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**Signs**

**45**

# Advanced Fixtures Catalog

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## What Are Advanced Fixtures?

Apollo 8.0, the latest version of IRI's retail space management software, contains several exciting new features that will allow users to develop planograms that realistically represent most types of merchandising settings. New basic fixture types include hanging bars, baskets, and "blocks" (non-merchandisable objects that can be shaped to represent walls, pillars, platforms, supports, and other structures). There is also a new fixture type called a "free-hand surface" that can be used for merchandising different items in the same facing.

The most exciting new feature in Apollo 8.0 is something called Advanced Fixtures. Advanced Fixtures consolidate the potential of all the new basic fixtures and merchandising capabilities of Apollo 8.0 into "galleries" of pre-assembled complex fixtures. Several styles of coffin cases, cooler cases, clothing racks, pallets, and tables may be browsed and added to any planogram. There is also a gallery for more unusual hardware display fixtures, and even one for signs. The pre-assembled fixtures in the Advanced Fixtures galleries serve as examples of what may be done with blocks and the other basic fixtures, and they can be used directly for many planogramming needs. This is possible because Advanced Fixtures are entirely flexible as to height, length, and depth. Most Advanced Fixtures also have assigned variables that permit modification of such typical settings as shelf height. These fixtures are accessed via the **Planogram/Add Shelf Type** menu, and with a new button on the Planogram toolbox:



In Apollo 8.0, the Advanced Fixture galleries are opened and browsed individually, with brief descriptions in the Status Bar. This catalog brings them all together in one place, with full descriptions, to help Apollo users understand their potential, and make the most of this new and powerful merchandising tool.

Most of the Advance Fixture galleries are organized according to merchandising method or style. These are described in the following sections.

## **What are Standard Advanced Fixtures?**

All the categories of Advanced Fixtures except for Signs (which use no merchandising space) have a gallery for "standard" merchandising. Standard Advanced Fixtures have default settings that support auto-fill merchandising. When an item is placed in or on any merchandising surface, the number of fronts deep and high will expand automatically to fill the space available unless limited by the constraints set for the product. This is the most common and productive method of merchandising, and therefore is considered to be the standard format for Advance Fixtures.

## **What are Free-Hand Advanced Fixtures?**

All Advanced Fixture categories except for Signs will have a gallery for Free-Hand merchandising. Free-Hand merchandising allows users to place different products (SKU's) at any location within a merchandising space. They may be put behind each other, on top of each other, or suspended in air. All basic merchandisable fixture types except Standard Shelves can support the Free-Hand option, which is enabled with a check box on the new Options tab found in the Shelf Detail Dialog: "Allow Different Items Deep." (An Advanced Fixture contains many basic fixtures, and will have many Shelf Dialogs bundled together. Use the checkbox at the bottom of the dialog and the Next/Previous buttons to browse all parts of an Advanced fixture.) For all fixtures in a Free-Hand gallery, this box is checked. Once the fixture is brought into a planogram, the "Allow Different Items Deep" setting may be turned off.

## **What are Capacity Advanced Fixtures?**

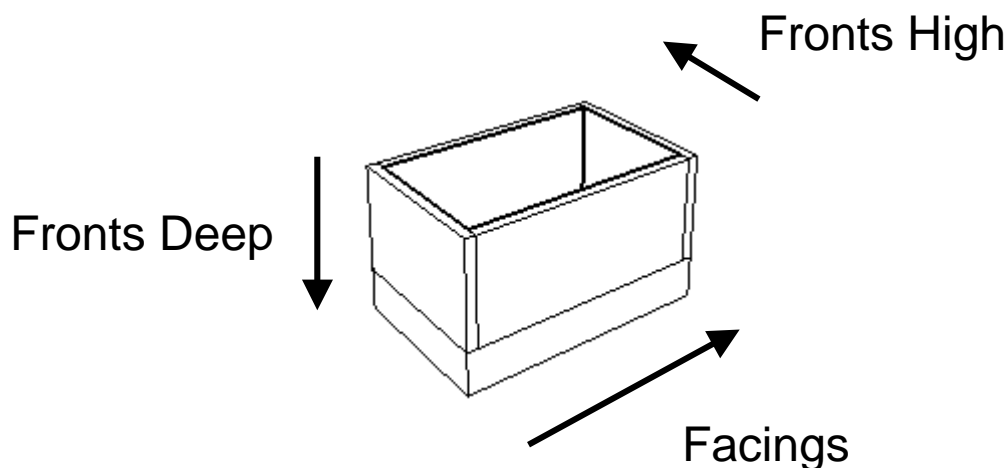
Any fixture that can be set to Free-Hand merchandising, with the exception of Racks, can also be set for a User-Defined Capacity. The User-Defined Capacity setting allows the user to assign a volume number to a merchandising space containing only one item, and that number will represent how many of the item are to be put in that space regardless of actual item dimensions. The planogram will fill the space with a box marked with diagonal lines to indicate a capacity value is being used. The Capacity option is enabled with a check box on the new Options tab found in the Shelf Detail Dialog: "User-Defined Capacity." For all fixtures in a Capacity gallery, this box is checked and a default capacity of 12 is assigned. Once the fixture is brought into a planogram, the Capacity volume may be changed, or the User-Defined Capacity setting may be turned off.

# Coffin Cases

Coffin Cases are within Coffin Cases. Unlike the other Advanced Fixtures, the Coffin Cases are a direct adaptation of the basic fixture also called Coffin Case. The basic Coffin Case located on the Planogram menu or toolbox only provides a simple merchandising box with no walls or base. The Coffin Case Advanced Fixtures, however, use the basic Coffin Case in a variety of commonly found structures with walls, a base, and in some cases supported by a pedestal.

The basic and advanced Coffin Cases are also presented and merchandised differently in Apollo 8.0. Unlike previous versions of Apollo where the Coffin Case was shown in planograms as if it were turned on its side, Apollo 8.0 treats Coffin Cases in a more realistic manner by showing them as they actually appear. While this will be a significant advantage in realistic retail modeling, it does require the use of a top-down planogram window. The Top Planogram view window can be easily opened via the View menu (select the Open... or the Arrange Planograms options).

Merchandising in Coffin Cases is oriented to the Top Planogram view rather than the front view. This means that "Depth" and "Z" dimension terms refer to the top-to-bottom direction rather than front-to-back. Similarly, "Height" and "Y" dimension refer to front-to-back rather than top-to bottom for the merchandising space, as shown below:



## Standard Coffin Cases

(Allow Different Items Deep = OFF)

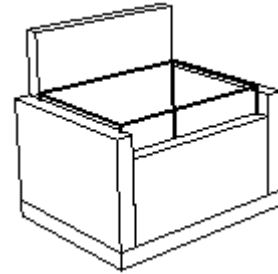
---

### Multi-Purpose Container

Default Size: 3' long, 2' 10" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; merchandising height; front wall height; left wall height; right wall height; back wall height.



Note: Black outline is merchandising space above the walls.

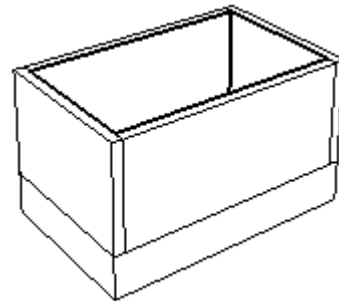
---

### Thin Walls Thick Base

Default Size: 4' long, 2' 6" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness.



Note: Merchandising space is same height as walls.

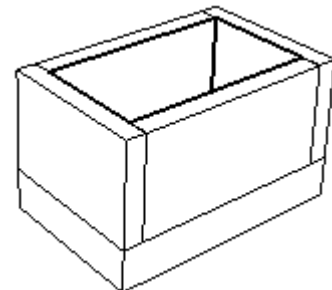
---

### Thick Walls and Thick Base

Default Size: 4' long, 2' 6" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness.



