

uWork user manual



By Openix Solutions LLC





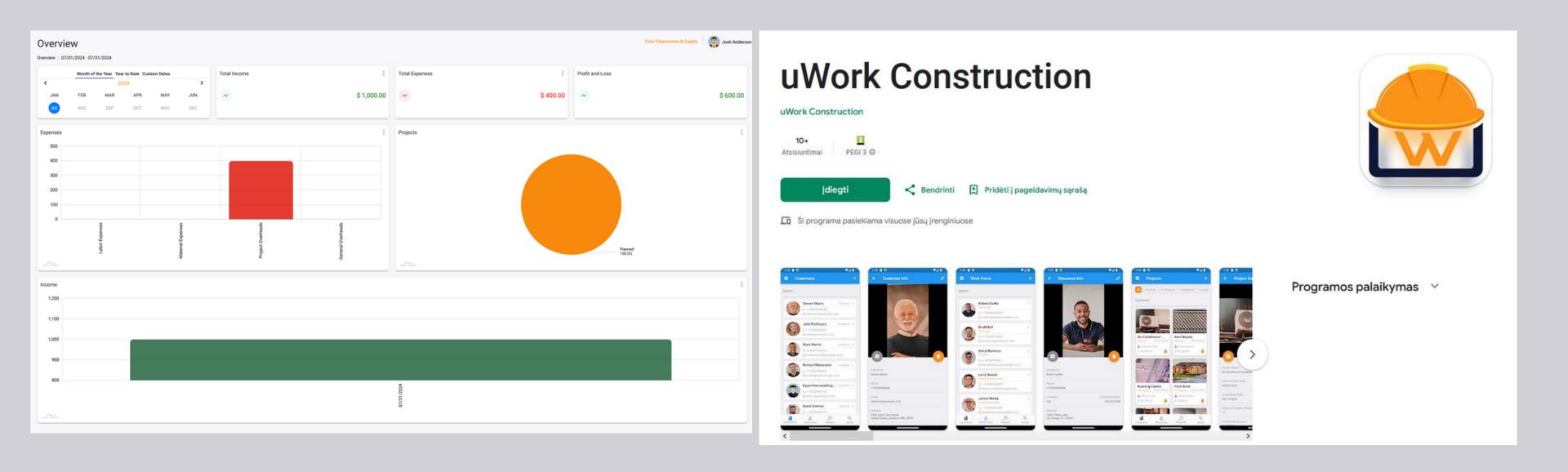
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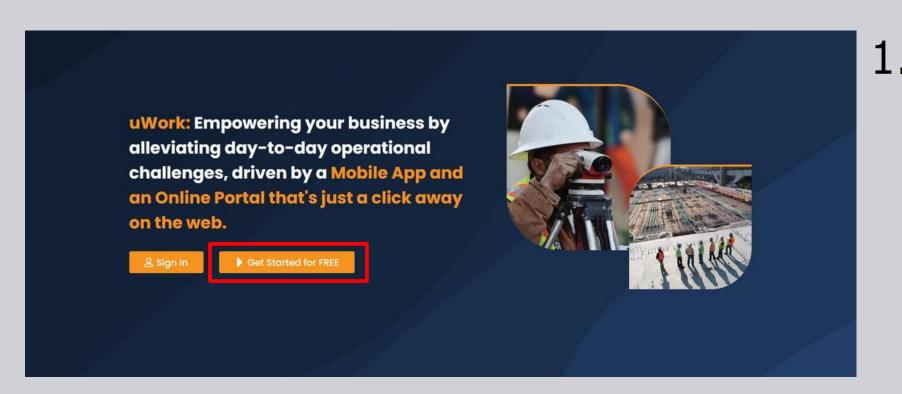
uWork application

uWork has two parts to its solution: a web application is meant to be an administration panel for setting up your organization, users, and all other custom parts, while mobile application is meant for workers to see, update their assignments and progress.





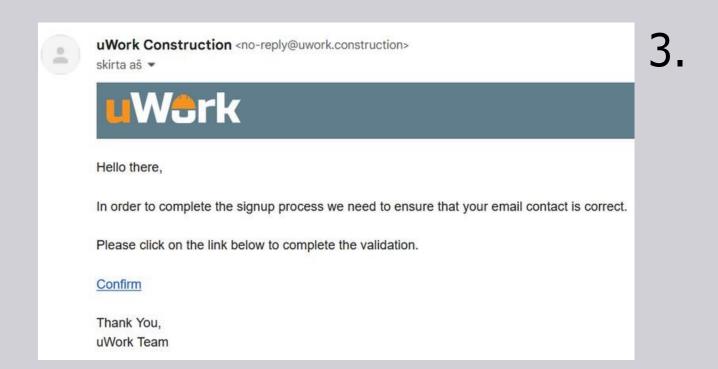




To create a uWork account, click on the button "Get started today." This will lead you to the sign-up page.

