Here is a view of our projects :

| e Edit View Project Enterprise Tools / | aamin Heip 1 🤄 📟 → 🗐 🛛 → 🗐 🗸 + 🕛 → + → 🛅 🐼 🐾 🖗 | \$ %6 .00 |
|--|---|-------------------|
| Projects | | |
| Projects Activities | | |
| ✓ Layout:Projects Project ID | <pre></pre> | Tota Activitie |
| ■◆ Enterprise | All Initiatives | 5950 |
| 🖻 NEWPROJ-1 | (New Project) | |
| - 📣 Asset One | All Asset One projects | |
| Asset One Live | Live Projects | |
| 🗀 #1234 | Tieback | |
| i # 1235 | Replace Stairwell M3e | |
| i #1236 | Fabric Maintenance | |
| i # 1237 | Firewater Ring main Turnaround | |
| i # 1238 | Flare tip Turnaround | |
| ☐ #1239 | Flowline stuff | |
| □ # 1240 □ # 1241 | Comms Upgrade Gym Upgrade | |
| Asset One Sandbox | Sandbox | |
| - Training | | 1 |
| | Training Bill of Quantity EV | |

The projects under the Live Projects EPS represent a portfolio of live projects we DO NOT want to do what-if games with. That includes entering progress which has not been validated.

We are going to update progress for the "Gym Upgrade" project.

Step One – take a reflection and Check Out the live project

First we take a reflection of the project;

| Edit View Project Enterprise | |]• [| - 7 - 6 - # . | II (4 % | ·♥\$¶■. | . O. O. 🔒 | ۰ 🚺 🕏 |
|---|----------------------------|------|--------------------------------|---------|----------------|---------------------|------------|
| Projects Projects Activities Resourc | Accienmente | | | | | | |
| | e Assignments | | | | | | |
| ✓ Layout:Projects Project ID | _∇ Project | Nan | ne | | | Total Activities | Strategic |
| ■▲ Enterprise | All I | niti | atives | | | 59500 | |
| Asset One | A II A | sse | t One projects | | | 0 | 500 |
| 🗉 📣 Asset One Live | Live F | | ects | | | 0 | 500 |
| iii #1234 | Tiebaa | | | | | 0 | 50 |
| i #1235 | Repla | | 0 | 500 | | | |
| # 1236 | Fabric | | 0 | 50 | | | |
| # 1237 # 1238 | | | ing main Turnaround maround | | | 0 | 50i 50i |
| = # 1236 = # 1239 | Flowlin | | | | | | 500 |
| m # 1240 | Comm | | | | | Right | |
| # 1241 | Gym L | | | | | click, and | 500 |
| Asset One Sandbox | Sandl | | Open Project | Ctrl+O | | choose | 500 |
| ■◆ Training | Train | 1 | Project Details | | | Create | 500 |
| 🗀 BoQ | Bill of C | | Summarize Project | | | Reflection | 500 |
| EV SPI and CPI | EV Se | | Delete Project Summ | naries | | Reflection | 500 |
| < III | ····· | | Create Reflection | - | | _ | 500 |
| - General - | | ď | Cut | Ctrl+X | | | |
| General Notebook Budget Log Spen | ding Plan Budget Summary I | | Copy | Ctrl+C | ces Settings C | alculations | |
| | | ß | Paste | Ctrl+V | | | |
| Project ID | Project Name | =1 | Fill Down | Curry | | | |
| # 1241 | Gym Upgrade | | | | | | |
| | 1 | \$ | Add | Ins | | | |

