

User Guide

Vision-ERE



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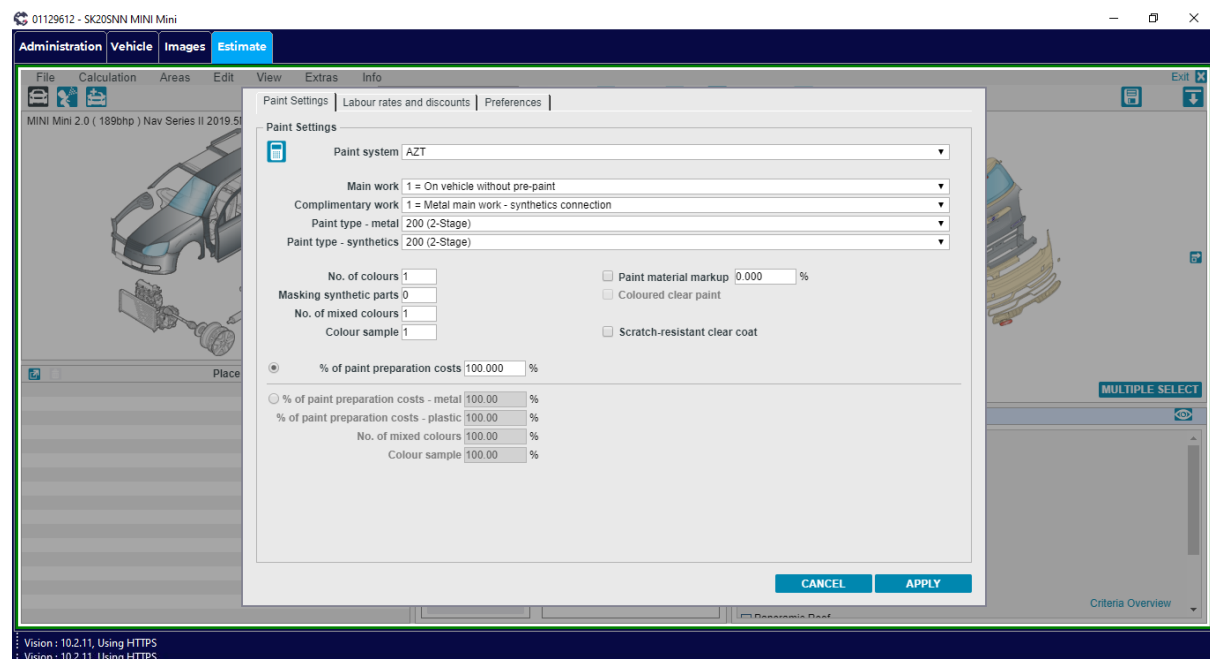
Introduction to Vision-ERE Estimating

Select Vehicle

To select vehicle, enter 'Registration number' in 'Vehicle tab' and click button, this will usually find the vehicle and fill in the description.

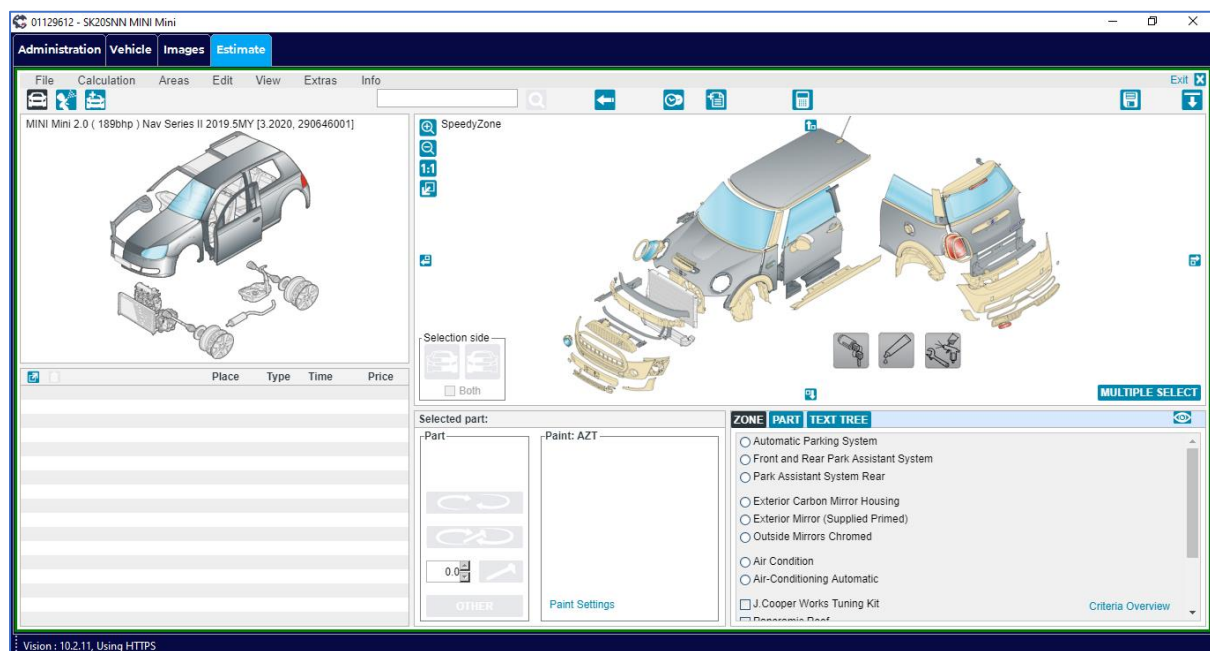
If the vehicle is not found you will be prompted to use the Manual **Find Vehicle** Look-up Wizard, just fill in questions prompted, and a choice list of vehicle variants will be found. Select the one you want and click 'Finish'

Estimating Screen



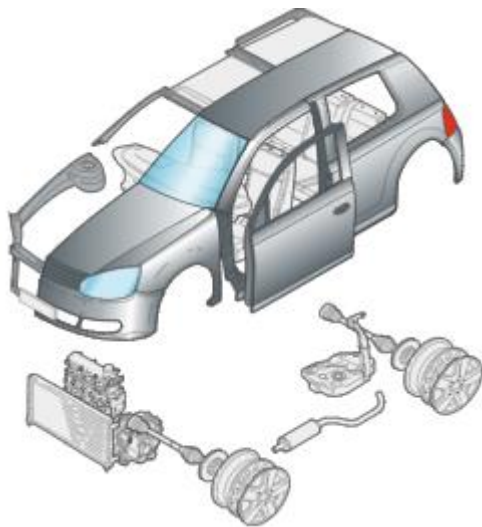
This is the initial screen for a new estimate, by default, the system assumes 2 Stage (COB) paint. This can be changed to 1, 2, 3 or 4 Stage. To adjust labour rates, Discounts, VAT or Sundries calculation, click on the Labour rates and discounts tab. When complete, click **APPLY** this will load the SpeedyZone screen by default, which for non-structural damage will usually have all the panels/parts needed.

Adding Parts to an Estimate



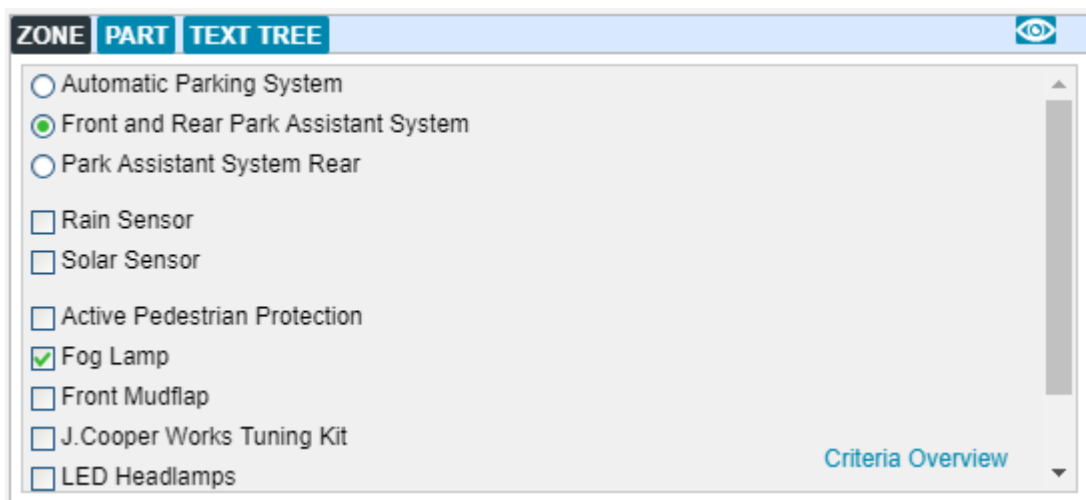
The 3D Navigation Splat

As mentioned previously the default view is the SpeedyZone but you can view more detail by click the various areas on the navigation splat in the top left of your screen: -



The splat shown is generic and only relative to the estimation vehicle by body style, in this example a 3 Door Hatchback. Whilst the SpeedyZone shows the whole vehicle. Clicking on a specific area on the splat brings in detail relative to that Zone. For instance, selecting the Front Exterior by clicking the bonnet will bring up the image on the next page, in the top right of your screen.

The Zone Tab



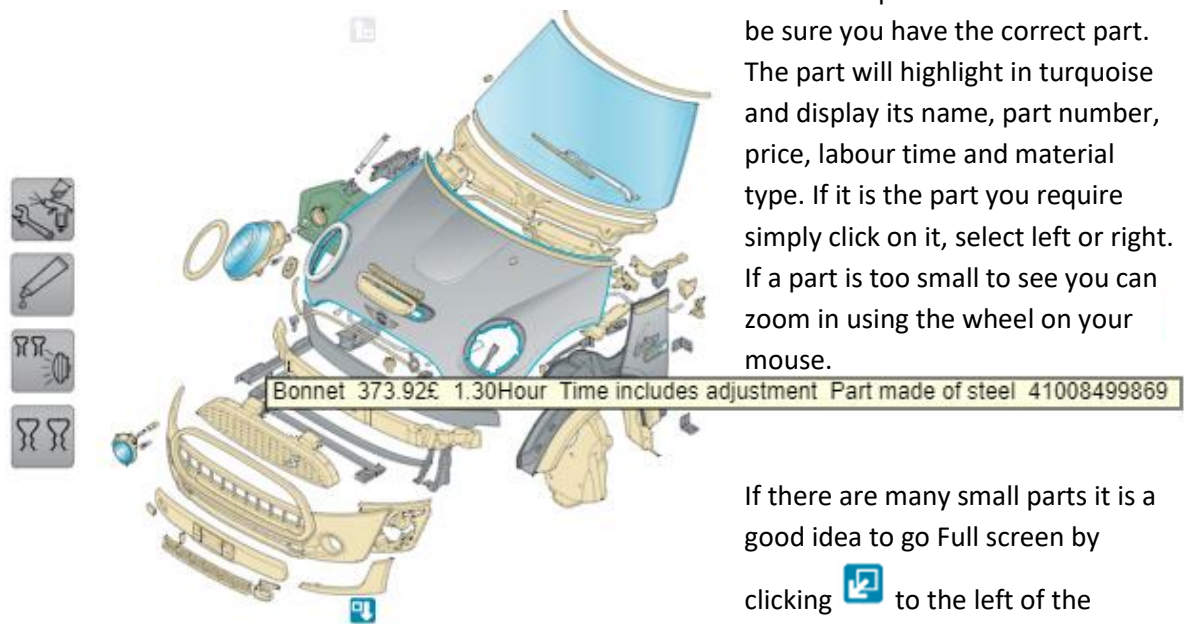
Select vehicle criteria for the active Zone in the Zone Tab, in the bottom right of your screen. You can mouse over criteria to see how parts graphics change according to each item.

These will also be prompted per part in the Part Tab.




Selecting these will make your labour times more accurate and ensure you have the correct part number.

This is more significant on LCVs as the graphics will change considerably by adding Sliding Doors etc. once selected in the Zone Tab

Parts Selection



Part/Paint Operations

Selected part: Bonnet			
Part		Paint: AZT (Metal)	
Bonnet		Bonnet	
Replace (Fit New)		I	II
Uninstall & Install		III	IV
Repair	0.0 	APB	SP
i.e. Adjustments	OTHER	Paint Settings	OTHER
		I=New	II=Interior
		III=<50%	IV=>50%
		APB=Blend	SP=Spot
			i.e. Partial Paint

The part selected will appear in the Selected part window just above the Part/Paint Operation buttons, as shown above.

Choose a Part operation or a Paint operation. In most cases choosing a Part operation will automatically select an appropriate Paint Operation.

Selecting Replace will automatically add Paint operation I, selecting Repair will select Paint operation III, so if repair area is greater than 50% then remember to click on Paint operation IV once the repair is in the shopping basket.

The Shopping Basket

[illegible]


Parts selected will appear in shopping basket along with labour type, time and part price. Paint tasks are displayed with labour type, time and Paint Materials price.

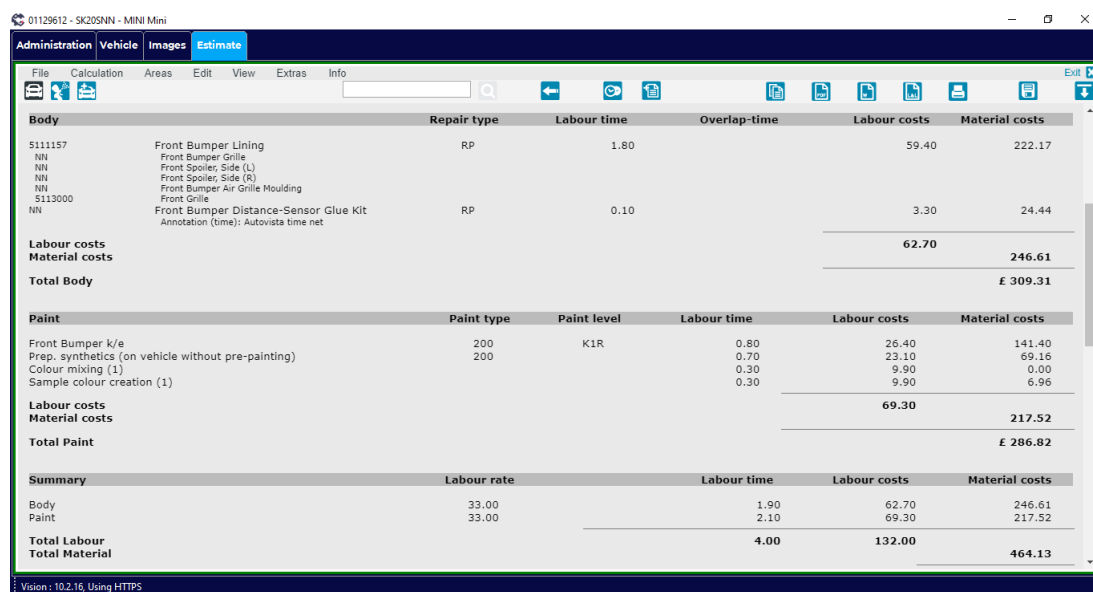
Parts are preceded by the 🛠 icon whereas Paint tasks are preceded by the 🎨 icon

The top row of the Shopping Basket shows the total value of the estimate.

Viewing and printing the calculation report

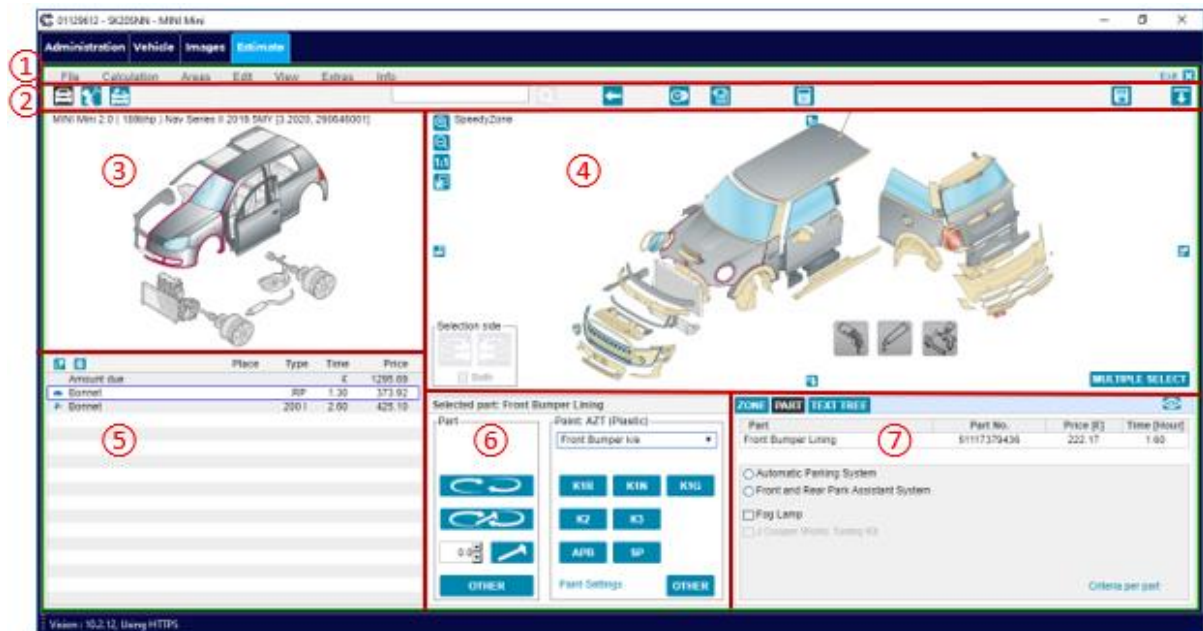
This report gives you an exact overview on the total costs as well as the individual costs for parts, repair and paint data.

You can show the calculation report at any time during the damage calculation process clicking on the icon  or hovering over this icon will pop-up a running total.



In Depth Look at Vision-ERE Estimating

User Interface



①	Menu bar	Contains the majority of a program's essential functions						
②	Tool bar	Provides quick access to commonly used estimating functions						
③	Navigation splat	Generic navigation graphic used to switch between Zones						
④	Parts graphics	Detailed graphics of parts, selected by clicking on the appropriate image						
⑤	Shopping basket	Selected parts with repair type, labour time and parts price						
⑥	Action buttons	Part and paint actions i.e. Replace, Uninstall & Install and Repair						
⑦	Part criteria	<div>This section contains three tabs: -<table><tr><td>ZONE</td><td>Contains vehicle criteria (factory fitted or options)</td></tr><tr><td>PART</td><td>Individual part criteria</td></tr><tr><td>TEXT TREE</td><td>Contains part descriptions, appropriate to the selected zone</td></tr></table></div>	ZONE	Contains vehicle criteria (factory fitted or options)	PART	Individual part criteria	TEXT TREE	Contains part descriptions, appropriate to the selected zone
ZONE	Contains vehicle criteria (factory fitted or options)							
PART	Individual part criteria							
TEXT TREE	Contains part descriptions, appropriate to the selected zone							

Menu bar

File - The following menu items are available in this menu option: -

Save	Saves the currently opened damage calculation. A calculation can also be saved by clicking on the 'Save' icon in the Toolbar
Reset	All calculated parts, selected criteria etc. are deleted. Reloads Vehicle details.
Print	Prints the calculation report without showing a print preview. The standard print dialog is opened to select a printer.
Vehicle selection	Opens the dialog ' Vehicle selection ' for selecting a new car for a calculation.

Calculation - The following menu items are available in the ' Calculation' menu option: -

Labour Rates and Discounts	Opens the dialog ' Labour Rates and Discounts ' to define hourly rates, discounts on parts and labour times as well as VAT rates
Paint Settings	Opens the dialog ' Paint settings ' to select special settings for paint jobs
Preferences	Opens the 'Preferences' dialog
Special functions	Opens the dialog 'Special functions' to select/deselect special settings
Overlap-time	Opens the dialog ' Overlap-time ' dialog. This dialog can also be opened by clicking on the 'Overlap-time' icon in the Toolbar
Criteria overview	Opens the dialog 'Criteria overview' dialog
Criteria per part	Opens the dialog 'Criteria per part' displaying all calculated parts with selected criteria
Alternative vehicle	Opens the 'Alternative vehicle' dialog to select an alternative vehicle. Mostly appears on legacy vehicles. Merges parts from selected vehicle.

Areas - The following menu items are available in this menu option: -

Body	This is the default mode, in which it will display parts graphics and data. This command is also available via the 'Body' icon in the Toolbar
Paint	'Paint' mode for selection of AZT Paint positions using the Text Tree. This command is also available via the 'Paint' icon in the Toolbar. Part graphics are not available in this mode
Additional	Opens the submenu 'Additional' User defined parts Selection of User defined parts User defined paint Selection of User defined paint Special table metal Selection of special paint times for metal parts Special table synthetics Selection of special paint times for plastic parts Bulbs Selection and specification of bulbs Tyres Selection and specification of tyres

Edit - The following menu items are available in this menu option: -

User defined operations	Opens the 'User defined operations' dialog. Here you can create, edit and delete your own additional costs items.
Edit position	Opens the 'Enter part and paint' dialog for the part currently selected. This can also be done by double-clicking item.
Delete position	Deletes the position (part or paint) currently highlighted in the Shopping Basket

View - The following menu items are available in this menu option: -

Product logo	Shows or hides the product logo in the upper screen area to be able to expand the workspace.
Calculation report	Opens the calculation report preview. This function is also available via the 'Calculation report' icon in the Toolbar.

