**Changes to Attributes requirements from March 1st, 2025**

As announced in our Partner Winter Update 2024, we are conducting two changes to article attributes requirements to improve your article onboarding experience:

1. 18 'mandatory if applicable' attributes become mandatory
2. New optional attributes becomes available

## 1) 18 'Mandatory if applicable' attributes become mandatory

Zalando designates certain attributes as "Mandatory if applicable," meaning they are required only if a product has specific features. These features often refer to material compositions but can also include other properties, such as usage occasions, sports types, or care instructions.

For materials, if a product includes features requiring material specification (e.g. multiple materials like a lining or padding),  the material composition of each relevant feature must be specified. Currently if a product lacks these features, partners generally leave the "mandatory if applicable" attribute empty and indicate non-applicability via free-text fields (e.g., Description).

From March 1st, 2025, 18 material-related attributes will transition from "mandatory if applicable" to **Mandatory**. This means that for product categories where these attributes are required, their value must now always be specified as follows:

- **For applicable cases:** If the article has the feature, provide the actual material and its percentage.
- **For non-applicable cases:** If the article does not have the feature, select the material code **not_applicable** and set the material percentage to 100%.

This change eliminates the need for Zalando to manually review free-text entries in descriptions, improving product onboarding times and ensuring all products are accurately described for customers.

### Example 1 - Summer Jacket

Suppose you are onboarding a summer jacket. The jacket's main fabric is 100% linen and it has no additional material features. In this case, you will specify the main material attribute as follows:

- `material.upper_material_clothing` (Outer fabric material)
  - material_code =  'li' (linen)
  - material_percentage = **100**

All other material-related attributes must be marked as not applicable. For example, the "filling" attribute:

- **`material.filling`** (Filling)
  - material_code = '**not_applicable'**
  - material_percentage = **100**

## Example 2 - Winter Jacket

Now imagine you are onboarding a winter jacket. The jacket's main fabric is 100% polyester, the filling is 100% cotton, and the lining is 100% wool. The product has no other material features (e.g., no faux fur collar, no removable inner jacket etc). Specify the attributes as follows:

- **`material.upper_material_clothing`** (Outer fabric material)
  - material_code = 'pes' (polyester)
  - material_percentage = **100**
- **`material.filling`** (Filling)
  - material_code = 'co' (cotton)
  - material_percentage = **100**
- **`material.futter_clothing`** (Lining)
  - material_code = 'wo' (wool)
  - material_percentage = **100**

All other material-related attributes must be set to "not applicable." For example, for the faux fur collar material attribute:

- **`material.faux_fur_collar_material`** ("Faux fur collar material")
  - material_code = '**not_applicable'**
  - material_percentage = **100**

## Affected attributes

The following material-related attributes are currently mandatory if applicable in the following silhouettes, and will become mandatory on March 1st, 2025.

| Attribute | Becomes Mandatory in silhouettes (also called outlines) | Set value as follows |
|---|---|---|
| material.faux_fur_collar_material | coat, jacket | material composition if the product has a faux fur collar; otherwise "not applicable" |
| material.filling | bikini_combination, kitchen, bikini_top, cardigan, corsage, bustier, one_piece_beachwear, nightwear_combination, gloves, tights, headgear, bedroom, underwear_combination, coat, dress, bra, underpant, jacket, toys, one_piece_suit, one_piece_underwear, pullover, trouser, t_shirt_top, vest, combination_clothing | material composition if the product has filling; otherwise "not applicable" |

