JDA Space Planning (PSA) File Format Specification

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This document describes the PSA file format used by JDA Space Planning software. The specific format described is PSA version 2008.0.0.14, 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**

PSA files are ASCII text files that describe the physical layout of one or more planograms. The general organization of PSA files is illustrated in the drawing below.

* Each PSA file contains one *Project*. A Project contains a set of *Products* and one or more *Planogram*s on which the products may be placed.
* Each planogram can be divided into one or more vertical strips, called *Segments*.
* Planograms contain *Fixtures,* whichare physical structures upon which products can be placed. There are many types of fixtures, such as shelves and bins.
* Fixtures can contain *Dividers* that force products into defined channels within the fixture.
* *Position* objects represent the placement of a product on a fixture. The position object contains information about the physical arrangement of the product, such as how many facings are allocated to the product.

There are other objects in the PSA file, such as *Pegs*, *Performance* data, and *Drawings*.

**PSA Library**

PSA files contain many data fields that are only of interest to the JDA Space Planning program. To make life simpler, in the tables that follow, I have highlighted the fields that are important for interchange of planogram designs. The other fields can be left blank. The .Net library I have written provides get and set property definitions for the yellow highlighted fields. All other fields can be referenced via the object’s “Fields” array, using the FieldName constants defined for each object class.

To load a PSA file and create a PSA object, use the static method

PSA Read(string filename, out string errorMsg)

To write a PSA object to a file, use the static method

void Write(string filename)

A list of the names of all the planograms in a PSA file can be retrieved with the static method

List<string> GetPlanogramNames(string filename, out string errorMsg)

The product meta-data can be retrieved in several formats:

string[,] GetProductDataMatrix(string filename, string planogram, out string errorMsg)

Returns the product meta-data as a 2D matrix of strings, where the first row of the matrix [0,…] contains the column headers. The Performance data is merged into the Product data.

string GetProductDataAsTabDelimitedString(string filename, string planogram,

bool deleteEmptyColumns, out string errorMsg)

Returns the product data matrix as a tab-delimited string. Each line of the string contains one row of the matrix. (See the GetProductDataMatrix function.)

Dictionary<string, Dictionary<string, string>> GetTvsAnalyticsData(string filename,

string planogram, out string errorMsg)

Augments the product data matrix with many of the ProSpace calculated fields. The top-level dictionary key is the product ID; the inner dictionary keys are the field names.

string[,] GetTvsAnalyticsDataMatrix(string filename, string planogram,

out string errorMsg)

Returns the TVS analytics dictionary as a 2D matrix. Each row of the matrix contains data for one product. The first row contains column headers. (See the GetTvsAnalyticsData function.)

string GetTvsAnalyticsDataAsTabDelimitedString(string filename, string planogram,

bool deleteEmptyColumns, out string errorMsg)

Returns the TVS analytics dictionary as a tab-delimited string. Each line of the string contains data for one product. The first line contains column headers. (See the GetTvsAnalyticsData function.)

**Divider**

Dividers are accessories that force Positions into defined channels within the parent Fixture.

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| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Divider” |
| 2 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |
| 3 | X | Float | The horizontal location of the object, as measured from the left edge of the planogram. For dividers, type "0" to place the divider at the far left edge of the fixture. |
| 4 | Width | Float | The width of the object. |
| 5 | Y | Float | The vertical location of the object, as measured from the bottom of the planogram. |
| 6 | Height | Float | The height of the object. |
| 7 | Z | Float | The depth location of the object, as measured from the back of the planogram. For manual dividers, type "0" to place the divider at the back of the fixture. |
| 8 | Depth | Float | The depth of the object. |
| 9 | Color | Long | The color of the object or the color of the lines in a drawing object, displayed as a block of the specified color or as an RGB integer value. |
| 10 | Auto-created | Boolean | Specifies whether the divider is a manual or automatic divider. |
| 11 - 13 | Desc 1 - 3 | String | General fields for storing text information. (max length=1000) |
| 14 - 16 | Value 1 - 3 | Float | General fields for storing numeric information. |
| 17 | Changed | Boolean | Specifies whether an object's data has changed during the current session |
| 18 | Hide if printing | Boolean | Specifies whether to include the object when printing. |
| 19 | PartID | String | An additional field for identifying the object. (max length=50) |
| 20 | Custom data | String | A field that lets you store specific custom data for objects. You must use OLE Automation to edit or view this field. (max length=10000) |

**Drawing**

Drawing objects are graphics drawn on the planogram, including text.

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| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Drawing” |
| 2 | Type | Enum | The type of drawn object. Values: 0=Arc, 1=Ellipse, 2=Line, 3=Polygon, 4=Rectangle, 5=Text |
| 3 | Name | String | The name of the object. (max length=100) |
| 4 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |
| 5 | X | Float | The horizontal location of the object, as measured from the left edge of the planogram |
| 6 | Width | Float | The width of the object. |
| 7 | Y | Float | The vertical location of the object, as measured from the bottom of the planogram. |
| 8 | Height | Float | The height of the object. |
| 9 | Z | Float | The depth location of the object, as measured from the back of the planogram. |
| 10 | Depth | Float | The depth of the object. |
| 11 | Color | Long | The color of the object or the color of the lines in a drawing object, displayed as a block of the specified color or as an RGB integer value. |
| 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 | View created in | Enum | The view in which the drawn object is created. Values: 0=Side, 1=Top, 2=Front |
| 15 | Show in all views | Boolean | Displays the drawing in all 2D planogram views. |
| 16 | Word wrap | Boolean | Wraps text that extends beyond the label boundary, layout area, or text box to a new line. |
| 17 | Circular | Boolean | Specifies whether the polygon is a closed polygon. |
| 18 | Start X | Float | The starting horizontal location for arcs. |
| 19 | Start Y | Float | The starting vertical location for arcs. |
| 20 | Start Z | Float | The starting depth location for arcs. |
| 21 | End X | Float | The ending horizontal location for arcs. |
| 22 | End Y | Float | The ending vertical location for arcs. |
| 23 | End Z | Float | The ending depth location for arcs. |
| 24 | String | String | The text included in the text box. |
| 25 | Scale | Enum | Specifies how text is sized in a text box. Values: 0=Scaled, 1=Fixed, 2=Sized |
| 26 | Outline | Enum | Includes an outline around a text box. Values: 0=None, 1=Rectangle, 2=Ellipse |
| 27 | Callout | Enum | Specifies the type of callout line to display for a text box. Values: 0=None, 1=Line, 2=Arrow |
| 28 | Font height | Long |  |
| 29 | Font width | Long |  |
| 30 | Font escapement | Long |  |
| 31 | Font orientation | Long |  |
| 32 | Font weight | Long |  |
| 33 | Font italic | Integer |  |
| 34 | Font underline | Integer |  |
| 35 | Font strike out | Integer |  |
| 36 | Font char set | Integer |  |
| 37 | Font out precision | Integer |  |
| 38 | Font clip precision | Integer |  |
| 39 | Font quality | Integer |  |
| 40 | Font pitch and family | Integer |  |
| 41 | Font face name | String |  |
| 42 | Callout X | Float | The horizontal location of the callout destination. |
| 43 | Callout Y | Float | The vertical location of the callout destination. |
| 44 | Callout Z | Float | The depth location of the callout destination. |
| 45 | Center text | Boolean | Specifies whether to center text in the text box. |
| 46 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |
| 47 | Hide if printing | Boolean | Specifies whether to include the object when printing. |
| 48 | Custom data | String | A field that lets you store specific custom data for objects. You must use OLE Automation to edit or view this field. (max length=10000) |
| 49 | Adjust font color | Boolean |  |

**Fixture**

The Fixture object represents a structure fixed to the Planogram upon which representations of a Product or Position can be placed.