Extras - The following menu items are available in this menu option: -
















Settings	Opens a dialog to define general program settings
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Info - The following menu items are available in this menu option: -

Help	Inactive
About	Displays software version information on ERE
Attachments	Inactive
Database	Informs on available data level of selected vehicle

Tool bar

The following items are available in the Tool bar: -

	Body - This is the default mode for ERE, in which it will display parts graphics and data. This command is also available via the 'Areas>Body' menu.
	Paint - 'Paint' mode for selection of AZT Paint positions using the Text Tree. This command is also available via the 'Areas>Paint' menu.
	Additional - Opens the 'Additional' area which allows the selection of all additional cost items. This command is also available via the 'Areas>Additional' menu.
	Search - Searches for descriptions or part numbers. This icon is only enabled, if at least three characters have been entered into the search box
	Back - Goes back to the previous Zone.
	Overlap-time - Opens a dialog which displays already calculated overlap-times. The dialog can also be called via the menu item 'Calculation>Overlap-time'.
	User defined operations and labour descriptions - Opens the 'User defined operations and labour descriptions' dialog. This command is also available via the 'Edit> User defined operations ' menu.
	Calculation report - Opens the calculation report view. This command is also available via the 'View>Calculation report' menu. If the mouse hovers over this a pop-up displays the running totals for the estimate.
	Save - Saves the currently opened calculation. This command is also available via the 'File>Save' menu.
	Show logo - Shows and Hides the product logo can also be hidden or shown using the 'View>Product logo' menu item.
	Report structure - Right-click on this icon to switch between the existing report structures. Left click to go back to the default one. This icon is only available if the calculation report is opened.
	PDF report - Opens the calculation report as PDF file. This icon is only available if the calculation report is opened.
	MS Word report - Opens the calculation report as Microsoft Word file. This icon is only available if the calculation report is opened. Inactive
	List&Label report - Allows to select a List&Label report format for your calculation report and opens the List&Label viewer. This icon is only available, if the calculation report is opened. Inactive
	Print - Opens the standard printer dialog to print the calculation report. This icon is only available, if the calculation report is opened. Inactive

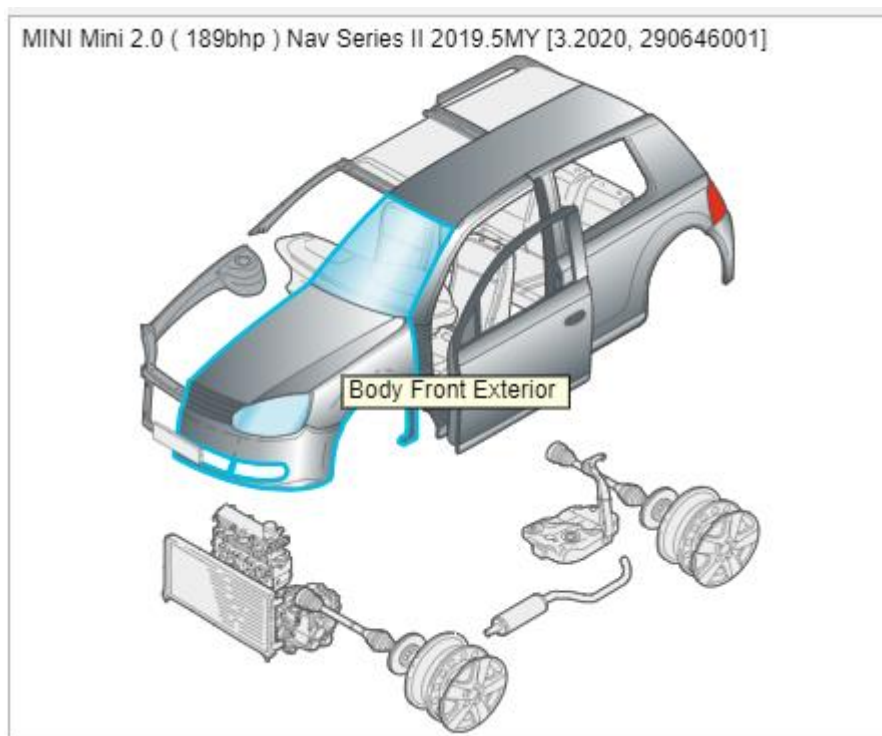
Navigation Splat

The Navigation Splat is used for navigating through the zones of the vehicle. Clicking on any of the zones will display the detail graphics for that area.

A light blue outline will help you to identify the zones when you mouse over or click on the navigation graphic.

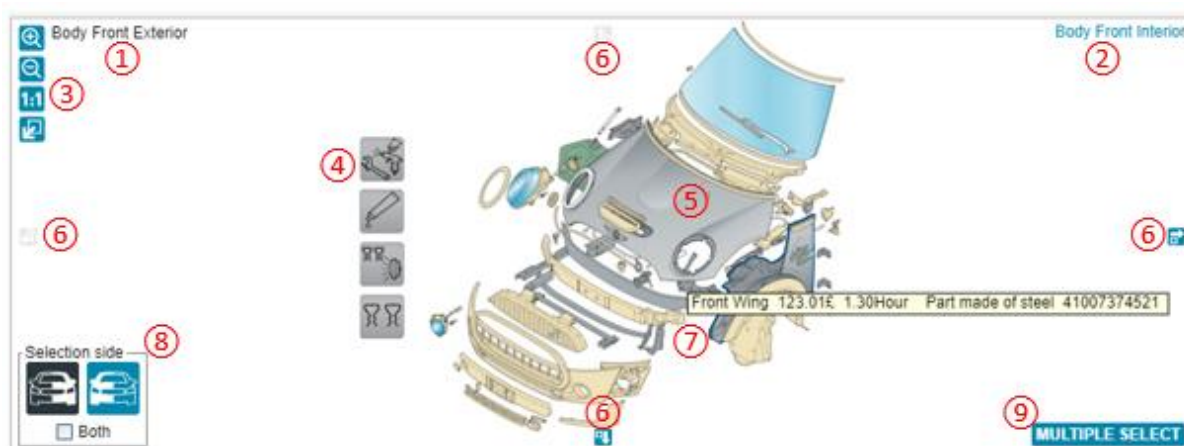
The current vehicle name and Eurotax national vehicle code will be displayed at the top of the frame.

The Navigation Splat is a generic vehicle symbolising the body style, and not intended to represent the actual vehicle.



Parts Graphics









The Parts Graphics is the frame where you can select damaged parts for your calculation by clicking on the graphic of the part







①	Active Zone	The name of the currently active Zone is displayed at the top left part of the detail view.
②	Interior - exterior link	Link to switch between the interior and exterior part of the currently active Zone.
③	Zoom icons	Set of icons to zoom in, out, reset to 1:1 and enable the Fullscreen mode.
④	Pictograms	Some parts are depicted with a generic pictogram instead of with a detailed graphic. Such as Clips, Bonding Kits and SRS Deployment.
⑤	Part graphics	Part graphics are obviously the main thing in the Detail View. Here you can: <ul style="list-style-type: none"> • mouse over parts to see more detail, • click to select the part, or • double click to open the 'Enter part and paint' dialog.
⑥	Navigation to adjacent Zones	Click on any of these icons to navigate to the adjacent Zone.
⑦	Captions	Mouse over a part graphic to see parts information: Description, price, labour time, material, & part number.
⑧	Selection side controls	Buttons to toggle the Side selection for parts. Left or Right, default is Left.
⑨	Multiple Select button	Click this button to enable the Multiple part selection function.

Shopping Basket

The Shopping Basket contains the calculated parts and paint items including Place (left, right), Type, Time and Price information as well as the total amount of the estimate:

① ②		Place	Type	Time	Price
	Amount due			£	1136.92 ③
	 Front Wing	L	RP	1.30	123.01
	 Bonnet		R	1.00	0.00
	 Bonnet Strip & Set-Up for Paint		UI	0.40	0.00
	 Front Door Strip & Set-Up for Paint	L	UI	0.20	0.00
	 EPA Charges		EC	0.00	7.50 F
	 Front Wing, Complete	④ L	200 I	0.80	66.60
	 Bonnet		200 III	2.60	258.30
	 Front Door, Complete F	L	200 B	0.80	105.70

①	Fullscreen	Click to enable Fullscreen mode for the Shopping Basket. Click again to reverse	
②	Delete	Click to delete the highlighted Repair Line.	
③	Amount due	shows the running Repair Costs (including, taxes and discounts). As soon as you add or modify Repair Lines, its value will be automatically updated.	
④	Repair lines		
	Column 1		Panel/Part
			Paint
			Additional Costs
			Paintless Dent Repair
	Column 2	Description	Part or Task description
	Column 3	Place	L: Left or R: Right
	Column 4	Type	Refers to Repair Type i.e. RP = Replace, R = Repair
	Column 5	Time	Labour time for repair line in current Working Time Units
	Column 6	Price	Price of Part or Paint Materials
	Column 7	Remarks	* = Opinion Time F = User Defined Item (Additional Costs)

If you click on a repair line:

- The [Parts Graphics](#) will load the Zone which the part belongs to.
- Part will be selected.
- [Action buttons](#) will show the [operations](#) registered for that part.
- [Criteria View](#) will be updated with part's information.

If you double-click on a repair line:

- '[Enter part and paint](#)' dialog will come up, enabling you to [edit](#) the registered part.

Action Buttons

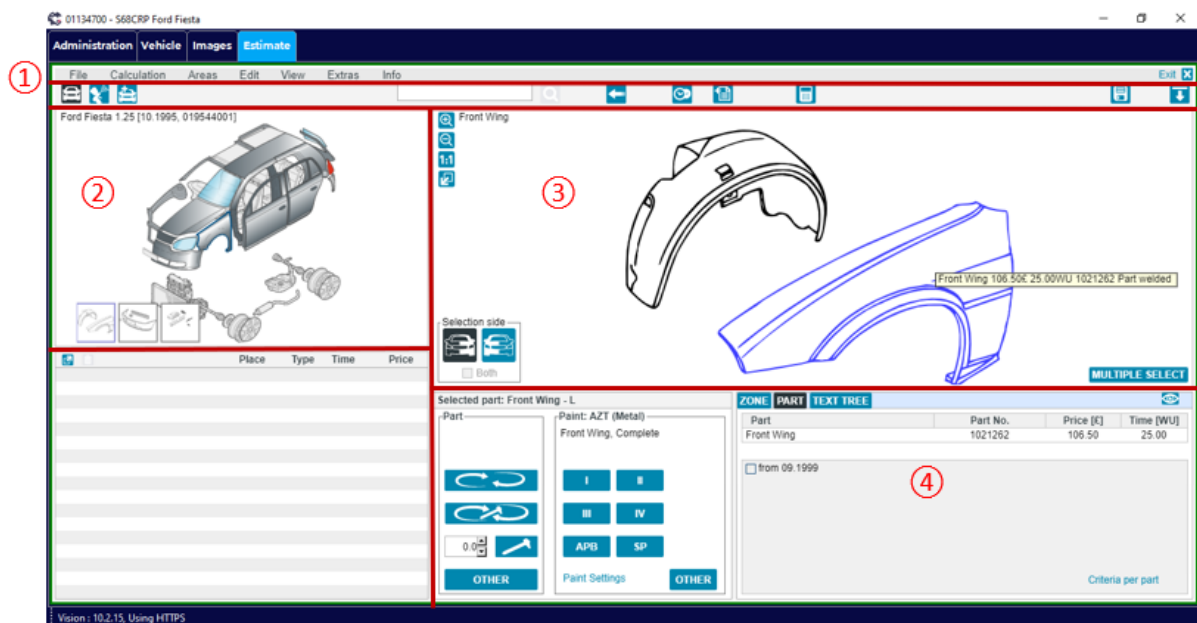
The Action Buttons are in the panel used to register the most common actions, both for part and for paint.

①	Selected part	This shows which and how many parts are currently selected.
②	Part actions	Part buttons are used to register Part operations for selected parts.
③	Paint actions	Paint buttons are used to register Paint operations for selected parts.

Part Criteria

①	ZONE	The Zone Tab is used to define equipment criteria relevant for the Zone which is displayed in the Detail View. (only for G2G data level)
②	PART	The Part Tab is used to specify part criteria when a part is selected
③	TEXT TREE	The Text Tree Tab lists the descriptions of the parts in each vehicle Zone
④		This toggles between Hide and Show incompatible parts
⑤	Details	Display text area: - example above shows selectable criteria that could affect the Labour Time and/or the Part Number

User Interface for Older Vehicles



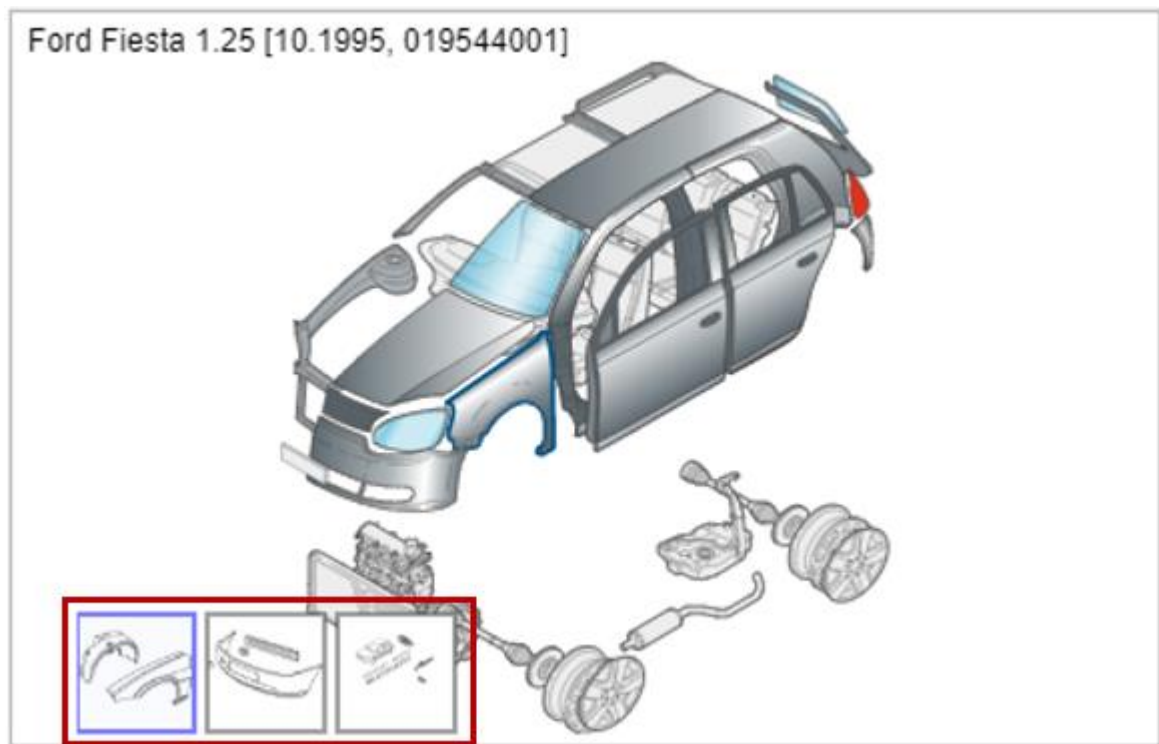
There are several significant differences in the User Interface when a vehicle with Data Levels B, E or C is loaded. As listed below: -

①	Menu bar	The Alternative vehicle function is available in the Calculation menu.
②	Navigation splat	A set of thumbnails is displayed over the navigation graphic; relative to the zone selected: - <ul style="list-style-type: none"> • Mouse over the thumbnails to preview the detail pictures in the Detail View. • Click on the desired thumbnail to select the detail picture in the Detail View.
③	Parts graphics	Detail graphics are lower quality for legacy vehicles Colour coding for materials is only available for plastic and aluminium Navigation to adjacent Zones is not available. Navigation can only be via the Navigation splat.
④	Part criteria	ZONE Tab is not available, as detail graphics are static.

Navigation Splat for Older (Legacy) Vehicles

The Navigation Splat for vehicles with Data Levels B, E and C is slightly different: -

A set of thumbnails is displayed over the navigation graphic (highlighted below in the red frame); those thumbnails allows you to preview and select the different detail graphics that are connected to the active Zone:



Note that there are gaps between most of the panels, so you can't select Body Front Exterior, instead you select as separate components i.e. Front Wing, Bonnet etc. This is done to reduce the number of thumbnails for each zone.

Creating and Amending an Estimate

This section describes in detail how to work with an estimate in ERE. Performing an estimate can be divided into the following main steps: -

- [Vehicle Selection](#)
- [Defining calculation settings](#)
- [Navigation through vehicle zones](#)
- [Selecting parts](#)
- [Part calculation](#)
- [Paint calculation](#)
- [Viewing the Calculation Report](#)

Vehicle Selection

In most cases this will be fully automated, simply clicking the Find Vehicle on the Vehicle tab uses Glass's VRM data to identify the vehicle and apply the appropriate Eurotax national code.

If this fails to find a vehicle as in the case of MOD vehicles, the system will prompt you to use our bespoke manual vehicle lookup.

Finally, as a catchall should either of the above fail there is also a Vehicle selection dialog within ERE, and can be called by selecting the menu item 'File | Vehicle selection', see example below: -

①	Current vehicle	Shows the vehicle currently selected for the calculation.	
②	Vehicle Type	Selection of different vehicle classes (passenger cars, light commercial vehicles, etc.)	
③	Make	Selection of the vehicle makes.	
④	Model	Selection of the vehicle model.	
⑤	Type	Description	Description of the vehicle, as described by the importer.
		Import begin-end	Date range of vehicle availability as new car.
		Body/Doors	Body type and number of doors
		Engine/Drive	Engine position and type of drive.
		CCM/KW/(PS)	Engine size in cubic centimetres / Power in Kilowatts / (Brake Horsepower)
		Data Level	Available data level for selected vehicle type
		Type No.	Eurotax national code for the vehicle type.
⑥	1st registration	Year and month of the 1st registration of the vehicle marked in the type selection table.	
⑦	Parts Data	Check boxes indicating the sections, for which data is available for the selected vehicle (Front, Middle, Rear etc.).	
⑧	Shadow vehicle	Within the 'Shadow vehicle' dialog you can change make, model, and type name of the selected vehicle but ERE will still use the part data of the previously selected vehicle to calculate the damage. Shadow vehicles can be used, if the vehicle to be calculated is not available in the ERE database but a similar vehicle type would be appropriate to be used for the calculation.	

Data Levels

Within the vehicle type table in the 'Vehicle selection' tree you find detailed information regarding data coverage for each vehicle type. In the 'Data level' column, the numbers 1 to 7 as well as the characters L, T, B, E, C and G may be listed.

Vehicle Type

Passenger Car

▼

Make

MINI

▼

Model

Mini 3 door Hatchback Model 2018

▼

☒ Front

☒ Front axle/steering wheel

☒ Auxiliary work

☒ Middle

☒ Rear axle/drive

☒ Paint

☒ Rear

☒ Engine/exhaust

Type	Description	Import begin-end	Body/Dx	Engine/D	CCM/KW/(PS)	Data level	Type No.
	Mini 2.0 (189bhp) Nav Series II 2019 SMY	7.2019-	H/b/3	VQ F	998/41/(89)	1234567LTG O	290646001
	Mini 2.0 (189bhp) Nav Series II Auto 201...	3.2019-6.2019	H/b/3	VQ F	998/41/(89)	1234567LTG O	287031001
	Mini 2.0 (189bhp) Nav Series II Auto 201...	3.2019-6.2019	H/b/3	VQ F	998/41/(89)	1234567LTG O	287035001
	Mini 2.0 (189bhp) Nav Series II Auto 201...	3.2019-6.2019	H/b/3	VQ F	998/41/(89)	1234567LTG O	287039001

The following table explains the meaning of each number and character in short: -

1	Area 'Front exterior' is covered with part numbers and parts prices.
2	Area 'Middle exterior' is covered with part numbers and parts prices.
3	Area 'Rear exterior' is covered with part numbers and parts prices.
4	Area 'Front axle' is covered with part numbers and parts prices.
5	Area 'Rear axle' is covered with part numbers and parts prices.
6	Area 'Engine/Gear box' is covered with part numbers and parts prices.
7	'Auxiliary works' are covered with labour times.
L	Majority of panels are covered with AZT paint information (Allianz Centre for Technology).
T	Majority of panels/parts are covered with labour and overlap time.
B	Vehicle types that do show character 'B' are available within ERE with data level 'Basic'. Vehicle types marked with 'Basic' can have different levels of data coverage. Generally, these vehicle types are not edited with overlap-time positions or with detailed parts graphics. Depending on available date coverage these vehicle types can be used to calculate smaller to medium sized vehicle damage.
E	Vehicle types that do show character 'E' are available within ERE with data level 'Express'. Vehicle models with data level 'Express' are edited with the most important parts in order to be used for calculations of smaller damage on body and interior as well as the most abrasion repairs. 'Express' vehicle types are not edited with detailed parts graphics nor with overlap-times.
C	Vehicle types that do show character 'C' are available within ERE with data level 'Complete'. Vehicle models with data level 'Complete' can be used for all types of estimates. In addition, 'Complete' vehicle types are edited with detailed parts graphics as well as overlap-time.
G	Vehicle types that do show character 'G' are available within ERE with data level 'Graphics 2nd Generation (G2G)'. G2G graphics are the new generation of part graphics providing multiple benefits, including: - <ul style="list-style-type: none"> Less navigation required: All parts that are located in the same navigation zone are depicted in the same graphic. Better parts identification: All parts in the same graphic have the same relative sizes, orientation and relative positioning.

	<ul style="list-style-type: none"> Harmonization: A given part will be always found in the same navigation zone, across all makes and models, making it easier to find it. <p>Vehicle models with data level 'G2G' can be used for all estimates. In addition, 'G2G' vehicle types are edited with detailed parts graphics as well as overlap-times.</p>
O	

If any of the above numbers and characters is not listed, the respective positions are not covered for the selected vehicle.