Note: Merchandising space is same height as walls.

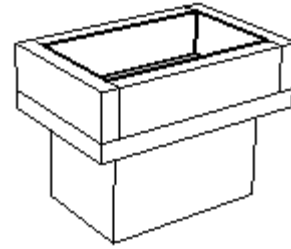
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### **Pedestal Base**

Default Size: 4' long, 3' high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as walls.

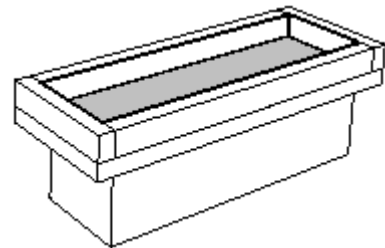
---

### **Dairy Well**

Default Size: 7' long, 2' 4" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as walls.

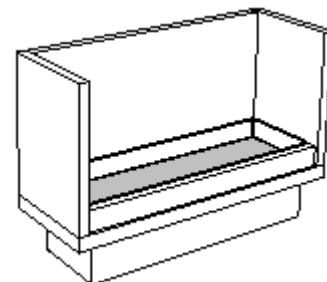
---

### **Enclosed Dairy Well**

Default Size: 7' long, 4' 8" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as the front wall.

---

## Free-Hand Coffin Cases

(Allow Different Items Deep = ON)

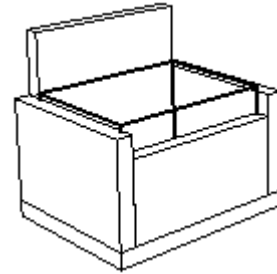
---

### Multi-Purpose Container

Default Size: 3' long, 2' 10" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; merchandising height; front wall height; left wall height; right wall height; back wall height.



Note: Black outline is merchandising space above the walls.

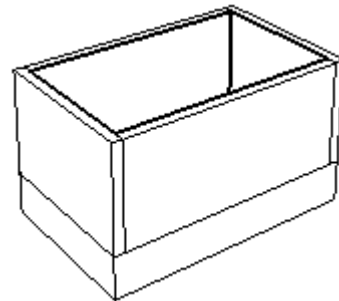
---

### Thin Walls Thick Base

Default Size: 4' long, 2' 6" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness.



Note: Merchandising space is same height as walls.

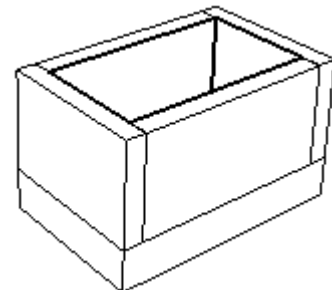
---

### Thick Walls and Thick Base

Default Size: 4' long, 2' 6" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness.



Note: Merchandising space is same height as walls.

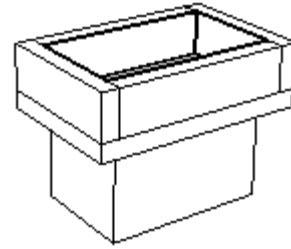
---

### **Pedestal Base**

Default Size: 4' long, 3' high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as walls.

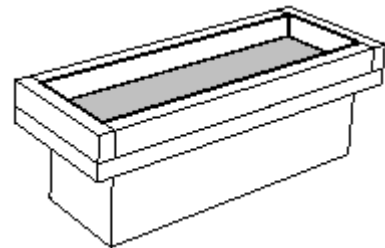
---

### **Dairy Well**

Default Size: 7' long, 2' 4" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as walls.

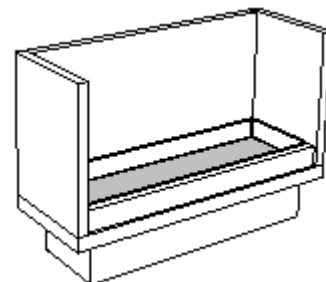
---

### **Enclosed Dairy Well**

Default Size: 7' long, 4' 8" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as the front wall.

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## Capacity Coffin Cases

(Default Capacity = 12)

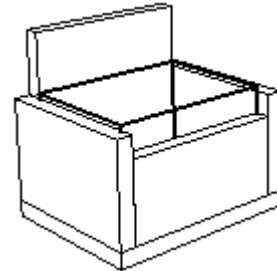
---

### Multi-Purpose Container

Default Size: 3' long, 2' 10" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; merchandising height; front wall height; left wall height; right wall height; back wall height.



Note: Black outline is merchandising space above the walls.

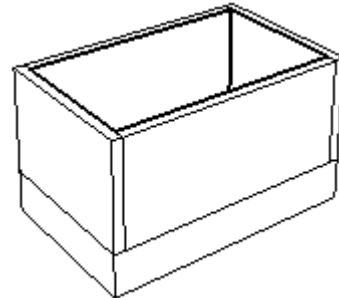
---

### Thin Walls Thick Base

Default Size: 4' long, 2' 6" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness.



Note: Merchandising space is same height as walls.

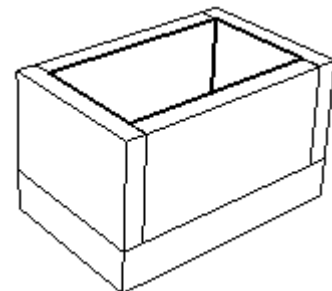
---

### Thick Walls and Thick Base

Default Size: 4' long, 2' 6" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness.



Note: Merchandising space is same height as walls.

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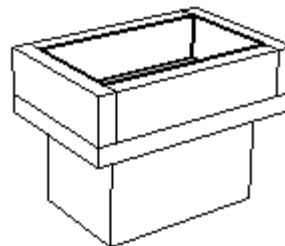
---

### **Pedestal Base**

Default Size: 4' long, 3' high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as walls.

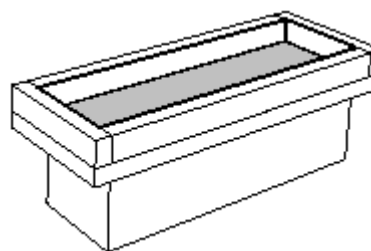
---

### **Dairy Well**

Default Size: 7' long, 2' 4" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as walls.

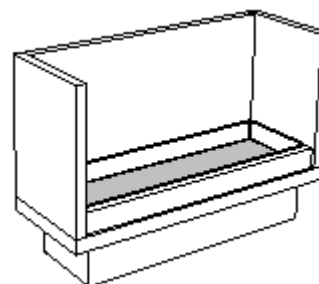
---

### **Enclosed Dairy Well**

Default Size: 7' long, 4' 8" high, 2' 6" deep

Merchandising fixture: Coffin Case

Variables: Wall thickness; base thickness; pedestal height.



Note: Merchandising space is same height as the front wall.

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## Coolers

The Cooler Advanced Fixture galleries contain upright cooler cases with several choices for the number of shelves and door types. As with all Advanced Fixtures, the overall size of the coolers may be adjusted to match the dimensions of any cooler case in a vendor's catalog. In the small illustrations that appear in the gallery window in Apollo the Coolers look very similar, so be sure to check the description in the Status Bar for the number of shelves and to see whether the door handle is on the right or left side.

The Standard Coolers gallery offers the greatest variety of fixtures, but uses Standard Shelves which cannot be used in the Free-Hand or Capacity galleries. The Free-Hand and Capacity Cooler galleries offer a three-shelf and a four-shelf variety with larger space between shelves for beer six-pack, ice cream and other categories where different flavors or brands might be stacked on top of each other. Merchandising in the Free-Hand and Capacity Coolers is similar to Coffin Cases where Depth/Height and Z/Y dimensions are switched in support of a Top Planogram View orientation.

To make existing planograms more realistic, cooler doors with a right handle, left handle, or sliding doors, may be added in front of any planogram (with or without uprights). The Doors Only gallery provides these fixtures, but several rules apply to use them successfully. See the section on Doors Only for a description of the proper procedure.

