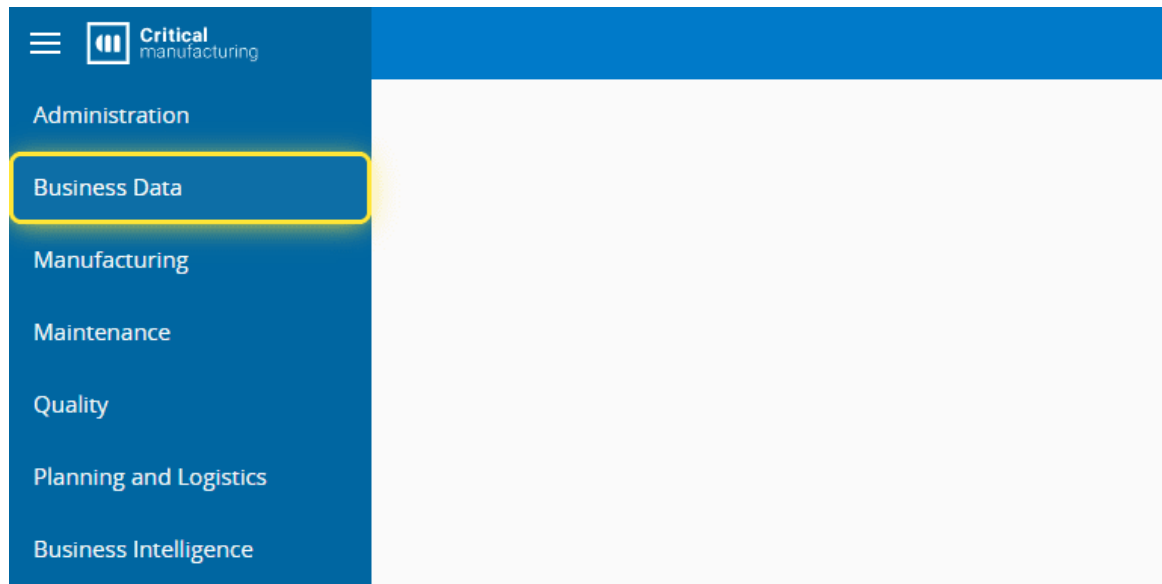
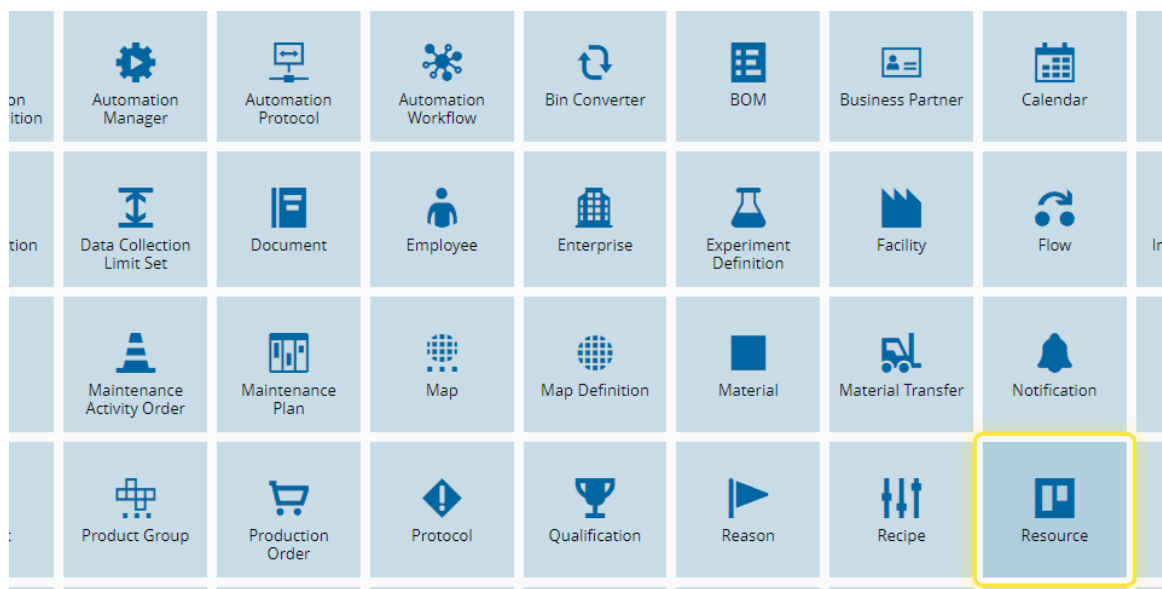