| <u>Edit View Project Enterprise Tools</u> | <u>A</u> dmin <u>H</u> elp | | |
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| Projects | | | |
| Projects Activities Resource Assig | nments | | |
| ✓ Layout:Projects | | | |
| Project ID | | Total | Strate Prio |
| ■◆ Enterprise | All Initiatives | 59500 | |
| Asset One | All Asset One projects | 0 | |
| Asset One Live | Live Projects | 0 | |
| iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii | Tieback | 0 | |
| 🚞 # 1235 | Replace Stairwell M3e | 0 | |
| i # 1236 | Fabric Maintenance | | |
| 🚞 #1237 | Firewater Ring main Turnaround | | 1 |
| i # 1238 | Flare tip Turnaround | Reflection | |
| i # 1239 | Flowline stuff | project now | |
| i #1240 | Comms Upgrade | in Sandbox | |
| i #1241 | Gym Upgrade | | |
| ■ Asset One Sandbox | Sandbox | | |
| 3 # 1241-1 | Gym Upgrade Reflection | 0 | |
| ■ Training | Training | 12 | |
| 🖨 BoQ | Bill of Quantity EV | 0 | |
| | D/0 | 0 | |

.... and then we make sure no-one can update the source project, by Checking it Out:

| e <u>E</u> dit <u>V</u> iew <u>P</u> roject E <u>n</u> terprise <u>T</u> o | | |
|--|--|--------------------------|
| a. 🔳 🗄 🦻 🐂 🚠 . 🔯 🖪 🕒 | 🖾 🖄 🚡 . 📄 🛛 • 🗐 🍸 • 🖬 • # . 📑 😃 📽 🗞 | \$ ₪ ▣ . ! • . • . • . • |
| Projects | | |
| Projects Activities Resource | Assignments | |
| ✓ Layout:Projects | | |
| Project ID | Project Name | Total |
| | V | Activities |
| Enterprise | All Initiatives | 59500 |
| ■ Asset One | All Asset One projects | 0 |
| Asset One Live | Live Projects | 0 |
| iii # 1234 | Tieback | 0 |
| i # 1235 | Replace Stairwell M3e | 0 |
| # 1236 | Fabric Maintenance | 0 |
| # 1237 | Firewater | 0 |
| ☐ #1238 ☐ #1239 | Flare tip T Flowline s Checked out | 0 |
| = # 1239 = # 1240 | because | 0 |
| 3 # 1241 | Decause | 0 |
| ■ Asset One Sandbox | Sandbox | 0 |
| # 1241-1 | Gym Upgrade Retlection | 0 |
| ■ | Training | 12 |
| BoQ | Bill of Quantity EV | 0 |
| < III | | |
| | | |
| General Notebook Budget Log Spendin | Plan Budget Summary Dates Funding Codes Defaults Resources | Settings Calculations |
| Project ID | Project Name | |
| # 1241 | Gym Upgrade | |
| Status | Responsible Manager | Proje |
| | | 10 |
| Active | this is set | 10 |
| Check Out Status | Checked Out By Date Checked | ed Out |
| | admin 18-Dec-14 | |
| | 10-Dec- 14 | |

Now the portfolio of all the asset's projects can still be used – but no-one can update our Gym Upgrade project until we check it back in.

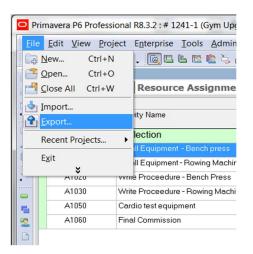
Open the Reflection project we just created:

| | | roject Enterprise Iools Admin He | | | # 1 0 | W 6. 5 | | | | | |
|---|----------------|------------------------------------|-----------|----------------------|-----------------------|--------------|--------|---------------------------------------|----------------------|---|--|
| _ | tivities | | | | • ; == 4 | 4 (4 | | • • • | | | • |
| _ | | vities Resource Assignments | [| | | | | | | | |
| | Layout: DT Ref | lection | Filter: A | II Activities | | | | | | | |
| A | ctivity ID | Activity Name | Resp. | Original Duration | Remaining Duration | | Finist | D D D D D D D D D D D D D D D D D D D | D J J HASANTVTASANTV | I J J J J J J J J J J J J J J J J J J J | F F 11111111111111111111111111111111111 |
| - | Gym Upgra | de Reflection | | 21 | 21 | 18-Dec-14 | 15-Ja | - | | | |
| | A1000 | Install Equipment - Bench press | Mech | 5 | 5 | 18-Dec-14 | 24-De | | | | |
| | A1010 | Install Equipment - Rowing Machine | Mech | 6 | 6 | 18-Dec-14 | 25-De | | | | |
| | A1020 | Write Proceedure - Bench Press | HSE | 5 | 5 | 25-Dec-14 | 31-De | ▏▏┡══╕ | | | |
| | A1030 | Write Proceedure - Rowing Machine | HSE | 5 | 5 | 26-Dec-14 | 01-Ja | | | | |
| | A1050 | Cardio test equipment | Mech | 5 | 5 | 02-Jan-15 | 08-Ja | ի-լե | | | |
| | A1060 | Final Commission | Mech | 5 | 5 | 09-Jan-15 | 15-Ja | | - | i - 1 | |
| | | | | | | 1 | | | | | |