Email *	Phone *
Password*	Confirm Password *
First Name *	Last Name *
Address 1 *	
Address 2	City *
State *	Zip *
Country *	
Organization Name *	
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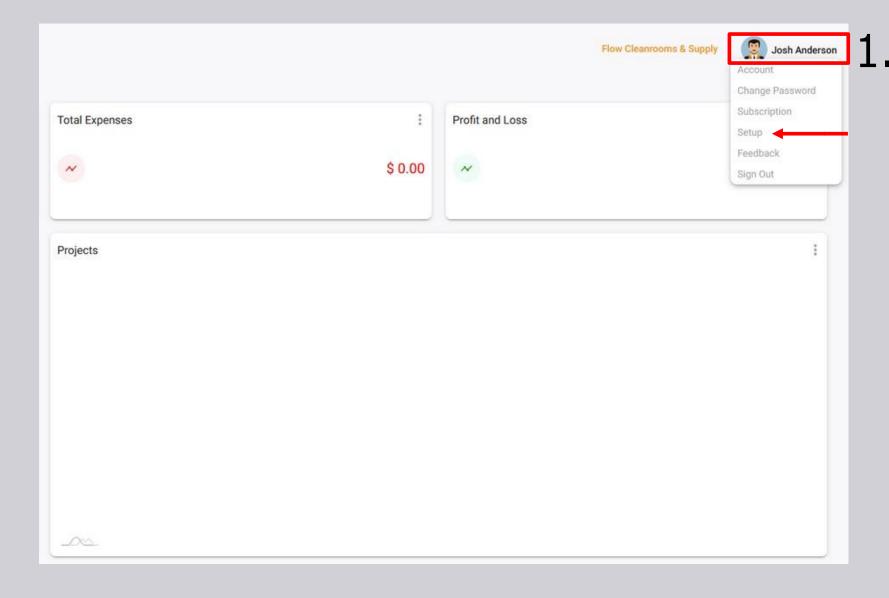


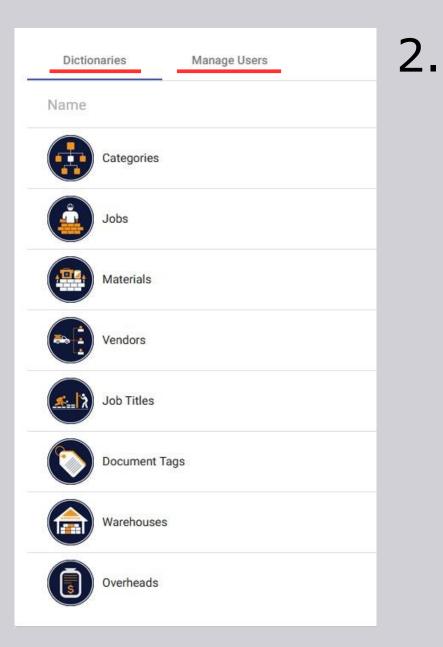
After creating your account, you will get a message in your email that will let you validate your account.

Getting started on uWork



When you log in to the uWork web application, you will end up seeing an overview of your projects. First step: go to the right upper corner and click on your name; there you will see the option "Setup."

