Prjlx How To Guides – Pay Item Excel

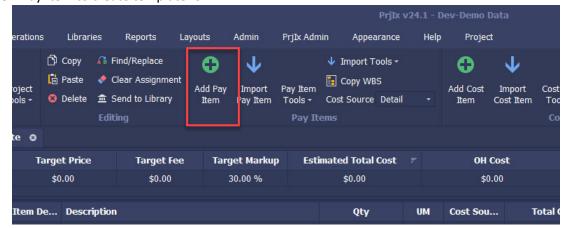
Template Import

Updated: 3/6/2024 8:37 AM Updated by: Matt Johnson

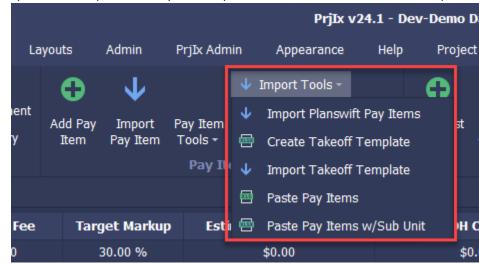


Create Excel Import

- a. Open Project Cost Model
- b. Add New Pay Item to create template for:



c. Select Pay Item and Expand the Pay Item Import Tools, select Create Takeoff Template

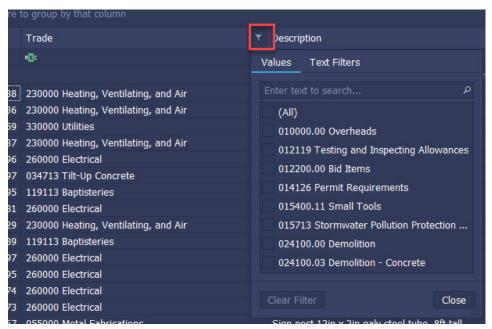


- d. The Cost Library dialog will appear and filter for the items you want to populate the template with.
 - i. Tips
 - 1. Trade Column is most common filtering column
 - 2. Header has expandable filter dialog you can use for selecting items to filter.

Prjlx How To Guides – Pay Item Excel Template Import

Updated: 3/6/2024 8:37 AM Updated by: Matt Johnson

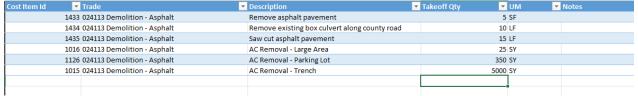




e. Prjlx will create the Excel Template and prompt you to open it.

a.

- f. Enter Quantities and Notes into template items from takeoff, Descriptions can be updated and only apply to items imported to project, not Cost Item Library.
 - i. Tips
 - 1. If New items are found not in your template, you can add custom items to template.
 - 2. UM is required for new item to import, list of UM are provided in the table cell dropdown.
 - 3. Trade is optional, a list of Trades is provided within the table cell dropdown.
 - 4. If cell dropdown's are not populated, use the Excel drag/copy feature to drag populated cells down to new rows.
 - 5. If you want new item to use a existing Cost Item to sync costs and details with, make sure it has the Cost Item Id field value.

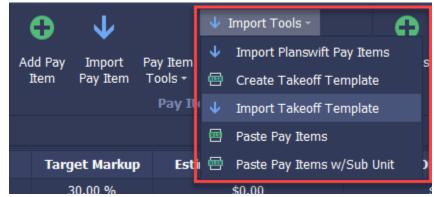


h. After completing the update, Select the Pay Item and expand the Pay Item Import Tools and select Import Takeoff Template

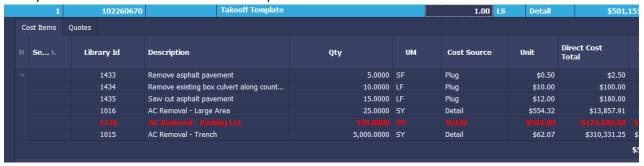
Prjlx How To Guides – Pay Item Excel Template Import

Updated: 3/6/2024 8:37 AM Updated by: Matt Johnson





i. Prjlx will Import the items with Quantities from the template as child Cost Items to selected Pay Item, and sync the items with the Cost Item Library.



j.