There is a project-specific Activity Code called Resp.

This indicates who is responsible for doing the work, AND reporting progress. We want to send a spreadsheet to the appropriate departments to collect progress.

Select File and Export:



Choose Spreadsheet as the format:

| 8.3 or later 6.1 or later | _ | | |
|------------------------------|------------|------------|--|
| | · · | | |
| 6.1 or later | | | |
| | Ψ. | | |
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| XML 2002/3 | v | | |
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| | XML 2002/3 | XML 2002/3 | |

We only need one "sheet" out of the possible five:

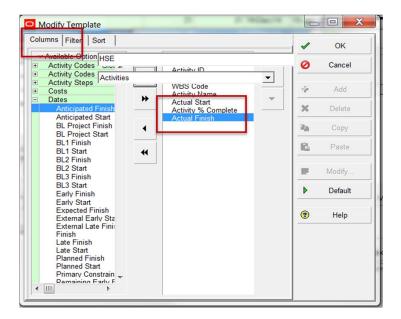
| Export | | 1 | | | X |
|------------------------------------|---|------|------|----|--------|
| Export Type | | | | | |
| Select the type of data to export. | | | | | |
| | | | | | |
| Activity Relationships | | | | | |
| Expenses | | | | | |
| Resources | | | | | |
| Resource Assignments | | | | | |
| | | | | | |
| | | | | | |
| O Cancel | 4 | Prev | Next | 83 | Finish |

You can only export from an open Project:

| Proje | ects To | Export | | - | | |
|-----------|-----------------------------|-------------------------|-----------|-----|--|--|
| he projec | cts listed below a jects | are open and can | be export | ed. | | |
| Export | Project ID # 1241-1 | Project Na Gym Upgra | | | | |
| | | | | | | |
| | | | | | | |

Because we have not done this before, we need to Add an Export Template. These can be reused. We need to define the columns we want to export, and the filter:

We need the "Actual Start" "Activity % Complete" and "Actual Finish" columns. There is a hideous display bug in the latest version:



We need to Filter the spreadsheet by the Resp. Activity Code

| olumns Filter | Sort | | | 1 | OK |
|------------------------------------|--|----------------------------------|----------|----------|--------|
| All Activities | HSE | iatch | | 0 | Cancel |
| | Activities | An selected inters ed filter | | _ | Cancer |
| ilter | Activities | • ed liiter | | | |
| Default | | | ∇ Select | ÷ | Add |
| Completed | | | | × | Delete |
| T Critical | | | | | Delete |
| T Has Fini | | | | | Py |
| | P Filter | | | | |
| T In Progr | | | | | ste |
| T Level of | Filter Name HSE | | 1 | OK | |
| T Longest | ✓ Display: Filter | | 0 | Cancel | íty |
| Vinestor | Display all rov Parameter Is | Value | High Val | Cancer | _ |
| Y Non Wh | (All of the following) | | | | ault |
| Y Non-criti | Where Resp. is unde | er HSE | ÷ | Add | |
| Vormal | | | × | Delete | Ip |
| Vot Star | | | ~ | Delete | _ |
| Global | | | d | Cut | |
| T Milestor | | | | | - 11 |
| Variance | | | 6 | Copy | |
| User Defin | | | - | 0 | |
| T (Untitled | | | <u> </u> | Paste | _ |
| T (Untitled | | | | | |
| T (Untitled | | | | | |
| 🍸 stevie or | < III | | • | - | _ |

