

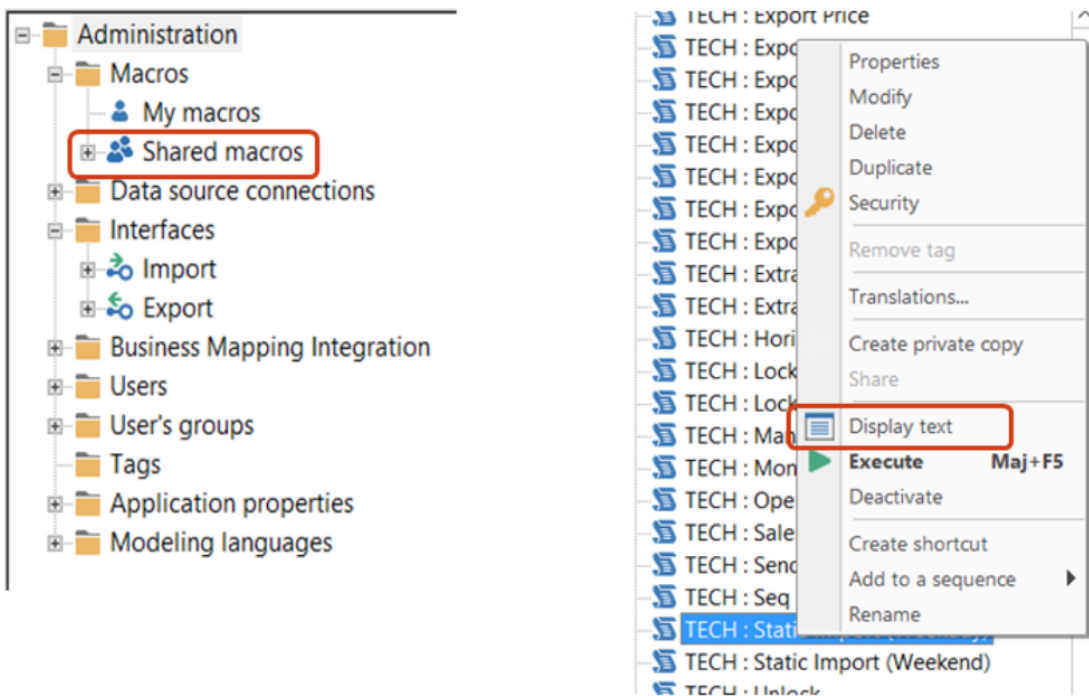
8. Learning

- 8.1 - Interface Golden rules
- 8.2 - Build Imports
- 8.3 - Build Exports
- 8.4 - Server management
- 8.5 - Cleaning in DSCP
- 8.6 - Security
- 8.7 - How to map a network location
- 8.8 - Transcodification

General Knowledge : Interface management

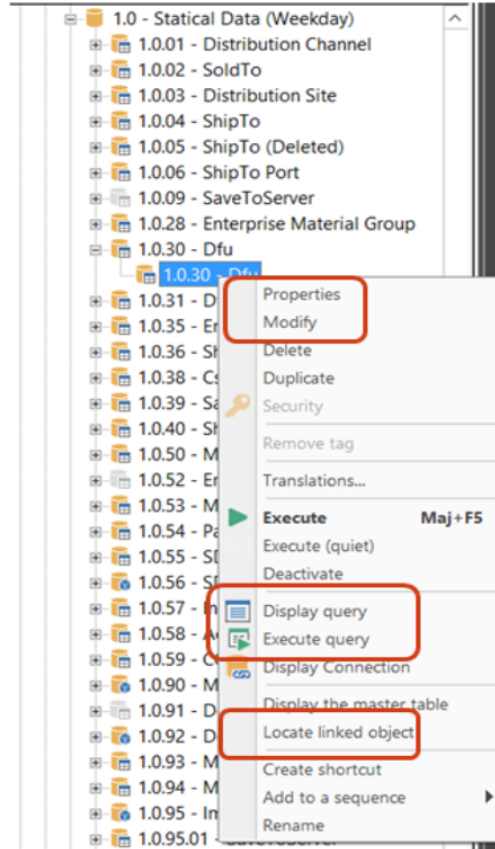
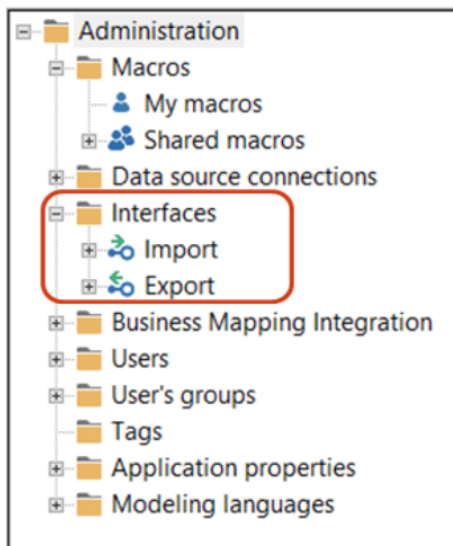
Administration tab / macros

