JDA Floor Planning File Format Specification

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This document describes the PFA file format used by JDA Floor Planning software. The specific format described is PFA version 2008.0.0.17, but the general principles also apply to earlier versions. An overview of the file organization is presented, followed by a detailed explanation of each field.

**Overview of File Format**

PFA files are ASCII text files that describe the physical layout of one or more stores. The generally accepted usage is for a PFA file to contain one or more versions of the same store; for example, the current layout and a proposed layout. Collectively, these layouts form a JDA *project*. The project starts off with a text block listing the planograms present in the store, followed by the layouts. Each layout is described by a collection of text blocks that describe the physical arrangement of store fixtures, how planograms are assigned to the fixtures, and how departments are laid out. There is also a block that does not deal with physical layout, but with product sales performance data. The text of each block is composed of lines in CSV (comma separated values) format, with the number and meaning of values varying, depending on the type of block. Figure 1 illustrates the organization of text blocks in a typical PFA file. (The Segment and Section blocks describe how the planograms are assigned to the fixtures; this is discussed in detail later.)

Figure 1: An example of how text blocks are organized in a PFA file.

**Planograms and Segments**

Planogram objects in PFA files do not list information about each of the products contained in a planogram (however, they do have a field that points to an optional ProSpace planogram PSA file that does contain product-level information); rather, they describe high-level information about the planogram as a whole. Each planogram is made up of one or more segment objects. A segment is a vertical slice of a planogram. For example, a twelve foot wide planogram might be composed of three segments, each four feet wide and five feet tall. This planogram would be represented in the PFA file by one PLANOGRAM line describing the planogram properties, immediately followed by three SEGMENT lines describing the segment properties.

Note: The segments in a planogram are not necessarily physically contiguous; that is, each segment can be assigned to locations in the store that are far apart from each other. This is not usually the case, but it can (and does) happen.

**Performance Data**

Each PERFORMANCE line contains business-relevant data about a planogram. Performance data is optional.

**Departments**

Department objects are polygons that describe a region of the store containing related products. Each DEPARTMENT line contains data about the department and is followed by as many 3D POINT lines as needed to describe the department’s polygonal shape. Departments are optional.

**Fixtures**

Fixtures represent the physical objects in a store. There are three types of fixture:

* **Regular Fixture**, a rectangular object which contains merchandise. Multiple regular fixtures can be placed end-to-end to create one long merchandising space. Each regular fixture is represented in the PFA file by a FIXTURE line.
* **Irregular Fixture**, a polygonal object which contains merchandise. Irregular fixtures cannot be combined to form a single larger merchandising space the way regular fixtures can. Each irregular fixture is represented in the PFA file by a FIXTURE line followed by as many 3D POINT lines as needed to describe the fixture’s polygonal shape.
* **Obstruction**, a polygonal object that does not contain merchandise. For example, building columns can be represented as obstructions. Each obstruction is represented in the PFA file by a FIXTURE line followed by as many 3D POINT lines as needed to describe the obstruction’s polygonal shape.

**Sections**

The merchandising space of the store is represented by section objects. Sections are logical objects, with no physical manifestation of their own. Each section contains one or more segments from a single planogram. Each section is assigned to one or more contiguous fixtures. Unfortunately, this assignment is not made fully explicit in the PFA file format. Each SECTION line will appear directly after the FIXTURE line of the fixture it is anchored to, but the identity of any other fixtures the section may overlap can only be determined by checking the physical location of every fixture.

Figure 2 shows two examples of how fixtures, sections, and segments can be organized. Example (a) shows how multiple sections can be assigned to a single fixture and example (b) shows how a single section can span two contiguous regular fixtures.

Figure 2: Examples of how fixtures, sections, and segments can be spatially organized.

**3D Points**

Each 3D POINT line contains the X, Y, and Z coordinates of a point in the store. 3D points are always associated with an object such as a department or obstruction.

**Coordinate System**

The origin of the coordinate system used in PFA files is towards the lower left. The default unit is inches.

**Orientation of Fixtures and Sections**

The origin of a fixture is defined to be the lower left corner of the bounding box of the non-rotated fixture. Rotation is measured in degrees counter-clockwise around the fixture origin. The fixture X, Y, and Z coordinates in the PFA file are those of the fixture origin and its angle is relative to the global coordinate system.

Figure 3: Examples of a regular fixture rotated at various angles. The origin of the fixture is represented by a black circle and the arrows extend from the fixture’s “front” edge.

The origin of a section is defined to be the lower left corner of the non-rotated section. Rotation is measured in degrees counter-clockwise around the section origin. Sections are confined within the boundaries of a fixture (or a contiguous row of fixtures). When the confining fixture(s) are rotated, the section rotates with them (see Figure 4). The angle reported in the PFA file for a section is relative to the angle of the fixture(s) it is confined to. As a practical matter, this means the angle of a section confined to a regular fixture will usually be either zero or 180 degrees. The X, Y, and Z coordinates in the PFA file report the location of the section origin when the angle of its confining fixture is zero degrees. This means that to figure out the true location of a section, you must first rotate it about its own origin by its angle and then rotate it about the origin of the confining fixture by the fixture angle.

Figure 4: Examples of fixture and section rotations.

If the system you are using does not have something equivalent to sections, I suggest you make life easy for yourself and make one section per fixture, with a section angle of zero degrees.

**Special Semantics of Combined Merchandising Space**

If you are just writing JDA files from your own proprietary format and each of your sections is confined to a single fixture, you do not need to be concerned with the semantics of how JDA combines merchandising space among connected fixtures and you can skip this section. However, if you are reading files generated by JDA Floor Planning and need to recreate the store in exactly the same way as JDA does, you will need to take these semantics into account.