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| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Fixture” |
| 2 | Type | Enum | The fixture type. Values: 0=Shelf, 1=Chest, 2=Bin, 3=Polygonla Shelf, 4=Rod, 5=Lateral Rod, 6=Bar, 7=Pegboard, 8=Multi-row Pegboard, 9=Curved Rod 10=Obstruction, 11=Sign, 12=Gravity Feed. |
| 3 | Name | String | Name of Fixture (max length=100) |
| 4 | Key | String | The unique identifier of the Fixture in an Intactix Knowledge Base database. (max length=20) |
| 5 | X | Float | The horizontal location of the object, as measured from the left edge of the planogram. |
| 6 | Width | Float | The width of the fixture. |
| 7 | Y | Float | The vertical location of the object, as measured from the bottom of the planogram |
| 8 | Height | Float | The height of the object. |
| 9 | Z | Float | The depth location of the object, as measured from the back of the planogram. |
| 10 | Depth | Float | The depth of the object |
| 11 | Slope | Float | The amount of rotation of the fixture or position (in degrees), as seen from the side view. Positive values rotate the fixture or position counter-clockwise. Negative values rotate the fixture or position clockwise. |
| 12 | Angle | Float | The amount of rotation of the fixture or position (in degrees), as seen in Top view. Negative values rotate the fixture or position counter-clockwise; positive values rotate the fixture or position clockwise. |
| 13 | Roll | Float | The amount of rotation in degrees (from -89 to 89) of the fixture or position, when viewed in Front view. Positive values rotate the fixture or position clockwise; negative values rotate the fixture or position counter-clockwise. |
| 14 | Color | Long | The color of the object or the color of the lines in a drawing object, displayed as a block of the specified color or as an RGB integer value. |
| 15 | Assembly | String | The identification of the fixture as a part of a group of fixtures to be moved together. |
| 16 | X spacing | Float | The amount of horizontal space between peg holes on the first row of a pegboard, between automatic dividers on a shelf, and between the merchandising slots in the gravity feed fixture. For slat walls, type "0" in this field. |
| 17 | Y spacing | Float | The amount of vertical space between pegboard rows or slat wall slots on pegboard fixture types. |
| 18 | X start | Float | The vertical distance from the top edge of the pegboard to the first row of peg holes on pegboards |
| 19 | Y start | Float | The vertical distance from the top edge of the pegboard to the first row of peg holes on pegboards |
| 20 | Wall width | Float | The width of the left and right walls for chests and bins |
| 21 | Wall height | Float | The height of the chest or bin walls. These walls are placed above the base for the chest or bin |
| 22 | Wall depth | Float | The depth of the front and back walls for chests and bins |
| 23 | Curve | Float | The total curvature of a curved rod (in degrees). Negative values curve to the right; positive values curve to the left. For semi-circular rods, type "180" in the field. For complete circular rods, type "360". |
| 24 | Merch | Float | The amount of space (Height or Depth) on the fixture in which positions can be merchandised |
| 25 | Check other fixtures | Boolean | Considers overlapping fixtures when determining the number of units to merchandise for positions on the fixture |
| 26 | Check other positions | Boolean | Considers overlapping positions on other fixtures when determining the number of units to merchandise for positions on the fixture. |
| 27 | Can obstruct | Boolean | Specifies whether a fixture, or its positions, should be considered when other fixtures are checking for obstructions. The fixture setting limits the height and depth stacking of adjacent positions, but does not function like dividers, obstructions, or bins to separate the horizontal merchandising space into subdivided areas. |
| 28 | Left overhang | Float | The amount of space beyond the left edge of the fixture on which positions can be merchandised. A positive value extends the merchandisable space; a negative value reduces the merchandisable space |
| 29 | Right overhang | Float | The amount of space beyond the right edge of the fixture on which positions can be merchandised. A positive value extends the merchandisable space; a negative value reduces the merchandisable space |
| 30 | Lower overhang | Float | The amount of space below the fixture in which positions can be merchandised |
| 31 | Upper overhang | Float | The amount of space above the fixture on which positions can be merchandised |
| 32 | Back overhang | Float | The amount of space allowed for products to be merchandised beyond the back of the fixture. A negative value reduces the merchandisable depth of the fixture |
| 33 | Front overhang | Float | The amount of space allowed for products to be merchandised beyond the front of the fixture. A negative value reduces the merchandisable depth of the fixture. |
| 34 | Default merch style | Enum | The default merchandising style for new positions added to the fixture. Values: -1=Default, 0=Unit, 1=Tray, 2=Case, 3=Display, 4=Alternate, 5=Loose, 6=Log stack |
| 35 | Divider width | Float | The width of automatic dividers used on the fixture, in minor units |
| 36 | Divider height | Float | The height of automatic dividers used on the fixture, in minor units |
| 37 | Divider depth | Float | The depth of automatic dividers used on the fixture, in minor units. A value of 0 sets the divider to the depth of fixture, by default |
| 38 | Can combine | Enum | Specifies whether a fixture can combine its merchandising space with adjacent fixtures that are set to combine their merchandising space. Values: 0=No, 1=Yes, 2=Left only, 3=Right only |
| 39 | Grille Height | Float | The height of the front barrier used on open shelves and gravity feed fixtures. |
| 40 | Notch Offset | Float | The amount of space (in minor units) from the top of the shelf to the notch below it |
| 41 | X spacing 2 | Float | The amount of horizontal space between peg holes on the second row of a multi-row pegboard. |
| 42 | X start 2 | Float | The distance from the left edge of the pegboard to the first peg hole in the second row of the multi-row pegboard. |
| 43 | Peg drop | Float | The vertical distance from the top of a rod, curved rod, or lateral rod to the top of a position on the rod |
| 44 | Peg gap X | Float | The minimum horizontal distance that must exist between positions on pegboards |
| 45 | Peg gap Y | Float | The minimum vertical distance that must exist between positions on pegboards |
| 46 | Primary fixture label format name | String | The position label used to override the first checked position label (listed alphabetically) in the list of labels in the Label Formats dialog box. |
| 47 | Secondary fixture label format name | String | The fixture label used to override the second checked fixture label (listed alphabetically) in the list of labels in the Label Formats dialog box. |
| 48 | Shape ID | String | The shape ID associated with the fixture, planogram backboard, product, or position. |
| 49 | Bitmap ID | String | The image associated with the fixture |
| 50 | MerchXMin | Integer | The minimum number of facings that must be placed for positions on the fixture. |
| 51 | MerchXMax | Integer | The maximum number of facings that can be placed for positions on the fixture. |
| 52 | MerchXUprights | Integer | The number of uprights wide to include for positions |
| 53 | MerchXCaps | Integer | The number of horizontal caps or nests to include for positions on fixtures. |
| 54 | MerchXPlacement | Enum | Specifies how positions are placed horizontally on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 55 | MerchXNumber | Enum | Specifies how the number of units high is determined for positions. Values: 0=Default, 1=Manual, 2=One, 3=Fill |
| 56 | MerchXSize | Enum | Specifies how facing width is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 57 | MerchXDirection | Enum | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 58 | MerchXSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 59 | MerchYMin | Integer | The minimum number of units high that must be placed for positions on the fixture. |
| 60 | MerchYMax | Integer | The maximum number of units high that can be placed for positions on a fixture. |
| 61 | MerchYUprights | Integer | The number of uprights high to include for positions. |
| 62 | MerchYCaps | Integer | The number of caps or nests high to include for positions on fixtures. |
| 63 | MerchYPlacement | Enum | Specifies how positions are placed vertically on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 64 | MerchYNumber | Enum | Specifies how the number of units high is determined for positions. Values: 0=Default, 1=Manual, 2=One, 3=Fill |
| 65 | MerchYSize | Enum | Specifies how unit height is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 66 | MerchYDirection | Enum | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 67 | MerchYSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 68 | MerchZMin | Integer | The minimum number of units deep that must be placed for positions on the fixture. |
| 69 | MerchZMax | Integer | The maximum number of units deep that can be placed for positions on the fixture. |
| 70 | MerchZUprights | Integer | The number of uprights deep to include for positions. |
| 71 | MerchZCaps | Integer | The number of caps or nests deep to include for positions on fixtures. |
| 72 | MerchZPlacement | Enum | Specifies how positions are placed depth-wise on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 73 | MerchZNumber | Enum | Specifies how the number of units deep is determined for positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 74 | MerchZSize | Enum | Specifies how unit depth is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 75 | MerchZDirection | Enum | Specifies whether positions are added to fixtures from the front (Reverse) or back (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 76 | MerchZSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 77-106 | Desc 1 - 30 | String | General fields for storing text information. |
| 107-136 | Value 1 - 30 | Float | General fields for storing numeric information. |
| 137-146 | Flag 1 - 10 | Boolean | General fields for storing boolean information. |
| 147 | Location ID | Integer | The number of the fixture, when numbering objects on the planogram. |
| 148 | Fill pattern | Enum | The fill pattern applied to the object. |
| 149 | Model Filename | String | The 3D Model (.3DS or .FBX) file associated with the fixture. |
| 150 | Weight Capacity | Float | The amount of weight the fixture can hold. |
| 151 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |
| 152 | Divider at start | Boolean | Places an automatic divider before the first position on the fixture, based on the Merchandising Direction for the fixture. |
| 153 | Divider at end | Boolean | Places an automatic divider after the last position on the fixture, based on the Merchandising Direction for the fixture. |
| 154 | Dividers between facings | Boolean | Places automatic dividers between each facing of positions on the fixture. |
| 155 | Transparency | Float | The amount of transparency (from 0-100%) to apply to the fixture in 3D view. |
| 156 | Hide if printing | Boolean | Specifies whether to include the object when printing. If Yes is selected for a fixture, the fixture is not drawn, but positions on the fixture are drawn. |
| 157 | Product association | String | An additional field used for associating a specific product type (for example, heavy products) with the fixture. |
| 158 | PartID | String | An additional field for identifying the object. |
| 159 | Hide view dimensions | Boolean | Hides dimensions associated with the fixture in planogram views or when printing. |
| 160 | GLN | String | Global Location Number. An optional number used to identify a fixture. |
| 161 | Custom data | String | A field that lets you store specific custom data for objects. You must use OLE Automation to edit or view this field, which reduces the chance that custom data is deleted inadvertently when the file is distributed to other users. |

**Peg**

Pegs represent objects that can be attached to a pegboard on which Positions can be hung.

