TICKET SPLITTING

Target Ticket Size	Assembly Capacity Relief Rules ⓘ					Add Rule
5.0	Above	90	% full:	4.0	ticket size	Remove Rule
Big Order Threshold ⓘ	Above	95	% full:	3.0	ticket size	Remove Rule
0	Above	98	% full:	2.0	ticket size	Remove Rule

Target Ticket Size:
The maximum number of items allowed per ticket.
Not applicable to Metal Progetti and Quick Sort.

There might be instances where customers want fewer items per ticket, perhaps because of a certain item type. To achieve this, change the "Rack Space" to the necessary number or decimal relative to the Target Ticket Size.

For example: If the Target Ticket Size is set to 5, but for sweaters, there should only be 2 max, the sweater's rack space needs to be 2.5 (5 ÷ 2 = 2.5).

	Sweater	0	Settings	Disable

Category	Charged by Unit ☐	Multiply Special Cares ☑	Production Value
Sweaters			1
Department	Charged by Area ☐	Oversize ☐	**Rack Space**
Dry Cleaning			2.5
Image		Don't Report on Item ☐	**Multi Piece Count**
Sweater			1
Item name alias		Zero Price Item ☐	

Primarily used as an identifier for exports to other systems

Big Order Threshold:
Always ignore.

Assembly Capacity Relief Rules:
The number of items allowed per ticket (lower than the ticket size) when the assembly area has reached X% capacity. The purpose of this feature is to prevent reaching 100% capacity, which would force the operator to manually split orders to vacate slots. Once Assembly is at a certain capacity, SMRT will start finishing tickets with fewer items than the ticket size.
Not applicable to Metal Progetti and Quick Sort.

ASSEMBLY FEATURES

Oversize:

For items that are big/bulky. Selecting this option will ensure that the item will finish in a ticket of its own, simultaneously preventing said item from occupying a location in the assembly conveyor/rail. I.e: comforters, pillows, gowns.

This option will trigger the Long/Solo option in the item details and can be overridden by unselecting it.
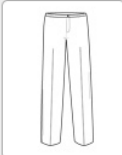

Associated:

This feature allows for multi-piece garments to finish in the same ticket ensuring that they are packed together. Only 2 pieces can be associated. I.e: suit jacket + suit pants, dress + belt, coat + detachable hoodie.
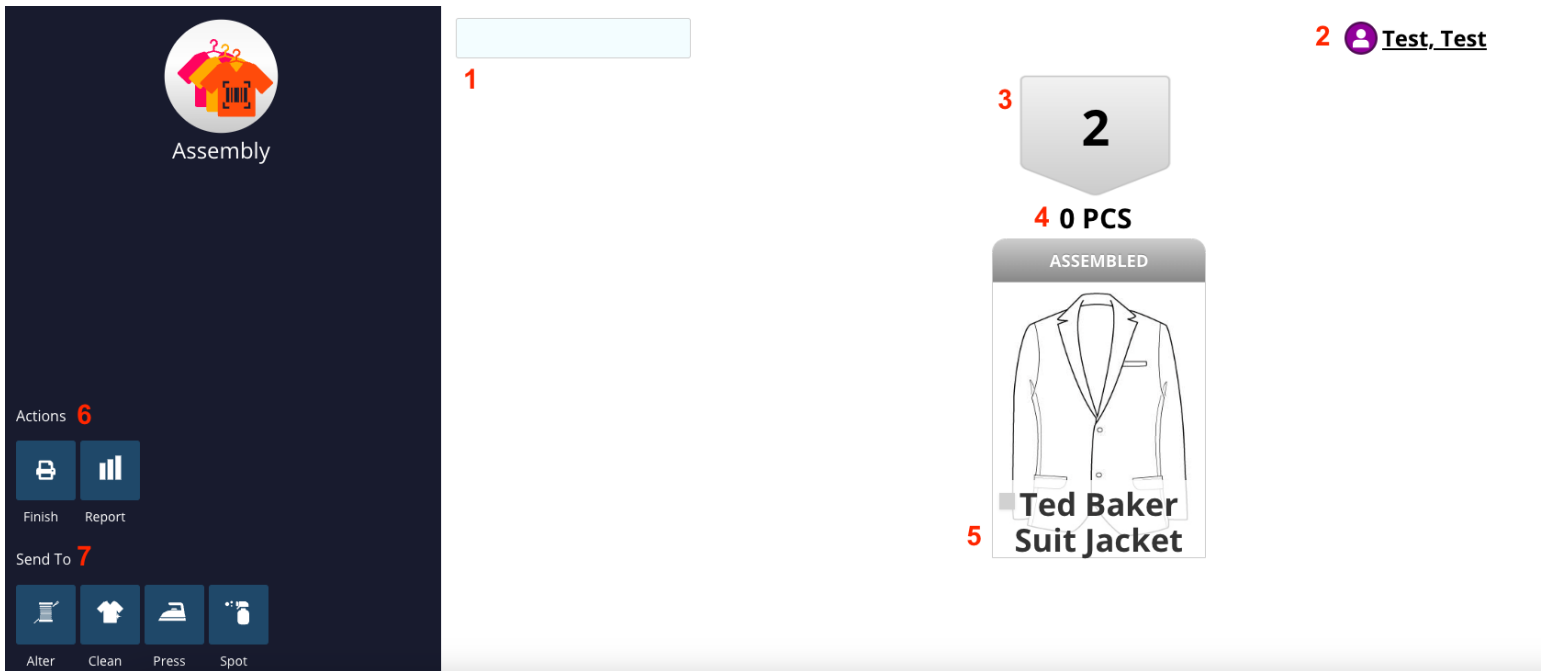
Not applicable to Metal Progetti and Quick Sort.

ASSEMBLY PAGE

1: Input field. Scan or type the item's barcode number.

2: Customer's name.

3: Location where the scanned item should be placed. Clicking the location will display a list of the last 50 garments that occupied that location.

4: The number of items *already* in that location, not counting the item just scanned. The purpose of this is to ensure that the operator is doing a visual count of what is in the location before they add a new garment.

5: Garment scanned.

6: Actions
- Finish: will finish the ticket for the garment just scanned. This is used when the operator wants to complete a ticket before the maximum number of items is reached.
- Report: will display a map of the assembly area, showing occupied & empty locations.

7: When the operator identifies that the garment scanned requires more work, they can use those buttons to redirect the garment back to the appropriate department.