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Introduction

This document describes the new and updated features in Full Monte SRA 3.4 for Microsoft Project.

Important Note: *The treatment of Inactive tasks and the calculation of Work (Labor) Costs has been altered in this latest version of Full Monte based on customer feedback. Before implementing Full Monte 3.4, please familiarize yourself with these changes as results may differ from earlier versions.*

Installation

Any earlier versions of Full Monte must be uninstalled before installing Full Monte 3.4. The Full Monte data stored by Full Monte 3.4 is backward compatible with Full Monte 3.2 and 3.3. Data from earlier versions of Full Monte (prior to 3.2) will be converted to 3.4 format on first use. Once converted it will no longer be recognized by those older versions. Please refer to the Full Monte for Microsoft Project Installation Guide for information regarding converting from Full Monte 2.1 or earlier.

Microsoft Project Inactive Task option

In Microsoft Project 2010 **Professional** and later, Microsoft added a feature to allow Tasks to be marked as **Inactive**. When marked as Inactive, tasks are treated as zero duration with no cost impact on the schedule.

*Note: Although Microsoft Project **Standard** editions do not allow the Inactive flag to be modified, the Standard Edition will respect any changes made to the Inactive flag using the Microsoft Project **Professional** edition.*

The screenshot shows the 'Task Information' dialog box with the following details:

- General Tab:** Name: Initiate; Duration: 5 days; Estimated: ; Percent complete: 0%; Priority: 500; Schedule Mode: Manually Scheduled, Auto Scheduled; Inactive: (circled in red).
- Dates:** Start: 6/1/20 8:00 AM; Finish: 6/5/20 5:00 PM.
- Display Options:** Display on Timeline: ; Hide Bar: ; Rollup: .
- Buttons:** Help, OK, Cancel.

In versions of Full Monte prior to 3.4, tasks marked as Inactive were always treated as Active, and an appropriate warning issued when a project was opened if Inactive tasks were encountered. Our reasoning at the time was that Inactive tasks could be used to model the impact of risks in Full Monte and therefore should be considered as Active.

Customers could set the task Probability of Existence to 0% (zero) if they also wanted Full Monte to treat these tasks as zero duration with no cost impact.

In practice we are now finding that customers, who use the Inactive flag, do so to exclude scope that is not required or not currently approved and should not be considered by either Microsoft Project or Full Monte.

Therefore, for Full Monte 3.4 we have modified the handling of the Inactive flag as follows:

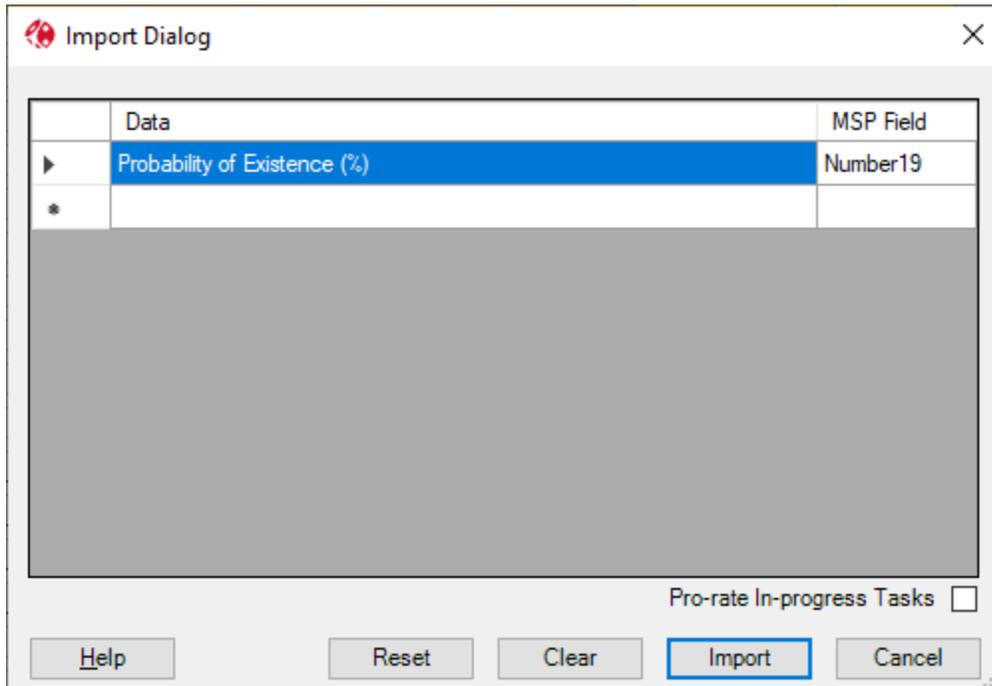
When a project is first opened in Full Monte, the task Probability of Existence will be set based on the status of the Inactive flag. If the Task is marked as Inactive, then the Probability of Existence will be set to 0%. If the Task is marked as Active, then the Probability of Existence will be set to 100%. No warnings are issued.