Administration tab / macros



Administration tab / scenarios

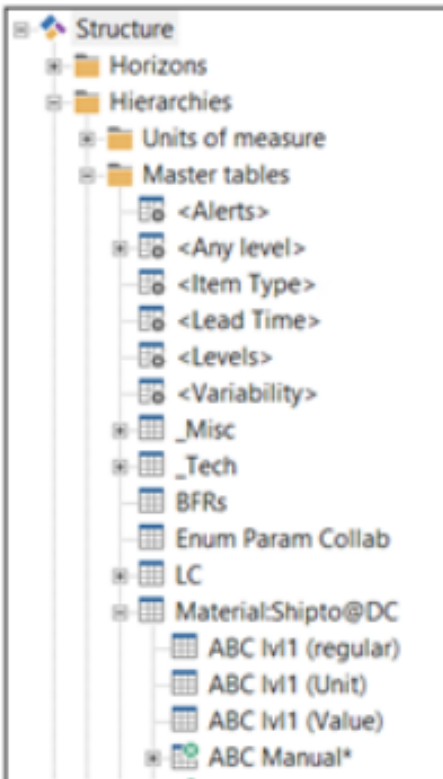
Administration tab / scenarios



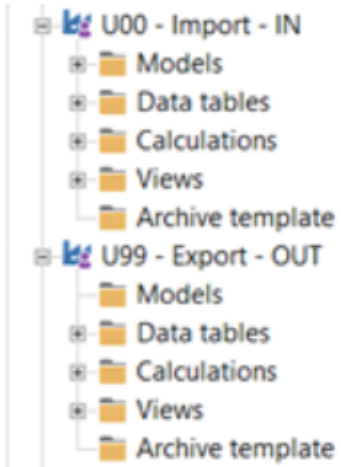
Interface Management

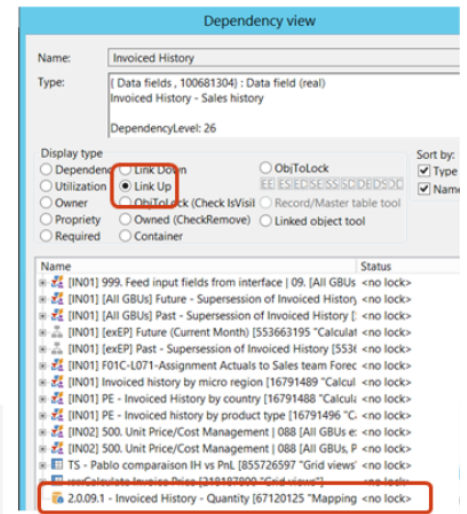
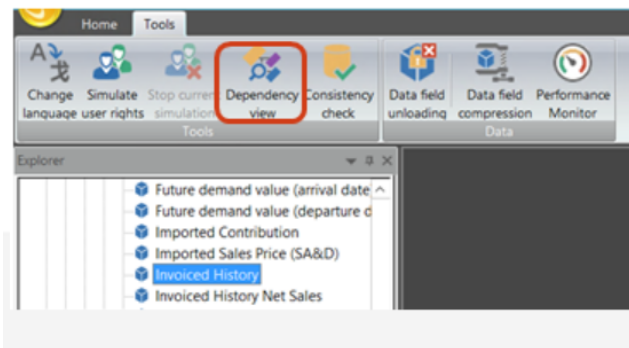
Structure tab

Hierarchy (Master data or Static Data)



Dynamic Data





Troubleshooting Alert emails

Alert mails:

Google group for problems in DP1 / DP3 : \$Batch DynaSys alert DP pour les alertes DP : (email :batch.dynasys.alert@solvay.com)

Google group for problems in DiP1 or DiP2: \$batch.dynasys.alert.DiP (email : batch.dynasys.alert.DiP@solvay.com)

Interface management

How to add manually one Material in DynaSys?

