

<b>faurecia</b>	<b>Painting Line Production Declaration</b>	Date 24/05/06	Version 1.0	Page <b>1/14</b>
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# Painting Line Production Declaration V 1.2.0b

## **USER MANUAL**

## TABLE OF CONTENTS

<b>1.</b>	<b>CONNECTION.....</b>	<b>3</b>
<b>2.</b>	<b>PRODUCTION CAPTURE.....</b>	<b>4</b>
<b>2.1</b>	<b>Controller Identification.....</b>	<b>4</b>
<b>2.2</b>	<b>Engaged Production Capture .....</b>	<b>6</b>
<b>2.3</b>	<b>Bumper Control Declaration .....</b>	<b>8</b>
<b>2.4</b>	<b>Destroyed Bumpers Declaration .....</b>	<b>10</b>
<b>2.5</b>	<b>Manual Production Capture .....</b>	<b>11</b>
<b>2.6</b>	<b>Display the Informations of a Bumper Declaration .....</b>	<b>12</b>
<b>3.</b>	<b>REPORTING .....</b>	<b>13</b>
<b>3.1</b>	<b>Period Selection .....</b>	<b>13</b>
<b>3.2</b>	<b>Report Screens.....</b>	<b>13</b>
<b>4.</b>	<b>DECONNECTION .....</b>	<b>14</b>

<b>faurecia</b>	<b>Painting Line Production Declaration</b>	Date 24/05/06	Version 1.0	Page <b>3/14</b>
-----------------	---	------------------	----------------	---------------------

## 1. CONNECTION

To connect to the production declaration application, open an Internet Explorer browser and enter the following URL in the address bar : <http://skhloapp0003:8080/SuiviQualitePeinture>

The following page is displaying.

You can choose the language use on the bottom of the page. Just click the link « Version Française » to display the french version of the site, or « Version Slovaque » for the slovak version.

To access the user mode, enter a user login and the associated password.

In case of connection error (bad login or bad password), an error message is displaying at the top of the connection page.

If the login and password are valid, the main page of the application will be displayed.

## 2. PRODUCTION CAPTURE

You can declare production of the :

- engaged bumpers (out of the painting room).
- the checked bumpers (quality control).
- The bumpers to destroy.

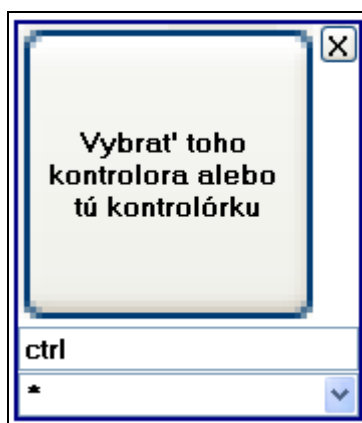
Each bumper can be declared with its barcod, or with manual input (keyboard).

### 2.1 CONTROLLER IDENTIFICATION

First, you need to identify the controller who will declared the production. In the main page, choose the « Controller Identification » link or in the top menu, select « Controller » -> « Identification ».



To add a controller on the list, just enter his name on the associated field and choose his workstation with the drop down list below. Then press the « Select this controller » button.



To remove a controller of the list, click the cross-button on top of the selected controller. A window will ask you if you confirm the removal.

To select a previously added controller, just click the « Select this controller » button above the controller to choose.

You can select a controller with barcod too. Just read the barcode of the controller on the controller identification page.

If the controller does not exist, it will be automatically added to the list. In this case, just choose the workstation and press the « Select this controller » button above.

	<b>Painting Line Production Declaration</b>	Date 24/05/06	Version 1.0	Page <b>5/14</b>
---	---	------------------	----------------	---------------------

When the controller is selected, you access to the main control page.

[Žber - Hlavná Stránka](#)

Kontrolór : ctrl  
 Pracovisko : \*








**Žber Naložených Dielov**

**Žber Kontrolovaných Dielov**

**Žber Dielov Na Drvenie**

**Ukážky Žberov**

**Žber Dielov - Degradovaný Režim**

## 2.2 ENGAGED PRODUCTION CAPTURE







On the main control page, click the « Engaged Production Capture » link, or in the top menu, select « Controller » -> « Engaged Production Capture ».



Every engaged bumpers must be first declared in the application in order to be controlled later. This is the role of the « Engaged Production Capture » page.