If the Probability of Existence is subsequently modified by the user, then the user specified value will be saved and will take precedence over the setting of the Inactive flag when the project is reopened. A warning will be added to the log file if the saved Probability of Existence is not consistent with the setting of the Inactive Flag. The data is considered inconsistent if the task is marked as Inactive but the Probability of Existence is not zero or if the task is marked as Active and the Probability of Existence is 0 (zero).

Note: Earlier versions of Full Monte always saved the Task Probability of Existence, usually 100%, when task Duration Uncertainty information was updated (Distribution Type, Optimistic, Pessimistic etc.). Full Monte 3.4 will consider this user entered data and use it in preference to the current setting of the Inactive flag until Duration Uncertainty is updated in the new version. So, to ensure the new Full Monte 3.4 behavior is used with projects previously used with Full Monte 3.3 or earlier, we recommend re-applying duration uncertainty to all tasks using the new version and saving the project.

File, Import...

The File, Import feature has been updated to allow task Probability of Existence to be imported independently of other duration uncertainty information.



The task Probability of Existence can be imported from either a Microsoft Project custom **Number** or custom **Text** field.

The behavior for the two types of field is slightly different:

When importing from a custom **Text** field, values that are blank will result in no change to the existing Probability of Existence values in Full Monte. This supports only populating the specific tasks where the Probability of Existence needs to be imported. Values of, for example, 100 and 100% are both valid.

When importing from a custom **Number** field, the field must be updated for all tasks as there is no concept of a blank number field. If the value is 0 (zero) then the relevant Probability of Existence will be set to 0 (zero). Number fields do not allow the percentage sign to be entered and it is not required.

The Pro-rate In-Progress Tasks option has no effect on imported Probability of Existence values.

Work (Labor) Cost Calculations

In Microsoft Project 2010 and later, Microsoft removed functionality that recalculated assigned Units when Total Work was modified. This allows the assigned Units to be inconsistent with the total Work.

Full Monte cost calculations for Work (Labor) resources have always been on assigned Units and this might not be consistent with total Work because of the above change.

In Full Monte 3.4 we have revised the calculation of Work resource assignment costs to be based on Work/Duration rather than Units. This matches the costs calculated by Microsoft Project.

Default Edit View – Duration Confidence Interval

For Full Monte 3.4, we have removed the column ‘Duration Confidence Interval (%)’ from the default configuration of the Task Edit view. View configurations created/modified by users are not affected by this change.

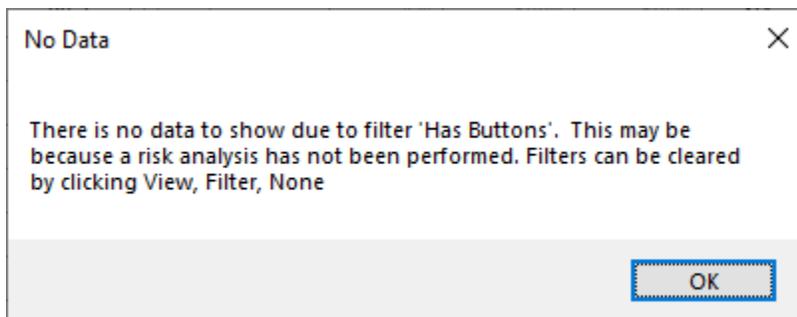
This change was made based on feedback from customers. Barbecana recommends that the Duration Confidence Interval is set to 100% for all tasks.

Users should be aware that the Duration Confidence Interval is **not** related to predicting results at a specific level of confidence. A full explanation can be found here <https://www.barbecana.com/full-monte/full-monte-documents/>, in the document ‘The Duration Confidence Interval Explained (and why not to use it)’.

There is no data to show...

Several Full Monte views including the ‘Graphs’ and ‘Tornado’ views would offer to cancel their default filters if no data was available to display. The most common reason for no data was not having previously performed a risk analysis. Unnecessarily cancelling the filter would make the view less useful in the future.

Full Monte 3.4 no longer prompts to clear the filter and instead suggests why there may be no data and instruction on how to manually clear the filter if appropriate.



Bug Fixes

Fixed a defect where the Early Finish and Late Start dates were transposed for Foreign Tasks when the linked project was not available.

Fixed an issue with the calculation of Material resource costs for in-progress Tasks.

Modified the Full Monte installer to use a temporary location accessible by the Windows 'System' account for file extraction to facilitate silent push installs using Microsoft System Center Configuration Manager (SCCM).