VLUERP

Enterprise resource planning · Industry edition

Leather and footwear solutions

# A hide is not a rectangle nor costed as one

Patterns nested on the real outline of each hide, zones enforced for every piece, and each fault priced by what it actually displaces — not by its size or a letter grade.

**Real hide outlines**
Neck and shanks pre-filled as waste

**Zone rules**
No vamp from the belly

**Faults cut twice**
Priced with and without the fault

# From the skin to the pair — measured three ways

Each skin is measured as bought, as clear of faults and as usable for uppers — three numbers that answer different questions, tied to the stores and the accounts.

1. **Tannery** — Skins bought by the foot
2. **Receipt** — Measured and drawn
3. **Faults** — Marked on the outline
4. **Pattern** — Pieces and zones
5. **Clicking** — Complete sets in rounds
6. **Pairs** — Pooled across skins
7. **Order** — Leather a pair vs costing

## Three areas, not one

Bought, clear of faults, and where an upper may be cut. Only the last tells you how much sound leather an order can really use.

## Zones enforced

A vamp is refused the belly however well it fits there, and each piece takes the worst leather it allows first — the butt is kept for what needs it.

## Faults priced by displacement

The hide is cut twice, with the fault and without. The difference is the fault's real cost against that pattern.

## Pairs, not pieces

Pieces are cut in complete sets and counted across every skin in the order, with the odd pieces that pair with nothing shown in value.

| 72.1% | 3.22× | 31 | 2 |
|---|---|---|---|
| of a hide fit for uppers | top fault cost vs its area | pairs pooled, against 29 | cuts to price one fault |

# What a hide is really worth — zone by zone

Every skin is received with its outline and its faults. The engine nests on that outline, with everything outside it and every fault already marked as used.

## Receiving the skin

- Area as bought is taken from the drawn outline and compared with the tannery's measured area.
- Faults are marked where they are, and the area **clear of faults** is worked out for each skin.
- The area **an upper may be cut from** counts only zone-restricted pieces — a lining reaches everywhere.
- Cost per clear foot shown beside cost per foot bought, skin by skin and grade by grade.

## Clicker's rules, written down

- Pieces are cut in **complete sets, in rounds** — fewer pieces, more shoes, and a tray you can ship.
- Each piece takes the worst leather it allows first, so a quarter meant for the shoulder does not eat the butt.
- A lay cut with the zone rules off is flagged on the lay and the dashboard — its high yield misshapes the shoes.
- The poor-lay warning is set against your own default yield, so it fires on bad lays, not on every lay.

## What a fault costs is not its size

Checked in the running system: only **72.1%** of a hide may be cut into a shoe upper — the rest is neck and shank, bought and unusable. The same scar costs **nothing** against one order and up to **3.22× its own area** against another.

### Grades tested on real cuts

Tannery grades are checked on actual cutting runs, as cost per foot cut, not per foot bought.

### Priced once, then stored

A fault's cost is stored per pattern; adding a scar invalidates it rather than keeping it quietly.

### Any pattern

Price every marked skin against another pattern — a shoe or a bag — and see which faults matter.

# From the lay to the pair — counted across skins

A pair's pieces come off several skins. The module pools every piece across every lay in an order and counts the pairs they actually make.

### Cut orders

- Pairs pooled across all lays against the naive skin-by-skin count — in the example, **31 against 29**.
- Odd pieces listed with area and value: in the example, **300 pieces** and **917 SAR** of cut leather with nothing to pair.
- Leather a pair, really used, compared with what the style was costed at.

### Styles and costing

- Patterns hold pieces per pair, net area, base size, size grades and the zones each piece needs.
- Square feet a pair checked against the costing — a style costed below its uppers alone is flagged.
- Cutting is checked size by size against the order, so over-cut and short sizes show before the shoes are made.

## Areas and yields — what each one answers

| Measure | What it answers | In the example |
|---|---|---|
| Bought | The outline's area — what you paid for | **20.085 sq ft (a side)** |
| Clear of faults | The area less the marked faults only | **per skin** |
| An upper may be cut from | The area zone-restricted pieces can reach | **72.1% of the hide** |
| Yield on hides cut | Pieces cut as a share of the hide | **about half** |
| Lays with zones off | Yield bought by breaking the zone rules | **70.5% (flagged)** |

Figures from the worked example in the running system; honest lays with the zone rules on came in at about 50%.

# Every screen in the module — and what is on it

Read off the running application — the panels, columns and figures that are actually there.

**4** screens

**35** functions

## 01 Works

- A hide, drawn
- Sq ft a pair vs costing
- What faults are costing
- Skins in stock
- Bought
- Clear of faults
- An upper may be cut from
- Yield on hides cut
- Lays with zones off

## 02 Skins

- Receive a skin
- Grade
- Measured
- Drawn
- Difference
- Clear of faults
- Faults
- Cost
- Per clear ft

## 03 Faults

- Priced against a pattern
- By tannery grade
- Price another pattern
- Fault area
- Leather lost
- Multiple
- Pieces lost
- Value
- Lost

## 04 Patterns

- New pattern
- Kind
- Pieces
- Per pair
- Net area
- Base size
- Grades
- Zones it needs

# Not a separate program — a complete business system

The trade module sits on top of a complete ERP: everything it does lands directly in the accounts, the stores and the reports — no double entry.

### Accounting

Editable chart of accounts, automatic entries from every transaction, VAT and financial statements.

### Financial dimensions

Cost centres, departments, business lines and sites — with statements per factory.

### Inventory

Warehouses and bins, batches and serials, moving average, FIFO or standard cost.

### Purchasing & sales

RFQs, purchase orders and receipts, quotations, invoices and ageing.

### Maintenance & assets

Equipment register, preventive maintenance, work orders and depreciation.

### Access & language

Roles and rights per module, audit trail, full Arabic and English interface.

## Methods built into the module

**Hide outline**
Area bought taken from the drawn outline

**Zone rules**
Worst acceptable leather first

**Cut twice**
Fault cost: cut with and without it

**Sets in rounds**
Complete sets cut, not loose pieces

**Pooled pairs**
Pairs counted across every skin cut

These are calculations the module runs itself, as working methods. They are not claims of conformity to any published standard.

# Lay up your own hides and patterns

Book a session and we'll set up the demo with your own skins and one of your patterns, and walk through the cut with your clicking room.

## Request a demo

| | |
|---|---|
| Website | **www.vluerp.com** |
| Demo request | **www.vluerp.com/#demo** |
| Email | **hello@vluerp.com** |

1. **A hide, drawn:** a skin laid up with a pattern, its zones and faults marked on the outline.
2. **Faults:** every marked skin priced against your pattern — and then against another.
3. **Cut orders:** pairs pooled across skins, and the odd pieces that pair with nothing.
4. **Costing:** square feet a pair really used, against what the style was costed at.

Switched on from Add-ons with a free seven-day trial, and it runs on the same general ledger.