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# Standard Coolers

(AutoCalc Fronts = ON)

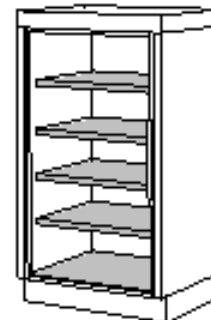
---

## 5 Shelf - Right Handle

Default Size: 3' 6" wide, 5' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



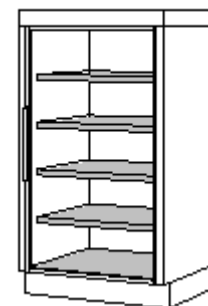
---

## 5 Shelf - Left Handle

Default Size: 3' 6" wide, 5' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



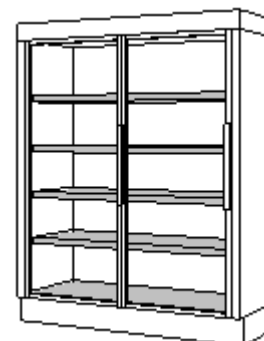
---

## 5 Shelf - Sliding Doors

Default Size: 4' 6" wide, 5' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height

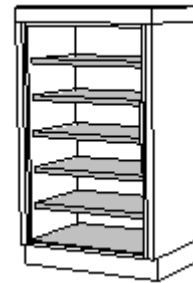


### **6 Shelf - Right Handle**

Default Size: 3' 6" wide, 5' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



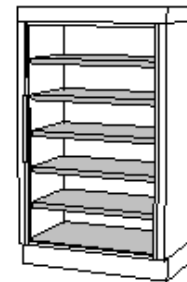
---

### **6 Shelf - Left Handle**

Default Size: 3' 6" wide, 5' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



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### **6 Shelf - Sliding Doors**

Default Size: 4' 6" wide, 5' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



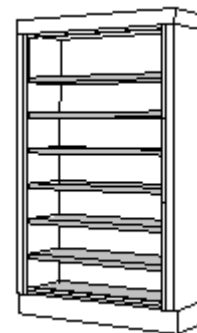
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### **7 Shelf - Right Handle**

Default Size: 3' 6" wide, 6' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



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**7 Shelf - Left Handle**

Default Size: 3' 6" wide, 6' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



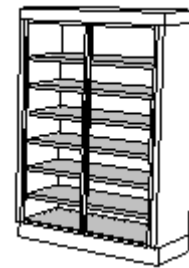
---

**7 Shelf - Sliding Doors**

Default Size: 4' 6" wide, 6' 11" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



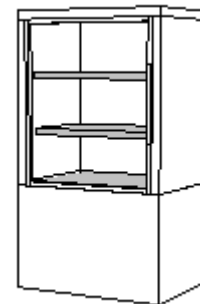
---

**3 Shelf - Right Handle**

Default Size: 3' wide, 5' 4" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



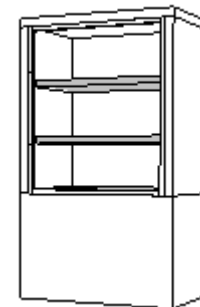
---

**3 Shelf - Left Handle**

Default Size: 3' wide, 5' 4" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height

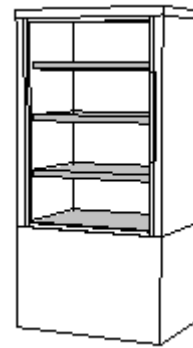


### 4 Shelf - Right Handle

Default Size: 3' wide, 6' 2" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



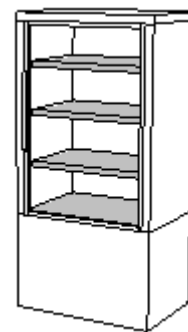
---

### 4 Shelf - Left Handle

Default Size: 3' wide, 6' 2" high, 2' 2" deep

Merchandising fixture: Standard shelves

Variables: Individual shelf height



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## Free-Hand Coolers

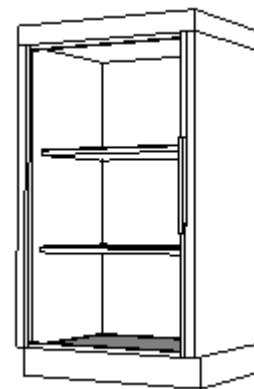
(Allow Different Items Deep = ON)

### 3 Shelf - Right Handle

Default Size: 3' 6" wide, 5' 11" high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height

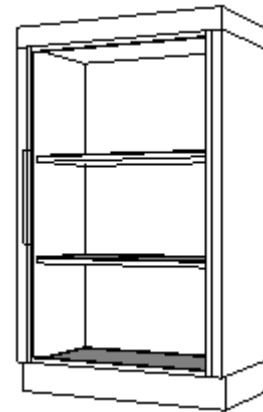


**3 Shelf - Left Handle**

Default Size: 3' 6" wide, 5' 11 " high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height



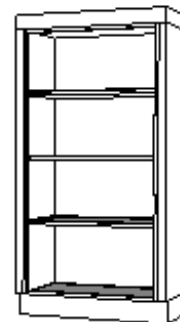
---

**4 Shelf - Right Handle**

Default Size: 3' 6" wide, 6' 11 " high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height



---

**4 Shelf - Left Handle**

Default Size: 3' 6" wide, 6' 11 " high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height



## Capacity Coolers

(Default Capacity = 12)

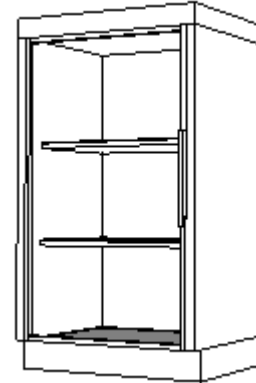
---

### 3 Shelf - Right Handle

Default Size: 3' 6" wide, 5' 11 " high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height; shelf capacity

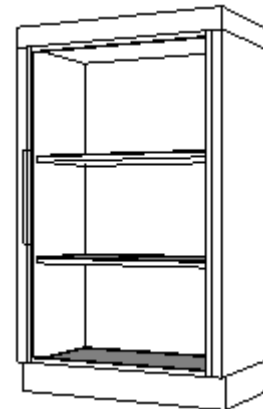


### 3 Shelf - Left Handle

Default Size: 3' 6" wide, 5' 11 " high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height; shelf capacity

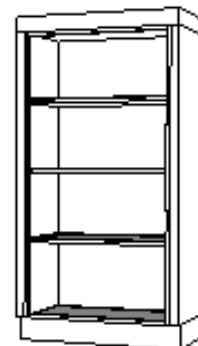


### 4 Shelf - Right Handle

Default Size: 3' 6" wide, 6' 11 " high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height; shelf capacity

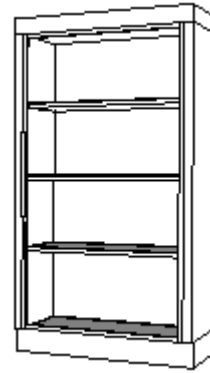


**4 Shelf - Left Handle**

Default Size: 3' 6" wide, 6' 11 " high, 2' 2" deep

Merchandising fixture: Free-Hand on Block Shelves

Variables: Individual shelf height; shelf capacity



## Cooler Doors Only

These Advanced fixtures are provided to allow realistic cooler case doors to be applied to existing planograms. Please note that these doors cannot be placed in front of shelves directly from the gallery. All Advanced Fixtures need to be placed in a planogram at the backboard. If a planogram is filled with shelves, temporarily extend its length to open up some clear space where the door may be placed. Also, make sure the section is deep enough to allow room in front of the shelves for the doors. Then move the doors using Quick Keys or drag-and-drop in the Top View planogram window.