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| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Divider” |
| 2 | ID | String | The ID for the peg. (max length=100) |
| 3 | Description | String | The long description of the peg. (max length=100) |
| 4 | Length | Float | The length of the peg bars. |
| 5 | Back Holes | Integer | The number of peg hooks that connect the peg to the pegboard. |
| 6 | Height | Float | The difference in height between the front and back of the peg. A negative value causes the peg to slope upward. A positive value causes the peg to slope downward. |
| 7 | (Obsolete) |  |  |
| 8 | Tag Offset | Integer | The distance from the peg to the top of the scanner tag. If this field and the X Offset field are both set to zero (0), no tag is drawn. Positive values place the tag above the peg. Negative values place the tab below the peg only when the X Offset field is also specified. |
| 9 | Tag Height | Float | The height of the scanner tag for the peg. |
| 10 | Tag Width | Float | The width of the scanner tag for the peg. |
| 11 | Type | Enum | Values: 0=standard, 1=Heavy, 2=Hairpin, 3=Hanger |
| 12 | Back Offset | Float | The distance between the main bar of the peg and the peg hole. |
| 13 | (Obsolete) |  |  |
| 14 | Back Spacing | Float | The distance between peg hooks on the peg. |
| 15 | Front Bars | Integer | The number of bars on the peg that can hold positions. |
| 16 | Front Spacing | Float | The distance between bars on the peg. |
| 17 | PartID | String | An additional field for identifying the object. (max length=50) |
| 18 | Tag X Offset | Float | The distance from the peg to the left edge of the scanner tag. If this field and the Y Offset field are both set to zero (0), no tag is drawn. Positive values place the tag to the right of the peg. Negative values place the tab to the left of the peg |

**Performance**

The Performance object represents how a Product performs on a Planogram.

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| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Performance” |
| 2 | UPC | String | The Universal Product Code of the product. |
| 3 | ID | String | The ID of the product; often called SKU. |
| 4 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |
| 5 | Price | Float | The price of the product on the active planogram, considering the tax code applied to the price. |
| 6 | Case cost | Float | The total cost of a case of the product on the active planogram. |
| 7 | Tax code | Integer | The number of the tax code to be applied to the product for the active planogram |
| 8 | Unit movement | Float | The unit movement for the product on the active planogram for the specified movement period. |
| 9 | Share | Float | The market share for the product on the active planogram. |
| 10 | Combined performance index | Float | The calculated index for the product on the active planogram. |
| 11 - 20 | Desc 1 - 10 | String | General fields for storing text information. (Max length = 1000) |
| 21 - 30 | Value 1 - 10 | Float | General fields for storing numeric information. |
| 31 – 40 | Flag 1 - 10 | Boolean | General fields for storing boolean information. |
| 41 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |
| 42 - 61 | Desc 11 – 30 | String | General fields for storing text information. (Max length = 1000) |
| 62 - 81 | Value 11 - 30 | Float | General fields for storing numeric information. |
| 82 | Case multiple | Float | The minimum number of cases required for products when using the Case Multiple inventory model to calculate Target Inventory. |
| 83 | Days supply | Float | The minimum days of supply required for products when using the Days Supply inventory model to calculate Target Inventory. |
| 84 | Peak safety factor | Float | The percentage of stock required for the product, including extra product to account for unusually high demand in a specific cycle, used with the Peak Demand inventory model to calculate Target Inventory. |
| 85 | Backroom stock | Float | The default percentage of product held in reserve in the back room for products. This field is used with the Peak Demand inventory model for calculating Target Inventory. |
| 86 | Minimum units | Integer | The minimum number of units of the product that must be on the active planogram. |
| 87 | Maximum units | Integer | The maximum number of units of the product allowed on the active planogram, used with the Maximum Units inventory model to calculate Target Inventory. |
| 88 | Delivery schedule | String | Specifies the days in the demand cycle on which the product is delivered. (max length=50) |
| 89 | Replenishment min | Integer | The minimum number of units needed to require an automatic restocking for the product in the store. |
| 90 | Replenishment max | Integer | The maximum number of units allowed to require an automatic restocking for the product in the store. |
| 91 | Assortment rank | Integer | The rank of the product in the list of products for the active planogram, based on the Combined Performance Index (CPI) value calculated by Shelf Assortment or Assortment Optimization. |
| 92 | Recommended facings | Integer | The number of recommended facings for the product on the active planogram, calculated by Shelf Assortment or Assortment Optimization. |
| 93 | Assortment strategy | String | The strategy associated with ranking a product in an assortment. (max length=50) |
| 94 | Assortment tactic | String | The tactic associated with ranking a product in an assortment. (max length=50) |
| 95 | Assortment reason | String | The reason provided when an assortment recommendation is overridden. (max length=260) |
| 96 | Assortment action | String | The action recommended by Efficient Item Assortment or Shelf Assortment. (max length=50) |
| 97 | PartID | String | An additional field for identifying the object. (max length=50) |
| 98 | Cluster name | String | The name of the cluster associated with the product. (max length=100) |
| 99 | Target distribution stores | Integer | The number of stores carrying the selected product. |
| 100 | Target distribution% | Float | The percentage of stores carrying the selected product. |
| 101 | Assortment note | String | Notes specified for the product in an Efficient Item Assortment project. (max length=1000) |
| 102 - 121 | Desc 31 - 50 | String | General fields for storing text information. (Max length = 1000) |
| 122 - 141 | Value 31 - 50 | Float | General fields for storing numeric information. |
| 142 | Custom data | String | A field that lets you store specific custom data for objects. You must use OLE Automation to edit or view this field. (max length=10000) |
| 143 | Recommended orientation | Enum | The recommended orientation for the product on the active planogram, calculated by Shelf Assortment or Assortment Optimization. Values: 0=Front, 1=Front 90, 2 (Default)=Side, 3=Side 90, 4=Top, 5=Top 90, 6=Back, 7=Back 90, 8=Right, 9=Right 90, 10=Base, 11=Base 90, 12=Front 180, 13=Front 270, 14=Side 180, 15=Side 270, 16=Top 180, 17=Top 270, 18=Back 180, 19=Back 270, 20=Right 180, 21=Right 270, 22=Base 180, 23=Base 270 |
| 144 | Recommended merch style | Enum | The recommended merchandising style for the product on the active planogram, calculated by Shelf Assortment or Assortment Optimization. Values: -1=Default, 0=Unit, 1=Tray, 2=Case, 3=Display, 4=Alternate, 5=Loose, 6=Log stack |
| 145 | Ignore recommendations | Boolean | Specifies whether assortment recommendations have been ignored for the selected product. |
| 146 | Priority | Integer | For Shelf Assortment, identifies the numeric priority assigned to the product; for Assortment Optimization, identifies whether the product is associated with the core or an optional assortment. |
| 147 | Priority Desc | String | For Shelf Assortment, identifies the priority assigned to the product. For Assortment Optimization, identifies whether the product is associated with the core or an optional assortment. |
| 148 | Force List | Boolean | Indicates that the product was allocated with the minimum number of facings, even if the product's performance did not merit inclusion in the product assortment. |
| 149 | PG Reasons | String |  |
| 150 | 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. |
| 151 | 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 |

**Planogram**

The planogram text block contains lines describing planograms and the segments they contain.

