

## Bill of Materials

The Opera II Bill of Materials module has an intuitive interface. Whether it's a simple or complex assembly structure these can be quickly and easily defined from stock components — raw materials, labour and description only items and any specialist documentation, such as technical drawings, can also be attached to each structure.

### Take Control of Manufacturing Requirements

Opera II Bill of Materials takes full control of the manufacturing requirements. Before starting the manufacturing process a trial build can be performed. This calculates whether there are enough stock components to complete the required quantity of the final assembly, and identifies any shortfalls. It also caters for the substitution of components on a works order and can adjust the quantity to build accordingly.

As the manufacturing process begins with the works order, the stock can be automatically allocated and issued and, when the works order is completed, the finished assembly can be updated with the build quantity. Alternatively, there is the flexibility to elect to operate these processes separately. The Bill of Materials kitting function gives further flexibility by enabling works orders to be raised and receive the build quantity of the finished assembly into stock in a single process.

### Reporting and Enquiring Facilities

The Bill of Materials module provides fast and accurate manufacturing information and locating a particular batch/serial item used on a works order is easily achieved using the Traceable View function.

- Controls assembly structures with costs broken down into raw materials and labour items
- Assembly structures can be temporarily changed to meet the specific needs of a customer
- Caters for phantom sub assemblies
- Facility to create Works Orders which can be printed and used as a picking list
- Monitors and reports on work in progress
- Traceability at sub assembly and component level
- Facility to update assembly costs when component costs change
- Links to SOP, Stock Control and Costing

