

APOLLO 8.1

MERCHANDISING RACKS

Racks are made up of blocks and hanging bars. The blocks are the surrounding structures that make up the design of the Rack. The hanging bars are the shelves attached to the blocks that allow products to be merchandised on the structure.

Tips for Merchandising Racks:

1. Keep multiple views (e.g., Top, Front, Side, 3D) of the planogram open.
2. Racks have no concept of Fronts High or Facings. No matter which way the hanging bar is facing on the rack, multiple products of the same UPC are always considered Fronts Deep.
3. To increase the length of the hanging bar on a Closet style rack, simply change the Length of the entire fixture. To increase the length of the hanging bar on any other style rack, double click on the rack, go to the Options tab and change the individual Bar Lengths.
4. If 'Allow Different Items Deep (No Auto Fill)' is turned off, then the products will automatically fill as many fronts deep as it can between two knobs. It will not fill the entire hanging bar unless the Knob increments are set to 0.00".
5. To access the check box for 'Allow Different Items Deep (No Auto Fill)',
Do one of the following:
Option 1:
 1. Right mouse click on the hanging bar part of the Fixture.
 2. Choose Properties.
 3. Select Options Tab.

Option 2:

1. Shift + double left mouse click on the hanging bar part of the fixture.
2. Select Options Tab.

Option 3:

1. Double click on any part of the fixture.
2. Place check in box labeled 'Use Previous/Next to show all parts of this advanced fixture'.
3. Select the Options Tab.
4. Click on the Next button until you get to the Hanging Bar shelf type.

Shortcut Keys

Shift + Left/Right Arrow: Adds/Removes Fronts Deep (Only works when 'Allow Different Items Deep – No Auto Fill' is turned on)

Ctrl + Left/Right Arrow: Moves product as close as possible to the next nearest product, or to the end/beginning of merchandisable shelf area if there are no other products.

Rack Dimensions

- *X-Position* = Distance from left side of section to left side of shelf
- *Y-Position* = Distance from bottom of section to bottom of shelf
- *Z-Position* = Distance from back of section to back of shelf

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