**REX User Manual**

**(Test Scenarios)**

**Facility KNEE/ KNEX**

**Unit Characteristics Used**

**K1X\_REX\_Method**

**Attribute Used**

LU\_BASED\_REX\_USING\_MAV

STANDARD\_REX

**K1X\_POE\_MATERIALCALL**

**Attribute Used**

LUBASED\_MATERIALCALL\_USINGMAV

STANDARD\_MATERIALCALL

**Case 1**

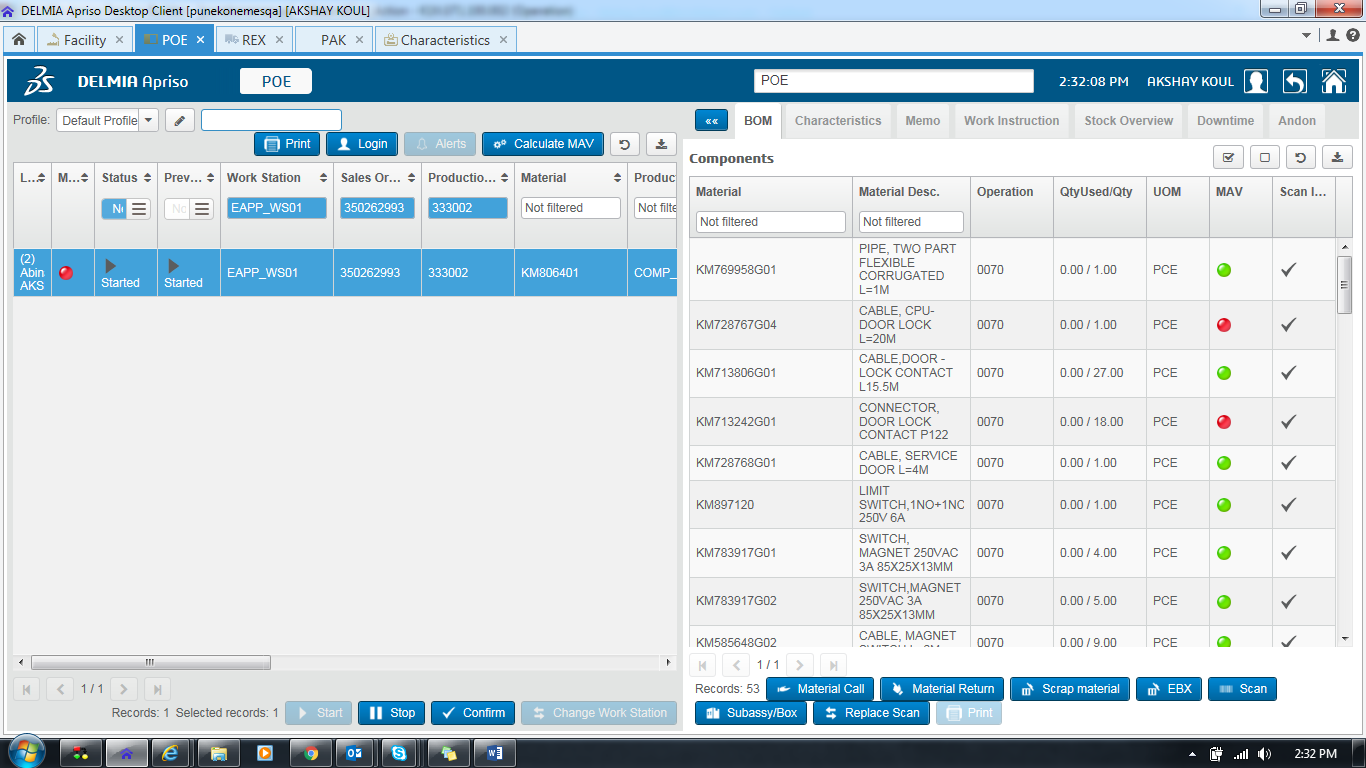
**Facility KNEE /KNEX**

**Go to unit Characteristics K1X\_POE\_MATERIALCALL**

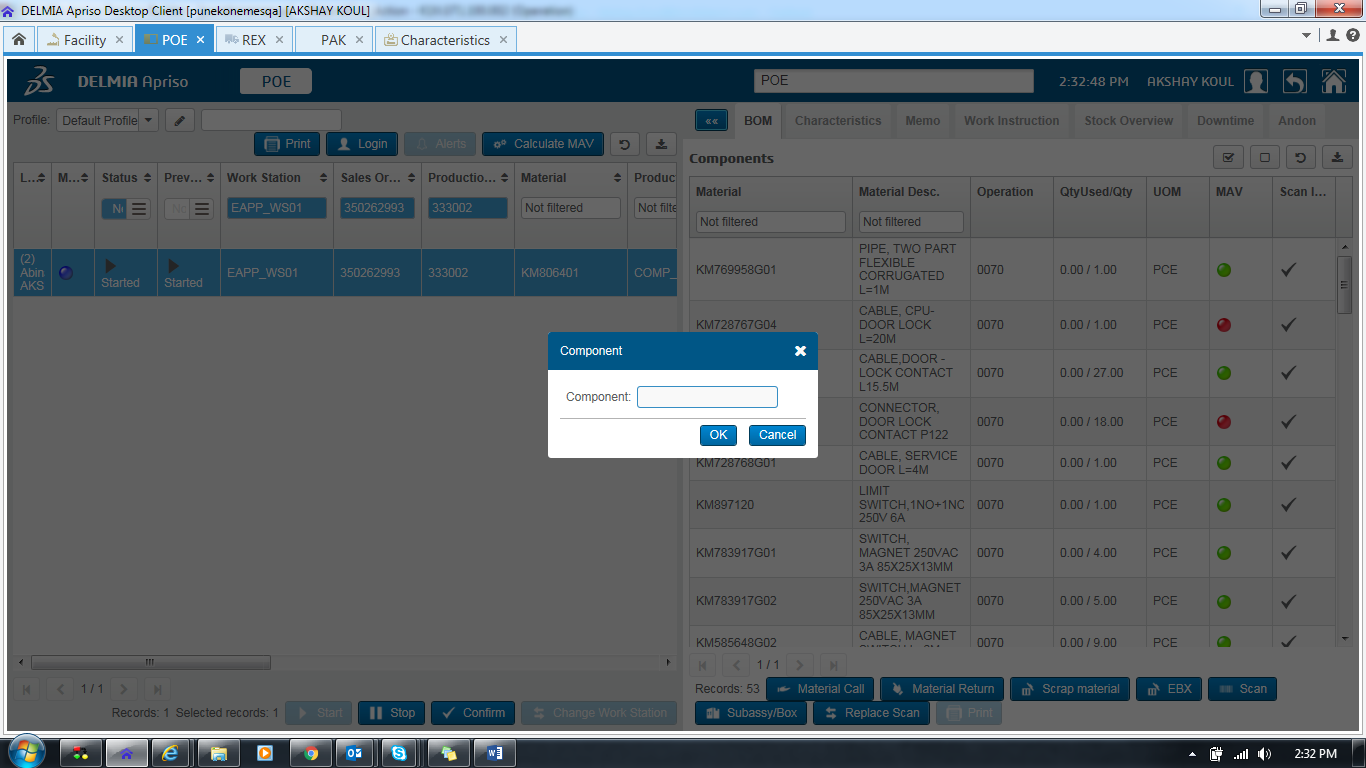
**TO Creation (OLD)**

**REX Execution (New)**

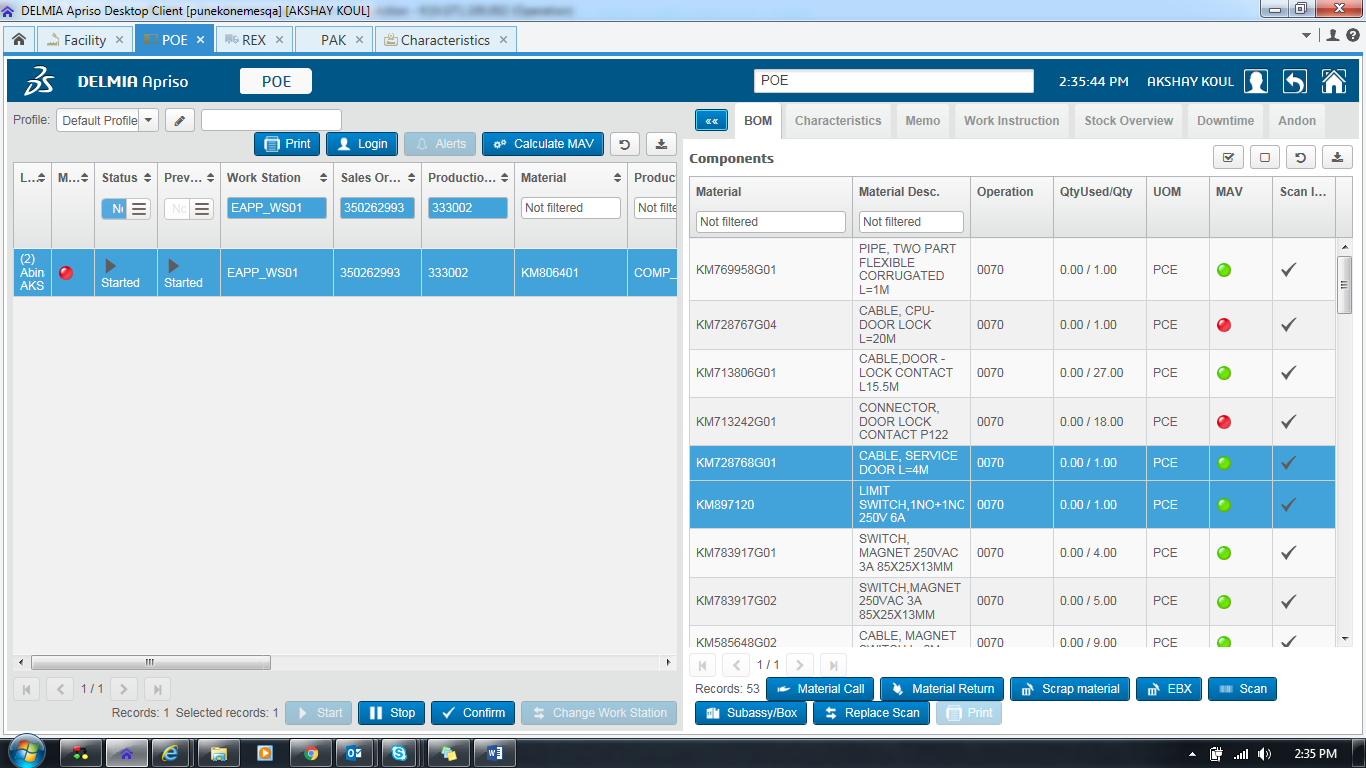
**Screen POE**



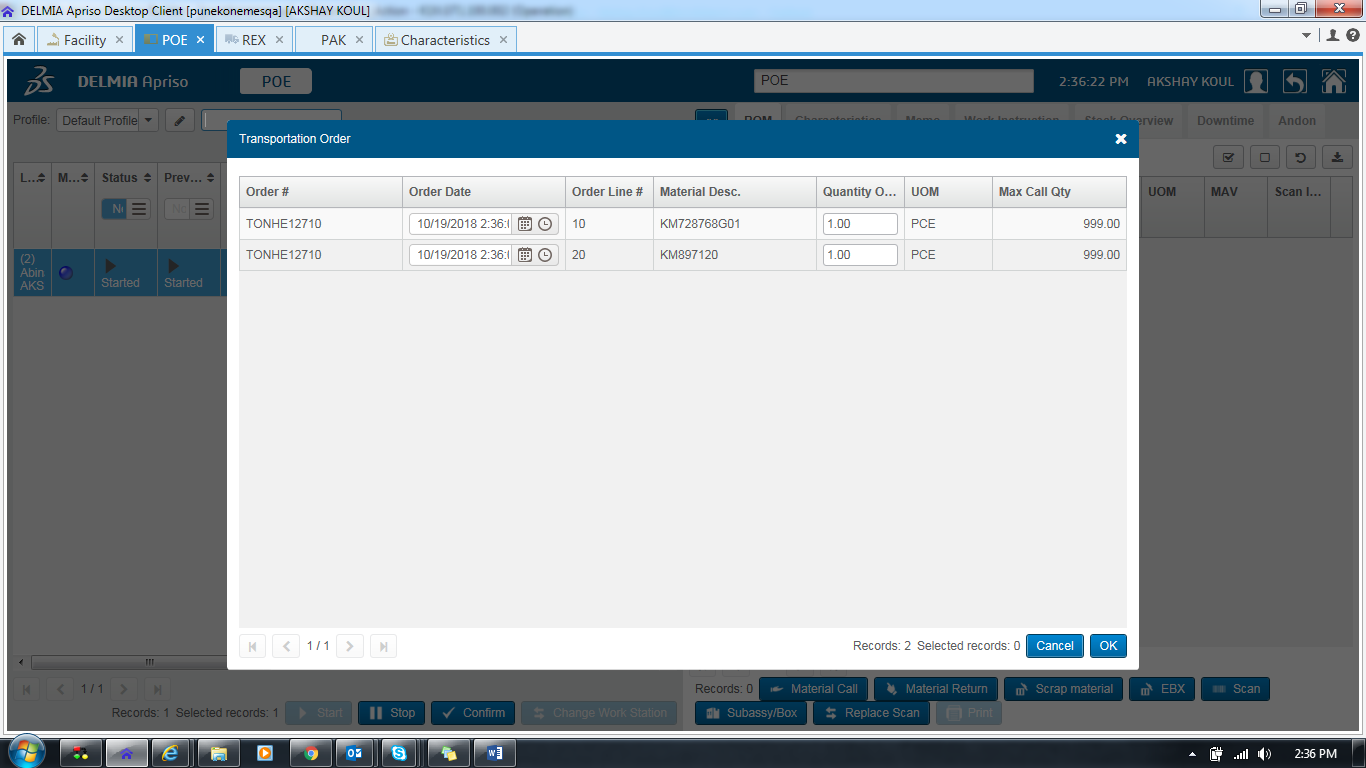
Here if we don’t select any material it will ask for component