Finally we need to say where the XLS file goes:

| 1241-1-Activities.xls | | |
|-----------------------|--|--|
| | | |
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| | | |

Step Three – the spreadsheet

Open the Spreadsheet we made:

| X ∎ FI | LE HOM | (ð - s 1E I | , NSERT | PAGE LAYOU | IT FORMUL | AS DATA REVIEW | VIEW ADD-1 | | -1-Activit | ies.xls [Compat | ibility Mo | de] - Excel | |
|--------------|--------------------|----------------|------------|------------------|-----------------------------|--------------------------|----------------|---------------------|--------------------|-----------------|------------|-------------------|--------|
| Pas | Cut | • | | ans Serif 👻 10 | | | Wrap Text | General | ÷ | Conditional F | armat as | Normal Neutral | Bad |
| газ * | Forma Clipboard | t Painte | er B1 | [<u>U</u> → | • <u>• •</u> • <u>A</u> • | ≣ ≣ ≣ ∉ Æ ፼ Alignment | | • 🚰 • % • Number | €.0 .00 .00 →.0 | Formatting * | | | Styles |
| D2 | 0 . | | × | s f _x | | | | | | | | | |
| 4 | А | | В | С | | D | E | F | | G | | Н | 1 |
| 1 | task_code | status | _code | wbs_id | task_name | | act_start_date | complete_pct | | act_end_da | te delete | _record_flag | |
| 2 | Activity ID | Activit | y Status | WBS Code | Activity Nam | е | Actual Start | Activity % Con | nplete(% |) Actual Finis | h Delet | e This Row | |
| 3 | A1020 | Not St | arted | # 1241-1 | Write Proces | edure - Bench Press | | 0 | | | | | |
| 4 | A1030 | Not St | arted | # 1241-1 | Write Proces | edure - Rowing Machine | | 0 | | | | | |
| 5 | | | | | | | | | | | | | |
| 6 | | | | | | | | | | | | | |
| 7 | | | | | | | | | | | | | |
| 8 | | | | | | | | | | | | | |
| 9 | | | | | | | | | | | | | |

several points to make about the above spreadsheet:

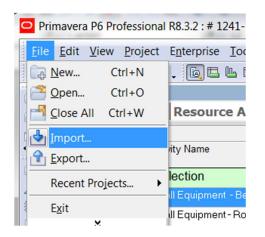
- It is in the format that P6 can import. When P6 imports an XLS file it is NOT a paste P6 reads row one of the spreadsheet to understand which field is being updated. If they are not spelt correctly P6 will ignore them, that is why we did the formal Export to avoid such mistakes.
- When we import the spreadsheet, an "append and update" is performed, keyed on Activity ID.
- This is one Spreadsheet/One Project for both Import and Export. There are third party solutions that make this built-in functionality seem restricting.

We email the above spreadsheet to the responsible person who then fills it and returns it:

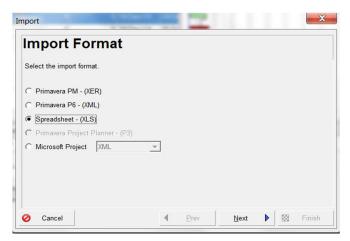
| ×∎ | ت ا | ¢- ∓ | | | | | | # 1 | 241-1-Activitie | s.xls [Compatibili | ity Mode] - Excel | |
|----------|---------------------|-------------|-----------------|------------------------|------------------------|------------|--------------------|----------|-------------------------|------------------------------------|--------------------|---------|
| FI | LE HON | INSERT | PAGE LAYOL | JT FORMUL | AS DATA | REVIEW | VIEW ADD- | INS | | | | |
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| | Clipboard | G. | Font | F2 | | Alignmen | t | na Nu | imber 🖙 | | | Styles |
| F4 | | - : × | | '0 | D | | F | | F | G | Н | |
| 1 | A task code | status_code | C wbs_id | task_name | D | | act_start_date | complete | | | delete_record_flag | 1 |
| 2 | | | us WBS Code | | е | | | | _por Complete(%) | | Delete This Row | |
| 3 | A1020 | Not Started | # 1241-1 | Write Proces | edure - Bencl | h Press | 19/12/2014 | | 20 | <u>)</u> | | |
| 4 | A1030 | Not Started | # 1241-1 | Write Proces | edure - Rowin | ng Machine | | 0 | | 1 | | |
| 5 | | | | | | | | | | | | |
| 6 | | | | | | | | | | | | |
| 7 | | | | | | | | | | | | |