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| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Planogram” |
| 2 | Name | String | Name of planogram (max length=100) |
| 3 | Key | String | The unique identifier of the planogram in an Intactix Knowledge Base database. (max length=20) |
| 4 | Width | Float | The width of the planogram |
| 5 | Height | Float | The height of the planogram |
| 6 | Depth | Float | The depth of the planogram |
| 7 | Color | Color | The color of the planogram |
| 8 | Back depth | Float | The depth of the planogram backboard, in minor units. |
| 9 | Draw back | Boolean | Indicates if the backboard for the planogram should be displayed. |
| 10 | Base width | Float | The width of the planogram base, in major and minor units. |
| 11 | Base height | Float | The height of the planogram base, in minor units. |
| 12 | Base depth | Float | The depth of the planogram base, in major and minor units. |
| 13 | Draw base | Boolean | Indicates if the base for the planogram should be displayed. |
| 14 | Base color | Color | The color of the planogram base. |
| 15 | Draw notches | Boolean | Indicates if the notches for the planogram should be displayed. |
| 16 | Notch offset | Float | The distance from the bottom of the planogram to the first notch in the notch bar. |
| 17 | Notch spacing | Float | The amount of vertical space between notches in the notch bar. |
| 18 | Double notches | Boolean | Indicates if the notch bars displayed on the planogram are single-width or double-width notch bars. |
| 19 | Notch color | Color | The color of the notch bars on the planogram. |
| 20 | Notch marks | Boolean | Specifies whether notches are displayed in notch bars extending out beyond either side of the planogram |
| 21 | Draw pegs | Boolean | Indicates if the pegs for the planogram should be displayed. |
| 22 | Draw pegholes | Boolean | Indicates if the peg holes for the planogram should be displayed. |
| 23 | Traffic flow | Enumerated | The direction in which traffic flows along the planogram. Values: 0=N/A, 1=Left-right, 2=Right-left |
| 24 | Auto created | Boolean | Specifies whether the planogram was created by the user or was created automatically when a fixture or assembly was added to a fixture library. |
| 25 | Shape ID | String | The shape ID associated with the planogram backboard. (max length = 50) |
| 26 | Bitmap ID | String | The image associated with the planogram. (max length=260) |
| 27 | MerchXMin | Integer | The minimum number of facings that must be placed for positions on the fixture. |
| 28 | MerchXMax | Integer | The maximum number of facings that must be placed for positions on the fixture. |
| 29 | MerchXUprights | Integer | The number of uprights wide to include for positions |
| 30 | MerchXCaps | Integer | The number of horizontal caps or nests to include for positions on fixtures. |
| 31 | MerchXPlacement | Enumerated | Specifies how positions are placed horizontally on fixtures. Values: 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 32 | MerchXNumber | Enumerated | Specifies how the number of facings wide is determined for positions. Values: 1=Manual, 2=One, 3=Fill |
| 33 | MerchXSize | Enumerated | Specifies how facing width is handled in positions. Values: 1=Normal, 2=Adjust, 3=Spaced |
| 34 | MerchXDirection | Enumerated | Specifies whether positions are added to a fixture from the left (Normal) or right (Reverse) of the fixture. Values: 0=Normal, 1=Reverse |
| 35 | MerchXSqueeze | Enumerated | Obsolete |
| 36 | MerchYMin | Integer | The minimum number of facings that must be placed for positions on the fixture. |
| 37 | MerchYMax | Integer | The maximum number of facings that must be placed for positions on the fixture. |
| 38 | MerchYUprights | Integer | The number of uprights wide to include for positions |
| 39 | MerchYCaps | Integer | The number of caps or nests high to include for positions on fixtures. |
| 40 | MerchYPlacement | Enumerated | Specifies how positions are placed vertically on fixtures. Values: 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 41 | MerchYNumber | Enumerated | Specifies how the number of units high is determined for positions. Values: 1=Manual, 2=One, 3=Fill |
| 42 | MerchYSize | Enumerated | Specifies how unit height is handled in positions. Values: 1=Normal, 2=Adjust, 3=Spaced |
| 43 | MerchYDirection | Enumerated | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: 0=Normal, 1=Reverse |
| 44 | MerchYSqueeze | Enumerated | Obsolete |
| 45 | MerchZMin | Integer | The minimum number of units deep that must be placed for positions on the fixture. |
| 46 | MerchZMax | Integer | The maximum number of units deep that can be placed for positions on the fixture. |
| 47 | MerchZUprights | Integer | The number of uprights deep to include for positions. |
| 48 | MerchZCaps | Integer | The number of caps or nests deep to include for positions on fixtures. |
| 49 | MerchZPlacement | Enumerated | Specifies how positions are placed depth-wise on fixtures. Values: 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 50 | MerchZNumber | Enumerated | Specifies how the number of units deep is determined for positions. Values: 1=Manual, 2=One, 3=Fill |
| 51 | MerchZSize | Enumerated | Specifies how unit depth is handled in positions. . Values: 1=Normal, 2=Adjust, 3=Spaced |
| 52 | MerchZDirection | Enumerated | Specifies whether positions are added to fixtures from the front (Reverse) or back (Normal) of the fixture. Values: 0=Normal, 1=Reverse |
| 53 | MerchZSqueeze | Enumerated | Obsolete |
| 54 | Combined performance index | Float | The average Combined Performance Index (CPI) for the planogram, based on Performance-level CPI values. |
| 55 | Number of Stores | Integer | The number of stores that are represented by the planogram. |
| 56 | Notch width | Float | The width of the notch bar, in minor units. |
| 57 – 106 | Desc 1 - 50 | String | General fields for storing text information. (max length=1000) |
| 107 - 156 | Value 1 - 50 | Float | General fields for storing numeric information. |
| 157 – 166 | Flag 1 – 10 | Boolean | General flags used for showing a true/false condition for the planogram. |
| 167 | Fill pattern | Enumerated | The fill pattern applied to the object. |
| 168 | Segments to print | String | The default segments to print when printing the planogram. (max length=1000) |
| 169 | File name | String | The original file name for individual planogram files merged into a project. (max length=260) |
| 170 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |
| 171 | Layout file name | String | The default layout files associated with the planogram for printing. ( max length=13000) |
| 172 | Notes | String | Notes that are associated with planogram. (max length=1048575) |
| 173 – 182 | DBKey1 - 10 | Long | Identifiers that specify the planogram's location in the Intactix Knowledge Base planogram hierarchy. |
| 183 | Source file type | Enumerated | Specifies whether the planogram originated from an InterCept or Pegman planogram file or was created in Space Planning. Values: 0=InterCept, 1= Pegman, 2= Space Planning |
| 184 - 186 | Status 1 - 3 | String | (max length=50) Values: 1=Live, 2=Pending, 3=Work in progress, 4=Historic, 200=Analysis |
| 187 | Date created | Date | The date the planogram was modified. |
| 188 | Date modified | Date | The date the planogram was modified. |
| 189 | Date pending | Date | The pending date for the planogram. |
| 190 | Date effective | Date | The effective date for the planogram. |
| 191 | Date finished | Date | The completion date for the planogram. |
| 192 - 194 | Date 1 - 3 | Date | Additional date fields that can be specified by the user. |
| 195 | Created by | String | The name of the person creating the planogram (max length=100) |
| 196 | Modified by | String | The name of the person modifying the planogram (max length=100) |
| 197 | Floor bitmap ID | String | The image associated with the floor beneath the planogram. (max length=260) |
| 198 | Door transparency | Float | The amount of transparency (from 0-100%) applied to segment windowpanes in 3D view when door frames are displayed for the segment. |
| 199 | Floor tile width | Float | The width of the image to be tiled across the floor in 3D view. |
| 200 | Floor tile depth | Float | The depth of the image to be tiled across the floor in 3D view. |
| 201 | Inventory model - Manual | Boolean | Specifies whether the Manual inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 202 | Inventory model - Case Multiple | Boolean | Specifies whether the Case Multiple inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 203 | Inventory model - Days Supply | Boolean | Specifies whether the Days Supply inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 204 | Inventory model - Peak | Boolean | Specifies whether the Peak Demand inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 205 | Inventory model - Min units | Boolean | Specifies whether the Minimum Units inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 206 | Inventory model - Max units | Boolean | Specifies whether the Maximum Units inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 207 | Case multiple | Float | The minimum number of cases required for products when using the Case Multiple inventory model to calculate Target Inventory. |
| 208 | Days supply | Float | The minimum days of supply required for products when using the Days Supply inventory model to calculate Target Inventory. |
| 209 | Demand cycle length | Integer | The number of days in the demand cycle for products on the planogram or in the project. |
| 210 | Peak safety factor | Float | The percentage of stock required for the product, including extra product to account for unusually high demand in a specific cycle, used with the Peak Demand inventory model to calculate Target Inventory. |
| 211 | Backroom stock | Float | The default percentage of product held in reserve in the back room for products. This field is used with the Peak Demand inventory model for calculating Target Inventory. |
| 212 – 218 | Demand 1 - 7 | Float | The percentage of business done (or the proportional amount of business done) on each day in the demand cycle for the project. |
| 219 | Delivery schedule | String | Specifies the days in the demand cycle on which the product is delivered. (max length=50) |
| 220 | ID | String | A unique identifier for the planogram. ( max length=16) |
| 221 | Department | String | The department associated with the planogram. (max length=1000) |
| 222 | PartID | String | An additional field for identifying the object (max length=50) |
| 223 | GLN | String | Global Location Number. An optional number used to identify a planogram. (max length=17) |
| 224 | Custom data | String | A field that lets you store specific custom data for objects. (max length=10000) |
| 225 | Planogram GUID | String | max length=36 |
| 226 | DBGUID | String | max length=36 |
| 227 | Abbrev name | String | The abbreviated name of the product or planogram. (max length=20) |
| 228 | Category | String | The category associated with the planogram (max length=1000) |
| 229 | Subcategory | String | The subcategory associated with the planogram (max length=1000) |
| 230 | Source | Integer | Specifies the application that created the planogram. |
| 231 | Allocation Group | String | The fixture group to which each planogram is allocated when the Project planogram groups planogram source is used. (max length=100) |
| 232 | Allocation Sequence | Integer | Identifies the order in which planograms are placed on fixtures in each fixture group when using the Project planogram groups planogram source. |
| 233 | 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. |
| 234 | 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. |
| 235 | Can Segment | Boolean |  |
| 236 | Can Split | Enumerated |  |
| 237 | PG Status | Integer | The current status of the planogram in the generation process. |
| 238 | PG Score Percent | Integer | The numeric score that denotes the success of the planogram generation process for the selected planogram. |
| 239 | PG Score Note | String | The description of the score assigned to the generated planogram. (max length=255) |
| 240 | PG Warnings Count | Integer | The number of warnings that occurred when generating the planogram. |
| 241 | PG Errors Count | Integer | The number of errors that occurred when generating the planogram. |
| 242 | PG Action List | String |  |
| 243 | 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. |
| 244 | 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. |
| 245 | PG Type | Enumerated | Specifies whether the planogram is: 1= a template, 4=revision template, 2=auxiliary, or3= target planogram, for use with Planogram Generator. |
| 246 | Model Filename | String | The 3D Model (.3DS or .FBX) file associated with the planogram, fixture, or product. (max length=260) |
| 247 | DBFamilyKey | Long | The Intactix DBKey of the original planogram in the version family. |
| 248 | DBReplaceKey | Long | The Intactix DBKey of the planogram that will be replaced by this object as part of the lifecycle process. |
| 249 | DBVersionKey | Long | The DBKey for the Live version of the planogram in the selected object's version group. |
| 250 | DBParentPGAuxTemplateKey | Long | The DBKey of the auxiliary planogram associated with the Planogram Generator target planogram. |
| 251 | DBParentPGSourceKey | Long | The DBKey of the source planogram associated with the Planogram Generator process. |
| 252 | DBParentPGTemplateKey | Long | The DBKey of the template planogram associated with the Planogram Generator target planogram. |
| 253 | DBPGTimeDone | Long | The date and time at which the Planogram Generator planogram is created or was last modified. |
| 254 | PG Server Name | String | The server used to generate the planogram. (max length=255) |
| 255 | PR Status | Integer | The status of the recalculation process. |
| 256 | Movement period | Integer | The number of days included in the movement data. |

**Position**

A Position object is a representation of a Product, either floating freely on a Planogram or placed on a Fixture in a Planogram.

