Trade Federation Market
How To Guide: How to use A.M.S.

What is AMS? The Asset Management System (AMS) is a subscription service of the Trade Federation Market.

Why should I use it? AMS allows users, factions, or NFGs to organize their assets, whether mining or production (though primarily for production).

What features does it have? AMS has tools to be able to track datacards, raw materials, npcs, storage and production facilities as well as all other kinds of assets, whether storage or not.

Privacy Note: TFM/DoT stores nothing beyond ID, name, and facility type, even during import. We do not store location, manager, operator, or any such information to protect our client's privacy.

What is the overview? As shown below, the features are numerous and easy to use:

OVERVIEW
- Complete Overview
- Materials Overview

MANAGEMENT
- Manage Datacards
- Manage NPCs
- Manage Materials

SETTINGS
- Categories
- Assets
- Import Materials
- Produce Report

CATEGORIES
- Testing Factories
- Testing Shipyards

TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM (A.M.S.)

| Testing Factories | | | | |
QUEUE STATUS	DC STATUS	RM STATUS	TOTAL ASSETS	WORKLOAD
Y17 D209	Y17 D209	Y17 D209	1	0%

| Testing Shipyards | | | | |
QUEUE STATUS	DC STATUS	RM STATUS	TOTAL ASSETS	WORKLOAD
Y17 D209	Y17 D209	Y17 D209	4	50%

| Uncategories Assets | | | | |
QUEUE STATUS	DC STATUS	RM STATUS	TOTAL ASSETS	WORKLOAD
-	-	-	25	-

Complete Overview: This main page shows you each category and their full status, asset number, and workload.

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Materials Overview: This shows your total loaded RMs, for the entire AMS setup, including everything you have planned. You can view details which shows exactly where they are stored in what quantity.

Manage Datacards: this screen allows you to list and add datacards you have purchased. This allows you to find what you have outstanding, and plan accordingly. You can queue directly from this screen even.

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Manage NPCs: This page allows you to track how many NPCs you have available to work in your production or storage assets. The system will tell you the exact number of NPCs to use as you queue entities, so tracking what's there will easily tell you what you may need to start that next Tabder!

Manage Materials: This page allows a user to modify the materials as stored in any asset. Select the asset, click "View Asset's RMs" and you can see and update any RMs in this asset.

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Categories (Settings): This page allows the user to add categories of assets. From here, you can add/edit/remove categories of assets. These categories will appear at the bottom of your left menu, allowing you to view their entire category as a summation.

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TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM

MANAGE CATEGORIES

Category	Description	Actions
Testing Factories	For my factories	Edit Remove
Testing Shipyards	For my shipyards	Edit Remove

Add New Category

Category Name:

Category Description:

[Add Category]

Assets (Settings): This area allows the user to add individual asset to a category. It also shows you each and every asset that you have added or imported, along with asset type, SWC ID, and tools to edit the name or remove it entirely. When adding a new asset, you MUST have the SWC ID correct, else the system may malfunction. (Uncategorized Assets covered in the Import Materials section)

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TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM

MANAGE ASSETS

Testing Factories			
Asset Name	SWC ID	Asset Type	Actions
Factory 101	#210948	Factory	Edit Remove
Testing Shipyards			
Asset Name	SWC ID	Asset Type	Actions
SY1	#13765	Shipyard I	Edit Remove
SY1	#13769	Shipyard I	Edit Remove
SY2	#14352	Shipyard II	Edit Remove
SY4	#13868	Shipyard IV	Edit Remove
Uncategorized Assets			
Asset Name	SWC ID	Asset Type	Actions
Innovo Cito	#136590	BFF-1 Bulk Freighter	Edit Remove

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Import Materials: From this page, a user can export their raw materials inventory out of swcombine.com as an XML (Sorted or unsorted, either is handled). From here, simply copy and paste the XML content into the input box, and click "Import XML".

Important Note: When importing, the system will insert an asset for each of the piles IF the RM pile is stored within that asset. If the asset is existing in your system, it will not move it from that category. However, if that asset is not already within your system, it will add it into the uncategorized category. In order to use or view that asset, a user MUST move it to a useable category prior to use. The RM quantity may be still accounted for in the materials overview in the uncategorized system.

Import Note: It is possible to see a timeout if a user imports a large number of RMs. If this happens, it appears that Firefox may handle larger numbers better, or simply sort the RMs prior to export, and import in stages.

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TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM

IMPORT RAW MATERIALS
This tool allows you to import an XML from SWCombine's inventory and it will automatically import the RM into the selected asset as listed

NOTE: If you don't have the asset in your asset list, it will automatically add it, but will not assign it to a category. Also, if you do not have the proper subscription, it will cancel and not add the RM OR the asset.

Importing RM will remove all existing RM piles for your entire Asset Management System.

