



# Scheduling Dependencies

11.2

February 2026

## DOCUMENT ACCESS

Public

## DISCLAIMER

The contents of this document are under copyright of Critical Manufacturing S.A. It is released on condition that it shall not be copied in whole, in part or otherwise reproduced (whether by photographic, or any other method) and the contents therefore shall not be divulged to any person other than that of the addressee (save to other authorized offices of his organization having need to know such contents, for the purpose for which disclosure is made) without prior written consent of submitting company.

**scheduling**

## Scheduling Dependencies

A production process of a certain industry may require that, besides producing the finished goods that are shipped to the customer, it is also necessary to produce the components that are used to assemble them (and possibly, other intermediate assemblies).

Since the availability of the components at the right step in their flow is a constraint for assembling dependent products, it is possible to take these dependencies into consideration in one of two ways:

1. If this relation is given through Material Dependencies, Scheduling will only Schedule the successor Schedule Scenario Job once the predecessor Schedule Scenario Job has finished. This is, the End Date of the Job associated with the Material Dependency's From Material and From Step must be before the Start Date of the Job associated with the Material Dependency's To Material and To Step. For more information, see [Manage Material Dependencies](#).
2. In a Schedule Scenario of mode Planning Schedule, for any planned Production Order with the properties Include in Planning and Include in BOM Explosion marked as true, the system will perform BOM Explosion: looking at the BOMs associated with the Product, Virtual Materials will be created for the components specified in these BOM, and Virtual Material Dependencies will be created between them, so as to ensure that the finished good jobs aren't started before the component is ready.

**i Info**

For this last case, if there are unit changes between the units given for the finished good Product, BOM and component Products, it is important to have the unit conversion factors filled in the Product Unit Conversion Factors generic table; otherwise, a unit conversion factor of 1 is assumed.

**i Info**

For this last case (Planning Schedule), the functionality is recursive: once having established that there are component Products required for the finished good Product, it will look in the component Product's Flow for BOM Contexts with other components, and so on. This is done until there can be found no more BOM Contexts for the component Products.

For both these cases, the dependencies associated with each Schedule Scenario Job can be seen in the details bar, by expanding the Dependencies tab. Jobs which have dependencies are also marked with a dependency icon.





# Legal Information

## **Disclaimer**

The information contained in this document represents the current view of Critical Manufacturing on the issues discussed as of the date of publication. Because Critical Manufacturing must respond to changing market conditions, it should not be interpreted to be a commitment on the part of Critical Manufacturing, and Critical Manufacturing cannot guarantee the accuracy of any information presented after the date of publication. This document is for informational purposes only.

Critical Manufacturing makes no warranties, express, implied or statutory, as to the information herein contained.

## **Confidentiality Notice**

All materials and information included herein are being provided by Critical Manufacturing to its Customer solely for Customer internal use for its business purposes. Critical Manufacturing retains all rights, titles, interests in and copyrights to the materials and information herein. The materials and information contained herein constitute confidential information of Critical Manufacturing and the Customer must not disclose or transfer by any means any of these materials or information, whether total or partial, to any third party without the prior explicit consent by Critical Manufacturing.

## **Copyright Information**

All title and copyrights in and to the Software (including but not limited to any source code, binaries, designs, specifications, models, documents, layouts, images, photographs, animations, video, audio, music, text incorporated into the Software), the accompanying printed materials, and any copies of the Software, and any trademarks or service marks of Critical Manufacturing are owned by Critical Manufacturing unless explicitly stated otherwise. All title and intellectual property rights in and to the content that may be accessed through use of the Software is the property of the respective content owner and is protected by applicable copyright or other intellectual property laws and treaties.

## **Trademark Information**

Critical Manufacturing is a registered trademark of Critical Manufacturing.

All other trademarks are property of their respective owners.