Each fixture has two properties, “Can Combine” and “Section Placement”, that influence where a SECTION object is placed in the store. The “Can Combine” property indicates if a fixture can combine its merchandising space with adjacent fixtures that are set to combine their space. In essence, these adjacent fixtures would combine together to form one long Combined Fixture. In a combined fixture, the gaps between the sections belonging to the constituent fixtures are eliminated by pushing all the sections towards one end of the combined fixture; whether it is the left end or right end is determined by the value of each fixture’s “Section Placement” property.

To illustrate, consider the three fixtures (and their associated sections) shown below:

If these fixtures were adjacent, their “Can Combine” properties set to true and their “Section Placement” properties set to “Normal” (right-to-left), the resulting combined fixture would appear in JDA Floor Planning as

If the “Section Placement” was set to “Reversed” (left-to-right), the result would be

The location properties of the SECTION lines in the PFA file would not necessarily agree with the actual placement of the SECTION objects as seen in JFA Floor Planning. You need to implement the semantics of combining merchandising space in order to correctly place sections the same way that JDA Floor Planning does.

To reiterate, if you are just writing PFA files, translating from your own proprietary format, to keep life simple I recommend you confine sections to within one fixture and set “Can Combine” to false.

**PFA Format Specification**

PFA files contain many data fields that are only of interest to the JDA Floor Planning. To make life simpler, in the tables that follow, I have highlighted the fields that are important for interchange of store designs. The other fields can be left blank. The .Net PFA library I have written provides get and set property definitions for the yellow highlighted fields. (All other fields can be referenced using the objects “Fields” array.)

**File Header**

The first line of the file should only contain the following text: PROFLOOR SCHEMATIC FILE

The second line of the file contains the format version number: ;V2008.0.0

**Department**

The DEPARTMENT lines provide information about departments defined in the floor plan. Each DEPARTMENT line will be followed by 3D POINT lines defining the polygonal shape of the department.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Department” |
| 2 | Name | String | Name of the planogram. Max length=100 |
| 3 | Key | String | The unique identifier of the planogram in an Intactix Knowledge Base. Max length = 20 |
| 4 | X | Float | X coordinate for origin of department. |
| 5 | Width | Float | Width of department. |
| 6 | Z | Float | Z coordinate for origin of department. |
| 7 | Height | Float | Height of department. |
| 8 | Y | Float | Y coordinate for origin of department. |
| 9 | Depth | Float | Depth of department. |
| 10 | Angle | Float | The amount of rotation (in degrees) of the department, as seen in 2D view. |
| 11 | Label 1 X | Float | The horizontal location of the primary department label, if the label is moved from its default location. |
| 12 | Label 1 Y | Float | The depth location of the primary department label, if the label is moved from its default location. |
| 13 | Changed | Boolean | Specifies whether the department’s data has been modified during the current editing session. 0 = false, 1 = true |
| 14 | Color | Long | RGB color for drawing department. |
| 15 | User Area | Float | The area value to use in calculations for the department. |
| 16 | Texture Override | String | The path and file name of the texture associated with the department Max length = 260. |
| 17 | Fill pattern | Int | Pattern used to fill department. |
| 18 | Model Filename | String | Obsolete |
| 19 - 28 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 29 - 78 | Desc 1 thru Desc 50 | String | General fields for storing user-defined text information. Max length=1000. |
| 79 - 128 | Value 1 thru Value 50 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 129 | Primary department label format name | String | The label used to override the 1st Default label for the selected department. Max length = 100 |
| 130 | Secondary department label format name | String | The label used to override the 2nd Default label for the selected department. Max length = 100 |
| 131 | Date Pending | Date | The pending date for the department.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 132 | Date Live | Date | The effective date for the department.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 133 | Date Finished | Date | The completion date for the department.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 134 | Label 2 X | Float | The horizontal location of the secondary department label, if the label is moved from its default location. |
| 135 | Label 2 Y | Float | The depth location of the secondary department label, if the label is moved from its default location. |
| 136 | Tile Textures | Boolean | Tiles the specified texture across the entire department. 0 = false, 1 = true |
| 137 | Texture All Faces | Boolean | 0 = false, 1 = true |
| 138 | Transparency | Int | Min = 0, max = 10 |
| 139 | Tile X | Float | The width of the texture when tiled across the department. |
| 140 | Tile Z | Float | The height of the texture when tiled across the department. |
| 141 | Tile Y | Float | The depth of the texture when tiled across the department. |
| 142 | Part ID | String | Additional way of identifying department. Max length = 50 |
| 143 | GLN | String | Global Location Number. An optional number used to identify an object associated with the department. The number consists of the EAN or UCC Company Prefix, assigned to a company by an EAN member organization or the UCC; a location reference, assigned by the holder of the company prefix; and a check digit, to ensure data integrity. Max length = 17 |