Engine/Drive codes

The following table explains the meaning of each abbreviation displayed in the column 'Engine/Drive' in the 'Vehicle selection' dialog: -

Vehicle Type

Passenger Car

Make

MINI

Model

Mini 3 door Hatchback Model 2018

☒ Front
 ☒ Front axle/steering wheel
 ☒ Auxiliary work

☒ Middle
 ☒ Rear axle/drive
 ☒ Paint

☒ Rear
 ☒ Engine/exhaust

Type	Description	Import begin-end	Body/D	Engine/D	CCM/KW/(PS)	Data level	Type No.
	Mini 2.0 (189bhp) Nav Series II 2019 5MY	7.2019-	H/3	VQ F	998/41/(89)	1234567LTG O	290646001
	Mini 2.0 (189bhp) Nav Series II Auto 201...	3.2019-6.2019	H/3	VQ F	998/41/(89)	1234567LTG O	287031001
	Mini 2.0 (189bhp) Nav Series II Auto 201...	3.2019-6.2019	H/3	VQ F	998/41/(89)	1234567LTG O	287035001
	Mini 2.0 (189bhp) Nav Series II Auto 201...	3.2019-6.2019	H/3	VQ F	998/41/(89)	1234567LTG O	287039001

VQ	Engine position: Front transverse
VL	Engine position: Front longitudinal
HQ or RQ	Engine position: Rear transverse
HL or RL	Engine position: Rear longitudinal
MQ	Engine position: Centre transverse
ML	Engine position: Centre longitudinal
F	Front wheel drive
R	Rear wheel drive
4	Four wheel drive

Alternative Vehicle

This dialog is used to select an alternative vehicle type to complete missing parts in the current calculation. This dialog is called by selecting the menu item 'Calculation | Alternative vehicle'.

This functionality is available only for vehicles with data level B, C or E.

Alternative vehicle

Original vehicle Passenger Car Ford Fiesta 5 door Hatchback Model 1996 Fiesta 1.25 [10.1995, 019544001] 5/VQ/F 1234567LTC

Data level

☐ G2G-2nd.gen.
 ☒ Complete
 ☐ Express
 ☐ Basic

Parts Data

☒ Front
 ☒ Front axle/steering wheel
 ☒ Auxiliary work

☒ Middle
 ☒ Rear axle/drive
 ☒ Paint

☒ Rear
 ☒ Engine/exhaust

Vehicle Type Passenger Car

Make Ford

Model Fiesta 5 door Hatchback Model 1996


Type	Description	Import begin-end	Body/D	Engine/D	CCM/KW(PS)	Data level	Type No.
Fiesta 1.25		10.1995-8.1997	H/b/5	VQ F	242/55/(74)	1234567LTC	019544001
Fiesta 1.25		10.1995-8.1997	H/b/5	VQ F	242/55/(74)	1234567LTC	019545001
Fiesta 1.25		1.1997-8.1997	H/b/5	VQ F	242/55/(74)	1234567LTC	037370001
Fiesta 1.25		1.1997-8.1997	H/b/5	VQ F	242/55/(74)	1234567LTC	037383001
Fiesta 1.25		6.1997-8.1997	H/b/5	VQ F	242/55/(74)	1234567LTC	040336001
Fiesta 1.25		6.1997-3.1998	H/b/5	VQ F	242/55/(74)	1234567LTC	041960001
Fiesta 1.25 1998 5MY		4.1998-3.1999	H/b/5	VQ F	242/55/(74)	1234567LTC	052543001
Fiesta 1.25 1998 5MY		4.1998-3.1999	H/b/5	VQ F	242/55/(74)	1234567LTC	052547001
Fiesta 1.25 1998 5MY		4.1998-3.1999	H/b/5	VQ F	242/55/(74)	1234567LTC	052549001
Fiesta 1.25 1998MY		8.1997-3.1998	H/b/5	VQ F	242/55/(74)	1234567LTC	019542002
Fiesta 1.25 1998MY		8.1997-3.1998	H/b/5	VQ F	242/55/(74)	1234567LTC	019544002
Fiesta 1.25 1998MY		8.1997-3.1998	H/b/5	VQ F	242/55/(74)	1234567LTC	019545002
Fiesta 1.25 1998MY		8.1997-3.1998	H/b/5	VQ F	242/55/(74)	1234567LTC	040336002
Fiesta 1.25 1999 75MY		4.1999-9.1999	H/b/5	VQ F	242/55/(74)	1234567LTC	052543002

CANCEL

APPLY

If some parts are not available in the ERE database for the currently selected and calculated vehicle, you can use the dialog to search for a similar vehicle type (Example: Audi A4 saloon and Audi A4 estate). After selecting the alternative vehicle, all parts that are missing in the data set of the previously selected vehicle are loaded automatically from the data set of the alternative vehicle. You can now select previously missing parts for your estimate.

This dialog is identical to the Dialog 'Vehicle selection' dialog except that there is no 1st registration field displayed.

-  Even though missing parts are loaded from an alternative vehicle, you are still calculating with the previously selected vehicle. Within the calculation report, all parts taken from the alternative vehicle are specially marked. Please note that parts from an alternative vehicle are not considered in overlap-time calculations. Part numbers from alternative vehicles will not be displayed either, as there is no guarantee that part numbers loaded from an alternative vehicle will match the previously selected vehicle.

Shadow Vehicle

Within the 'Shadow vehicle' dialog you can modify the make, model and type name of the selected vehicle, and also load generic graphics for that vehicle.

The 'Shadow vehicle' dialog is called by clicking on the button 'Shadow vehicle' in the Vehicle selection dialog.

Shadow vehicles are useful in two situations: -

- if the vehicle to be assessed has paint only or no data available in the ERE vehicle database: In this case you can choose a similar vehicle that is appropriate to be used for the calculation, and edit its details in the Shadow vehicle dialog.
- if the vehicle to be assessed is available in the ERE vehicle database, but no repair data is available for that model. In some cases, you can use generic graphics data, i.e. HGVs or Motorcycles.

Shadow vehicle

Current vehicle: Passenger Car Mercedes-Benz A-Class 5 door Hatchback Model 2015 A220 2.1d (177ps) (Premium) (s/s) 4MATI

Vehicle Type: Passenger Car ☐ Use generic graphics

Make: Infiniti

Model: Q30 5 door Hatchback Model 2015

Description: Q30 2.2d (177ps) (Premium) (s/s) 4MATIC 7G-

1st registration: 2016 ▼ 04 ▼

CANCEL **APPLY**

Note the Current vehicle is a Mercedes-Benz A-Class, but the Make and Model have been edited to read Infinity Q30. This has been done because the Infinity has no data and as the Q30 is based on the A-Class, the times can be borrowed and just the parts prices will need to be manually edited in the estimate.

If you activate the checkbox 'Use generic graphics' within the Shadow vehicle' dialog, ERE will use generic graphics, replacing any repair data available in the originally selected vehicle. Please note that generic graphics come with neither labour times or part prices and are only for HGV or Motorcycles.

Once the vehicle is loaded, you can work with generic graphics just like with any other G2G data level vehicle. An example of this is shown below: -

01134925 - LT07ZFZ Honda CBR1000RR

Administration Vehicle Images Estimate

File Calculation Areas Edit View Extras Info

Honda CBR1000RR [1.0001, 93044003]



Trim

Selection side

Both

MULTIPLE SELECT

	Place	Type	Time	Price
Amount due			£	242.77
Fuel Tank	RP	1.00	100.00 *	
Fuel Tank	1.1	0.90	13.86	

Selected part:

Part

Paint: Free Paint

Area [m²] 0.0

Correction factor [%] 0

Price [£] 0.00

Labour hours [Hour] 0.0

Paint Settings OTHER

ZONE PART TEXT TREE

Trim

- Headlamp Complete
- Headlamp Ring/Trim
- Headlamp Trim/Cover
- Headlamp Mounting Panel Assy, Complete
- Front Direction Indicator, Complete
- Front Mudguard, Part Front
- Front Mudguard, Part Rear
- Fairing, Front Side
- Exterior Mirror, Complete
- Exterior Mirror
- Exterior Mirror Bracket
- Horn
- Rear Lamp Glass
- Rear Lamp, Complete
- Rear Lamp Brace

Vision : 10.2.15, Using HTTPS

Defining calculation settings

There is a number of settings that you can define before you start with the assessment: -

- Labour rates, discounts and labour time units can be set up in the Dialog '[Labour rates and discounts](#)'
- Paint settings can be set up in the Dialog '[Paint settings](#)'
- You can select the user interface language or set calculation report settings within the Dialog 'Settings'
- You can set settings for Overall discount in the Dialog 'Preferences'
- You can enable/disable Overlap-time calculation in the Dialog 'Special functions'
-

Dialog 'Labour rates and discounts'

Here you can specify the hourly rates of the operatives, discounts on parts, paint and working time as well as VAT rates

The 'Labour rates and discounts' dialog is called by selecting the menu item 'Calculation | Labour rates and discounts'.

①	Labour rates	If you enter a value in the first box and press 'F2', the same value will be copied to all boxes.
②	Labour Time Units	By default, 'Decimal Hours' is selected
③	Discounts and markups	You can define the discounts ('-') or markups ('+') on parts and paint material as well as the VAT. The same is true for the labour times. Sundry items can be set as a % or £ (Cost). If you enter a value in the first box (Parts, Paint or VAT) and press 'F2', the same value will be copied to all boxes.

Dialog 'Paint settings'

This dialog allows the user to select the Paint system used in the estimate and to define general paint preparation settings.

These settings are then automatically applied as default values when calculating paint costs for individual parts.

The 'Paint settings' dialog is called by selecting the menu item 'Calculation | Paint settings' or by means of the 'Paint settings' link in the Painting Operations buttons area.

The 'Paint settings' dialog will be opened automatically at start-up, with AZT selected by default.

The screenshot shows the 'Paint Settings' dialog box with the following fields and options:

- Paint Settings** (tab selected)
- Paint system**: AZT (selected), Free Paint, No paint system
- Main work**: 1 - Metal main work + synthetics connection
- Complimentary work**: 200 (2-Stage)
- Paint type - metal**: 200 (2-Stage)
- Paint type - synthetics**: 200 (2-Stage)
- No. of colours**: 1
- Masking synthetic parts**: 0
- No. of mixed colours**: 1
- Colour sample**: 1
- Paint material markup**: 0.000 %
- Coloured clear paint**: ☐
- Scratch-resistant clear coat**: ☐
- % of paint preparation costs**: 100.000 %
- % of paint preparation costs - metal**: 100.00 %
- % of paint preparation costs - plastic**: 100.00 %
- No. of mixed colours**: 100.00 %
- Colour sample**: 100.00 %

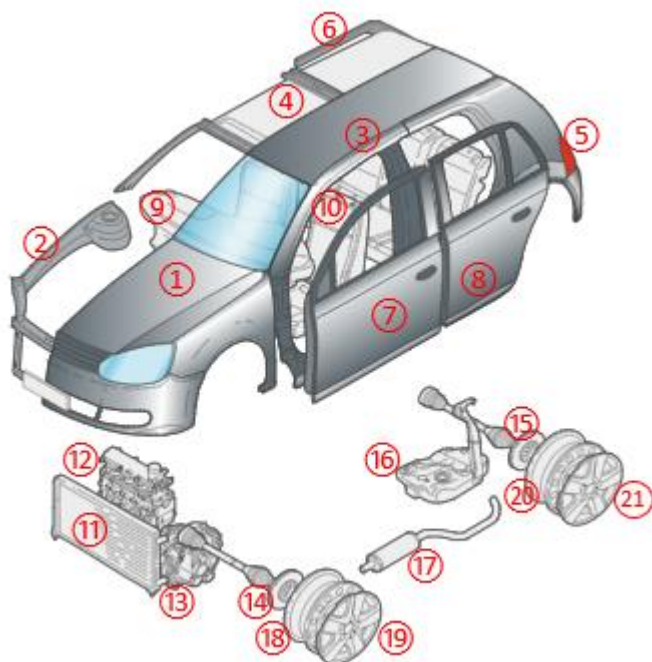
Buttons: CANCEL, APPLY

Navigation through vehicle zones

Detail graphics for parts are divided in ERE into Zones. To display the desired Zone in the Graphics View, just click on the part of the vehicle you want to see in the Graphics View.

All vehicles with Data Level 'G' have a consistent Zone distribution for all makes and models.

List of Zones for Passenger cars and LCVs



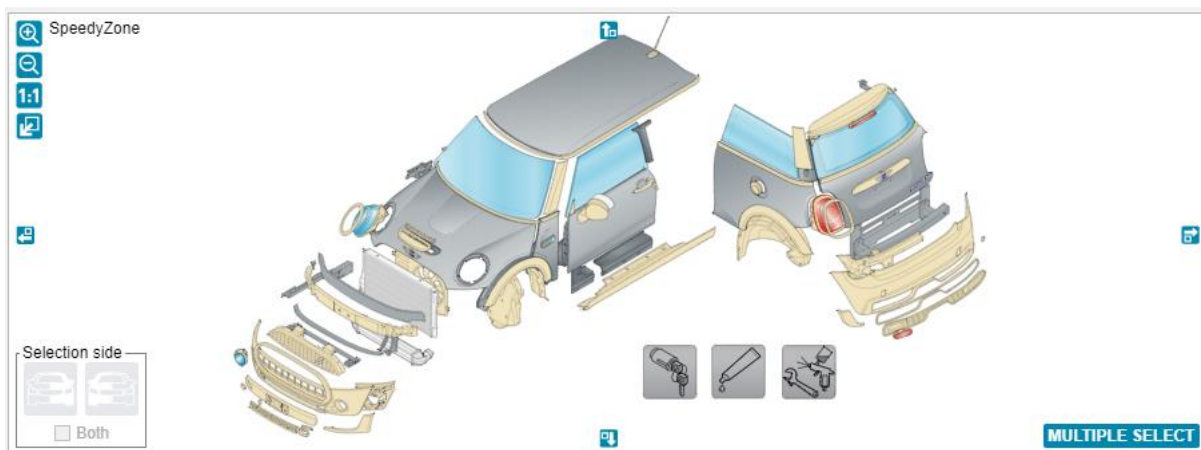
①	Body Front Exterior
②	Body Front Interior
③	Body Middle Exterior
④	Body Middle Interior
⑤	Body Rear Exterior
⑥	Body Rear Interior
⑦	Doors Front
⑧	Doors Rear
⑨	Dashboard/centre console
⑩	Seats
⑪	Cooling System
⑫	Engine
⑬	Transmission
⑭	Axle/Suspension Front
⑮	Axle/Suspension Rear
⑯	Fuel supply
⑰	Exhaust System
⑱	Wheel Rims Front
⑲	Wheel Covers Front
⑳	Wheel Rims Rear
㉑	Wheel Covers Rear

The Speedy Zone

The Speedy Zone is a special vehicle Zone displayed in the Graphics View that groups the most frequently calculated parts of all zones into a single graphic. The Speedy Zone accounts for around 70% of all the parts commonly used in accident repairs. It will be the Zone selected by default at start-up.

You can select parts either from the Speedy Zone or from the Zone graphic -ERE will use the same calculation logic and precision-

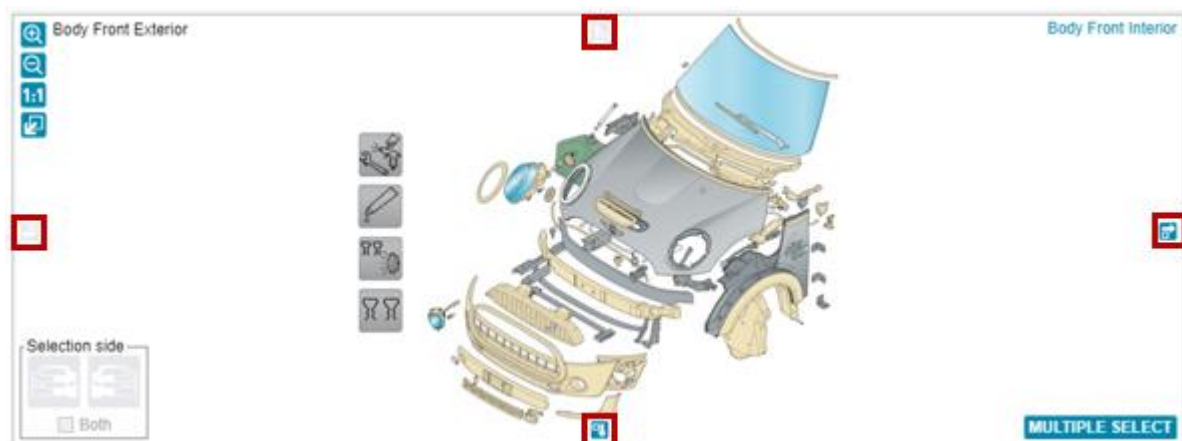
Part status for those areas will be synchronized. For example, if one bonnet is registered using the speedy zone, its status will be the same (registered) if the user navigates afterwards to the Body Front Exterior (and vice versa).







i The Speedy Zone is available only for 'G' Data Level vehicles.

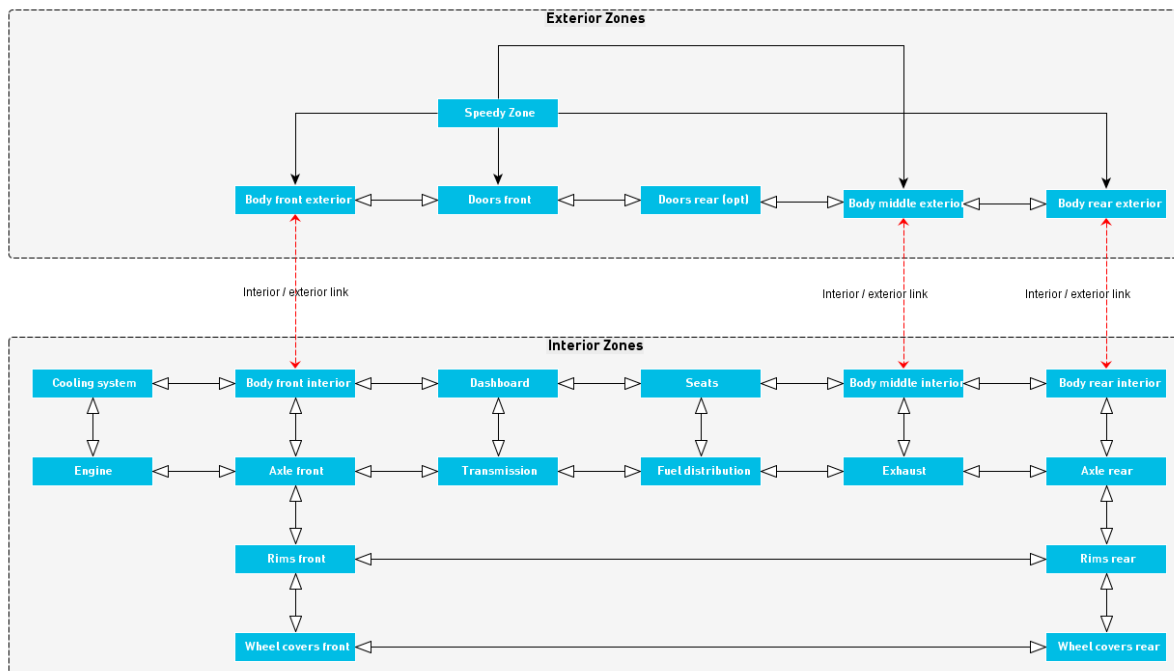
Navigation to adjacent Zones

On each side of the detail view there is a small button with an arrow picture. Clicking on any button (which is lit up) will navigate to the relevant adjacent Zone: -



-  Navigates to the Zone on the Left
-  Navigates to the Zone on the Right
-  Navigates to the Zone Up
-  Navigates to the Zone Down

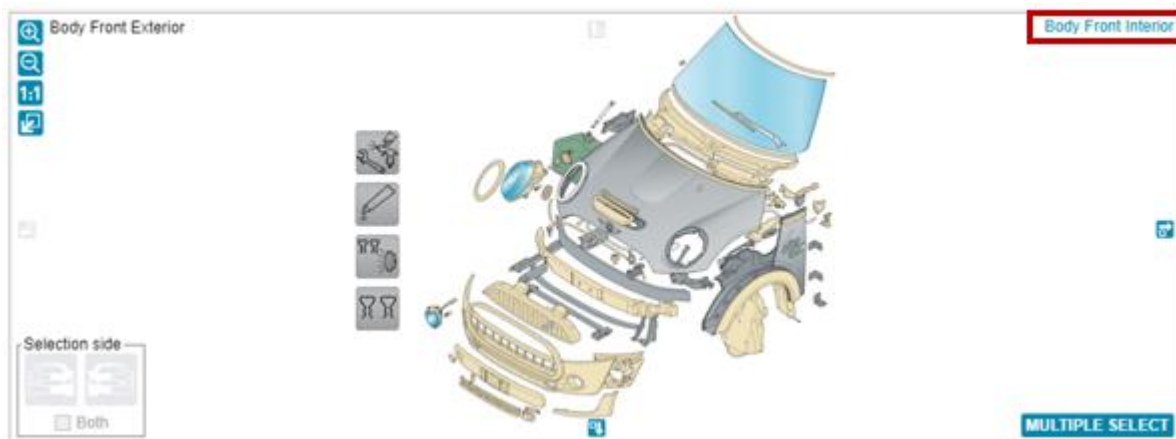
Available destinations on each Zone are detailed in the following diagram: -



- i** If a Zone doesn't have any adjacent Zone on any given direction, the relevant navigation icon will be disabled.
- This functionality is available for 'G' Level vehicles only.

Interior - exterior link

For some body Zones, on the top-right corner of the detail view there will be a link to the interior/exterior view of the active Zone. Clicking on the link will navigate to that Zone.



- i** This functionality is only available for Body Front, Body Middle and Body Rear interior/exterior zones.
- This functionality is available for 'G' Level vehicles only.

Selecting parts

To calculate parts, you must identify and select them in the first place. ERE makes this task quick and easy: -

State of-the-art part graphics enable a quick identification of parts: -

- Select the right pictures dynamically for the vehicle based on its equipment using [The Zone Tab](#)
- Use the [Zoom](#) functions for a better level of detail.
- [Pictograms](#) simplify depiction of some special items/tasks.
- [Colour coding for materials](#) helps you to identify the right material of parts at a glance.
- You can also use the powerful [Part Search](#) tool.
- Or you can use a text-based selection mode with [The Text Tree Tab](#)

Once you have found the part you want to calculate, you can select it with a single click: -

- Selected parts will be displayed in the ['Selection part' list](#) area
- A simple [Colour coding for part status](#) will help you to see which parts are selected.
- Save clicks setting the side using the [Side selection](#) controls.
- Set criteria specific to the selected part using [The Part Tab](#) and preview price and labour time.
- And you can use the [Multiple part selection](#) method too for even faster part selection.