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| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Position” |
| 2 | UPC | String | The Universal Product Code of the product. (max length=20) |
| 3 | ID | String | The ID of the product, often called SKU. (max length=20) |
| 4 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |
| 5 | X | Float | The horizontal location of the object, as measured from the left edge of the planogram. |
| 6 | Width | Float | The width of the object. |
| 7 | Y | Float | The vertical location of the object, as measured from the bottom of the planogram. |
| 8 | Height | Float | The height of the object. |
| 9 | Z | Float | The depth location of the object, as measured from the back of the planogram. |
| 10 | Depth | Float | The depth of the object. |
| 11 | Slope | Float | The amount of rotation of the position (in degrees), as seen from the side view. Positive values rotate the fixture or position counter-clockwise. Negative values rotate the fixture or position clockwise. |
| 12 | Angle | Float | The amount of rotation of the position (in degrees), as seen in Top view. Negative values rotate the fixture or position counter-clockwise; positive values rotate the fixture or position clockwise. |
| 13 | Roll | Float | The amount of rotation in degrees (from -89 to 89) of the position, when viewed in Front view. Positive values rotate the fixture or position clockwise; negative values rotate the fixture or position counter-clockwise. |
| 14 | Merch style | Enum | Specifies how the position is merchandised on the fixture. Values: 0=Unit, 1=Tray, 2=Case, 3=Display, 4=Alternate, 5=Loose, 6=Log stack |
| 15 | HFacings | Integer | The number of facings wide in the position. Capped and nested units are not included. |
| 16 | VFacings | Integer | The number of vertical facings in the position. Capped and nested units are not included. |
| 17 | DFacings | Integer | The number of units deep in the position. Capped and nested units are not included. |
| 18 | X cap num | Integer | The number of horizontal caps or nests for the position. |
| 19 | X cap nested | Boolean | Specifies whether horizontal caps are nested for the position. |
| 20 | X cap reversed | Boolean | Specifies whether the horizontal caps or nests are on located on the right (No) or left (Yes) of the position. |
| 21 | X cap orientation | Enum | The horizontal orientation of caps or nests for the position. Values: 0=Front, 1=Front 90, 2 (Default)=Side, 3=Side 90, 4=Top, 5=Top 90, 6=Back, 7=Back 90, 8=Right, 9=Right 90, 10=Base, 11=Base 90, 12=Front 180, 13=Front 270, 14=Side 180, 15=Side 270, 16=Top 180, 17=Top 270, 18=Back 180, 19=Back 270, 20=Right 180, 21=Right 270, 22=Base 180, 23=Base 270 |
| 22 | Y cap num | Integer | The number of vertical caps or nests for the position. |
| 23 | Y cap nested | Boolean | Specifies whether vertical caps are nested for the position. |
| 24 | Y cap reversed | Boolean | Specifies whether vertical caps or nests are at the top (No) or the bottom (Yes) of the position. |
| 25 | Y cap orientation | Enum | The vertical orientation of caps or nests for the position. See **X cap orientation** for values |
| 26 | Z cap num | Integer | The number of depth caps or nests for the position. |
| 27 | Z cap nested | Boolean | Specifies whether depth caps are nested for the position. |
| 28 | Z cap reversed | Boolean | Specifies whether depth caps or nests are located in the front (No) or back (Yes) of the position. |
| 29 | Z cap orientation | Enum | The orientation of the depth caps or nests for the position. See **X cap orientation** for values |
| 30 | Orientation | Enum | The orientation of the position. See **X cap orientation** for values. |
| 31 | Jumble width | Float |  |
| 32 | Jumble height | Float |  |
| 33 | Jumble depth | Float |  |
| 34 | Merch style width | Float | The width of a single instance of the product in its merchandising style, considering the orientation of the position. |
| 35 | Merch style height | Float | The height of a single instance of the product in its merchandising style, considering the orientation of the position. |
| 36 | Merch style depth | Float | The depth of a single instance of the product in its merchandising style, considering the orientation of the position. |
| 37 | Full width | Float | The width of a single unit in a position, including inter-unit spacing (when facings are spaced out horizontally in the position). |
| 38 | Full height | Float | The height of a single unit in a position, including inter-unit spacing (when units are spaced out vertically in the position). |
| 39 | Full depth | Float | The depth of a single unit in a position, including inter-unit spacing (when units are spaced out depth-wise in the position). |
| 40 | X sub units | Integer | The number of units wide contained in a single merchandised unit of the position. |
| 41 | Y sub units | Integer | The number of units high contained in a single merchandised unit of the position. |
| 42 | Z sub units | Integer | The number of actual units deep contained in a single merchandised unit of the position |
| 43 | Peg ID | String | The peg assigned to the position. (max length=100) |
| 44 | Manual units | Integer | Specifies a manually determined number of units required for the position. This value is used with the Manual inventory model for determining Target Inventory. |
| 45 | Rank X | Integer | The sequential horizontal order of the position on the fixture. |
| 46 | Rank Y | Integer | The sequential vertical order of the on the fixture. |
| 47 | Rank Z | Integer | The sequential depth order of the on the fixture. |
| 48 | Peg span | Integer | The number of horizontal peg holes required by the position. |
| 49 | Always float | Boolean | Specifies whether a position floats on the planogram at all times. |
| 50 | Primary position label format name | String | The position label used to override the first checked position label (listed alphabetically) in the list of labels in the Label Formats dialog box. (max length=100) |
| 51 | Secondary position label format name | String | The position label used to override the second checked position label (listed alphabetically) in the list of labels in the Label Formats dialog box. (max length=100) |
| 52 | MerchXMin | Integer | The minimum number of facings that must be placed for positions on the fixture. |
| 53 | MerchXMax | Integer | The maximum number of facings that can be placed for positions on the fixture. |
| 54 | MerchXUprights | Integer | The number of uprights wide to include for positions. |
| 55 | MerchXCaps | Integer | The number of horizontal caps or nests to include for positions on fixtures. |
| 56 | MerchXPlacement | Enum | Specifies how positions are placed horizontally on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 57 | MerchXNumber | Enum | Specifies how the number of facings wide is determined for positions. Values: 0=Default, 1=Manual, 2=One, 3=Fill |
| 58 | MerchXSize | Enum | Specifies how facing width is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 59 | MerchXDirection | Enum | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 60 | MerchXSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 61 | MerchYMin | Integer | The minimum number of units high that must be placed for positions on the fixture. |
| 62 | MerchYMax | Integer | The maximum number of units high that can be placed for positions on a fixture. |
| 63 | MerchYUprights | Integer | The number of uprights high to include for positions. |
| 64 | MerchYCaps | Integer | The number of caps or nests high to include for positions on fixtures. |
| 65 | MerchYPlacement | Enum | Specifies how positions are placed vertically on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 66 | MerchYNumber | Enum | Specifies how the number of units high is determined for positions. Values: 0=Default, 1=Manual, 2=One, 3=Fill |
| 67 | MerchYSize | Enum | Specifies how unit height is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 68 | MerchYDirection | Enum | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 69 | MerchYSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 70 | MerchZMin | Integer | The minimum number of units deep that must be placed for positions on the fixture. |
| 71 | MerchZMax | Integer | The maximum number of units deep that can be placed for positions on the fixture. |
| 72 | MerchZUprights | Integer | The number of uprights deep to include for positions. |
| 73 | MerchZCaps | Integer | The number of caps or nests deep to include for positions on fixtures. |
| 74 | MerchZPlacement | Enum | Specifies how positions are placed depth-wise on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 75 | MerchZNumber | Enum | Specifies how the number of units deep is determined for positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 76 | MerchZSize | Enum | Specifies how unit depth is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 77 | MerchZDirection | Enum | Specifies whether positions are added to fixtures from the front (Reverse) or back (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 78 | MerchZSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 79 - 108 | Desc 1-30 | String | General fields for storing text information. |
| 109 - 138 | Value 1 - 30 | Float | General fields for storing numeric information. |
| 139 - 148 | Flag 1 - 10 | Boolean | General fields for storing boolean information. |
| 149 | Use target space X | Boolean |  |
| 150 | Use target space Y | Boolean |  |
| 151 | Use target space Z | Boolean |  |
| 152 | Target space X | Float | The amount of horizontal space to be filled by the position. |
| 153 | Target space Y | Float | The amount of vertical space to be filled by the position. |
| 154 | Target space Z | Float | The amount of space deep to be filled by the position. |
| 155 | Location ID | Integer | The number of the position, when numbering objects on the planogram. |
| 156 | Changed | Boolean | Specifies whether an object's data has changed during the current session |
| 157 | Replenishment min | Integer | The minimum number of units needed to require an automatic restocking for the product in the store. |
| 158 | Replenishment max | Integer | The maximum number of units allowed to require an automatic restocking for the product in the store. |
| 159 | Shape ID | String | The shape ID associated with the position. |
| 160 | Bitmap ID Override | String | The image file manually assigned to an individual position. |
| 161 | Hide if printing | Boolean | Specifies whether to include the object when printing. |
| 162 | PartID | String | An additional field for identifying the object. |
| 163 | Bitmap ID Override Unit | Boolean | Specifies that the selected image for the product or position represents a single unit. |
| 164 | Automatic model | Enum | Specifies how to draw automatic models for positions of the product in 3D views, when using the Jar, Can, or Bottle merchandising style and specific models are not assigned for the product or position. Values: 0=None, 1=Model only, 2=model+label bitmap, 3=model+extended bitmap |
| 165 | Custom data | String | A field that lets you store specific custom data for objects. You must use OLE Automation to edit or view this field . (max length=10000) |
| 166 | X cap with units | Boolean |  |
| 167 | Y cap with units | Boolean |  |
| 168 | Z cap with units | Boolean |  |

