

# Editing a Solution

## Introduction

MaxLoad Pro Editor is used to edit a solution built by MaxLoad Pro, manually build a load starting with an empty container or a pallet, and manually edit a partially-built manifest.

**Note:** MaxLoad Pro does not allow you to edit Single-SKU manifest.

The various topics outlined in this chapter are:

- ❖ Editor Screen
  - Toolbar
  - Cut List
  - Orientation Box
  - View Buttons/View Options
  - Load Statistics
  - Snap Buttons
  - Status Bar
  - SKU Information
- ❖ Editing a Load
  - Placing a SKU
  - Moving a SKU
  - Removing a SKU
  - Breaking a Placement
- ❖ Stacking/Loading Violations
- ❖ Saving the Edited Load

# Editor Screen

To work with the Editor, start from the Manifest View screen and click on the Edit button.

**System Response:** The Editor screen appears.

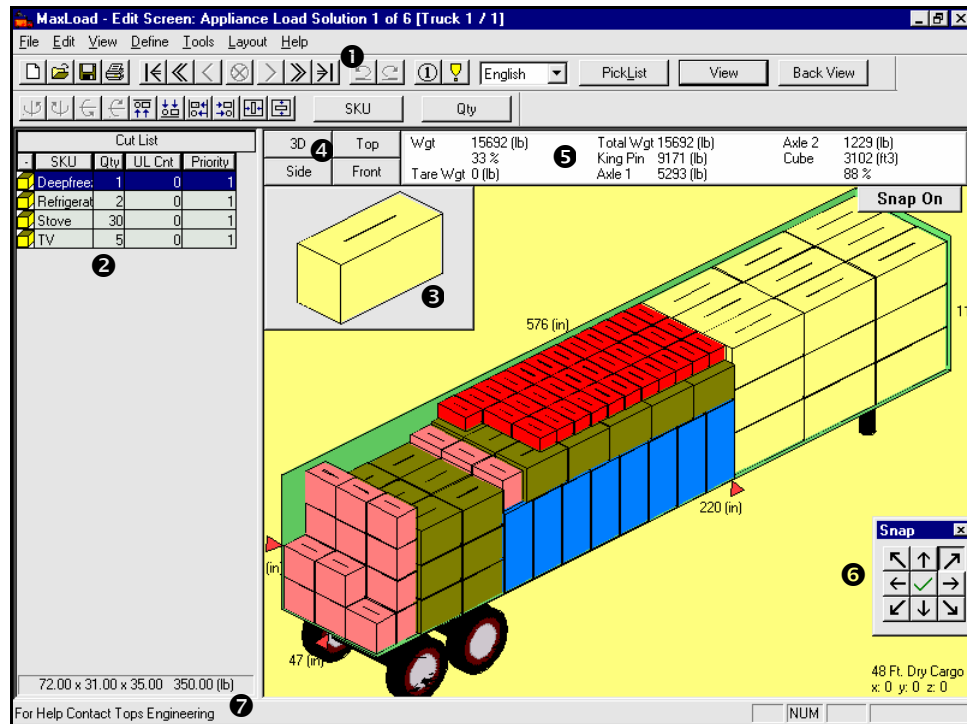


Figure 9.1 Editor Screen

The Editor Screen is divided into two separate sections, the left section contains a Cut List and the right section displays the 3-dimensional load diagram solution. Let's take an overview of the Editor screen:








- ❖ **Toolbar 1:** Contains a number of icons and buttons that allow you to execute routine editing commands.
- ❖ **Cut List 2:** List of SKU's that did not fit into the selected container or on a selected pallet.
- ❖ **Orientation Box 3:** Displays a 3-dimensional image of a selected SKU. The Orientation Box allows you to change both the orientation and dimension vertical of the SKU.
- ❖ **View Buttons 4:** Allow you to view a vehicle diagram from a number of different angles.










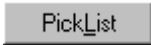

- ❖ **Load Statistics ⑤:** Displays a different statistics for a load.
- ❖ **Snap Buttons ⑥:** Assists you in manually placing SKU's by forcing a SKU you are moving as far as it can go in the direction you've selected on the Snap button.
- ❖ **Status Bar ⑦:** Displays constraint messages, which let you know you've violated a stacking or placement rule for an SKU.














## Toolbar (Editor Screen)

The Toolbar contains a number of icons and buttons that act as shortcuts for executing routine edit commands. Most commands also have a corresponding menu option in the Menu Bar.

The following table outlines the various Toolbar options.