Remember to close the spreadsheet – it is a single user document.

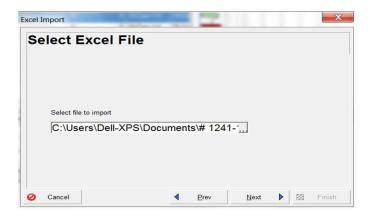
Choose File and Import:



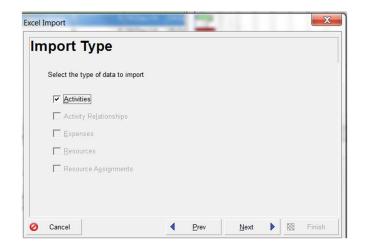
Select Spreadsheet:



Pick the *correct* file!:



Choose the Activity sheet :



select the destination project:

Which is, of course, our Reflection copy

| Please sele | ct an import | action and the | destinatio | n Project. | | |
|----------------|--------------|----------------------------|------------|-----------------------|--|--|
| | | | | | | |
| File name | | Action te Existing Proj | inct | Import To # 1241-1 | | |
| 0.103010120117 | u oub opuu | te Existing File | COL | 1 1211 | | |
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Choose finish, and wait!

Bingo:

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|-----------------------|----------|------------------------------------|-------------|----------------------|-----------------------|---------------------|-------------|--|
| Activitie | | | ; = | | + , III (4) | - 74 V P | <u>*</u> 10 | |
| | | ities Resource Assignments | | | | | | |
| ✓ Layout | DT Refle | ction | Filter: All | Activities | | | | |
| Activity ID | | Activity Name | Resp. | Original Duration | Remaining Duration | Start ₇₇ | Finisł | IF D D D J J J J F Intvinksintvinksintvinksintviksintvinksintvinksintvinksint |
| 🗉 Gym | Upgrade | e Reflection | | 21 | 21 | 18-Dec-14A | 15-Ja | 0 |
| A1 | | | | | | 18-Dec-14 | 24-De | |
| A1 | 010 | Install Equipment - Rowing Machine | Mech | 6 | 6 | 18-Dec-14 | 25-De | |
| A1 | 020 | Write Proceedure - Bench Press | HSE | 5 | 4 | 19-Dec-14 A | 30-De | |
| A1 | 030 | Write Proceedure - Rowing Machine | HSE | 5 | 5 | 26-Dec-14 | 01-Ja | |
| A1 | 050 | Cardio test equipment | Mech | 5 | 5 | 02-Jan-15 | 08-Ja | • |
| A1 | 060 | Final Commission | Mech | 5 | 5 | 09-Jan-15 | 15-Ja | a |
| | | | | | | | | |

We can update our Reflection project with the spreadsheets from all our "responsible" progress contacts, and if (heaven forbid) they send us a load of mince, we delete the project and have no rework to reinstate the Live project which is available all of the time, albeit in a "read only" state.

