Training Session 2:	Circuit Design (Updating Minor Changes)
Content:	Changing Small Form Pluggable Unit (SFP)

Lighthouse Content for Module 2
Module 2: Changing Small Form Pluggable (SFP) Unit

Objective: Change the Small Form Pluggable Unit (SFP) in TIRKS to resolve a conflict.

Overview: There are several reasons you will need to change a function code. For example, when an option needs to be changed due to the incompatibility of one plug-in with another, the function code on the design must be changed. This module will demonstrate how to change a function code.

Course Content in Lighthouse

Introduction

There are several errors that would require a change to a circuit design. We will be reviewing these errors throughout this course.

However, it is important to understand that a change should only be made if the status of the circuit design is in **P** (Pending) status. If the status of the circuit design is **E** status, the circuit has not been designed or distributed.

Let's begin by looking at changing the plug-in, also referred to as the Small Form Pluggable Unit (SFP) on the circuit design screen.

An SFP would need to be changed due to the incompatibility of one plug-in with another. The SFP on any design is controlled by the function code for the HECIG code. (00-45-38_2.5.1_Function Code.png)

You must first verify what the new function code should be before you make the change. Most of the time the tester will provide the Tech with the SFP/plug-in that's needed for the design. However, you will need to access REFGF to get the function code for the new SFP/plug-in.

NOTE: Each of the characters in the function code is responsible for a certain set of values. Depending on what you enter for each of the character fields it will change the subsequent values below. **[M3_S1_Show function code.png]**

Section 2: Demo of changing SFP in TIRKS.

Watch the video below to learn how to change the SFP in TIRKS.

M3 S2. Scene	Visuals	Script
1. Circuit Details	Unity and Techy are standing on a roof top. A spotlight shows in the sky reading "Function Code Rescue"	**Techy:** "Look! We have a mission!" **Unity:** "This circuit design has an error! A SFP needs to be changed." **Techy:** "Great! Where do we go to do that?" **Unity:** "In TIRKS! Follow me!" **Both:** "UT TO THE RESCUE!"
2. Animation	Unity and Techy fly off the roof and land on the billboard – One on the left and one on the right.	**Music/sound/animation**
3. Access TIRKS	Both look at the screen. Unity raises her hand towards the screen. **[Design_M2_S2_Scene 3_Type CD.png]** • The screen zooms into the /for field. • CD is typed. • A balloon pops up and has the word "Enter." • Then the CD Screen appears.	**Unity speaks a command:** "Access TIRKS > Circuit Details screen."
4. Verify function code	Unity and Techy check to make sure they have what is needed to start the change.	**Unity:** "Do you still have that new Function Code?" **Techy:** "Yes, I do. I verified it on the REFGF screen." **Unity:** "Let's get to work."

5. Find old function code	Show the CD Screen in a masking prop. **[Design_M2_S2_Scene 5_Old Function Code.png]** **[Design_M2_S2_Scene 5_no information.png]** (See if there is a laser pointer in the props) Techy points to Function code field. Unity points to the mounting line field when she speaks. **OM - Posted Add/Drop Mounting**	**Techy:** "I see the old function code here, it's W3HVBNNNNNCH which is a standard SFP plug." **Unity:** "Yes! And just below that, we see the mounting line." **Techy:** "How did you find that?" **Unity:** "It is identified by an **A** between the line number and the HECIG code." **Techy:** "Oh yes, that is the **OM** line, meaning that function code has been posted."
6. Type Function Code	Screen will show the new function code being typed from W3HVB to W3HBN. **[Design_M2_S2_Scene 6_Type new function code]**	**Unity: "**Correct. So, to change this, you need to type the new function code over the old one. The new function code for the extended SFP plug is W3HWBNNNNNCH."
7. Type U	Screen stays the same and the U will be added. **[Design_M2_S2_Scene 7_Type U.png]**	**Unity:** "Next, you will type a **U** in the **M** (Mounting) field which is to the left of the line number on the OM line. This tells TIRKS to post the mounting to a new Small Form Pluggable Unit, also called SFP, because we changed the function code."
8. Press F11	Screen stays the same.	**Unity:** "To post the change, press **F11**."
9. Results	Show results of new post **[Design_M2_S2_Scene 9_Results.png]** Unity and Techy high five.	**Unity: "**You will see on the bottom of the screen that the post was completed.

10. Verify Change	Show Circuit Detail screen verifying change. **[Design_M2_S2_Scene 10_Verify Change.png]**	**Unity**: Now, to verify the change you need to press **F2** to page forward until you see the new function code". **Techy:** "Yes! I see it, there is the new function code!" **Both:** "Teamwork!"
11. Next step – Notes	Text pop up on the screen when Techy says WA that reads "Work Authorization"	**Techy: "**I know what is next – we must go into the WA screen and enter notes about what we changed." **Unity:** "Yes – show me how to do that."
12. Go to Distribution screen	Show screen with /for dist **[Design_M2_S2_Scene 12_Go to DIST.png]**	**Techy: "**We start by identifying the previous issue number on the design, so we know what issue number to notate for this function code change." **Unity: "**How do we find that?" **Techy: "**Go to the Circuit Record Distribution screen by typing '**dist'** in the **/for** field, and then press **Enter**".
13. Locate Issue number	**[Design_M2_S2_Scene 13_Locate Issue Number.png]**	**Techy: "**See, here at the bottom, it shows that the last issue posted to this design was **ISS 001**. So that means we must post our notes with **ISS 002**."
14. Go back to WA	Screen stays the same as previous screen. Tell them how to go back /for WA on DIS screen. **[Design_M2_S2_Scene 14_Type WA.png]**	**Unity: "**Yes! I see that!" **Techy:** "Awesome! Then, we go back to the WA to enter your notes by typing **WA** in the **/for** field and pressing **Enter**."

15. Notes should include	Techy points to screen where the notes are. Show in a bubble the notes that need to be made. **[Design_M2_S2_Scene 15_WA no notes.png]** **[Design_M2_S2_Scene 15_WA with notes.png]**	**Unity: "**Nice! Where do we type the notes?**"** **Techy: "**In the notes field, and your notes should always include the issue number, the reason you made the change, your ATTUID and the date you made the change. "Now you press **F5** to update the WA with the notes."
16. Completed	Techy and Unity fly off the screen after they say, "mission accomplished." Screen fades to UT logo.	**Both: "**Easy enough! Mission Accomplished!"

Section 4: Summary and Resources

Lighthouse Summary:

In review the steps to change a SFP are:

1. Change the Function Code:
    a. Verify the new function code on REFGF (See Module 2, Section 3 REFGF screen).
    b. On the **Circuit Details** screen, type the **new function** code over the old one.
    c. Type a **U** in the **M** (mounting) **field**.
    d. Post the change by pressing **F11**.
    e. Verify change by pressing **F2** to page forward until you see new function code.
2. Notate your changes beginning with identifying the previous issue number notated on this design.
    a. Go to the **Circuit Record Distribution** screen by typing **dist** in the **/for** field.
    b. Press **Enter**.
    c. The previous issue number will be at the bottom of the screen.
    d. Return to the WA screen by typing **WA** in the **/for** field.
    e. Press **Enter**.
    f. Enter your notes including the ISS #, reason for the change, your AT&T UID, and the date you made the change.

g. Press **F5** to update the notes.

At the end of this course you will be provided with a job aid that you can download for reference.