



# Sites

# **Enterprise Product Data Management**

David Kemp

#### david.kemp@cistech.net



# What is a Site?



- A high level segregation object in MAPICS
- Enables grouping of Item Revisions that are not available to all departments or locations
- Enables Item Revisions to have different characteristics for different departments or locations
- Can be physical locations or virtual



# Sites – Two Main Types



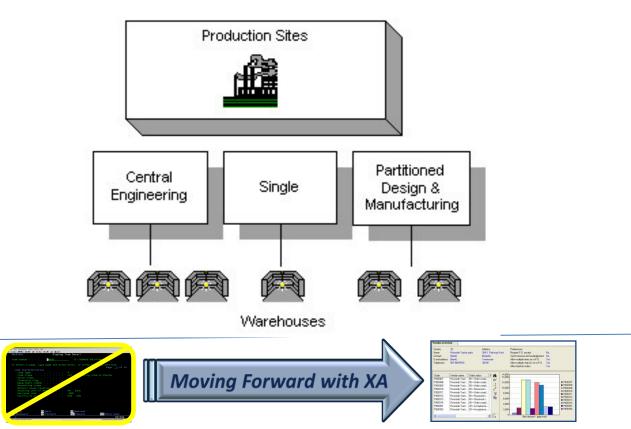
- Production Sites
  - Different Physical Location (USA & UK)
  - Research & Development (works in progress)
  - Manufacturing Engineering (adding the routing)
  - Production Floor (making the items)
- Simulation Sites
  - "What if" simulation
  - More in a few minutes



#### Sites Separate Engineering Records



- Central Engineering serving multiple plants
- Engineering for a specific plant or warehouse
- Separate design engineering from manufacturing



# Warehouses are assigned to a Site cist

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UK	Arrow UK	No					04/23/2011 12:02 AM				
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#### Warehouses belong to a Site



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# Facilities belong to a Site



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#### **Costing Labor Rates are Site Specific**



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## Sites - Items & Item Revisions



- PDM No Sites
  - Items are unique
- EPDM Sites (One or Multiple)
  - Same Item can be in multiple Sites
  - Same Item can have multiple Revisions
    - Site
    - Item

- All 3 required to define unique Item Revision
- Revision



#### Items & Item Revisions



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#### Requires a unique combination of Site, Item, & Revision

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# Site Influence on Item Revision



- Unique Item Revision requires a defined Site
- Cost of the Item Revision is based on Site rates

(purchase overhead, labor, machine, etc.)

- Item Revisions are stored in Warehouses defined for the Site
- Item Revisions can be copied from one Production Site to another Production Site (one at a time or in mass)



# Site Controlled Attributes



- Some attributes of Item Revisions are controlled at the Site level – a few at the Enterprise level
- If control exists at the Enterprise level, all revisions of an item across all Sites will have the same value for the attribute
- If control exists at the Site level, all revisions for that Site will have the same value for the attribute
- Prevents accidental change of the attribute when a new Item Revision is created





Controlled at the Enterprise Level (Common across all Sites)

• Stocking Unit of Measure (UNMSR)

• Inventory Code (INVFG)





Controlled at the Site Level

- Batch/Lot Control (BLCF)
- Discrete Allocations (ALLOC)
- Inspect on Receipt (INTYP)
- Item Type (ITTYP)
- QC (Shelf Life) (QCTYP)
- Shelf Life Days (QCDAY)



# New Object in R9: Item Site File



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NJ Arrow Production	No	08/31/2010	09/20/2010		09/16/
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## Item Site File



#### Only the current Item Revision (see 3/29/11 Tues Ed)

#### Item Revision used by PM, OBPM, CSM, IM, etc.

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- Copied from a Production Site
- Typically a temporary Site used to run "whatif" scenarios and then deleted
- Used to determine cost changes based on multiple override values
- Simulate cost based on increases for new year
- Use to store cost for previous year



# Simulation Site - Limitations



- Cannot copy Item Revisions from Simulation Site to another Site
- Cannot release Manufacturing Orders
- Cannot release Purchase Orders



# **Cost Simulation object**



- Effects only the selected Site
- Multiple runs
- Unrestricted choice of parameters
- Results saved
- Results visible via PowerLink

