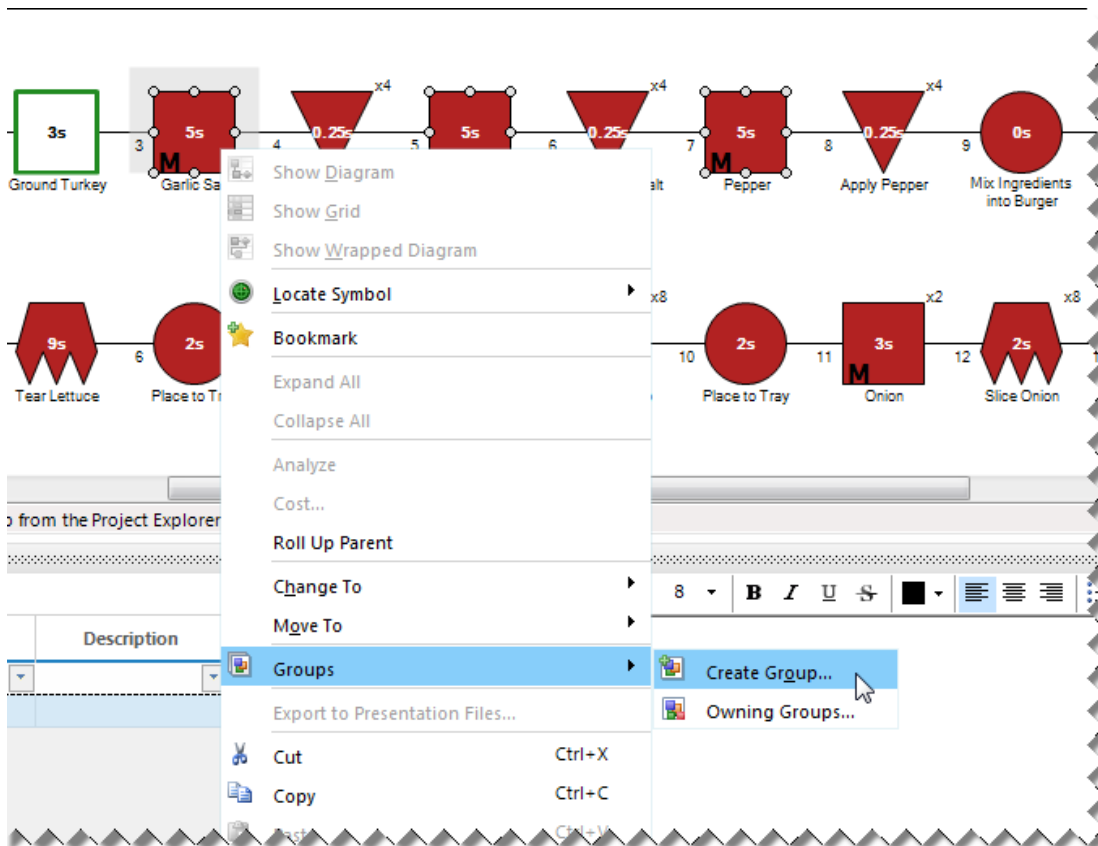


... Groups can be created in Design Profit® to quickly show the total summations of various symbols

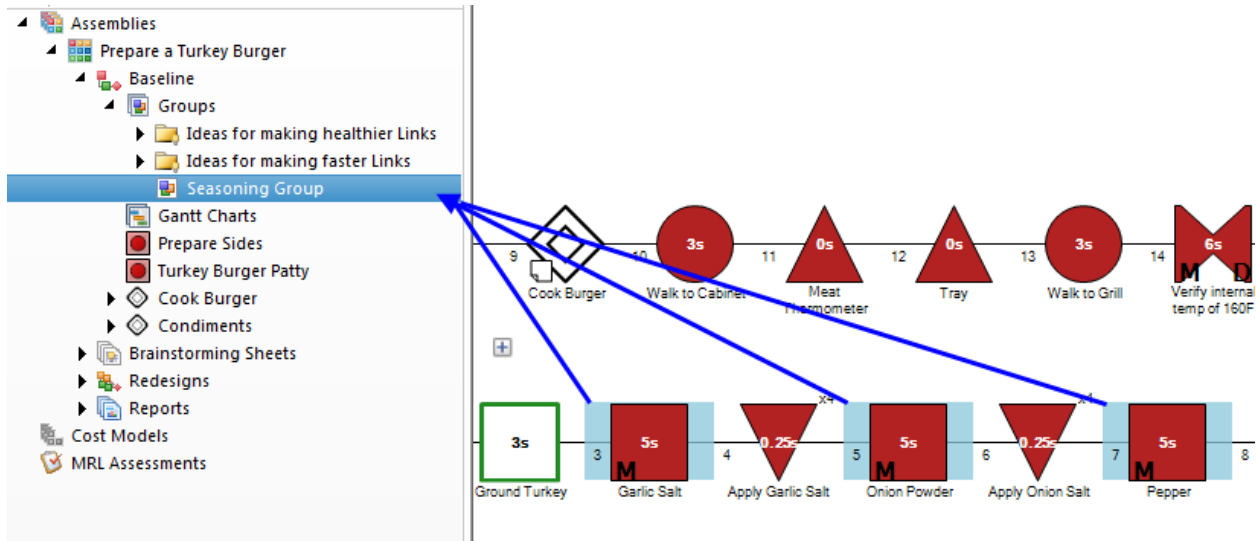
## Creating Groups

Groups can be created easily and can contain **any** set of symbols.

1. Simply select the symbols you want to include in the group.
2. Then, right click on one of the symbols and select **Groups > Create Group**.



3. Give the group a **name** when the Group Properties window appears and Select **OK**.
4. The new group will appear under the **Groups** node, and the symbols will be highlighted when the group is active.



5. The **Rollup** summations can be viewed in the group's properties window.

| Symbol Group         | Rollups            |
|----------------------|--------------------|
| Score:               | 15                 |
| Dwell Time:          | 0.0000 sec         |
| <b>Actual Time:</b>  | <b>15.0000 sec</b> |
| MRL:                 |                    |
| TRL:                 |                    |
| RPN:                 | -1                 |
| <hr/>                |                    |
| Total Weight:        | 0.0114 lb          |
| Discrete Weight:     | 0.0114 lb          |
| Fluid Weight:        | 0.0000 lb          |
| <hr/>                |                    |
| Investment Cost:     | \$0.00             |
| <hr/>                |                    |
| OEM Labor Cost:      | \$0.03             |
| Supplier Labor Cost: | \$0.00             |

With **Use Assembly Quantities**, each symbol included in the group will be quantity multiplied with respect to its position in the assembly.

The screenshot illustrates the 'Use Assembly Quantities' feature. In the assembly sequence, the 'Turkey Burger Patty' symbol (2s) is multiplied by 4 (x4). The 'Symbol Group' dialog for 'Seasoning Group' shows the 'Use Assembly Quantities' checkbox checked. The 'Actual Time' is calculated as 15 X 4, where 15 is the sum of the times for the three seasoning symbols (5s each) and 4 is the multiplier. The dialog also displays other metrics like Score, Dwell Time, MRL, and various costs.