After Material Selection for selected material it will create TO



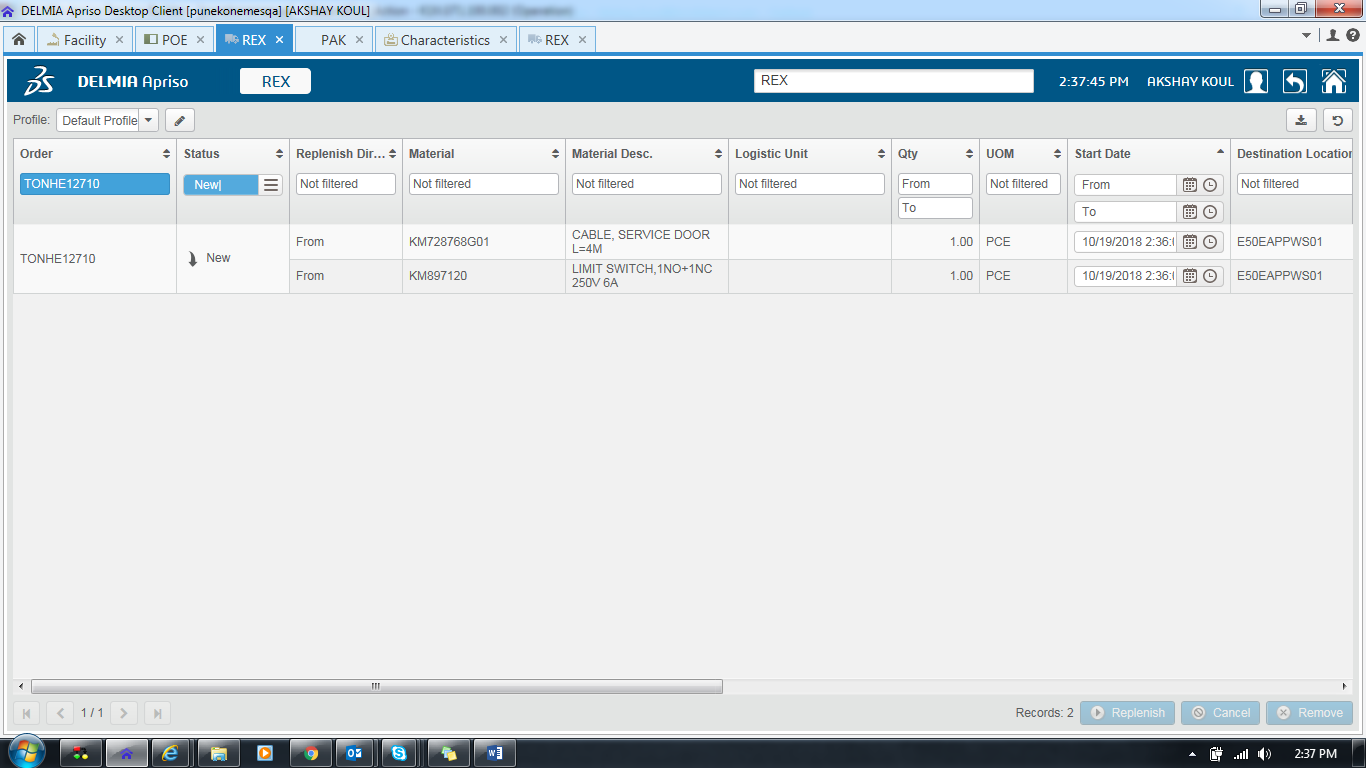
Click on Material Call for TO Creation



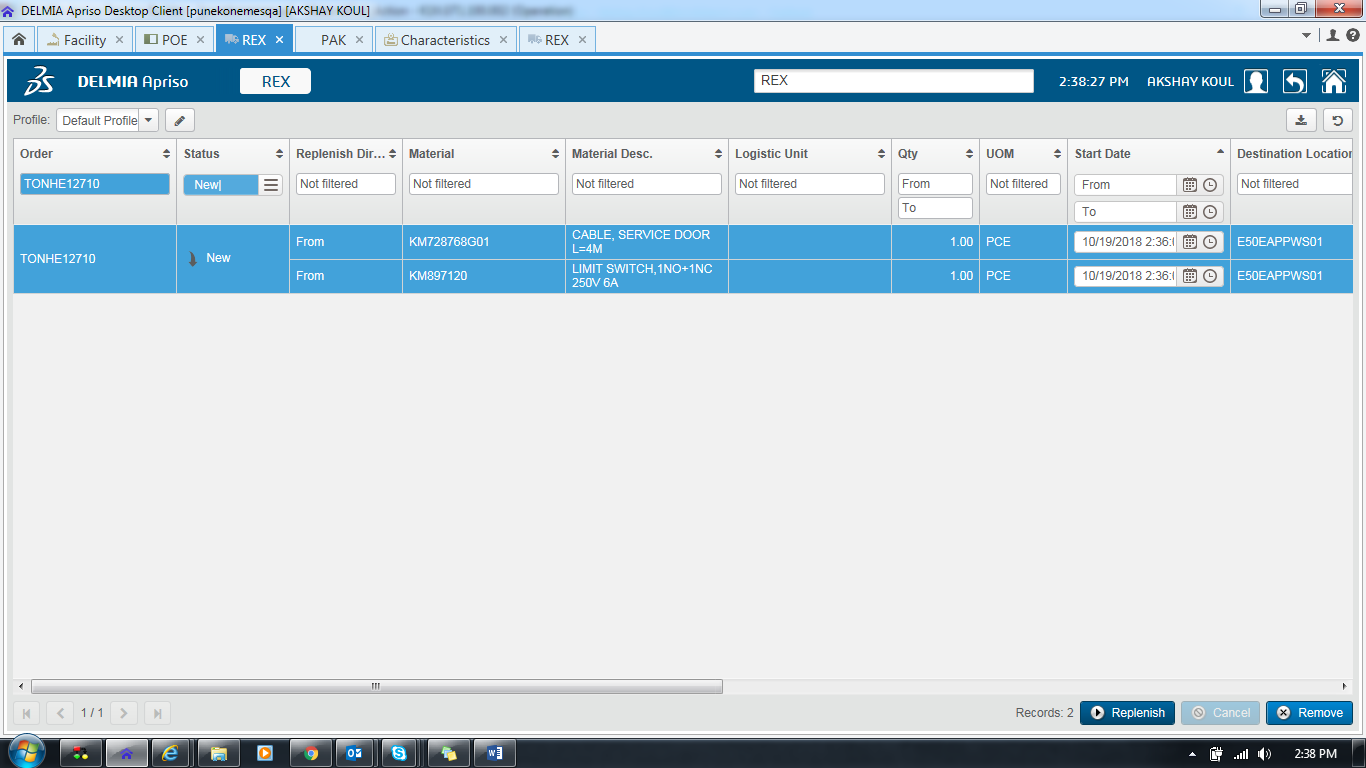
TO is created for selected Material

Now Navigate to REX screen

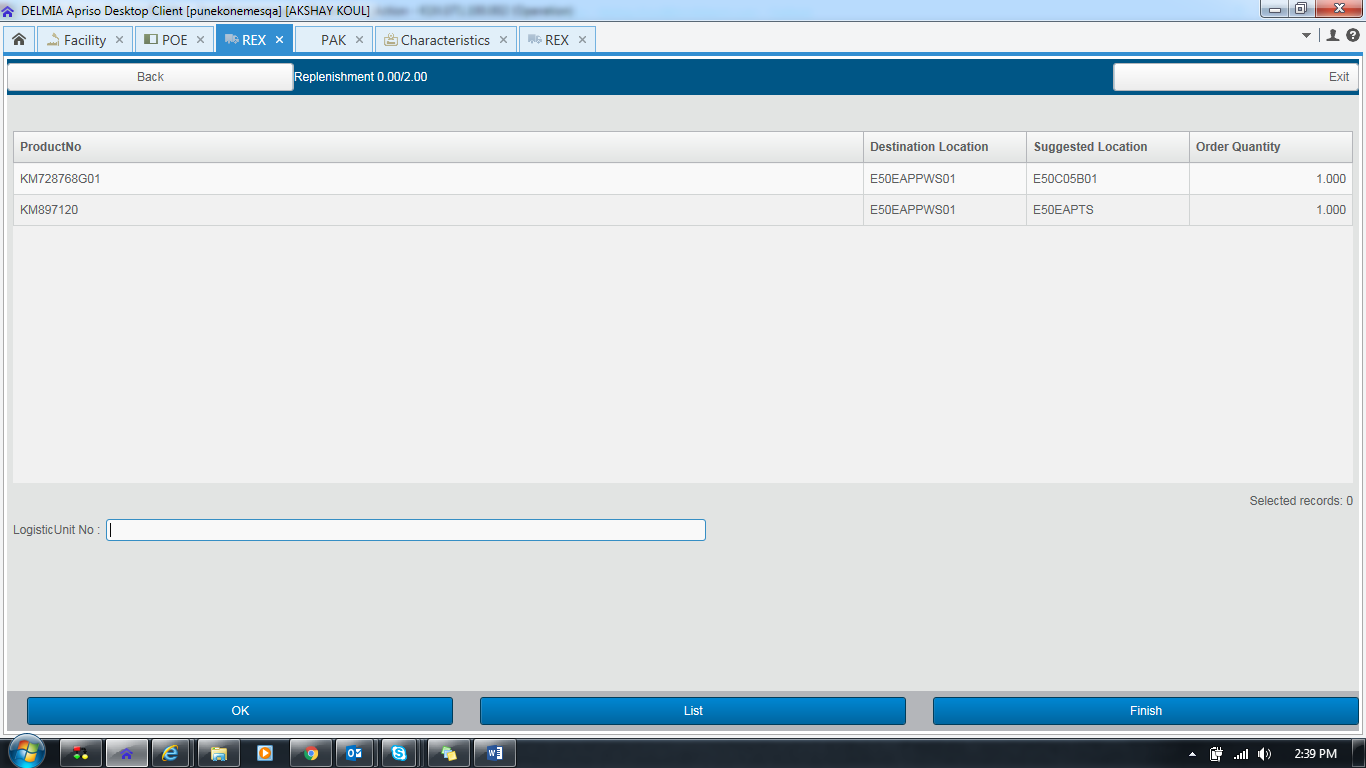
Here you can see TO is generated for above selected material only .



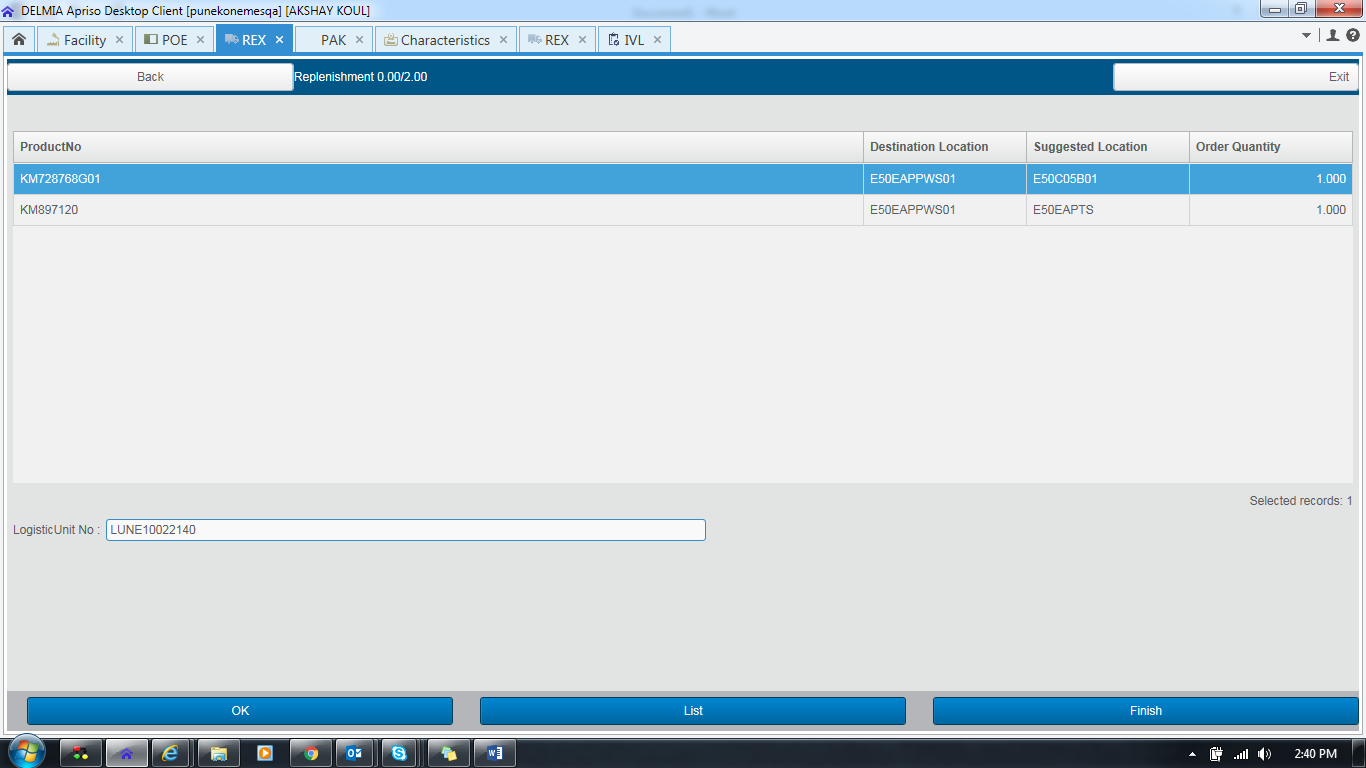
Click on Replenish



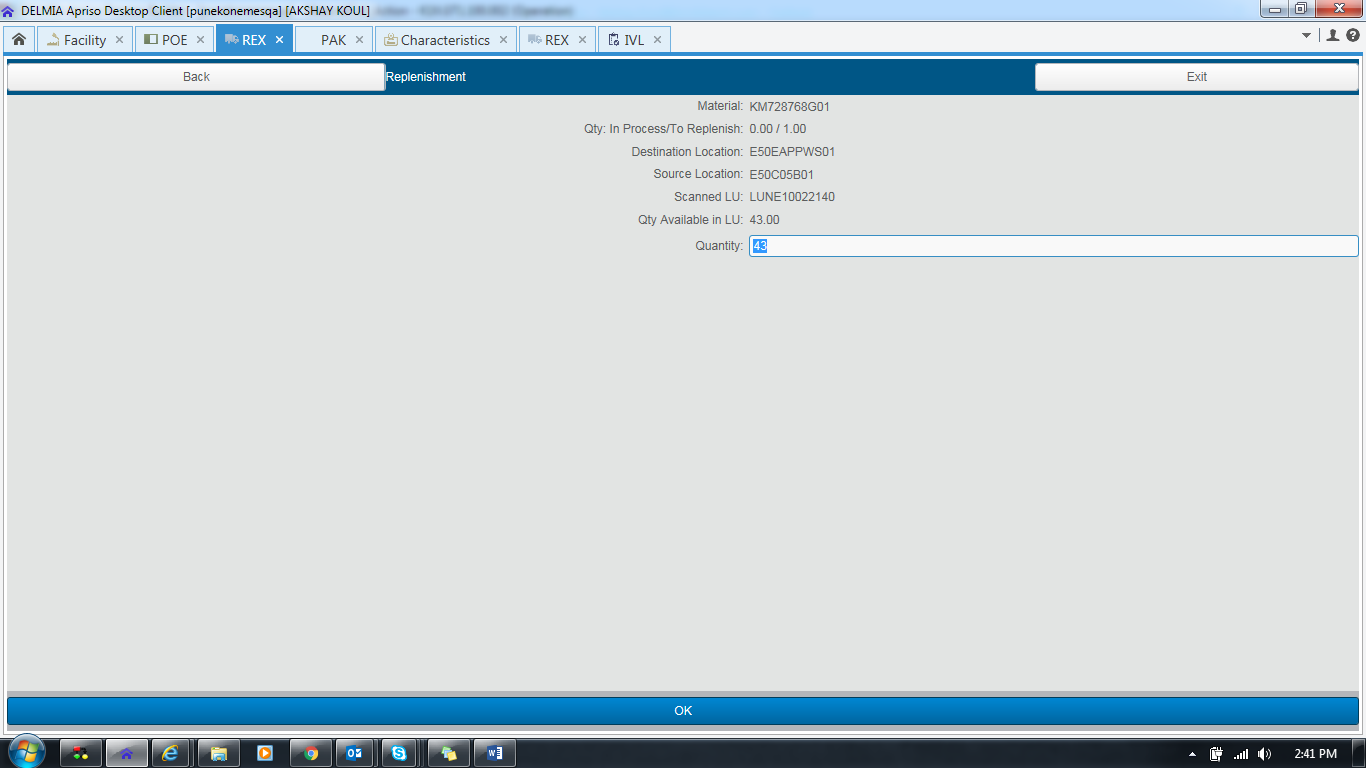
Here User will be able to see New REX execution



