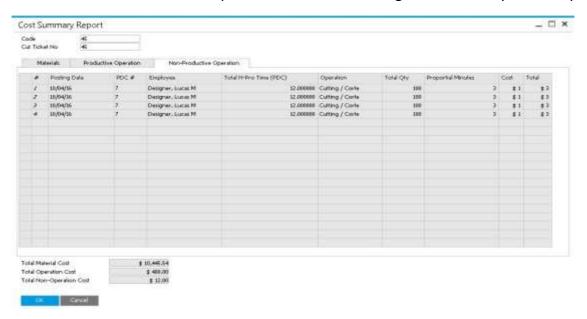
2. Productive Time, showing all cost of pieces by operation (standard operation cost).







3. Non-Productive Operations. This is the average of lost time by PDC entry.



1.13 Production in Warehouse - Cost Report

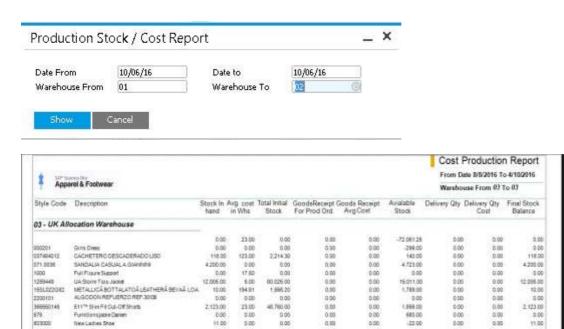
A report combining warehouse and production costs has been added to the report section.



80408

854081 AF8025 AF 5091 Ladies Bisch

AFS Dieno Style



0.00

0.00

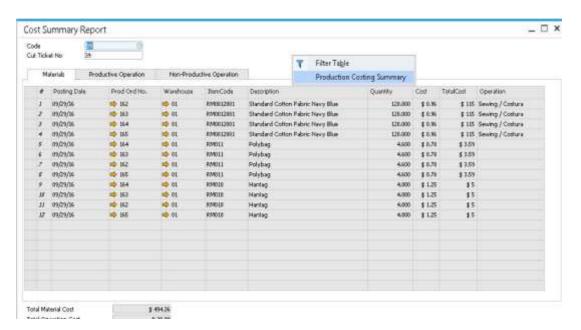
0.50

0.00

0.00

1,700.00

1.14 Cost production report





0:00 0:00 0:00 0:00

0.00

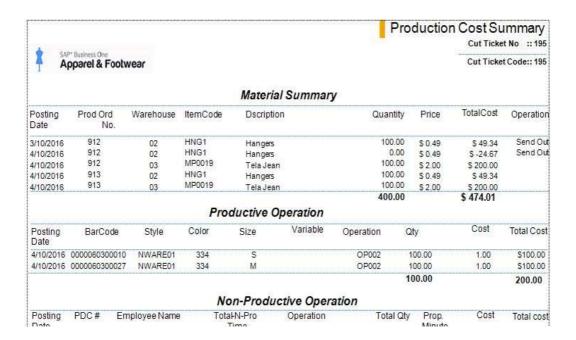
0.00

1,700.00

3.00

3.140.00





1.15 Link critical path activity to JOB

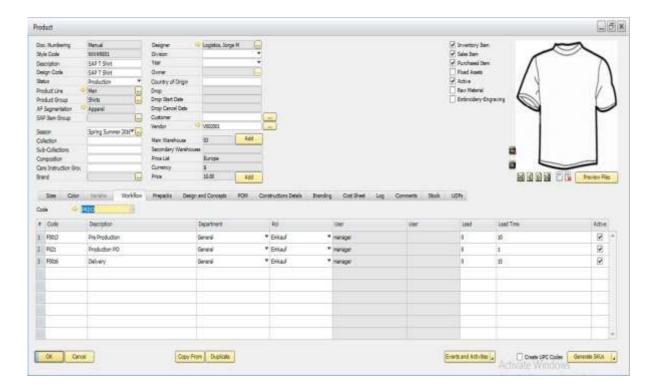
It is possible to track a production activity in the critical path. This is by relating the two activities. If the production task is delayed the critical path gets updated automatically.