To capture a bumper, just read its barcod. If the barcod is valid, the bumper will be saved by the application. The page is reloaded and the previous bumper informations are displayed.

### Žber Naložených Dielov

**Posledný Žber**

Čiarový Kód :	PSPT1N10019640012P2
Linka :	1 (HLO1)
Diel :	PSPT (Pred. Sport)
Farba :	1N (1N)
Vožik :	012 (012)
Požicie :	P2 (2)
Daný :	001
Prirastok :	9640

Čiarový Kód :

<b>faurecia</b>	<b>Painting Line Production Declaration</b>	Date 24/05/06	Version 1.0	Page <b>7/14</b>
-----------------	---	------------------	----------------	---------------------

If the barcode is not valid or if the informations in it are not configured, an error message will be displayed and the application will be blocked until the 'escape' key is pressed.

**Žlý čiarový kód**

Stlačte klávesu "Esc" pre odbokovanie formulára

Ciarový Kód :

When this message is displayed, the bumper has not been saved. You must read again the bumper barcod.

## 2.3 BUMPER CONTROL DECLARATION

On the main control page, click the « Control Production Capture » link, or in the top menu, select « Controller » -> « Control Production Capture ».

Kontrolor	Reporting	Odpojenie
Kod kontrolorov		
Zber Nalozenych Dielov		
<b>Zber Kontrolovaných Dielov</b>		
Zber Dielov Na Drvenie		
Ukazky Zberov		
Zber Dielov - Degradovanyi Rezim		

To enter the informations of a control, the bumper must have been previously engaged (see. 2.2 Engaged Production Capture). If not, an error message is displayed.

Žónu	Prehlásenie	Chyba
Lavá s	Diely OK po detekcii	
Plastro	Diely Opravene	
Pravá s	Diely Pulisovane	
	Diely Vyradene	
	Diely Vyradene v Druho	

Komentár

First, read the barcode of the bumper on the barcode input page. If the barcode is valid, a new page is loaded. This page displays the bumper informations and allows to enter the control informations.

In the lists in the bottom of the page, select the data of the control. When all data have been selected, press the « Save » button. You are redirected to the barcode input page.



## Žber Kontrolovaných Dielov



### Posledný Žber

**Čiarový Kód : PSPTKQ10011046041P2**  
**Linka : 1 (HLO1)**  
**Diel : PSPT (Pred. Sport)**  
**Farba : KQ (KQ)**  
**Vožik : 041 (041)**  
**Požicie : P2 (2)**  
**Daný : 001**  
**Prirastok : 1046**

Čiarový Kód :

If the barcod is not valid or if the informations in it are not configured an error message will be displayed.  
The bumper is not saved and you must read again the bumper barcod.

## 2.4 DESTROYED BUMPERS DECLARATION

On the main control page, click the « Destroyed Production Capture » link, or in the top menu, select « Controller » -> « Destroyed Production Capture ».



The declarations of the destroyed bumpers are of two kinds :

- Destruction of the painted bumpers.
- Destruction of the injected (non-painted) bumpers.

When you want to enter a painted bumper destruction, just read his barcod. However, the bumper must have been previously engaged (see. 2.2 *Engaged Production Capture*). If not, an error message is displayed.

**Žber Lakovaného Dielu :**

Čiarový Kód :

When you want to enter a injected bumper destruction, just select the bumper type in the list on the bottom of the page and the quantity (number of concerned bumpers). When you have made your selection, just press the « Validate » button.

**Žber Lisovaných Dielov :**

<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #000080; color: white;"> <th style="padding: 2px;">Diel</th> </tr> </thead> <tbody> <tr><td style="padding: 2px;">Pred. base bez AB</td></tr> <tr><td style="padding: 2px;">Pred. base s AB</td></tr> <tr><td style="padding: 2px;">Pred. Sport</td></tr> <tr><td style="padding: 2px;">Protektor ľavy</td></tr> <tr><td style="padding: 2px;">Protektor pravý</td></tr> <tr><td style="padding: 2px;">Zadný base</td></tr> <tr><td style="padding: 2px;">Zadný Sport</td></tr> </tbody> </table>	Diel	Pred. base bez AB	Pred. base s AB	Pred. Sport	Protektor ľavy	Protektor pravý	Zadný base	Zadný Sport	<p><b>Kvantita :</b> <input style="width: 50px;" type="text" value="1"/></p> <div style="text-align: center; margin-top: 20px;"> <input type="button" value="Potvrdiť"/> </div>
Diel									
Pred. base bez AB									
Pred. base s AB									
Pred. Sport									
Protektor ľavy									
Protektor pravý									
Zadný base									
Zadný Sport									

## 2.5 MANUAL PRODUCTION CAPTURE

On the main control page, click the « Manual Declaration » link, or in the top menu, select « Controller » -> « Manual Declaration ».