<b>Toolbar Options</b>	
<b>This Icon ...</b>	<b>Allows You To ...</b>
	<b>New:</b> Displays the Manifest Pick List Screen, where you can start a new manifest.
	<b>Open:</b> Displays the Open Manifest dialog box, which allows you to select and open an existing manifest.
	<b>Save:</b> Saves the active manifest.
	<b>Print:</b> Prints the active manifest
	<b>Unload Vehicle:</b> Completely unloads the container or pallet. MaxLoad Pro automatically transfers all SKU's in the load to the Cut List.
	<b>Unload Placement:</b> Unloads the next placement of SKU's.
	<b>Unload SKU:</b> Removes a selected SKU from the container or pallet.


<b>Toolbar Options (cont.)</b>	
<b>This Icon ...</b>	<b>Allows You To ...</b>
	<b>Reject:</b> Rejects a computer-chosen placement and instructs the computer to try another one. You can perform this action repeatedly until you find a suitable placement. This button is grayed out when the last placement has been loaded.
	<b>Load SKU:</b> Adds a selected SKU to the container or pallet.
	<b>Load Placement:</b> Loads the next placement of SKU's.
	<b>Load Vehicle:</b> Completely loads the container or pallet. If you've partially edited the load, MaxLoad Pro will determine the rest of the load mathematically, based on the placement of existing SKU's.
	<b>Undo:</b> Allows you to cancel the previous edit command.
	<b>Redo:</b> Allows you to override the undo command.
	<b>Labels:</b> Displays or hides labels for each SKU.
	<b>Stacking Violations:</b> Displays a list of stacking violations that occurred during the Edit process.
	<b>Units:</b> Switches measurement units from English to Metric and vice versa.
	<b>Pick List:</b> Displays the Manifest Pick List, where you can change the parameters of the manifest.
	<b>View:</b> Displays the Manifest View, where you can view the solution.

<b>Toolbar Options (cont.)</b>	
<b>This Icon ...</b>	<b>Allows You To ...</b>
	<b>Back View:</b> Displays the back view of the Manifest.
	<b>Rotate Right:</b> Rotates the orientation box to the right.
	<b>Rotate Left:</b> Rotates the orientation box to the left.
	<b>Rotate Down:</b> Rotates the orientation box downward.
	<b>Rotate Up:</b> Rotates the orientation box upward.
	<b>Align Up:</b> Aligns selected SKU's flush up in the container or on the pallet or tote.
	<b>Align Down:</b> Aligns selected SKU's flush down in the container or on the pallet or tote.
	<b>Align Left:</b> Aligns selected SKU's flush left in the container or on the pallet or tote.
	<b>Align Right:</b> Aligns selected SKU's flush right in the container or on the pallet or tote.
	<b>Center Horizontally:</b> Centers selected SKU's horizontally in the container or on the pallet or tote.
	<b>Center Vertically:</b> Centers selected SKU's vertically in the container or on the pallet or tote.
	<b>SKU:</b> Displays the SKU List dialog box, which allows you to select one or more SKU's to add to the load.
	<b>Quantity:</b> Displays the SKU Quantity dialog box, which allows you to specify the number of SKU's to add to the load.

**Note:** Although the Toolbar in the Editor screen looks similar to the Toolbar in the Manifest View screen, the Load Buttons behave differently. In the Manifest View screen, you can use the Load Buttons to view the load “by placement,” “leading edge” or “stop-off/priority.” In the Editor screen, the Load Buttons allow you to view the load “by placement” only. You cannot use the Load Buttons to view the load in any other manner.

### Cut List (Editor Screen)

The Cut List, is a listing of all SKU’s that did not fit into the selected transit container or a pallet. The Cut List contains an icon representing the SKU shape, SKU Name, Quantity, Unitload Count, etc.





Cut List				
	SKU	Qty	UL Cnt	Priority
	Deepfree	1	0	1
	Refrigerera	2	0	1
	Stove	30	0	1
	TV	5	0	1

Figure 9.2 Cut List

When you click on a SKU in the Cut List, the information will be highlighted with a blue highlight bar. Below the Cut List, at the bottom of the screen, you’ll see a field that displays the dimensions and weight of the selected SKU.

Items in this list are stored in text form in alphabetical order. As you’re editing, when you select an SKU from the Cut List to add to the load, the SKU will appear to scale in the 3-dimensional shape it was defined in the orientation box. As you remove a SKU from the diagram and drag it to the Cut List, MaxLoad Pro transforms the SKU from the 3-dimensional shape to text form and moves it into the Cut List.

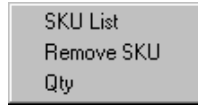
The Cut List is encapsulated in a two-way splitter window, which allows you to expand or contract the width of the list by using your mouse to drag the window to the desired width.

