

Bulk combinations generator

Installation and configuration guide

Installation

Module is installed in a regular way. Simply upload your archive and click install.

Prepare attributes for new combinations

Before adding combinations you have to select attributes and optionally specify price/weight impacts for each of them. Impacts can be positive or negative, moreover they can have absolute, or percentage values.

PREPARE ATTRIBUTES FOR COMBINATIONS DUPLICATE COMBINATIONS FROM AN EXISTING PRODUCT

ADD ATTRIBUTES

18 attrib

ID	Name	Price impact		Unit price impact	Wholesale price impact
2	Size: M	<div>+ </div>	5 \$	--	--
3	Size: L	<div>- </div>	5 \$	--	--
10	Color: Red	<div>+ </div>	10 %	--	--

After selecting attributes you can specify, which combination is going to be default: it can be first available combination, or combination with lowest price/weight. Moreover, you can specify common settings for new combinations: Default quantity, Minimal quantity for order and Reference.

Default combination

Default qty

Min qty for order

Reference

With lowest price

100

1

{base_ref}_{iterate}

Select products

When attributes, impacts and other settings are ready you can select products, that should be processed. Products can be filtered by Categories, Manufacturers, Suppliers or specified IDs.

Categories

Clothes, Accessories, Art

Manufacturers

No filters

Suppliers

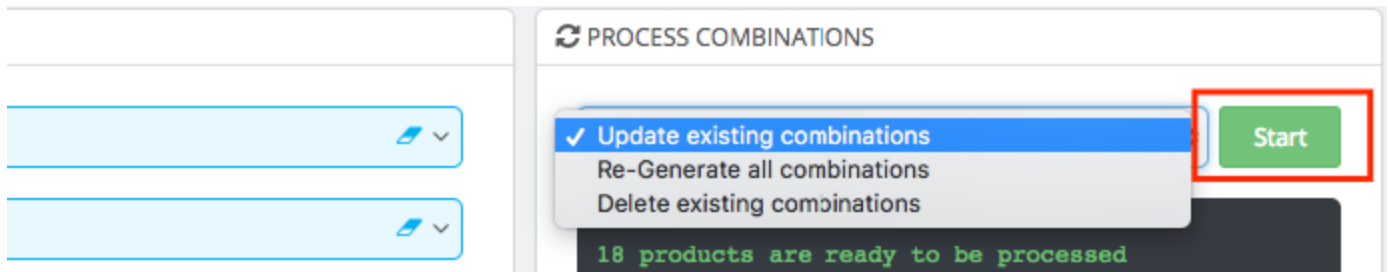
No filters

Product IDs

Process combinations

There are 3 options for processing combinations:

- 1) Update existing combinations:** If you select this option, existing combinations will not be deleted. They will be updated basing on attributes, impacts and settings that you specified. This option can be useful if you want to append new attributes to all existing combinations. Also it can be useful if you want to update quantities or other settings for all existing combinations.
- 2) Re-generate all combinations:** If you select this option, all existing combinations will be deleted and new combinations will be generated basing on attributes, impacts and settings that you have specified
- 3) Delete existing combinations:** if you select this option, all combinations will be just deleted



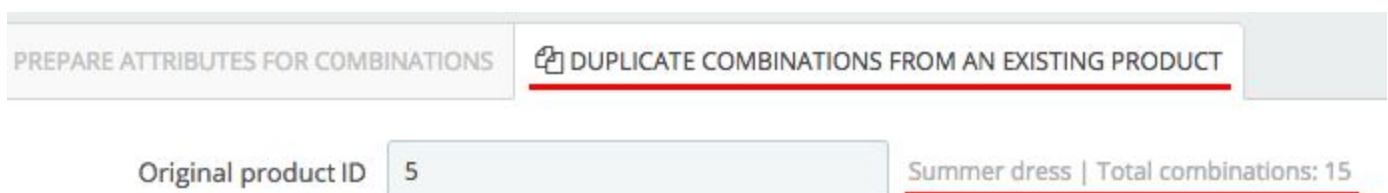
This module generates combinations in a native way, same as if you added/updated them manually on product sheet, and clicked SAVE button. After combinations are generated, module does not take part in displaying them on product/category pages.

*NOTE 1: There is no native functionality for having percentage impacts in PrestaShop. So, if you set a **percentage** based impact, module calculates corresponding value for each product and saves **absolute impact** in a native way. (For example your product base price is \$100. You set price impact +10% for red color. In this case, all combinations with red color will have an additional \$10 impact on price).*

NOTE 2: Technically this module can generate thousands of combinations for each product. But we wouldn't recommend you to generate more than 1000 combinations per product, because PrestaShop is not designed for that. If product has more than 1000 combinations, it is hard to maintain them.