**Product**

Products represent merchandise that can be placed on a planogram.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Product” |
| 2 | UPC | String | The Universal Product Code of the product. (max length=20) |
| 3 | ID | String | The ID of the product, often called SKU. (max length=20) |
| 4 | Name | String | The name of the object. (max length=100) |
| 5 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |
| 6 | Width | Float | The width of the object. |
| 7 | Height | Float | The height of the object. |
| 8 | Depth | Float | The depth of the object. |
| 9 | Color | Long | The color of the object or the color of the lines in a drawing object, displayed as a block of the specified color or as an RGB integer value. |
| 10 | Abbrev name | String | The abbreviated name of the product (max length=20) |
| 11 | Size | Float | The size of the product. This field is used to specify volume, such as 1 liter, and is used in conjunction with the UOM (Unit of Measure) field. |
| 12 | UOM | String | The Unit of Measurement used for the product. (max length=5) |
| 13 | Manufacturer | String | The manufacturer of the product. (max length=1000) |
| 14 | Category | String | The category associated with the product (max length=1000) |
| 15 | Supplier | String | The supplier for the product. (max length=1000) |
| 16 | Inner pack | Integer | The number of real units in a single merchandising unit of the product (for example, cans in a six-pack of soda). |
| 17 | X nesting | Float | The amount of space from the far edge of the nested position to the far edge of the main position, when positions are nested horizontally. |
| 18 | Y nesting | Float | The amount of space from the top of the nested position to the top of the main position, when positions are nested. |
| 19 | Z nesting | Float | The amount of space from the front or back of the nested position to the front or back of the main position, when positions are nested. |
| 20 | Pegholes | Float | The number of peg holes on the product. |
| 21 | Peghole X | Float | The distance from the left side of the product to the center of the primary peg hole. The default value (0) places the peg hole at the center of the product. |
| 22 | Peghole Y | Float | The distance from the top of the product to the center of the primary peg hole. The default value (0) places the peg hole 0.25in. or 0.8cm. from the top of the product. |
| 23 | Peghole width | Float | The width of the primary peg hole on the product. |
| 24 | Peghole 2 X | Float | The distance from the left side of the product to the center of the second peg hole. The default value (0) places the peg hole at the center of the product. |
| 25 | Peghole 2 Y | Float | The distance from the top of the product to the center of the second peg hole. The default value (0) places the peg hole 0.25in. or 0.8cm. from the top of the product. |
| 26 | Peghole 2 width | Float | The width of the second peg hole on the product. |
| 27 | Peghole 3 X | Float | The distance from the left side of the product to the center of the third peg hole. The default value (0) places the peg hole at the center of the product. |
| 28 | Peghole 3 Y | Float | The distance from the top of the product to the center of the third peg hole. The default value (0) places the peg hole 0.25in or 0.8cm from the top of the product. |
| 29 | Peghole 3 width | Float | The width of the third peg hole on the product. |
| 30 | Package style | Enum | The default form in which the product exists, such as Box, Jar, or Holed (Pegged). Values: 0=Box, 1=Jar, 2=Can, 3=Roll, 4=Loose, 5=Hole, 6=Hairpin, 7=Clothing, 8=Bottle |
| 31 | Peg ID | String | The default peg to use for positions of the product, if none is specified for individual positions. (max length=100) |
| 32 | Finger space Y | Float | The amount of space above a products position in which the product cannot stack. |
| 33 | Jumble factor | Float | The percentage of the product's volume that is left as air space between positions of the product when they are jumbled together in a Loose merchandising style. |
| 34 | Price | Float | The price of the product, considering the tax code applied to the price. |
| 35 | Case cost | Float | The total cost of a case of the product |
| 36 | Tax code | Integer | The number of the tax code to be applied to the product |
| 37 | Unit movement | Float | The unit movement for the product for the specified movement period. |
| 38 | Share | Float | The market share for the product |
| 39 | Case multiple | Float | The minimum number of cases required for products when using the Case Multiple inventory model to calculate Target Inventory. |
| 40 | Days supply | Float | The minimum days of supply required for products when using the Days Supply inventory model to calculate Target Inventory. |
| 41 | Combined performance index | Float | The calculated index for the product |
| 42 | Peg span | Integer | The number of horizontal peg holes required by the product. |
| 43 | Minimum units | Integer | The minimum number of units of the product that must be on the active planogram. |
| 44 | Maximum units | Integer | The maximum number of units of the product allowed on the active planogram, used with the Maximum Units inventory model to calculate Target Inventory. |
| 45 | Shape ID | String | The shape ID associated with the product. (max length=50) |
| 46 | Bitmap ID Override | String | The image file that is manually assigned to the product. (max length=260) |
| 47 | Tray width | Float | The width of the Tray merchandising style of a product |
| 48 | Tray height | Float | The height of the Tray merchandising style of a product. |
| 49 | Tray depth | Float | The depth of the Tray merchandising style of a product. |
| 50 | Tray number wide | Integer | The number of units wide in the Tray merchandising style of a product. |
| 51 | Tray number high | Integer | The number of units high in the Tray merchandising style of a product. |
| 52 | Tray number deep | Integer | The number of units deep in the Tray merchandising style of a product. |
| 53 | Tray total number | Integer | The total number of units in the Tray merchandising style of a product. |
| 54 | Tray max high | Integer | The maximum number of products that can be stacked high when in the Tray merchandising style for a product. |
| 55 | Case width | Float | The width of a product in its Case merchandising style. |
| 56 | Case height | Float | The height of a product in its Case merchandising style. |
| 57 | Case depth | Float | The depth of a product in its Case merchandising style. |
| 58 | Case number wide | Integer | The number of units wide in the Case merchandising style of the product. |
| 59 | Case number high | Integer | The number of units high in the Case merchandising style of the product. |
| 60 | Case number deep | Integer | The number of units deep in the Case merchandising style of the product. |
| 61 | Case total number | Integer | The total number of units contained in the Case merchandising style of the product. This value is also called Casepack. |
| 62 | Case max high | Integer | The maximum number of facings that can be stacked high for a product in its Case merchandising style. |
| 63 | Display width | Float | The width of a product in its Display merchandising style. |
| 64 | Display height | Float | The height of a product in its Display merchandising style. |
| 65 | Display depth | Float | The depth of a product in its Display merchandising style. |
| 66 | Display number wide | Integer | The number of units wide in the Display merchandising style of a product. |
| 67 | Display number high | Integer | The number of units high in the Display merchandising style of a product. |
| 68 | Display number deep | Integer | The number of units deep in the Display merchandising style of a product. |
| 69 | Display total number | Integer | The total number of units in the Display merchandising style of a product. |
| 70 | Display max high | Integer | The maximum number of facings that can be stacked high for a product in its Display merchandising style. |
| 71 | Alternate width | Float | The width of the product in its Alternate merchandising style. |
| 72 | Alternate height | Float | The height of a product in its Alternate merchandising style. |
| 73 | Alternate depth | Float | The depth of a product in its Alternate merchandising style. |
| 74 | Alternate number wide | Integer | The number of units wide in the Alternate merchandising style of a product. |
| 75 | Alternate number high | Integer | The number of units high in the Alternate merchandising style of a product |
| 76 | Alternate number deep | Integer | The number of units deep in the Alternate merchandising style of a product. |
| 77 | Alternate total number | Integer | The total number of units in the Alternate merchandising style of a product. |
| 78 | Alternate max high | Integer | The maximum number of facings that can be stacked high for a product when in the Alternate merchandising style. |
| 79 | Loose width | Float | The width of the product in its Loose merchandising style. |