#### Editing the Cut List

You can add and remove items to the Cut List for placement into the edited load or modify the quantity for any SKU currently in the Cut List. To modify the Cut List, follow these instructions:

1. Right-click over the Cut List.

**System Response:** A small box appears, as pictured below, with three options – SKU List, Remove SKU and Quantity.



2. To add SKU items to the Cut List, select SKU List.

**System Response:** The SKU List dialog box appears, as pictured below.

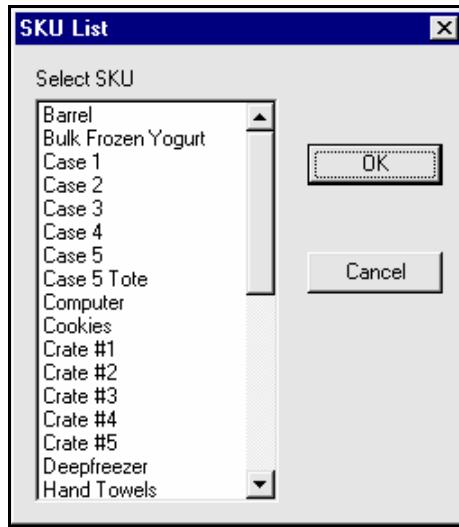


Figure 9.3 SKU List Dialog Box

3. Select the SKU you want to add to the Cut List and click on OK.

**System Response:** The SKU Quantity dialog box appears, as pictured on the next page. The dialog box displays the name of the selected SKU item.

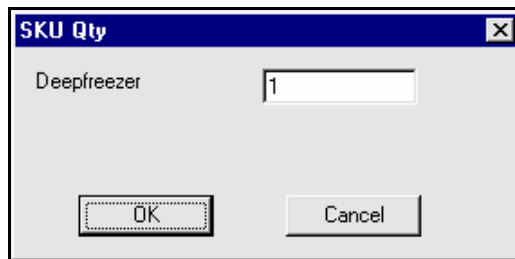


Figure 9.4 SKU Quantity Dialog Box

4. Enter the quantity desired and click on OK.
5. To change the quantity of an existing SKU item in the Cut List, highlight the SKU item in the list.
6. Right-click over the Cut List.
7. Select the Quantity option.

**System Response:** The SKU Quantity dialog box appears, as pictured above. The dialog box displays the name of the selected SKU item.

8. Enter the new quantity for the selected SKU.
9. Click on OK.

**System Response:** The Cut List redisplay with the updated quantity of the selected SKU.

10. To remove a SKU item from the Cut List, click on the SKU which becomes highlighted.
11. Right-Click over the highlighted SKU and select the Remove SKU option.

**System Response:** The selected SKU will be removed from the Cut List.

**Note:** Unitized SKU cannot be removed from the Cut List in this manner. You will have to do this in the Manifest List.

## Orientation Box (Editor Screen)

The Orientation Box displays a 3-dimensional representation of the SKU you have chosen from the Cut List. This box appears in the upper left-hand corner of the Editor Screen, only after you have selected a SKU.

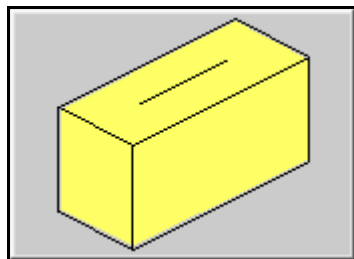


Figure 9.5 Orientation Box

To activate the Orientation Box, select an SKU from the Cut List.

**System Response:** The Orientation Box appears just below the View buttons.

The Orientation Box allows you to perform the following tasks:

- ❖ **Change the Vertical Dimension of the SKU:** To change the vertical dimension of the SKU, click on the face of the SKU that you want to position against the floor (that is, the new base of the SKU). The figure below shows a visual illustration.

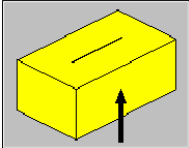
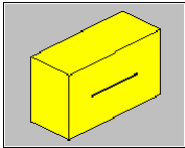
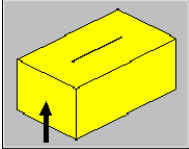
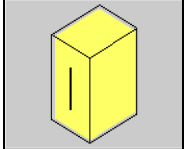
Clicking Here ...	Changes the Vertical Dimension of the SKU Like This
	
	

Figure 9.6 Change the Vertical Dimension of a SKU

- ❖ **Change the Orientation of the SKU:** To change the orientation of the SKU, click on the face of the SKU that currently faces up.