Zooming part pictures

You can use one of the following methods to Zoom in or out part pictures in the Detail View:

Zoom icons



	Zoom in
	Zoom out
	Reset to normal size
	Fullscreen mode
	Return to normal frame size

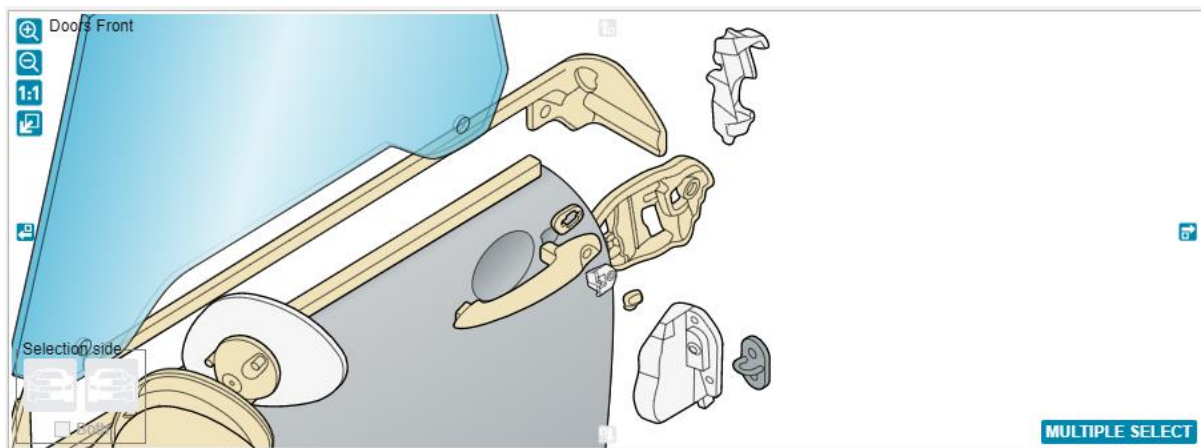
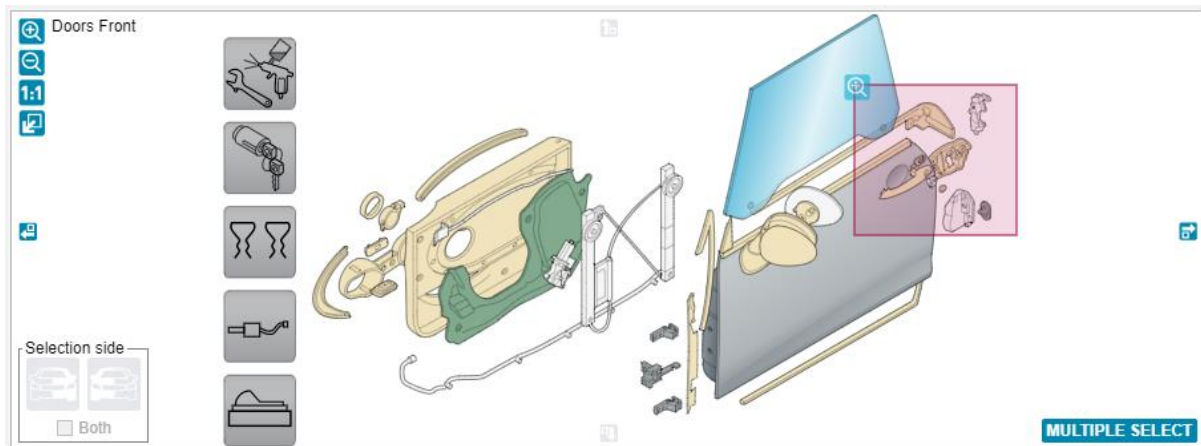
Zoom with Mouse wheel

Centre the mouse arrow on the part you want to zoom in or out, then: -

- Rotate the mouse wheel upwards to Zoom in
- Rotate the mouse wheel downwards to Zoom out

Zoom with Alt+Drag

Hold the 'Alt' keyboard key, and then click and drag to designate zoom area: -



Trackpad and touchscreen gestures

You can also use pinch in and out gestures for Zooming the Detail View.

Click and drag

You can also pan the image within the Detail View frame with click+drag.



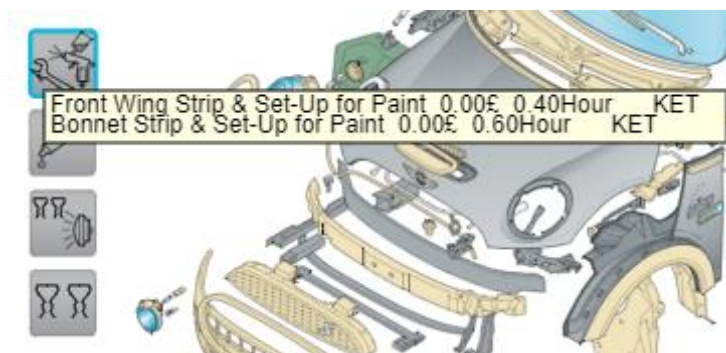
Pictograms

Some parts are depicted in 'G' Data Level vehicles with pictograms. Pictograms are used for assemblies of many parts in the zone (i.e. complete engine), or a list of smaller parts (sensors, switches, electric units, etc) or parts that are not easily drawn or too small to be recognizable: glue kits, segments, etc. Pictograms can be left and right-handed and are selected just like normal parts.

ERE includes the following pictograms, where applicable: -



A pictogram usually points to one part, but may point to 2 or more: -






If the same pictogram points to more than one part, click once on the pictogram, and an additional part selection caption will come up, where you will be able to select the part within the list.

Colour coding for materials

Colour for parts in the Graphics View is used to show parts material.

Available colour codes are listed in the following table: -

Aluminium	
Carbon fibre	
Plastic (elastomer)	
Glass fibre reinforced plastic	
Plastic	
Steel (exterior body panels)	
Steel (interior body panels)	
High Strength Steel	
Very High Strength Steel	
Ultra-High Strength Steel	
Textile	
Glass	
Magnesium	
Alloy Wheels	
Undefined	
Partial sections	

 This colour coding is only available for 'G' Level vehicles.

High strength steel identification

High Strength Steel

High-strength (low-alloy) steel (HSS) is a type of alloy steel that provides better mechanical properties or greater resistance to corrosion than ordinary carbon steel used traditionally for most metallic body parts.

The yield strengths of these materials allow engineers to design parts that are lighter and stronger than ordinary steel, which means they help protect vehicle occupants and enable fuel economy improvement.

Their yield strengths* can be anywhere between 300–1800 megapascals (Mpa).

Identifying the right kind of HSS is essential in a damage assessment, as it may impact repair times or require special tools.

The Yield Strength* of a material is defined in engineering and materials science as the stress at which a material begins to deform plastically. On the other hand, the Ultimate Strength, is the maximum stress that a material can withstand while being stretched or pulled before failing or breaking.

ERE editorial standard for High Strength Steel identification

The following logic will be used by ERE editors to flag which is the right category of steel for a body part: -

- **Manufacturer description:** If a manufacturer describes the material category (e.g. as ,Ultra High Strength Steel') or its known equivalent designation, the editor will directly use that material code for that part. If there is no information from the manufacturer, the editor will use ordinary steel code
- **Type of steel:** If the manufacturer describes the steel only by its type, according to its manufacturing method (e.g. as ,Double Phase'), the editor will use the category for that part in the following table: -

Steel	a. Ordinary laminated steel
High Strength Steel	a. Bake Hardening (BH) b. High Strength Low Alloy (HSLA) c. Phosphor steel d. Isotropic steel
Very High Strength Steel	a. Dual phase (DP) b. Transformation induced plasticity (TRIP) c. Complex Phase (CP)
Ultra-High Strength Steel	a. Martensitic Steel (MS) b. Boron Steel (BTR / BOR / Usibor)

The recommended way to identify steel in the industry is by the coding „XX aaa/bbb", where: -



- a. XX: Type of steel, according to its manufacturing method
- b. aaa: Yield Strength, in MPa
- c. abb: Ultimate Strength, in MPa
 - For example, „DP 500/800" means Double Phase steel with Yield Strength of 500 MPa and Ultimate Strength of 800MPa. If a short version of this coding is used (e.g. „DP 500"), the figure will refer to the Yield Strength.
- **Yield strength:** If the manufacturer provides the yield strength value, then the editor will assign the following material codes, depending on that yield strength value: -

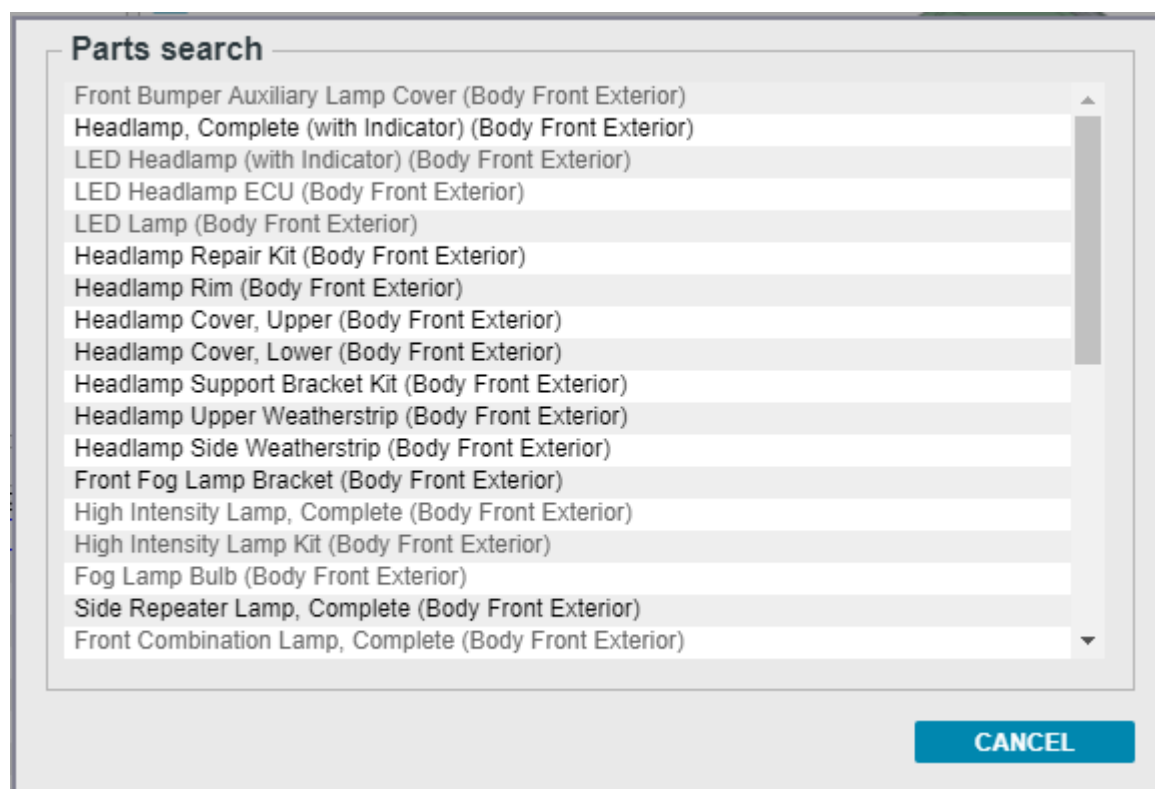
Steel	Less than 250 MPa
High Strength Steel	From 250 to 500MPa
Very High Strength Steel	From 500 to 1000 MPa
Ultra-High Strength Steel	Higher than 1000 Mpa

- **i** Identification method 1 will have priority over the rest, whereas method 2 will have priority over 3.

Part search

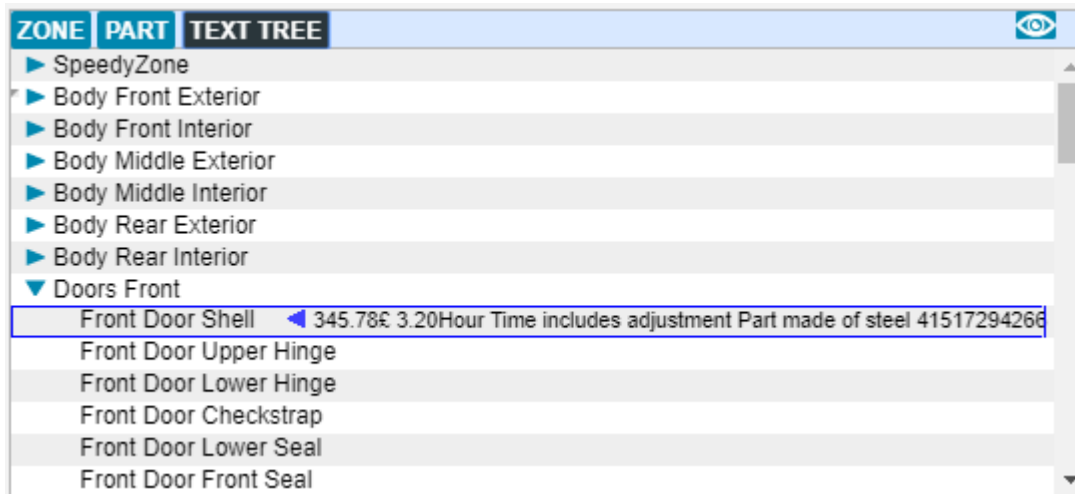
You can easily find parts in ERE by using the search tool following these steps: -

1. Input a text or number into the search box
 - a. You can input any text string of minimum 3 characters. ERE will search for all part names and part numbers that match that string, regardless of its position in the part's name or number (i.e. searching for 'abs' will return 'ABS Unit', but also 'Shock absorber')
-  When entering texts please be aware that search is special-character sensitive.
2. Click on the Search icon 
 3. Search results will be displayed in a list, including the part name, and the Zone where they belong.
 - a. If you double-click on any of the search results, the Graphics View will be loaded with the Zone where the part belongs to, and part will be selected.
 - b. If any of the search results is a part which is not visible because of current criteria selection, it will be greyed out in the list, and you will not be able to select unless the part is made visible again by selecting the appropriate criteria. In the following example the LED Headlamp is inactive because criteria 'LED Headlamps' is not selected in the Zone Tab.



The Text Tree Tab

The Text Tree Tab displays the names of parts located in each Zone in a text tree: -



Parts can be selected directly in the Text Tree, just like parts in the [Graphics View](#). Here you can: -


- mouse over parts to see more detail,
- click to [select](#) the part, or
- double click to open the ['Enter part and paint'](#) dialog.

Part texts in the Text Tree Tab are synchronized with parts in the Graphics View:

- If a part graphic is selected, the same part will be also selected in the text tree (and vice versa)
- If a part graphic is registered, the same part will be flagged as registered (✓) in the text tree (and vice versa)
- Navigation Zones in the Selection View will be synchronized with Zone texts in text tree: If one Zone is selected, then the node for that Zone will be also selected in the text tree (and vice versa)



Please note that when you select a part, the Part Tab will be automatically opened in the Criteria View if there are Part Criteria to choose for that part.

Vehicles with Data Level B, E or C may not have detail pictures available for some parts. All parts for which no graphic is available are marked in text tree with the  icon.

Selection list area

The selection list area shows which and how many parts are currently selected: -

Single part selection

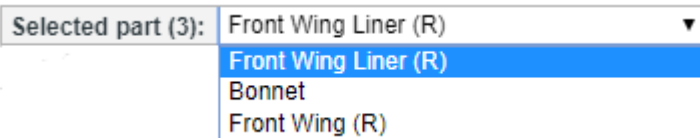


Selected part: Front Wing - R

If only one part is selected, then the name of the part will be displayed in a label.

If the part is Left or Right, then ' - L' or ' - R' will be displayed after part's text

Multiple part selection



Selected part (3): Front Wing Liner (R)
Front Wing Liner (R)
Bonnet
Front Wing (R)

If multiple parts are selected, the part names will be displayed in a dropdown list. If you select additional parts, these will be added to the dropdown list in reverse order (last selected is the one which is visible at the top).

- There will be also an indication of the number of items which are currently in the dropdown list. For example, 'Selected part (3)'
- Also, if the part is Left or Right, then ' - L' or ' - R' will be displayed after part's text.
- You can at any time pick any of the selected parts in the selection list dropdown list to see the detailed info for that part in the Part Tab. No matter which part is picked, if you click on any of the operation buttons in the Repair View, those operations will be applied to all parts in the selection list.

Colour coding for part status

There are four statuses for parts in ERE: -

① Unselected

This is the default status for parts. Part graphics will use the standard thin black outline.

② Mouse over

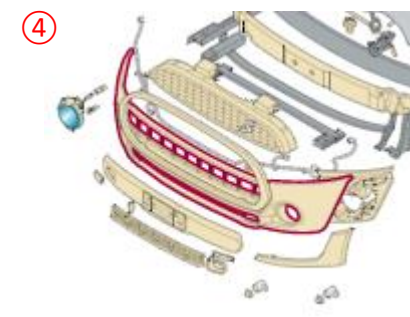
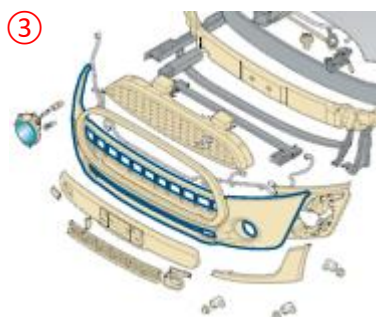
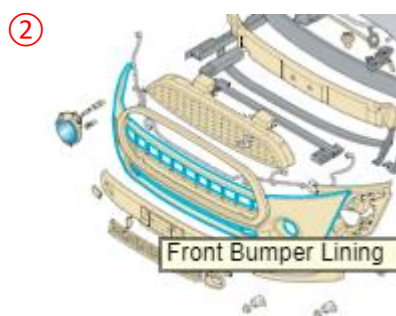
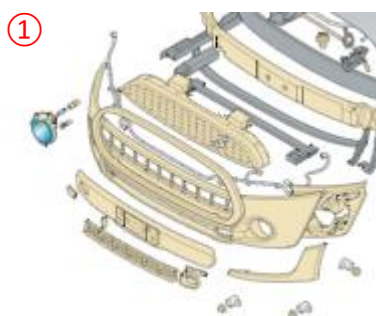
When you mouse over a part, the part graphic will use a light blue outline.

③ Selected

When you select a part (clicking on it), the part graphic will use a dark blue outline.

④ Registered

If you register any operation for a part, the part graphic will use a red outline.



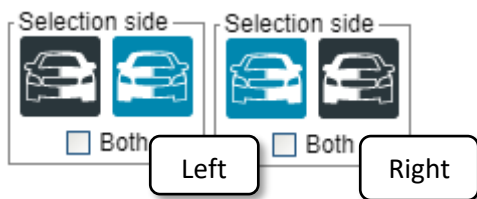
This colour coding is only available for 'G' Level vehicles.

The Speedy Zone will show immediately the severity and location of the damage on the vehicle in an estimate. Just check how many parts have the red outline.

Side selection

These controls are used to set the side of the currently selected part: -

- If the selection side is set to 'Left', then all parts selected afterwards will be from the Left side, until you click on 'Right' (and vice versa).
- When you select a part, you can always change the side of that part by clicking on the left or right button.
- Only either left or right (or none) can be activated at the same time (radio-button effect) if no part is selected.
- If you select a part for which there is no left or right (i.e. a bonnet), both selection side controls will be disabled.
- In [multiple part selection](#), the selection side will be locked on the last selected side until the **MULTIPLE SELECT** mode is off.



i 'Left' and 'Right' are defined as from the driver's point of view, when seated: -

- In Europe, 'Left' means parts located at the driver's side.
- In the UK, 'Left' means parts located at the passenger's side.

Selecting Criteria

Criteria are those vehicle equipment or part characteristics that ultimately allow defining which is the right part, price, and repair time for a vehicle.

It is important that the criteria in the Zone Tab be addressed before estimating, this is particularly important for LCVs, if you don't for instance select 'Left Sliding Door' then there will be no door if needed nor the appropriate 'Side Panel'

Criteria can be selected in:

- [The Zone Tab](#): The Zone Tab lists those Criteria that define the existence and/or appearance of a part.
- [The Part Tab](#): The Part Tab lists those Criteria that have an impact on the Part number, price or labour time of the selected part.
- [Dialog 'Criteria overview'](#): In this dialog you can see and edit the list of all Global Criteria of the vehicle.
- [Dialog 'Criteria'](#): This dialog lists possible criteria combinations relevant for a part when you double-click on a part.


Types of Criteria

There are two main types of Criteria in ERE: - Global and Non-Global Criteria: -

Global Criteria

Global Criteria are vehicle-specific characteristics, and therefore you need to confirm those only once for the whole assessment.


Typical Global Criteria are optional equipment ('Air conditioning'), trim levels ('Equipment S-Line'), production dates ('from 01.2010') and VIN codes ('from VIN no. 12345').

-  The whole list of Global Criteria for the selected vehicle is displayed in the Dialog 'Criteria overview'. You can edit it at any time during the assessment.

Non-Global Criteria

Non-Global Criteria are part-specific characteristics, and therefore you need to confirm those for every part for which they are relevant.