Proceed to Replenish enter LU

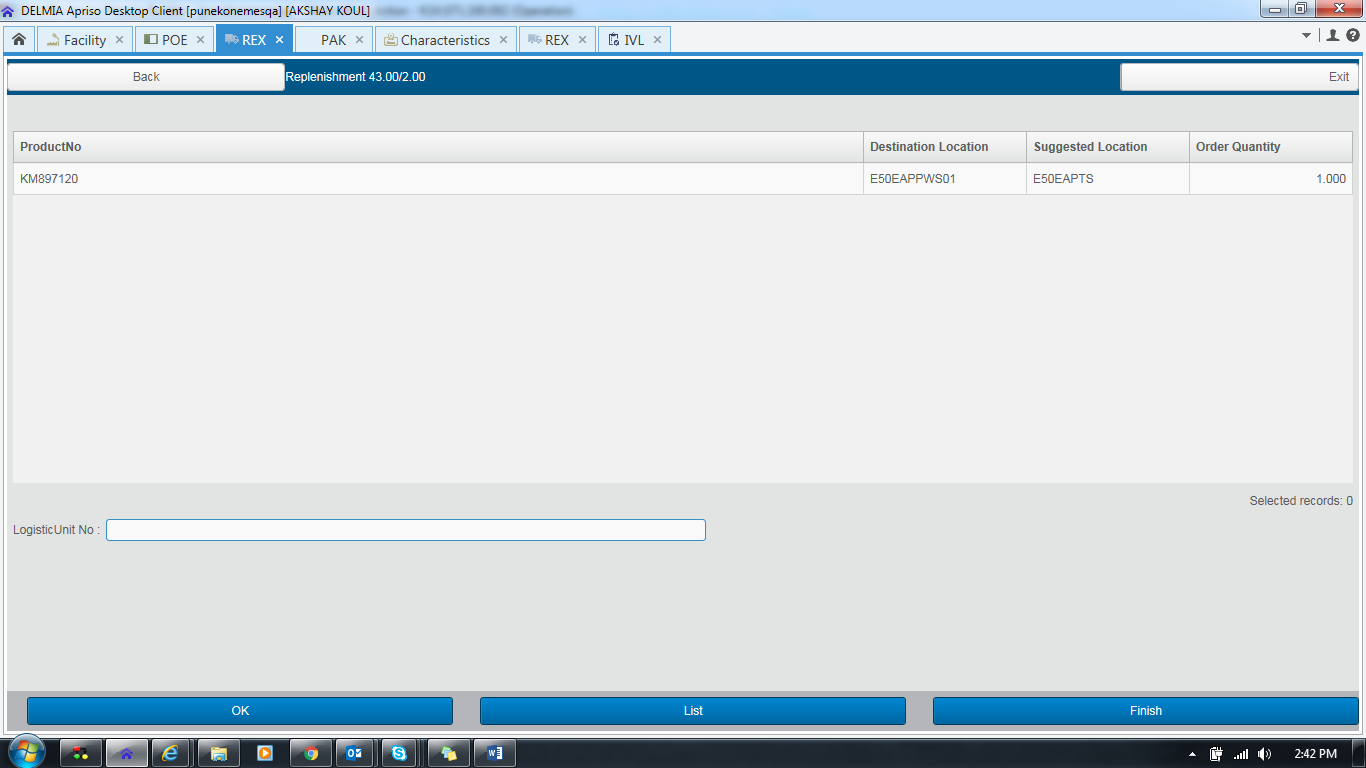


Click On OK Button



Click OK

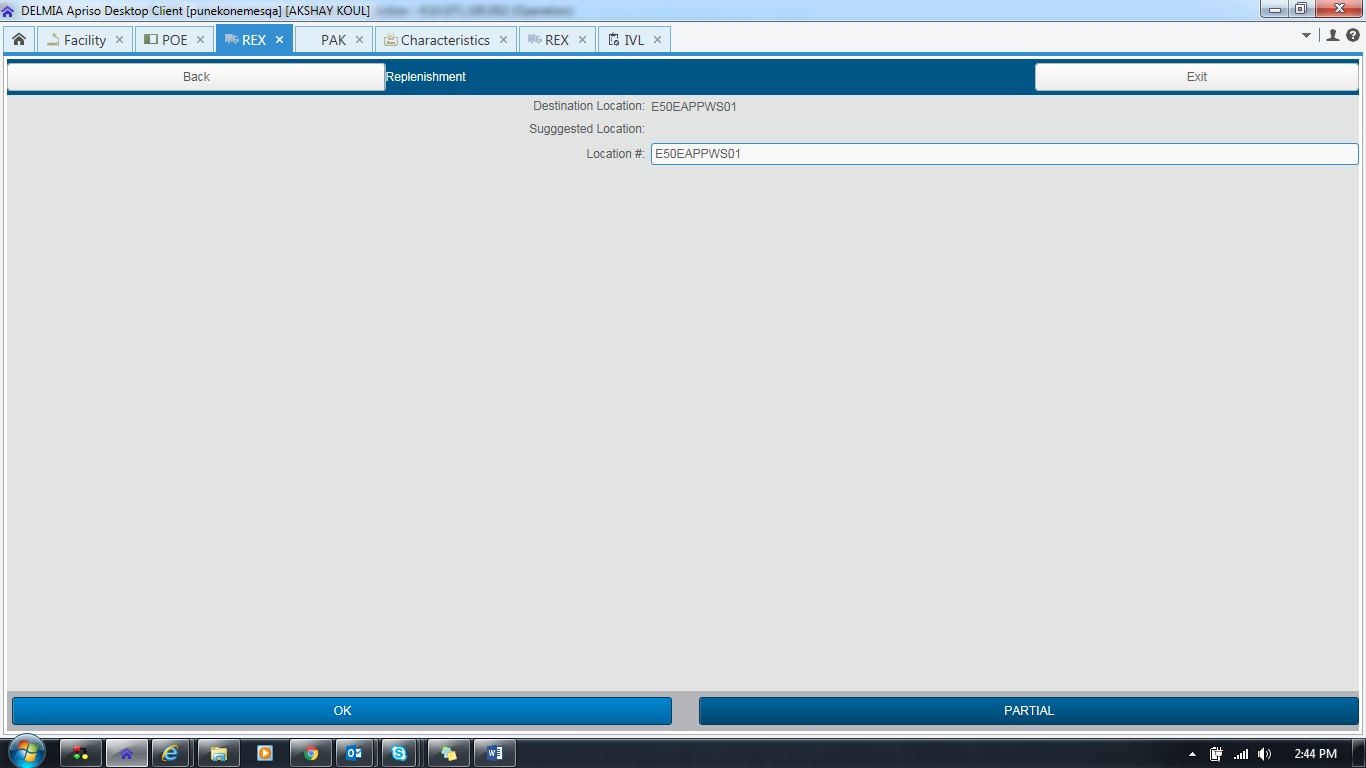
Here You can see Material is removed as expected for REX Execution



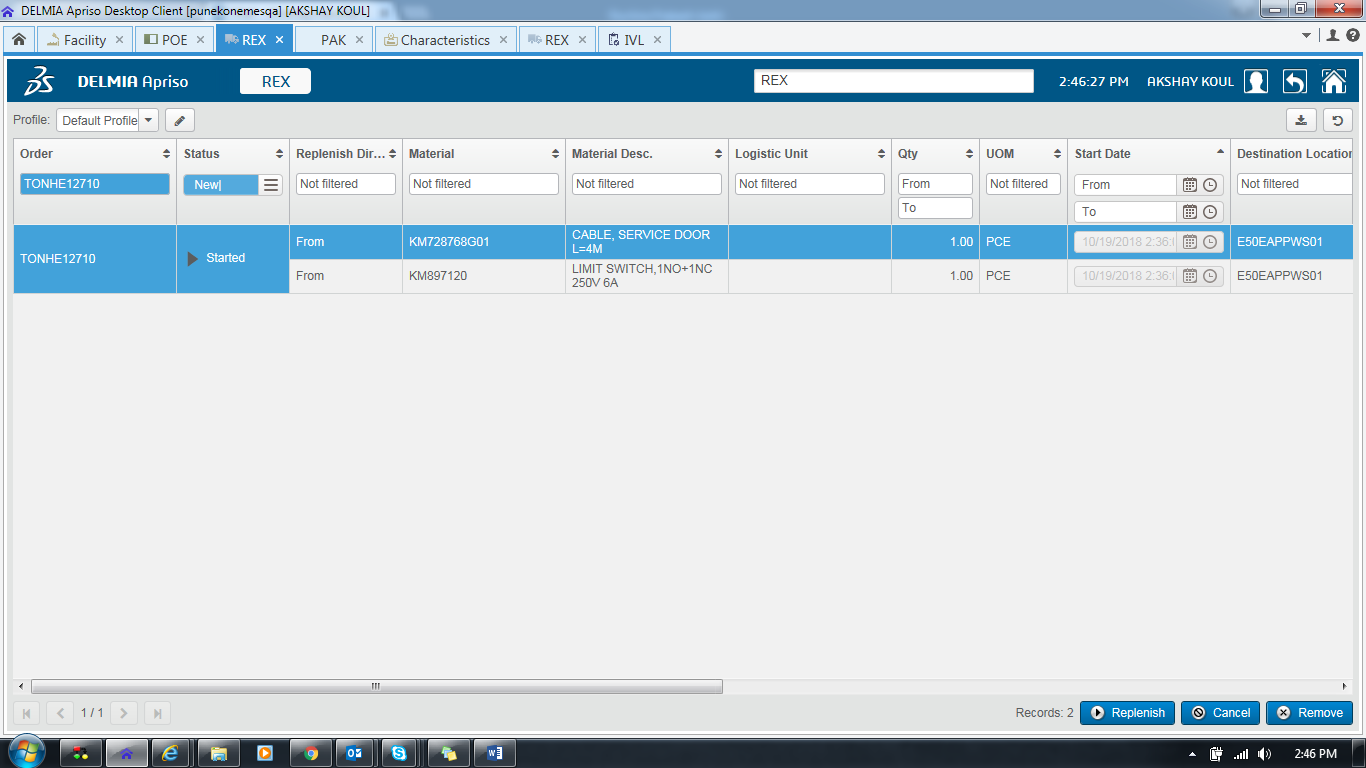
If user wants to do Partial Replenishment

Then click on Finish -> Yes->

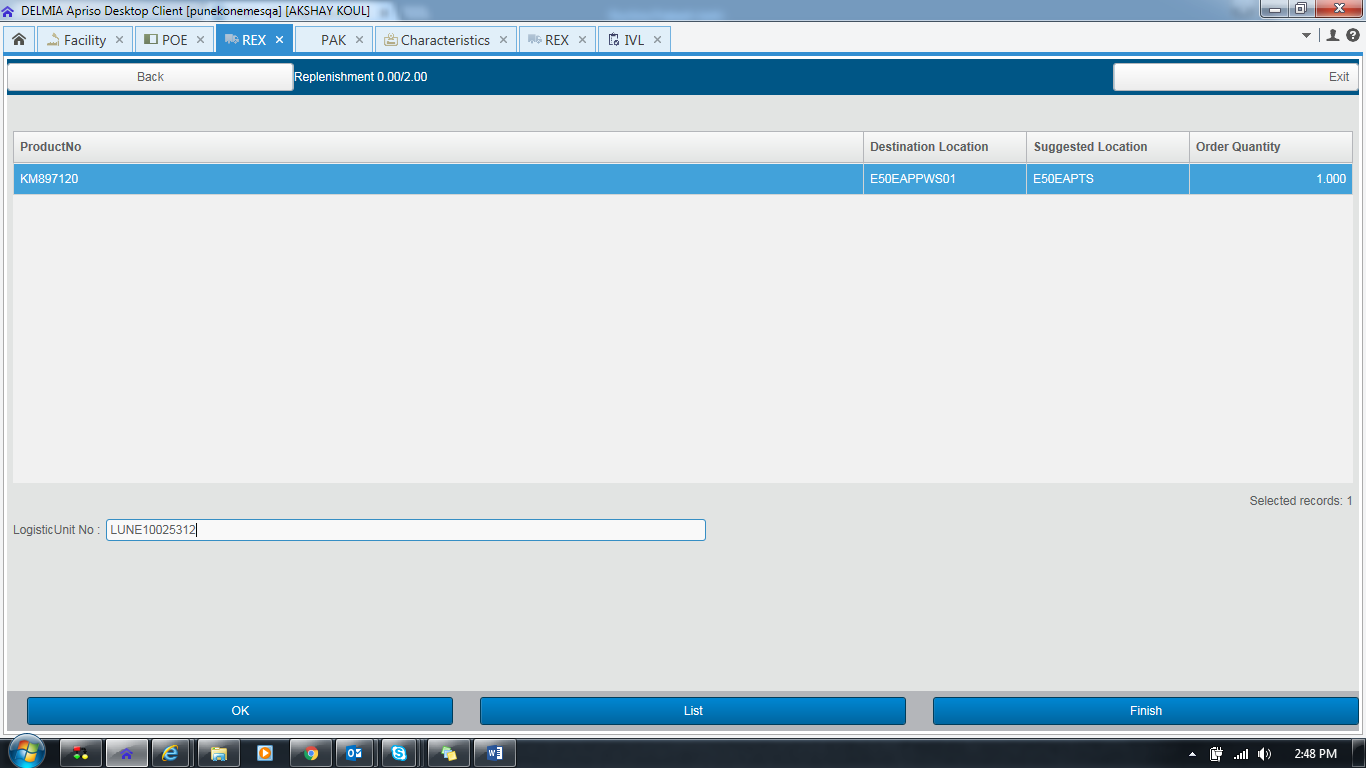
Enter Location Then click on **Partial Button**



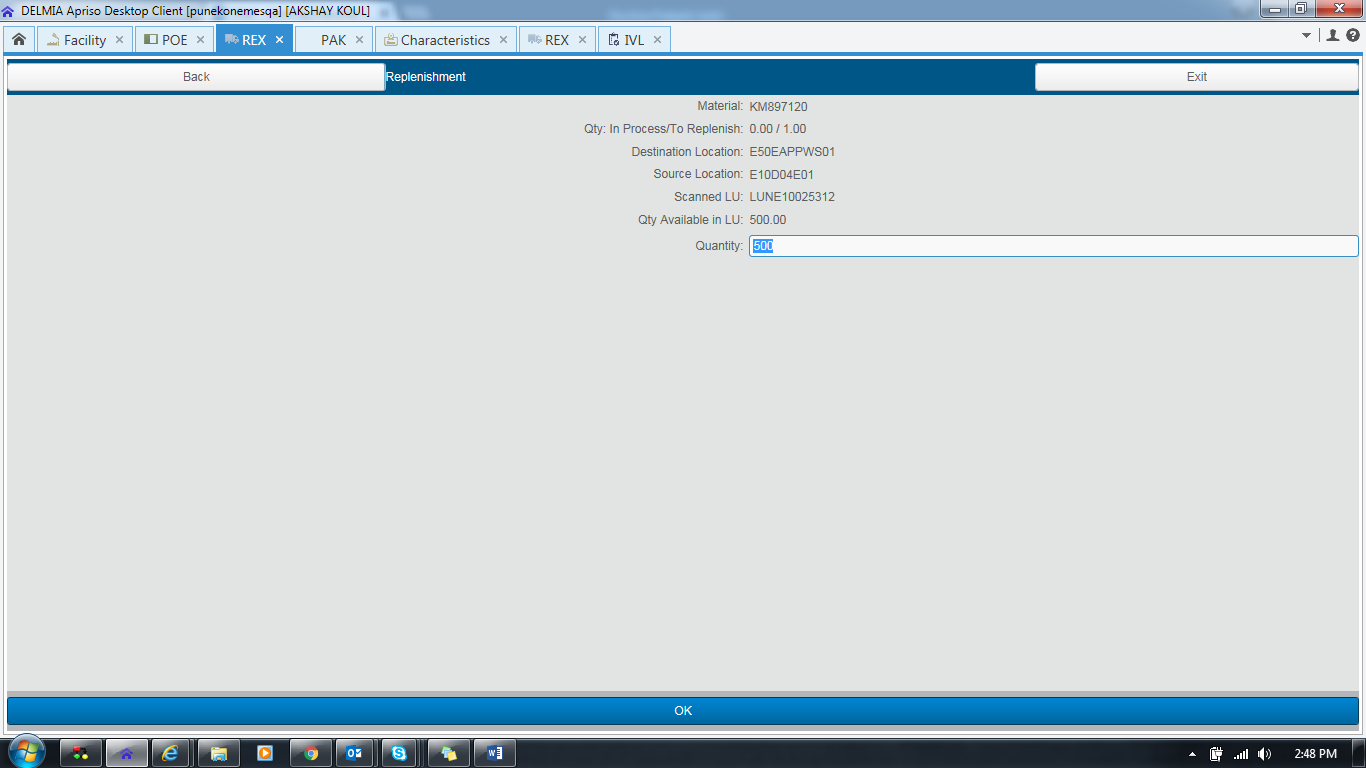
Then Check TO will be in Started State As expected



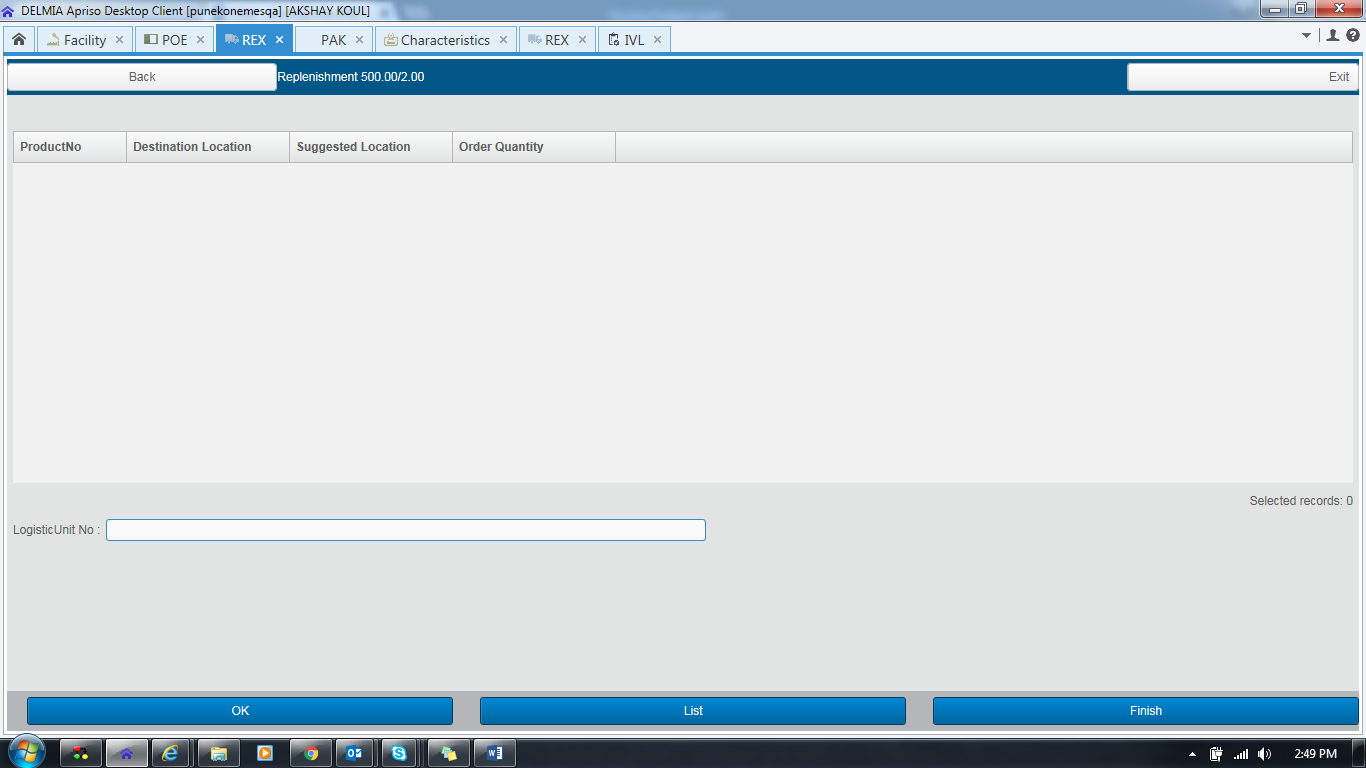
Here user Can Replenish Remaining Material and do full replenishment.



