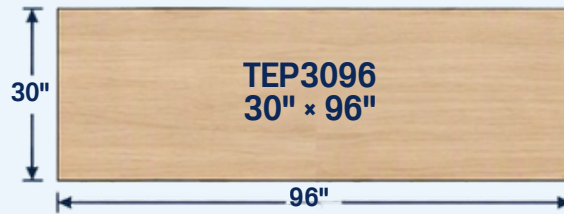


The system now automatically calculates the correct number of TEP3096 panels based on the actual material needed for each modification. Here's how it works:

1 WHAT IS A TEP3096?

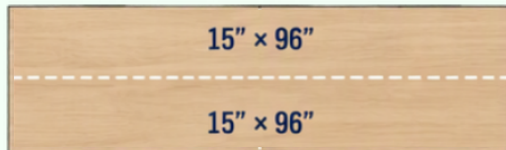
Each TEP3096 panel starts as a fixed size of 30" x 96" and is used to cut four replacement panels (top, bottom, and two sides) for the depth increase.



2 HOW THE MATERIAL IS USED

DEPTH INCREASES OF 15" OR LESS

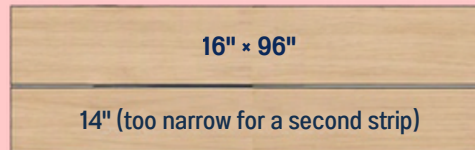
1 TEP3096 IS TYPICALLY SUFFICIENT



- ✓ Two 15" x 96" strips fit from on panel
- ✓ Material is used efficiently
- ✓ 1 TEP is usually enough

DEPTH INCREASES GREATER THAN 15"

USUALLY REQUIRES 2 TEP3096 PANELS



- ✗ The panel can no longer be divided because each section would be too narrow.
- ✗ Only one 16" x 96" strip can be cut from a single TEP (16" removed leaves 14" remaining).
- ✗ This results in more unused material and significantly reduces the total usable length, so a second TEP is usually required.

KEEP IN MIND

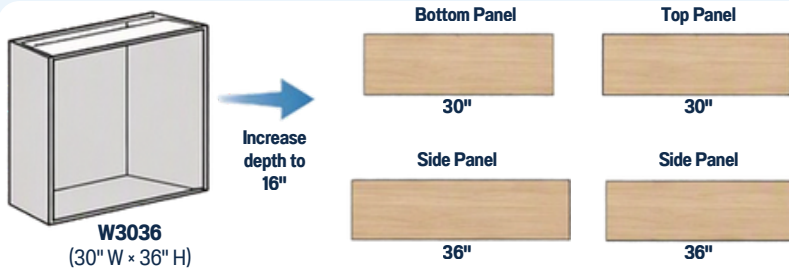


The cutting process removes a small amount of material with each cut (the width of the saw blade).

Layouts that appear to fit on paper often cannot be produced from a single panel in practice.

3 REAL EXAMPLE: W3036 WITH A 16" DEPTH INCREASE

For a W3036, you must cut two sides, a bottom, and a top panel.



TOTAL MATERIAL NEEDED

$$30" + 30" + 36" + 36" = 132"$$

A single TEP3096 is only 96" long, so you must use a second TEP to get the remaining material you need.

4 IT'S NOT JUST A 15" RULE

The system doesn't automatically assign 2 TEPs for anything over 15".

It actually calculates the exact material requirements for each modification. There are a few SKUs where you can still get away with 1 TEP for increases over 15".



THE BOTTOM LINE

It's all about the math.

The system now handles the calculation automatically and accurately accounts for the required material, including smaller-cabinet exceptions that previously required manual intervention.



ACCURATE. AUTOMATED. NO ACTION NEEDED.

The right number of TEP3096 panels is now calculated for every depth increase.