

# PROTEUS MMX TRAINING MANUAL – PROVIDERS

EAGLE TECHNOLOGY, INC.



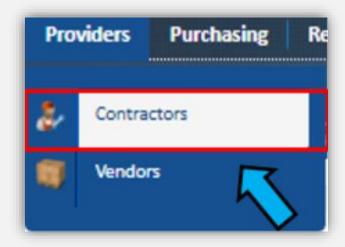
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### **CONTRACTORS**

#### 1. OVERVIEW

The *Contractor* page in the *Providers* Functional Area is used to record and continually maintain all information relevant to contractors and sub-contractors used by the company. Contractors provide labor and a service that can be essential to the daily production of the company.



When combined with the functions of the *Purchasing* area, contractor records can analyze, plan, and manage the equipment maintenance and inventory operations.

Every contractor is identified by a unique Contractor Code.

If there is not an existing Contractor database that can be converted to a Proteus MMX database, each contractor must be manually entered into *Contractors* or imported via the import template.

The fields listed in the Record Navigator are:

- Contractor Code
- Contractor Name
- Primary Contact
- Address 1
- Address 2
- City
- State
- Postal Code
- Region

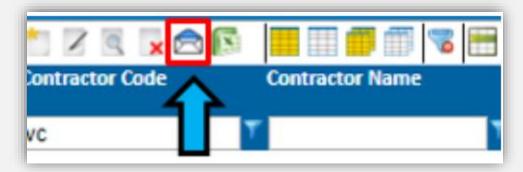
- Country
- Contact Phone
- Contact Email
- Web Page
- Requester Contact Information
- REFM#/Reference #
- Resolution
- Building & Location
- User Fields 3-9



#### 2. E-MAIL A CONTRACTOR

#### **TO SEND AN E-MAIL TO A CONTRACTOR:**

- 1. Open *Contractor* from the *Providers* Functional Area
- 2. Select **Contractor**
- 3. Select the *E-Mail* icon
- 4. Enter message
- 5. Select **Send** icon when completed



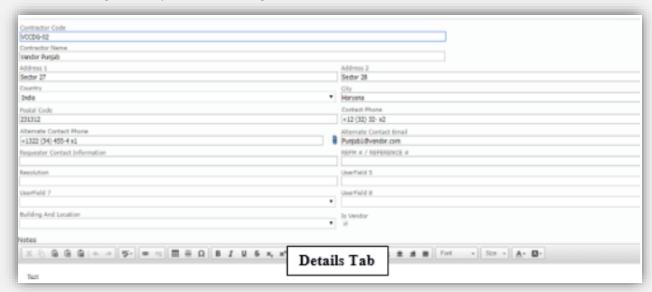
#### 3. DETAILS

The **Details** Tab consists of basic contractor fields and information about the specific contractor. These fields are:

- Contractor Code
- Contractor Name
- Address 1
- Address 2
- City
- State
- Country
- Zip Code
- Lead Time
- Web Page
- Contact Phone
- Contact Email
- Alternate Contact Phone
- Alternate Contact E-mail
- Region

**Note 1:** The required fields are Contractor Code and Contractor Name. All other fields are optional. We recommend using the same Contractor Code that is used by the Purchasing Department.

**Note 2:** Leaving information fields blank will decrease Proteus MMX's effectiveness in building complete maintenance history records. Make sure all available information has been gathered prior to recording.



#### 4. LABOR CRAFTS

The *Labor Crafts* tab contains a list of all labor craft codes and is used to record and continually maintain classifications rates or maintenance. There may be up to **five (5)** different labor rates for each employee.

The fields listed in the Labor Craft are:

- Negotiated Labor Craft Rate 1
- Negotiated Labor Craft Rate 2
- Negotiated Labor Craft Rate 3
- Negotiated Labor Craft Rate 4
- Negotiated Labor Craft Rate 5



#### 5. WORK ORDER

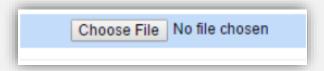
The *Work Order* tab contains a list of all Work Orders that have been or can be assigned to this Contractor. This data is read-only and is used for reference purposes only.



