

# Unity System Module

The System Module is the core of the Unity Data Collection Suite. Its purpose is to tie all of the modules together and to give a central location for company setup, user security, and system maintenance functions such as rebuilding indexes. Additionally the System module offers report and label modification tools.

- **RTP and RTPe Software Included** Both the Real Time Polling TNET and Ethernet edition software are included with the System Module. The RTP software provides auto-posting features as well as support for Computerwise Data Collection Hardware.
- **Multi-Company Support** allows for up to 999 separate companies.
- **User Level Security** gives the administrator the ability to grant or deny access to the different processes within the software by each individual user. Each user has their own User ID and Password to use when logging into Unity.
- **Terminal Emulation Screen** can be used to replicate the functions of the Computerwise terminals on the PC for data entry purposes. The terminal emulation screen can validate entered data in real-time against the appropriate database files.
- **Report and Label Modification Tools** are built in.
- **US Software's Code 3 of 9 Bar Code Font** is automatically installed with client installation.
- **Open Transactions Screen**, shows all open clock in transactions where the employee has not yet clocked out. It also provides a way to quickly clock out of a transaction where you are already clocked in.
- **Centralized Import Functions** Data import functions are centralized in a convenient area of the File menu. Thus combining the individual modules import functions into one single location.
- **Pop-Up Calendar** feature for all date entry fields.
- **Long Filename Support** allows for using long file names in data paths.
- **Friendly, Easy to Use Interface.**
- **Microsoft Visual FoxPro 8.0** is the powerful database and OOP (object oriented programming) language which powers Unity.
- **Customizable**, source code included.



Productivity Management, Inc.  
6561 Lonewolf Dr., Suite 200  
South Bend, IN 46628  
Phone: 574-239-2444  
Toll Free: 877-273-2444  
Fax: 574-239-8915  
[PMI04@PMISouthBend.com](mailto:PMI04@PMISouthBend.com)

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# Unity Shop Floor Module

The Shop Floor Module integrates tightly with the TIW WorkShop Manufacturing system. It utilizes the External Posting features of the WorkShop Order module to import transaction data to TIW. This is a great way to collect both labor and material transactions for WorkShop. The Shop Floor module handles all of the native WorkShop transactions. Additionally, the Shop Floor module can be configured to run as a stand alone shop floor data collection system.



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6561 Lonewolf Dr., Suite 200  
South Bend, IN 46628  
Phone: 574-239-2444  
Toll Free: 877-273-2444  
Fax: 574-239-8915  
[PMI04@PMISouthBend.com](mailto:PMI04@PMISouthBend.com)

**Validates All Imported Data** against TIW WorkShop data and accounting system data when linked as well as validating against its own internal database tables.

**Matches Clock Ins and Clock Outs.**

**Links to TIW Workshop 32** or 16 bit version, Creating an External Posting File. Or, Shop Floor can be configured to run stand-alone without being linked to TIW WorkShop. Provides support for WorkShop linked to ACCPAC Pro Series, Vision Point, AccountMate VAM/LAN, AccountMate VAM/SQL, or stand alone.

**Work Order Screen** for quick inquiries to view transactions that have been posted and that have not yet posted to a particular work order. The drill down features take the user to preview external post or transaction history screen with a simple double click on any transaction in the posted or un-posted transactions grids. The Work Order Inquiry screen also allows for adding work orders to a table when Unity is not linked to TIW WorkShop. A print button provides quick printing of the selected work order. From the work order screen, the user can view raw material items on a work order, or the user can add raw material items when not linked to a manufacturing software system. The work order copy function provides a quick and easy way to reproduce work orders when running Shop Floor stand-alone.

**Item Master File** screen allows for viewing the item master file from the linked accounting/manufacturing system. Or, it can be used for adding/editing items when Shop Floor is not linked to another inventory system.

