Painting Line Production Declaration V 1.2.0b

Administrator Manual

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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 administration mode, enter the main administrator login (« admin ») and the password (« *admin* »).

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 with the administrator rights.

Note that the top menu contains an additional « Administration » tab compared to the « user » version of the application.

This document will explain sequentially the steps to follow in order to configure the application for its first use. However the initial configuration will always be updatable at any time in the administration menu.

2. USERS CONFIGURATION

In the administration menu, open the sub-menu named « Configuration » and choose « Users ».

The users list is displaying. On the first use of the application, this list only contains the main administrator (« *admin* »).

The informations of the users are :
- **Login** : Connection login of the user.
- **Last Name** : Name or description of the user.
- **First Name** : First name of the user.
- **Password** : Connection password of the user.
- **Admin**. : When this box is checked, the user have the administrator rights and can access to the administration menu.
- **Valid** : When this box is checked, the user is active and can connect to the application.
    This data is used for coherence needs. When the user id is currently used by another data in the application, it will ba not allowed to delete the user (to avoid future errors). However, it can be useful to deactivate the user. This can be done unchecking the « Valid » box. The user will always be displayed in the user list, but he will can not be used or connect to the application.

The right buttons of the list allow to execute actions on these users :
- The « *Add* » button insert a new user to the list.
- The « *Display* » button display a user, without modification possibilities.
- The « *Update* » button update the user informations.
- The « *Delete* » button delete an user of the list. A warning message will ask you a confirmation before the suppression.

Notice : The presentation of the list and the buttons will stay the same for the other data (color, position, families, etc.).

2.1 INSERT A NEW USER

On the user list, press the « *Add* » button. A new page opens that allows you to enter the informations of the new user.

Enter :
- The user login in the « **Login** » field.
- The user last name in the « **Name** » field.
- The user first name in the « **First Name** » field (not required).
- The user password in the « **Password** » field (not required).
- If the new user is an administrator of the application, check the « **Admin** » box.

Verify that the « **Valid** » box is checked.

When you have entered all these informations, press the « *Validate* » button on the bottom of the page. If the date entered are corrects, the new user is saved and is displayed in the user list. If not, an error message is displayed on the top of the page.

To go back to the user list without add user, just press the « *Back* » button on the bottom of the page.

Notice : The presentation of the insert page and the buttons will stay the same for the other data in the application (color, position, families, etc.). Only the informations to provide can be different for each data.

2.2 EDIT AN USER

On the user list, press the « *Edit* » button. A new page opens that displays the user information and allows you to enter the new informations of the user. Only the id field (« login ») cannot be changed.

Požmeniť Užívateľa

Pripojený : admin

Priežvisko : Administratora Aplikacie

Meno :

Heslo : •••••

Administrátor : ☑

Právoplatné : ☑

Potvrdiť   Vrátiť

When you have entered all these informations, press the « *Validate* » button on the bottom of the page. If the date entered are corrects, the modifications are saved and are displayed in the user list. If not, an error message is displayed on the top of the page.

To go back to the user list without update the user, just press the « *Back* » button on the bottom of the page.

Notice : The presentation of the update page and the buttons will stay the same for the other data in the application (color, position, families, etc.). Only the informations to provide can be different for each data.

2.3 FIRST CONFIGURATION

For the first configuration of the application, create the users and the administrators and enter for each the **login**, **password** and **admin rights** informations.

3. BUMPER FAMILIES CONFIGURATION

To display the configuration of the bumper families, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Bumper Families* ».

A bumper family is a groupement of bumpers with the same characteristics.

The bumper families informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the family.
- A value used to know if the family is **valid** (usable) or not.

3.1 FIRST CONFIGURATION

For the first configuration of the application, create the bumper families and enter for each the **id** and the **name** informations. These families will be used later in the bumpers configuration process.