Typical Non-Global Criteria are delivery conditions ('Primed'), part manufacturers ('Bosch') or technical characteristics ('65Ah')

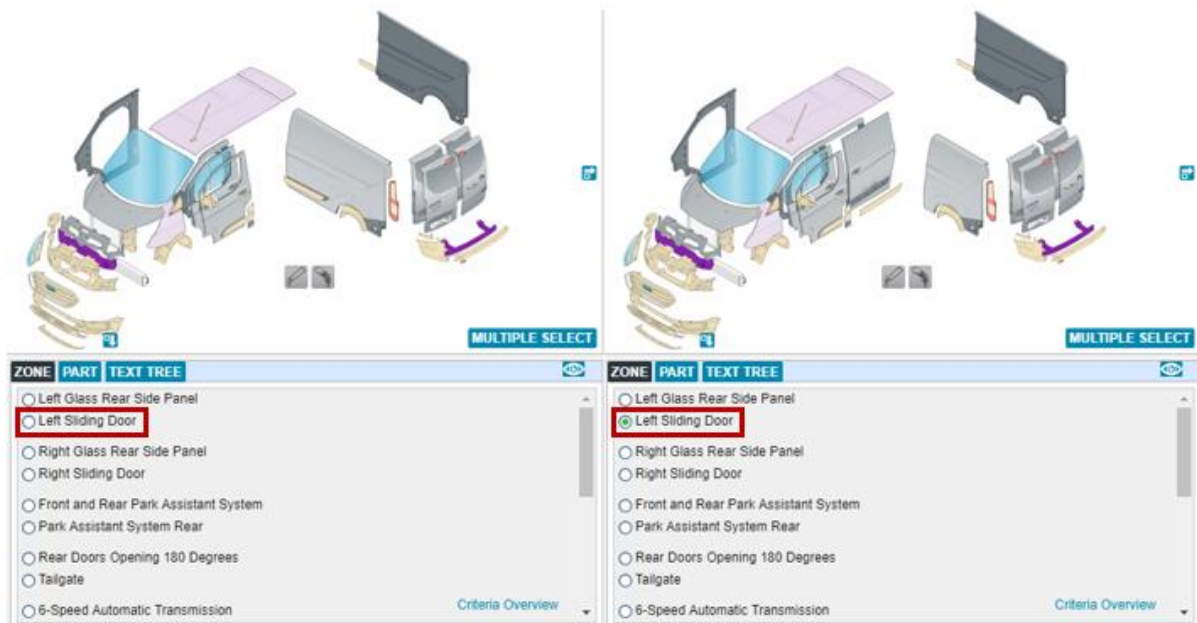
-  The whole list of Non-Global Criteria for the selected vehicle is displayed in the Dialog 'Criteria per part'. This dialog is read-only.

The Zone Tab

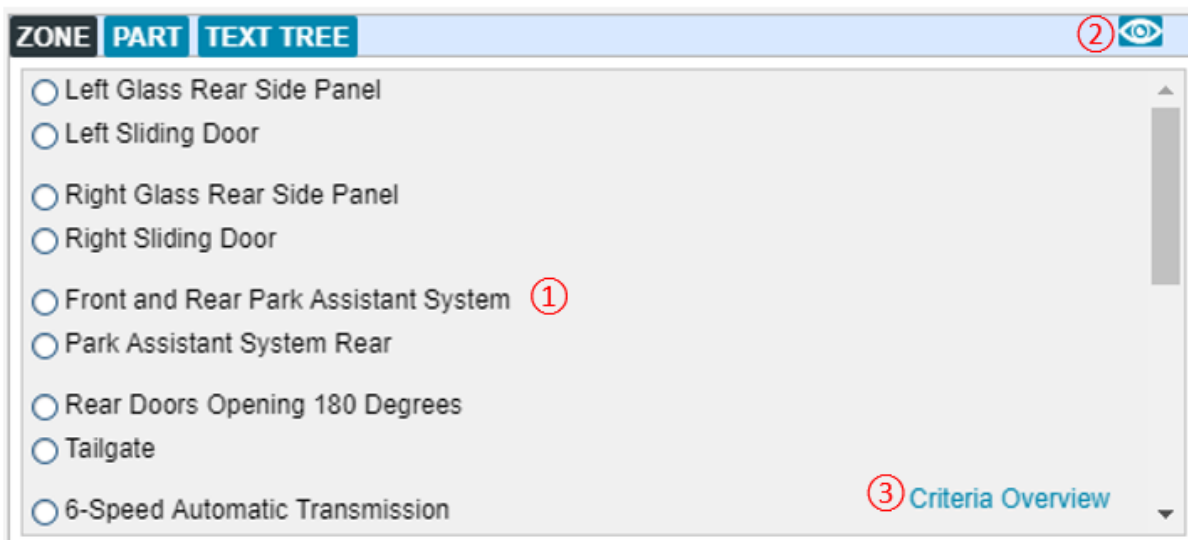
The Zone Tab lists those Criteria that define the existence and/or appearance of a part.



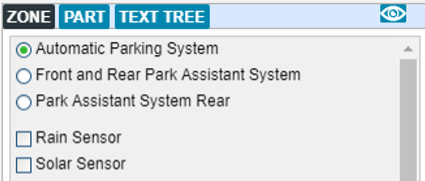
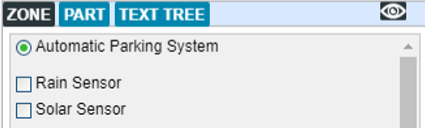
Changing Criteria here will have an impact on the graphics displayed in the Detail View for current Zone. Zone criteria ultimately helps you to select the right part visually.

For example, if you select criterion 'Left Sliding Door', it has a dramatic effect on the Detail View as shown below, Not only adding in the 'Left Sliding Door' but changing the 'Left Rear Side Panel' as well:



i The Zone Tab only displays Global type criteria.



①	Zone Criteria	List of Criteria that has an impact on Zone graphics. You can mouse over criteria to Preview changes in graphics or click to Select criteria.
②	'Show incompatible criteria' button	<p>This button will dynamically modify visibility of criteria.</p> <ul style="list-style-type: none"> • If 'Show incompatible criteria' button is unselected , then when user selects a criterion which is incompatible to other criteria (radio buttons), these other criteria will be visible. • If 'Show incompatible criteria' button is selected , then when user selects a criterion which is incompatible to other criteria (radio buttons), these other criteria will be hidden. <div style="display: flex; align-items: center;">   </div> <p>This button will only have effect over criteria associated to radio buttons, not to checkboxes which will always be visible.</p>
③	'Criteria Overview' link	Link to the 'Criteria Overview' dialog

The Part Tab

The Part Tab lists those Criteria that have an impact on the Part number, price, or labour time of the selected part. Part number, price and time will be dynamically changed depending on criteria selection. This way you can see how criteria affects price and labour time for that part. You must carefully choose the right criteria to get the right repair costs. However, many times, this step is not required, as most frequently there is only one variant of the part.



- The Part Tab can display both Global and Non-Global type criteria.
- A given criterion may appear in both the Zone Tab and the Part Tab simultaneously. In that case selection will be synchronized in both Tabs.

(1)	Part	Part description
(2)	Part No.	Part number valid for the actual criteria selection
(3)	Price [£]	Part price valid for the actual criteria selection
(4)	Time [Hour]	Labour time for Replacing part valid for the actual criteria selection
(5)	'Show incompatible' icon	Button to modify visibility of criteria. Same functionality as for the Zone Tab.
(6)	Criteria	List of criteria that have an impact for selected part. You can mouse over criteria to Preview changes or click to Select criteria.
(7)	'Criteria per part' link	Link to the ' Criteria per part ' dialog.



When you select a part, the Part Tab will be automatically opened in the [Criteria View](#), unless there are no criteria to display in (6), in which case the Text Tree Tab will be opened.

Dialog 'Criteria'

This dialog lists possible criteria combinations relevant for a part when you double-click on a part.



The 'Criteria Overview' dialog box displays a table with the following data:

Part	Part No.	Price [£]	Time [Hour]
Front Bumper Lining	51117379436	222.17	1.80

Below the table, there are four criteria listed with selection options:

- ☒ Automatic Parking System
- ☐ Front and Rear Park Assistant System
- ☐ Fog Lamp
- ☐ J.Cooper Works Tuning Kit

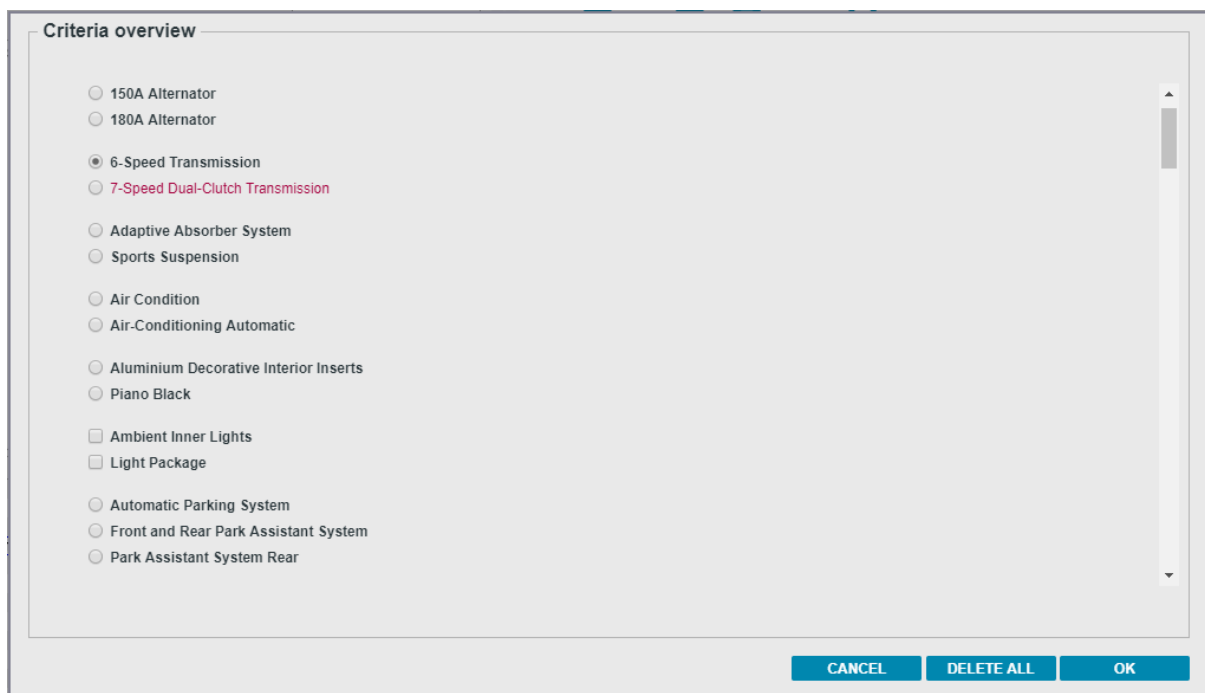
At the bottom right, there are 'CANCEL' and 'OK' buttons.

- i** This dialog will be displayed when selecting parts with the double-click method if there are criteria.

Dialog 'Criteria overview'

In this dialog you can see and edit the list of all [Global Criteria](#) of the vehicle.

The 'Criteria overview' dialog is called by selecting the [menu](#) item 'Calculation | Criteria overview' or by means of the link in the [Zone Tab](#).



The 'Criteria overview' dialog box shows a scrollable list of criteria with their status:

- ☐ 150A Alternator
- ☐ 180A Alternator
- ☒ 6-Speed Transmission
- ☐ 7-Speed Dual-Clutch Transmission
- ☐ Adaptive Absorber System
- ☐ Sports Suspension
- ☐ Air Condition
- ☐ Air-Conditioning Automatic
- ☐ Aluminium Decorative Interior Inserts
- ☐ Piano Black
- ☐ Ambient Inner Lights
- ☐ Light Package
- ☐ Automatic Parking System
- ☐ Front and Rear Park Assistant System
- ☐ Park Assistant System Rear

At the bottom right, there are 'CANCEL', 'DELETE ALL', and 'OK' buttons.

The list will include all Global Criteria and their status (selected or not). You have the possibility to change the individual criteria settings or delete all criteria at once (by clicking on the 'Delete all' button).

If you modify criteria in **RED**, after clicking 'OK', you will get the [Criteria warning dialog](#), with a summary of the changes that ERE will perform to already selected parts. An example of this is shown below: -

Attention: Criteria in use by the following part(s). If you click Continue, part(s) will be modified or deleted!

☒ Windscreen (Tinted)

489.97£ / 184.11£

2.60Hour / 2.60Hour

51317443870 / 51317443869

CANCEL

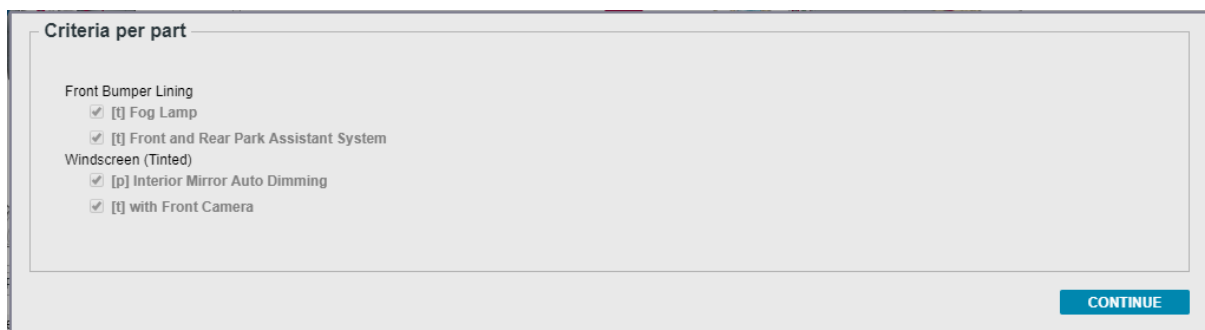
CONTINUE

Dialog 'Criteria per part'

Within this dialog all calculated parts, including selected criteria are displayed.

The 'Criteria per part' dialog is called by selecting the menu item 'Calculation | Criteria per part' or by means of the link in the [Part Tab](#).

- i** This dialog is for information purposes only, i.e. listed elements cannot be changed or deleted.

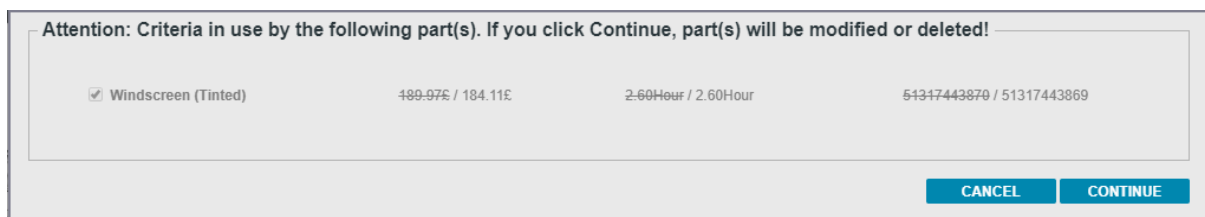


- i** Within this dialog you find a letter within brackets in front of each criteria, describing, whether the listed criteria belong to a part ('p'), a labour time ('t') or to an overlap-time inclusive position ('i').

Criteria warning dialog

This dialog is displayed when you try to modify the status of a Global Criteria which affects other already calculated parts. Those Criteria are flagged in **RED**.

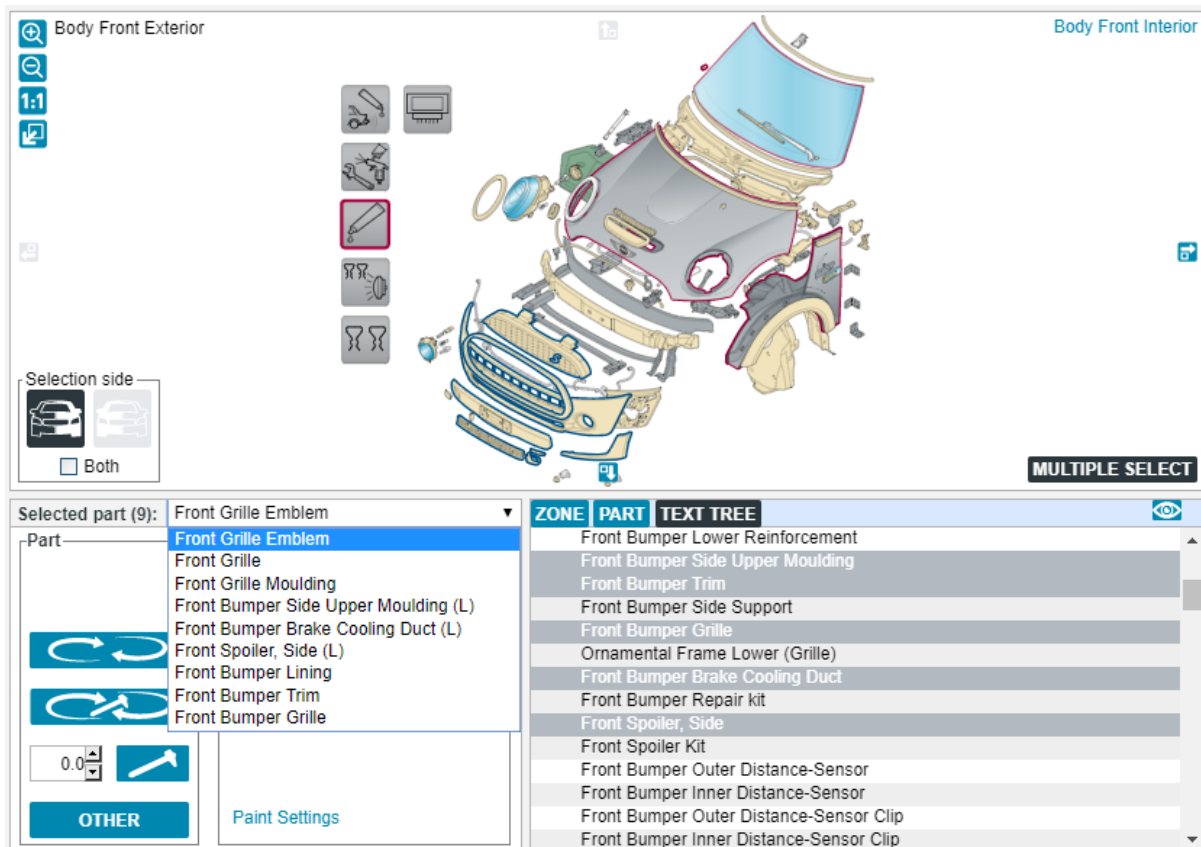
Dialog will list a summary of the changes that ERE will perform in already registered parts due to changes in Criteria:



If you click on Continue, ERE will modify calculated parts for the new Criteria selection.

If you click on Cancel, ERE will ignore changes in Criteria.

Multiple Part Selection



With ERE is possible to select multiple parts and apply the same operation(s) to them all:

1. Activate the multiple select mode: -
 - a. You can enter in this mode by either clicking on the **MULTIPLE SELECT** button or holding the Ctrl key.
 - b. The **MULTIPLE SELECT** button will remain active (background in dark grey) while you are in the multiple select mode.
2. Select as many parts as you wish within the same Zone by clicking on each part graphic in the [Graphics View](#) or text in the [Text Tree Tab](#): -
 - a. You can also set Part criteria for each part
 - b. Selected parts will be listed in the [Selection List](#) area, and highlighted in the [Text Tree Tab](#).
 - c. If you click on the background (white space), or change the active Zone, the selection list will be emptied, and the Multiple select mode will be off.
3. When you have finished with parts selection you can click on any of the [Part Operations buttons](#) to apply an operation to the selected parts: -
 - a. The same operation will be registered for all parts
 - b. You cannot select a Paint operation while in multiple select mode. However, the default [paint operation](#) will be automatically registered for each part, depending on the selected Part operation.

Part calculation

Once you have selected a part or list of parts, you must select the [Operation](#) you want to register for those parts. For that, the quickest way is to use the [Part Operations buttons](#), but you can also use the full-blown Dialog '[Enter part](#)'.

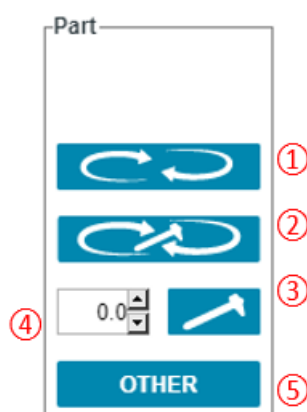
This section describes the part calculation process in detail, including a description of all the repair types available in ERE.

Part Operations buttons

Part Operation buttons are used to register Part [operations](#) for selected parts.

In this group you'll find buttons for the operations Replace ①, Remove and install ② and Repair ③. These frequently used operations are immediately accessible for a quicker calculation.

In addition, with the Other ⑤ button you can access to the rest of less frequently used operations, via the '[Enter part and paint](#)' dialog.



①	Replace (New)	A Replace operation will be registered for ALL parts in the selection list (each part with their own price and time).
②	Remove and Install	A Remove and Install operation with will be registered for ALL parts in the selection list (each one with their own time)
③	Repair	A Repair operation with the time entered in ④ will be registered for ALL parts in the selection list (the same time for them all)
④	Repair time spinner	<p>A spinner control can be used to input Repair time (opinion time. Default value is zero, but you can edit the time by two alternative methods: -</p> <ul style="list-style-type: none">• Click on the arrows to increase or decrease the repair time. These will go up in increments of 1.0 hours• Or select the time with the mouse, input a new value with the keyboard and click Enter to apply. <p>i If you set a repair time, operation Repair is automatically registered - you do not need to click on the Repair button.</p>
⑤	Other	The ' Enter part and paint ' dialog will pop up. If more than one part is selected, then a dialog for each item will pop up.

Working with the operation buttons

Part Operation buttons are enabled once an item is selected, hovering the mouse over a button will remind you what operation it is. The selected operation is shown in dark grey rather than the mid blue.

You will be allowed to register more than one operation for selected parts, but only for certain combinations of operations (i.e. you can Repair AND Remove & Install, but not Replace and Repair).

If you select a previously registered part (by clicking on its part graphic or repair line), buttons will show which operations were registered for that part.

You can then modify the operation for that part by clicking on the desired button.

If you select a new operation which is incompatible with the previously registered operations, only the new one will remain.




If a given operation is not allowed for a part, then its button will be disabled.

