



Work and Duration

Instructions for Merlin Project

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Work and Duration - Status June 2018

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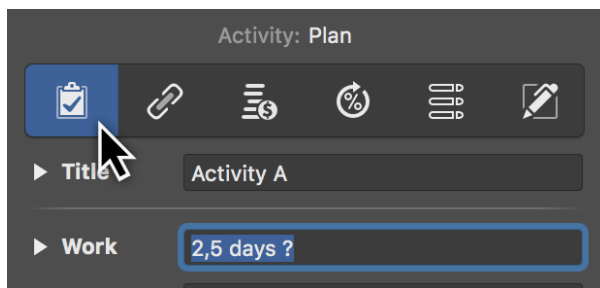
Work

Merlin Project contains **three values** that are important for **planning a project**. The most frequently used value is **work**, so you specify the **effort** for **completing an activity** based on the **working time** defined in the **project**.



The **working time** is set individually in the project settings. The working time defined in the project calendar affects the work and duration of the project.

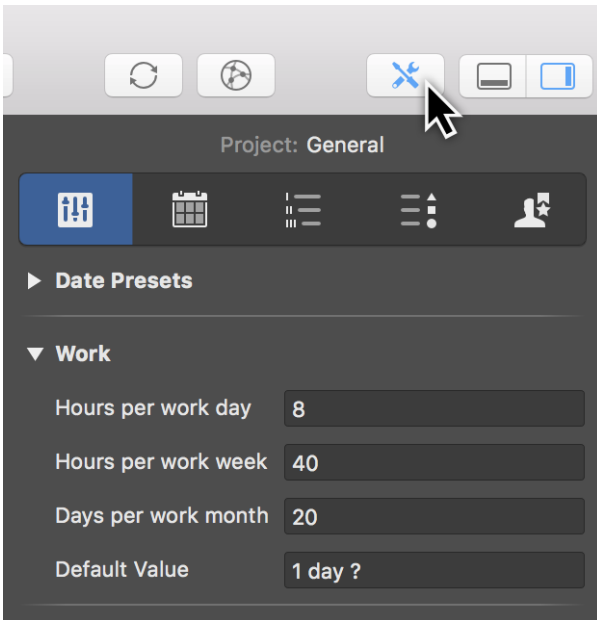
For example, an **activity** that requires **2.5 days** of **work** has **20 hours** (*52 fhours*) by default.



The **activity** with the planned **2.5 days** of work starts at 8:00 in the morning and ends at 17:00. The lunch break is between 12:00 and 13:00. This means the first day, has a continuous duration (incl. lunch break) of 8:00 - 17:00 which corresponds exactly to 9 consecutive hours (*fhours*). The work lasts 8 hours (four mornings and four afternoons).

Added to this are the **rest periods** at night, which is then between 17:00 - 08:00, which corresponds to 15 hours per night. A total of 30 hours and two lunch breaks of 1 hour each. This means exactly 32 hours of rest in addition to the 20 hours of work. Therefore, the continuous duration is long and results from 20 hours of working time and 32 hours of free time.

Settings work



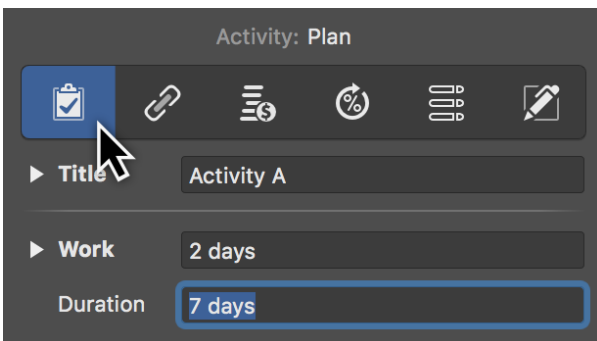
Change the values for work in the project calendar, but also in the **Settings > Work**.



The **?** after the **planned work** is only an indication that this activity has a planned value that can change. It has **no** influence* on **planning** in the project. The **default value** for work is specified in **Settings > Work**. Remove the question mark there.

Duration

With the value **Duration** you control activities that **without work** or **in addition to work** take a certain **period**.



Example: **score**.

The activity **screed** has a planned work of **1 day** and requires approx. **6 weeks** drying time. The **6 weeks** are entered as **eDuration**.

#	▲	Traits	Title	Given Work	Given Duration	Q2 / 2018	
						05	06
0		📅🕒	▼ Project			Project	
1			Lay Screed	1 day	6 eweeks	Lay Screed	
2			Tile Work	2 days			Tile Work

Although a **strich layer** only needs **one day work**, the procedure **6 weeks** lasts consecutively.

Only after the **6 weeks** have elapsed can the process **tiled work** take place.



You can choose whether you enter the value as **duration** or **continuous duration**.

Continuous duration

You always use the **elapsed duration** if an activity exceeds the **working time**. In the elapsed duration also the non-working periods are included.



The **continuous duration** is also called **elapsed duration**.

The **continuous duration** is always based on the usual **calculation of time**, i.e. one day corresponds to **24 hours**, one **week** corresponds to seven days and one year has **365 days**.



Any **time unit** supported by Merlin Project can be entered with the preceding **f** as **continuous duration** in the field **Duration**.

Example: 24 hours.

Enter the value **1 eDay** as **Default duration** for an activity. The process **starts** at **08:00** and **ends** the next day at **08:00**.

▼ **Expected**

Status	Future
Start	28/05/2018 at 08:00
End	29/05/2018 at 08:00
Work	1 day
Duration	1 day (1 eday)

In the **Inspektor** all values for planning can be read under **Expected**.



If you set the start time to **00:00 o'clock**, the whole day until **00:00 o'clock** is filled in by the **activity**.