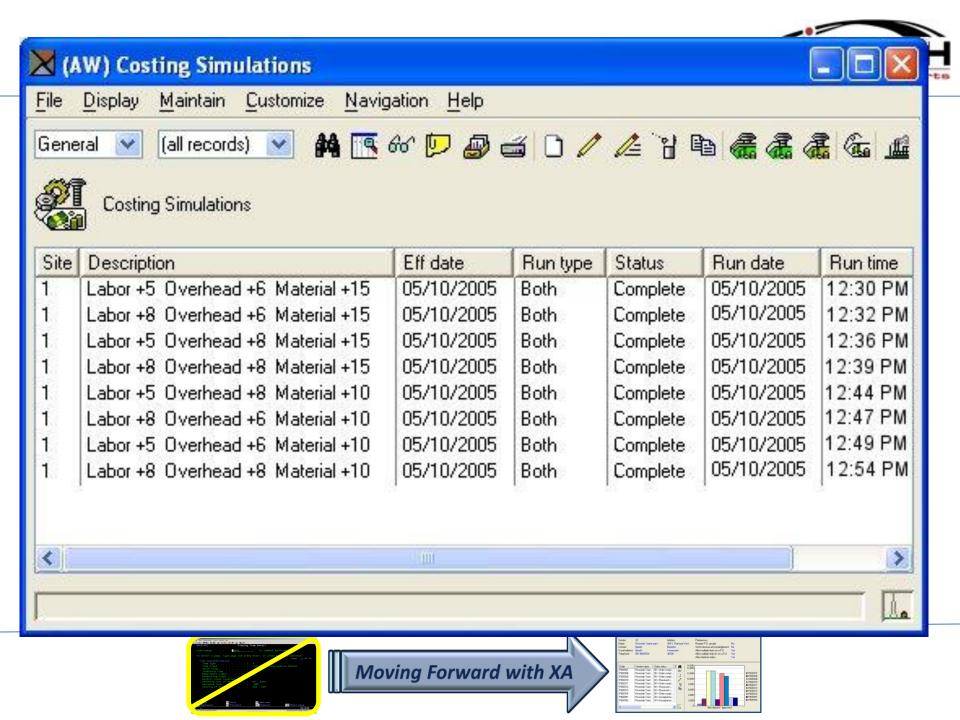


# **Cost Simulation object**



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# **Cost Simulation Overrides**



- Any of the following can be overridden for the cost simulation
  - Labor costing table
  - Manufacturing overhead
  - Facility class
  - Facility
  - Item class
  - Item



# Labor & Manufacturing Overrides



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В	Labor \$7.00/hour		7.000		
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# **Facility Rate Overrides**



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	Current	Standard							
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Run labor rate	0.00	0.00							
Setup labor rate	lotto	0.00							
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All Ov Facility overrides Facility addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addition Addi	0 tig cur machine 3.120 6.000 0.000 21.660 19.200	Ovrourmeshi	ne Dng our overhead ( 20 B = Machine + Lab B = Machine + Lab B = Machine + Lab A = Machine + Ma A = Machine + Ma	oode Ovriour overh or x L/ or x L/ or x L/ ohne x chine x	ead code	220.00 180.00 220.00 144.00 120.00		rhead % Orig cu 221.00	
All Ov Facility overrides Facility AA001 AS095 AS099 AWKC1 AWKC2 AZWCT	0 iig cur machine 3.120 6.000 0.000 21.660 19.200 3.000	Ovrourmeshi	ne Dng our overhead ( 20 B = Machine + Lab B = Machine + Lab B = Machine + Lab A = Machine + Ma A = Machine + Ma	oode Ovriour overh or x L/ or x L/ or x L/ ohne x chine x	ead code	220.00 180.00 220.00 144.00 120.00		rhead % Orig cu 221.00	
All Ov Facility overrides Facility AA001 AS095 AS099 AWKC1 AWKC2 AZWCT	Utig cur machine 0 tig cur machine 3.120 6.000 0.000 21.660 19.200 3.000 varrides	Ovrourmeshi	ne Dng our overhead ( 20 B = Machine + Lab B = Machine + Lab B = Machine + Lab A = Machine + Ma A = Machine + Ma	oode Ovriour overh or x L/ or x L/ or x L/ ohne x chine x	ead code	220.00 180.00 220.00 144.00 120.00		rhead % Orig cu 221.00	
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# Facility Rate Overrides



PH) Change Costing Simulation - BAD COSTING SIMULATION TEST - 3	<u> ×</u>
BAD COSTING SIMULATION TEST - 3	
General Costing Table Overrides Facility Item	
Global % change	
Current         Standard           Machine rate         0.00	
Run labor rate 0.00 0.00	
Setup labor rate 0.00 0.00	
Facility Class % change	
Acct class Cur machine Std machine Cur mig overhead Std mig overhead Cur run labor Std run labor Cur setup labor Std setup labor	14
GHJ         10.00         10.00         10.00         0.00         0.00         20.00         20.00           JLF         10.00         10.00         10.00         0.00         0.00         0.00         20.00         20.00	66
123 10.00 10.00 10.00 10.00 20.00 20.00 20.00 20.00	
	<u> </u>
	LL.
- Facility overrides	
Facility Orig cur machine Ovr cur machine Drig cur overhead code Ovr cur overhead code Orig cur overhead % Ovr cur overhead % Orig cur ru	#4
AA001 3.120 3.120 B - Machine + (Labor x L/ C - Machine + (Machine 220.000 0.000	66
	<u></u>
Cancel Help	
Visit or event         Visit or event           Visit of a Visi	