**Drill-down features** in the work order inquiry screen hyper-links that screen to the preview external post screen and transaction history screen. This allows users to drill-down and edit an individual transaction from the work order inquiry screen.

**Employee Table** is combined with Time module for single point of data entry. Standard labor rates for labor transactions can be set up here as well as categorizing employees by organizational levels. If linked to TIW WorkShop and the Cost module is not used, the employee table can still populate labor transactions with the appropriate labor rates. Organizational Levels can be used to specify the employee's department, supervisor, group, cell, shift, etc.

**Maximum Time on job** feature for each employee. This setting specifies the maximum time an employee can work on a single labor transaction.

**Standard or Actual Labor Rates** can be used.

**Split Time on Overlapping Labor.** The "Split Time on Overlapping Labor" feature will optionally divide the time between multiple work orders/operations when an employee is clocked into more than one operation at a time. This Split Time feature works with any labor transaction (transaction codes that begin with "L"). It will adjust the time based on the number of concurrent jobs and then divide the time evenly between those concurrent jobs.

**Multi-Company Support.**

**Data Collection Hardware Support.** Unity software works with Videx LaserLite Pro™ portable data collection units or can be configured to work with other hardware/software such as the Unity RTP or RTPe module. Twelve different applications are included for the Videx LaserLite Pro™.

**Material Issue On Hand Check.** If the item is not found at the given location it will try to find an alternate location.

**Auto OS Transaction.** OS transactions are automatically issued when another transaction is issued and the OS has not already been issued.

**OS and OC transactions** reference the employee badge number when posted to TIW WorkShop.

**Work Order Report** includes bar-codes.

# Unity Time Module

The Unity Time Module is a time and attendance system which supports ABRA Payroll, ACCPAC Pro Series, and ACCPAC VisionPoint payroll products or can operate stand alone. Unity Time creates an external posting file for the purpose of posting payroll data into the payroll software.

- **Payroll Systems** supported include ABRA Payroll, ACCPAC Pro Series, and ACCPAC VisionPoint Payroll. There is also a text file export for linking to additional payroll systems.
- **Overtime Calculations** Per Day, Per Week, or Bi-Weekly.
- **Automated Lunch Deductions** are an option. The lunch auto-deduction also has a minimum time before lunch is deducted setting.
- **Pay Rules** by Employee Supports Configurable Rounding Rules and Overtime Calculations. Once a pay rule has been setup, it can easily be copied using the copy pay rule function.
- **Round To Schedule** Option.
- **Lunch Transaction Rounding** optionally allows rounding the in for lunch and out for lunch transactions individually. This provides a greater flexibility when calculating lunch time to be deducted from employee's work time.
- **Employee File** with organizational levels allows employees to be grouped by user defined groups. With this 12 character organizational level code you can group employees by department, supervisor, shift, cell, etc. Employees can even be imported from the ABRA Payroll system.
- **Mass Transactions** feature provides users with a means for adding transaction and calculations to multiple employees all at the same time. This is a great way for adding holidays, etc.
- **Reports** can be filtered by organizational levels.
- **Department Transfer** transaction has been added to provide employees with a method for transferring from one department to another.
- **Time Card Report** can be printed in a variety of different ways including one employee per page or for all employees continuously. A summary option can be used to print a summary page after the time card report has been printed.
- **Time Comparison Report** compares employee time and attendance data to actual job labor time in the shop floor module.
- **Employee List Report**, lists all employees and their individual settings.
- **Who's In Report** shows which employee's are currently clocked in to the system.
- **Who's Scheduled Report** shows which employees are scheduled during a specified date range.
- **Time Transactions Report** shows all employee transactions for a specified date range and can be optionally filtered to show only tardy employees, early clock-outs, etc. Additional filters by organizational level are also available.
- **Employee Badge Report** with search options for employee look-ups prints employee badges complete with bar codes. The multiple employee select option allows the user to pick and choose which employees they wish to print badges for.
- **Archive History** option to archive transaction history data.
- **Transaction Error Maintenance** screen so that the user can quickly and easily view and edit errors as well as print the transaction error report.
- **Matches Clock Ins and Clock Outs** Records in/out for day as well as optional transactions for in/out for lunch (or break).
- **Pop-Up Calendar** feature for all date entry fields.
- **Friendly, Easy to Use Interface** Transaction and Calculation screen is color coded for easier editing of transactions.
- **User Level Security.**
- **Multi-Company Support.**
- **Links** to the RTP and RTPe Data Collection System.
- **Microsoft Visual FoxPro 8.0** is the powerful database and OOP (object oriented programming) language which powers Unity.
- **Customizable**, source code included.
- **ODBC Compliant.**