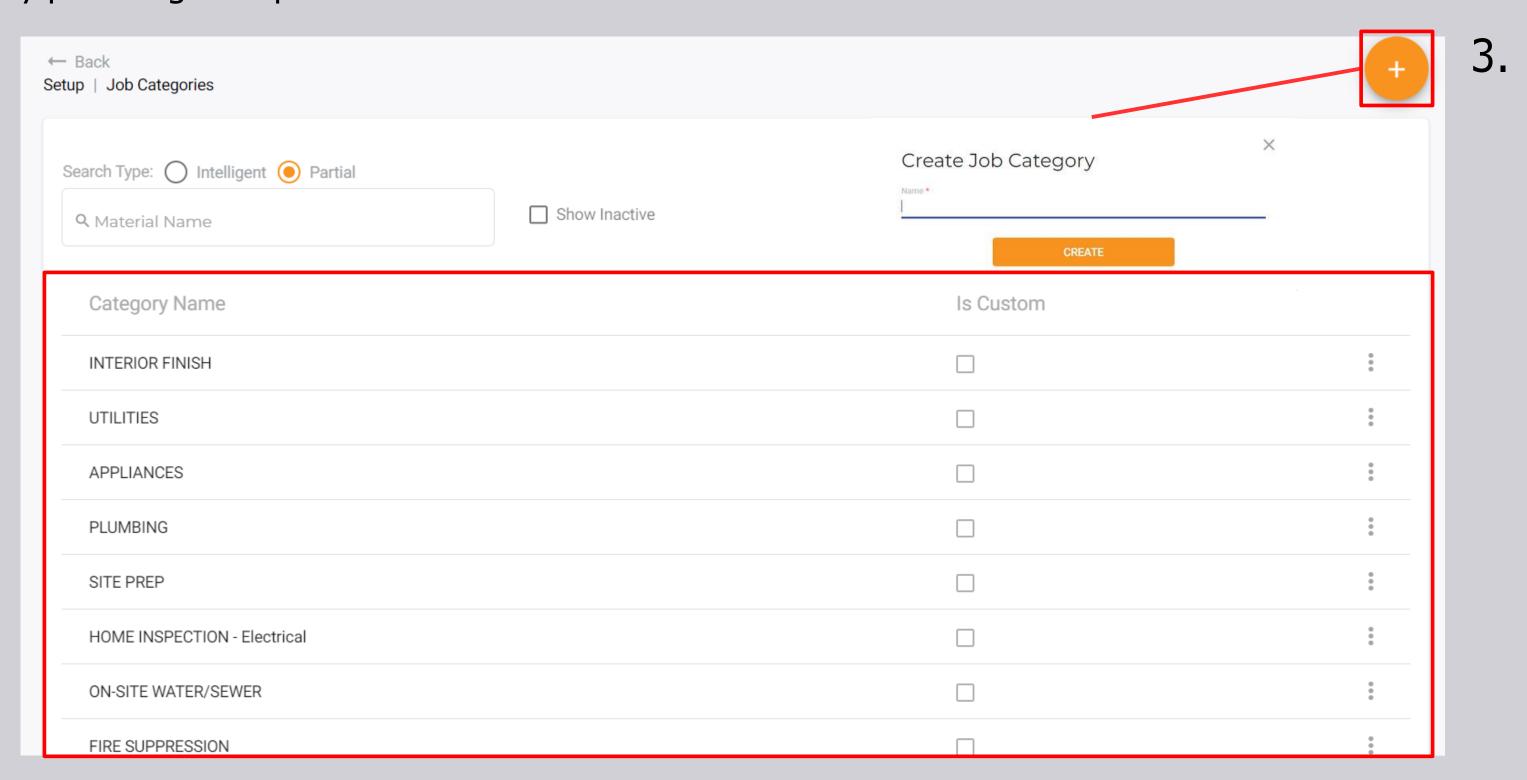




This is the most important part of setting up. Dictionaries are separated by different tags: categories, jobs, materials, vendors, job titles, document tags, warehouses, and overheads, which you will use in your business. Also, there is a tab to manage application users.