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### Right Handle

Default Size: 3' 2" wide, 5' 1" high, 2" deep

Merchandising fixture: None

Variables: None

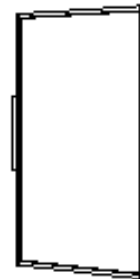


### Left Handle

Default Size: 3' 2" wide, 5' 1" high, 2" deep

Merchandising fixture: None

Variables: None

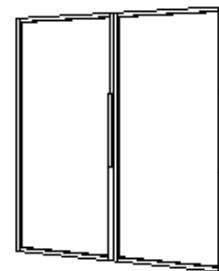


### Sliding Doors

Default Size: 4' 2" wide, 5' 1" high, 2" deep

Merchandising fixture: None

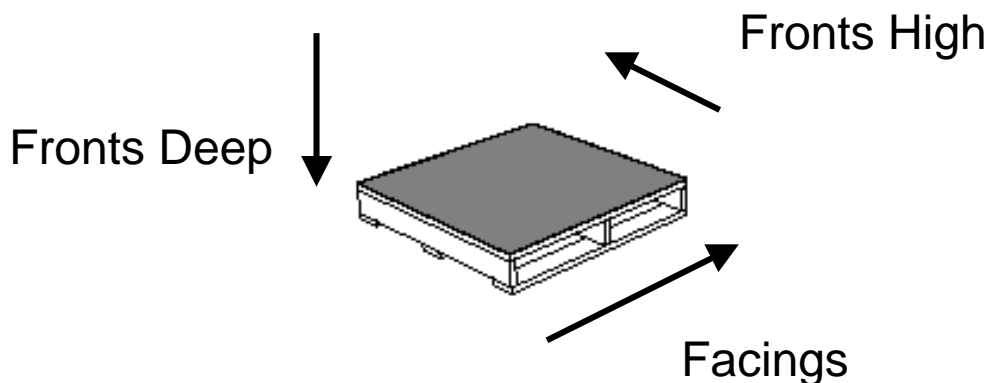
Variables: None



# Pallets

Pallets are single merchandising surfaces combined with blocks to represent various wooden pallets, plastic pallets, and a solid pallet block. Also in the Pallet galleries is a "Free-Hand Surface" which is not literally an Advanced Fixture in that there are no other fixtures combined with it. The Free-Hand Surface can be used to represent a defined area of floor space where items can be merchandised, or it can be combined with blocks to create customized merchandising displays.

Merchandising on Pallets is oriented to the Top Planogram view rather than the front view. This means that "Depth" and "Z" dimension terms refer to the top-to-bottom direction rather than front-to-back. Similarly, "Height" and "Y" dimension refer to front-to-back rather than top-to bottom for the merchandising space, as shown below:



## Standard Pallets

(Allow Different Items Deep = OFF)

---

### Free-Hand Surface

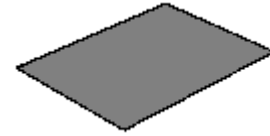
Default Size: 3' wide, 3' deep

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet.

---



### Solid Block

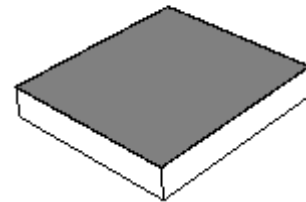
Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet 2 inches.

---



### 2-Way Solid Top

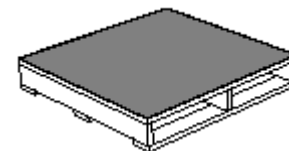
Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet.

---



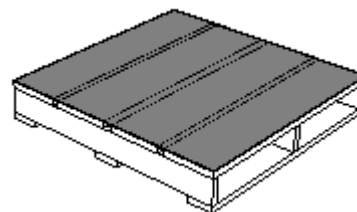
### **2-Way Slat Top**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet 1 inch.



---

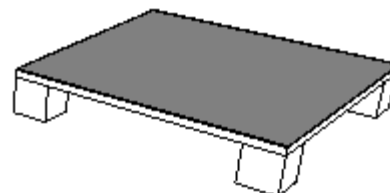
### **4-Way with 4 Block Feet**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet.



---

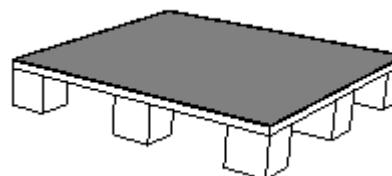
### **4-Way with 8 Block Feet**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet.



## Free-Hand Pallets

(Allow Different Items Deep = ON)

---

### Free-Hand Surface

Default Size: 3' wide, 3' deep

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet.



---

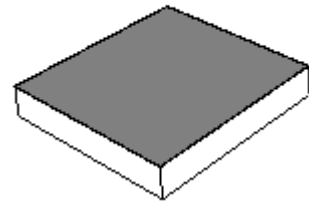
### Solid Block

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet 2 inches.



---

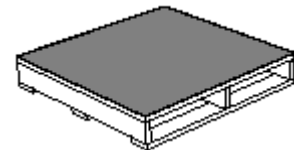
### 2-Way Solid Top

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet.



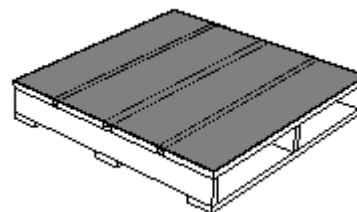
### **2-Way Slat Top**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet 1 inch.



---

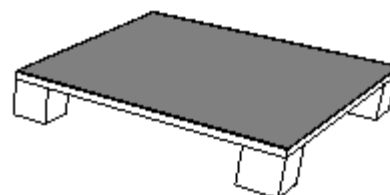
### **4-Way with 4 Block Feet**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet.



---

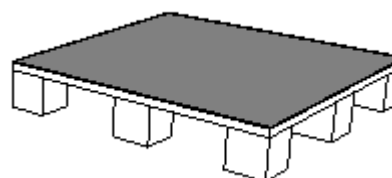
### **4-Way with 8 Block Feet**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet.



## Capacity Pallets

(Default Capacity = 12)

---

### Free-Hand Surface

Default Size: 3' wide, 3' deep

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet.



---

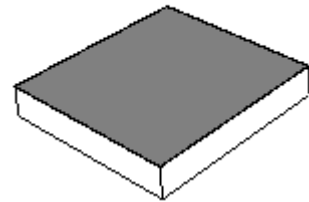
### Solid Block

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet 2 inches.



---

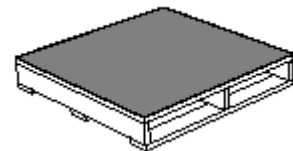
### 2-Way Solid Top

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 2 feet.



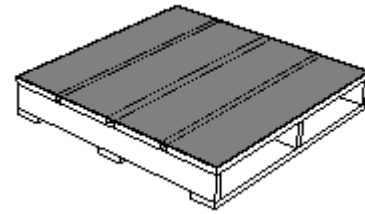
### **2-Way Slat Top**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet 1 inch.



---

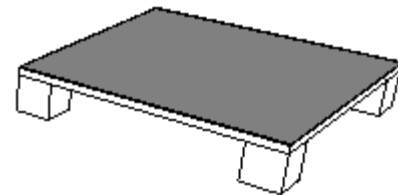
### **4-Way with 4 Block Feet**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

Note: Default vertical merchandising depth is 3 feet.



