



EasyBuild

Your Vision Our Expertise



With Jobs & Resources module in Microsoft Dynamics® NAV, you can streamline projects management processes and better manage your projects, equipment, workforce, and financial operations and make more informed decisions quickly with access to real-time information.

Role Centers in Microsoft Dynamics NAV give you quick access to the data, reports, and tasks that are relevant to your job. Enhance operational efficiency and effectively manage projects with quick access to Projects details, bills of quantities (BOQs), supply planning, and resources planning.

You can also gain greater insight with powerful business intelligence capabilities that include a wide range of analytical and reporting tools. View key performance indicators (KPIs), such as comparing estimate with actual figures, or use ad-hoc reporting to gain a real-time view of projects' execution then share that data using Microsoft® Office Excel® or power BI.

KEY BENEFITS

- Improved response time for tendering activity with much accurate data.
- Helps building and maintaining operational excellence.
- Optimizes financial management and performance
- Industry specific functionality to meet your requirements.
- Subcontractors tracking and management
- Sophisticated Procurement
- Better equipment, labors and inventory utilization

FEATURES:

JOB COSTING

Job Cost Categories
Job Structure
Additional Job Information
Job Projections
Cost Category Summary
Job Budget and Contract
Job Actual Cost and Billings
Advanced Job Reports

JOB PURCHASING / PAYABLES

Committed Cost on Jobs
Resources
Purchase Orders integrated
Retention (Holdback) Payables
Aged Payable Reporting with Retention
Enhanced Payment Process

JOB PROGRESS BILLINGS / TIME & MATERIAL

Progress Billings
Billing Formats
Customer Deposit Invoices
Time & Material
Retention Receivables

PROJECT MANAGEMENT

Job Forecast Worksheet
Gross Profit Analysis
Work Units
Job Suggested Billings

ATTENDANCE & PAYROLL

Time Sheet
Salaries Allocation per project
Labor Payroll