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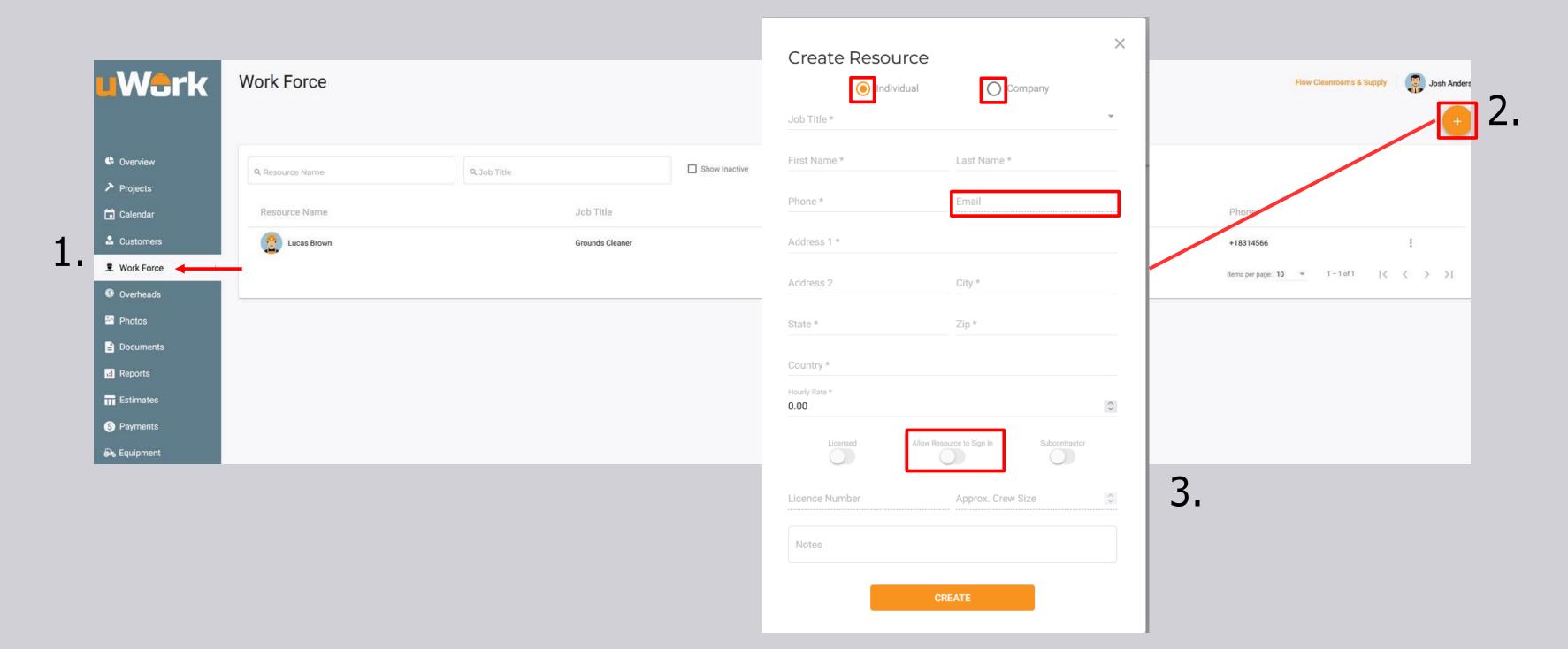
All of the dictionaries work in the same manner and are important tools for creating your projects. By properly setting up dictionaries of words and phrases, you will be able to quickly create and edit your projects. These dictionaries already have some essential category names that you can use in your projects, but it is important to add your own names and phrases to personalize projects. You can add these words yourself by pressing the "plus" icon.



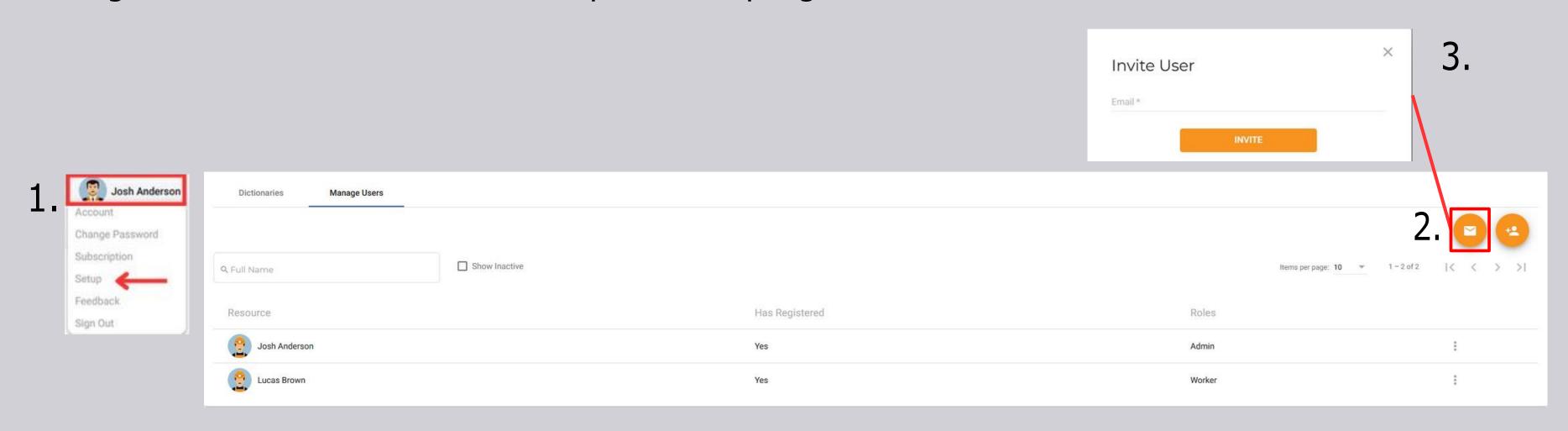


Manage your work force and invite users to uWork

To manage your work force (employees, sub-contractors), navigate to the menu on the left side and click on "work force." Here you can either add your work force as an individual or a company. Also, to be able to invite your work force to the application, click on the button "Allow Resource to Sign in" and write their email. To learn how to send an email invitation to your workers, go to the next page.

