

How to Assign Activity Resource and Budgeted Unit in P6

Before new resources are added into P6, the following items are to be considered.

1-Define the trade of resource required.

For instance, steel erection fitter, 25 tons crane may be required for steel structure erection work. See Steps to Estimate Activity Resource Unit (Budgeted Labor Unit)

2- Check the contractual working hours per day. For example, according to contract, update the resource calendar accordingly.

Max working hours per day per man is 10 hours; **10/d**

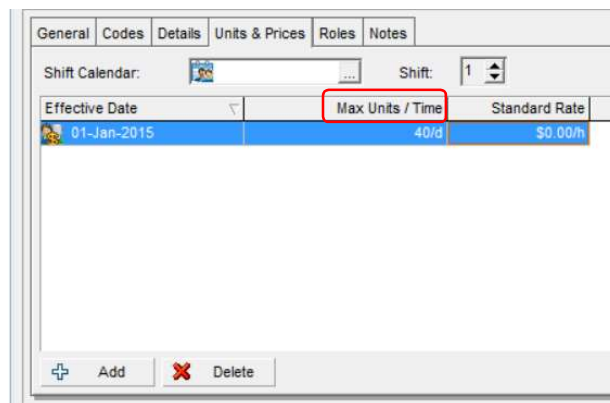
Max working hours per week per man is 54 hours; 54/w

3- Current resource availability per trade.

For example, 4 Steel erection fitters are available in your project team at the point when schedule is being developed.

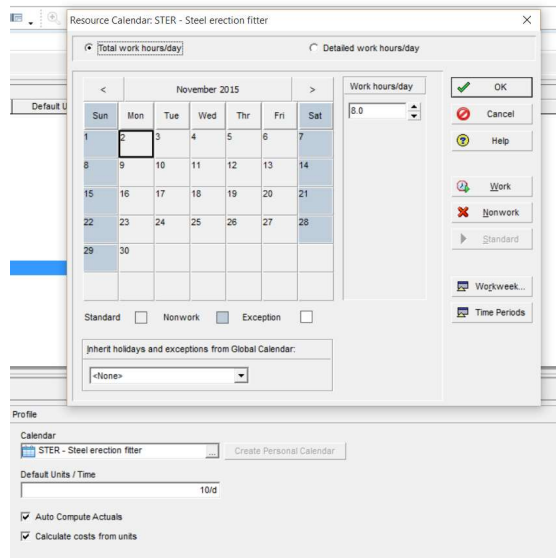
Hence, Maximum Units/Times = 40/day based on 10 hours per day and 4 men.

In other words, 40 hours of work load can be performed by 4 numbers of steel erection fitters in one day.



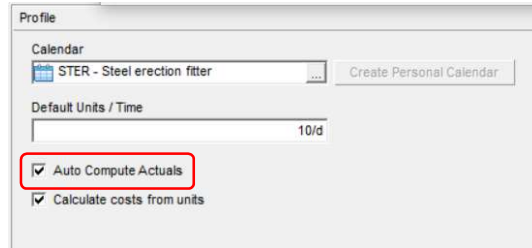
4- Resource availability calendar.

Suppose the 25 tons crane would only be on site by next month due to some reasons. In that case, resource calendar for that crane should be consistent with actual available date that makes a schedule realistic.

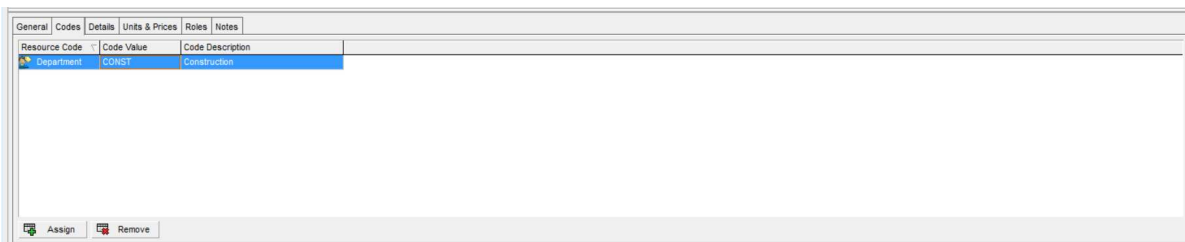


5- Decide how to capture actual man hours which will be useful for earned value calculation and forecasting.