Duplicate combinations from an existing product

Another way to generate combinations is to duplicate them from an existing product. In this case you don't have to select any attributes or specify price/weight impacts. You just have to specify original product ID. Module will automatically detect combinations of specified product and duplicate them to other products.



Custom references for new combinations

In some cases references should be different for all combinations. You can prepare custom references basing on configurable patterns with the following variables:

`{id_product}` - ID of product, that is currently processed

`{base_ref}` - Base reference of product, that is currently processed

`{iterate}` - Iteration number for new combination, that is currently processed

`{att_names_5}` - Abbreviated attribute names in default language, maximum **5** characters per word.

You can change **5** to any other number, like `{att_names_4}` or `{att_names_6}` etc...

`{orig_ref}` - Reference of original combination (during duplication)

`{orig_ref_without_base}` - same as `{orig_ref}`, but without base reference (during duplication)

Example 1:

`{base_ref}_{iterate}`

Let's say you generate combinations for a product, that has reference *demo_1*. These combinations will get the following references: *demo_1_1*, *demo_1_2*, *demo_1_3* etc...

Example 2:

`{id_product}_{att_names_3}`

Let's say you generate the following combinations for product product ID 15:

Combination Attributes	Reference <code>{id_product}_{att_names_3}</code>
Size: S + Color: PURPLE	<i>15_s_pur</i>
Size: M + Color: RED	<i>15_m_red</i>
Size: M + Color: YELLOW	<i>15_m_yel</i>
Size: L + Color: DARK BLUE	<i>15_l_dar_blu</i>
Size: XL + Color: GREEN	<i>15_xl_gre</i>

Example 3:

`{base_ref}{orig_ref_without_base}`

Let's say base reference of original product is *demo_1*. This product has a combination with color Red, and reference of this combination is *demo_1_red*. In this case `{orig_ref_without_base}` will represent *_red*.

`{base_ref}` will represent base reference of product, that is currently processed.

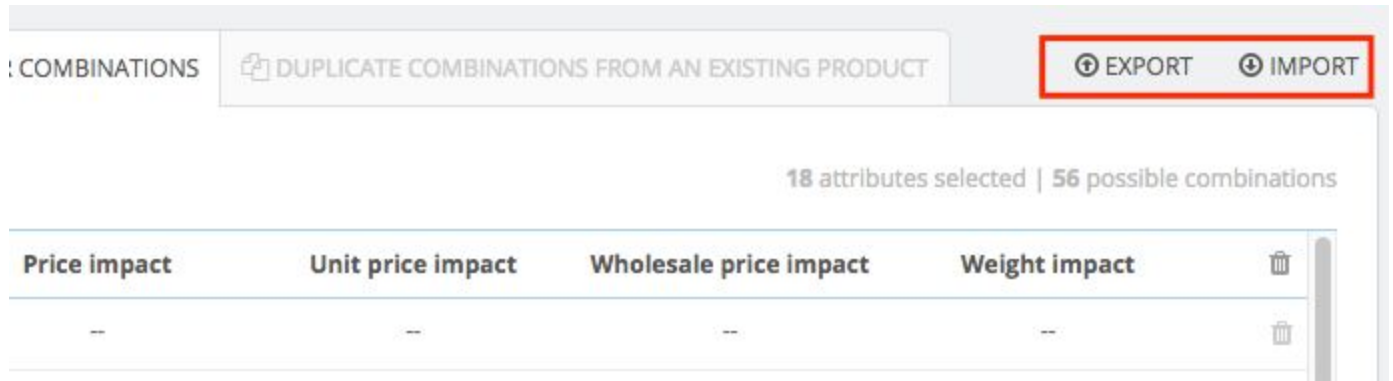
So, same combination in product *demo_2* will get reference *demo_2_red*, in product *demo_3* it will become *demo_3_red*, and so on...

NOTE 1: *Reference* is not an obligatory field. If you don't know what references should be used for your combinations, you can leave it empty.

NOTE 2: Maximum allowed length for **combination reference** is 32 characters. If generated reference has more than 32 characters, it will be automatically truncated

Import/Export settings

If you have prepared a set of attributes with many different impacts and you are planning to use same settings later, you can export them by clicking **Export** button. Settings will be saved as a regular txt file. Next time when you want to use them again, click **Import**, select saved file and settings will be filled automatically.



If you have questions or suggestions related to this module, feel free to [contact us](#)