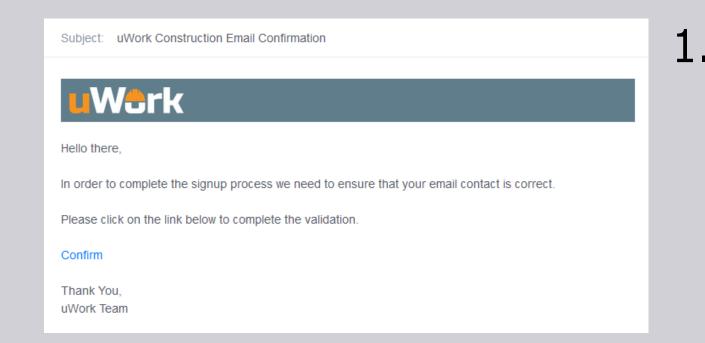


To invite users to the application via email, go to your profile and click on "setup." Here would will see the option "Manage users." There are two options: either to invite users or to create users. Click on the envelope icon to invite new users to the uWork application. By downloading the mobile app and signing in, workers will be able to see what jobs are assigned to them and be able to report their progress.





After getting a message via email, new users will be prompted to set a new password, which they can use to sign in to the to the uWork mobile app.

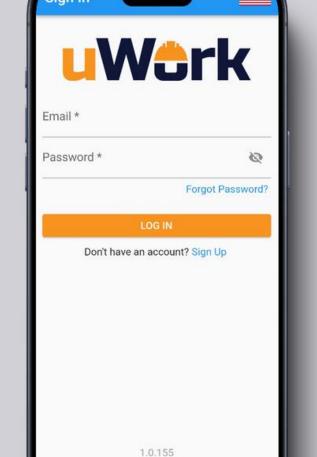


Email confirmation

Your email has been confirmed.

This will be your log-in username for uWork CMS.
Thanks for using uWork CMS app and enjoy!