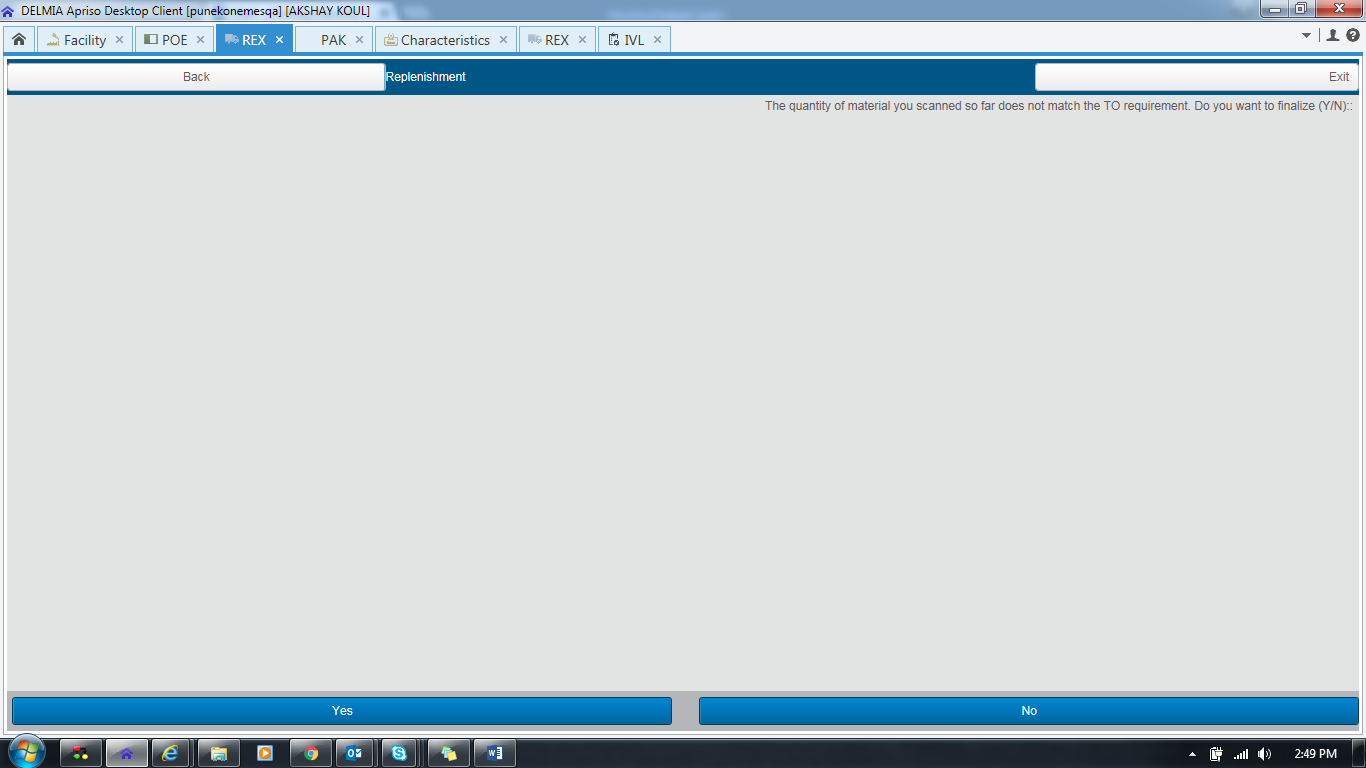
Click on OK



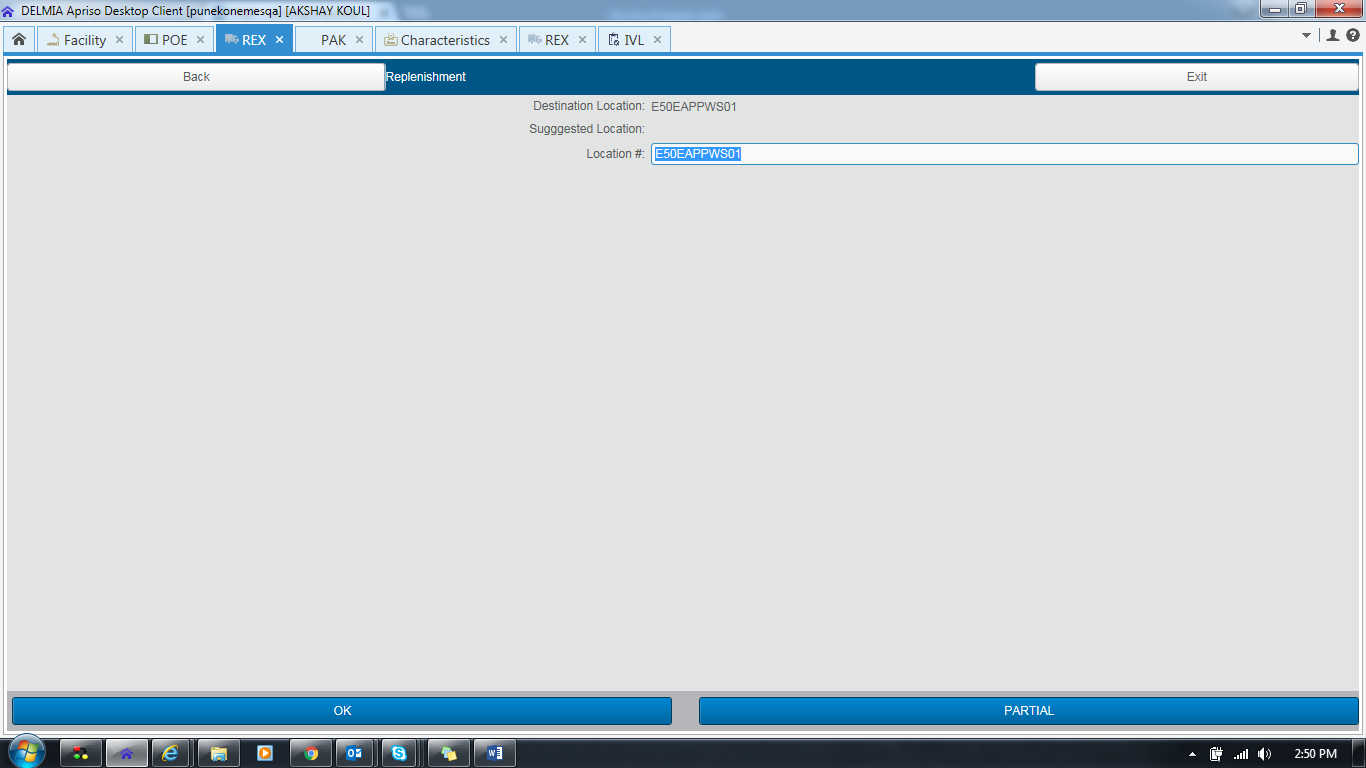
No Material As expected



Click on finish

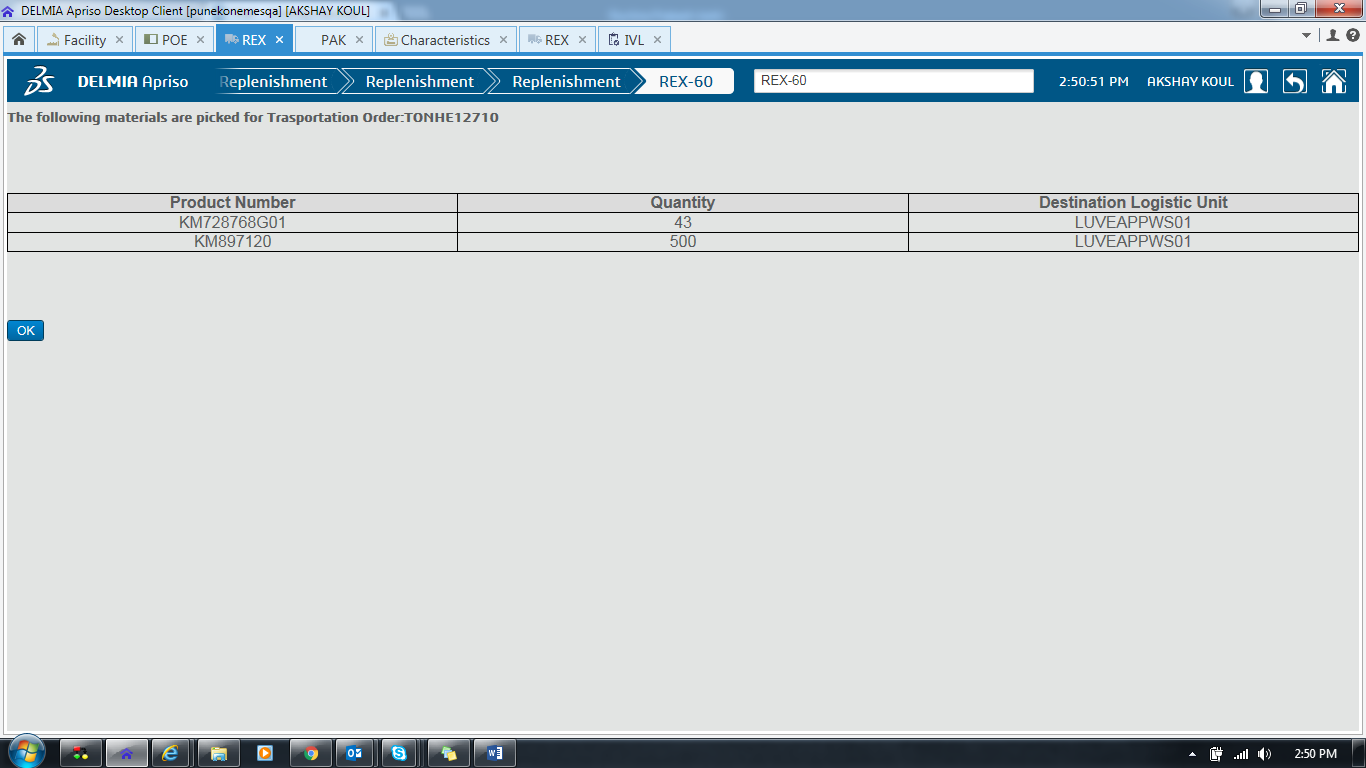


Click on Yes



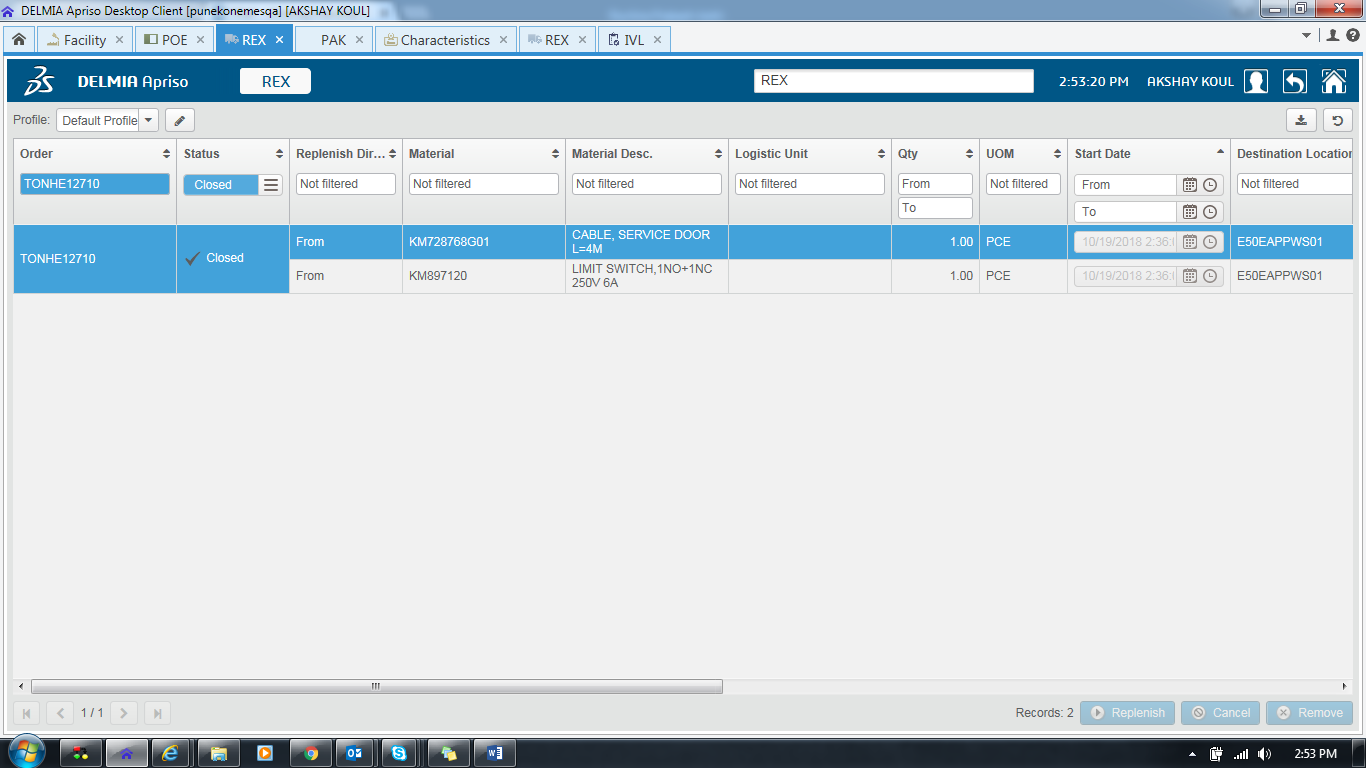
Click On OK and do Full Replenishment.