How to: Create a Resource

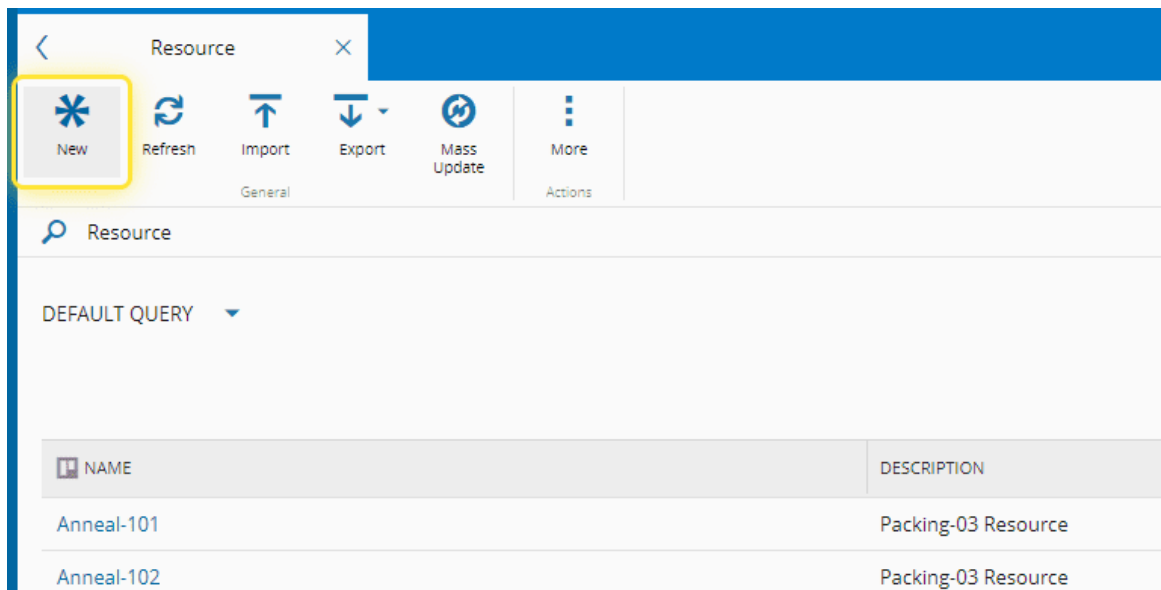
1. Go to the Business Data menu.