4. PAINTING LINES CONFIGURATION
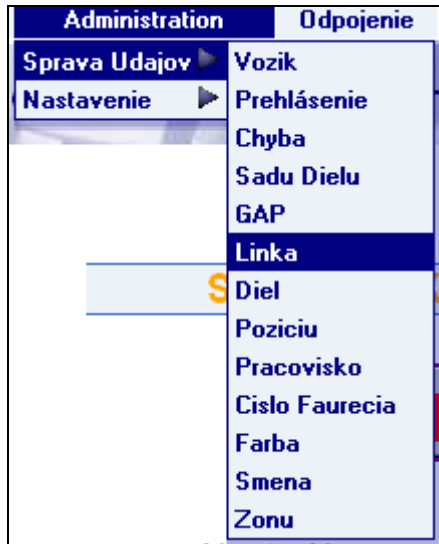
 To display the configuration of the painting lines, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Painting Lines* ».

The painting lines informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the line.
- A **barcode id** that represents the line in a barcode.
- A value used to know if the line is **valid** (usable) or not.

4.1 FIRST CONFIGURATION

For the first configuration of the application, create the painting lines and enter for each the **id**, the **name** and the **barcode id** informations.

5. COLORS CONFIGURATION

 To display the configuration of the colors, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Colors* ».

The colors informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the color.
- A **barcode id** that represents the color in a barcode.
- A value used to know if the color is **valid** (usable) or not.

5.1 FIRST CONFIGURATION

For the first configuration of the application, create the colors and enter for each the **id**, the **name** and the **barcode id** informations. These colors will be used later in the bumpers configuration process.

6. POSITIONS CONFIGURATION

To display the configuration of the positions, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Positions* ».

A position represents the position of a bumper on a chariot.
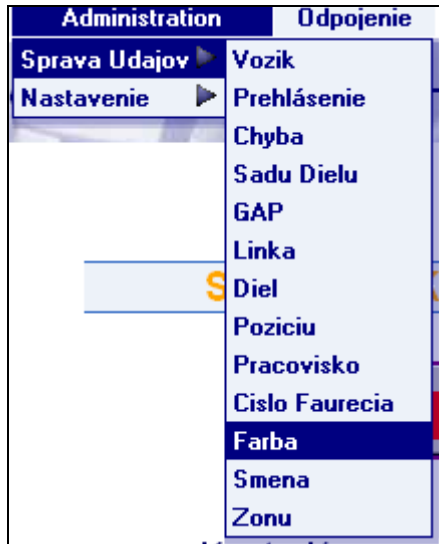
The positions informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the position.
- A **barcode id** that represents the position in a barcode.
- A value used to know if the position is **valid** (usable) or not.

6.1 FIRST CONFIGURATION

For the first configuration of the application, create the positions and enter for each the **id**, the **name** and the **barcode id** informations. These positions will be used later in the bumpers configuration process.

7. CHARIOTS CONFIGURATION

To display the configuration of the chariots, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Chariots* ».

The chariots informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the chariot.
- A **barcode id** that represents the chariot in a barcode.
- A value used to know if the chariot is **valid** (usable) or not.

7.1 FIRST CONFIGURATION

For the first configuration of the application, create the chariots and enter for each the **id**, the **name** and the **barcode id** informations.

8. ZONES CONFIGURATION

To display the configuration of the zones, go to the « *Administration* » menu and choose « *Data Configuration* » *->* « *Zones* ».

A zone represents the position of a default on a bumper.

The zones informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the zone.
- A **barcode id** that represents the zone in a barcode.
- A value used to know if the chariot is **valid** (usable) or not.

8.1 FIRST CONFIGURATION

For the first configuration of the application, create the zones and enter for each the **id**, the **name** and the **barcode id** informations. These zones will be used later in the bumpers configuration process.