| 80 | Loose height | Float | The height of a product in its Loose merchandising style. |
| 81 | Loose depth | Float | The depth of a product in its Loose merchandising style. |
| 82 | Loose number wide | Integer | The number of units wide in the Loose merchandising style of a product. |
| 83 | Loose number high | Integer | The number of units high in the Loose merchandising style of a product. |
| 84 | Loose number deep | Integer | The number of units deep in the Loose merchandising style of a product. |
| 85 | Loose total number | Integer | The number of units in the Loose merchandising style of the product. |
| 86 | Loose max high | Integer | The maximum number of facings that can be stacked high for a product when in the Loose merchandising style. |
| 87 | MerchXMin | Integer | The minimum number of facings that must be placed for positions on the fixture. |
| 88 | MerchXMax | Integer | The maximum number of facings that can be placed for positions on the fixture. |
| 89 | MerchXUprights | Integer | The number of uprights wide to include for positions. |
| 90 | MerchXCaps | Integer | The number of horizontal caps or nests to include for positions on fixtures. |
| 91 | MerchXPlacement | Enum | Specifies how positions are placed horizontally on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 92 | MerchXNumber | Enum | Specifies how the number of facings wide is determined for positions. Values: 0=Default, 1=Manual, 2=One, 3=Fill |
| 93 | MerchXSize | Enum | Specifies how facing width is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 94 | MerchXDirection | Enum | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 95 | MerchXSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 96 | MerchYMin | Integer | The minimum number of units high that must be placed for positions on the fixture. |
| 97 | MerchYMax | Integer | The maximum number of units high that can be placed for positions on a fixture. |
| 98 | MerchYUprights | Integer | The number of uprights high to include for positions. |
| 99 | MerchYCaps | Integer | The number of caps or nests high to include for positions on fixtures. |
| 100 | MerchYPlacement | Enum | Specifies how positions are placed vertically on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 101 | MerchYNumber | Enum | Specifies how the number of units high is determined for positions. Values: 0=Default, 1=Manual, 2=One, 3=Fill |
| 102 | MerchYSize | Enum | Specifies how unit height is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 103 | MerchYDirection | Enum | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 104 | MerchYSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 105 | MerchZMin | Integer | The minimum number of units deep that must be placed for positions on the fixture. |
| 106 | MerchZMax | Integer | The maximum number of units deep that can be placed for positions on the fixture. |
| 107 | MerchZUprights | Integer | The number of uprights deep to include for positions. |
| 108 | MerchZCaps | Integer | The number of caps or nests deep to include for positions on fixtures. |
| 109 | MerchZPlacement | Enum | Specifies how positions are placed depth-wise on fixtures. Values: 0=Default, 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 110 | MerchZNumber | Enum | Specifies how the number of units deep is determined for positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 111 | MerchZSize | Enum | Specifies how unit depth is handled in positions. Values: 0=Default, 1=Normal, 2=Adjusted, 3=Spaced |
| 112 | MerchZDirection | Enum | Specifies whether positions are added to fixtures from the front (Reverse) or back (Normal) of the fixture. Values: -1=Default, 0=Normal, 1=Reversed |
| 113 | MerchZSqueeze | Enum | Values: -1=Default, 0=No, 1=yes |
| 114 | Number of Positions | Integer | The number of positions of a product across all the planograms in the project. |
| 115-164 | Desc 1 - 50 | String | General fields for storing text information. |
| 165-214 | Value 1 - 50 | Float | General fields for storing numeric information. |
| 215-224 | Flag 1 - 10 | Boolean | General fields for storing boolean information. |
| 225 | Minimum squeeze factor X | Float | The minimum percentages to which the product width can be reduced or increased when squeezing and expanding positions on fixtures. |
| 226 | Minimum squeeze factor Y | Float | The minimum percentages to which the product height can be reduced or increased when squeezing and expanding positions on fixtures. |
| 227 | Minimum squeeze factor Z | Float | The minimum percentages to which the product depth can be reduced or increased when squeezing and expanding positions on fixtures. |
| 228 | Maximum squeeze factor X | Float | The maximum percentages to which the product width can be reduced or increased when squeezing and expanding positions on fixtures. |
| 229 | Maximum squeeze factor Y | Float | The maximum percentages to which the product height can be reduced or increased when squeezing and expanding positions on fixtures. |
| 230 | Maximum squeeze factor Z | Float | The maximum percentages to which the product depth can be reduced or increased when squeezing and expanding positions on fixtures. |
| 231 | Fill pattern | Enum | The fill pattern applied to the object. |
| 232 | Model Filename | String | The 3D Model (.3DS or .FBX) file associated with the product. (max length=260) |
| 233 | Brand | String | The brand associated with the product. (max length=1000) |
| 234 | Subcategory | String | The subcategory associated with the product. (max length=1000) |
| 235 | Weight | Float | The weight of the product. |
| 236 | Planogram alias | String | The planogram identifier that matches the contents of a Planogram-level field. (max length=1000) |
| 237 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |
| 238 | Front overhang | Float | The amount that a product can overhang the front edge of a peg or shelf. |
| 239 | Finger space X | Float | The amount of space to the right or left of the product that is required for accessing the product. |
| 240-249 | DBKey1 - 10 | Long | Identifiers that specify the product's location in the Intactix Knowledge Base product hierarchy. |
| 250 | Status | String | The selected status for the object. |
| 251 | Date created | Long | The date the object was created. |
| 252 | Date modified | Long | The date the object was modified. |
| 253 | Date pending | Long | The pending date for the object. |
| 254 | Date effective | Long | The effective date for the object. |
| 255 | Date finished | Long | The completion date for the object. |
| 256 - 258 | Date 1 - 3 | Long | Additional date fields that can be specified by the user for the object. |
| 259 | Created by | String | The name of the person creating the object. (max length=100) |
| 260 | Modified by | String | The name of the person modifying the object. (max length=100) |
| 261 | Transparency | Float | The amount of transparency (from 0-100%) to apply to the product in 3D view. |
| 262 | Peak safety factor | Float | The percentage of stock required for the product, including extra product to account for unusually high demand in a specific cycle, used with the Peak Demand inventory model to calculate Target Inventory. |
| 263 | Backroom stock | Float | The default percentage of product held in reserve in the back room for products. This field is used with the Peak Demand inventory model for calculating Target Inventory |
| 264 | Delivery schedule | String | Specifies the days in the demand cycle on which the product is delivered. (max length=50) |
| 265 | PartID | String | An additional field for identifying the object. (max length=50) |
| 266 | Authority Level | Integer | The authorization level associated with the specified user name and activation code |
| 267 | Bitmap ID Override Unit | Boolean | Specifies that the selected image for the product or position represents a single unit. |
| 268 | Model Filename Lookup | Enum | Specifies how Space Planning searches for and applies a model to the selected product. Values: 0= Search for merch style specific model, 1= Model file represents a single unit, 2= Model file represents any merch style, 3=None |
| 269 | Default merch style | Enum | The default merchandising style for positions of the selected product. Values: 0=Unit, 1=Tray, 2=Case, 3=Display, 4=Alternate, 5=Loose, 6=Log stack |
| 270 | Automatic model | Enum | Specifies how to draw automatic models for positions of the product in 3D views, when using the Jar, Can, or Bottle merchandising style and specific models are not assigned for the product or position. Values: 0=None, 1=Model only, 2=model+label bitmap, 3=model+extended bitmap |
| 271 | Custom data | String | A field that lets you store specific custom data for objects. You must use OLE Automation to edit or view this field . (max length=10000) |
| 272 | DBGUID | String | (max length=36) |
| 273 | Source | Integer | For planograms, specifies the application that created the planogram |
| 274 | TechnicalKey | Long |  |
| 275 | Squeeze/expand units only | Boolean |  |

