

SETTING UP A PER UNIT RATE(S)

1. Click on Setup:



2. Open the *Users* tab:

Setup		Payroll Manager	Login As Others	Time Smart License	Access Levels	Dynamic Fields	Team Manager
			show all hide all high	ig <u>ht important fields</u> <u>simple</u>	e setup		
	Company Information						+
	General Setup						+
	Clients						+
	Jobs						+
	Invoices and Statements						+
	Users						+

3. Scroll down to the Units section:

	Units :
Enable unit trac	xing:
Unit I	label :
Statutory Paid Break duration in min	iutes :

4. Tick Enable unit tracking:

	Units :	
	Enable unit tracking : 🖉	
	Unit label :	
Statutory Paid Bre	ak duration in minutes :	

5. Enter the applicable Unit label i.e. Milking:

Enable u	nit tracking : 🕑	
	Unit label : Milking	
Statutory Paid Break duration	in minutes :	

6. If applicable, enter the Statutory Paid Break duration in minutes:

Enable unit tracking :	
Unit label :	Milking
Statutory Paid Break duration in minutes :	

7. Scroll down to the bottom of the *Users* section and click *Save*:

Г	, and 2 .		
	Enable unit tracking :		
	Enable unit tracking :	•	
	Unit label :	Milking	
	Statutory Paid Break duration in minutes :		
	Team V	/iewer :	
	Time rounding :	real time *	
	Break Code :	BR	
	Break Terminology :	Paid Break	
	Enable Bulk Mode :		
	Enable Modify Time :	 (requires Bulk Mode enabled, also access level driven) 	
	Require Team Member Pin :	 (when pin set in team manager) 	
	Skip Clock In Pin :	(when pin set in team manager)	
	Skip Clock Out Pin :	(when pin set in team manager)	
	Leave App	Dications :	
	Default Create Timesheets :	never, I will add 💌	
	User F	Files :	
	Default Categories :	/2	
		* one category per line	
	Tear	ms :	
		+ add team	
			save

8. Hover on *Jobs*, hover on *Job/Activity Codes*, and click on *Add Job/Activity Code*:

Jobs 👻	Clients -	Pay	ments -	Expo	rt 🔻	Repor
Add Jot			gin As Otl	ners		lime Sm
Job / Ac	tivity Codes:	•	Add Jol	o / Acti	vity	Code [

9. Enter the *Code*:

Add Code			
Code :	AMM		
Code Description :			1
Activity GL Code			
Rate Per Milking :			
Chargeout Rate :			
Code Type :	billable	Ŧ	
Tax Rate :		%	
Use Setup Rate? :			
Remuneration Rate :	1		
		Save	

10. Enter the *Code Description*:

Add Code			
Code :	AMM		
Code Description :	AM Milking		
Activity GL Code			
Rate Per Milking :			
Chargeout Rate :			
Code Type :	billable	•	
Tax Rate :		%	
Use Setup Rate? :	√		
Remuneration Rate :	1		

11. Enter the Activity GL Code (optional):

Add Code	
Code :	АММ
Code Description :	AM Milking
Activity GL Code	
Rate Per Milking :	
Chargeout Rate :	
Code Type :	billable 🔻
Tax Rate :	96
Use Setup Rate? :	
Remuneration Rate :	1
	Save

12. Enter the *Rate Per Unit*:

Add Code		
Code :	AMM	
Code Description :	AM Milking	G,
Activity GL Code		
Rate Per Milking :	65	
Chargeout Rate :		
Code Type :	billable •	
Tax Rate :	%	
Use Setup Rate? :		
Remuneration Rate :	1	
	Sa	ave

13. Enter the Chargeout Rate (optional):

Add Code		
Code :	AMM	
Code Description :	AM Milking	
Activity GL Code		
Rate Per Milking	65	
Chargeout Rate :		
Code Type :	billable	•
Tax Rate :		%
Use Setup Rate? :	•	
Remuneration Rate :	1	

14. Update the *Code Type* (if applicable):

Add Code			
Code :	AMM		
Code Description :	AM Milking		G
Activity GL Code			
Rate Per Milking :	65		
Chargeout Rate :		_	
Code Type :	billable 🔻		
Tax Rate :	billable		
Use Setup Rate? :	non billable		
Remuneration Rate :	job code only unpaid time		
		-	Save

15. Click Save:

Add Code		
Code :	AMM	
Code Description :	AM Milking	G,
Activity GL Code		
Rate Per Milking :	65	
Chargeout Rate :		
Code Type :	paid non billable 🔻	
Tax Rate :	%	
Use Setup Rate? :	v	
Remuneration Rate :	1	
		Save

16. When adding a timesheet in with the per unit code/rate, ensure you/your team select the correct *Activity Code*, record the hours, and also enter in the number of units. An example of how a timesheet entry should look is shown below:

Add Timesheet Entry				
Activity Code :	AMM	Q D N		
Comment :		//		
Start Time :	4:30am			
End Time :	7:30am			
Unpaid Time :		(minutes)		
or Total Hours :		- <u>day</u> - <u>half-day</u>		
Milkings :	1			
		add >>		