| | | |
|---|---|---|
| material.futter_clothing | bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, corsage, bustier, one_piece_beachwear, nightwear_combination, one_piece_nightwear, gloves, tights, headgear, beach_shirt, beach_trouser, bedroom, undershirt, underwear_combination, coat, dress, bra, underpant, bathrobe, jacket, night_shirt, night_trouser, suit_accessoires, one_piece_suit, one_piece_underwear, pullover, skirt, shirt, trouser, t_shirt_top, vest, combination_clothing | material composition if the product has lining; otherwise "not applicable" |
| material.home_material | kitchen, bedroom | material composition if it's a textile product; otherwise "not applicable" |
| material.inner_jacket_lining | coat, jacket | lining material composition if the product has a lined removable inner jacket; otherwise "not applicable" |
| material.inner_jacket_outer_material | coat, jacket | outer material composition if the product has a removable inner jacket; otherwise "not applicable" |
| material.inner_jacket_padding | coat, jacket | filling material composition if the product has a filled removable inner jacket; otherwise "not applicable" |
| material.middle_layer_material | coat, jacket | middle layer material composition if the product has an attached middle layer textile on the inside of the outer fabric; otherwise "not applicable" |
| material.outer_jacket_inner_material | gloves, headgear, coat, jacket | inner material composition if the product has an attached textile on the inside of the outer fabric; otherwise "not applicable" |
| material.sleeve_lining | coat, jacket | sleeve lining material composition if the sleeve lining differs from the main lining; otherwise "not applicable" |
| material.trim_material | coat, jacket | trim material composition if the product has a trim; otherwise "not applicable" |
| material.upper_material_back | belt, bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, corsage, scarf, bustier, one_piece_beachwear, nightwear_combination, one_piece_nightwear, gloves, tights, beach_shirt, beach_trouser, bedroom, undershirt, underwear_combination, coat, dress, bra, underpant, bathrobe, jacket, night_shirt, night_trouser, suit_accessoires, one_piece_suit, one_piece_underwear, pullover, skirt, shirt, stocking, trouser, t_shirt_top, vest, combination_clothing | back material composition if the material differs from the outer fabric material; otherwise "not applicable" |

| material.upper_material_bottom | bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, corsage, scarf, bustier, one_piece_beachwear, nightwear_combination, one_piece_nightwear, gloves, tights, beach_shirt, beach_trouser, bedroom, undershirt, underwear_combination, coat, dress, bra, underpant, bathrobe, jacket, night_shirt, night_trouser, suit_accessoires, one_piece_suit, one_piece_underwear, pullover, skirt, shirt, stocking, trouser, t_shirt_top, vest, combination_clothing | bottom part material composition if the material differs from the outer fabric material; otherwise "not applicable" |
|---|---|---|
| material.upper_material_front | belt, bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, corsage, scarf, bustier, one_piece_beachwear, nightwear_combination, one_piece_nightwear, gloves, tights, beach_shirt, beach_trouser, bedroom, undershirt, underwear_combination, coat, dress, bra, underpant, bathrobe, jacket, night_shirt, night_trouser, suit_accessoires, one_piece_suit, one_piece_underwear, pullover, skirt, shirt, stocking, trouser, t_shirt_top, vest, combination_clothing | front material composition if the material differs from the outer fabric material; otherwise "not applicable" |
| material.upper_material_insert | bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, corsage, scarf, bustier, one_piece_beachwear, nightwear_combination, one_piece_nightwear, tights, headgear, beach_shirt, beach_trouser, bedroom, undershirt, underwear_combination, coat, dress, bra, underpant, bathrobe, jacket, night_shirt, night_trouser, suit_accessoires, one_piece_suit, one_piece_underwear, pullover, skirt, shirt, stocking, trouser, t_shirt_top, vest, combination_clothing | insert material composition if the material differs from the outer fabric material; otherwise "not applicable" |
| material.upper_material_middle | bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, corsage, scarf, bustier, one_piece_beachwear, nightwear_combination, one_piece_nightwear, gloves, tights, beach_shirt, beach_trouser, bedroom, undershirt, underwear_combination, coat, dress, bra, underpant, bathrobe, jacket, night_shirt, night_trouser, suit_accessoires, one_piece_suit, one_piece_underwear, pullover, skirt, shirt, stocking, trouser, t_shirt_top, vest, combination_clothing | middle part material composition if the material differs from the outer fabric material; otherwise "not applicable" |
| material.upper_material_sleeves | bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, one_piece_beachwear, nightwear_combination, one_piece_nightwear, beach_shirt, bedroom, undershirt, underwear_combination, coat, dress, bathrobe, jacket, night_shirt, one_piece_suit, one_piece_underwear, pullover, shirt, t_shirt_top, combination_clothing | sleeve material composition if the material differs from the outer fabric material; otherwise "not applicable" |
| material.upper_material_top | bikini_combination, beach_accessoires, kitchen, bikini_top, cardigan, nightdress, corsage, scarf, bustier, one_piece_beachwear, nightwear_combination, one_piece_nightwear, gloves, tights, beach_shirt, beach_trouser, bedroom, undershirt, underwear_combination, coat, dress, bra, underpant, bathrobe, jacket, night_shirt, night_trouser, suit_accessoires, one_piece_suit, one_piece_underwear, pullover, skirt, shirt, stocking, trouser, t_shirt_top, vest, combination_clothing | top part material composition if the material differs from the outer fabric material; otherwise "not applicable" |

**Notes**

- Attributes currently "mandatory if applicable" and unlisted above will not change. For example the attribute `sport_type` remains "Mandatory if applicable" and cannot be set to "not applicable".