**Project**

PSA project container object. The primary attributes of this class that will be of interest to the programmer are Planograms, a dictionary mapping planogram names to Planogram objects, and Products, a dictionary mapping product names to Product objects.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Project” |
| 2 | Name | String | Name of project (max length=100) |
| 3 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |
| 4 | Primary key | Enumerated | Specifies which field to use when matching products in the product library to products in the project. Values: 0=UPC, 1=ID, 2=Both |
| 5 | Layout file | String | The layout files associated with the project for printing. (max length=13000) |
| 6 | Movement period | Integer | The number of days included in the movement data. |
| 7 | Case multiple | Float | The minimum number of cases required for products when using the Case Multiple inventory model to calculate Target Inventory. |
| 8 | Days supply | Float | The minimum days of supply required for products when using the Days Supply inventory model to calculate Target Inventory. |
| 9 | Demand cycle length | Integer | The number of days in the demand cycle for products on the planogram or in the project. |
| 10 | Peak safety factor | Float (percentage) | The percentage of stock required for the product, including extra product to account for unusually high demand in a specific cycle, used with the Peak Demand inventory model to calculate Target Inventory. |
| 11 | Backroom stock | Float (percentage) | The default percentage of product held in reserve in the back room for products. This field is used with the Peak Demand inventory model for calculating Target Inventory. |
| 12 | Peg ID | String | The default peg to use for positions if none is specified at the Product or Position level. (max length=100) |
| 13 | Measurement | Enumerated | The measurement system used in the project. Values: 0=Imperial, 1=Metric |
| 14 | Number of Stores | Integer | The total number of stores that are represented in the project, based on the number of stores that are represented by each planogram in the project. |
| 15 | MerchXMin | Integer | The minimum number of facings that must be placed for positions on the fixture. |
| 16 | MerchXMax | Integer | The maximum number of facings that must be placed for positions on the fixture. |
| 17 | MerchXUprights | Integer | The number of uprights wide to include for positions |
| 18 | MerchXCaps | Integer | The number of horizontal caps or nests to include for positions on fixtures. |
| 19 | MerchXPlacement | Enumerated | Specifies how positions are placed horizontally on fixtures. Values: 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 20 | MerchXNumber | Enumerated | Specifies how the number of facings wide is determined for positions. Values: 1=Manual, 2=One, 3=Fill |
| 21 | MerchXSize | Enumerated | Specifies how facing width is handled in positions. Values: 1=Normal, 2=Adjust, 3=Spaced |
| 22 | MerchXDirection | Enumerated | Specifies whether positions are added to a fixture from the left (Normal) or right (Reverse) of the fixture. Values: 0=Normal, 1=Reverse |
| 23 | MerchXSqueeze | Boolean | Obsolete |
| 24 | MerchYMin | Integer | The minimum number of facings that must be placed for positions on the fixture. |
| 25 | MerchYMax | Integer | The maximum number of facings that must be placed for positions on the fixture. |
| 26 | MerchYUprights | Integer | The number of uprights wide to include for positions |
| 27 | MerchYCaps | Integer | The number of caps or nests high to include for positions on fixtures. |
| 28 | MerchYPlacement | Enumerated | Specifies how positions are placed vertically on fixtures. Values: 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 29 | MerchYNumber | Enumerated | Specifies how the number of units high is determined for positions. Values: 1=Manual, 2=One, 3=Fill |
| 30 | MerchYSize | Enumerated | Specifies how unit height is handled in positions. Values: 1=Normal, 2=Adjust, 3=Spaced |
| 31 | MerchYDirection | Enumerated | Specifies whether positions are added to fixtures from the top (Reverse) or base (Normal) of the fixture. Values: 0=Normal, 1=Reverse |
| 32 | MerchYSqueeze | Boolean | Obsolete |
| 33 | MerchZMin | Integer | The minimum number of units deep that must be placed for positions on the fixture. |
| 34 | MerchZMax | Integer | The maximum number of units deep that can be placed for positions on the fixture. |
| 35 | MerchZUprights | Integer | The number of uprights deep to include for positions. |
| 36 | MerchZCaps | Integer | The number of caps or nests deep to include for positions on fixtures. |
| 37 | MerchZPlacement | Enumerated | Specifies how positions are placed depth-wise on fixtures. Values: 1=Manual, 2=Edge, 3=Stack, 4=Spread |
| 38 | MerchZNumber | Enumerated | Specifies how the number of units deep is determined for positions. Values: 1=Manual, 2=One, 3=Fill |
| 39 | MerchZSize | Enumerated | Specifies how unit depth is handled in positions. . Values: 1=Normal, 2=Adjust, 3=Spaced |
| 40 | MerchZDirection | Enumerated | Specifies whether positions are added to fixtures from the front (Reverse) or back (Normal) of the fixture. Values: 0=Normal, 1=Reverse |
| 41 | MerchZSqueeze | Boolean | Obsolete |
| 42-69 | Demand 1 - 28 | Float | The percentage of business done (or the proportional amount of business done) on each day in the demand cycle for the project. These Demand Variation values are the relative strengths of demand throughout a period. The values can be expressed as percentages, but they do not have to add up to 100, because each is treated as a fraction of the sum of the values. |
| 70 | Inventory model - Manual | Boolean | Specifies whether the Manual inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 71 | Inventory model - Case Multiple | Boolean | Specifies whether the Case Multiple inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 72 | Inventory model - Days Supply | Boolean | Specifies whether the Days Supply inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 73 | Inventory model - Peak | Boolean | Specifies whether the Peak Demand inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 74 | Inventory model - Min units | Boolean | Specifies whether the Minimum Units inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 75 | Inventory model - Max units | Boolean | Specifies whether the Maximum Units inventory model is being used in determining the target inventory for products in the project or on the planogram. |
| 76 -125 | Value 1 - 50 | Float | General fields for storing numeric information. |
| 126 – 175 | Desc 1 - 50 | String | General fields for storing text information. (max length = 1000) |
| 176 – 185 | Flag 1 – 10 | Boolean | General flags used for showing a true/false condition for the object. |
| 186 | Notes | String | Notes that are associated with the project. (  max length=1048575) |
| 187 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |
| 188 - 197 | DBKey1 - 10 | Long | Identifiers that specify the project's location in the Intactix Knowledge Base project hierarchy. |
| 198 | Use performance price | Enumerated | Specifies whether the Product-level or Performance-level Price field is used for calculations. Values: 0=no, 1=yes, 2=Only when not zero |
| 199 | Use performance cost | Enumerated | Specifies whether the Product-level or Performance-level Unit Cost and Case Cost fields are used for calculations. Values: 0=no, 1=yes, 2=Only when not zero |
| 200 | Use performance tax code | Enumerated | Specifies whether the Product-level or Performance-level Tax Code field is used for calculations. Values: 0=no, 1=yes, 2=Only when not zero |
| 201 | Use performance movement | Enumerated | Specifies whether the Product-level or Performance-level Unit Movement field is used for calculations. Values: 0=no, 1=yes, 2=Only when not zero |
| 202 | Status | String | (max length=50) Values: 1=Live, 2=Pending, 3=Work in progress, 4=Historic, 200=Analysis |
| 203 | Date created | Date | The date the project was created. |
| 204 | Date modified | Date | The date the project was modified. |
| 205 | Date pending | Date | The pending date for the project. |
| 206 | Date effective | Date | The effective date for the project. |
| 207 | Date finished | Date | The completion date for the project. |
| 208 - 210 | Date 1 - 3 | Date | Additional date fields that can be specified by the user. |
| 211 | Created by | String | The name of the person creating the project. |
| 212 | Modified by | String | The name of the person modifying the project. |
| 213 | Planogram specific inventory | Boolean | Specifies whether inventory modeling settings are made at the Project level for all planograms or at the Planogram level for each planogram in the project |
| 214 | Delivery schedule | String | Specifies the days in the demand cycle on which the product is delivered. (max length=50) |
| 215 | Custom data | String | A field that lets you store specific custom data for project. (max length=10000) |
| 216 | DBFamilyKey | Long | The Intactix DBKey of the original project in the version family. |
| 217 | DBReplaceKey | Long | The Intactix DBKey of the object that will be replaced by this object as part of the lifecycle process. |

**Segment**

Planograms are divided into one or more vertical strips called “Segments”. Segments usually are identified at places where notch bars represent the physical divisions on an actual planogram.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Segment” |
| 2 | Name | String | Name of Segment (max length=100) |
| 3 | Key | String | The unique identifier of the Segment in an Intactix Knowledge Base database. (max length=20) |
| 4 | X | Float | The horizontal location of the object, as measured from the left edge of the planogram. |
| 5 | Width | Float | The width of the selected segment. |
| 6 | Y | Float | The vertical location of the object, as measured from the bottom of the planogram. For segments, this value is the vertical location in 3D View. |
| 7 | Height | Float | The height of the object. For segments, a value of 0 sets the segment to the planogram height, by default. |
| 8 | Z | Float | The depth location of the object, as measured from the back of the planogram. For segments, this value is the depth location in 3D View. |
| 9 | Depth | Float | The depth of the object. For segments with door frame dimensions, this field specifies the depth location of the door frame for the segment, and a value of 0 places the door frame at the front edge of the planogram. |
| 10 | Angle | Float | The amount of rotation of the segment (in degrees), as seen in 3D view. |
| 11 | Offset X | Float | The X coordinate of the segment when shown in 2D (Front, Side, Top) views. |
| 12 | Offset Y | Float | The Y coordinate of the segment when shown in 2D (Front, Side, Top) views. |
| 13 | Door | Boolean | Specifies whether a door handle is included on the door frame for the selected segment. |
| 14 | Door direction | Enum | Specifies whether the door handle is on the left (False) or right (True) side of the segment. Values: 0=Left, 1=Right |
| 15-24 | Desc 1 - 10 | String | General fields for storing text information. (max length=1000) |
| 25-34 | Value 1 - 10 | Float | General fields for storing numeric information. |
| 35-44 | Flag 1 - 10 | Boolean | General fields for storing boolean information. |
| 45 | Frame width | Float | The width of the border around the door for the selected segment. |
| 46 | Frame height | Float | The height of the border around the door for the selected segment. |
| 47 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |
| 48 | Frame color | Long | The color for segment door frames. |
| 49 | Frame fill pattern | Enum | The fill pattern applied to the door frame. |
| 50 | PartID | String | An additional field for identifying the object (max length=50) |
| 51 | GLN | String | Global Location Number. An optional number used to identify a segment. (max length=17) |
| 52 | Custom data | String | A field that lets you store specific custom data for objects. You must use OLE Automation to edit or view this field. (max length=10000) |
| 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. The field has no effect in Space Planning, and is disabled for the first segment. |

**Supplier**

Supplier contains fields of information about delivery days for a supplier.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “Supplier” |
| 2 | Name | String | The name of the object. (max length=100) |
| 3 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |
| 4 - 31 | Delivery 1 - 28 | Boolean | If deliveries are made on a particular day of the demand cycle |
| 32 | Changed | Boolean | Specifies whether an object's data has changed during the current session. |

**3D Point**

Points are used to define polygons.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field No.** | **Field Name** | **Type** | **Description** |
| 1 | Header | String | Constant value “3D Point” |
| 2 | X | Float | X coordinate of point |
| 3 | Y | Float | Y coordinate of point |
| 4 | Z | Float | Z coordinate of point |
| 5 | Key | String | The unique identifier of the object in an Intactix Knowledge Base database. (max length=20) |