Here user can see replenished Material



Click On OK

TO will be closed as Expected



Case 2

TO Creation NEW

REX Execution OLD

Facility KNEE

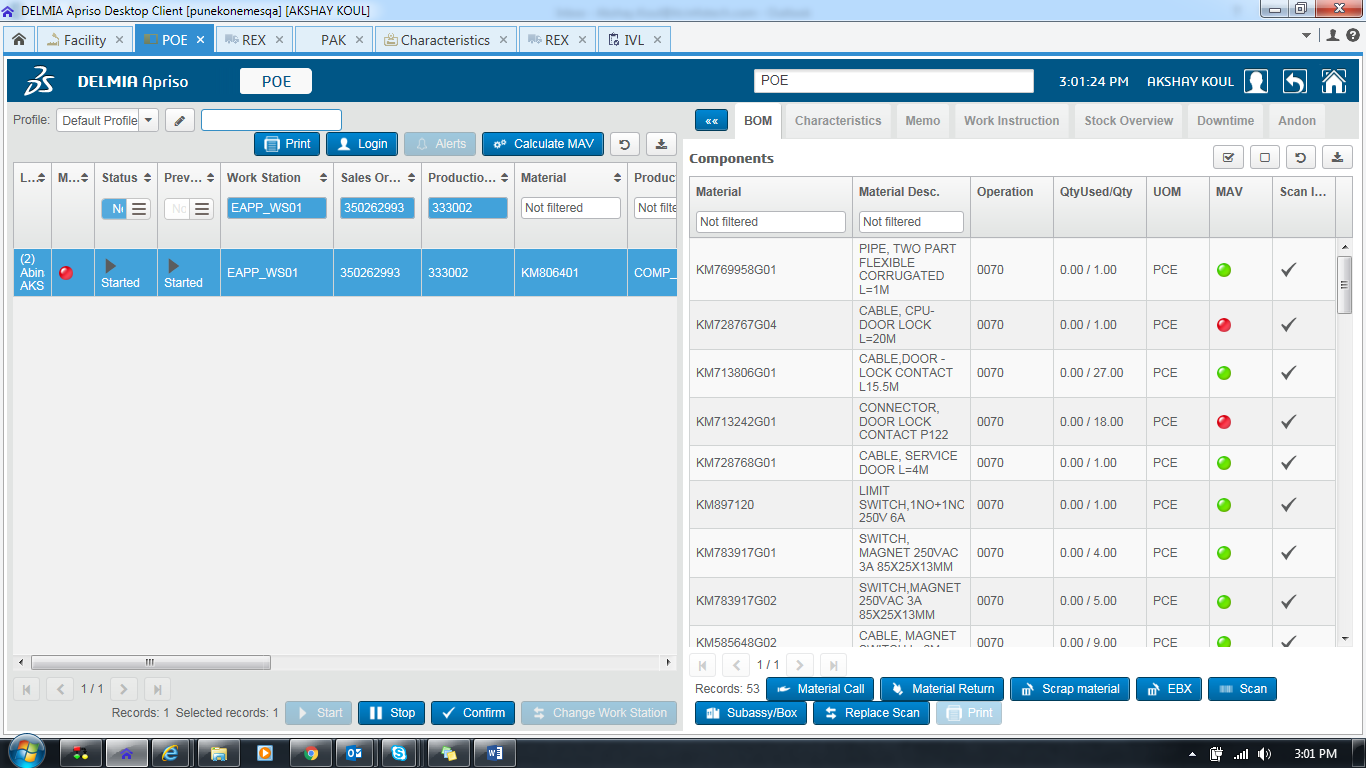
Go to unit Characteristics K1X\_POE\_MATERIALCALL

TO Creation (NEW)