**Drawing**

Drawing objects are graphics drawn on the floor plan.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Drawing” |
| 2 | Type | Int | Indicates type of drawing: 0 = Arc, 1 = Ellipse, 2 = Line, 3 = Polygon, 4 = Rectangle, 5 = Text, 6 = Rotated Dimension, 7 = Aligned Dimension |
| 3 | Name | String | Name associated with drawing. Max length = 100 |
| 4 | Key | String | The unique identifier of the section in an Intactix Knowledge Base. Max length = 20 |
| 5 | X | Float | The horizontal location of the drawing, as measured from the left edge of the floorplan, based on an unrotated location. |
| 6 | Width | Float | Width of drawing. |
| 7 | Z | Float | The vertical location of the drawing, as measured from the floor of the floorplan. |
| 8 | Height | Float | Height of drawing. |
| 9 | Y | Float | The depth location of the drawing, as measured from the front edge of the floorplan, based on an unrotated location. |
| 10 | Depth | Float | Depth of drawing. |
| 11 | Color | Long | Color of drawing. |
| 12 | Back fill | Boolean | Specifies whether the drawing object background is transparent. |
| 13 | Back color | Long | The background color of the drawing object, if not transparent |
| 14 | Word wrap | Boolean | Wraps the text that extends beyond the layout area or text box to a new line. For text boxes, this option is available only when using the Fixed Dimensions sizing option |
| 15 | Circular | Boolean | Specifies whether the polygon is a closed polygon. |
| 16 | Start X | Float | The starting horizontal location for arcs. |
| 17 | Start Z | Float | The starting depth location for arcs. |
| 18 | Start Y | Float | The starting vertical location for arcs. |
| 19 | End X | Float | The ending horizontal location for arcs. |
| 20 | End Z | Float | The ending vertical location for arcs. |
| 21 | End Y | Float | The ending depth location for arcs. |
| 22 | String | String | The text included in the text box. Max length = 2000 |
| 23 | Scale | Int | Specifies how text is sized in a text box. Options are:  - Scaled Font = 0: The font retains its configured point size relative to floorplan dimensions (1 point equals 1 inch or centimeter). The text is scaled to maintain its relative size and placement with other objects as the floorplan view is zoomed in/out. - Fixed Dimensions = 1: The font size is adjusted as necessary to fit in the set dimensions of the text box. - Sized = 2 |
| 24 | Outline | Int | Specifies the outline around a text box. Options are: None = 0, Rectangle = 1, Ellipse = 2 |
| 25 | Callout | Int | Specifies the type of callout line to display for a text box. If a callout line is displayed, a boundary box is displayed with the callout line. Options are: None = 0, Line = 1, Arrow = 2 |
| 26 | Font height | Long | Font properties |
| 27 | Font width | Long |
| 28 | Font escapement | Long |
| 29 | Font orientation | Long |
| 30 | Font weight | Long |
| 31 | Font italic | Int |
| 32 | Font underline | Int |
| 33 | Font strike out | Int |
| 34 | Font char set | Int | Font properties |
| 35 | Font out precision | Int |
| 36 | Font clip precision | Int |
| 37 | Font quality | Int |
| 38 | Font pitch and family | Int |
| 39 | Font face name | String | Max length = 32 |
| 40 | Callout X | Float | The horizontal location of the callout destination |
| 41 | Callout Z | Float | The depth location of the callout destination. |
| 42 | Callout Y | Float | The vertical location of the callout destination. |
| 43 | Center text | Boolean | Centers the dimension text within the dimension. |
| 44 | Changed | Boolean | Specifies whether an object's data has been modified during the current Floor Planning session. |
| 45 | Text Angle | Float | The amount of rotation in degrees for the text box. You can specify a rotation value from 0-360. |
| 46 | Adjust font color | Boolean |  |