**System Response:** MaxLoad Pro rotates the SKU 90 degrees. The figure below shows a visual illustration.

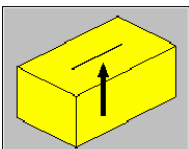
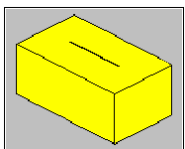
Clicking Here ...	Changes the Orientation of the SKU Like This
	

Figure 9.7 Change the Orientation of a SKU

If you need to change both the vertical dimension and the orientation of a SKU, it's easy to change the vertical dimension first, and then change the orientation.

**Helpful Hint:** Make any changes necessary to the vertical dimension and the orientation of the SKU before you drag the SKU into the vehicle. Once the SKU has been placed into the vehicle, you cannot make changes to the loading orientation. If you need to change the loading orientation of a SKU once it has been placed, you must first drag the SKU to the Cut List, then select the SKU again, following the procedure outlined above.

## View Buttons/ View Options (Editor Screen)

The View buttons allow you to view a container or pallet diagram from a number of angles, as follows:

- ❖ **Top Button:** View of the container or pallet from the top looking down .
- ❖ **Side Button:** View from the right side of the container or pallet
- ❖ **Front Button:** View looking forward from the rear of the diagram.
- ❖ **3D Button:** Standard 3-dimensional isometric view of the diagram.

These views come in handy during the edit process. For example, if you're using the 3D view and can't see a SKU that you want to remove, simply choose another view that will help you get a clear picture of that SKU.

In addition to the four standard views – Top, Side, Front and 3D – you can also view the load diagram from other angles. Following are some other view options available in the Editor Screen:

- ❖ **Zoom In or Out:** To “zoom in” or “zoom out” on the load diagram, follow these instructions:
  1. Click on the diagram window to make it active.
  2. Click on the “T” key on your keyboard to “zoom in.” Click on the “Y” key to “zoom out.” Continually click on the respective key until the diagram is sized to your liking.
- ❖ **Rotate the Load Diagram:** You can rotate the diagram to view it from any angle, giving you 360-degree freedom to view the diagram from any conceivable angle.

To rotate the load diagram, follow these instructions:

1. Click anywhere in the diagram portion of the screen. This makes the diagram “active,” thus allowing it to be rotated.
2. Use the arrow keys on your keyboard to rotate the diagram to the desired position. All four arrow keys are available to you, allowing you to rotate the diagram to view from the front, rear, top, bottom, right side and left side of the vehicle.

**Note:** You can edit a load from any angle. Once you’ve rotated the diagram to the preferred viewing angle, you can proceed with editing.

## Load Statistics (Editor Screen)

Load Statistics is displayed just to the right of the View buttons. It displays some of the important information for the loaded container like cargo weight, tare weight, weight efficiency, etc.

Wgt	15692 (lb)	Total Wgt	15692 (lb)	Axle 2	1229 (lb)
	33 %	King Pin	9171 (lb)	Cube	3102 (ft3)
Tare Wgt	0 (lb)	Axle 1	5293 (lb)		88 %

Figure 9.8 Load Statistics

## Snap Buttons (Editor Screen)

The Snap buttons, as pictured below, assist you in manually placing SKU’s by forcing a SKU you are moving as far as it can go in the direction you’ve selected the Snap button.



Figure 9.9 Snap Buttons

When the Snap feature is on, MaxLoad Pro automatically places objects as far as possible in the selected direction, regardless of where you initially place the object in the container or pallet. When the Snap feature is off, an object will remain where you initially place it.

To turn the Snap feature on, click on the center button.

**System Response:** The center button displays a green check mark; all snap buttons become activated.

To turn the Snap feature off, click on the center button again.

**System Response:** The center button displays a red “X” mark; all snap buttons become deactivated.

**Note:** The Snap feature can even be accessed from the Menu Bar, from the Layout menu option.

## Status Bar (Editor Screen)

The status bar is located at the bottom of the Editor screen. When you select a SKU that has already been placed in a solution, the status bar displays the SKU number, along with the quantity of SKU’s in the selected placement.

The status bar also displays constraint messages, which let you know when you’ve violated a stacking or placement rule after you’ve finished moving an SKU. Once you release a SKU or group of SKU’s at its new placement, the status bar will turn red if you’ve violated a stacking rule. The error message will display until you click the mouse on another SKU.

**Note:** Keep in mind that the Editor will allow you to violate any previously defined orientation or vertical dimension parameters. However, the status bar at the bottom of the screen will warn you of any loading violations that have occurred during the edit process.