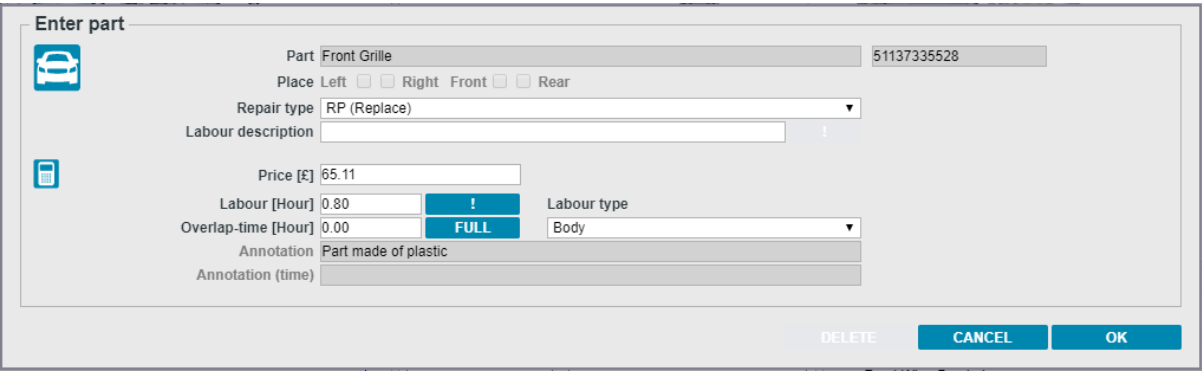
Dialog 'Enter part'

This dialog enables registering any [Part Operation](#) for a part. It is the full-blown alternative to the quicker [Part Operations buttons](#).

The 'Enter part' dialog is opened when either you:

- double-click on a part graphic in the [Graphics View](#) or a line in the [Text Tree](#).
- select a part and hit the 'Other' [Part Operations button](#).
- select a part and use the keyboard shortcut 'Enter'.
- edit a repair line in the [shopping basket](#).

 Note that if the selected part is paintable, then the 'Enter part and paint' dialog will be displayed instead of the 'Enter part' dialog.



Part	Part description and Part number.
Place	Location of part on vehicle, used as required.
Repair type	Selection of the repair operation. See all available Repair Types .
Labour description	A description of the task can be entered here. If a '!' button appears next to the input field, you can select a work description from a list.
Price (£)	Part price of the selected part from the ERE database. Part price is only displayed if a part is replaced or renewed. This can be overridden if needed.
Labour [Hour]	Labour time required for selected task. This can be overridden if needed. If you increase the labour time, the 'Reason for additional work' dialog appears when clicking on OK.
Overlap-time [Hour]	Overlap-time can be entered, or the complete working time can be deducted by clicking on the 'Full' button. If ERE provides a default overlap-time for the selected part, this value is displayed and calculated automatically. To change an overlap time manually, click into the input field. Calculated overlap-times are also displayed in the 'Overlap-time' dialog.
Labour type	Type of labour required i.e. Body (Panel Beater), Mechanical (Fitter)
Annotation	Displays database information about part prices, material, etc.
Annotation (time)	Displays database information about labour times, i.e. included or excluded tasks.
CANCEL	Clicking this button cancels the operation.
OK	Clicking this button adds the part to the calculation.

Dialog 'Enter part and paint'

This dialog enables registering any Part and Paint [operation](#) for a part. It is the full-blown alternative to the quicker [Part Operations buttons](#) and [Painting Operations buttons](#).

The 'Enter part and paint' dialog opens when either you: -

- double click on a part graphic in the [Graphics View](#) or a line in the [Text Tree](#), or
- select a part and hit the 'Other' [Part Operation Button](#), or
- select a part and use the keyboard shortcut 'Enter', or
- edit a repair line in the [shopping basket](#).

Please note that if selected part is not paintable, then the 'Enter Paint' part of the dialog will not be displayed, and it will look exactly like the ['Enter part'](#) dialog.

Enter part

Part: Front Door Shell 41517294265

Place: ☒ Left ☐ Right ☐ Front ☐ Rear ☐ Both

Repair type: RP (Replace)

Labour description:

Price (£): 345.78

Labour hours [Hour]: 3.20 !

Overlap-time [Hour]: 0.00 FULL

Labour type: Body

Annotation: Part made of steel

Annotation (time): Time includes adjustment

Enter paint

Paint area: Front Door, Complete F

Material: METAL

Paint type: 2 Coat

Paint level: 1 (New part)

Procedure:

Method:

Price (£): 225.40

Labour time [Hour]: 1.60 !

Annotation:

☐ Surcharge paint material

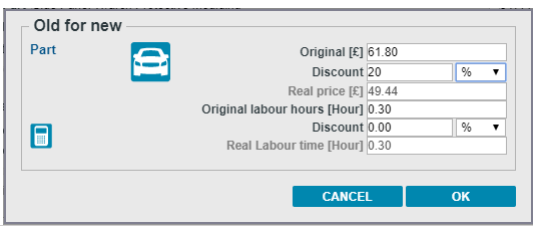
☐ Coloured clear paint

☐ Scratch-resistant clear coat

DELETE CANCEL PART PAINT PART AND PAINT

Repair Types

In ERE, the following repair types are available for calculating parts. The possible repair types are automatically pre-selected according to the chosen part:

RP	Replace	Part will be renewed. Labour time and part price are displayed.
PN	Partial Renew	Part will be partly renewed. Labour time and part price are not shown.
R	Repair	Part will be repaired. Labour time and part price are not shown.
PR	Partial Repair	Part will be repaired. Labour time and part price are not shown.
S	Sealing	Sealing (e.g. windscreen). Labour time and part price are not shown.
UI	Uninstall and Install	Part will be removed and then re-attached from/to the vehicle. Labour time is displayed. (e.g. R&I)
CA	Check and Adjustment	To check and adjust certain parts (e.g. batteries, ABS systems, etc.). Some tasks do have labour times.
EC	Surcharge	Add an extra surcharge to a part. Labour time is not shown.
RN	Renew	<p>An old part will be installed instead of a new one. The original price can be reduced by a percentage value or a fixed amount. The labour time for replacing the part is kept.</p> <p>When selecting the repair type 'RN' (Renew), discounts on the original price can be applied either as percentage value (%) or as fixed amount.</p> <p>This discount is shown in the calculation report.</p> 
A	Adjustments	Adjustment time. In some cases, labour times are available for this.
D	Diagnostic	Some areas need to be diagnosed (e.g. check vehicle front/rear alignment without adjustment work [A]). In some cases, labour times are available for this.
WB	Wheel Balancing	In order to balance wheels. Labour time is not shown.
DM	Dismantle and Assemble	Parts will be dismantled (e.g. removing of attached parts). Labour time and part price are not shown.
RA	Remove Air	To be used for bleeding.
PN	Synthetics Repair Normal	To be used when repairing deep scratches (deeper than 1 mm), in case of surface deformations and/or single broken brackets/holders. See Plastic repair calculation .
PS	Synthetics Repair Serious	To be used when repairing cracks, fractures and/or bigger surface deformations. See Plastic repair calculation .
DP	Paintless Dent Repair	To be used in case of PDR work (typically ' Paintless Dent Repair ')

Paintless Dent Repair

ERE provides a calculation system for PDR (Paintless dent repair).

To access it, select Repair type 'DP' in the Dialog 'Enter part': -

The 'Enter part' dialog box is shown with the following details:

- Part:** Roof Panel
- Place:** Left ☐ Right ☐ Front ☐ Rear ☐
- Repair type:** DP (Paintless dent repair)
- Labour description:** (empty field)
- No. of dents:** 5
- Labour:** (empty field)
- Labour type:** Dent repair
- Annotation:** Part made of aluminium
- Annotation (time):** (empty field)

ERE will automatically calculate the labour time based on the number of dents you input.

Plastic repair calculation


Damage to plastic parts requiring repair is divided into three categories: -

K3	Light	Light scratches no deeper than 1 mm, (AZT Paint operation K3 only required)
PN	Medium	Scratches deeper than 1 mm, minor surface deformation, fractured mountings, if approved by vehicle manufacturer.
PS	Heavy	Cracks and fractures, major surface deformation.

PN and PS will add some material cost in Body to cover the cost of FPRM, Plastic welding rods, etc.

Calculating additional parts and costs

Besides the calculation of "standard" parts and paint, ERE allows to calculate special vehicle parts, e.g. tyres, bulbs, additional costs, user defined parts and user defined paint times.

To open the 'Additional' area, click on the following icon in the [toolbar](#) 

This area is divided into several groups where each group is represented by an individual icon in the area overview as shown in the figure below: -



To open the appropriate group, click on an icon.

①	Additional Labour	OEM labour tasks mostly related to mechanical parts, like Engine Remove & Install, Jig work, Bleed Brake System, Wheel alignment, etc.
②	Free Position Parts	Used to calculate user defined parts/tasks, which have already been defined in ERE.
③	Bulbs	Contains a list of bulbs of different types.
④	Tyres	Contains a list of tyres of different types and sizes.
⑤	Free Position Paint	Allows the user to create their own Paint dialog including labour and Paint Materials cost.
⑥	Special table metal	The values contained in this special table can be used for adding the paint costs of non-standard metal parts or for metal parts which are not available in the system.
⑦	Special table plastic	The values contained in this special table can be used for adding the paint costs of non-standard plastic parts or for plastic parts which are not available in the system.
⑧	Inactive	Currently no function is associated to this icon

Free position parts

Most of what you require will be in 'Free Position Parts' which will bring up a list of items. To add one of these items, double-click the item in the list you require. This will pop up a Dialog 'Enter part' as shown below: -

Enter part

Part EPA Charges

Place ☐ Left ☐ Right ☐ Front ☐ Rear

Repair type EC (Surcharge)

Labour description

Price [£] 7.50

Labour [Hour] 0

Overlap-time [Hour] 0.00

Annotation

Annotation (time)

☐ Foreign labour (pre-tax)

Labour type Auxiliary work

! FULL

DELETE CANCEL OK

In many cases these will have a price or labour value supplied if not enter values required then click 'OK'

A new blank 'Free positions part' can be created and added to the current estimate by double-

clicking on the icon for 'Free positions parts' .

Enter part

Part

Place ☐ Left ☐ Right ☐ Front ☐ Rear

Repair type EC (Surcharge)

Labour description

Price [£] 0

Labour [Hour] 0

Overlap-time [Hour] 0.00

Annotation

Annotation (time)

☐ Foreign labour (pre-tax)

Labour type Auxiliary work

! FULL

☐ Add to list

DELETE CANCEL OK

Enter all necessary data on free position. If you mark the checkbox 'Add to list' the new free position will not only be added to the current damage calculation but also to the list of existing free positions. Always add the part number if required last.

If you select checkbox 'Foreign labour (pre-tax)', the Free Position will be calculated after all taxes and discounts/surcharges.

Tyres

Tyres will bring up a list but also a graphic as shown below, with combo boxes to choose the width, height, type, wheel size, speed index, usage, manufacturer from lists.

The image shows a software interface for selecting tires. At the top left, there are icons for search, zoom, and a 1:1 view. The main area features a diagram of a tire with eight numbered callouts: 1 points to the tread pattern, 2 to the sidewall, 3 to the tread depth, 4 to the wheel size, 5 to the speed rating, 6 to the usage, 7 to the manufacturer, and 8 to the name. Below the diagram is a list of selection criteria, each with a dropdown menu and an asterisk indicating it is required:


Field	Value
Width [1]	*
Height [2]	*
Type [3]	R
Wheel size [4]	*
Speed Rating [5]	*
Usage [6]	*
Manufacturer [7]	*
Name [8]	*

To add a tyre, double-click the item in the list you require. This will pop up a Dialog 'Enter part'.

This will have a price or labour value supplied if not enter values required then click 'OK'

Free position paints

A new blank 'Free positions paint' can be created and added to the current estimate by double-

clicking on the icon for 'Free positions paint' .

The 'Enter paint' dialog box is shown. It contains the following fields and options:

- Paint area:
- Place: ☐ Left ☐ Right ☐ Front ☐ Rear
- Material:
- Paint type:
- Paint level:
- Procedure:
- Method:
- Price [£]:
- Labour hours [Hour]:
- Annotation:
- Markup paint material: ☐
- Coloured clear paint: ☐
- Scratch-resistant clear coat: ☐
- Buttons: DELETE, CANCEL, OK

Enter all necessary data on free position. If you mark the checkbox 'Add to list' the new free position will not only be added to the current damage calculation but also to the list of existing free positions. Always ensure you identify the Material 'METAL or PLASTIC'.

The 'Price [£]' refers to the required amount of Paint Materials not the price of the part.

Special table metal

The values contained in this special table can be used for adding the paint costs of non-standard metal parts or for metal parts which are not available in the system.



By clicking on the 'Special table metal' icon, the text tree is expanded and all available special paint tasks for metal parts are listed. To calculate a paint task, double click on an entry in the text tree. After this, the calculation dialog 'Enter paint' appears.

The dialog items are the same as known for "standard" parts.

Special table plastic

The values contained in this special table can be used for adding the paint costs of non-standard plastic parts or for plastic parts which are not available in the system.



By clicking on the 'Special table plastic' icon, the text tree is expanded and all available special paint tasks for plastic parts are listed. To calculate a paint task, double click on an entry in the text tree. After this, the calculation dialog 'Enter paint' appears.

The dialog items are the same as known for "standard" parts.

Editing and deleting calculated parts/tasks


Editing already calculated parts/tasks

To edit an already calculated part or paint position you can either:

- Select the part by clicking on its graphic:
 - You can then change the operation with the [Part Operations buttons](#) and the [Painting Operations buttons](#) and Criteria in [The Part Tab](#).
- Double click on the repair line to be edited in the [shopping basket](#) OR select the repair line to be edited in the [shopping basket](#) and select the menu item 'Edit | Edit position':
 - The 'Enter part and paint', 'Enter part' or 'Enter paint' dialog is opened containing the information entered for the selected part or paint task. Perform your changes and confirm the dialog by clicking on the corresponding 'OK', 'Part', 'Paint' or 'Part and Paint' button.

Deleting calculated parts/tasks

You have three possibilities to delete a calculated part or paint position:


- Select the part by clicking on its graphic and unselect the registered operation using the [Part Operations buttons](#) and the [Painting Operations buttons](#).
- Highlight part (a marked entry is indicated by a blue frame) to be deleted in the shopping basket and click on the delete icon  in the upper left corner of the shopping basket.
- Highlight part (a marked entry is indicated by a blue frame) to be deleted in the calculation view and select the menu item 'Edit | Delete position'.
- Double click on the position to be deleted in the calculation view and click on the 'Delete' button in the appearing 'Enter part' or 'Enter paint' dialog.

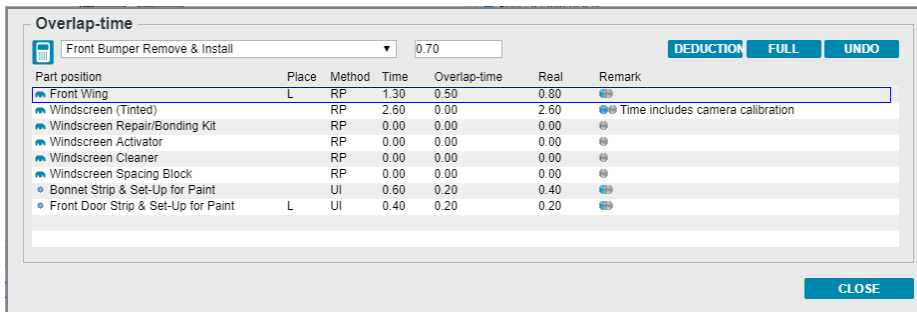


If you calculate a part with part and paint task, the deletion of the paint task will not affect the part. However, if you delete the part the corresponding paint task will be deleted too.

Overlap time calculation

If two parts contain overlapping processes, their labour times are automatically adjusted by ERE to avoid double calculation. Within the 'Overlap-time' dialog, adjusted labour times are displayed per part.

The 'Overlap-time' dialog is called by selecting the menu item 'Calculation | Overlap-time' or by clicking on the 'Overlap-time' icon  in the [toolbar](#).




Part position	Place	Method	Time	Overlap-time	Real	Remark
Front Wing	L	RP	1.30	0.50	0.80	
Windscreen (Tinted)	RP	RP	2.60	0.00	2.60	Time includes camera calibration
Windscreen Repair/Bonding Kit	RP	RP	0.00	0.00	0.00	
Windscreen Activator	RP	RP	0.00	0.00	0.00	
Windscreen Cleaner	RP	RP	0.00	0.00	0.00	
Windscreen Spacing Block	RP	RP	0.00	0.00	0.00	
Bonnet Strip & Set-Up for Paint	UI	UI	0.60	0.20	0.40	
Front Door Strip & Set-Up for Paint	L	UI	0.40	0.20	0.20	


The parts list shown in this dialog contains all calculated spare parts and corresponding labour times and overlap-times (if available). If you want to change an overlap-time, mark the desired part in the list. In that case the list box at the top of the dialog can be used to select typical tasks and appropriate labour times for the marked position. The list box can contain several different labour descriptions depending on the vehicle type and part selected.

Once you have selected a labour description and changed the overlap-time, you can use the following buttons to apply your changes:

- 'Deduction' - deducts the overlap-time entered in the input field. After clicking this button, the times displayed in the work description list are updated.
- 'Full' - deducts the complete calculated labour time displayed in the 'Time' column. After clicking this button, the times in the labour description list are updated.
- 'Undo' - resets the defined overlap-time for the position selected in the labour description list.

 Manually adjusted overlap time position are marked with an asterisk ('*') within shopping basket and calculation report.

To restore the original ERE overlap calculation...

- After the deduction button has been used on a particular item within the Overlap-time dialog box, select the Close button.
- Double click the repair line within the shopping basket. The 'Enter part' dialog box will be displayed with the repair line.
- Click the  button, adjacent to the Labour hours field.
- The 'Reason for additional Labour time' dialog box will be displayed. Click the 'OK' button then click the 'PART AND PAINT' button at the bottom of the 'Enter part' dialog box.

Joint Operations

'Joint operations' contain the reduced labour times needed for replacing a paired set compared to single parts. Vehicle manufacturers provide values for these overlapping works. If an overlapping position exists for a paired set, it is automatically proposed for selection after selecting the individual parts.






Example: The replacement of the left and right brake disk at the same time is a typical example for such overlapping works, pre-defined by the vehicle manufacturer. Brake disks are often not obtainable as a part set. However, manufacturers correct the working time when replacing the brake disks on the left and the right side (overlapping work, so-called 'Joint Operation'). Thus, a wrong calculation result is prevented which might occur if the overlapping processes are not considered for these parts.

Apply joint operation

Applicable joint codes are:
☒ Front Brake Disc Kit

CONTINUE

In this example the working times for the individual positions are automatically reduced from 0.5 hrs to 0.0 hrs and the manufacturer joint operation time 0.8 hrs is used for replacing both brake disks. Since the brake disks are not obtainable as a set but only individually, the single price for both brake disks are used within the calculation.

 	Place	Type	Time	Price
Amount due			£	191.66
 Front Brake Disc Kit		RP	0.80	0.00
 Front Brake Disc	L	RP	0.00	66.66
 Front Brake Disc	R	RP	0.00	66.66

Mandatory parts

'Mandatory parts' are parts which also must be replaced when replacing a specific spare part. These so-called 'Mandatory parts' are automatically listed in a dialog when adding the "main part" to the calculation. Some parts listed will not be 'Mandatory parts' but are suggested parts that may be also required and can be added manually.

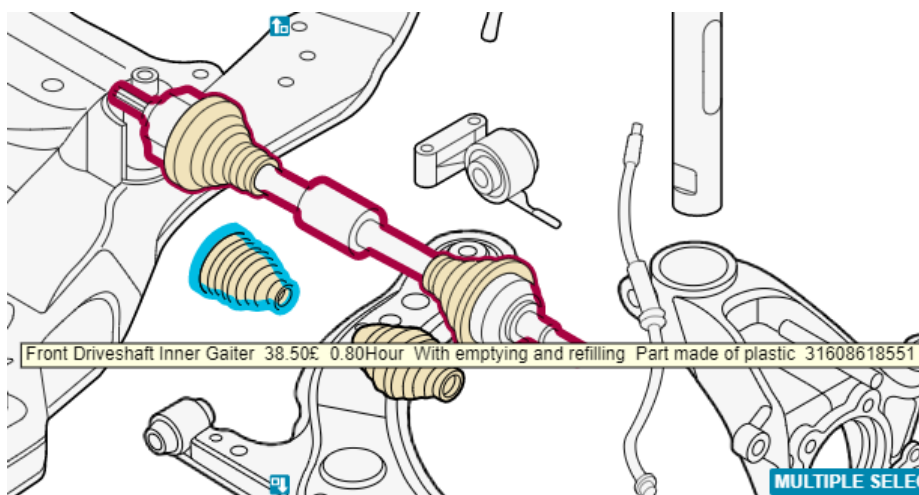
Thanks to this function, important parts cannot be forgotten during calculation: -



'Mandatory parts' added in this manner may be deleted from the shopping basket afterwards, if required. See [Deleting calculated parts/tasks](#).

Assemblies

Some parts are frequently delivered by the manufacturer both as an Assembly or as individual sub-parts. For example, the drive shaft is typically sold as an assembly, but you can also order the inner and outer joints separately. Moreover, you can probably also order the boots for the joints separately too.

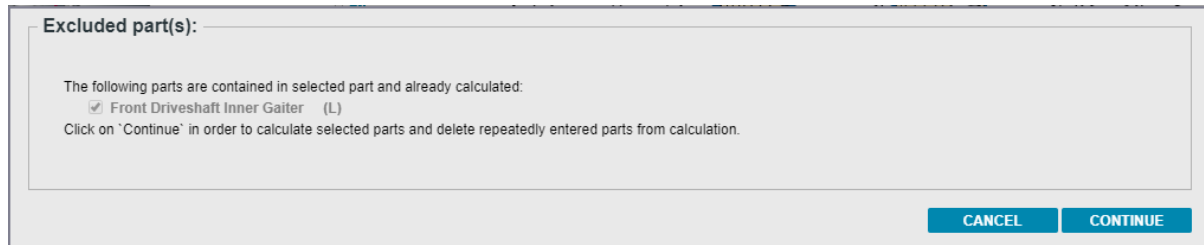


ERE database includes information about assemblies and the parts that are included on each. If you try to select a part that is already selected because it is included in another part of the same assembly, you will get the 'Excluded part' dialog.