REX Execution (OLD) Unit Characteristics K1X\_REX\_Method

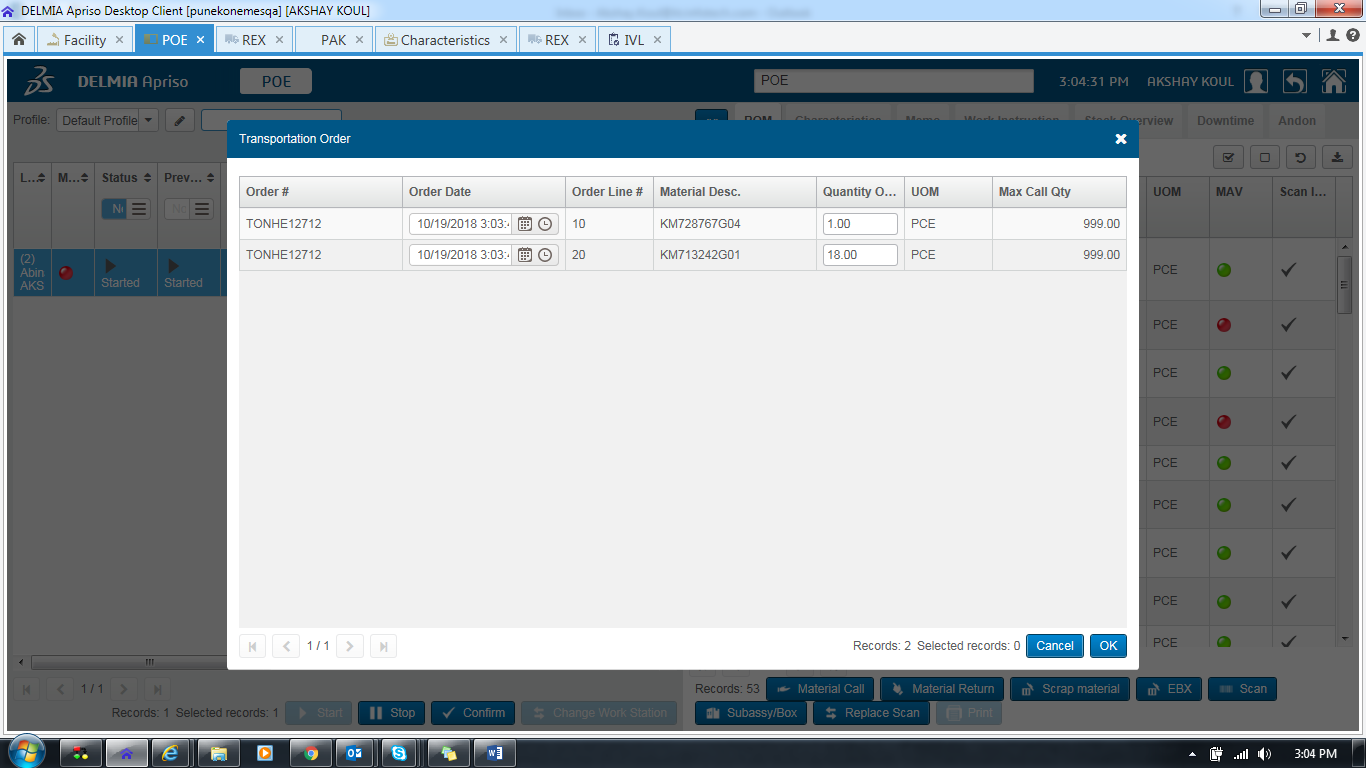
Attribute Standard\_REX

Screen POE

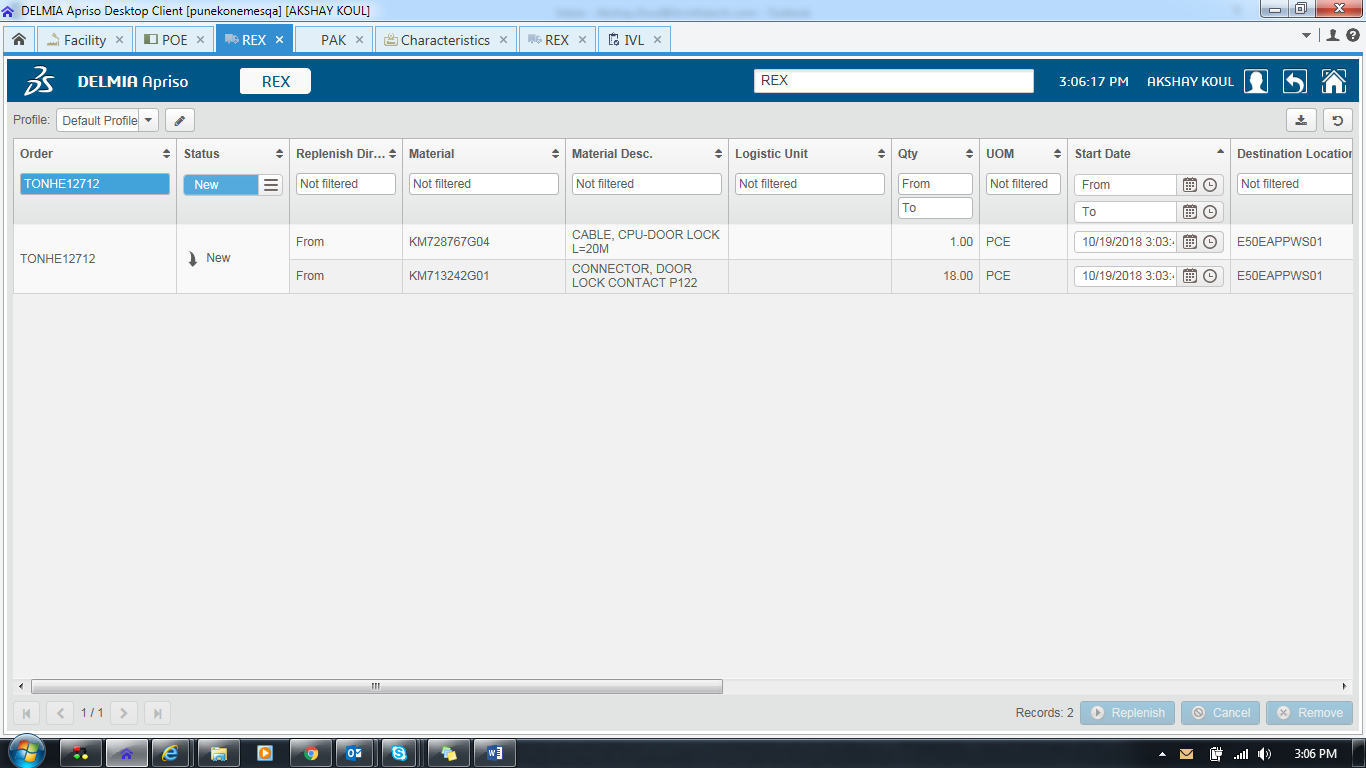


Click on Material Call TO should be Created for Grey Red Orange Based on MAV

Result As expected



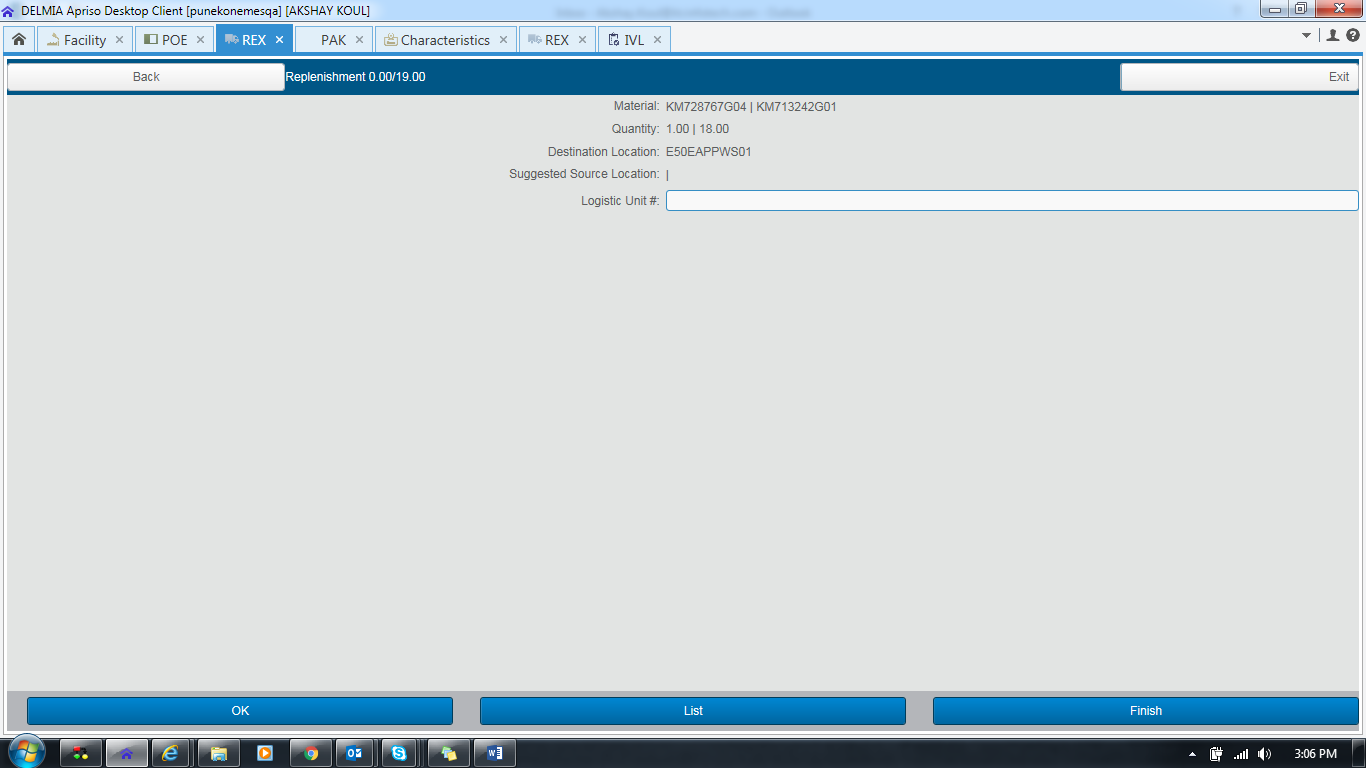
Go to REX



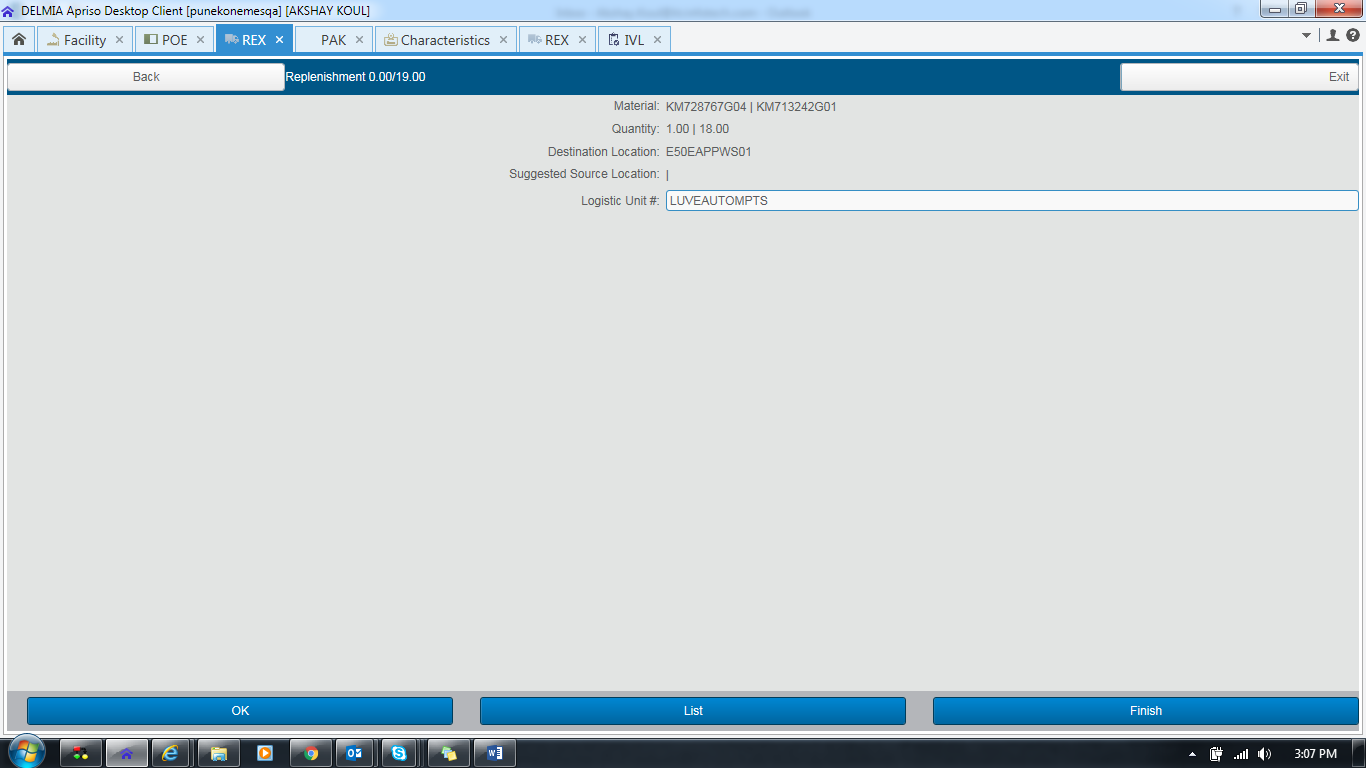
In Case 2 REX Execution Should be OLD

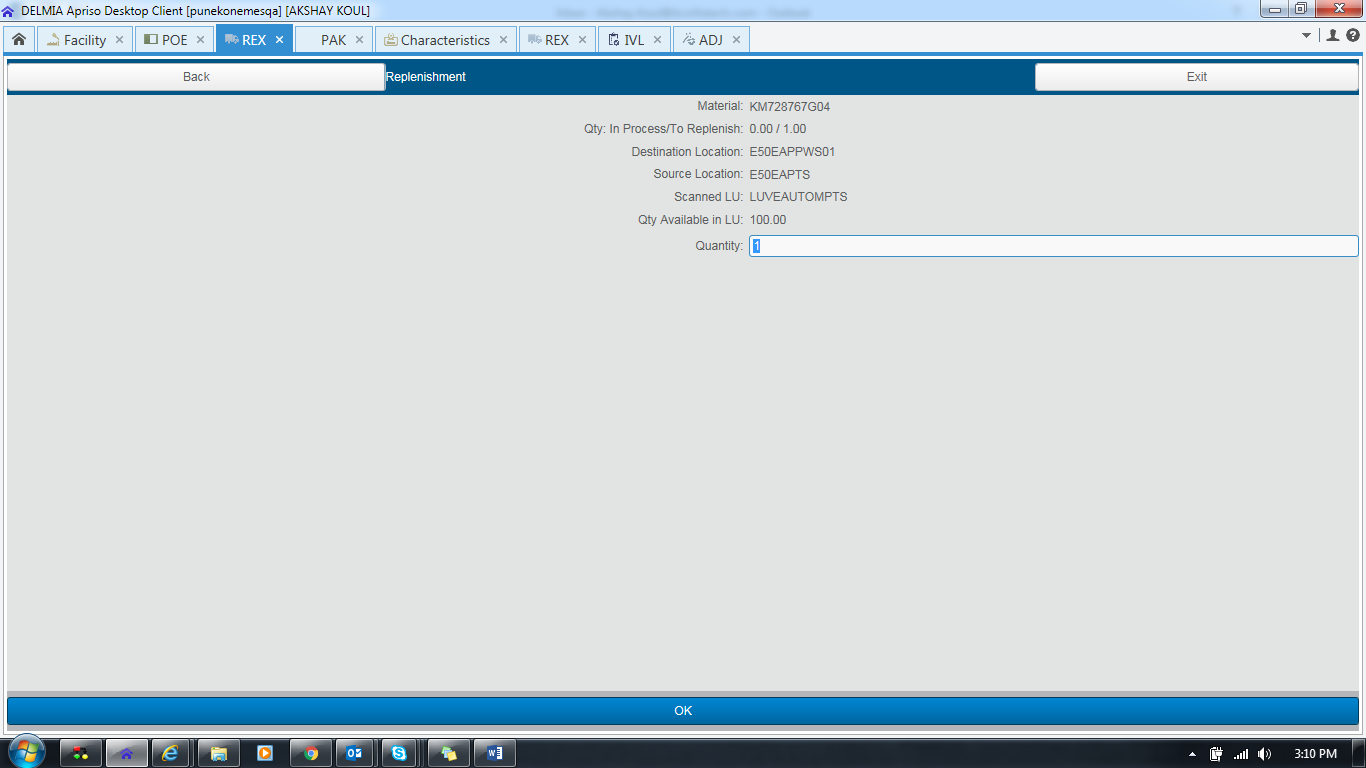
REX Execution OLD

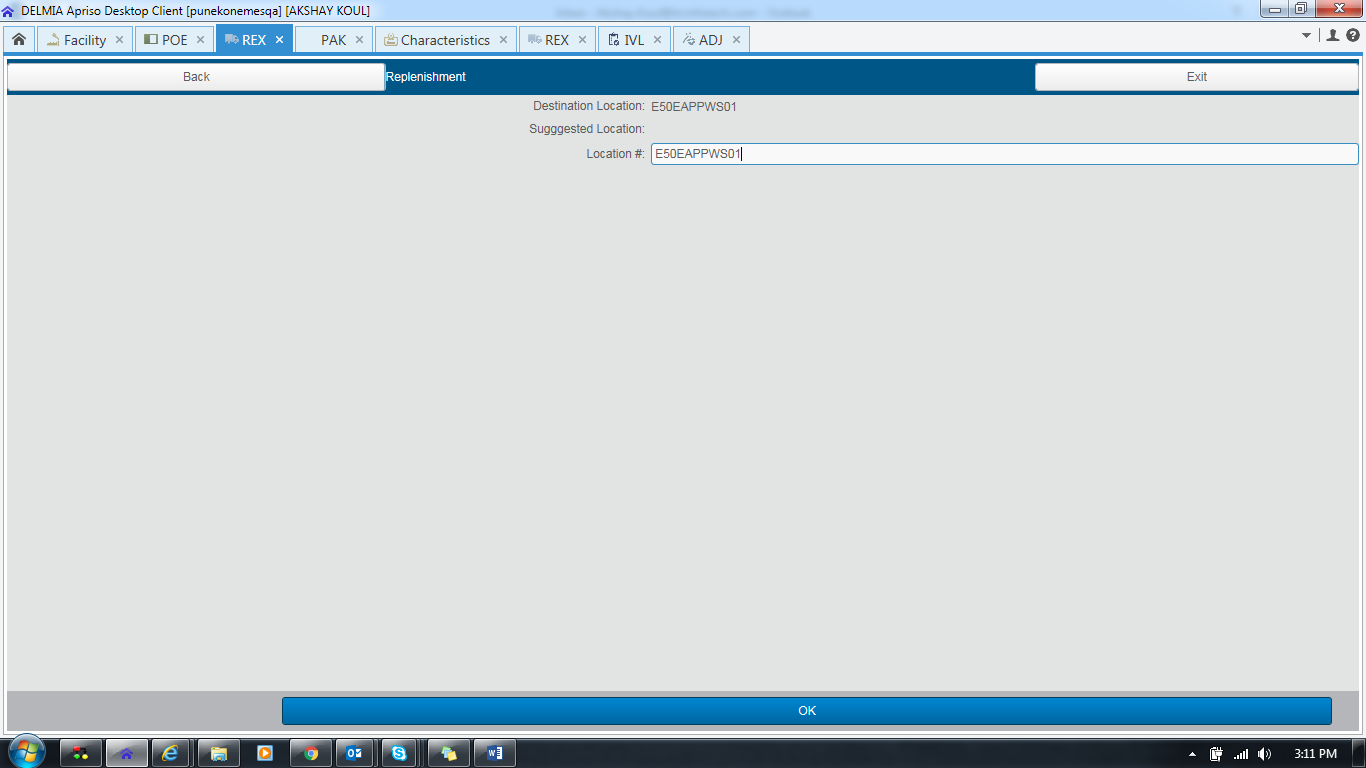
Here User is able to See REX execution in old manner

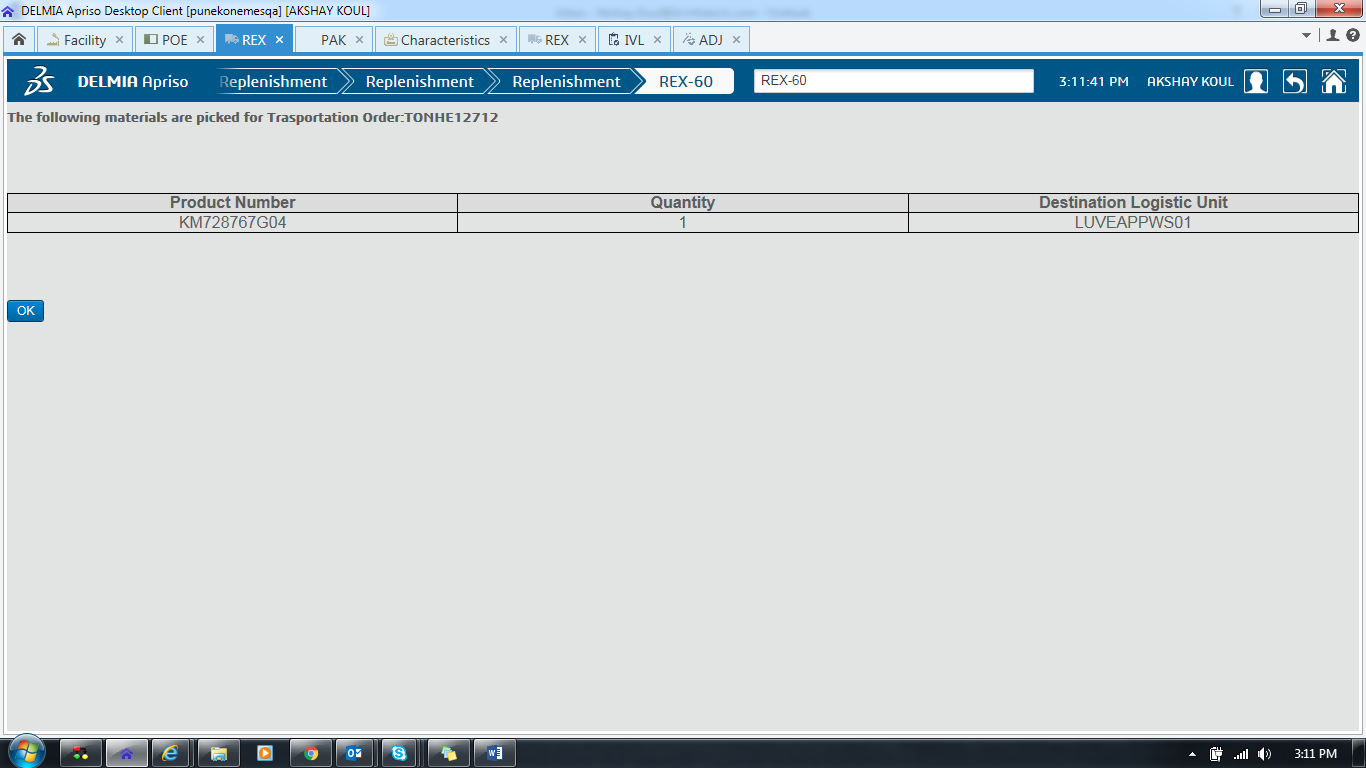


Enter LU









**Case 3**

**TO Creation OLD**

**REX Execution OLD**

**Facility KNEE /KNEX**

**Go to unit Characteristics K1X\_POE\_MATERIALCALL**

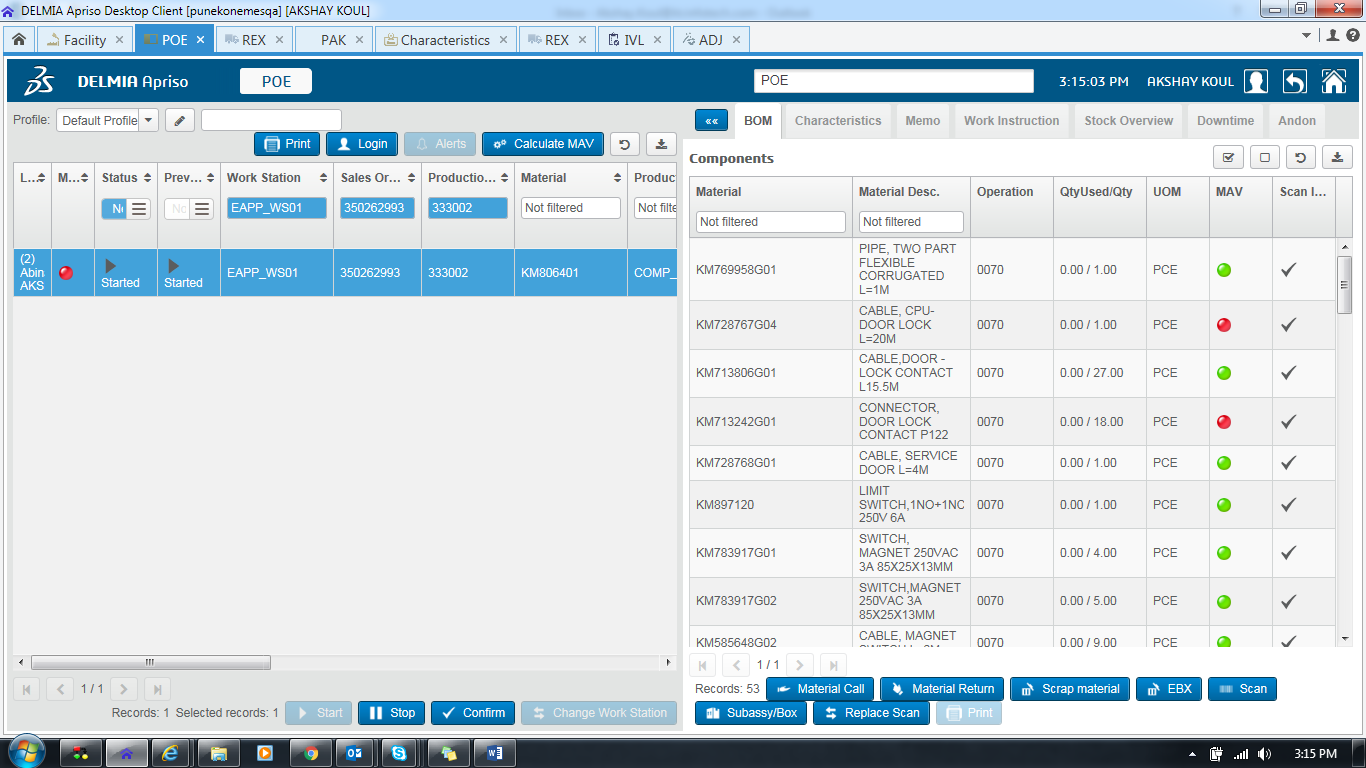
**Attribute STANDARD\_MATERIALCALL**

**TO Creation (NEW)**

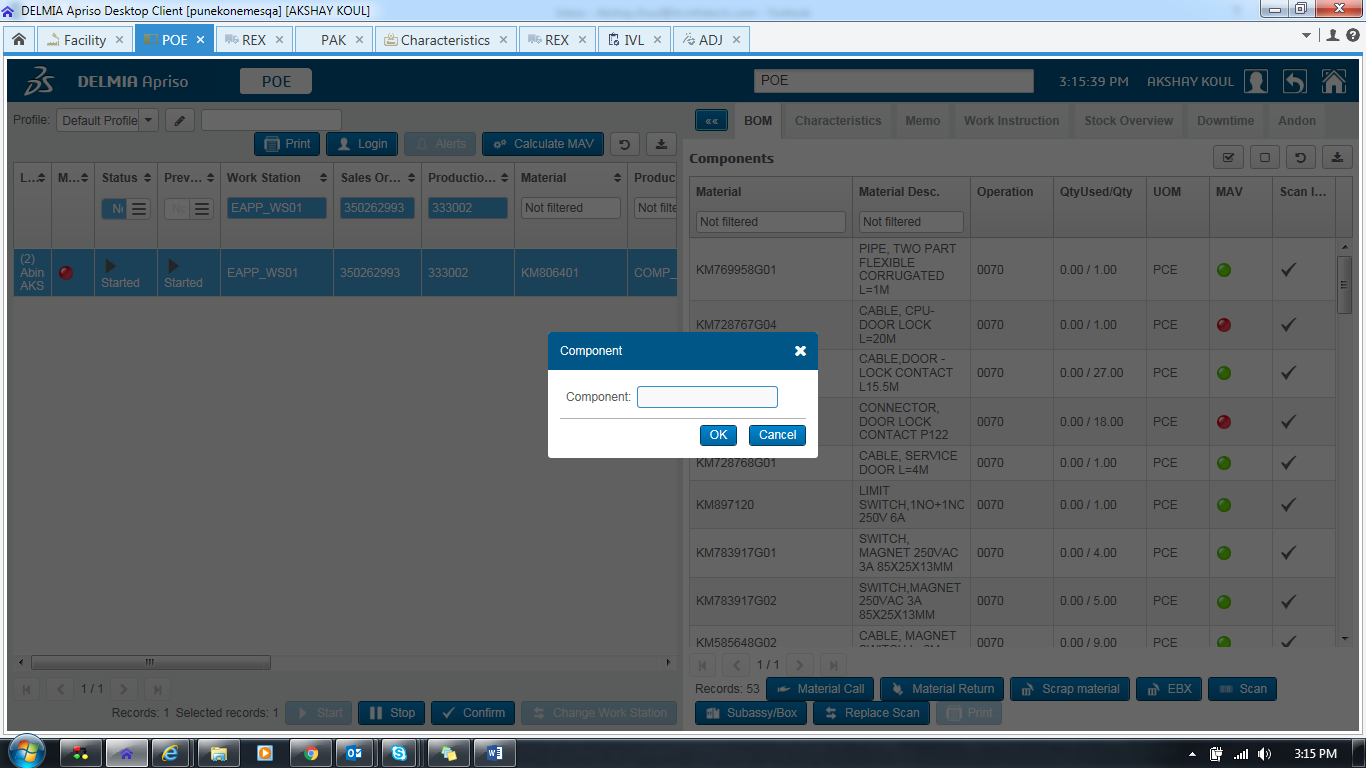
**REX Execution (OLD) Unit Characteristics K1X\_REX\_Method**