## SKU Information

MaxLoad Pro provides a right-click function that displays properties information for any selected SKU. This function is available for truck, pallet and tote manifests but not available for a single SKU manifest. To display SKU information, start from the View or Edit Screen of a truck, pallet or tote manifest and follow these instructions:

1. Position the pointer over the SKU for which you want to display information.
2. Right-click on the SKU.

**System Response:** A dialog box as shown below appears.



Figure 9.10 Right-Click SKU functions

**Note:** The above dialog box with all functions available appears if you're right-clicking in the Edit screen. If you right-click the SKU in the View Screen, only the Properties option is available.

# Editing a Load

Before you begin the edit process, it's important to understand how the Editor is designed to work. In most cases (though not all), MaxLoad Pro loads a SKU together with other identical SKU's to form a large placement.

A placement is defined as a block of SKU's loaded with the same dimension vertical and oriented in the same direction in the container. MaxLoad Pro loads the largest placement possible of a SKU before loading smaller placements or single SKU's. MaxLoad Pro uses this method of loading because of the ease of loading and unloading.

Therefore, considering how MaxLoad Pro groups like SKU's together while loading, understand that, in order to select an individual SKU (or layer or column of SKU's), you must first select the entire placement of the SKU in question.

**Note:** To edit a load diagram, you must first create a new manifest. In this section, any reference to SKU also applies to unitload unless otherwise noted.

## Placing a SKU

Discussed below are some ways of placing SKUs in the Editor:

### ❖ **Placing a SKU into a container or on a pallet:**

1. Select a SKU from the Cut List.

**System Response:** The Orientation Box displays to the right of the Cut List with a 3-dimensional image of the selected SKU. Notice that the mouse pointer is attached to a miniature box.

2. Make changes to the vertical dimension and/or the orientation of the SKU.
3. Once you've made changes to the loading parameters, hold down the left-click button on your mouse and drag the SKU to the desired position in the vehicle. When you're satisfied with the placement of the SKU, release the mouse button.

**System Response:** MaxLoad Pro adds the selected SKU to the load. If the SKU is too large for the desired space, you'll hear a beep, and nothing will be drawn. The SKU will remain in the Orientation Box.

4. If the selected SKU is too big to fit into the space, you may want to specify another dimension vertical, change the orientation of the SKU or make changes to both parameters.
5. Repeat steps 1-3. Keep in mind that there may be instances where the object simply will not fit in the intended space.

**Note:** The Status bar will turn red whenever a stacking code is violated.

❖ **Building a Placement:**

1. Load the first SKU in the container or on the pallet..
2. Hold down the Shift key and click on the side of the SKU where you want to place another SKU. See the graphic below for an illustration of this procedure.

