



CLASS ITEMS IN BOMS

WHAT WE WILL LEARN

We will learn how to select the correct component in a BOM using Class Items

THESE ARE THE KEY POINTS

- A class item is defined using Class Type 200
- It contains a characteristic/s used in the class type 300.
- The components are assigned to the type 200 Class and have a values set.
- It is entered as a class item in the BOM.
- No Object Dependencies needed for this method

HERE IS THE DETAIL

A class item is a **good way** to select the correct component in the BOM, where you may have many choices. For example when making the Box there could be 20 colours and therefore 20 components.

Using object dependencies you would need 20 components in the BOM and potentially lots of code to maintain. And then when a new colour is added, you need to maintain the BOM and object dependencies to select it.

With class items the job is so much easier. In our example we have the Class Type 300

Characteristic value assignment Class 300	
Box Size	Small
Box Colours	Red
	Green
	Blue

assigned to our KMAT. We have a characteristic for our colours. This will determine the correct raw material to include in the BOM.

We create a new **Class of Type 200** and allocate the Box Colour Characteristic to it. For every colour raw material that is relevant for selection we assign the Class Type 200 we created. Then for each raw material we set its colour. So the Red raw material is set to red.

In the BOM for the KMAT material we assign the class item as a component instead of all the individual raw materials.

When we now order the box and select a colour the class item in the BOM is substituted with the actual component. All without any code!

I recommend using this approach where there are many components and the selection rule is relatively simple.

You will find that for more specific, fiddly rules that you will need to use selection conditions and components in the BOM.

WANT TO SEE THE DEMO'S

Using Class Items