**Attribute Standard\_REX**

**Screen POE**



As Expected Select Material otherwise it will ask for Component

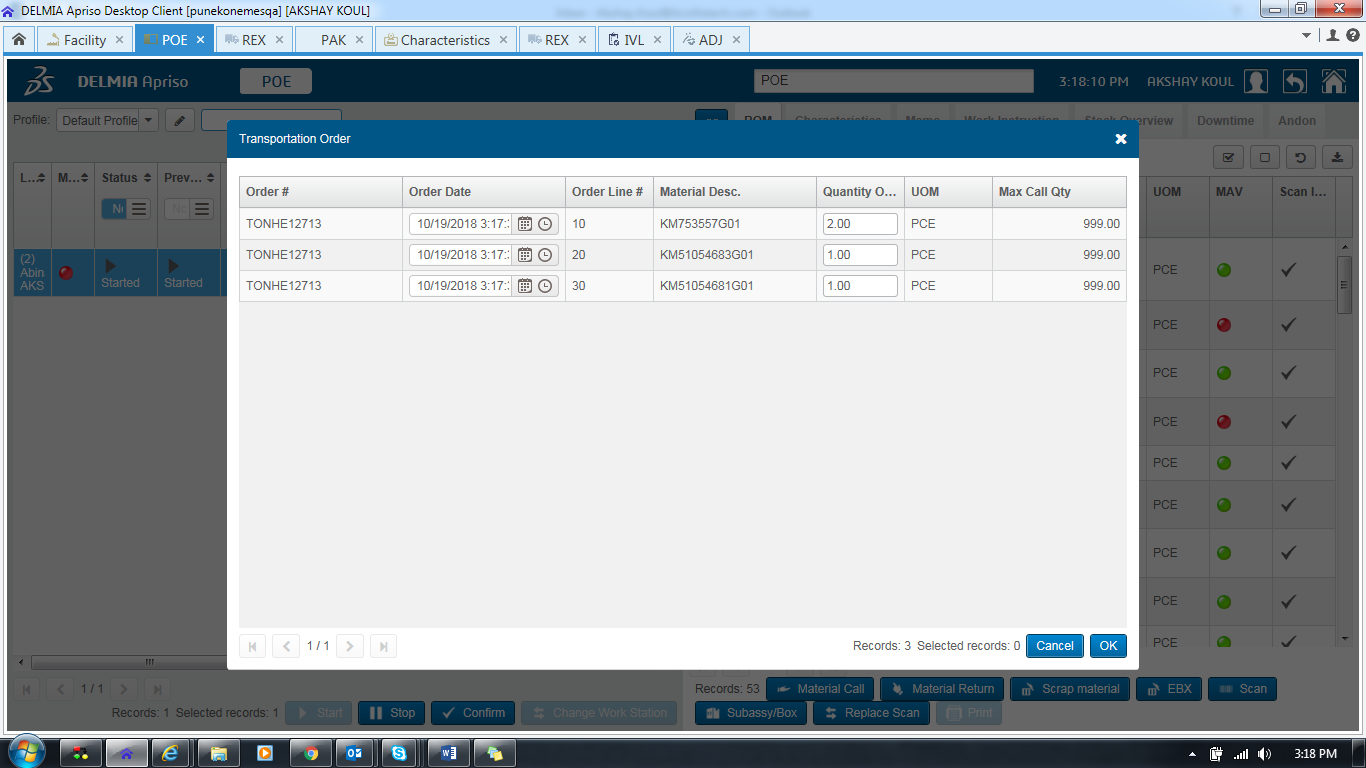


Select Material



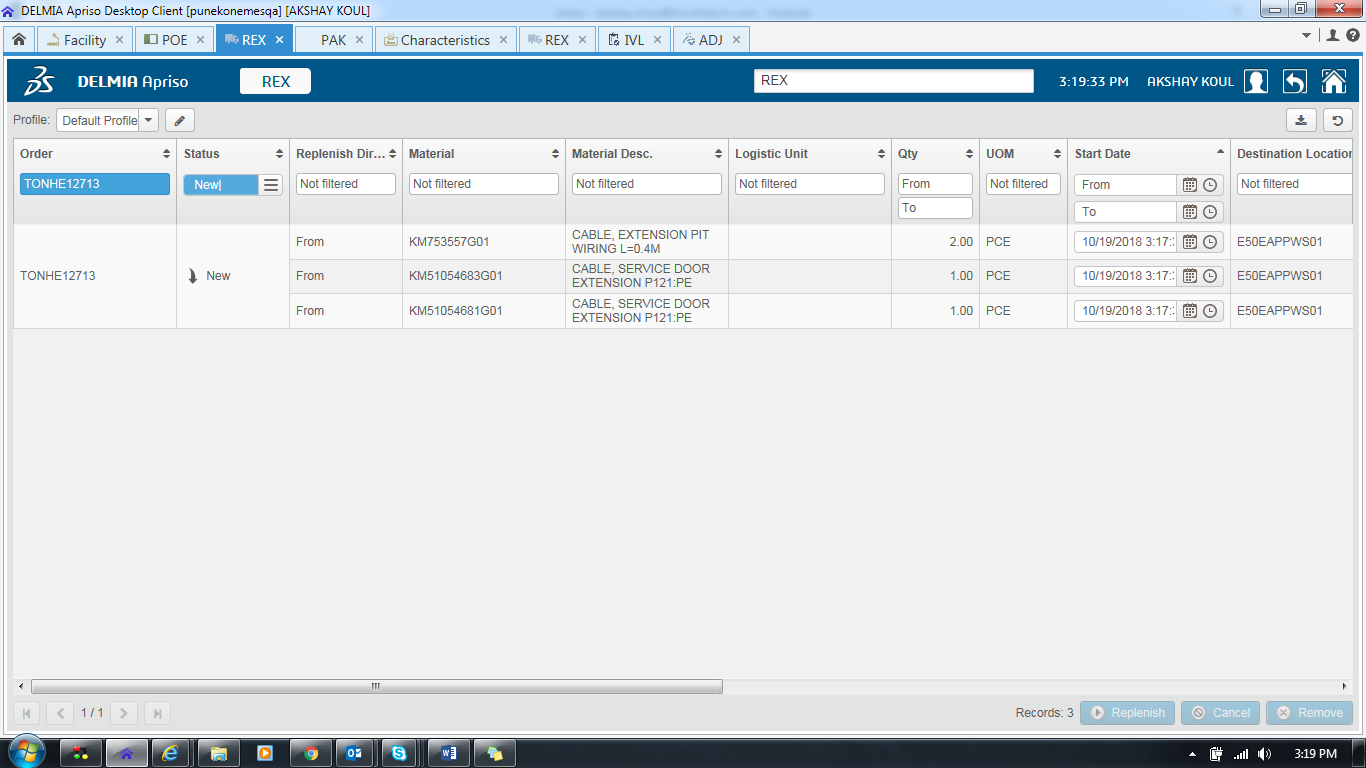
Click On Material Call

TO should be generated for selected Material Only

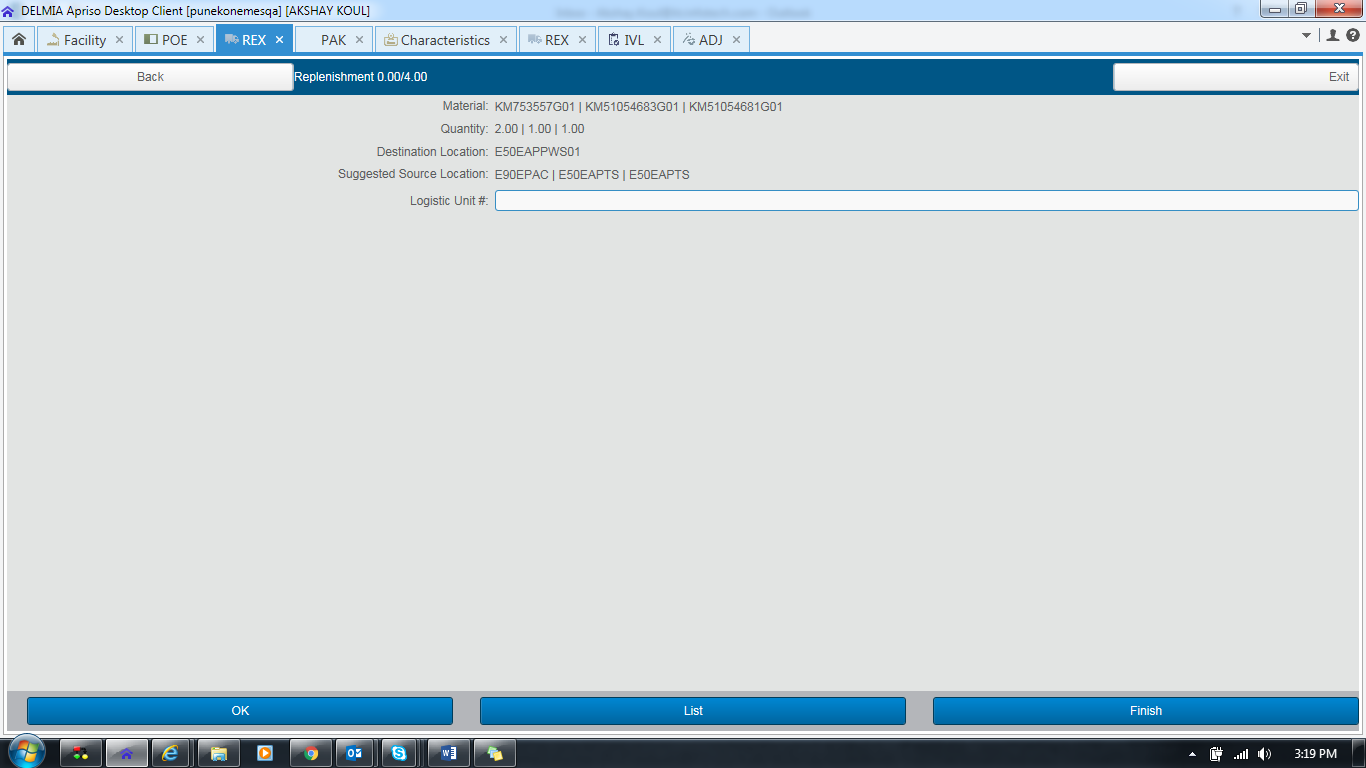


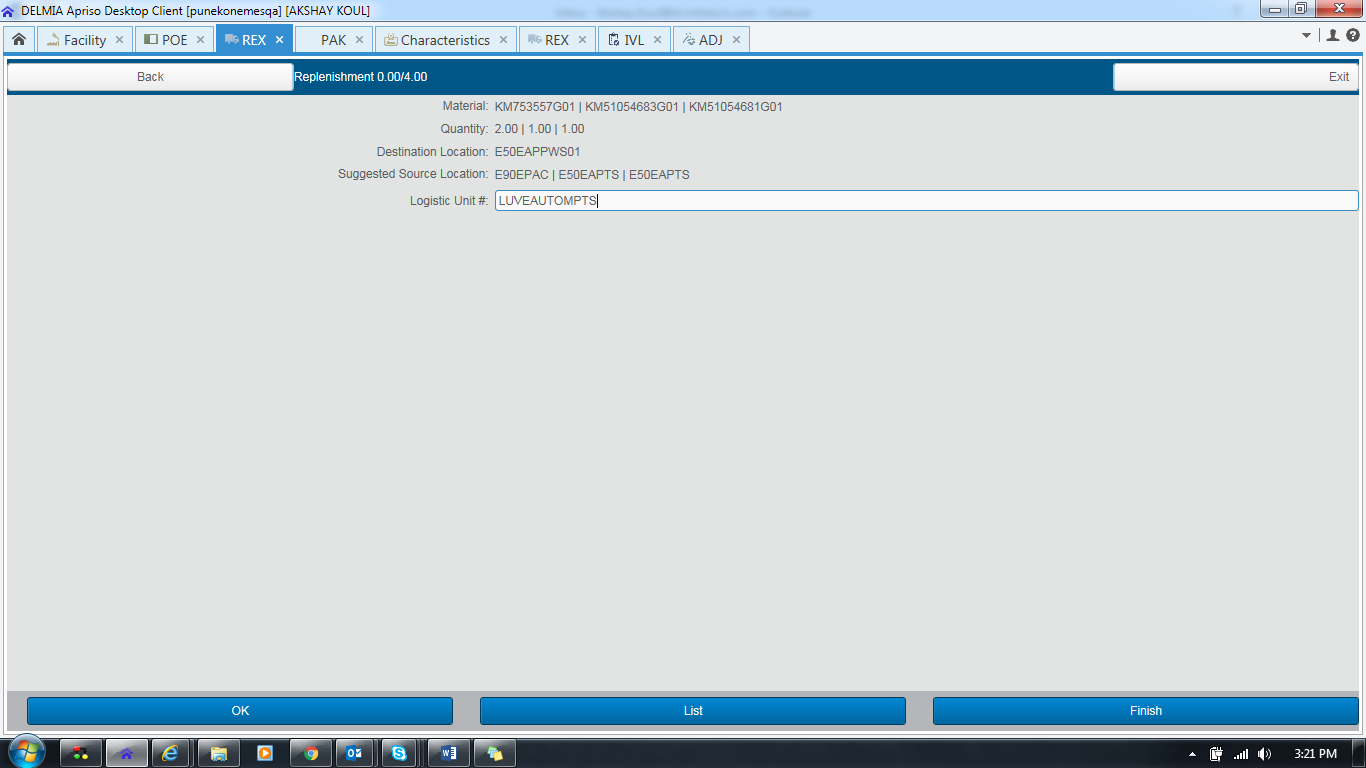
Navigate to REX

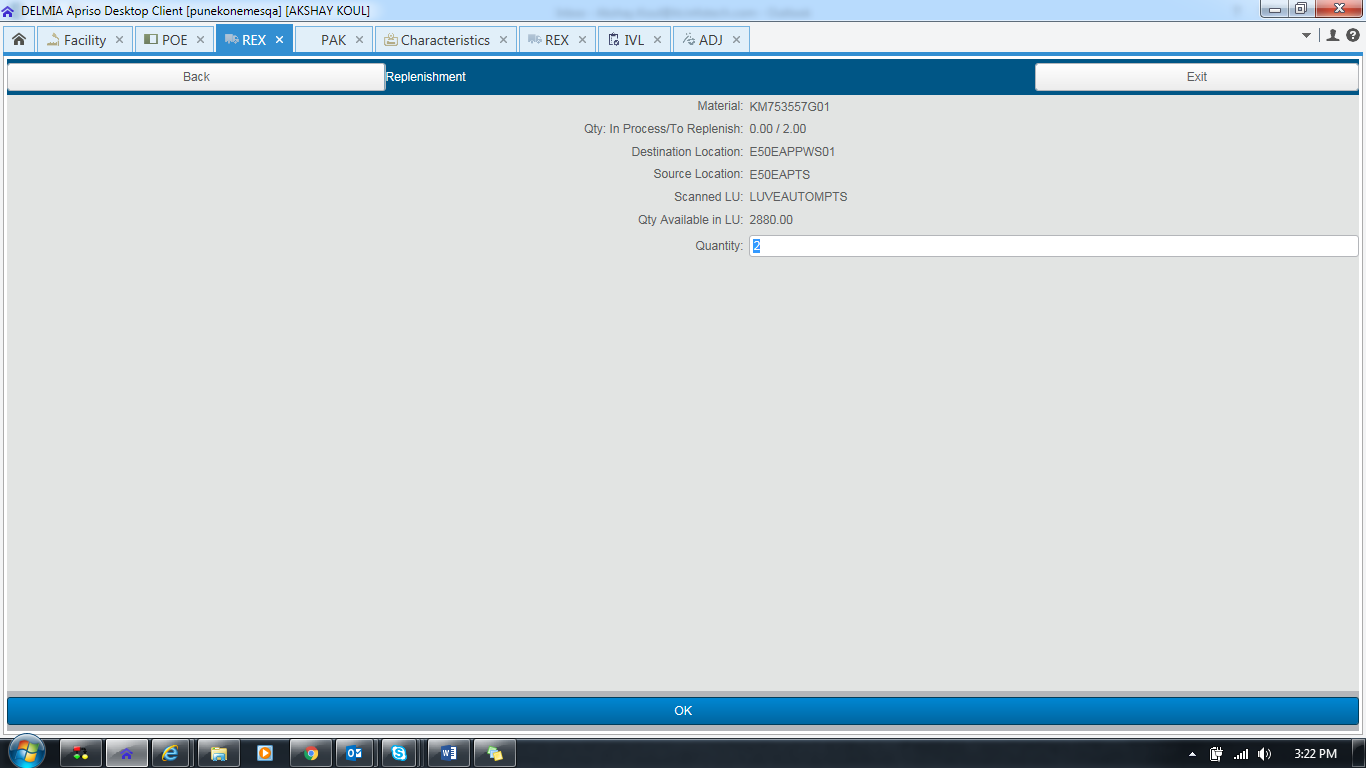
REX Execution OLD

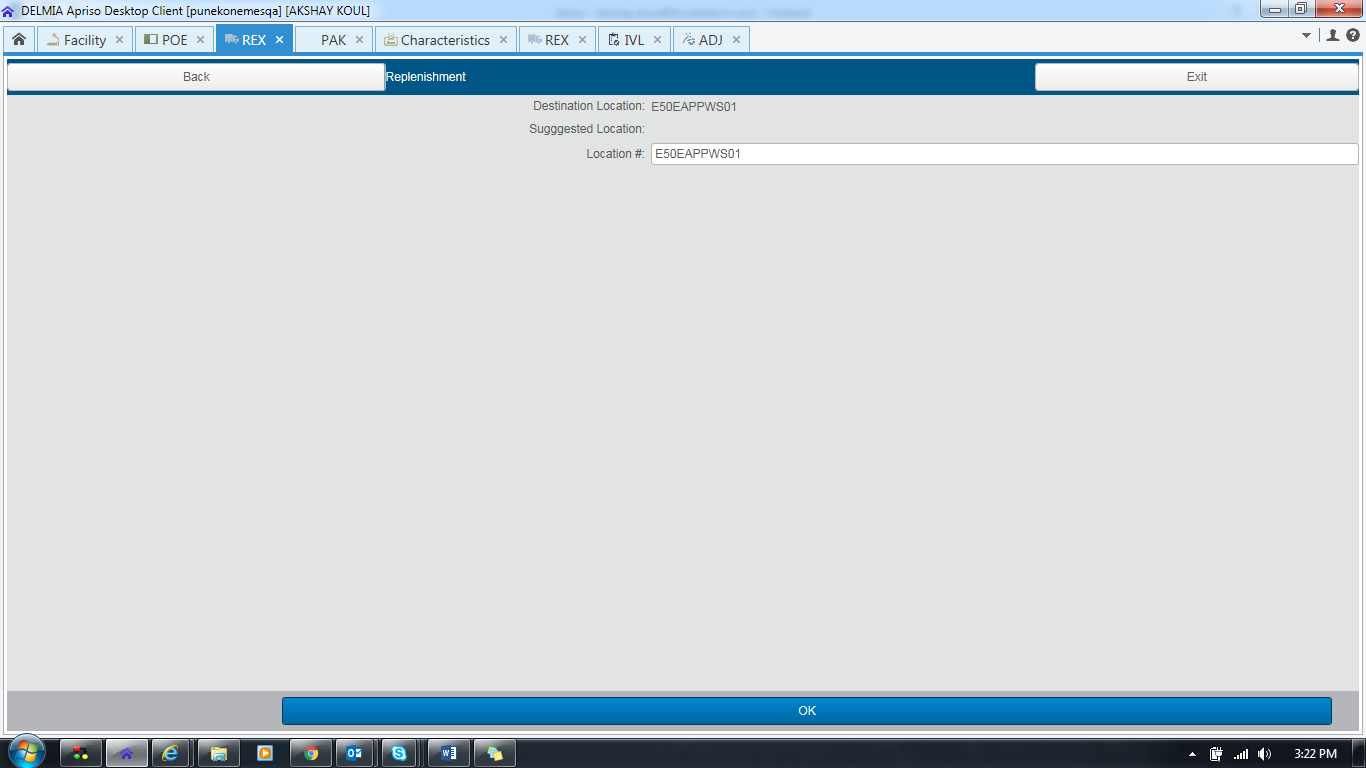


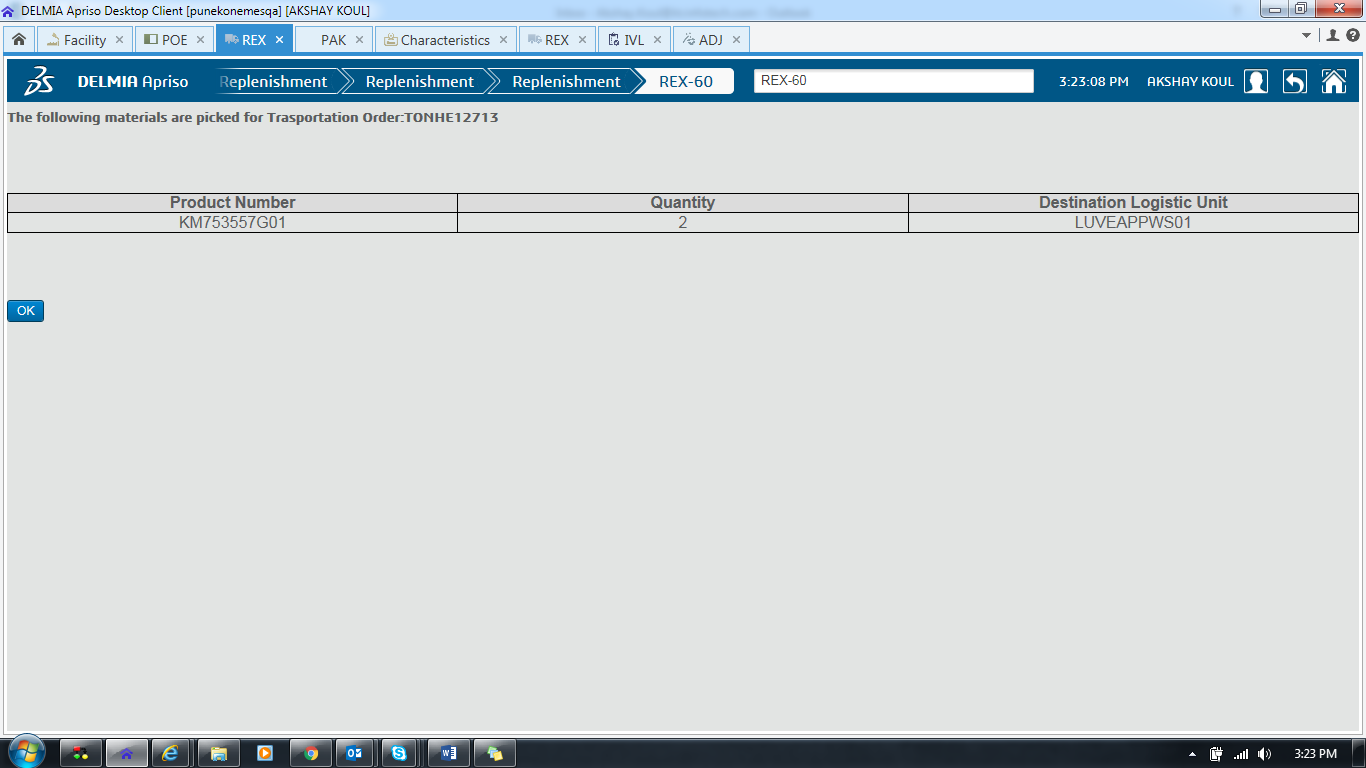
Rex Execution as expected OLD