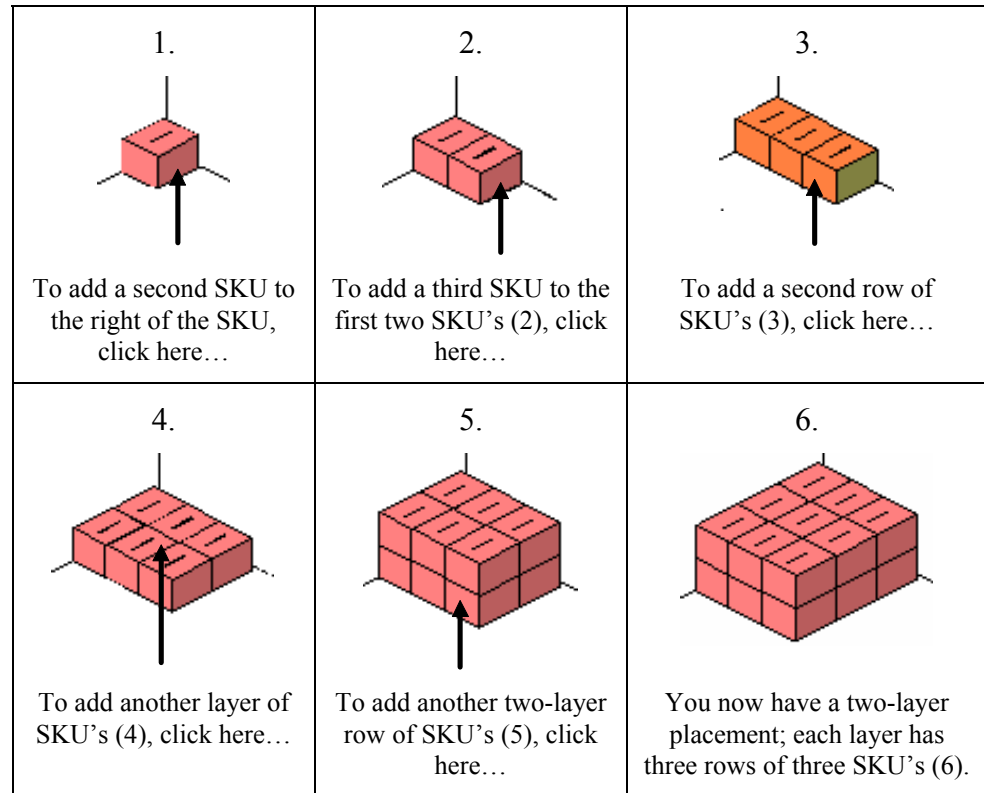


Figure 9.11 Build a Placement

3. As you can see by the graphic, you can add another row, column or layer to the placement using the Shift/Click combination. You can achieve these results by clicking anywhere on the face of the SKU group to which you want to add another row, column or layer.

For example, in frame number 5, you can get the result displayed in frame number 6 by clicking on the designated face of any of the six SKU's in that row.

4. If you don't want to add an entire row, column or layer to the placement, re-select the SKU from the Cut List, and then place the SKU in the desired location (just as you would if you were starting a new placement). You are not required to use the Shift key to begin a new placement.

## Moving a SKU

Discussed below are some ways of moving SKU's in the Editor Screen.

### ❖ Moving a SKU within a container or on a pallet:

1. Position the mouse pointer over the SKU that you want to move.
2. Left-click on the SKU and move it to the desired position. You'll see an outline of the SKU as you begin to move it, though the SKU will remain in its original place. Continue depressing the mouse button until you reach the new location for the SKU.

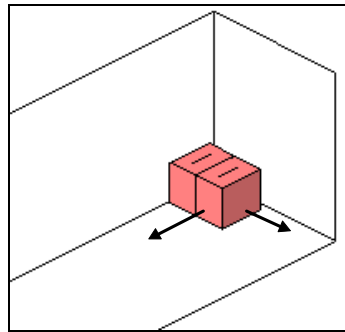


Figure 9.12 Move a SKU

3. When you've moved the SKU to the desired position, release the mouse button.

**System Response:** MaxLoad re-draws the SKU in the new location.

### ❖ Moving one SKU on top of another SKU:

1. Position the mouse pointer over the SKU you want to move.

2. Left-click on the SKU and begin dragging it to its new position on top of the second SKU.

**System Response:** An outline of the SKU will appear

3. Using the outline of the SKU as a reference point, move the SKU to the desired position.
4. Release the mouse to release the SKU in its new position.

**System Response:** MaxLoad Pro re-draws the SKU in the new location.

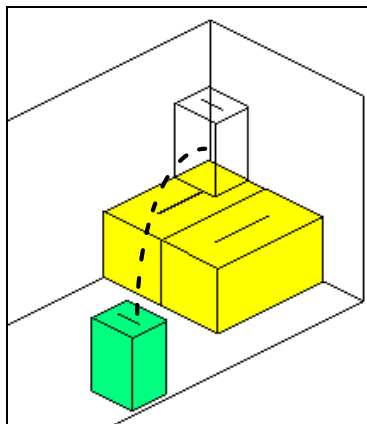


Figure 9.13 Move a SKU on Top of Another SKU

- ❖ **Moving a SKU using the Top View:** This view is useful especially when want to move a SKU on another. As this view provides a unique perspective on the placement of a SKU, allowing you to ensure that the SKU is placed in the intended position.

1. Click on the Top button.

**System Response:** The 3-dimensional view of the load redisplay to show you a view from the top of the container or pallet.

2. Select the SKU you want to move, then left-click and drag the SKU anywhere within the space provided.

**System Response:** MaxLoad Pro re-draws the object in the new location.

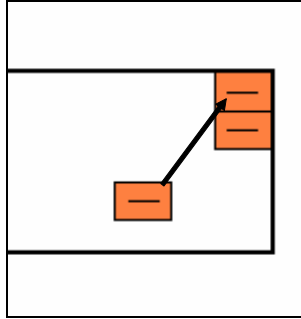


Figure 9.14 Move a SKU Using the Top View

❖ **Moving a SKU from above the floor to a new position on the floor:**

1. Position the mouse pointer over the SKU you want to move.
2. Left-click on the object and begin dragging it to its new position on the floor.

**System Response:** An outline of the SKU will appear and move with your mouse.

3. Using the outline of the object as a reference point, move the object to the desired position, as pictured below.
4. Release the mouse to release the SKU in its new position.