---

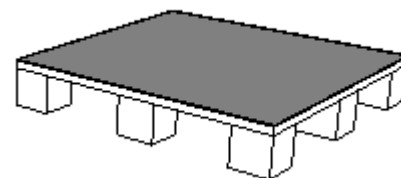
### **4-Way with 8 Block Feet**

Default Size: 3' wide, 3' deep, 6" base

Merchandising fixture: Free-Hand

Variables: None

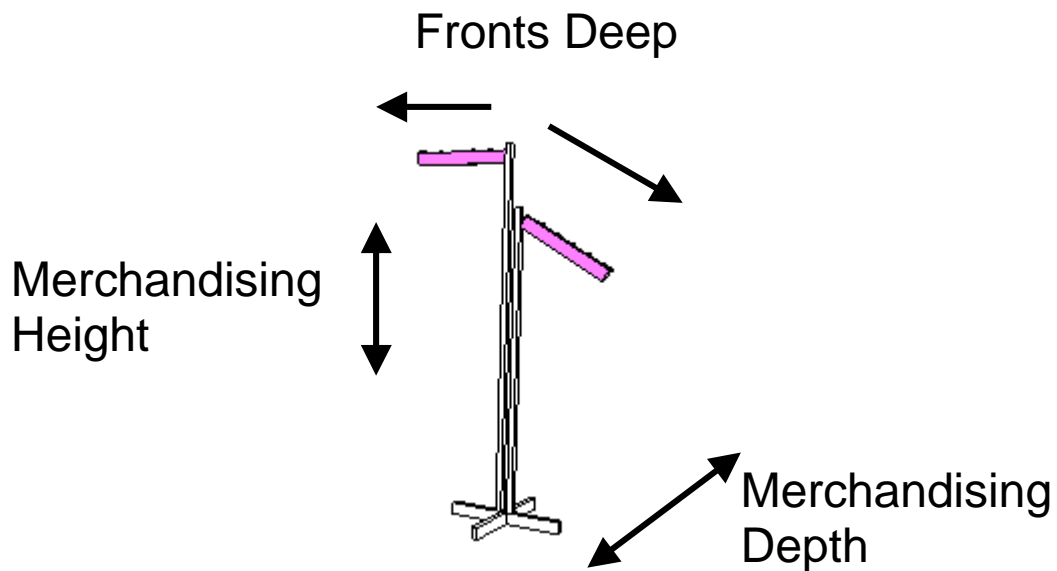
Note: Default vertical merchandising depth is 3 feet.



# Racks

Racks are a very special type of Advanced Fixture, making use of the new Hanging Bar basic fixture. The Racks galleries use hanging bars in seven different Advanced Fixtures including five free-standing clothing and soft goods racks and two walled closet-style clothing racks. Hanging Bars use "knobs" to define merchandising spaces within a bar. Items placed on racks from the Standard Racks gallery will auto-fill the space within the knob interval. With Free-Hand Racks, different items may be placed between knobs.

The way merchandising height and depth are used with hanging bars is shown below:



---

## Standard Racks

(Allow Different Items Deep = OFF)

---

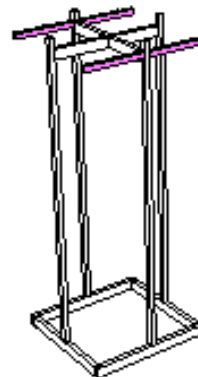
### 4 Bar H-Rack

Default Size: 2' 1" wide, 2' deep, 5' 2" high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



---

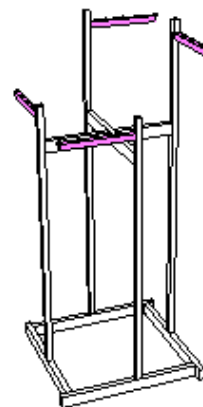
### Quad Rack 1

Default Size: 2' 2" wide, 2' 2" deep, 5' high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



---

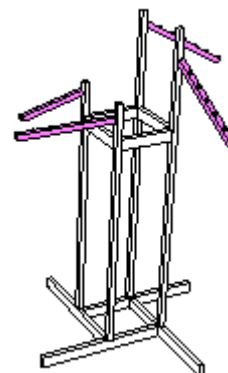
### Quad Rack 2

Default Size: 4' wide, 3' 6" deep, 5' high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



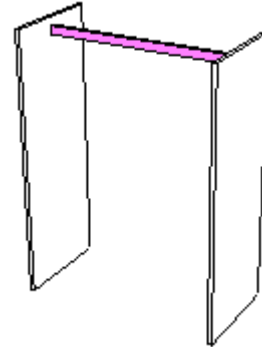
### Single Closet Rack

Default Size: 4' wide, 2' deep, 5' 4" high

Merchandising fixture: 1 Hanging Bar

Variables: Bar Height

Note: Knob increment is 0" and offsets are 1" to show the bar with no knobs.



---

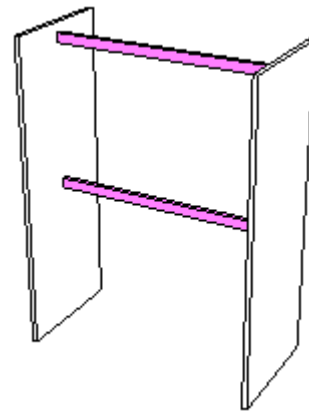
### Double Closet Rack

Default Size: 4' wide, 2' deep, 5' 4" high

Merchandising fixture: 2 Hanging Bars

Variables: Bar Height

Note: Knob increment is 0" and offsets are 1" to show the bar with no knobs.



---

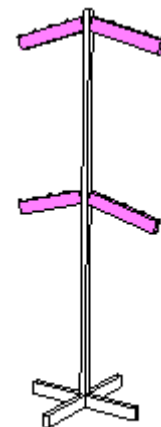
### 4 Arm Rack

Default Size: 2' 1" wide, 1' 9" deep, 5' 2" high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



---

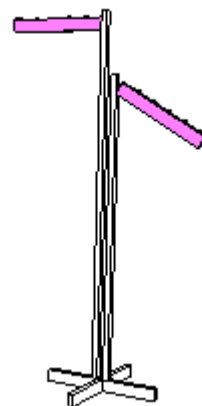
### Double Arm Rack

Default Size: 2' 11" wide, 1' 9" deep, 5' 2" high

Merchandising fixture: 2 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



---

## Free-Hand Racks

(Allow Different Items Deep = ON)

---

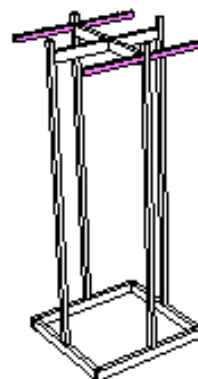
### 4 Bar H-Rack

Default Size: 2' 1" wide, 2' deep, 5' 2" high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



---

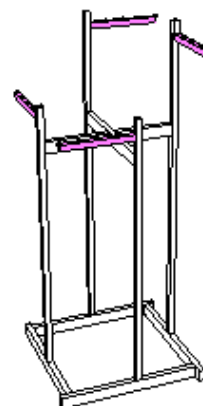
### Quad Rack 1

Default Size: 2' 2" wide, 2' 2" deep, 5' high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



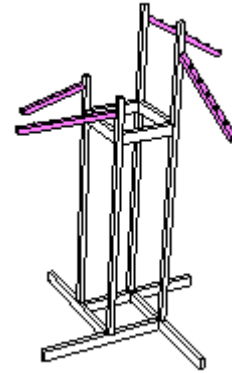
## Quad Rack 2

Default Size: 4' wide, 3' 6" deep, 5' high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



---

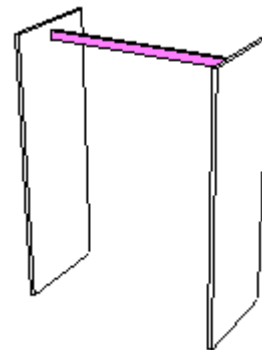
## Single Closet Rack

Default Size: 4' wide, 2' deep, 5' 4" high

Merchandising fixture: 1 Hanging Bar

Variables: Bar Height

Note: Knob increment is 0" and offsets are 1" to show the bar with no knobs.