**Case 4**

**TO Creation NEW**

**REX Execution NEW**

**Facility KNEE**

**Go to unit Characteristics K1X\_POE\_MATERIALCALL**

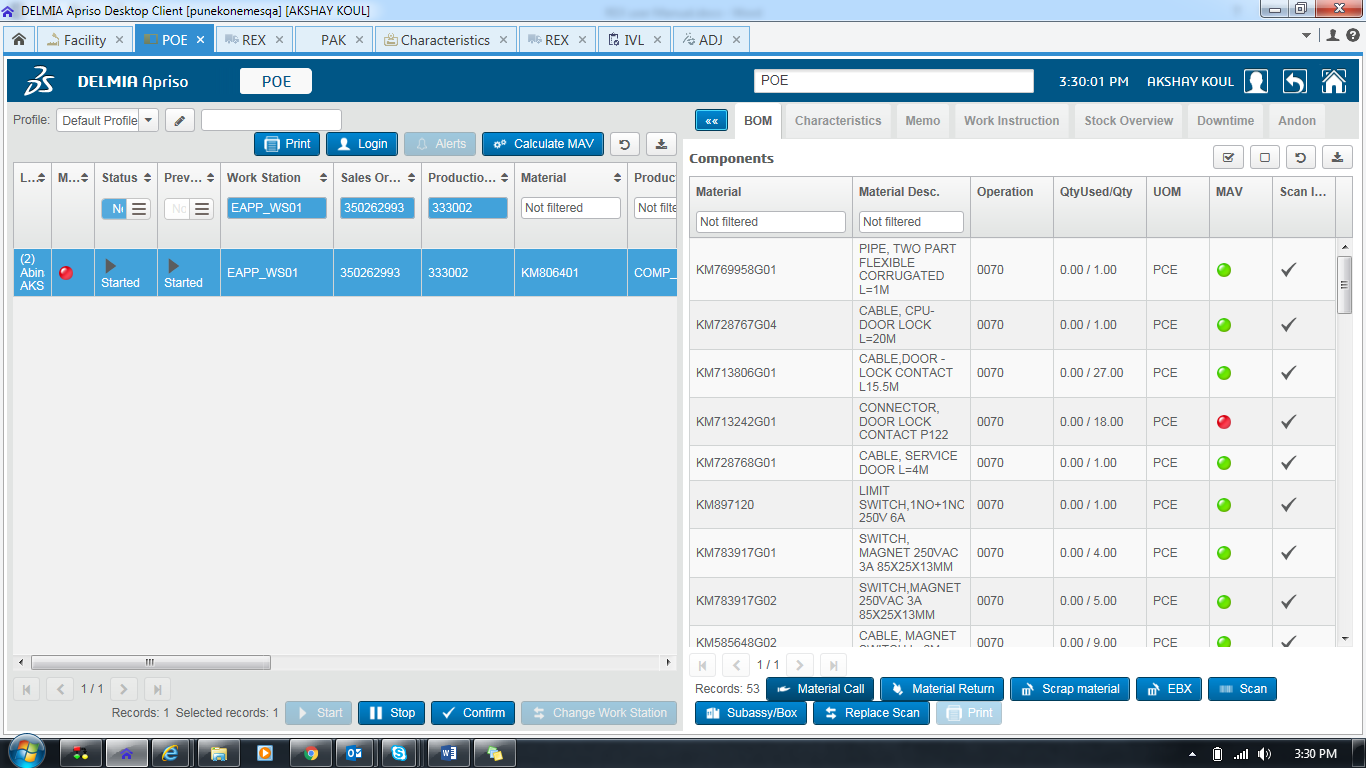
**Attribute LUBASED\_MATERIALCALL\_USINGMAV**

**TO Creation (NEW)**

**REX Execution (NEW) Unit Characteristics K1X\_REX\_Method**

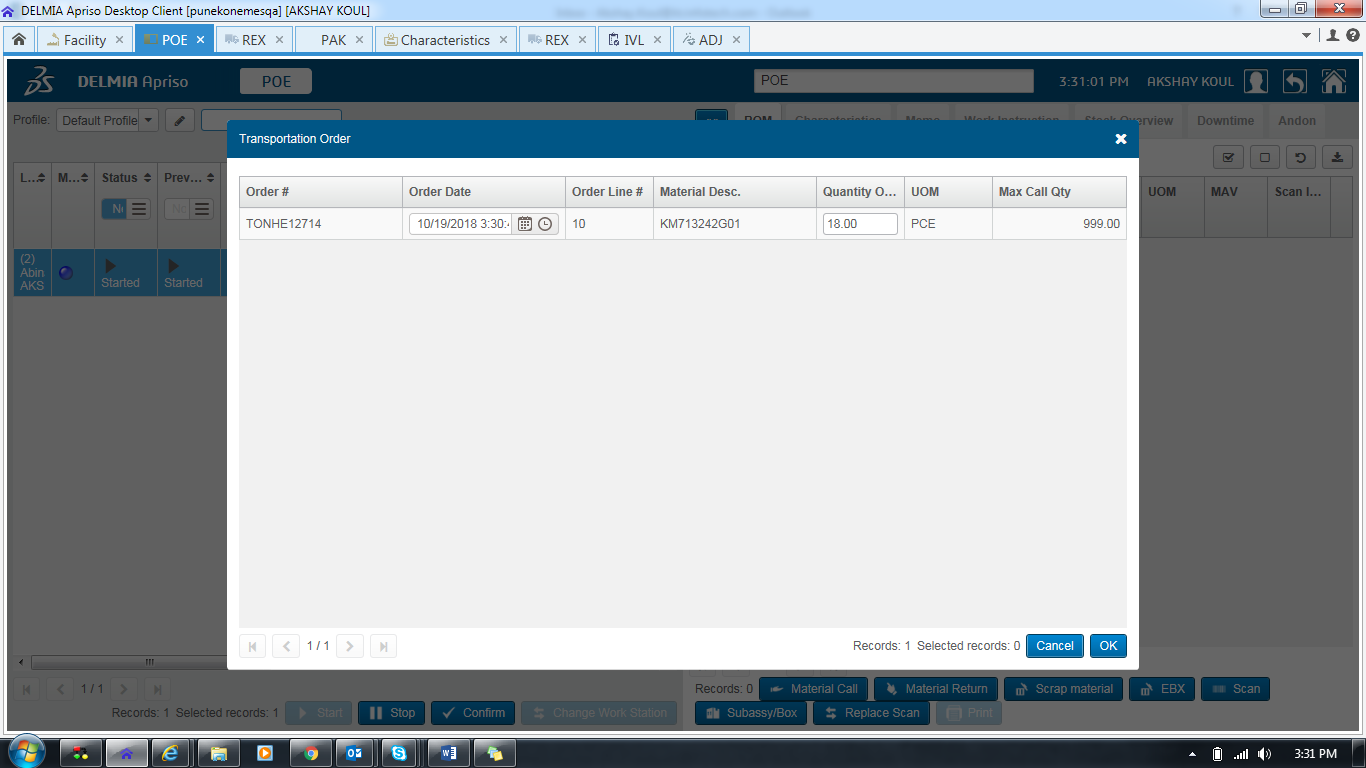
**Attribute LU\_BASED\_REX\_USING\_MAV**

**Screen POE**

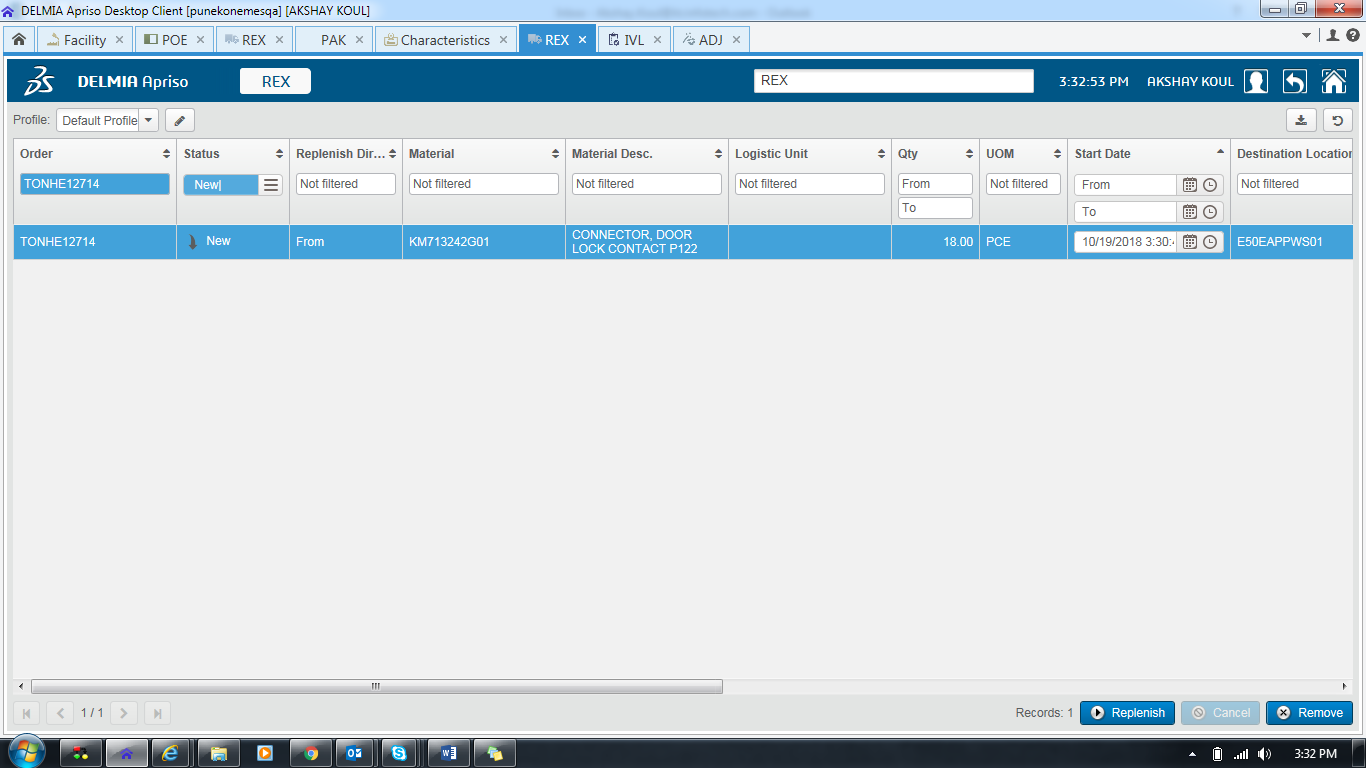


Here TO creation is NEW

TO should be created on basis of MAV Calculation i.e. for RED, Grey, orange items



Navigate to REX Screen



TO Generated As expected

REX

Execution As expected