**System Response:** MaxLoad Pro re-draws the SKU in the new location.

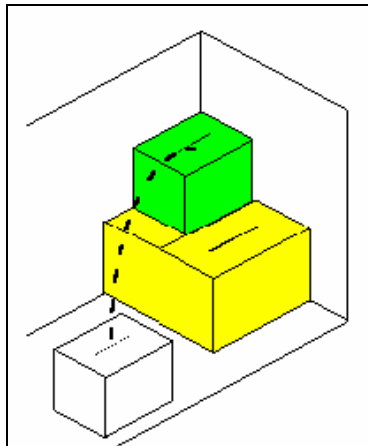


Figure 9.15 Move a SKU to the Floor

If there's not enough room to place the SKU release it in its new position, the Editor will try to find an eligible placement as close as possible to the

intended placement. If the Editor cannot find a suitable placement, it will return the SKU to its original placement (that is, where it was before you attempted the move).

❖ **Temporarily moving SKU's out of the way while Editing:**

1. Relocate the SKU within the vehicle.
2. Drag the SKU or group of SKU's to the Cut List, where it will be stored in text form.

**Note:** The placement group will be broken down into individual items when moved back to the Cut List.

Relocate the SKU to the empty space under the load diagram. Be sure to drag the SKU completely off the vehicle; make sure no part of the SKU remains touching the vehicle.

**Note:** If the Snap feature is turned on, the SKU will move in the direction programmed by the Snap.

## **Removing a SKU**

❖ **Removing a SKU off the pallet or a container:**

1. Select the SKU to be removed and drag it off the g.o.d. window.

**System Response:** MaxLoad Pro takes the SKU off the container or pallet and add it to the Cut List, thus increasing the cut list quantity.

❖ **Removing a Layer/Column SKU's from a larger Placement:**

1. Remove the entire placement to the Cut List. The figure on the next page shows a placement being moved off of the vehicle.
2. Return the individual SKU's back onto the vehicle, placing the desired layer, column or row in its new position.
3. Remember the "shortcut" method of building a placement.

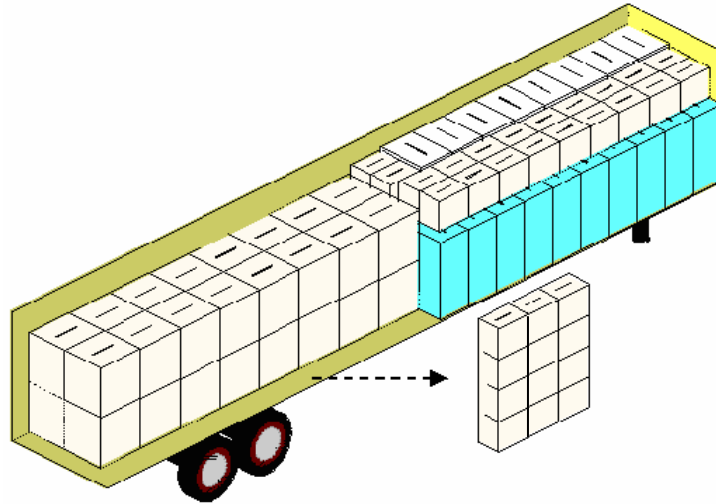


Figure 9.16 Remove a Layer/Column of SKU's

## Breaking a Placement

To break into its individual items, follow these instructions:

1. Right click on the placement block

**System Response:** A pop-up menu appears

2. Select Break Placement in the pop-up dialog box.

**System Response:** MaxLoad Pro re-draws the solution with the selected SKU broken into individual items.

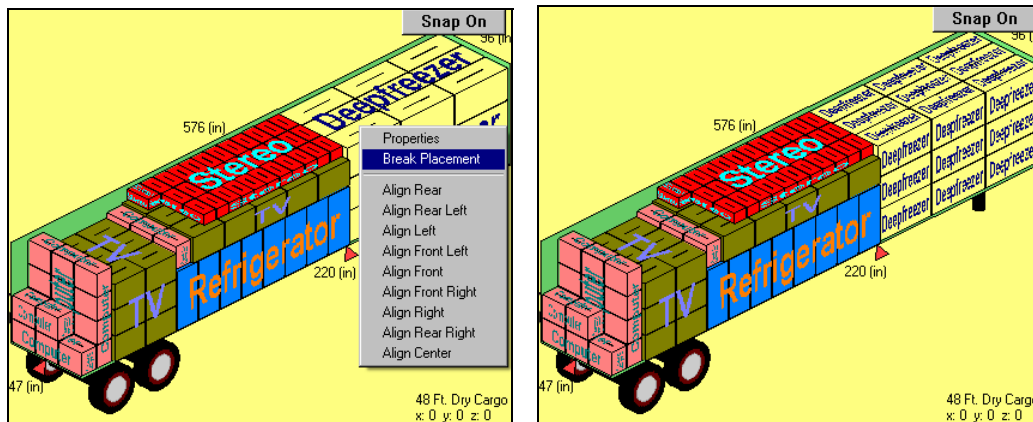



Figure 9.17 Break SKU Placement function in the Editor Screen - before (left) and after (right)

# Stacking/Loading Violations

The MaxLoad Pro Editor allows you to override stacking rules during the edit process. In other words, though you may have designated that peanut butter cannot be stacked on top of cotton balls, the Editor will allow you to place a case of peanut butter on top of a case of cotton balls.

