

APOLLO 8.1

MERCHANDISING TABLES

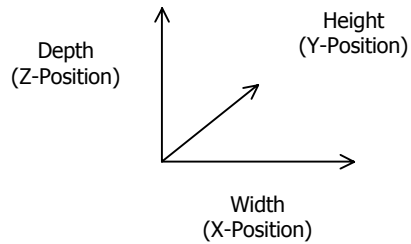
Tables are made up of blocks and free-hand surfaces. (There is one exception. The Standard Pyramid Table is made up of blocks and standard shelves.) The blocks are the bottom structures that make up the design of the Table. The free-hand surfaces (or standard shelves) are the flat shelves laid across the blocks that allow for products to be merchandised on the structure.

NOTE: Some of the following tips may not apply to the Standard Pyramid Table.

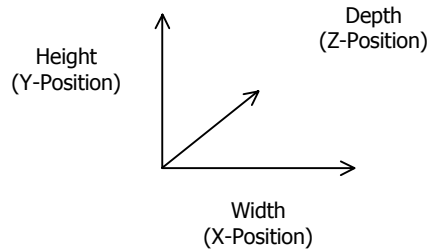
Tips for Merchandising Tables:

1. Keep multiple views (e.g., Top, Front, Side, 3D) of the planogram open.
2. To adjust the merchandisable depth of the Table, do not change the Fixture dimensions. Double click on the fixture to open Shelf Detail. Select the options tab Change the desired merchandisable depth field.
3. If receiving Fit-check errors, remember to check the free-hand surface or standard shelf dimensions, not the Advanced Fixture dimensions.
4. The free-hand surfaces and standard shelves are the actual merchandisable areas of the shelves.
5. Free-hand surfaces and standard shelves are merchandised differently. The table being used will determine the merchandising direction.

Free-Hand Surface



Standard Shelf



6. To access the check box for 'Allow Different Items Deep (No Auto Fill)' or 'User Defined Capacity',
Do one of the following:

Option 1:

1. Right mouse click on the free hand surface part of the fixture.
2. Choose Properties
3. Select Options Tab.

Option 2:

1. Shift + double left mouse click on the free hand surface 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 'Next' button until you get to the free-hand Surface shelf type.

Shortcut Keys

- **Shift + Left/Right Arrow:** Adds/Removes Facings
- **Shift + Up/Down Arrow:** Adds/Removes Fronts High:
- **Shift + Home/End:** Adds/Removes Fronts Deep (Free-Hand surfaces only; Only works when 'Allow Different Items Deep – No Auto Fill' is turned on)

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- **Ctrl + Left/Right Arrow:** To move product far left/right or to nearest product or end of merchandisable shelf area.
 - **Ctrl + Up/Down Arrow:** Moves product as far forward/backwards as possible to nearest product or end of merchandisable shelf area. (free-hand surfaces only)
 - **Ctrl + Home/End:** Moves product as far up/down as possible to nearest product or end of merchandisable shelf area. (Free-hand surfaces only; Only works when 'Allow Different Items Deep - No Auto Fill' is turned on)

Table Dimensions

- *X-Position* = Distance from left side of section to left side of Table
- *Y-Position* = Distance from bottom of section to bottom of Table legs/base
- *Z-Position* = Distance from back of section to back of Table

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