Excluded part

If a part is included within an already calculated part, you will get a warning dialog to prevent double entry of parts.

- If you click 'Continue', existing duplicated parts will be deleted before the new part is registered
- If you click 'Cancel', the existing parts will remain, and new part will not be registered.



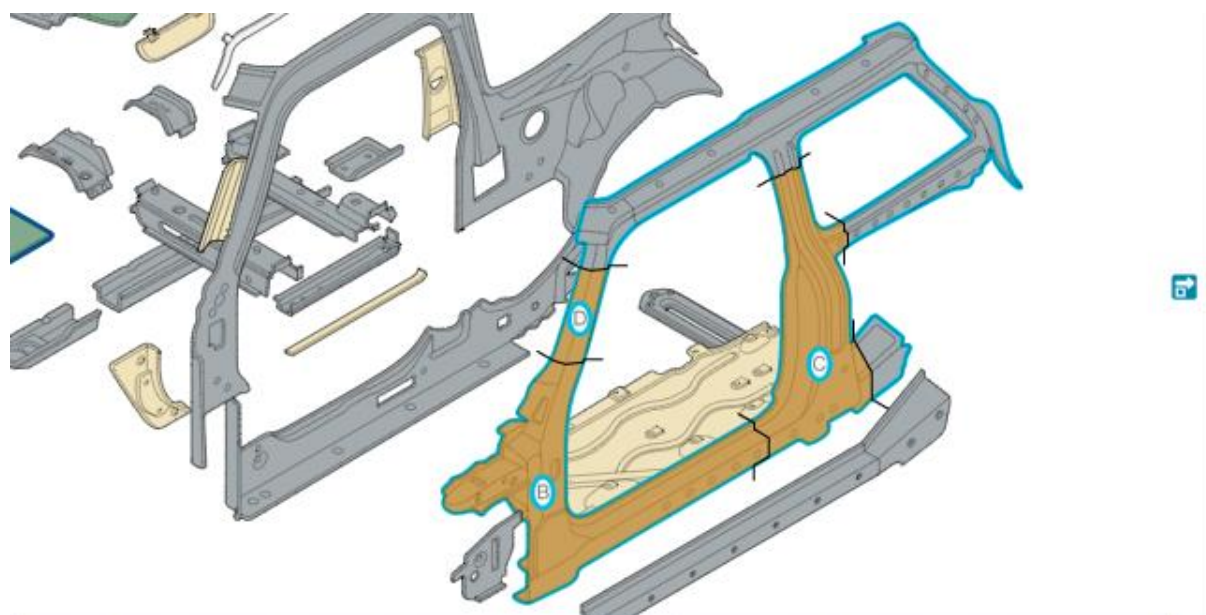
This situation can happen when trying to register several parts from the same Assembly. Be careful not to click 'Continue' if a major component is named in the 'Excluded part' dialog.

Partial sections

For certain body parts, most manufacturers allow partial repairs for some specific sections of some parts, defined as Partial Sections. In those cases, manufacturers provide the complete part, and the repaired must cut it to the desired partial section and weld it to the body, discarding the unused portion of the spare part.

Partial sections have the advantage that they reduce the overall working time significantly, as they keep strip down works to the possible minimum. Spare part price however is the same as for replacing the complete part, as you must order the complete part, cut it and discard the unused

ERE depicts manufacturer defined partial sections with separation lines and a character in the detail graphic. Partial section areas will be filled with colour code: -



BodySide Reinforcement, Complete 696.80€ 28.10Hour Autovista opinion time Part made of steel 41007387947

Part	Part No.	Price [€]	Time [Hour]
BodySide Reinforcement, Complete	41007387947	696.80	28.10

☐ Section B
☐ Section C
☐ Section D

Criteria per part

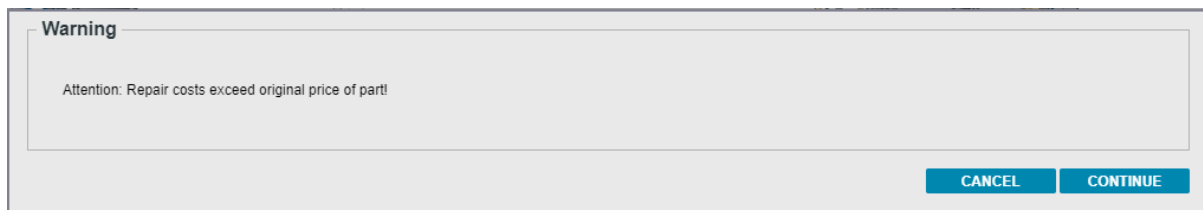
To select the desired partial section, select the 'Section' criteria in the Part Tab that match the partial section character in the picture. You can then select the operation for that partial section like for any other part.

If you do not select any 'Section' criteria, the complete part will be calculated, with no partial sections.


- i** You can mouse over the different 'cutting site' criteria in the Part Tab to preview how much working time is saved with each partial section before you register the operation.

Warning 'Repair versus Replace'

If the repair costs exceed the original price of a spare part, a warning message appears automatically.



For the 'Repair versus replacement' warning message the repair costs, i.e. the entered labour time multiplied by the hourly rates, are compared with the replacement costs for a new part, i.e. price of the part plus labour time to replace part multiplied by the hourly rates.

 Paint costs are not included into cost comparison.

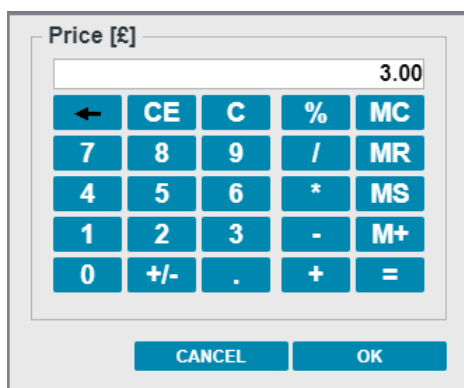
This functionality is only available when registering parts with the 'Enter part' dialog, not when registering parts with the Part Operations buttons.

Calculator

When you click on a textbox for which you need to input a numeric value on any dialog, the 'calculator' icon will come up.



If you click on that icon, a calculator will be opened on screen, allowing you to input a number using the calculator keys. You can make arithmetic operations too, just like a normal calculator. Once you have finished, click 'OK' and the value displayed on the calculator screen will be input in the dialog.



The Calculator comes in handy when working with touchscreen devices.

Paint calculation

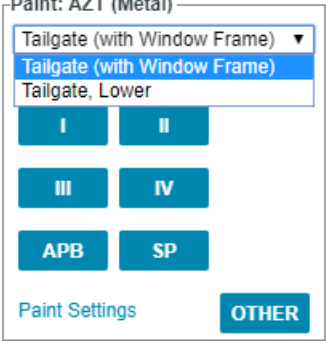
ERE offers the following paint calculation methods:

- [AZT \(Allianz Centre for Technology\) system](#)
- [Free Paint](#)
- [No paint system](#)

i You can select the paint system to be used for the assessment in the [Dialog 'Paint settings'](#).

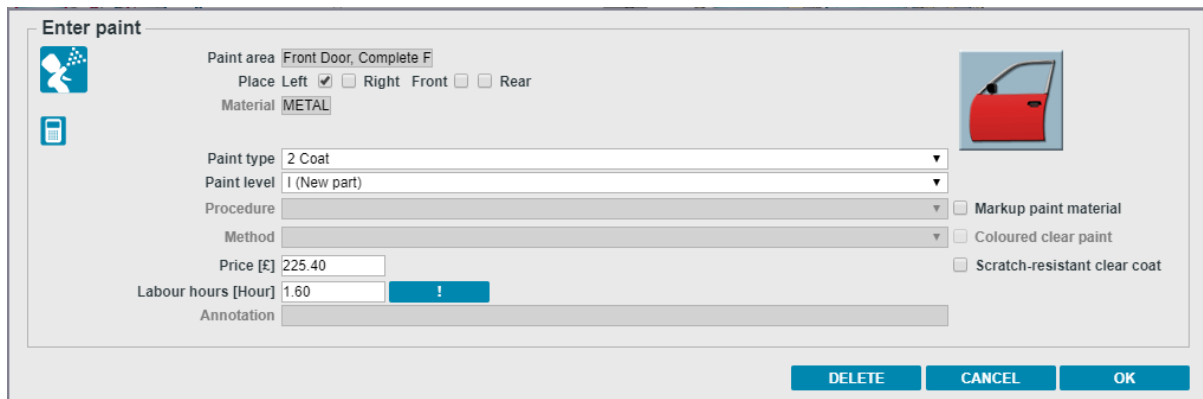
Painting Operations buttons

Painting Operation buttons are used to register Painting operations for selected parts: -

①	Active Paint System	This area will display the currently selected Paint System, as well as an indication on part's material (if relevant).
②	Paint area	<p>This area allows users to define the right paint area whenever there is more than one available for a part.</p>  <p>If there is only one paint area available, there will be no dropdown list.</p>
③	Paint operations	<p>Paint operation buttons will not be available in the following cases: -</p> <ul style="list-style-type: none"> • If the selection list area is empty (no part has been selected yet) • If part is not paintable, according to the selected Paint System. • For multiple part selection.
④	'Paint Settings' link	Links to the 'Paint settings' dialog, where you can select the Paint System and define its setting.
⑤	'Other' button	<p>Click on this button to go to the 'Enter part and paint' dialog.</p> <p>This button is not available for multiple part selection.</p>

Dialog 'Enter paint'

This dialog enables registering any Painting Operation for a part. It is the full-blown alternative to the quicker Painting Operations buttons.



Enter paint

Paint area: Front Door, Complete F

Place: Left ☒ Right ☐ Front ☐ Rear ☐

Material: METAL

Paint type: 2 Coat

Paint level: I (New part)

Procedure:

Method:

Price [£]: 225.40

Labour hours [Hour]: 1.60

Annotation:

☐ Markup paint material

☐ Coloured clear paint

☐ Scratch-resistant clear coat

DELETE CANCEL OK

The 'Enter paint' dialog is opened when either you: -

- select a part and click the 'Other' [Painting Operations buttons](#), or
- edit a repair line in the [Shopping basket](#) for which there's only paint
- double-click on a part name in ['Paint' mode](#)

AZT Paint

AZT (Allianz Centre for Technology) is a neutral paint times and material cost calculation system which can be used for all manufacturers.

Paint settings for AZT paint

The dialog '[Paint Settings](#)' is used to define basic settings for the painting of parts.

These settings are then automatically applied as default values when calculating paint costs for individual parts.

Main work	Selects if parts will be painted on or off the vehicle.
Complimentary work	Selects if plastic or metal parts have the highest preparation time.
Paint type - metal	Selects paint type for metal parts.
Paint type – synthetics	Selects paint type for plastic parts.
No. of colours	Number of different colours to be resprayed.
Masking synthetic parts	Number of plastic parts to be masked.
Number of mixed colours	Number of colours to be mixed.
Colour sample	Number of colour samples to prepare.
% of paint preparation costs	Enables paint preparation costs to be adjusted.
Paint material markup	Enables percentage markup for Paint Materials.
Coloured clear paint	Additional charge for the extra preparation work of coloured clear paint.
Scratch-resistant clear coat	Additional charge for the extra preparation work of Scratch-resistant clear coat.
% of paint preparation costs - metal	Enables paint preparation costs to be adjusted for metal parts.
% of paint preparation costs - plastic	Enables paint preparation costs to be adjusted for plastic parts.
No. of mixed colours	Number of colours to be mixed if using this section.
Colour sample	Number of colour samples to prepare if using this section.

- i** Paint settings in the 'Paint settings' dialog should be defined before starting an estimate i.e. before the first part to be painted is added to the estimate. However, the settings can also be entered/changed during the process. In this case, all paint repair lines are adjusted accordingly.

Main Work

The term 'Main work' summarises all essential work steps which are necessary for paint preparation. There are three types of main works: -

1 = On vehicle without pre-paint	One or several parts will be painted on the vehicle.
2 = On vehicle with pre-paint	In a first step, one or several bolt-on parts will be pre-painted on the inside or at the joints. In a second step, these parts are re-attached to the vehicle and painted completely in situ.
3 = Only removed parts	One or several parts have to be painted removed from the vehicle.

- i** Which type of main work is to be used for the paint calculation is determined by the appropriate part with the highest time needed for paint preparation. Selecting the correct type requires specialised knowledge in the field of painting.

Complementary Work

The term 'Complementary work' summarises work steps which are necessary in addition to the 'main work' due to an alternative material to be used.

1 = Metal main work – synthetics connection	'Main work' is a metal part and 'complimentary work' is a plastic part. Example: - Side panel rear and bumper rear are going to be painted.
2 = Synthetics main work – metal connection	'Main work' is a plastic part and 'complimentary work' is a metal part. Example: - Bumper front is going to be replaced and wing front left is going to be painted together with the affected bumper.
3 = Metal main work – no connected work	'Main work' is a metal part. The alternative material does not require paint preparation.
4 = Synthetics main work – not connected work	'Main work' is a plastic part. The alternative material does not require paint preparation.
5 = No preparation	Paint preparation values are ignored.

- i** Which type of 'Complementary work' has to be used for a damage calculation is determined by the material of the majority of parts that need the most working time in order to be painted. Selecting the correct type requires specialised knowledge in the field of painting.

Paint types

The term 'Paint type' describes the paint structure of the final paint. The following table lists the types used with AZT.

100 (1-Stage)	To be used for solid or metallic 2-pack paint.
200 (2-Stage)	To be used for solid or metallic/mica COB paint.
310 (3-Stage, first colour, wet on wet)	To be used for special effect paint. <ol style="list-style-type: none"> 1. Layer: Pre-paint (uniformly covering) 2. Layer: Basecoat 3. Layer: 2-pack lacquer
320 (3-Stage, first colour dry & sand)	To be used for special effect paint. <ol style="list-style-type: none"> 1. Layer: Pre-paint (uniformly covering, incl. drying and sanding) 2. Layer: Basecoat 3. Layer: 2-pack lacquer
330 (3-Stage, clear coats, wet on wet)	To be used for special effect paint with two lacquer layers. <ol style="list-style-type: none"> 1. Layer: Basecoat 2. Layer: Tinted lacquer 3. Layer: 2-pack lacquer
340 (3-Stage, clear coat dry & sand)	To be used for special effect paint with two lacquer layers. <ol style="list-style-type: none"> 1. Layer: Basecoat 2. Layer: Tinted lacquer (incl. drying & sanding) 3. Layer: 2-pack lacquer
410 (4-Stage, first colour & clear coats, wet on wet)	To be used for special effect paint with pre-paint and two lacquer layers. <ol style="list-style-type: none"> 1. Layer: Pre-paint (uniformly covering) 2. Layer: Basecoat 3. Layer: Tinted lacquer 4. Layer: 2-pack lacquer
420 (4-Stage, first colour dry & sand, clear coats, wet on wet)	To be used for special effect paint with pre-paint and two lacquer layers. <ol style="list-style-type: none"> 1. Layer: Pre-paint (uniformly covering, incl. drying and sanding) 2. Layer: Basecoat 3. Layer: Tinted lacquer 4. Layer: 2-pack lacquer
430 (4-Stage, first colour & clear coats, wet on wet, clear coat dry & sand)	To be used for special effect paint with pre-paint and two lacquer layers. <ol style="list-style-type: none"> 1. Layer: Pre-paint (uniformly covering) 2. Layer: Basecoat 3. Layer: Tinted lacquer (incl. drying & sanding) 4. Layer: 2-pack lacquer
440 (4-Stage, first colour dry & sand, clear coat wet on wet, dry & sand)	To be used for special effect paint with pre-paint and two lacquer layers. <ol style="list-style-type: none"> 1. Layer: Pre-paint (uniformly covering, incl. drying and sanding) 2. Layer: Basecoat 3. Layer: Tinted lacquer (incl. drying & sanding) 4. Layer: 2-pack lacquer



The paint type can be overridden for each part using the dialog 'Enter paint'. For today's cars mostly 2-Stage paint is used.

Number of colours

Usually, only one colour is used. However, there might be exceptions for different-coloured body (sub)areas and plastic parts such as bumpers. In these cases, the number of colours must be increased. Any additional paint preparation values are considered automatically, and they are explicitly listed in the calculation report.

- i** The values for 'No. of mixed colours' and 'Colour sample' are automatically increased by 1 for each additional colour you select in the 'Number of colours' control.

Masking synthetic (plastic) parts

Since plastic parts usually must be removed from the vehicle before painting them, masking work is not considered in the appropriate AZT calculation values.

Masking plastic parts is additionally necessary only in the following situations:

- The plastic part is only partly painted (e.g. upper bumper)
 - The plastic part contains different-coloured inlaid trims
 - The plastic part has built-in or attached parts (e.g. exterior mirror)
 - The plastic body part is not removed from the vehicle (e.g. wing)
- i** A surcharge can be added for additional masking works at bonded panels including the necessary masking material. This surcharge is calculated for each bonded panel.

Number of mixed colours

The value defined in the field 'No. of mixed colours' depends on the number of used colours. However, the value can be adjusted individually.

Colour sample

The value defined in the field 'Colour sample' depends on the number of used colours. However, the value can be adjusted individually.

% of paint preparation costs

By default, the costs for paint preparations are added with 100% to a calculation. If, however, damages for more than one claim will be repaired in the same bodyshop (e.g. front and rear collisions produced in a pileup), the preparation costs can be split into several assessments. When entering e.g. 50%, only 50% of the paint preparation costs are added to the assessment. The splitting of the paint preparation costs is explicitly listed in the calculation report.

Paint material markup

The 'Paint material markup' is defined as the percentage increase of the paint material costs due to the use of effect coats (Pearlescent, Mica, etc.). If the surcharge for paint material is not set in the dialog 'Paint preparation', it can also be defined when entering an individual part (dialog 'Other').

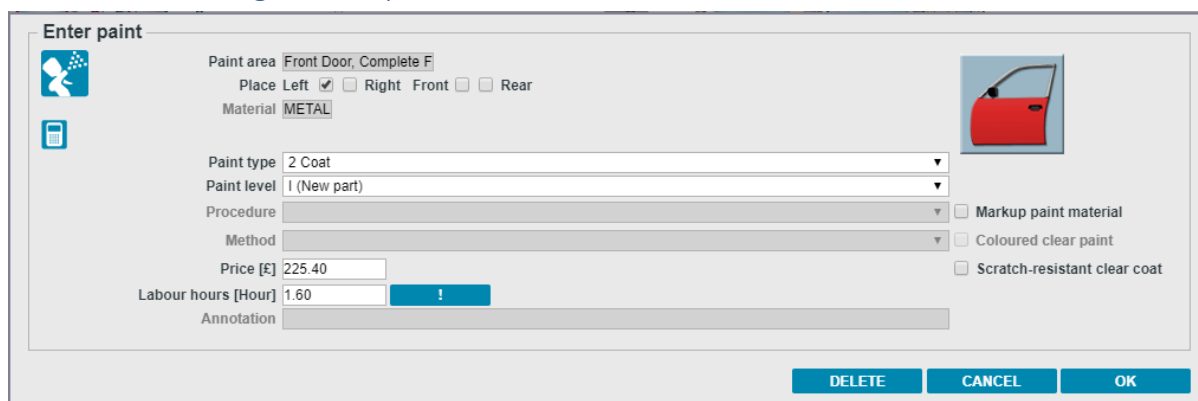
Coloured clear paint

Clear paint is transparent by definition. In contrast, 'Coloured clear paint' is tinted with a hue. For this colouring, an additional preparation work is added.

Scratch-resistant clear coat

Scratch resistant clear coat is a special type of clear coat that provides body parts a longer-lasting scratch resistance. Some manufacturers include this type of clear coat as an option in some of their models. Drawback is that parts painted with these special clear coats have a harder surface that takes longer to prepare before they can be resprayed.

'Enter Paint' dialog for AZT paint



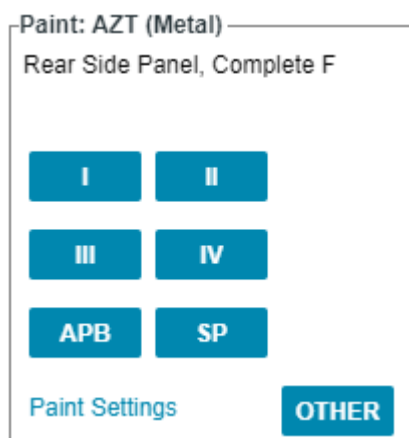
Paint area	<p>The area to be painted for the selected part is specified using the field 'Paint area'. See AZT Paint areas.</p> <p>i If a paint area is selected, a pictogram in the top right corner of the screen will depict the location of the paint area in the part.</p>
Material	<p>The parameter 'Material' specifies the material of the part to be painted. Depending on the selected material, the 'Paint layers' are pre-defined.</p>
Paint type	<p>See Paint Types</p> <p>i When selecting the 'Paint type' '3-Coat' or '4-Coat', the parameters 'Procedure' and 'Method' must be defined additionally.</p>
Paint level	<p>See AZT Painting operations.</p>
Procedure	<p>See Paint procedure</p>
Method	<p>See Paint method</p>
Price [£]	<p>The paint costs (dialog field 'Price') are calculated depending on the part properties and the part size. This price relates to the part to be painted excluding all preparations and other extra paint costs.</p>
Labour hours [Hour]	<p>The 'Labour hours' for painting a part is calculated depending on the part properties and the part size.</p>
Annotation	<p>The field 'Annotation' displays information regarding different variants of paintable spare parts.</p>
Markup paint material	<p>The 'Paint material markup' is defined as the percentage increase of the paint material costs due to the use of effect coats (Pearlescent, Mica, etc.).</p>
Coloured clear paint	<p>See Coloured Clear Paint</p>
Scratch-resistant clear coat	<p>See Scratch-resistant clear coat</p>

AZT Painting operations

Painting operations depend on the material to be painted. There are different paint operations for metal and plastic parts: -

Painting operations for metal parts

Within the AZT paint calculation system, painting of metal parts is divided into four paint operations. The division depends on the part's initial state or its state on delivery and on the common paint practice: -



I (New part)	To be used when painting new parts.
II (Inner surface)	To be used for inner panels when painting new parts or doing a repair paint.
III (Repair up to 50%)	To be used for repair paint when preparing up to 50% of the part's surface with filler.
IV (Repair over 50%)	To be used for repair paint when preparing more than 50% of the part's surface with filler.
APB (Adjacent Panel Blend)	To be used for blending panels to avoid colour mismatch.
SP (Spot-Repair)	'Spot-Repair' can be used with damages not bigger than approx. 3.5 cm in size

Painting operations for plastic parts

Within the AZT paint calculation system, painting of plastic parts is divided into 5 paint operations. This division depends on the part's initial state or its state on delivery (e.g. part primed or raw) and on the common paint practice.