2. Select the Resource entity.

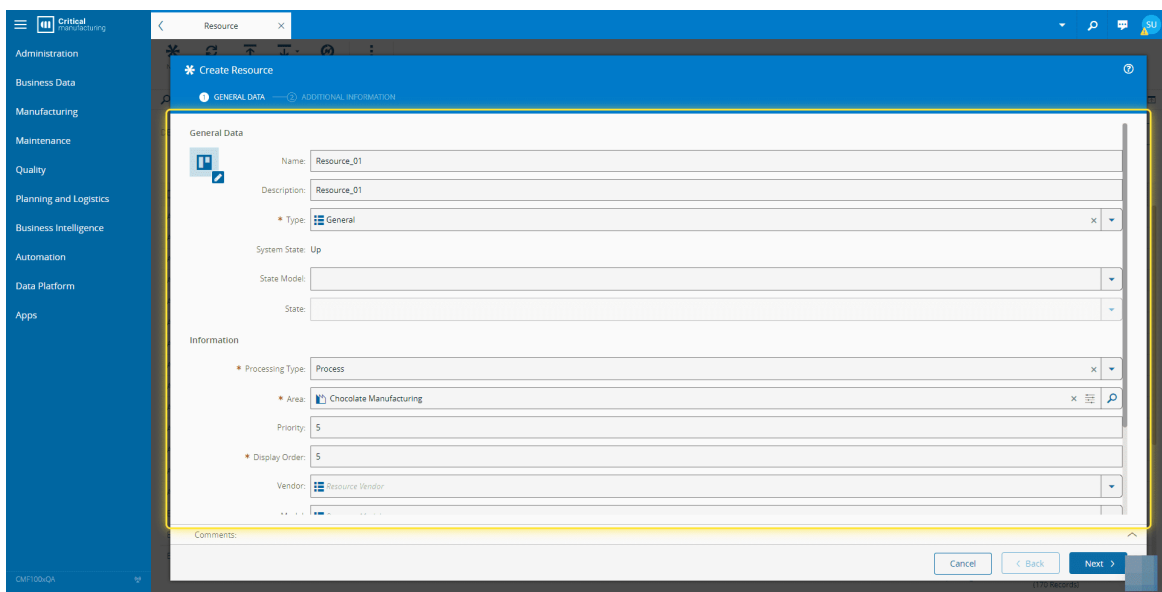


3. Select the New button.



4. Under the General Data tab, complete the necessary fields.

For more information, see [Create Resource - Critical Manufacturing Documentation Portal](#)



Create Resource

General Data

Name: Resource_01

Description: Resource_01

Type: General

System State: Up

State Model:

State:

Information

Processing Type: Process

Area: Chocolate Manufacturing

Priority: 5

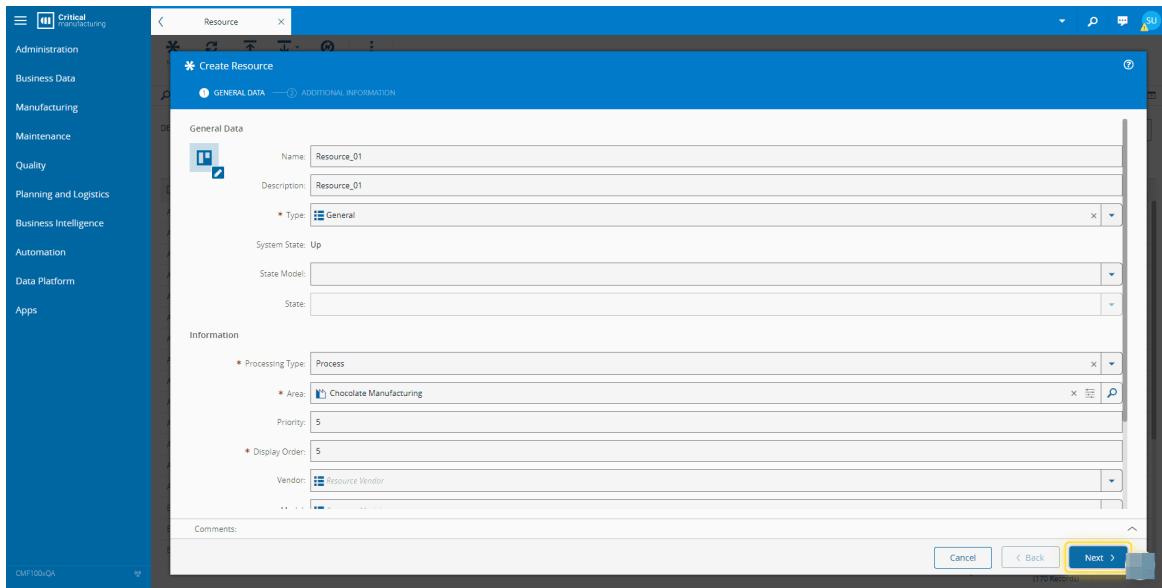
Display Order: 5

Vendor: Resource Vendor

Comments:

Cancel < Back Next >

5. Select the Next button.



Create Resource

GENERAL DATA | ADDITIONAL INFORMATION

General Data

Name: Resource_01

Description: Resource_01

Type: General

System State: Up

State Model:

State:

Information

Processing Type: Process

Area: Chocolate Manufacturing

Priority: 5

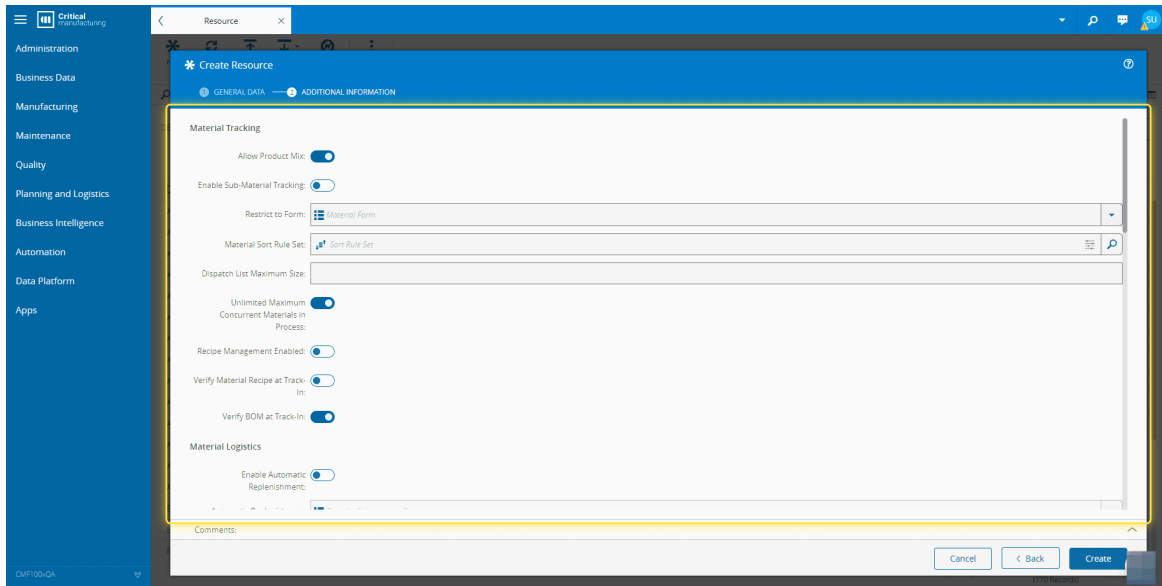
Display Order: 5

Vendor: Resource Vendor

Comments:

Cancel < Back **Next >**

6. Under the Additional Information tab, complete the necessary fields.



Create Resource

GENERAL DATA | **ADDITIONAL INFORMATION**

Material Tracking

Allow Product Mix: ☒

Enable Sub-Material Tracking: ☐

Restrict to Form: Material Form

Material Sort Rule Set: Sort Rule Set

Dispatch List Maximum Size:

Unlimited Maximum Concurrent Materials in Process: ☒

Recipe Management Enabled: ☐

Verify Material Recipe at Track-In: ☐

Verify BOM at Track-In: ☒

Material Logistics

Enable Automatic Replenishment: ☐

Comments:

Cancel < Back **Create**

7. Select the Create button.

Resource

Create Resource

GENERAL DATA | ADDITIONAL INFORMATION

Material Tracking

Allow Product Mix: ☒

Enable Sub-Material Tracking: ☐

Restrict to Form:

Material Sort Rule Set:

Dispatch List Maximum Size:

Unlimited Maximum Concurrent Materials in Process: ☒

Recipe Management Enabled: ☐

Verify Material Recipe at Track-In: ☐

Verify BOM at Track-In: ☒

Material Logistics

Enable Automatic Replenishment: ☐

Comments:

Cancel < Back Create