



HOTFIX DEPLOYMENT SUMMARY – GRAINGER PLC

Affected Applications	Salesforce	
Production Deployment Date	17 th November 2025	
Production deployments in previous period	<p>Item</p> <p>SFDC-980: Prevent Ops from moving back from Audit</p> <p>SFDC-642: Lead - Closed Lost Other Reason Mandatory</p> <p>SFDC-1005: User unable to edit completed EoTs for Sept ERV</p> <p>SFDC-1008: Short Let Checkbox</p> <p>SFDC-1003: General User Permission Set Group</p> <p>SFDC-1021: Allow Lettings Manager to update Payment Type</p> <p>SFDC-1010: Agent Instruction - Recalculate agent fee based on term</p> <p>SFDC-979: Review and Update Unit Status based on Opportunity Status</p> <p>BSS-158: Review the difference in spelling for value 'Parking license Oxford' on Agreement Type field on Offer and Tenancy objects</p> <p>BSS-161: Update TPT permissions to allow 'Activate Contracts'</p> <p>BSS-118: Rightmove Listing Validation Rule</p> <p>SFDC-987: Ensure agent instruction is populated on an agent lead</p> <p>SFDC-960: Create Agent Instruction User PS</p> <p>SFDC-880: New Agent Instruction Object</p> <p>SFDC-882: Button to Create Agent Instruction</p> <p>SFDC-925: Agent Instruction Not Updating on Opportunity Stage Progression</p> <p>SFDC-883: New Instruction Email</p> <p>SFDC-904: De-instruction email</p> <p>SFDC-886: Agent Instruction Related Lists</p> <p>SFDC-887: Agent Lead Specifics</p> <p>SFDC-888: Agent info on Resi Opp</p> <p>SFDC-889: Agent info on Resi Offer</p>	Completed

	SFDC-890: Agent Names and Contacts on Comm Opp SFDC-891: Agent Fee Info on Comm Opp SFDC-892: Agent Fee Info on Comm Offer SFDC-896: COM - Joint Agent Instruction SFDC-918: Add IC Approved Agent Instruction Status SFDC-919: Pending Move In status for Resi Ops SFDC-926: Individually De-Instruct an Agent SFDC-927: Automatically De-Instruct Resi Instructions SFDC-935: Update Related Agent Instructions			
Upcoming Deployments	Item Hotfix – SFDC-1039: Allow Renewals Negs to move back from audit	UAT Deployment	UAT Approver	Status
General / Risks / Issues				