Step Five – merge the data

The first thing we have to do is check in the original project:

| rojects | L № № 4 & . F Ш• ⊟ 7• ╔• # . ∃ 4 | 2 V P M *** • | | W - |
|---|--|---|---|------------|
| | | | | |
| ✓ Layout: Projects Project ID | Project Name | Total Activities | Strategic Project Planned Start Priority | Data Dat |
| A Enterprise | All Initiatives | 59499 | 05-Sep-99 | |
| Asset One | All Asset One projects | 0 | 500 18-Dec-14 | |
| - Asset One Live | Live Projects | 0 | 500 18-Dec-14 | |
| # 1234 | Tieback | 0 | 500 18-Dec-14 | 18-Dec-1 |
| iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii | Firewater Ring main Turnaround | 0 | 500 18-Dec-14 | 18-Dec-1 |
| # 1238 | Flare tip Turnaround | 0 | 500 18-Dec-14 | 18-Dec- |
| iii #1239 | Flowline stuff | 0 | 500 18-Dec-14 | 18-Dec-1 |
| 🚞 #1240 | Comms Upgrade | 0 | 500 18-Dec-14 | 18-Dec- |
| iii #1235 | Replace Stairwell M3e | 0 | 500 18-Dec-14 | 18-Dec-1 |
| iii #1236 | Fabric Maintenance | 0 | 500 18-Dec-14 | 18-Dec-1 |
| # 1241 | Gym Upgrade | 0 | 500 18-Dec-14 | 18-Dec- |
| Asset One Sandbox | Sandbox | 0 | 500 18-Dec-14 | 18-Dec- |
| (111) (112) | Gvm Upgrade Beflection | | 500 18-Dec-14 | 18-Dec- |
| Seneral Notebook Budget Log Spen Project ID # 1241 Status Active ▼ Check Out ▼ | | esources Settings Ci 't merge while 'hecked Out | Project Leveling Prio | rity |

Now we merge, select our reflection project, right click on it and choose Merge Reflection into Source Project:

| Projects Project ID Project Name Total Activities Strategic Project Planned Start Project ID Asset One Live Live Projects 0 500 18-Dec-14 # #1234 Tieback 0 500 18-Dec-14 # #1237 Firewater Ring main Turnaround 0 500 18-Dec-14 # #1238 Firewater Ring main Turnaround 0 500 18-Dec-14 # #1239 Firewater Ring main Turnaround 0 500 18-Dec-14 # #1238 Firewater Ring main Turnaround 0 500 18-Dec-14 # #1238 Firewater Ring main Turnaround 0 500 18-Dec-14 # #1236 Flore tig Turnaround 0 500 18-Dec-14 # #1240 Comms Upgrade 0 500 18-Dec-14 # #1236 Flore tig Turnaround 0 500 18-Dec-14 # #1240 Comms Upgrade 0 500 18-Dec-14 # #1241 Cym Upgrade 0 500 18-Dec-14 # #1241 Open Project Ctri+O 0 500 18-Dec-14 # MiteMain Open Project <th>Priority Figure 14 18-Dec-14 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-1</th> | Priority Figure 14 18-Dec-14 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-1 |
|---|---|
| Project ID Project Name Total Asset One Live Project Planned Start Activities Project Planned Start Activities Strategic Project Planned Start Activities | Priority Figure 14 18-Dec-14 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-1 |
| Activities Priority | Priority Figure 14 500 18-Dec-14 18-Dec-1 |
| # #1234 Tieback 0 500 18-Dec-14 # #1237 Fireveter Fing mein Turneround 0 500 18-Dec-14 # #1238 Flore tip Turneround 0 500 18-Dec-14 # #1239 Flore tip Turneround 0 500 18-Dec-14 # #1238 Flore tip Turneround 0 500 18-Dec-14 # #1240 Comms Upgrade 0 500 18-Dec-14 # #1235 Replace Stainvell M3e 0 500 18-Dec-14 # #1241 Gym Upgrade 0 500 18-Dec-14 # #1241 Open Project Ctrl+0 0 500 18-Dec-14 * Training V project Details 1 500 28-Mey-14 * Image: Project. 1 500 28-Mey-14 1 | 500 18-Dec:14 18-Dec:1 |
| # #1237 Firewater Ring mein Turnaround 0 500 18-Dec-14 # #1238 Flare tip Turnaround 0 500 18-Dec-14 # #1239 Flowine stuft 0 500 18-Dec-14 # #1239 Flowine stuft 0 500 18-Dec-14 # #1240 Comms Upgrade 0 500 18-Dec-14 # #1235 Replace Statiwell M3e 0 500 18-Dec-14 # #1236 Fabric Maintenance 0 500 18-Dec-14 # #1236 Fabric Maintenance 0 500 18-Dec-14 # #1241 Gym Upgrade 0 500 18-Dec-14 # #1241 Open Project Ctrl+0 11 500 28-May-14 | 500 18-Dec-14 18-Dec-1 |
| # #1238 Flore tip Turnsround 0 500 18-Dec-14 # #1239 Flore tip Turnsround 0 500 18-Dec-14 # #1240 Comms Upgrade 0 500 18-Dec-14 # #1245 Replace Staiwell M3e 0 500 18-Dec-14 # #1236 Flore tip Turnsround 0 500 18-Dec-14 # #1236 Replace Staiwell M3e 0 500 18-Dec-14 # #1241 Cym Upgrade 0 500 18-Dec-14 # #1241 Cym Upgrade 0 500 18-Dec-14 # #1241 Open Project Ctrl+0 0 500 18-Dec-14 # #1241 Open Project Ctrl+0 10 500 18-Dec-14 # Training V project Details 1 500 28-Mey-14 * III Summarize Project 1 500 28-Mey-14 | 500 18-Dec-14 18-Dec-1 |
| # #1239 Flowline stuff 0 500 18-Dec-14 # #1239 Comms Upgrade 0 500 18-Dec-14 # #1235 Replace Statiwell M3e 0 500 18-Dec-14 # #1236 Fabric Maintenance 0 500 18-Dec-14 # #1236 Fabric Maintenance 0 500 18-Dec-14 # #1236 Fabric Maintenance 0 500 18-Dec-14 # #1241 Gym Upgrade 0 500 18-Dec-14 • Asset One Sandbox 0 500 18-Dec-14 • MEVEROJ Open Project Ctrl+0 • NEWPROJ Project Details 11 Summarize Project 1 500 28-May-14 | 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-14 |
| # #1240 Comms Upgrade 0 500 18-Dec-14 # #1235 Replace Stainwell Mae 0 500 18-Dec-14 # #1235 Fabric Maintenance 0 500 18-Dec-14 # #1236 Gym Upgrade 0 500 18-Dec-14 • Asset One Sandbox 0 500 18-Dec-14 • Asset One Sandbox 0 500 18-Dec-14 • • Asset One Sandbox 0 500 18-Dec-14 • • • Asset One Sandbox 0 500 18-Dec-14 • • • • • • • • • • • • • • • • • • • | 500 18-Dec-14 18-Dec-1 |
| # #1235 Replace Stainwell M3e 0 500 18-Dec-14 # #1236 Fabric Maintenance 0 500 18-Dec-14 • # #1241 Gym Upgrade 0 500 18-Dec-14 • Asset One Sandbox Sandbox 0 500 18-Dec-14 • MEWPROJ Open Project Ctrl+0 10 500 18-Dec-14 • MEWPROJ Open Project Ctrl+0 11 500 28-Mey-14 • NEWPROJ Summarize Project 1 500 28-Mey-14 | 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-1 |
| # #1236 Febric Maintenance 0 500 18-Dec-14 • Asset One Sandbox Sandbox 0 500 18-Dec-14 • Asset One Sandbox Sandbox 0 500 18-Dec-14 • • Asset One Sandbox Open Project Ctrl+0 0 500 18-Dec-14 • • • Training ✓ Open Project Details Ctrl+0 1 500 28-Mey-14 • III Summarize Project 1 500 28-Mey-14 1 | 500 18-Dec-14 18-Dec-1 500 18-Dec-14 18-Dec-1 500 18-Dec-14 500 18-Dec-14 |
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Note the option below. Best to take a baseline AND make a backup. The report can be printed, and any particular changes de-selected.