Important: make sure you don't have the allow overlapping activities active in the setup

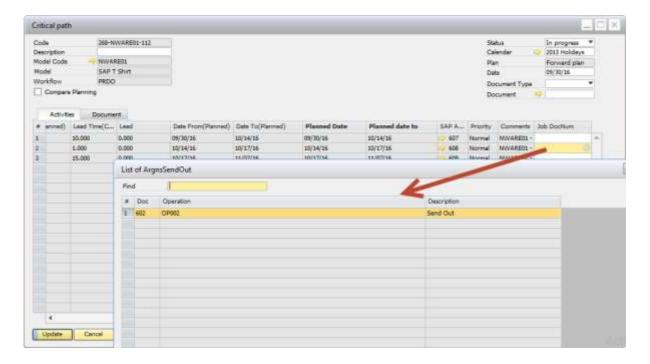


Create a style with a workflow, then create a project



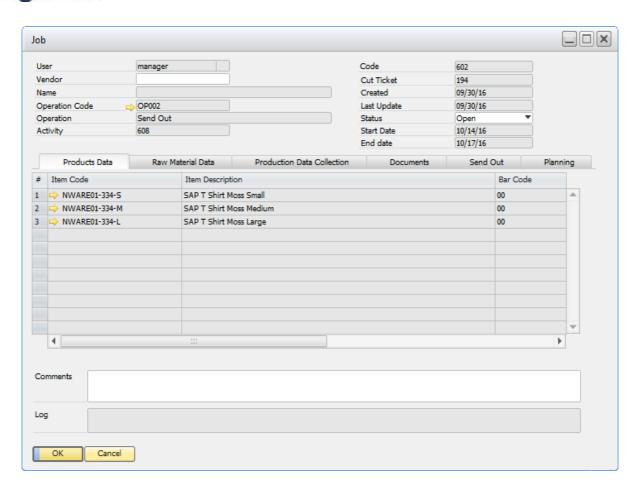


Assign the JOB number to the critical path activity

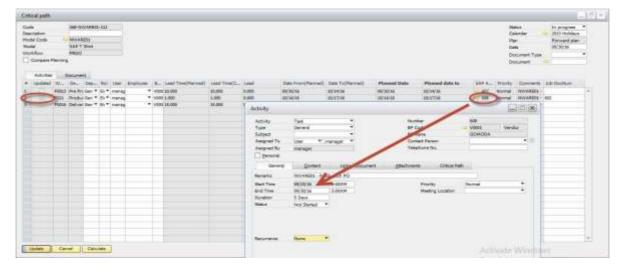


The activity is showed in the production JOB

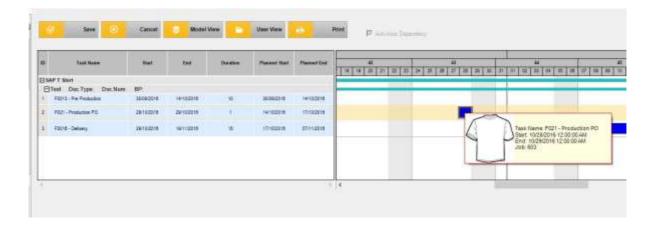




If the planning in production is updated then the critical activity in the project is also updated

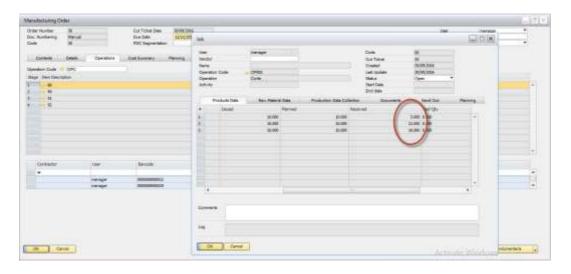






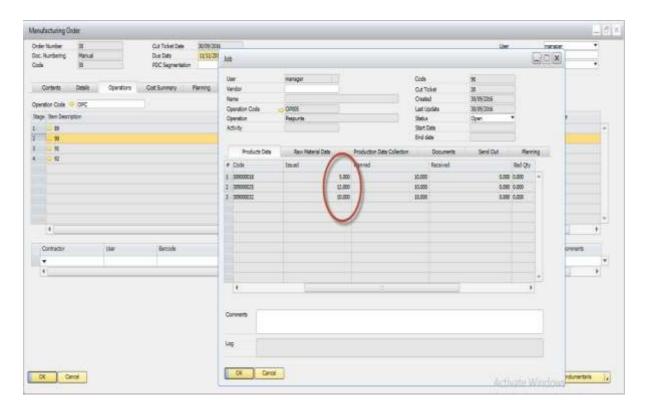
The predecessor Job quantity entered is updated in the successive Jobs.

In the PDC module, if the user enters less or more quantities, this information is updated to the successive jobs. As an example, in the Job **Cutting** I enter 5 units for a size and 12 for another. Planned quantity for both sizes is 10 units.



In the next job the issued quantity gets updated based on the predecessor job





When entering PDC quantities the suggested or issued quantity to register is displayed