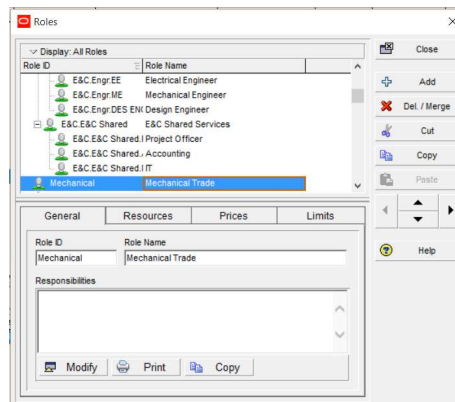
If Auto Compute Actuals is set as default, actual hours will be calculated and updated automatically by P6 as actual hours are spent according to plan when schedule is progressed. In that case, earned value calculation and forecasting data may not be produced as close as real. The best thing is to capture actual hours spent and update into P6.



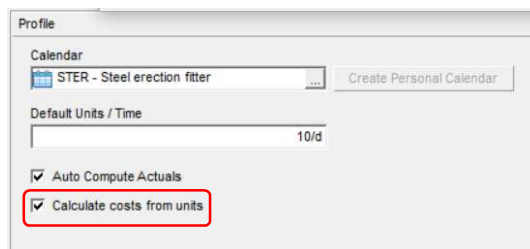
6- Resource Code is similar to Activity Code which would help you to filter and organize the resources. Go to Enterprise, Resource Codes to add new resource codes in the resource code dictionary.



7- Role is assigned as a job title such as Mechanical Trade which is used before specific resource name is identified. You may also describe skills and capability of a particular resource. For instance, Expert, Skilled and Inexperienced etc. *Go to Enterprise, Roles to add new roles.*



8- Cost is calculated automatically in P6 if you tick on “Calculate cost from units”. Cost is updated by multiplying the unit rate by the budgeted unit.



Let's add these resources to P6.

Steps to assign activity resources are as follows;

- Go to Enterprise >> Resources, Add New Resources using New Resource Wizard
- Assign Resource ID, Resource Name, and Resource Type
 - Labor for "Steel Erection Fitter"
 - Non Labor for "25Ton Crane".

- Assign unit rate (Price/Unit), for instance, \$ 40 per hour for Steel Erection Fitter, \$200 per hour for crane.
- Assign the Default Units/Time which is default for a new resource assignment.
- Assign Max Units/Time which is the maximum amount of work that resource can perform per day or hour.
- Assign the roles. Mech. Trade is used for this example.
- Go to Activity >> Select the activity >> look for Resource tag >> Add Resource to assign New Resources to an activity. Erect Steel Members for this example.

Resource ID	Resource Name	Resource Type	Unit of Measure	Primary Role	Default
Admin	Administrator	Labor		Management	
Landscaping	Landscaping Subcontractor	Labor			
Concrete-Sub	Concrete Foundation Subcontractor	Labor			
Specialty Metals	Specialty Metal Fabricator Subcontractor	Labor			
Mechanical	Milwork Subcontractor	Labor			
ME	25Ton Crane	Nonlabor		Mechanical Trade	
STER	Steel erection fitter	Labor		Mechanical Trade	
Thermal Protection	Thermal Protection Subcontractor	Labor			
Roofing	Roofing Subcontractor	Labor			
Glass	Glass & Glazing Subcontractor	Labor			
Drywall	Drywall Subcontractor	Labor			
Finishes	Finishes & Fix-out Subcontractor	Labor			
Specialties	FFLE Specialties	Labor			
Pools	Pool Installation Subcontractor	Labor			
Conveying-Sub	Conveying Subcontractor	Labor			
Fire Suppression	Fire Suppression Subcontractor	Labor			
Paving	Paving & Roadways Subcontractor	Labor			
Utilities	Utilities Subcontractor	Labor			
Corporate	Corporate Resources	Labor			
Bpmemo	Business Process PMO	Labor			
Mirwall	1 mil MirWall	Labor			

Note: Project must be created before activities and resources are assigned.

Enter Budgeted Units in Resource tag or Budgeted Units Column in Activity table.

Resource ID Name	Primary Resource	Remaining Units / Time	Original Lag	Start	Finish	Actual Regular Units	Budgeted Units	Remaining Units	Role	Curve	Rate Type
ME 25Ton Crane		81d	0	21-Jun-2012	13-Jul-2012	0	120	120	Mecha		Standard Rate
STER Steel erection fitter		45d	9	21-Jun-2012	13-Jul-2012	0	600	600	Mecha		Standard Rate