**Fixture**

Each physical object in the layout is represented by a FIXTURE line.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Fixture” |
| 2 | Type | Int | The fixture type (Regular Fixture = 0, Irregular Fixture = 1 Obstruction = 2). |
| 3 | Name | String | Name of the fixture. Max length=100 |
| 4 | Key | String | The unique identifier of the fixture in an Intactix Knowledge Base. Max length = 20 |
| 5 | X | Float | The horizontal location of the fixture, as measured from the left edge of the floorplan, based on an unrotated location. |
| 6 | Width | Float | Width of fixture. |
| 7 | Z | Float | The vertical location of the fixture, as measured from the floor of the floorplan, |
| 8 | Height | Float | Height of fixture. |
| 9 | Y | Float | The depth location of the fixture, as measured from the front edge of the floorplan, based on an unrotated location. |
| 10 | Depth | Float | Depth of fixture. |
| 11 | Angle | Float | The amount of rotation (in degrees) of the department, as seen in 2D view. |
| 12 | Color | Long | RGB color for drawing fixture. |
| 13 | Assembly | String | The identification of a fixture as a part of a group of fixtures to be moved together. Each assembly has a unique name that is assigned to each fixture in the assembly. Max length = 100 |
| 14 | Tile Textures | Boolean | Tiles the specified texture across the entire fixture. 0 = false, 1 = true |
| 15 | Draw 3D front only | Boolean | Specifies whether to display all sides of the obstruction, or only the front side, in 3D views. 0 = false, 1 = true |
| 16 | Texture All Faces | Boolean | 0 = false, 1 = true |
| 17 | Left overhang | Float | The amount of space allowed for planogram sections to overhang to the left of the fixture. |
| 18 | Right overhang | Float | The amount of space allowed for planogram sections to overhang to the right of the fixture. |
| 19 | Back overhang | Float | The amount of space allowed for planogram sections to overhang the back of the fixture. |
| 20 | Front overhang | Float | The amount of space allowed for planogram sections to overhang the front of the fixture. |
| 21 | Can combine | Boolean | Specifies whether a fixture can combine its merchandising space with adjacent fixtures that are set to combine their merchandising space. 0 = false, 1 = true |
| 22 | Primary fixture label format name | String | The label used to override the 1st Default label for the fixture. Max length = 100 |
| 23 | Secondary fixture label format name | String | The label used to override the 2nd Default label for the fixture. Max length = 100 |
| 24 | Shape ID | String | Obsolete |
| 25 | Bitmap ID | String | Max length = 260 |
| 26 | Section Placement | Int | The direction in which sections are placed on the fixture, if the fixture Merchandising is set to Stacked. Normal (right-to-left) = 0, Reversed (left-to-right) = 1 |
| 27 - 56 | Desc 1 thru Desc 30 | String | General fields for storing user-defined text information. Max length=1000. |
| 57 – 86 | Value 1 thru Value 30 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 87 – 96 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 97 | Location ID | Int | The number of the fixture or section, when numbering objects on the floorplan. Min = 1, max = 99999 |
| 98 | Fill pattern | Int | Pattern used to fill fixture. |
| 99 | Model Filename | String | The 3D model file associated with the fixture. Max Length = 260 |
| 100 | Changed | Boolean | Specifies whether the fixture’s data has been modified during the current editing session. 0 = false, 1 = true |
| 101 | Aisle space left | Float | The amount of aisle space to the left of the fixture. |
| 102 | Aisle space right | Float | The amount of aisle space to the right of the fixture. |
| 103 | Aisle space back | Float | The amount of aisle space behind the fixture. |
| 104 | Aisle space front | Float | The amount of aisle space in front of the fixture. |
| 105 | Can Be Moved | Boolean | Obsolete |
| 106 | Transparency | Int | Min = 0, max = 10 |
| 107 | Date Pending | Date | The pending date for the fixture.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 108 | Date Live | Date | The effective date for the fixture.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 109 | Date Finished | Date | The completion date for the fixture.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 110 | Tick Width | Float | The width between tick marks that run along the front of the fixture. If "0" is specified, tick marks are not drawn. |
| 111 | Tile X | Float | The width of the texture when tiled across the fixture. |
| 112 | Tile Z | Float | The height of the texture when tiled across the fixture. |
| 113 | Tile Y | Float | The depth of the texture when tiled across the fixture. |
| 114 | Texture Transparency | Int | The transparency option for the texture.  - None = 0: No transparency is applied to the texture. - White = 1: Each white pixel of the image is made transparent. - Black = 2: Each black pixel of the image is made transparent. - Color = 3: You can set a color to make each pixel of that color transparent. - File Mask = 4: The application searches for the associated file mask to apply to the texture. |
| 115 | Texture Transparent color | Long | The color to be made transparent within the texture. |
| 116 | Part ID | String | Additional way of identifying fixture. Max length = 50 |
| 117 | CAD Block Name | String | The name of the DXF block from which the fixture was imported. Max length = 255 |
| 118 | GLN | String | Global Location Number. An optional number used to identify an object associated with the department. The number consists of the EAN or UCC Company Prefix, assigned to a company by an EAN member organization or the UCC; a location reference, assigned by the holder of the company prefix; and a check digit, to ensure data integrity. Max length = 17 |
| 119 | Merchandising | Int | Specifies whether sections are stacked or can be placed manually on the fixture. Stacked = 0, manual = 1 |
| 120 | Allocation Group | String | The group to which the fixture belongs for Floorplan Space Allocation. Max length = 100 |
| 121 | Allocation Sequence | Int | The order in which fixtures in each fixture Allocation Group are allocated by Floorplan Space Allocation |
| 122 | Allocation Direction | Int | Specifies the direction in which planograms are allocated to a fixture for Floorplan Space Allocation. Left-to-Right = 0, Right-to-Left = 1 |
| 123 | Can be Allocated | Boolean | Specifies whether planograms can be allocated on the fixture for Floorplan Space Allocation. 0 = FALSE, 1 = TRUE |