However, when you release the object in its new position, you'll notice that the status bar turns bright red, alerting you of the stacking violation. The status bar will remain red until you select another object to edit. In addition to the status bar, you can also access a report that provides a cumulative listing of all stacking violations. To display this Stacking

Violation Report, click on the Stacking Violations icon  in the Toolbar.

Clicking on the stacking violation icon will display the stacking violation messages. Each message tells you when you've violated certain load parameters of the container, the stacking rules of the SKU that you recently moved, or if a SKU is affected by the SKU that you recently moved.

The common stacking violations are as follows:

- ❖ (SKU Number) must be stacked on floor
- ❖ (SKU Number) must not be stacked on floor
- ❖ (SKU Number) violates stacked (Stack Code) of (other SKU Number)
- ❖ (SKU Number) is carrying (X lbs/kg). Its maximum weight allowed is (X lbs./kg.)
- ❖ (SKU Number) is allowed only (length, width, height) orientation
- ❖ (SKU Number) is stacked (X units) high. Its maximum stack height is (X units)
- ❖ Maximum vehicle weight has been exceeded
- ❖ Minimum ceiling clearance has been exceeded

**Example:** I want to load a grandfather clock into a sea van. The grandfather clock must be stacked on floor. However, the only place I can see to stack the grandfather clock is on top of a desk. When I drag the clock to the desk and release the mouse button, the status bar turns red, announcing that I've violated the "Must be Stacked on Floor" rule. It is now up to you to correct this violation.

**System Response:** The Edit Stacking Violations screen appears, as pictured below, with all the stacking violations found within the load.

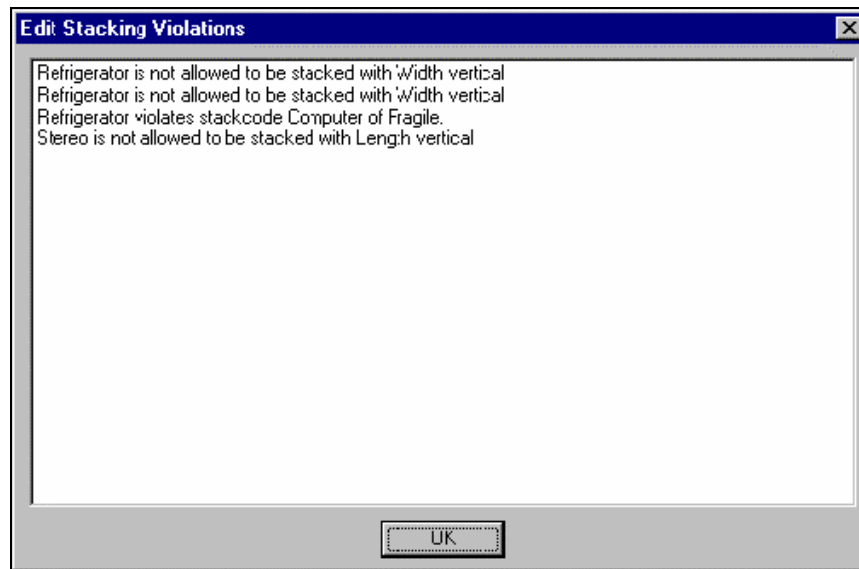



Figure 9.18 Edit Stacking Violations Screen

This list identifies which stacking rules have been violated, thus allowing you to go back and correct the load. This list is included with the Placement List when it comes time to print the manifest.

## Saving the Edited Load

To save the edited manifest, click on the Save icon – . As an option, you can open the File menu and select Save. If you're saving the solution for the first time, MaxLoad Pro asks you to name the manifest.

MaxLoad Pro saves your changes as part of the manifest file. To view the edited changes later, remember to click on the View button rather than the Calculate button. Clicking on the Calculate button will recalculate the entire load based on the parameters you've assigned. Clicking on the View button simply calls up the manifest that you last saved, preserving any changes that were previously made.

**Note:** For MaxLoad Pro to replicate the edited load and make it available in the Solution List, save the edited load to library by clicking the “**Save To Lib**” checkbox in the Save As dialog box.