---

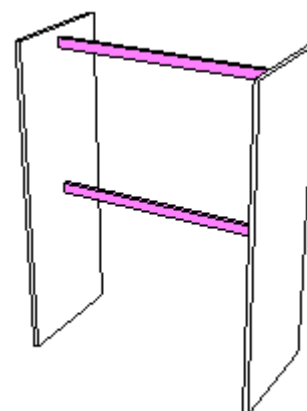
## Double Closet Rack

Default Size: 4' wide, 2' deep, 5' 4" high

Merchandising fixture: 2 Hanging Bars

Variables: Bar Height

Note: Knob increment is 0" and offsets are 1" to show the bar with no knobs.



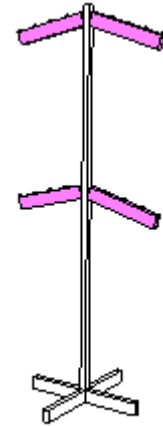
### 4 Arm Rack

Default Size: 2' 1" wide, 1' 9" deep, 5' 2" high

Merchandising fixture: 4 Hanging Bars

Variables: Bar Length and Bar Slope

Note: Default knob increments are 3".



---

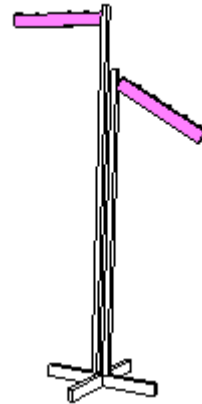
### Double Arm Rack

Default Size: 2' 11" wide, 1' 9" deep, 5' 2" high

Merchandising fixture: 2 Hanging Bars

Variables: Bar Length and Bar Slope

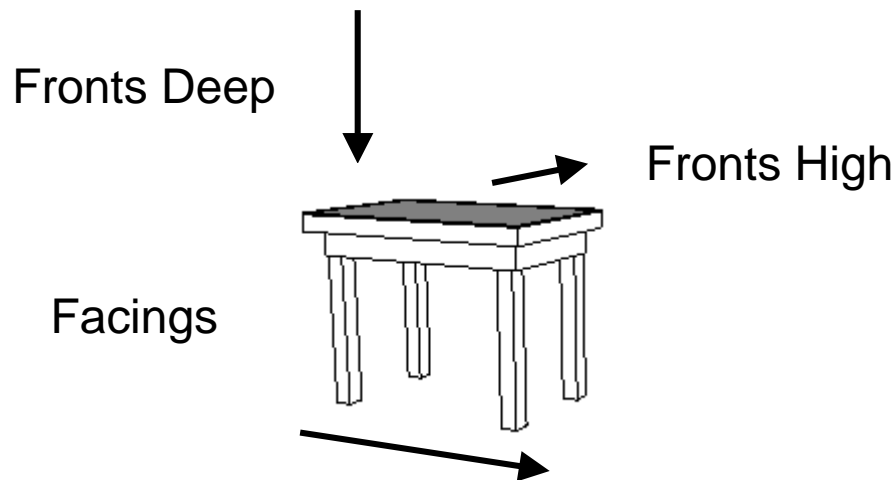
Note: Default knob increments are 3".



# Tables

Most of the tables in the Tables Advanced Fixtures galleries utilize the Free-Hand Surface for merchandising space. This makes them eligible to be used for standard, free-hand, and capacity merchandising. When working with Free-Hand surfaces it is important to remember that the merchandising is oriented to the Top Planogram view rather than the front view. This means that "Depth" and "Z" dimension terms refer to the top-to-bottom direction rather than front-to-back. Similarly, "Height" and "Y" dimension refer to front-to-back rather than top-to bottom for the merchandising space, as shown below.

The one exception to the above is the Pyramid Table Advanced Fixture. This uses Standard Shelves, and therefore this fixture does not appear in the Free-Hand and Capacity Tables galleries.



---

## Standard Tables

(Allow Different Items Deep = OFF)

---

### Standard Leg Table

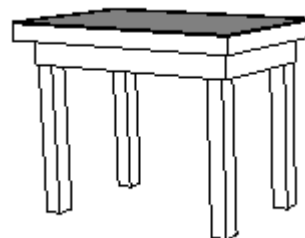
Default Size: 2' 6" long, 1' 5" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: None

Note: Default merchandising height is 1' 6".

---



### Pedestal Table

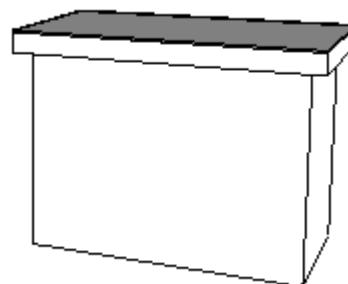
Default Size: 2' 6" long, 1' 4" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: None

Note: Default merchandising height is 1' 6".

---



### Leg Table With Walls

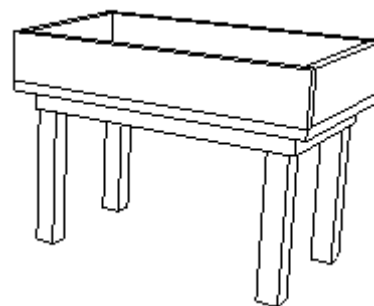
Default Size: 2' 6" long, 2' 2" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: Wall height

Note: Default merchandising height is 1' 4".

---



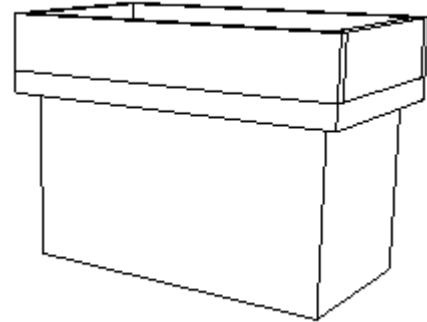
### **Pedestal Table With Walls**

Default Size: 2' 6" long, 2' 2" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: Wall height

Note: Default merchandising height is 1' 4".



---

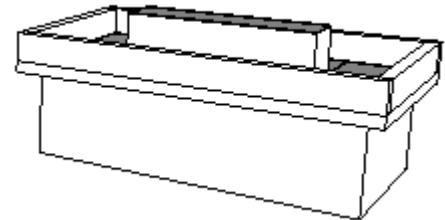
### **Deli Table With Riser**

Default Size: 5' long, 2' 2" high, 3' deep

Merchandising fixture: Free-Hand Surfaces

Variables: Wall height

Note: Default merchandising height is 2' 8".



---

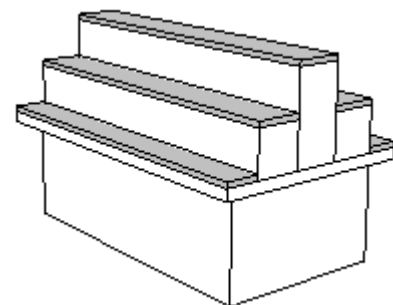
### **Pyramid Table**

Default Size: 5' long, 3' high, 3' deep

Merchandising fixture: 5 Standard Shelves

Variables: Step height; Base Height

Note: Fixture height must be set through the variables.



---

## Free-Hand Tables

(Allow Different Items Deep = ON)

---

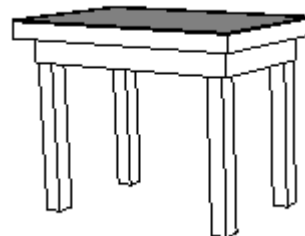
### Standard Leg Table

Default Size: 2' 6" long, 1' 5" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: None

Note: Default merchandising height is 1' 6".



---

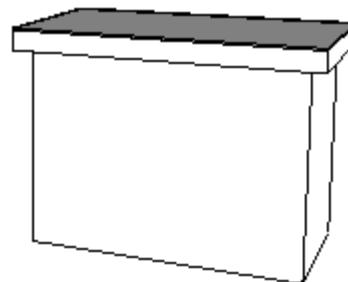
### Pedestal Table

Default Size: 2' 6" long, 1' 4" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: None

Note: Default merchandising height is 1' 6".