**Floorplan**

Each floorplan text block contains lines describing a physical store layout. Each block starts with a FLOORPLAN line, followed by a variety of different object lines. The order of these object lines does not matter, with the exception of 3D POINT lines, which appear immediately after the object they are describing.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Floorplan” |
| 2 | Name | String | Name of the floorplan. Max length=1000 |
| 3 | Key | String | The unique identifier of the floorplan in an Intactix Knowledge Base. Max length = 20 |
| 4 | Width | Float | Width of store floor plan |
| 5 | Depth | Float | Depth of store floor plan |
| 6 | Ceiling Color | Long | The color of the ceiling, seen in 3D view. This color is visible only if the Ceiling Height value is greater than zero |
| 7 | Draw floor | Boolean | Displays the floorplan floor in 2D view. 0 = false, 1 = true |
| 8 | Floor color | Long | The color of the floorplan floor. |
| 9 | Draw grid | Boolean | Displays a grid at defined intervals on the floorplan floor in the 2D view or layout area. 0 = false, 1 = true |
| 10 | Vertical spacing | Float | The amount of vertical space between lines in the floorplan grid. |
| 11 | Line style | Int | Specifies whether to display dashed or dotted grid lines in the floorplan grid. Dotted = 0, Dashed = 1 |
| 12 | Grid color | Long | The color of grid lines on the floorplan floor. |
| 13 | Auto created | Boolean | Specifies whether the floorplan was created by the user, or was created automatically when a fixture or assembly was added to a fixture library. 0 = false, 1 = true |
| 14 | Shape ID | String | Max Length = 50 |
| 15 | Bitmap ID | String | The path and file name of the texture associated with the floorplan. Max length = 260 |
| 16 | Horizontal spacing | Float | The amount of horizontal space between lines in the floorplan grid. |
| 17 - 66 | Desc 1 thru Desc 50 | String | General fields for storing user-defined text information. Max length=1000. |
| 67 - 116 | Value 1 thru Value 50 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 117 -126 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 127 | Fill pattern | Int | The fill pattern to use when drawing floorplan |
| 128 | File name | String | The original file name for individual floorplan files merged into a project. Max length = 260 |
| 129 | Changed | Boolean | Specifies whether the floorplan data has been modified during the current editing session. 0 = false, 1 = true |
| 130 | Layout file name | String | The layout files associated with the floorplan or project for printing. Max length = 13000 |
| 131 - 140 | DBKey1 thru DBKey10 | Long | Identifiers used by the Intactix Knowledge Base. |
| 141 | Notes |  | Notes that are associated with the floorplan. Max length = 1048575 |
| 142 | Date Pending | Date | The pending date for the floorplan.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 143 | Date Live | Date | The effective date for the floorplan.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 144 | Date Finished | Date | The completion date for the floorplan.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 145 | Three D Floor Image | String | The path and file name of the texture file to be associated with the floorplan floor. Max length = 260 |
| 146 | Three D Ceiling Image | String | The path and file name of the texture file associated with the floorplan ceiling. Max length = 260 |
| 147 | Ceiling Height | Float | The height of the floorplan ceiling. |
| 148 | Ceiling Tile X | Float | The width of the texture when tiled across the floorplan ceiling. |
| 149 | Ceiling Tile Y | Float | The depth of the texture when tiled across the floorplan ceiling. |
| 150 | Floor Tile X | Float | The width of the texture when tiled across the floorplan floor. |
| 151 | Floor Tile Y | Float | The depth of the texture when tiled across the floorplan floor. |
| 152 | GLN | String | Global Location Number. An optional number used to identify an object associated with the floorplan. The number consists of the EAN or UCC Company Prefix, assigned to a company by an EAN member organization or the UCC; a location reference, assigned by the holder of the company prefix; and a check digit, to ensure data integrity. Max length = 17 |
| 153 | DBGUID | String | Max length = 36 |
| 154 | Source | Int | Specifies the application that created the floorplan. |
| 155 | Status 1 | String | The selected status for the object in an Intactix Knowledge Base database. Max length = 50 |
| 156 | Texture Paths | String | Locations where object textures and models are stored. Max length = 1000 |
| 157 | Planogram Split Default | Int | The default split option for planograms on the floorplan. Planograms that have the Can Split option set to <Default> will use this setting to determine whether and how to split. None=0 prevents planograms from being split. Any=1 allows planograms to be split to the next fixture, regardless of angle and direction. Aisle =2 allows planograms to be split across an aisle. |
| 158 | DBFamilyKey | Long | Used by Intactix Knowledge Base |
| 159 | DBReplaceKey | Long |
| 160 | DBVersionKey | Long |

**Performance**

The PERFORMANCE lines provide business information about the planograms that were defined earlier in the file. Performance data is optional.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Performance” |
| 2 | Name | String | Name of the planogram. Max length=100 |
| 3 | ID | String | Unique identifier of planogram. Max length=16 |
| 4 | Key | String | The unique identifier of the segment in an Intactix Knowledge Base. Max length = 20 |
| 5 | Changed | Boolean | Indicates if the performance data was changed during the last edit session. 0 = false, 1 = true |
| 6 – 35 | Desc 1 thru Desc 30 | String | General fields for storing user-defined text information. Max length=1000. |
| 36 - 65 | Value 1 thru Value 30 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 66 - 75 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 76 | Part ID | String | An additional field for identifying the planogram. Max length = 50 |
| 77 - 96 | Desc 31 thru Desc 50 | String | General fields for storing user-defined text information. Max length=1000. |
| 97 - 116 | Value 31 thru Value 50 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 117 | GLN | String | Global Location Number. An optional number used to identify an object associated with the floorplan. The number consists of the EAN or UCC Company Prefix, assigned to a company by an EAN member organization or the UCC; a location reference, assigned by the holder of the company prefix; and a check digit, to ensure data integrity. Max length = 17 |
| 118 | Traffic flow | Int | The direction in which traffic flows along the planogram. N/A = 0, left-right = 1, right-left = 2 |
| 119 | Number of Fixtures | Int | The number of fixtures contained in the planogram. |
| 120 | Cost allocated | Float | The total cost for all allocated products on the planogram. |
| 121 | Number of Products allocated | Integer | The number of products with positions on the planogram. |
| 122 | Profit allocated | Float | The estimated profit for all allocated products on the planogram. |
| 123 | ROII cost allocated | Float | The ROII cost for allocated products on the planogram. |
| 124 | ROII retail allocated | Float | The ROII Retail for allocated products on the planogram. |
| 125 | Sales allocated | Float | The total Sales for all allocated products on the planogram. |
| 126 | Annual profit allocated | Float | The estimated annual profit for all allocated products on the planogram. |
| 127 | Combined performance index allocated | Float | The average Combined Performance Index (CPI) for products allocated on the planogram. |
| 128 | Margin allocated | Float | The total margin for allocated products on the planogram. |
| 129 | Movement allocated | Float | The total unit movement for all allocated products on the planogram. |
| 130 | Capacity | Integer | The total number of product units allocated on the planogram. |
| 131 | Capacity cost | Float | The total cost for all positions on the planogram. |
| 132 | Capacity retail | Float | The total retail value for all positions on the planogram. |
| 133 | Capacity unrestricted | Integer | The number of units that would fit on the planogram if no other merchandising restrictions (such as Max High) were applied. |
| 134 | Allocation Target Space | Float | The target planogram width calculated by Floorplan Space Allocation or specified manually by the user. |
| 135 | Movement period used | Int | This value indicates the number of days associated with movement-related data, such as Movement Allocated and Sales Allocated. Min = 0, max = 365 |