9. BUMPERS CONFIGURATION

To display the configuration of the bumpers, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Bumpers* ».
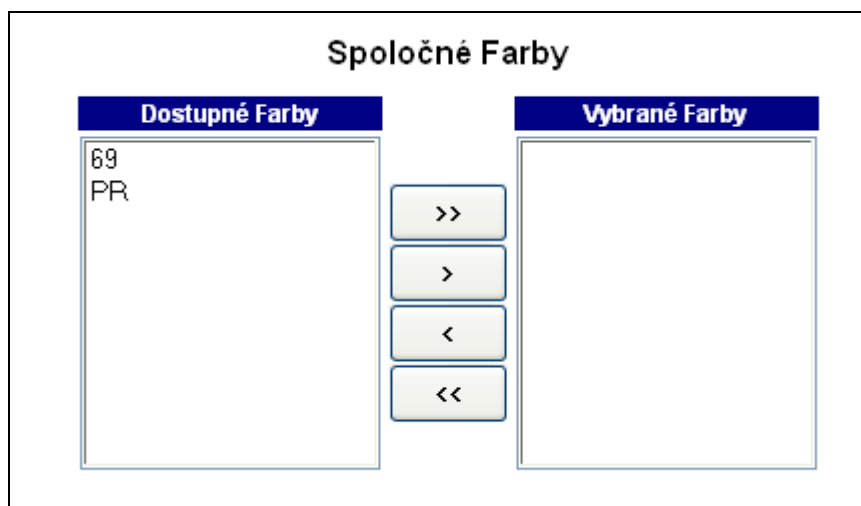
The bumpers informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the bumper.
- A **barcode id** that represents the zone in a bumper.
- The **family** of the bumper (cf. *3. Bumper Families Configuration*).
- The **surface** (in m²) of the bumper. This data is used to know the quantity of peinture used.
- The **cadency** (quantity of bumper produced per hour) of the bumper. This data is used to compute the TRS.
- A value used to know if the bumper is **valid** (usable) or not.

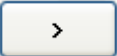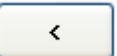Each bumper is also associated with three others data :
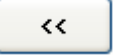- The colors used with this bumper (cf. *5. Colors Configuration*).
- The positions used with this bumper (cf. *6. Positions Configuration*).
- The zones used with this bumper (cf. *8 Zones Configuration*).

These associations are defined thanks to the selection list on the bottom of the insert and update pages.

The data on the left side of each selection list are the data (colors, positions and zones) available but not associated with the bumper. The data on the right side of the selection list are the data currently associated with the bumper. To move the data from one list to another, just use the four button in the middle.

- The ⟩⟩ button associates to the current bumper, all the data present on the left side of the selection list.

- The ⟩ button associated to the current bumper, the data selected on left side of the selection list.

- The ⟨ button remove the selected association on the right side of the selection list.

- The ⟨⟨ button remove all the current associations of the current bumper.

9.1 FIRST CONFIGURATION

For the first configuration of the application, create the bumpers and enter for each the **id**, the **name**, the **barcode id**, the **family**, the **surface** and the **cadency** informations. The colors, positions and zones informations need to be associated with each bumper too.

10. FAURECIA REFERENCES CONFIGURATION

 To display the configuration of the Faurecia references, go to the « *Administration* » menu and choose « *Data Configuration* » -> « Faurecia References ».

A Faurecia Reference is used for the communication with production management. You must so associated each bumper-color with a Faurecia Reference.

If a Faurecia Reference is not set to a bumper-color, the control capture will cannot saved the data captured (an error message will be displayed).

The Faurecia references informations are :
- **Bumper** id.
- **Color** id.
- Associated **Faurecia reference**.

The bumper ids and color ids cannot be modified. The application search every bumper-color association and displays these. The administrator can only modify the associated Faurecia reference.

10.1 FIRST CONFIGURATION

For the first configuration of the application, associate each bumper-color with a Faurecia reference.

11. DEFAULTS CONFIGURATION
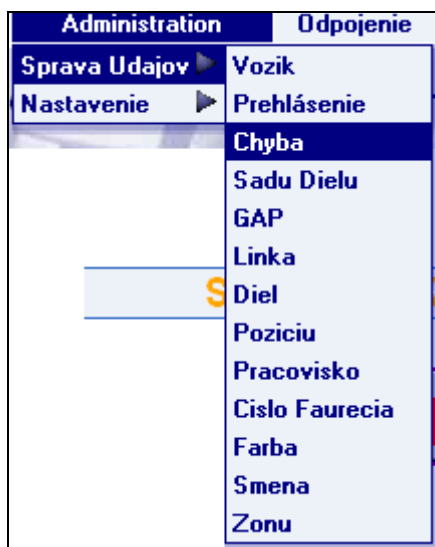
 To display the configuration of the defaults, go to the « *Administration* » menu and choose « *Data Configuration* » *->* « *Defaults* ».

The defaults informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the default.
- A **barcode id** that represents the default in a barcode.
- A value used to know if the default is **valid** (usable) or not.