---

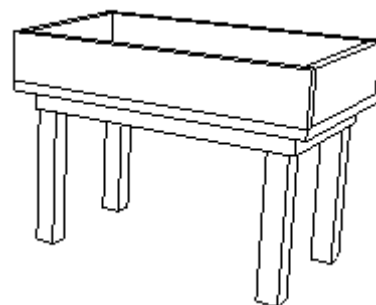
### Leg Table With Walls

Default Size: 2' 6" long, 2' 2" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: Wall height

Note: Default merchandising height is 1' 4".



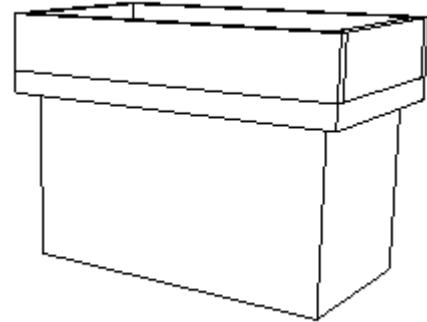
### **Pedestal Table With Walls**

Default Size: 2' 6" long, 2' 2" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: Wall height

Note: Default merchandising height is 1' 4".



---

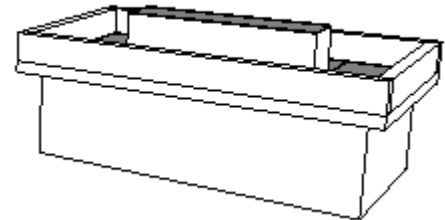
### **Deli Table With Riser**

Default Size: 5' long, 2' 2" high, 3' deep

Merchandising fixture: Free-Hand Surfaces

Variables: Wall height

Note: Default merchandising height is 2' 8".



---

## Capacity Tables

(Default Capacity = 12)

---

### Standard Leg Table

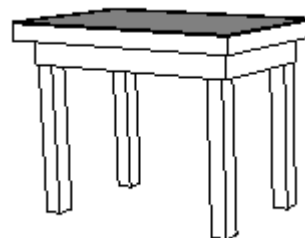
Default Size: 2' 6" long, 1' 5" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: None

Note: Default merchandising height is 1' 6".

---



### Pedestal Table

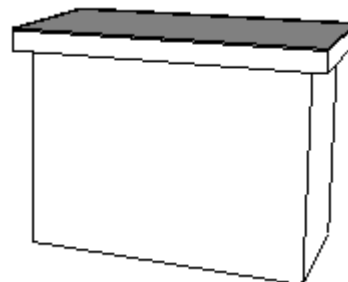
Default Size: 2' 6" long, 1' 4" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: None

Note: Default merchandising height is 1' 6".

---



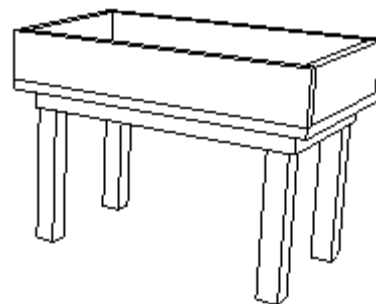
### Leg Table With Walls

Default Size: 2' 6" long, 2' 2" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

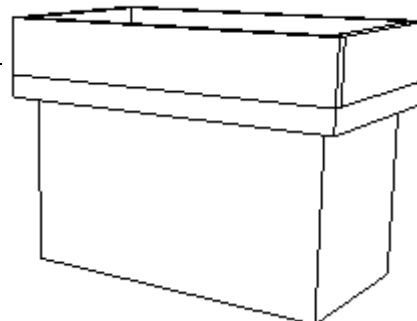
Variables: Wall height

Note: Default merchandising height is 1' 4".



### Pedestal Table With Walls

---



Default Size: 2' 6" long, 2' 2" high, 1' 6" deep

Merchandising fixture: Free-Hand Surface

Variables: Wall height

Note: Default merchandising height is 1' 4".

---

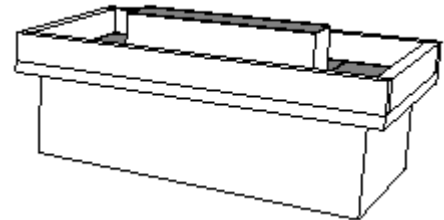
### **Deli Table With Riser**

Default Size: 5' long, 2' 2" high, 3' deep

Merchandising fixture: Free-Hand Surfaces

Variables: Wall height

Note: Default merchandising height is 2' 8".



# Hardware-DIY

The Hardware-DIY (Do It Yourself) galleries bring together a diverse assortment of merchandising styles to represent the type of merchandising structures often found in hardware stores and other places selling bulk goods. The Standard Hardware-DIY gallery offers six fixtures using Standard shelves, Free-Hand Surfaces, Pegboards, and Blocks. The Free-Hand and Capacity galleries are limited to the three fixtures that do not include Standard Shelves.

## Standard Hardware-DIY

(Allow Different Items Deep = OFF)

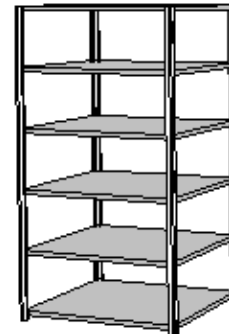
---

### 6 Shelf Open Rack

Default Size: 3' 2" long, 5' 7" high, 2' 1" deep

Merchandising fixture: Standard shelves

Variables: Shelf Height



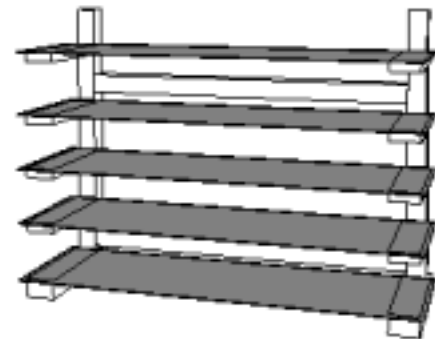
---

### 5 Level Cantilevered Rack

Default Size: 7' long, 5' 4" high, 2' 4" deep

Merchandising fixture: Free-Hand Surfaces

Variables: Shelf Height for levels 2-5;  
Top Merchandising Depth; Frame Height.



Note: Fixture height must be set through the variables.

---

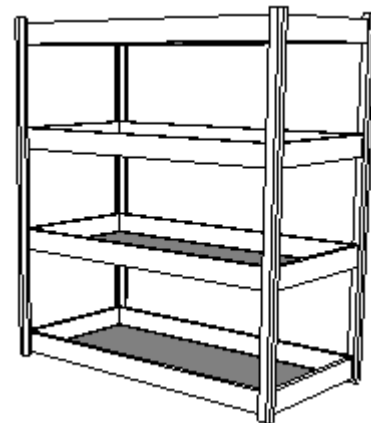
### 4 Level Crib Rack

Default Size: 5' long, 6' 2" high, 2' 1" deep

Merchandising fixture: Free-Hand Surfaces

Variables: Shelf Height; Top Merchandising  
Depth; Upright Height.

Note: Fixture height must be set through  
the variables.