Non-compliant articles submitted after March 1, 2025, will be rejected with the following article status/error codes:

| Error code | Short description | Comment |
|---|---|---|
| PSERR_144 | "A mandatory attribute is missing." | The submitted article is missing any mandatory attribute. |
| PSERR_170 | "Article rejected as the combination of the value 'not_applicable' with a material value is not allowed." | Material code is set to "not applicable" but the set percentage is not 100%. Any other percentage value will lead to rejection. |
| PSERR_171 | "Article rejected as the value 'not_applicable' was used for an attribute where it is not allowed". | The material code is set to "not applicable" for unsupported attributes or outlines, i.e. other than the combination specifically listed below in the section "Affected attributes and outlines". |

# What you need to do

## Partners using TradeByte, Rithum, Novomind, Lengow, Neteven, PlentySystems and Fortuneglobe ('feed-connected' integrators)

You can anticipate the new value 'not applicable' in your usual Mapping UI or component in January 2025. We are collaborating with your integrator to enable this functionality and will inform you via email once it has been activated. From activation, please follow the above mapping guidelines for new articles to avoid rejections after March 1, 2025.

## For partners directly integrated or using another integrator (not listed above), or using the zDirect Article Creation UI

The 'not applicable' attribute value is already available in your mapping interface or API. Please start mapping this value for your new articles in consideration of the above mapping guidelines,

to avoid rejections after March 1, 2025. Please contact your integrator if the value is not available, to ensure you are using the latest set of attributes.

Directly integrated partners can use the Product Attributes API to identify the affected attributes via the field **validation_hints**. Please refer to the Zalando Developer Portal section **Validation hints** for further technical information. Please note that the pilot phase is now over so this functionality is available to all directly integrated partners using this API.

## 2) New optional attributes become available

We have reviewed and adjusted the set of attributes you can use for your articles. Doing so we removed irrelevant attributes and introduced new attributes so you can focus on creating richer products. By March 1, 2025, the following changes will take effect:

- **Introduction of new optional enrichment attributes.** Designed to enhance discoverability and product presentation, these optional attributes are not mandatory but can be used where applicable to improve PDP views and conversion.
- **Decommission of optional legacy attributes.** These attributes were originally intended for internal use and will be retired as they no longer contribute to article presentation nor mandatory processes.
- **Detachment of attributes from specific outlines.** These attributes will remain available in Zalando's system but will no longer be tied to specific product outlines where they are deemed irrelevant.

**Changes for partners using a "feed-connected" integrator (TradeByte, Rithum, Novomind, Lengow, Neteven, PlentySystems, Fortuneglobe)**

We will decommission 24 optional legacy attributes, detach 32 optional attributes from specific outlines, and introduce five new optional enrichment attributes. You will find the list of affected attributes in the attached file **Attributes_changes_Feed_shareout** respectively under the tabs "attributes_added" and "attributes_removed".

**Changes for other partners: using an integrator not listed above, connected via API (Direct Integration), or using the zDirect Article Creation UI**

We will decommission 12 optional legacy attributes and detach 12 optional attributes from specific outlines. We introduce 268 new optional enrichment attributes, which are either completely new (152 attributes), or were added to outlines for which they were previously not available (116 attributes). You will find the list of affected attributes in the attached file **Attributes_changes_API_shareout** respectively under the tabs "attributes_added" and "attributes_removed"

## What you need to do

**All partners - March 1st, 2025**

- Use your usual mapping component to map and include the new attributes in your submissions, if relevant. If you use the zDirect Article Creation UI, the new attributes will

be available in the usual creation page. Directly integrated partners can use the [Product Attributes API](#) to fetch each attribute name, available values and metadata.

- Should you not have access to the new attributes, please contact your integrator to ensure you are using the latest set of silhouettes and attributes.
- Articles containing decommissioned or detached attributes will be rejected with error code PSERR_145 ("A mapped attribute is not supported"). We have worked with your integrator to ensure these attributes are decommissioned from their system. However, should you experience unusual such rejections after March 1, 2025 for one of the removed attributes, please contact your integrator to ensure you are using the latest set of silhouettes and attributes.