**Planogram**

The planogram text block contains lines describing planograms and the segments they contain. Each planogram is described by a single line, immediately followed by one line for each segment contained in the planogram.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Planogram” |
| 2 | Name | String | Name of the planogram. Max length=100 |
| 3 | ID | String | Unique identifier of planogram. Max length=16 |
| 4 | Key | String | The unique identifier of the planogram in an Intactix Knowledge Base. Max length = 20 |
| 5 | Width | Float | Width of planogram |
| 6 | Height | Float | Height of planogram |
| 7 | Depth | Float | Depth of planogram |
| 8 | Color | Int | RGB color value to use when drawing sections |
| 9 | Abbrev name | String | The abbreviated name of the planogram. Max length = 20 |
| 10 | Category | String | The category associated with the planogram. Max length = 1000 |
| 11 | Shape ID | String | Max length = 50 |
| 12 | Texture Override | String | The path and file name of the texture associated with the planogram. Max length = 260 |
| 13 | Number of Sections | Int | The number of sections of a planogram across all the floorplans in the project. |
| 14-63 | Desc 1 thru  Desc 50 | String | General fields for storing user-defined text information. Max length=1000. |
| 64-113 | Value 1 thru Value 50 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 114-123 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 124 | Fill pattern | Int | The fill pattern to use when drawing sections |
| 125 | Model Filename | String | The 3D model file associated with the planogram. Max length = 260 |
| 126 | Subcategory | String | The subcategory associated with the planogram. Max length = 1000 |
| 127 | Floorplan Alias | String | The floorplan identifier that matches the contents of a Floorplan-level field, used for updating floorplan-specific Performance-level data from a performance library. Max length = 1000 |
| 128 | Changed | Boolean | Specifies whether the planogram’s data has been modified during the current editing session. 0 = false, 1 = true |
| 129 | pro/space project file | String | The Space Planning project file containing the planogram. Max length = 1000 |
| 130 | Planogram name | String | The name of the original Space Planning planogram associated with the planogram in Floor Planning. Max length = 1000 |
| 131 | UOM | String | Max length = 5 |
| 132 | Department | String | The department associated with the planogram. Max length = 1000 |
| 133 | POG Index | Int | The index number of the planogram (within the Space Planning project file) that serves as the source for the Floor Planning planogram |
| 134-143 | DBKey 1 thru DBKey 10 | Long | Identifiers used by the Intactix Knowledge Base. |
| 144 | Date Pending | Date | The pending date for the planogram.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 145 | Date Live | Date | The effective date for the planogram.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 146 | Date Finished | Date | The completion date for the planogram.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 147 | Tile Textures | Boolean | Obsolete |
| 148 | Texture All Faces | Boolean | Indicates if texture should be shown on all sides of planogram. |
| 149 | Transparency | Int |  |
| 150 | Part ID | String | An additional field for identifying the planogram. Max length = 50 |
| 151 | Status | String | Used by Intactix; Live = 1, Pending = 2, Work in progress = 3, Historic = 4, Analysis = 200 |
| 152 | GLN | String | Global Location Number. An optional number used to identify an object associated with the floorplan. The number consists of the EAN or UCC Company Prefix, assigned to a company by an EAN member organization or the UCC; a location reference, assigned by the holder of the company prefix; and a check digit, to ensure data integrity. Max length = 17 |
| 153 | Planogram GUID | String | Max length = 36 |
| 154 | DBGUID | String | Max length = 36 |
| 155 | Traffic flow | Int | The direction in which traffic flows along the planogram. N/A = 0, left-right = 1, right-left = 2 |
| 156 | Number of fixtures | Int | The number of fixtures contained in the planogram. |
| 157 | Cost allocated | Float | The total cost for all allocated products on the planogram. |
| 158 | Number of products allocated | Integer | The number of products with positions on the planogram. |
| 159 | Profit allocated | Float | The estimated profit for all allocated products on the planogram. |
| 160 | ROII cost allocated | Float | The ROII cost for allocated products on the planogram. |
| 161 | ROII retail allocated | Float | The ROII Retail for allocated products on the planogram. |
| 162 | Sales allocated | Float | The total Sales for all allocated products on the planogram. |
| 163 | Annual profit allocated | Float | The estimated annual profit for all allocated products on the planogram. |
| 164 | Combined performance index allocated | Float | The average Combined Performance Index (CPI) for products allocated on the planogram. |
| 165 | Margin allocated | Float | The total margin for allocated products on the planogram. |
| 166 | Movement allocated | Float | The total unit movement for all allocated products on the planogram. |
| 167 | Capacity | Integer | The total number of product units allocated on the planogram. |
| 168 | Capacity cost | Float | The total cost for all positions on the planogram. |
| 169 | Capacity retail | Float | The total retail value for all positions on the planogram. |
| 170 | Capacity unrestricted | Integer | The number of units that would fit on the planogram if no other merchandising restrictions (such as Max High) were applied. |
| 171 | Created by | String | The name of the person creating the object. Max length = 100 |
| 172 | Modified by | String |  |
| 173 | Date created | Date |  |
| 174 | Date modified | Date |  |
| 175-177 | Date 1 thru Date 3 | Date | Additional date fields that can be specified by the user for the planogram. Min=0, max=401768 <12/31/2999> |
| 178 | Source | Int | Specifies the application that created theplanogram. |
| 179 | Allocation Group | String | The fixture group to which each planogram will be allocated when using the Project planogram groups planogram source. Max length = 100 |
| 180 | Allocation Sequence | Int | Identifies the order in which planograms are placed on fixtures in each fixture group when using the Project planogram groups planogram source. Objects with lower sequence values are allocated before those with a higher value. |
| 181 | Allocation Target Min | Float | The minimum amount of linear space that must be allocated to planograms when calculating their target space for Floorplan Space Allocation. |
| 182 | Allocation Target Max | Float | The maximum amount of linear space that can be allocated to planograms when calculating their target space for Floorplan Space Allocation. |
| 183 | Can Segment | Boolean | Specifies whether the planogram can be split into separate sections to jump over gaps in a linear group of fixtures. |
| 184 | Can Split |  | Specifies whether a planogram can be split across fixtures. <Default> = -1, None = 0, Any = 1, Aisle = 2 |
| 185 | PG Status | Int | The current status of the planogram in the generation process. |
| 186 | PG Score Percent | Int | The numeric score that denotes the success of the planogram generation process for the selected planogram |
| 187 | PG Score Note | String | The description of the score assigned to the generated planogram. Max length = 255 |
| 188 | PG Warnings Count | Int | The number of warnings that occurred when generating the planogram. |
| 189 | PG Errors Count | Int | The number of errors that occurred when generating the planogram. |
| 190 | PG Max Stage Reduce | Float | The highest Stage number that is applied to the planogram during the Reduce to Fit phase of the generation process. |
| 191 | PG Max Stage Fill Out | Float | The highest Stage number that is applied to the planogram during the Fill Out Space phase of the generation process. |
| 192 | PG Type | Int | Specifies whether the planogram is a template = 1, revision template = 4, auxiliary = 2, or target = 3 planogram, for use with Planogram Generator. |
| 193 | Custom data | String | A field that lets you store specific custom data for planograms. You must use OLE Automation to edit or view this field. Max length = 10000 |
| 194 | DBFamilyKey | Long | Used by Intactix Knowledge Base |
| 195 | DBReplaceKey | Long |
| 196 | DBVersionKey | Long |
| 197 | DBParentPGAuxTemplateKey | Long |
| 198 | DBParentPGSourceKey | Long |
| 199 | DBParentPGTemplateKey | Long |
| 200 | DBPGTimeDone | Date |
| 201 | PG Server Name | String | The server used to generate the planogram. Max length 255 |
| 202 | PR Status | Int | The status of the Planogram Recalculation task for the planogram. |
| 203 | Movement period used | Int | This value indicates the number of days associated with movement-related data. Min = 0, Max = 365 |