11.1 FIRST CONFIGURATION

For the first configuration of the application, create the defaults and enter for each the **id**, the **name** and the **barcode id** informations. These defaults will be used later in the declarations configuration process.

12. DECLARATIONS CONFIGURATION

To display the configuration of the declarations, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Declarations* ».

The declarations informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the declaration.
- A **barcode id** that represents the declaration in a barcode.

These 3 informations cannot be modified. Moreover, no declaration can be added or deleted.

However, the declaration is associated with one or many **défaults** (cf. 11*. Defaults Configuration*). During a control capture, when a controler had choosen a declaration, only the associated defaults are displayed.

This association can be defined with the selection list on the bottom of the insert and update pages (cf. *9. Bumpers Configuration* for an explanation of its use).

12.1 FIRST CONFIGURATION

For the first configuration of the application, the list of all declarations is already configured. You just need to associate the defaults to the declarations.

Žožnam Prehlásenie

Kód	Nážov	Číslo Čiarového Kódu		
51	Broyée Injection	51	Vidieť	Vytlačiť
10	Diely OK po detekcii	10	Vidieť	Vytlačiť
30	Diely Opravene	30	Vidieť	Vytlačiť
20	Diely Pulisovane	20	Vidieť	Vytlačiť
50	Diely Rozdrvene	50	Vidieť	Vytlačiť
40	Diely Vyradene	40	Vidieť	Vytlačiť
45	Diely Vyradene v Druhom Kole	45	Vidieť	Vytlačiť
01	Nalozene Diely	00	Vidieť	Vytlačiť

13. GAPS CONFIGURATION

To display the configuration of the GAPs, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *GAPs* ».
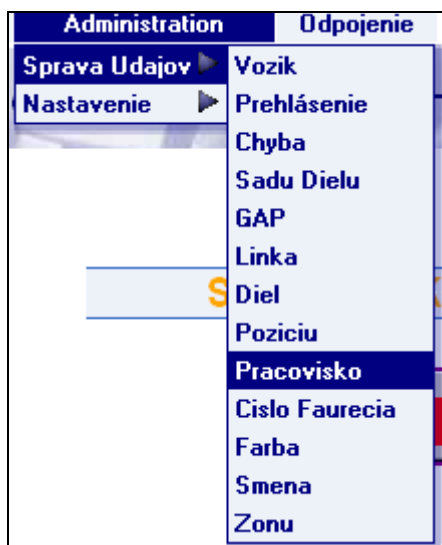
The GAPs informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the GAP.
- A value used to know if the GAP is **valid** (usable) or not.

13.1 FIRST CONFIGURATION

For the first configuration of the application, create the GAPs and enter for each the **id** and the **name** informations. These GAPs will be used later in the workstations configuration process.

14. WORKSTATIONS CONFIGURATION

 To display the configuration of the workstations, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Workstations* ».

The workstations informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the workstation.
- The **GAP** associated with the workstation.
- A **barcode id** that represents the workstation in a barcode.
- A value used to know if the workstation is **valid** (usable) or not.

The declaration is associated with one or many **défauts** (cf. 11. *Defaults Configuration*). During a control capture, when a controler had choosen a workstation, only the associated defaults are displayed.

This association can be defined with the selection list on the bottom of the insert and update pages (cf. *9. Bumpers Configuration* for an explanation of its use).

14.1 FIRST CONFIGURATION

For the first configuration of the application, create the zones and enter for each the **id**, the **name**, the **barcode id**, and the **GAP** informations.

15. TEAMS CONFIGURATION

To display the configuration of the teams, go to the « *Administration* » menu and choose « *Data Configuration* » -> « *Teams* ».

The teams informations are :
- An **id** (10 characters max.) that uniquely defined it.
- A **name** that describes the team.
- The **day of week** (monday, tuesday, …) when this team work.
- The **beginning time** of the team for the corresponding day of week.
- The **duration** (in hours) of the team for the corresponding day of week.
- A value used to know if the team is **valid** (usable) or not.

To defined the beggining time and the duration of the team, just choose the hour and the minute in the drop-down list. Example :

Beggining time: 13H15

Duration : 8 hours

15.1 FIRST CONFIGURATION

For the first configuration of the application, create the teams and enter for each the **id**, the **name**, the **day of the week**, the **beginning time** and the **duration** informations.

16. 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.