### **Peg/Shelf Stand**

Default Size: 3' long, 5' 6" high, 3' deep

Merchandising fixture: Pegboard, Standard Shelves, Free-Hand Surface

Variables: Shelf Height



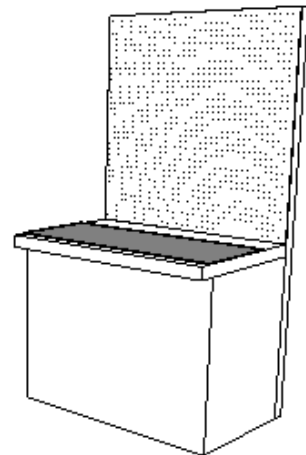
---

### **Peg Counter**

Default Size: 3' long, 5' 5" high, 2' 2" deep

Merchandising fixture: Pegboard, Free-Hand Surface

Variables: None



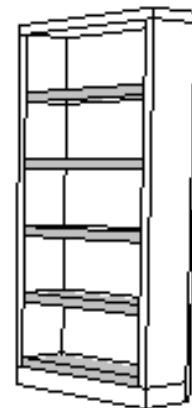
---

### **5 Shelf Enclosed Rack**

Default Size: 3' long, 6' 4" high, 1' 1" deep

Merchandising fixture: Standard Shelves

Variables: Shelf Height



## Free-Hand Hardware-DIY

(Allow Different Items Deep = ON)

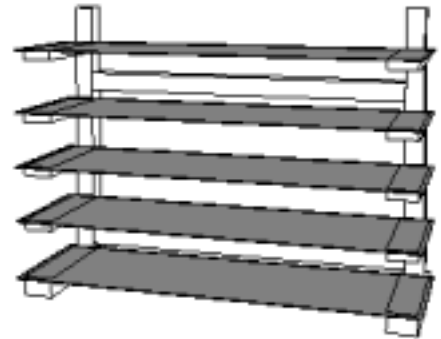
---

### 5 Level Cantilevered Rack

Default Size: 7' long, 5' 4" high, 2' 4" deep

Merchandising fixture: Free-Hand Surfaces

Variables: Shelf Height for levels 2-5;  
Top Merchandising Depth; Frame Height.



Note: Fixture height must be set through the variables.

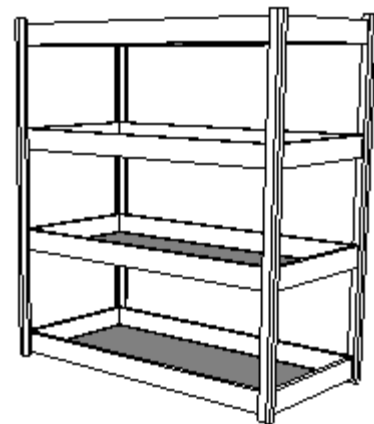
---

### 4 Level Crib Rack

Default Size: 5' long, 6' 2" high, 2' 1" deep

Merchandising fixture: Free-Hand Surfaces

Variables: Shelf Height; Top Merchandising  
Depth; Upright Height.



Note: Fixture height must be set through the variables.

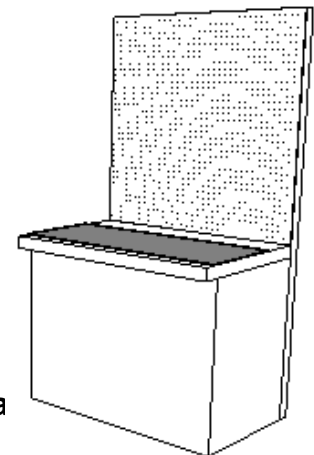
---

### Peg Counter

Default Size: 3' long, 5' 5" high, 2' 2" deep

Merchandising fixture: Pegboard, Free-Hand Surface

Variables: None



## Capacity Hardware-DIY

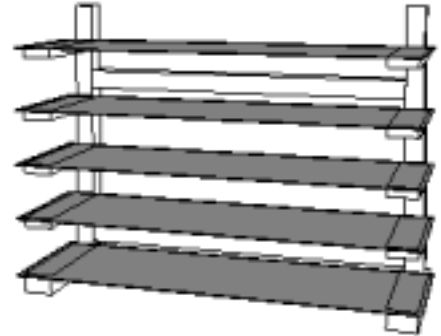
(Defa

### **5 Level Cantilevered Rack**

Default Size: 7' long, 5' 4" high, 2' 4" deep

Merchandising fixture: Free-Hand Surfaces

Variables: Shelf Height for levels 2-5;  
Top Merchandising Depth; Frame Height.



Note: Fixture height must be set through the variables.

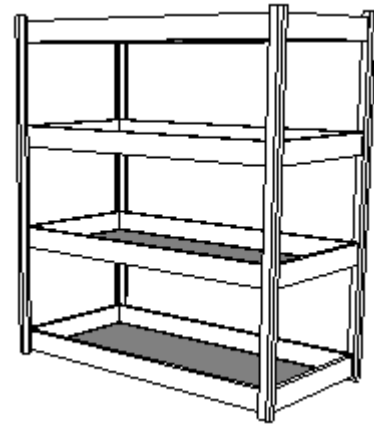
---

### **4 Level Crib Rack**

Default Size: 5' long, 6' 2" high, 2' 1" deep

Merchandising fixture: Free-Hand Surfaces

Variables: Shelf Height; Top Merchandising  
Depth; Upright Height.



Note: Fixture height must be set through  
the variables.

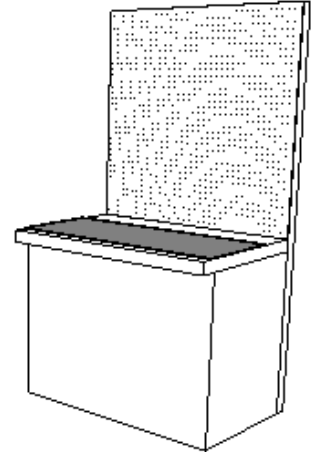
---

**Peg Counter**

Default Size: 3' long, 5' 5" high, 2' 2" deep

Merchandising fixture: Pegboard, Free-Hand Surface

Variables: None



# Signs

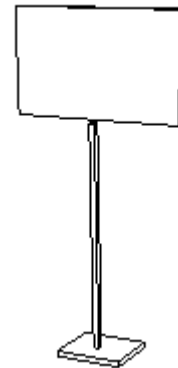
A gallery of signs is offered to add realistic accessories to planograms. These have no merchandisable surfaces. Graphic images may be added to a sign by using the Decorations feature associated with the block that represents the signage area. Select the Shelf Foreground for Decoration Location and select an image from a Symbol Library. Images may be added to any symbol library using the Symbol Utility. Decorations do not appear in 3-D views of the planogram.

**Table Top Sign**

Default Size: 2' 6" wide, 5' high, 10" deep

Merchandising fixture: None

Variables: Stand Height



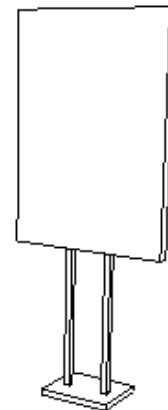
---

**Double Post Floor Sign**

Default Size: 2' 2" wide, 5' 3" high, 10" deep

Merchandising fixture: None

Variables: Stand Height



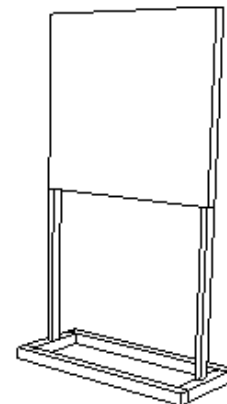
---

**2 Leg Floor Standing Sign**

Default Size: 2' 10" wide, 5' high, 1' 4" deep

Merchandising fixture: None

Variables: Stand Height

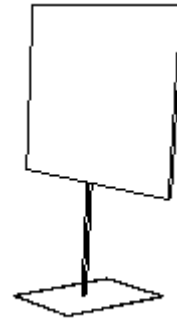


**Single Post Floor Sign**

Default Size: 2' 6" wide, 3' 10" high, 1' 8" deep

Merchandising fixture: None

Variables: Stand Height



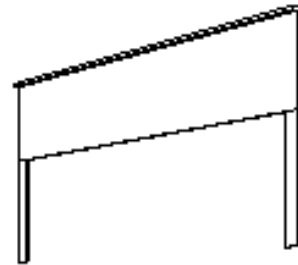
---

**Gondola Top Sign**

Default Size: 5' long, 2' 7" high, 2" deep

Merchandising fixture: None

Variables: Arm Length



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**Hang Down Sign**

Default Size: 3' 4" wide, 2' 3" high, 1" deep

Merchandising fixture: None

Variables: Arm Length