#### Simulation results



	ting Simulation - BAD_COSTING SIMULAT in <u>Customize</u> Navigation Help	ION TEST	- 3					- 02
Default 💌 🔛 🧔		æ    &	all and					
		VEN C						
BAD DOSTIN	IG SIMULATION TEST - 3							
General Cost	ting Table Overrides Facility Ite	m	<u> </u>					
Description	COSTING SIMULATION TEST - 3		Run b	y Ekinali oʻ	1/21/2005 12:16 P	м		
Status	Complete		Create		1/07/2005 10:57 A	м		
Bun type	Both		Chang	jed by ( <mark>blank)</mark>				
Costing offective date	° 01/05/2005 🔂							
Suppless wainings	<b>N</b>				<u> </u>			
Use average yield	E							
	-			$\sim$				
Results					/			
6					>			
Item	Description	Rev	Valiance	Simulation	Actual	Status		34
AA1	TEST		21.4	189.99200000		Costs are complete	+	66
ACRYLIS	WHITE ACRYLIC PRIME COAT - ALI		11.0	0.18496500	0.16650000	Costs are complete		<u> </u>
ALUMTRAY	ALUM TRAYS		21.5	1.27600000		Costs are complete		
ALUMTRAY10	ALUM TRAY 10		21.5	1.60380000		Costs are complete		
ALUMTRAY14	ALUM TRAY 14		13.2	2.95580000		This-level casts incansistent with item type		
ALUMTRAY20 A000003	ALUM TRAY 20		21.4	2.33200000		Costs are complete		
A000003	MPA PARENT 101 REP END ITEM A REV 1		0.4 10.6	2,956.83068040 62,98643550		BoM and/ar Routing incansistent with item type Lawer-level costs inconsistent with item type		
A1B	COMPONENT B FOR END ITEM A1 RE		12.1	14,50485000		BoM and/or Routing inconsistent with item type		
A1C	COMPONENT C FOR END ITEM AT RE		7.4	13.01196550		This-level casts inconsistent with item type		
ATD	COMPONENT D FOR END ITEM AT X		11.3	4.18902000		Costs are complete		
A1G	COMPONENT & A1PHANT1		10.7	5.44962000		Costs are complete		
A1H	COMPONENT ITEM FOR A1PHANT1		10.8	5.62496000	5.07600000	Costs are complete		
A17	REP END ITEM		8.5	47.21558000	43.49800000	Costs are complete		
A2	REP END ITEM A2 MRO		6.0	18.72335550		This-level casts incansistent with item type		
A2B	COMPONENT B FOR END ITEM A2		3.0	5.71149000		This level casts incansistent with item type	¥	
A2B2	COMPONENT FOR A22	. I. I	5.0	9.59535000	9.1300000	This-level casts incansistent with item type	الكار	
Current S	itandaid							
Update	Cancel	Help						



	up 15%, labor up	o 10% Item: 8500	)F Item revision:	:		
neral Costing Curr	rent results	<u>S</u> tandard res	sults			
tal	Current	Simulation	Variance			
Unit cost	7.8795	9.9412	26.2			
tail	Current	Simulation		Current	Simulation	
	this-level	this-level	Variance	lower-levels	lower-levels	Variance
Material	0.3450	0.8625	150.0	0.0000	0.0000	0.0
Outside operations	0.0000	0.0000	0.0	0.0000	0.0000	0.0
Purchase overhead	0.0345	0.0862	150.0	0.0000	0.0000	0.0
Setup labor	0.0000	0.0000	0.0	0.0000	0.0000	0.0
Run labor	3.0000	3.3000	10.0	0.0000	0.0000	0.0
Setup machine	0.0000	0.0000	0.0	0.0000	0.0000	0.0
Run machine	0.0000	0.0000	0.0	0.0000	0.0000	0.0
Manufacturing overhead	4.5000	5.6925	26.5	0.0000	0.0000	0.0
Other cost 1	0.0000	0.0000	0.0	0.0000	0.0000	0.0
Hip cost 2	0.0000	0.0000	0.0	0.0000	0.0000	0.0
Other cost 3	0.0000	0.0000	0.0	0.0000	0.0000	0.0
Hip cost 4	0.0000	0.0000	0.0	0.0000	0.0000	0.0
mmary	0.0450	0.0005	150.0			
Purchase	0.3450	0.8625	150.0	0.0000	0.0000	0.0
PUH	0.0345	0.0862	150.0	0.0000	0.0000	0.0
LAB	3.0000	3.3000	10.0	0.0000	0.0000	0.0



Moving Forward with XA





# Questions ?

