QUICK GUIDE RESOURCES AND RESOURCE ASSEMBLIES

You can add resources at the job or Library level from the Setup tab.

CREATE A LABOR RESOURCE

- 1. Click on **Resources** ► Select the Labor tab.
- 2. Right click on any row header and select New.
- 3. Type a resource code in the Code field.
- 4. Fill in the **Description** field.
- Click on the resource's Setup tab and select Standard Labor Rate File from the Resource File drop-down list.
- 6. Choose the other drop-down settings as highlighted.

Code: *	LMECHPB		Description:	Mechanic - He	avy Duty
Setup	🐥 Charg	e Rate	Billing Rate		
Reso	urce File:	Standar	d Labor Rate	File +	Us
Geograp	ohic Area:	Southw	est	•	Us
Wa	ige Zone:	Wage Z	one A	•	Us
Org. (Category:	Mechan	ic	•	Us
Accou	unt Code:			1	Us
Co	st Driver:	CI Dura	tion	•	Us
Co	st Curve:	Employe	ed Cost Item	•	Us
	Tag 1:	Non Uni	ion	•	Us
	Tag 2:	Hourly		•	Us
	Tag 3:			•	Use

- 7. On the **Charge Rate** tab, expand **Labor** and under **Labor Base** type in a dollar value.
- 8. Expand Labor Burden and under Labor Fringes, type in a dollar value for Pension and Subsistence.

Setup		4 /	Charge	arge Rate Billing Rate				
Scale	1	S	Scale 2 Scale 3 All Scales					
Cost Category Breakdown							Amount	
✓ Tot	tal					\$12	\$124.00	
*	La	bor				\$12	4.00	
		La	bor Base			\$5	2.00	
	~	La	Labor Burden			\$1	5.00	
		¥	Labor F	bor Fringes			0.00	
			Tra	Travel			0.00	
			Pre	Premium			0.00	
			Hol	iday		\$	0.00	
			Sav	ings		\$	0.00	
			Per	nsion		\$	3.00	
			Vac	ation		\$	0.00	
			Sub	sistenc	e	\$	2.00	
			Hea	alth & W	\$	0.00		

 Define an overtime and double-time rate for the resource. Choose the other drop-down settings as highlighted.

Base Wage Factors for Overtime

Use Base Wage Factors for Scales 2 and 3 Scale 2 Factor: 1.50 x Base Wage

2 Factor: 1.50 x

Scale 3 Factor: 2.00 x Base Wage

This option multiplies the Scale 1 base wage by the factors entered here to automatically calculate the base wage for Scales 2 and 3.

10.Click **OK**, to close the record.

CREATE A RENTAL EQUIPMENT RESOURCE

+ x

XB

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ESTIMATE

- 1. Open the Library Resource Rates Register.
- 2. Select the Rented Construction Equipment tab.
- 3. Right click on any row header and choose New.
- 4. Type a resource code in the Code field.
- 5. Fill in the **Description** field.
- Click on the resource's Setup tab and select Standard Rental Rate File from the Resource File drop-down list.
- 7. Select a category from the **Organizational Category** drop-down list.

Code: *	RECR110		Description:	Crane 110 Ton
Setup	🔱 Charg	e Rate		Billing Rate
Res	ource File:	Standa	rd Rental Rate	File 🔹
Geogra	phic Area:			•
w	age Zone:			•
Org.	Category:	Crane		•

8. Click **OK**, to close the new record.

QUICK GUIDE RESOURCES AND RESOURCE ASSEMBLIES



- 1. From the Resource Rate Register, open a Rented Construction Equipment record to the Charge Rate tab.
- 2. Under Non-Hourly Period Charge Rates, check the Calculate Non-Hourly Period Charge Rates checkbox.
- 3. Click OK.
- 4. In the **Period** field, select a time period.
- 5. In the Amount Per Period field, type in an amount.
- 6. Type in the number of hours in the Hours Per Period field.

Non-Hourly Period Charge Rates

Calculate Non-Hourly Period Charge Rates for RE Rental

Period: Weekly

7. Click OK to close the record.

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CREATE AN INSTALLED MATERIAL RESOURCE

- Click on Resources ► Select the Installed Materials tab.
- 2. Right click on any row header and select **New** from the drop-down menu.
- 3. Type a resource code in the Code field.
- 4. Fill in the Description field.
- 5. Select a **unit of measure (UM)** from the Unit of Measure drop-down list.

UM: Each 🗸

- 6. On the resource's Setup tab, under Resource File select Standard Material Rate File.
- On the Charge Rate tab, expand Materials and enter an amount in the Installed Materials field.

Setup	🐈 Charge Rate 🛛 🖓 Quote 🛛 Billin		Billin	g Rate			
Cost Cat	Cost Category Breakdown Amount						
✓ Total	✓ Total				\$0.00		
✓ M	laterials		\$	50.00			
	Installed Materials		\$	0.00			
	Undefined Materials			0.00			

8. Click **OK** to finish adding this resource.

CREATE A RESOURCE ASSEMBLY

+ x

XB

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ESTIMATE

- 1. Click on Resource Assemblies.
- Right-click on any row header and select New from the drop-down menu.
- 3. Type an assembly code in the Code field.
- 4. Fill in the **Description** field.
- 5. In the **Assembly Details** register, click in the **Resource Code** column in the first blank row, and then select the **Resource icon** that appears in the cell.

Cos	t Summary	Asser	mbly Details				
Drag	Drag columns here to group						
	Row Number		Resource Code				
1			2				

 On the Labor tab of the register, select a labor resource and click OK to add.

All	Labor	Constr	Rei				
Drag	Drag columns here to group						
	Reso 🚊		Description				
\rightarrow	+ LL2		Laborer				

- 7. Add two additional resources.
- 8. Click OK to save and close the new assembly.