[4.6.2 - How to manually upload Materials](#)

How to add manually one Ship-to in DynaSys?

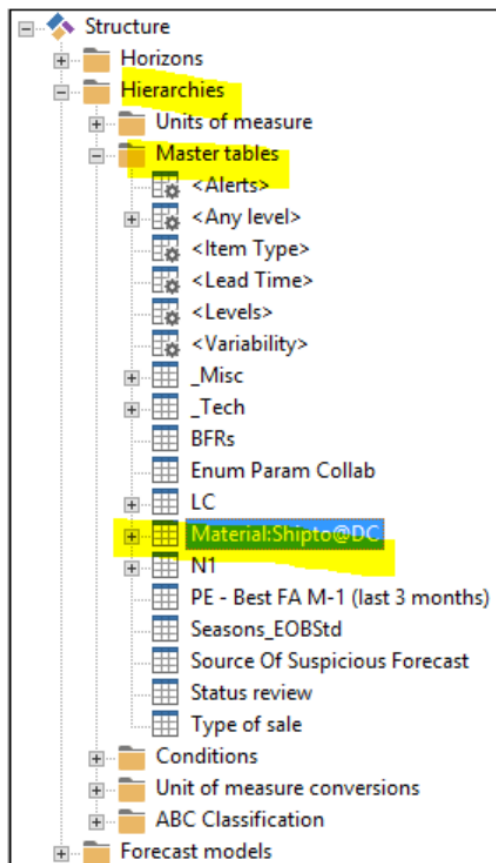
[\[SCo\] How to Upload Ship-To via Interface](#)

How to import a CSV file for mass upload?

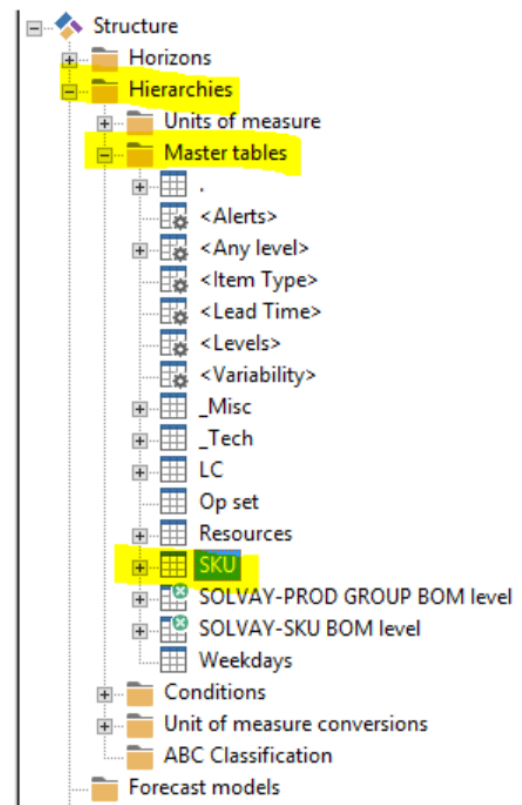
[4.6.6 - How to import a CSV file for mass upload](#)

Learning > Level 1 DP vs Level 1 DiP

DP : Material:Shipto@DC



DiP : SKU



To transfer data from DP to DiP, since we have different levels of granularity, we need see first if we are talking about Master data or volumes:

In **DP**, DFU = Material : Shipto @ DC

In **DiP**, SKU Shipto = Material @ Shipto

1>To transfer volumes (FF, Budget,...): we need to aggregate the volumes from DFU to SKU but it's not complex, no need to define a rule on how to aggregate volumes (i.e., it's straightforward)

2> To transfer the Master Data

- In WP2, Need to define a rule of aggregation from level 1 to level 2

In case of several DCs, the rule is to take the most recurrent. For ex, for ABC Classification, we could take the most recurrent classification

- In PF2 ok. Since for Perox the DC = BU, no need to define a rule