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 6561 Lonewolf Dr., Suite 200  
 South Bend, IN 46628  
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[PMI04@PMISouthBend.com](mailto:PMI04@PMISouthBend.com)

# Unity Inventory Module

The Unity Inventory Module has been designed to compliment the TIW ALERE Accounting System's Inventory Module. It facilitates the collection of inventory data through bar code data collection. Printing inventory labels complete with bar codes is a breeze with the Unity Inventory Module. In addition to printing inventory labels, Unity Inventory users can process inventory transfers, receipts, issues and post physical inventory counts. The Unity Inventory Module posts inventory transaction data directly into the ALERE data tables.



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6561 Lonewolf Dr., Suite 200  
South Bend, IN 46628  
Phone: 574-239-2444  
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[PMI04@PMISouthBend.com](mailto:PMI04@PMISouthBend.com)

- **Links to TIW ALERE Accounting** to provide seamless inventory transactions for sales order shipments, purchase order receipts, inventory issues, inventory receipts, location transfers, and physical inventory counts. Or, the Inventory module can be run stand-alone without linking to an accounting system. Inventory Module supports both ALERE LAN and ALERE CS versions.
- **Validates All Imported Data** against TIW ALERE Accounting data as well as validating against its own internal database tables.
- **Separate Posting Screen for Physical Inventory** allows for posting physical inventory transactions independently from all other transactions in the inventory module. This also provides for combining multiple transactions for the same item into a single count.
- **ALERE PO Receipts** are supported by linking to the ALERE Purchases Module. Users can print Purchase Order Receiving Copies complete with bar codes. With the use of bar code data collection users can use the bar coded receiving copies to automatically receive inventory by scanning the bar codes. The PO Receipts transactions supports partial or complete PO receiving, providing a quantity entry to verify the quantity that was received.
- **Multi-Company Support.**
- **Data Collection Hardware Support.** Unity software works with Videx LaserLite ProIs™ portable data collection units or can be configured to work with other hardware/software such as the Unity RTP or RTPe module. Twelve different applications are included for the Videx LaserLite Pro™.
- **Employee Organizational Levels** are user definable and can be used to segregate employees by departments, groups, divisions, supervisors, etc. Each employee can be assigned to as many as five organizational levels.
- **Inventory Preview Post Report** can be used as an error report after posting transactions or as a check point prior to posting transactions.
- **Transaction History Report** can show transactions, by employee, type, or date.
- **Bar Coded Inventory Labels** can be printed in a variety of preset standard label sizes or can be customized to your specific requirements.
- **Every transaction is tracked by employee**, giving you a complete audit trail of all transactions.
- **Item Master File** screen allows for viewing the item master file from the linked accounting/manufacturing system. Or, it can be used for adding/editing items when Inventory Module is not linked to another inventory system.
- **Employee List Report**, lists all employees and their individual information.
- **Employee Badge Report** with search options for employee look-ups prints employee badges complete with bar codes. The multiple employee select option allows the user to pick and choose which employees they wish to print badges for.
- **Microsoft Visual FoxPro 8.0** is the powerful database and OOP (object oriented programming) language which powers Unity.
- **Customizable**, source code included.
- **User Level Security**, with login and password.