Paint: AZT (Plastic)

Rear Bumper k Version Sport ▼

K1R K1N K1G

K2 K3

APB SP

Paint Settings OTHER

K1R (Part priming/part raw)	To be used for primed new parts, or for non-primed new parts which do not require primer.
K1N (Part raw with filler/without polish)	To be used for non-primed new parts which require primer, but do not need to be sanded.
K1G (Raw with filler/polished/PUR soft foam)	To be used for non-primed new parts consisting of hard or soft material (PUR = soft polyurethane foam), which require primer, and need to be sanded.
K2 (Surface spraying)	To be used for parts which only need a surface spraying due to smaller damages on the surface or for painting another colour.
K3 (Spraying repair up to 15%)	To be used for scratches and abrasions which are not deeper than 1 mm and which are limited to an area smaller than 2 square decimetres (in case of smaller parts) or a maximum of 15% (in case of bigger parts such as bumpers).
APB (Adjacent Panel Blend)	To be used for blending panels to avoid colour mismatch.
SP (Spot-Repair)	'Spot-Repair' can be used with damages not bigger than approx. 3.5 cm in size

Painting operation depending on the selected repair type (AZT)

A default AZT painting operation is automatically selected depending on the chosen repair code, according to the following table: -

RP	Replace	<ul style="list-style-type: none"> • Metal parts: I (New part Welded & Bolt-on) / II (Inner surface) for inner parts • Plastic parts: K1R
PN	Partial renew	<ul style="list-style-type: none"> • Metal parts: I (New part Welded & Bolt-on) / II (Inner surface) for inner parts • Plastic parts: K1R
R	Repair	<ul style="list-style-type: none"> • Metal parts: III (Repair up to 50%) • Plastic parts: K2
PR	Partial repair	<ul style="list-style-type: none"> • Metal parts: III (Repair up to 50%) • Plastic parts: K2
S	Sealing	N/A
UI	Uninstall and install	<ul style="list-style-type: none"> • Metal parts: III (Repair up to 50%) • Plastic parts: K2 Only from the Dialog 'Enter part and paint'
CA	Control and adjustment	N/A
EC	Surcharge	N/A
RN	Renew	<ul style="list-style-type: none"> • Metal parts: I (New part Welded & Bolt-on) / II (Inner surface) for inner parts • Plastic parts: K1R
A	Adjustments	N/A
D	Diagnostic	N/A
WB	Wheel balancing	N/A
DM	Dismantle and assemble	N/A
RA	Remove air (Bleed)	N/A
PN	Synthetics repair normal	<ul style="list-style-type: none"> • Plastic parts only: K3
PS	Synthetics repair serious	<ul style="list-style-type: none"> • Plastic parts only: K3
DP	Paintless dent repair	<ul style="list-style-type: none"> • Metal parts only: K4

AZT Paint Materials

Painting materials depend on the material to be painted.

Paint Materials for metal parts: -

Included items (as required)	
<p>Abrasives</p> <ul style="list-style-type: none">• manual sanding paper• mechanical sanding paper• eccentric discs• fibre sanding discs• sanding pad• sanding mat <p>Filling Material</p> <ul style="list-style-type: none">• polyester body filler• polyester spray filler• fine plastic filler <p>Foundation / Smoother</p> <ul style="list-style-type: none">• foundation, primer• 2K HS / VHS / UHS smoother <p>Top Coats</p> <ul style="list-style-type: none">• 2K top coat solid / metallic• 2K top coat matt black• water-based top coat solid / metallic /multi-effect (incl. mineral, mica, pearl, xirallic, etc.)• 2K clear coat HS / VHS	<p>Hardeners</p> <ul style="list-style-type: none">• hardeners for grounding & primer• hardeners for 2K smoother & top coat <p>Dilutions / Detergents</p> <ul style="list-style-type: none">• 2K spray dilution /adjusting base /• demineralised water• cleaning thinner• silicone remover / degreaser <p>Auxiliary Materials</p> <ul style="list-style-type: none">• masking paper / -film b = 20 & 90 cm• masking tape b = 19 mm• edge strip b = 6 mm• fine dust filter mask <p>Finishing</p> <ul style="list-style-type: none">• polish (abrasive, medium, fine)• abrasive film discs <p>Materials For Special Application</p> <ul style="list-style-type: none">• stone chip protection (Schultz)

Paint Materials for plastic parts: -

Included items (as required)	
<p>Abrasives</p> <ul style="list-style-type: none"> • manual sanding paper • mechanical sanding paper • eccentric discs • sanding pad • sanding mat <p>Filling Material</p> <ul style="list-style-type: none"> • plastic repair filler • fine plastic filler <p>Bonding Agent / Filler</p> <ul style="list-style-type: none"> • 1K plastic filler • bonding agent • 2K HS / VHS / UHS filler <p>Top Coats</p> <ul style="list-style-type: none"> • 2K top coat solid / metallic • 2K top coat matt black • water-based top coat solid / metallic /multi-effect (incl. mineral, mica, pearl, xirallic, etc.) • 2K clear coat HS / VHS 	<p>Additional Materials</p> <ul style="list-style-type: none"> • sealers • plasticiser (elastic or flex additive) • effect additive <p>Hardeners</p> <ul style="list-style-type: none"> • hardeners for primer • hardeners for 2K smoother & top coat <p>Dilutions / Detergents</p> <ul style="list-style-type: none"> • 2K spray dilution /adjusting base / • demineralised water • cleaning thinner • silicone remover / degreaser <p>Auxiliary Materials</p> <ul style="list-style-type: none"> • masking paper / -film b = 20 & 90 cm • masking tape b = 19 mm • edge strip b = 6 mm • fine dust filter mask <p>Finishing</p> <ul style="list-style-type: none"> • polish (abrasive, medium, fine) • abrasive film discs

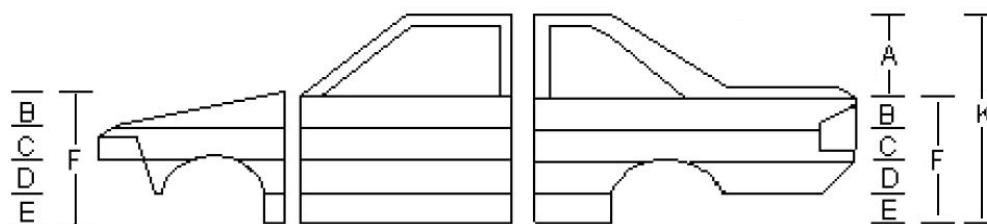
AZT Paint areas

The area to be painted for the selected part can be specified using the 'Paint area' control in the Painting Operations buttons or the field 'Paint area' in the 'Enter Paint' dialog.

Available Paint Areas are pre-defined for each spare part, according to the following codification:

Paint area codes

The body is divided into the following areas: -



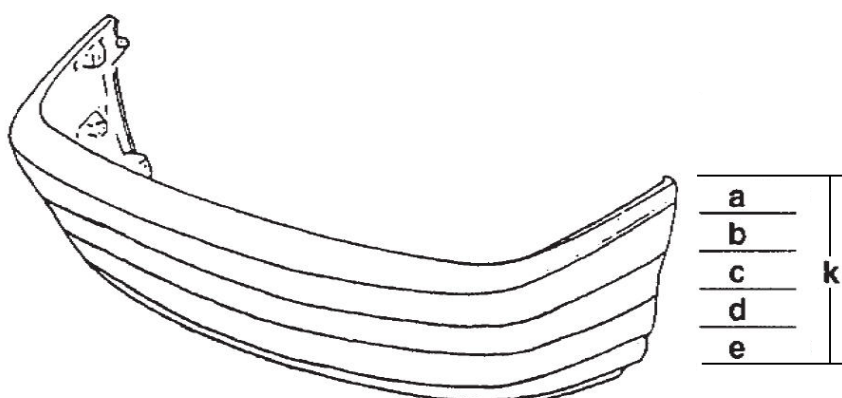
B, C, D or E	Wing front, partially painted
K	Door/Tailgate complete (with window frame)
F	Door/Tailgate complete (without window frame, up to window line)
B, C, D or E	Door/Tailgate, partially painted
A	Window frame
K	Side panel rear complete (B-Post / C-Post up to roof)
F	Side panel rear complete (without C-Post up to window line)
B, C, D or E	Side panel rear, partially painted
A	C-Post



- If two or more non-adjacent areas of a part are to be painted (e.g. areas 'B' and 'E'), always the value of the complete part ('K') has to be used.
- 'B-D' means that the areas B, C and D are going to be painted together.

Bumpers

Bumpers use a specific area notation: -



K	Completely painted
a, b, c, d, e	Areas of the bumper

The following table shows typical examples for paintable bumper areas: -

K	The complete bumper painted
b-d	Only the areas b to d are painted
k/b	The complete bumper painted less area b

- i**
- If two or more non-adjacent areas of a part are to be painted (e.g. areas 'a' and 'e'), always the value of the complete part ('K') has to be used.
 - 'a-c' means that the areas a, b and c are going to be painted together.

Paint procedure

The paint procedure (dialog field 'Procedure') differs depending on the selected 'Paint type'.

The following table shows the different paint procedures according to the various paint types: -

Paint type	Procedure	Description
3 Coat	Base colour	To be used for special effect paints with pre-paint.
3 Coat	Cover paint	To be used for special effect paints with two clear paint layers.
4 Coat	Base colour and cover paint	To be used for special effect paints with pre-paint and two clear paint layers.

Paint method

The paint method (dialog field 'Method') differs depending on the selected 'Paint type'.

The following table shows the different paint methods according to the various paint types: -

Paint type	Procedure	Method	Description
3 Coat	Base colour	Wet on wet	Wet on wet without sanding the pre-paint.
3 Coat	Base colour	Base colour drying and polishing	Base colour is dried and sanded.
3 Coat	Cover paint	Wet on wet	Wet on wet without sanding the first clear paint.
3 Coat	Cover paint	Cover paint	First clear paint is dried and sanded.
4 Coat	Base colour and cover paint	Wet on wet	Wet on wet without sanding the pre-paint and clear paint.
4 Coat	Base colour and cover paint	Base colour	Base colour is dried and sanded. Clear paint coats wet on wet.
4 Coat	Base colour and cover paint	Wet on wet, cover paint	Base colour is worked wet on wet and first clear paint is dried and sanded.
4 Coat	Base colour and cover paint	Base colour, cover paint	Base colour and first clear paint are dried and sanded.

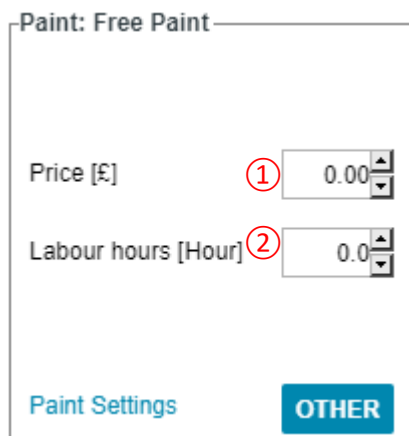
- i**
- The paint method depends on the selected paint procedure.

Free Paint

'Free Paint' is the paint system you can choose in the [Dialog 'Paint settings'](#) if you want to manually calculate paint costs in the estimate.

You can register Free Paint using the [Painting Operations buttons](#) or the [Dialog 'Enter paint'](#)

Registering Free Paint with the Paint Operation Buttons

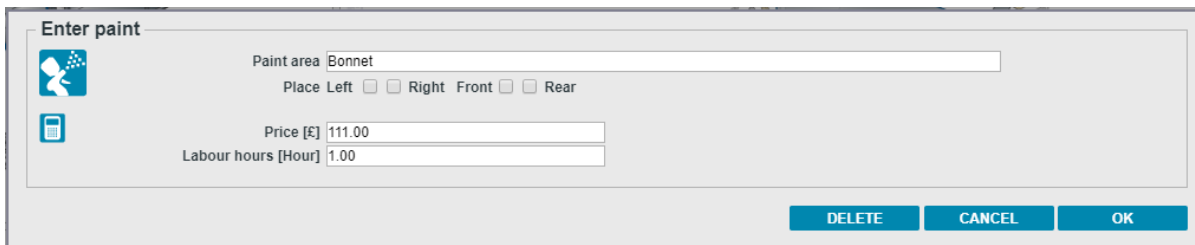


①	Click on the arrows to increase or decrease the Paint Materials price. Standard spin increments for prices are 10 currency units (i.e. '£')
②	Click on the arrows to increase or decrease the painting labour time. Standard spin increments for working times are 0.5 Labour Time Units (i.e. 'Hour')

You can also select the price or the time with the mouse, input a new value with the keyboard and click Enter to apply.

- ❗ Free Paint values in spin controls ① and ② will be automatically registered if you register the Part using the [Part Operations buttons](#), even if values are zero. You can edit or delete the Free Paint values afterwards if needed.

Dialog 'Enter paint' for Free Paint



Paint area	Part description
Price [£]	Price of Paint Materials
Labour hours [Hour]	Labour time for painting operation, in Labour Time Units.

No paint system

'No paint' is the paint system you can choose in the [Dialog 'Paint settings'](#) if you don't need to calculate any paint operation in the estimate.

If you select 'No paint' no painting cost will be calculated: -

- [Painting Operations buttons](#) will be disabled
- [Dialog 'Enter paint'](#) will not be available
- ['Paint' mode](#) will be disabled


i All paint systems except 'No paint' automatically select a paint operation for a part operation (see [Painting operation depending on the selected repair type \(AZT\)](#)). 'No paint' system is useful to override that automatic paint operation selection, ignoring all painting costs.

Paint mode

ERE 'Paint' mode allows you to select paint-only operations for specific parts without considering the parts.

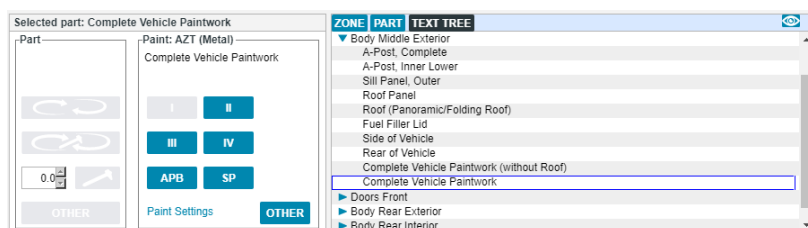
In 'Paint' mode you will be able to register all available paint operations for the selected vehicle and Paint System, even if they are not a 'real' part with a graphic in the [Graphics View](#) (i.e. paint aggregates like 'Complete vehicle paintwork' or single [paint areas](#) will be available too in 'Paint' mode)

! 'Paint' mode is only available for AZT paint system.

To open the 'Paint' mode, select the menu item 'Areas | Paint' or click on the 'Paint' icon  in the toolbar.

To calculate a paint position in 'Paint' mode you have to follow these steps: -

1. Select the Zone: you can do that by clicking on the navigation graphic in the [Selection View](#) or by expanding the Zone names in the Text Tree (i.e. 'Body middle exterior')
2. Select the paint position: click on any of the children lines of the Text Tree (i.e. 'Complete vehicle paintwork')
3. Register the paint operation you wish by means of the [Painting Operations buttons](#) or double click to open the ['Enter paint'](#) dialog.



i In 'Paint' mode no parts graphics will be shown in the Graphics view. Calculation of paint jobs in 'Paint' mode can only be done via the Text Tree.

Viewing the Calculation Report

ERE automatically creates a calculation report during the estimation process. The report summarises the calculation and allows to check the calculated positions including labour times and part prices at any time. The calculation report can be printed and exported to a PDF or Microsoft Word file.



The content of the calculation report depends on the settings made in the calculation report tabs 'Report structure', 'Header/Footer' and 'Report format' of the 'Settings' dialog. The descriptions and figures in this section are based on the default settings for the calculation report.

To open the calculation report either select the menu item 'View | Calculation report' or click on the 'Calculation report' icon



If the mouse is hovered over the icon 'Calculation report' without clicking, a tooltip with the most important calculation results is automatically shown.

Once you have opened the calculation report, ERE allows you to: -

- Print the report by clicking on the 'Print report' icon in the toolbar
- Export the report to a PDF file and open it using the Adobe PDF viewer plug-in, by clicking on the 'PDF report' icon in the toolbar
- Export the report to a Microsoft Word file and open it using the MS Word viewer plug-in, by clicking on the 'MS Word report' icon in the toolbar: In order to use this feature MS Office must be installed.
- Export to a List&Label® report format and open it using the List&Label® viewer plug-in, by clicking on the 'List&Label report' icon in the toolbar: In order to use this feature List&Label® viewer must be installed.

Within 'Calculation report view' calculation results are displayed with the report structure defined as default within tab 'Report format'. To view the calculation results with another report structure just click right mouse button while your mouse is over report selection icon and select other report.

To close the calculation report and return to the currently opened damage calculation, click either on the 'Back' button or on one of the areas buttons () in the toolbar.



You can also close the calculation report, by clicking on the button in the top or bottom right edge of the report.






How to customize a calculation report

Calculation reports can be customised according to your needs using the menu item Extras>Settings.

Within the tabs 'Report structure', 'Header/Footer' and 'Report format' you can define the settings of your calculation report.

Tab 'Report structure'

Within the tab 'Report structure' you can specify what kind of repair information should be displayed within the calculation report: -

Existing reports	<p>Within this list-box you can select an already existing report.</p> <ul style="list-style-type: none">As soon as you have selected a report you can edit its contents.To create a new custom report, enter a name in field "Name of new report " and then click on button 'Save'.To delete a specific report just select report out of list in 'Existing report' and click on button 'Delete'. <p> 'Standard report' cannot be modified nor deleted.</p> <ul style="list-style-type: none">
Excluded report fields	<p>All report fields listed within this section will not be shown within the calculation report. To add or delete a certain field from a report mark respective element and click on button 'Add' , respectively on button 'Remove' .</p>
Included report fields / single page	<p>All report fields listed within this section will be displayed within the calculation report. By clicking on the checkbox of an element you define that this report element will be displayed on a single page, i.e. a page break will be added before and after this element. The order of the different report fields can be changed by clicking on button 'One position upward' , or 'One position downward' .</p>
Administrative fields	<p>Within this section you define what kind of administrative information should be shown at the top of your print report (below the header and above the report fields). By clicking on respective checkbox, you select a certain administrative field for your report.</p>
Additional fields	<p>Within this section you define which Additional fields should be shown within report field 'Additional list' in your print report. To select a certain coefficient just click on checkbox.</p> <p>To display the selected Additional fields in your print report the element ' Additional fields' must be listed in section 'Included report fields / single page '.</p>
Calculation fields	<p>By clicking on checkbox, the respective calculation field will be shown within print report.</p>

Tab 'Header/Footer'

Within the tab 'Header/Footer' you can specify what kind of information should be displayed within the header and footer of the calculation report: -

Existing reports	Within this list-box you select the report to be changed. All changes that you enter in fields below will be stored with selected report structure by clicking on the button 'Save'.
Header-Text	Within this area you can enter the header text as well as define its alignment and font size. You can enter a maximum of six text lines for the header.
Header-Logo	Within this area you can select and align a logo for the header of your report. The logo can be aligned to the right, left or to the middle. By clicking on button 'Search in' the file dialog is opened.
Footer-Text	Within this area you can enter the footer text as well as define its alignment and font size. You can enter a maximum of six text lines for the header.
Footer-Logo	Within this area you can select and align a logo for the footer of your report. The logo can be aligned to the right, left or to the middle. By clicking on button 'Search in' the file dialog is opened.

Tab 'Report format'

Within the tab 'Report format' you can assign your customised report to different output formats: -

Default report structure	Within this list-box you select the report that will be used for the 'Report view', 'PDF export' as well as 'MS Word export'.
Calculation report - Font	Here you define the font for the 'Calculation report'.
PDF – Font	Here you define the font for the 'PDF export'.
Header size	Here you define the size of the header section for the 'PDF export'.
Footer size	Here you define the size of the footer section for the 'PDF export'.
MS Word – Font	Here you define the font for the 'MS Word export'.
MS Word – template	Here you can select the MS Word template (.dot) that can be used for exporting the calculation results to MS Word
List&Label template	Within this list-box are all List&Label (L&L) templates that can be used for the calculation report.
Default template for List&Label report	Within this list-box the names of all available report structures are displayed. By selecting a template this template will be the default template used for List&Label reports.
Assigned report structure	Within this information field the name of currently assigned report structure is displayed.
Output format	Within this list-box you can define the output format for the List&Label reports.

Report structure
Header/Footer
Report format
Language
User interface
Thumbnails
Captions
Paint system

Report format

Output formats

Default report structure
Standard Report (Detailed)

Calculation report - Font
Verdana

PDF - Font
Verdana

Header size
12 mm

Footer size
12 mm

MS Word - Font
Verdana

MS Word template

List&Label report

List&Label template
IFL 69 Kundenvereinbarung.Ist*

Report structure for List&Label template
Standard Report (Detailed)

Default template for List&Label report
IFL 69 Kundenvereinbarung.Ist*

Assigned report structure
Standard Report (Detailed)

Output format
PDF

ASSIGN

DEFAULT SETTINGS

CANCEL

APPLY

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