

Open Design Engine - Feature # 26: Native support for Bills of Materials

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	J. Simmons	<b>Category:</b>	
<b>Created:</b>	04/09/2011	<b>Assignee:</b>	
<b>Updated:</b>	11/07/2013	<b>Due date:</b>	
<b>Subject:</b>	Native support for Bills of Materials		
<b>Description</b>			
The Bill of Materials (BOM) module should include a BOM tree to visualize the structure. Also, a method to see where a part is used in other assemblies.			

History

11/07/2013 03:31 pm - J. Simmons

This is a whole new major feature. 40-60 hours depending on requirements.