TITAN 3000 PRECAST MANAGEMENT SYSTEM

Visual Bay Processing and QCTitan

TITAN ONLINE
10:00 a.m. - 2:30 p.m. (Each Day)
November 5-7, 2024
All times are Eastern Time

In this interactive seminar we will train users on the highest level of production scheduling through the Visual Bay in Titan. This will then lead us directly into the Quality Control module and dispatching product out to the jobsite. Successful completion of the seminar includes three credits toward Gladiator Certification.

In this instructor-led seminar, attendees will log in to the instructor's laptop to view the training.

Seminar – Day 1

10:00 – 10:30 a.m.
Introduction to the seminar on how the Visual Bay, QC and dispatching flow into one another, using examples from the instructor's data.

10:30 a.m. – Noon
A review of the setup required within product, production department, and form maintenance to use the Visual Bay.

Noon – 12:30 p.m.
Lunch break

12:30 – 2:30 p.m.
The afternoon session will cover the ins and outs of scheduling within the Visual Bay. This will be very hands on using mock data to show, for example, how to set up your bays, auto-schedule, double-pour a form, pour in beds, and tie in liners.

Seminar – Day 2

10:00 – 10:30 a.m.
Q&A of anything that was reviewed during Day 1.

10:30 a.m. – Noon
Continuation of exercises for scheduling within the Visual Bay.

Noon – 12:30 p.m.
Lunch break

12:30 – 2:30 p.m.
Wrap up practice in the Visual Bay, followed by creating production entries from the schedule and its impact on QC. Begin review of the required setup for the Quality Control module.

Seminar – Day 3

10:00 a.m. – Noon

This timeslot will be dedicated to finishing the QC module setup, followed by QC products exercises and creation of concrete batches. We will then look at post-production for a few days relative to certain jobs and move on to dispatching product to the jobsite.

Noon – 12:30 p.m.
Lunch break

12:30 – 2:30 p.m.
Continue with focus on dispatching. This will include traditional and AR methods of picking on jobs. Load manager, loader module, and visual loader screens will be emphasized.