XML Content:

[Import XML]

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Produce Report: This handy tool will allow NATs or production companies to report directly to their superiors without having to type an annoying report. Simply select the category(s) that you'd like to build a report for, and through the steps, add a small text summary as wished, and you have a completed report, even formatted for pasting into an SMF forum!

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TANEZ KALRADE ASSET MANAGEMENT SYSTEM

PRODUCTION REPORT
Jun 25, 2016
(SWC DATES Y17 D179 - Y17 D209)

CATEGORY(S): *Testing Factories, Testing Shipyards*

Staff Notes & Comments:
A small paragraph might go here discussing your month\'s activities, staff activities, or future things.

<u>SHIPYARD I</u> *(2)*
Active: 1
Inactive: 1

<u>SHIPYARD II</u> *(1)*
Active: 0
Inactive: 1

<u>SHIPYARD IV</u> *(1)*
Active: 1
Inactive: 0

<u>FACTORY</u> *(1)*
Active: 0
Inactive: 1

SALES

PRODUCT	CLASS	QUANTITY PRODUCING	QUANTITY COMPLETED
Macro Binoculars	Tools	0	40
Tabder-class Heavy Hauler	Heavy Freighters	1	0
Viper	Fighters	1	0

FACTION USE

PRODUCT	CLASS	QUANTITY PRODUCING	QUANTITY COMPLETED
No Products Currently Producing or Completed This Month			

Forum Code:

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[table]
    [tr][td]TANEZ KALRADE ASSET MANAGEMENT SYSTEM[hr][/td][/tr]
    [tr][td]PRODUCTION REPORT<br/>Jun 25, 2016<br/>(SWC DATES Y17 D179 - Y17 D209)[/td]
[/tr]
    [tr][td]<br/>CATEGORY(S): <i>Testing Factories</i>, <i>Testing Shipyards</i>[/td][/tr]
    [tr][td]
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A small paragraph might go here discussing your month\'s activities, staff activities, or future things.
[hr][hr]
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Category View (Click on a single category on the menu): This allows a user to view all assets assigned to this specific category (use Asset Settings page to assign assets). It shows a total RMs stored in this entire category, along with the necessary RMs in order to produce the entire queue.

This view also shows the queue end date, datacard expiration date, materials date of running out, and the NPCs required for the entire queue. The first three of these will display in a red color if it is less than 30 days from the current day. NPCs will display red if at any point in the queue there is not enough workers set in this specific asset.

From here, you can click on each asset's name in order to go to the 'Asset View' page, allowing access to the asset's queue and futher settings.

TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM

TESTING FACTORIES

Raw Material Summary (Units)			Asset Summary			
Quantum	0	-48	FACTORY 101	QUEUED	Queue	Y18 D321
Meleenium	0	-288			DC	Y17 D209
Ardanium	0		Current: (48x) A280		Materials	Y17 D209
Rudic	0		Up Next: None		NPCs	0/6
Ryll	0					
Duracrete	0					
Alazhi	0					
Laboi	0					
Adegan	0					
Rockivory	0					
Tibannagas	0	-336				
Nova	0					
Varium	0	-384				
Varmigio	0					
Lommite	0					
Hibridium	0					
Durelium	0					
Lowickan	0					
Vertex	0					
Berubian	0					
Bacta	0					

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Asset View (selected by clicking an asset name in the Category View): This shows you the queue, production times, estimated cost, and required NPCs to produce items. It also will allow you to mark a specific asset as a storage facility only (and not effecting the workload percentage on the main overview).

Adding to the queue is simple and quick: simply fill out the fields at the bottom of the queue (which handily will pre-populate to the last entry). The only difference between Sales and Faction uses is simply how it displays on the reporting system. If an entity will not fit in the specific asset, the system will notify you with an error message.

TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM

FACTORY 101

Raw Material Summary (Units)		
Quantum	0	-48
Meleenium	0	-288
Ardanium	0	
Rudic	0	
Ryll	0	
Duracrete	0	
Alazhi	0	
Laboi	0	
Adegan	0	
Rockivory	0	
Tibannagas	0	-336
Nova	0	
Varium	0	-384
Varmigio	0	
Lommite	0	
Hibridium	0	
Durelium	0	
Lowickan	0	
Vertex	0	
Berubian	0	
Bacta	0	

Asset Summary

Current Status: QUEUED

QUEUE

48x **A280 "Testing A280 Production"** QUEUED DC NO
This is for special notes Sales
ETA: Y18 D321 NPCs 0/6
Estimated Cost: 781,200 RETOOLING ▼ Update

ADD TO QUEUE:
A280 ▼

Name: Testing A280 Production

Batch #: 48

Notes:

● Sales
○ Faction Use

Add To Queue

Mark As Storage Facility Only