|  |  |  |
| --- | --- | --- |
|  |  |  |

**Project**

The third line of the file contains information about the project in CSV format. The fields of data are:

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Project” |
| 2 | Name | String | Name of the project. Max length = 100 |
| 3 | Key | String | The unique identifier of the segment in an Intactix Knowledge Base. Max length = 20 |
| 4 | Layout file | String | The layout files associated with the floorplan or project for printing. Max Length = 13000 |
| 5 | Measurement | Int | Measurement system used: 0 = Imperial, 1 = Metric |
| 6-55 | Value 1 thru Value 50 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 56-105 | Desc 1 thru  Desc 50 | String | General fields for storing user-defined text information. Max length=1000. |
| 106-115 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 116 | Notes | String | Notes that are associated with the project or with floorplans in the project. Max length = 1000 |
| 117 | Changed | Boolean | Specifies whether the project’s data has been modified during the current editing session. 0 = false, 1 = true |
| 118 | Primary Key | Int | Identifiers used by the Intactix Knowledge Base. |
| 119-128 | DBKey 1 thru DBKey 10 | Long |
| 129 | Texture Paths | String | Folder where object textures and models are located. Max length = 1000 |
| 130 | Warnings Count | Int | The number of objects in the project or on the floorplan with associated warnings. |
| 131 | DBFamilyKey | Long | Identifiers used by the Intactix Knowledge Base. |
| 132 | DBReplaceKey | Long |