On the manual declaration page, select all the informations required with the lists on the bottom of the page. When you have selected these data, just press the « Validate » button.

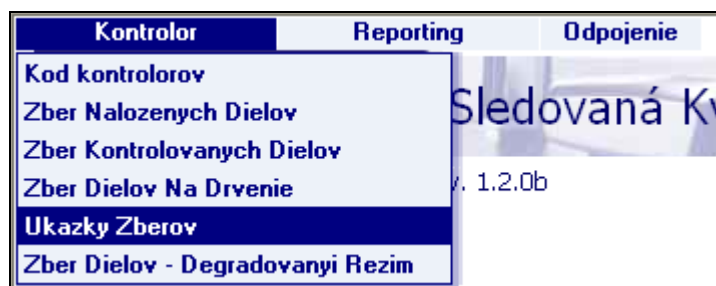
Linka	Diel	Farba	Vožik	Požicie	Žónu	Prehlásenie	Chyba	Kvantita
HLO1	Pred. base bez AB	1N	000	1	Levá st	Diely OK po detekcii		1
HLO1	Pred. base bez AB	1N	000	1	Levá st	Diely OK po detekcii		1
	Pred. base s AB	3F	001	2	Plastro	Diely Opravene		2
	Pred. Sport	3U	002		Pravá s	Diely Pulisovane		3
	Protektor ľavy	5L	003			Diely Rozdrvene		4
	Protektor pravy	B7	004			Diely Vyradene		6
	Zadny base	GJ	005			Diely Vyradene v Druho		7
	Zadny Sport	KQ	006			Drvene Vstrekovanie		8
		TS	007			Nalozene Diely		9
		W9	008					10
		WP	009					20

**Komentár**

## 2.6 DISPLAY THE INFORMATIONS OF A BUMPER DECLARATION

On the main control page, click the « Bumper Declaration Displaying » link, or in the top menu, select « Controller » -> « Bumper Declaration Displaying ».



You can view the the informations (current state, controller name, etc.) of a previously declared bumper. Read the barcod of the bumper on the barcod input page. If the barcod is valid, a new page is loaded. This page displays the bumper informations.

Linka	Diel	Farba	Vožik	Požicie	Žónu	Prehlásenie	Chyba	Kvantita
HLO1	Pred. Sport	1N	012	2		Nalozene Diely		1

**Komentár**

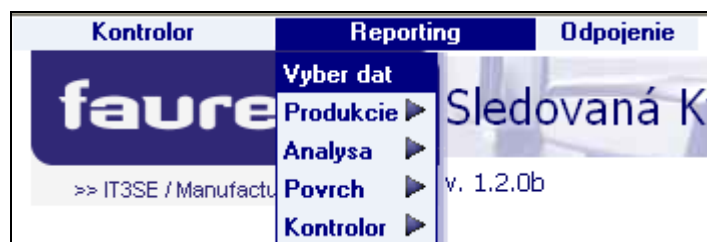
Čiarový Kód :

If the barcod is not valid or if the informations in it are not configured an error message will be displayed.

### 3. REPORTING

#### 3.1 PERIOD SELECTION

On the main control page, click the « Period Selection » link, or in the top menu, select « Reporting » -> « Period Selection ».



This page allows you to select the begin and the end date-hour used by the report screens. Just select the year, month, day, hour and minute and press the « Select Period button ». Every reports will used this period.

#### 3.2 REPORT SCREENS

You can access to every report screens on the main page or in the top menu « Reporting » pane.



The most important reports are present in almost every page too thanks to the « Report Bar » :



<b>faurecia</b>	<b>Painting Line Production Declaration</b>	Date 24/05/06	Version 1.0	Page <b>14/14</b>
-----------------	---	------------------	----------------	----------------------

## 4. DECONNECTION

To quit the application, just click the « Deconnection » link located on the right of the top menu. You will be redirected to the connection page.