#### 6. ATTACHMENTS

#### **TO ADD ATTACHMENTS TO A CONTRACTOR:**

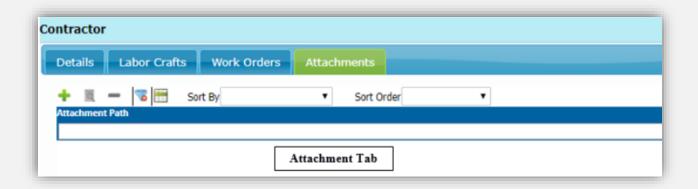
- 1. Under the Attachment Tab, select Add
- 2. Select the Choose File button



3. Upload your selection by selecting the folder icon

#### **TO REMOVE ATTACHMENTS FROM A CONTRACTOR:**

- 1. Open *Contractors* from the *Providers* Functional Area
- 2. Under the *Contractor* tab, select a Contractor from the grid
- 3. Select the **Edit** icon
- 4. Under the **Attachment** tab, select the attachment you want to remove
- 5. Select the *Remove* icon



#### 7. ENTERING DATA

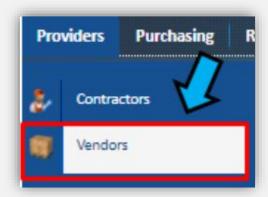
#### TO ENTER A NEW CONTRACTOR INTO THE DATABASE, FOLLOW THESE STEPS:

- 1. From the *Contractors Record Navigator*, select the *New* icon.
- 2. Enter the *Contractor Code, Contractor Name,* and any other relevant information.
- Note 1: Each Contractor Code must be unique.
- **Note 2:** You can select the *Contractor* icon on the *Details* screen if the contractor is also a contractor that services any of your assets. When you select this icon, the contractor will also be added to the Contractors module automatically.
- 3. Select the *Save* icon on the top-right of the screen. (You can also select the *Save and Continue* icon on the top-right of the screen if you wish to add another new Asset now.)

## **VENDORS**

#### 1. OVERVIEW

The **Vendor** page in the **Providers** Functional Area is used to record and continually maintain all information relevant to the suppliers of assets, tools, parts, contracted services, or any other purchase commodity. Vendors supply goods that are vital to daily operations.



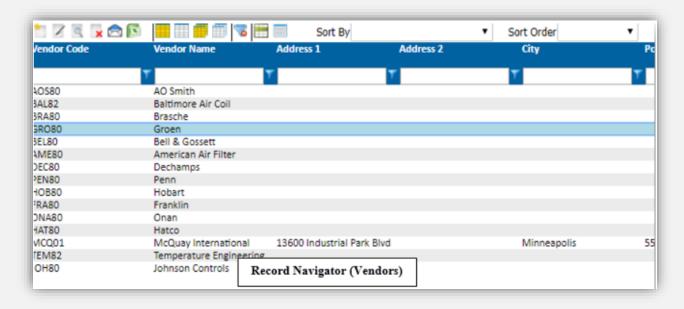
When combined with the functions of the *Purchasing* area, vendor records can analyze, plan, and manage the equipment maintenance and inventory operations.

Every vendor is identified by a unique Vendor Code.

If there is not an existing vendor database that can be converted to a Proteus MMX database, each vendor must manually be entered into **Vendors** or imported via the import template.

The fields in the Record Navigator are:

- Vendor Code
- Vendor Name
- Address 1
- Address 2
- City
- State
- Zip Code
- Region
- Country
- Contact Phone
- Contact E-mail
- Web Page



#### 2. E-MAIL A VENDOR

#### **TO SEND AN E-MAIL TO A VENDOR:**

- 1. Open Vendors from the Providers Functional Area
- 2. Select a vendor
- 3. Select the *E-Mail* icon
- 4. Enter message
- 5. Select the Send icon

#### 3. DETAILS

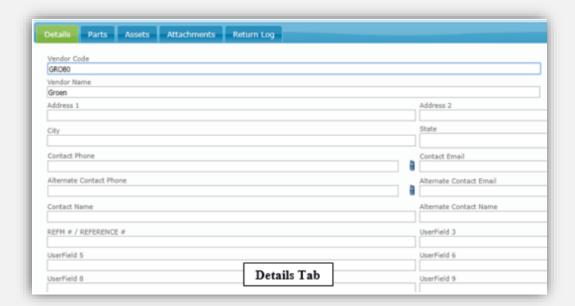
The **Details** tab consists of basic vendor fields and information about the specific vendor. These fields are:

- Vendor Code
- Vendor Name
- Address 1
- Address 2
- City
- State
- Country
- Zip Code
- Lead Time
- Web Page
- Contact Phone

- Alternate Contact Phone
- Alternate Contact E-mail
- Region

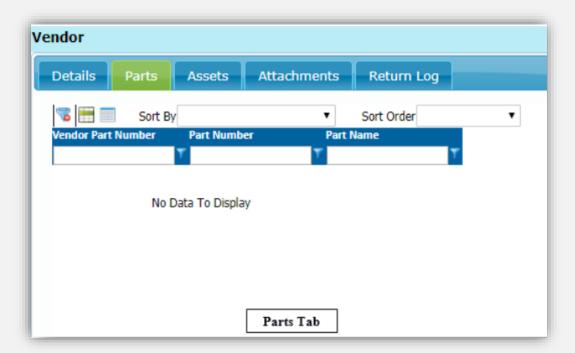
**Note 1:** The required fields are Vendor Code and Vendor Name. All other fields are optional. We recommend using the same Vendor Code that is used by the Purchasing Department.

**Note 2:** Leaving information fields blank will decrease Proteus MMX's effectiveness in building complete maintenance history records. Make sure all available information has been gathered prior to recording.



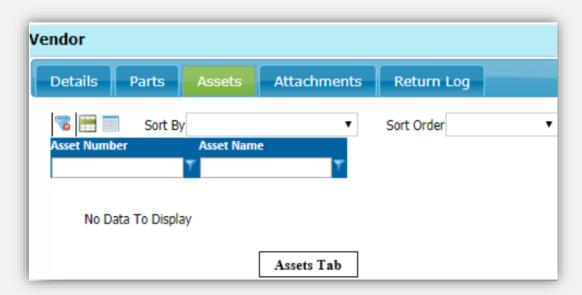
#### 4. PARTS

The *Parts* tab contains a list of all parts that have been or can be purchased from this vendor. The association of a part to a vendor is made in *Stockrooms*. This data is read-only and is used for reference purposes only.



#### 5. ASSETS

The *Assets* tab contains a list of all assets that have been or can be purchased from this vendor. The association of an asset to a vendor is made in *Assets*. This data is read-only and is used for reference purposes only.



#### 6. ENTERING DATA

#### **TO ENTER A NEW VENDOR INTO THE DATABASE:**

- 1. From the *Vendors Record Navigator*, select the *New* icon.
- 2. Enter the *Vendor Code, Vendor Name*, and any other relevant information.
- Note 1: Each Vendor Code must be unique.
- **Note 2:** You can select *'Is Contractor'* icon on the **Details** screen if the vendor is also a contractor that services any of your assets. When you select this icon, the vendor will also be added to the Contractors module automatically.
- 3. Select the *Save* icon on the top-right of the screen. (You can also select the *Save and Continue* icon on the top-right of the screen if you wish to add another new asset now.)

#### 7. IMAGE UPLOAD ICON (CONTRACTORS & VENDORS)

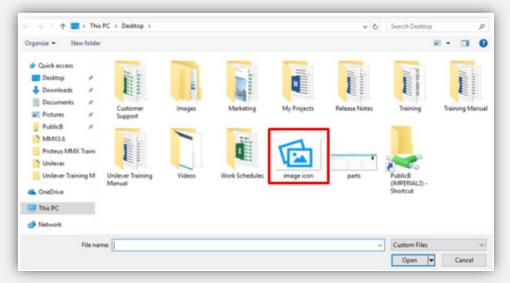
This feature gives you the ability to upload a picture of a contractor or vendor, directly from the Details page.

#### **TO UTILIZE THIS FEATURE, YOU MUST:**

- 1. Go to the *Providers* drop-down module
- 2. Click on the Contractors or Vendors.
- 3. Select a contractor or vendor record
- 4. Click the Edit icon
- 5. Scroll to the right-side of the screen to locate the *Image* icon



When you click the icon, you will have the option to select a photo saved on your device.



Select the image and click *Open.* Then, the image you've selected will populate, in place of the old icon.