

Duration units

Guides for Merlin Project

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Duration units - as of June 2017

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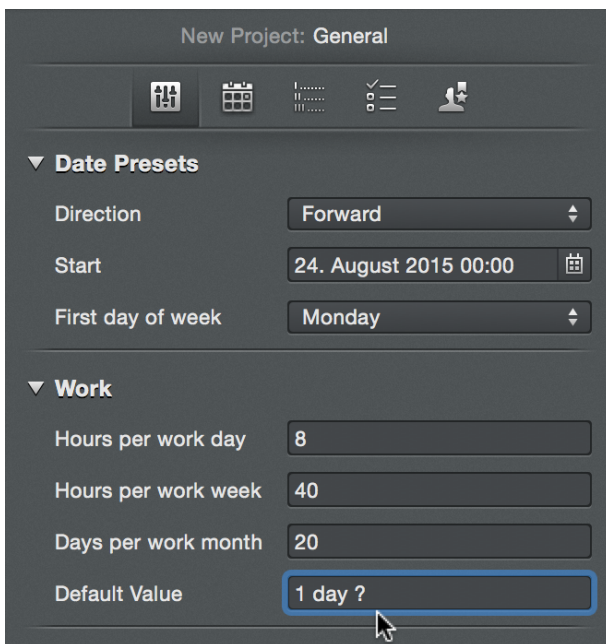
Work

In Merlin Project there are three values which are important for planning a project. The most often used value is *Work*. This lets you specify the time for completing an activity based on the working times set in the project.

For instance, an activity which requires one day to complete usually requires a duration of 8 hours (9 ehours) [where the prefix "e" denotes "elapsed"]. The working times in the project form the basis of this duration.

Given Work	7:00 AM	8:00 AM	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
1 day ?	[Activity bar spanning from 8:00 AM to 5:00 PM]											

The activity with a planned day (1 day) of work starts at 8am and ends at 5pm. There is a lunch break between 12pm and 1pm. This means the 1 day of work has a consecutive duration (incl. lunch break) of 8am - 5pm which corresponds to 9 elapsed hours (ehours). The work takes 8 hours (four hours in the morning, four in the afternoon).



You can adjust the values for the work using the project calendar and via *Settings > Work*.



The »?« behind the planned work indicates that this activity has a planned value which can change. If you are certain that you require the specified time for the activity, delete the question mark. It has no impact on project planning. The default value for work is set under Settings > Work. If you remove the question mark there, new activities will automatically no longer have »?« as the value for work.

Duration

The value *Duration* lets you manage activities which have no work or which, in addition to work, cover a specific time period.

Given Work	Given Duration	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
1 day ?	8 weeks	<input type="text"/>								

Example: »Flooring« The activity *Flooring* has a planned working time of 1 day and approx. 8 weeks' drying time. Enter the 8 weeks as the duration. Only then can the activity *Flooring* commence.



You can select whether to enter the value as a duration or elapsed duration.

Elapsed Duration

Use elapsed duration if an activity requires scheduling in real time durations. An activity scheduled by an elapsed duration may include non-working times.

The elapsed duration is always based on the real time calculation. This means, one day equals 24 hours, a week equals 7 days, etc.

Given Duration	Sun	Mon				
	6:00 PM	12:00 AM	6:00 AM	12:00 PM	6:00 PM	12:00 AM
1 eday		<input type="text"/>				

Example: 24-hour activity If you enter the value »1 eday« as the *Given Duration* of the activity, it will start at 0:00 am and end on the same day at 0:00 pm (24 ehours).



Every time unit supported by Merlin Project can be entered as a elapsed duration in the field *Duration* using the prefix »e«.