**Section**

Sections are the physical mapping of the planogram segments to physical fixtures.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Section” |
| 2 | Name | String | Name of the planogram. Max length=100 |
| 3 | ID | String | Unique identifier of planogram. Max length=16 |
| 4 | Key | String | The unique identifier of the section in an Intactix Knowledge Base. Max length = 20 |
| 5 | X | Float | The horizontal location of the fixture, as measured from the left edge of the floorplan, based on an unrotated location. |
| 6 | Width | Float | Width of fixture. |
| 7 | Z | Float | The vertical location of the fixture, as measured from the floor of the floorplan. |
| 8 | Height | Float | Height of fixture. |
| 9 | Y | Float | The depth location of the fixture, as measured from the front edge of the floorplan, based on an unrotated location. |
| 10 | Depth | Float | Depth of fixture. |
| 11 | Rank X | Int | The sequential horizontal order of the section on the fixture. |
| 12 | Rank Z | Int | The sequential depth order of the section on the fixture |
| 13 | Rank Y | Int | The sequential vertical order of the section on the fixture. |
| 14 | Primary section label format name | String | The label used to override the 1st Default label for the section. Max length = 100 |
| 15 | Secondary section label format name | String | The label used to override the 2nd Default label for the section. Max length = 100 |
| 16 | MerchXSize | Int | Specifies whether to adjust the section width to fill the available space on the fixture. Normal = 1, Adjust = 2 |
| 17 | Merch Depth | Int | Specifies whether to adjust the section depth to fill the available space on the fixture. Normal = 1, Adjust = 2 |
| 18 – 47 | Desc 1 thru Desc 30 | String | General fields for storing user-defined text information. Max length=1000. |
| 48 – 77 | Value 1 thru Value 30 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 78 - 87 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 88 | Width override | Float | The user-specified width for the section. This value overrides the display of the section on the floorplan, but does not affect the width specified at the Planogram level. |
| 89 | Location ID | Int | The number of the section, when numbering objects on the floorplan. Min = 1, max = 99999 |
| 90 | Changed | Boolean | Specifies whether the section’s data has been modified during the current editing session. 0 = false, 1 = true |
| 91 | Department Override | String | The overriding department specified by the user for the section. Max length = 1000 |
| 92 | Depth override | Float | The user-specified depth for the section. This value overrides the display of the section on the floorplan, but does not affect the depth specified at the Planogram level. |
| 93 | Date Pending | Date | The pending date for the section.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 94 | Date Live | Date | The effective date for the section.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 95 | Date Finished | Date | The completion date for the section.  min=-36892 <12/27/1798>, max=2958465 <12/31/9999> |
| 96 | Height override | Float | The user-specified height for the section. This value overrides the display of the section on the floorplan, but does not affect the height specified at the Planogram level |
| 97 | Texture Override | String | The image associated with the individual section. This field overrides the specified texture for the planogram, and allows you to display different textures for multiple sections of the same planogram. Max length = 1000 |
| 98 | Part ID | String | Additional way of identifying section. Max length = 50 |
| 99 | GLN | String | Global Location Number. An optional number used to identify an object associated with the department. The number consists of the EAN or UCC Company Prefix, assigned to a company by an EAN member organization or the UCC; a location reference, assigned by the holder of the company prefix; and a check digit, to ensure data integrity. Max length = 17 |
| 100 | Angle | Float | The amount of rotation of the segment (in degrees), as seen in 3D view. When specifying angles for segments to build a 3D planogram, the angle refers to the angle based on the first segment. For example, if building a 4-sided square 3D planogram, the first segment Angle would be 0, the second segment angle, -90, the third segment angle, -180, and the fourth segment angle, -270. |
| 101 | Segment Start | Int | The first planogram segment that is represented by the section. |
| 102 | Segment End | Int | The last planogram segment that is represented by the section. |

**Segment**

Segments are vertical swaths of planograms. Each planogram is made up of one or more segments. Segment lines appear immediately after their parent planogram line.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Segment” |
| 2 | Name | String | Name of the segment. Max length=1000 |
| 3 | Key | String | The unique identifier of the segment in an Intactix Knowledge Base. Max length = 20 |
| 4 | X | Float | The horizontal location of the segment; typically has the value of zero. |
| 5 | Width | Float | Width of the segment. |
| 6 | Y | Float | The depth location of the segment; typically has the value of zero. |
| 7 | Height | Float | Height of the segment. |
| 8 | Z | Float | The vertical location of the segment; typically has the value of zero. |
| 9 | Depth | Float | Depth of the segment. |
| 10 | Angle | Float | The amount of rotation of the segment (in degrees), as seen in 3D view. |
| 11 | Offset X | Float | Amount of space between the left edge of the segment and the left edge of the planogram. |
| 12 | Offset Y | Float | Amount of space between the bottom edge of the segment and the bottom edge of the planogram. |
| 13 | Door | Boolean | Indicates if the segment is fronted by a door (such as frozen foods).  0 = false, 1 = true |
| 14 | Door direction | Int | Location of handle on door. 0 = left, 1 = right |
| 15 - 24 | Desc 1 thru Desc 10 | String | General fields for storing user-defined text information. Max length=1000. |
| 25 - 34 | Value 1 thru  Value 10 | Float | General fields for storing user-defined numeric information. Min value = - 9999999999.000, max value = 9999999999.000 |
| 35 - 44 | Flag 1 thru Flag 10 | Boolean | General fields for store user-defined Boolean information.  0 = false, 1 = true |
| 45 | Frame width | Float | The width of the border around the door for the segment. |
| 46 | Frame height | Float | The height of the border around the door for the segment. |
| 47 | Changed | Boolean | Specifies whether the segment’s data has been modified during the current editing session. 0 = false, 1 = true |
| 48 | Frame color | Long | The color for segment door frames. |
| 49 | Frame fill pattern | Int | The fill pattern applied to the door frame. |
| 50 | PartID | String | An additional field for identifying the segment. Max length = 50 |
| 51 | GLN | String | Global Location Number. An optional number used to identify an object associated with the floorplan. The number consists of the EAN or UCC Company Prefix, assigned to a company by an EAN member organization or the UCC; a location reference, assigned by the holder of the company prefix; and a check digit, to ensure data integrity. Max length = 17 |
| 52 | Custom data | String | A field that lets you store specific custom data for planograms. Max length = 1000 |
| 53 | Can separate | Boolean | Specifies whether a segment can be separated from the segment immediately to its left when planograms are split into separate sections in Floor Planning. 0 = false, 1 = true |

**3D Point**

3D Points are used to specify the polygonal shape of some object and they appear directly after the line defining that object.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “3D point” |
| 2 | X | Float | The horizontal location of the point, as measured from the left edge of the floorplan |
| 3 | Z | Float | The vertical location of the point, as measured from the floor of the floorplan, |
| 4 | Y | Float | The depth location of the point, as measured from the front edge of the floorplan. |