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	TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM (A.M.S.)					
Complete Overview Materials Overview	Testing Factories QUEUE STATUS	DC STATUS	RM STATUS	TOTAL ASSETS	WORKLOAD	
MANAGEMENT	Y17 D209	Y17 D209	Y17 D209	1	0%	
	Testing Shipyards	MINUS AND		100		
₩ Manage NPCs	QUEUE STATUS	DC STATUS	RM STATUS	TOTAL ASSETS	WORKLOAD	
	Y17 D209	Y17 D209	Y17 D209	4	50%	
• manage materials	Uncategories Assets	ISO OTATION	DISCOURTED	TANKA ASSESSE	WORKS OVE	
SETTINGS	QUEUE STATUS	DC STATUS	RM STATUS	TOTAL ASSETS	WORKLOAD	
	8			23		
CATEGORIES Testing Factories Testing Shipyards						

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.

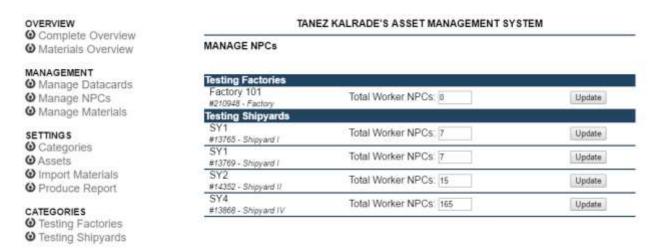


Manage Datacards: this screen allows you to list and add datacards you have purchased. This allows you to find what you have outstanding, and plan accordingly. You can queue directly from this screen even.

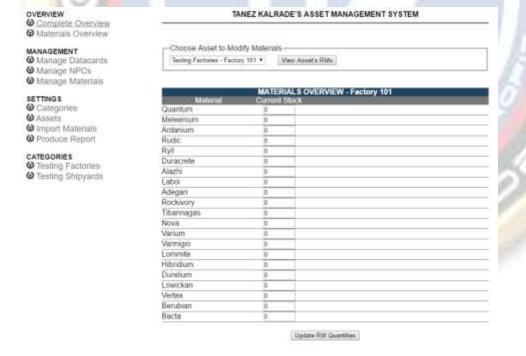


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Manage NPCs: This page allows you to track how many NPCs you have available to work in your production or storage assets. The system will tell you the exact number of NPCs to use as you queue entities, so tracking what's there will easily tell you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

OVERVIEW	TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM			
Complete Overview Materials Overview	MANAGE CATEGORIES			
MANAGEMENT Manage Datacards	Category	Description	Actions	
Manage NPCs	Testing Factories	For my factories	Edit Remove	
Manage Materials	Testing Shipyards	For my shipyards	Edit Remove	
ETTINGS Categories		To an action of the control of	romove	
Assets	-Add New Category-			
import Materials Produce Report	Category Name.			
	Category Description:			
CATEGORIES O Testing Factories Testing Shipyards	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)

OVERVIEW Complete Overview MANAGE ASSETS Materials Overview MANAGEMENT Manage Datacards Manage NPCs Factory 101 Manage Materials SETTINGS Categories SY1 @ Import Materials SY1 SY2 CATEGORIES Testing Factories SY4 Testing Shipyards

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

TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM

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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.

OVERVIEW	TANEZ KALRADE'S ASSET MANAGEMENT SYSTEM		
Manage NPCs Manage Materials Manage Natarials	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.		
SETTINGS	Importing RM will remove all existing RM piles for your entire Asset Management System.		
Categories Assets Import Materials Produce Report CATEGORIES Testing Factories Testing Shipyards	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.

SHIPYARD I (2)

Active: 1 Inactive: 1

SHIPYARD II (1)

Active: 0 Inactive: 1

SHIPYARD IV (1)

Active: 1 Inactive: 0

FACTORY (1)

Active: 0 Inactive: 1

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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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[tr][td]TANEZ KALRADE ASSET MANAGEMENT SYSTEM[hr][hd][tr] [tr][td]PRODUCTION REPORT
br/>Jun 25, 2016

br/>(SWC DATES Y17 D179 - Y17 D209)[hd]

[tr]
[tr][td]

CATEGORY(S): <>Testing Factories</i>, <>Testing Shipyards</i>[td][tr]
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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 (Unit				Asset Summ	пагу	
Quantum	0	-48	FACTORY 101	QUEUED	Queue	Y18 D321
Meleenium	0	-288			DC	Y17 D209
Ardanium	0		Current: (48x) A280		Materials NPCs	Y17 D209 0/6
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