SET NEW PASSWORD

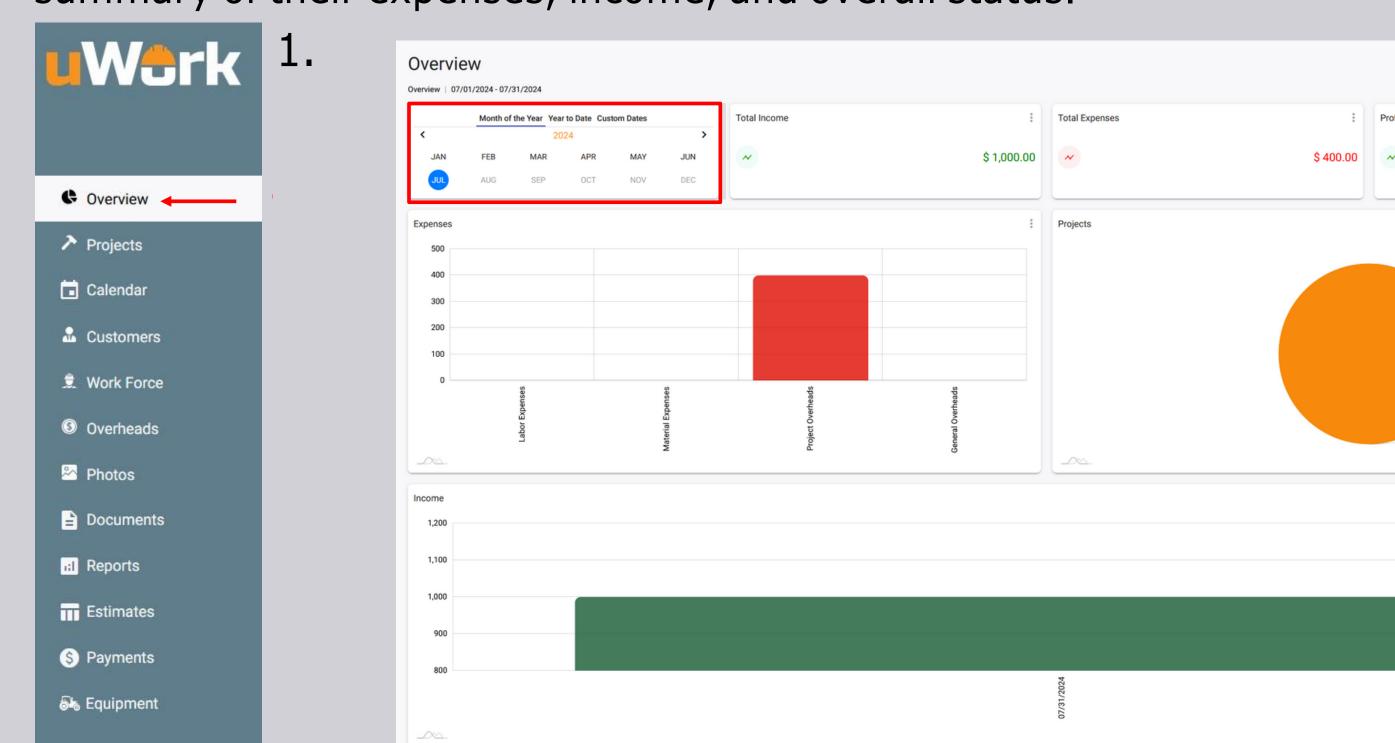


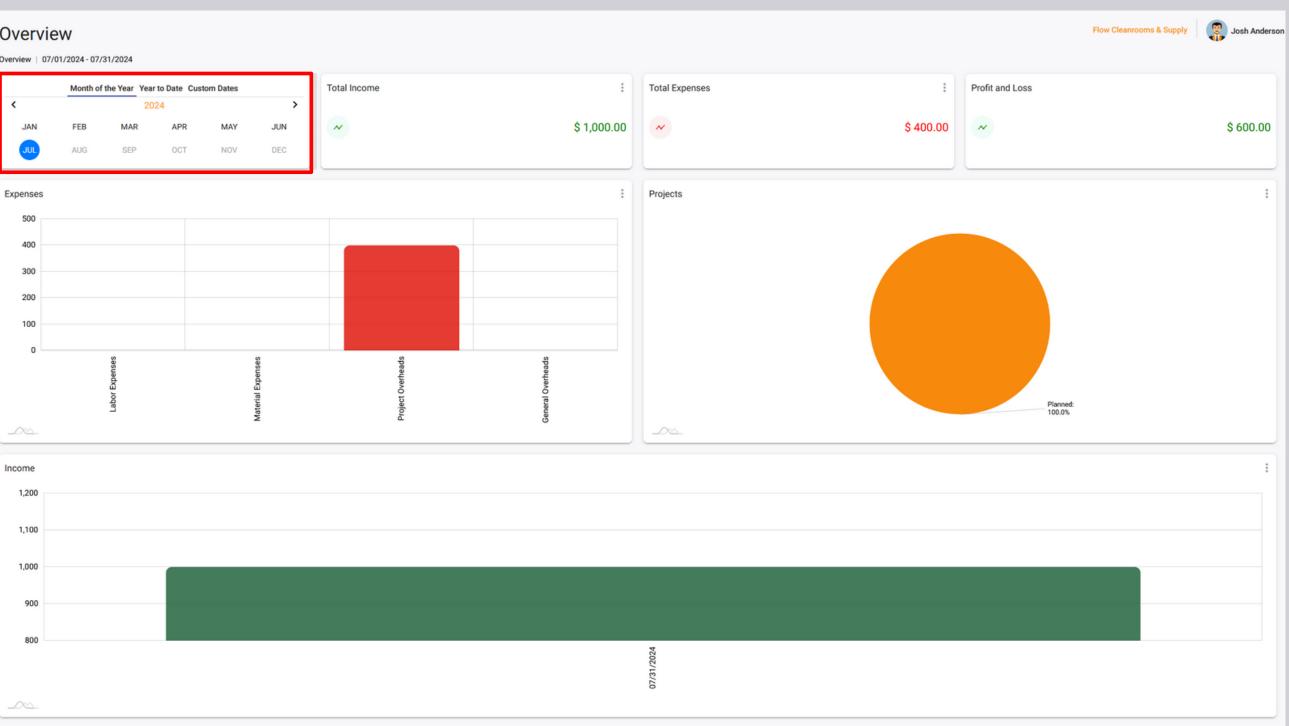
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Applications main features

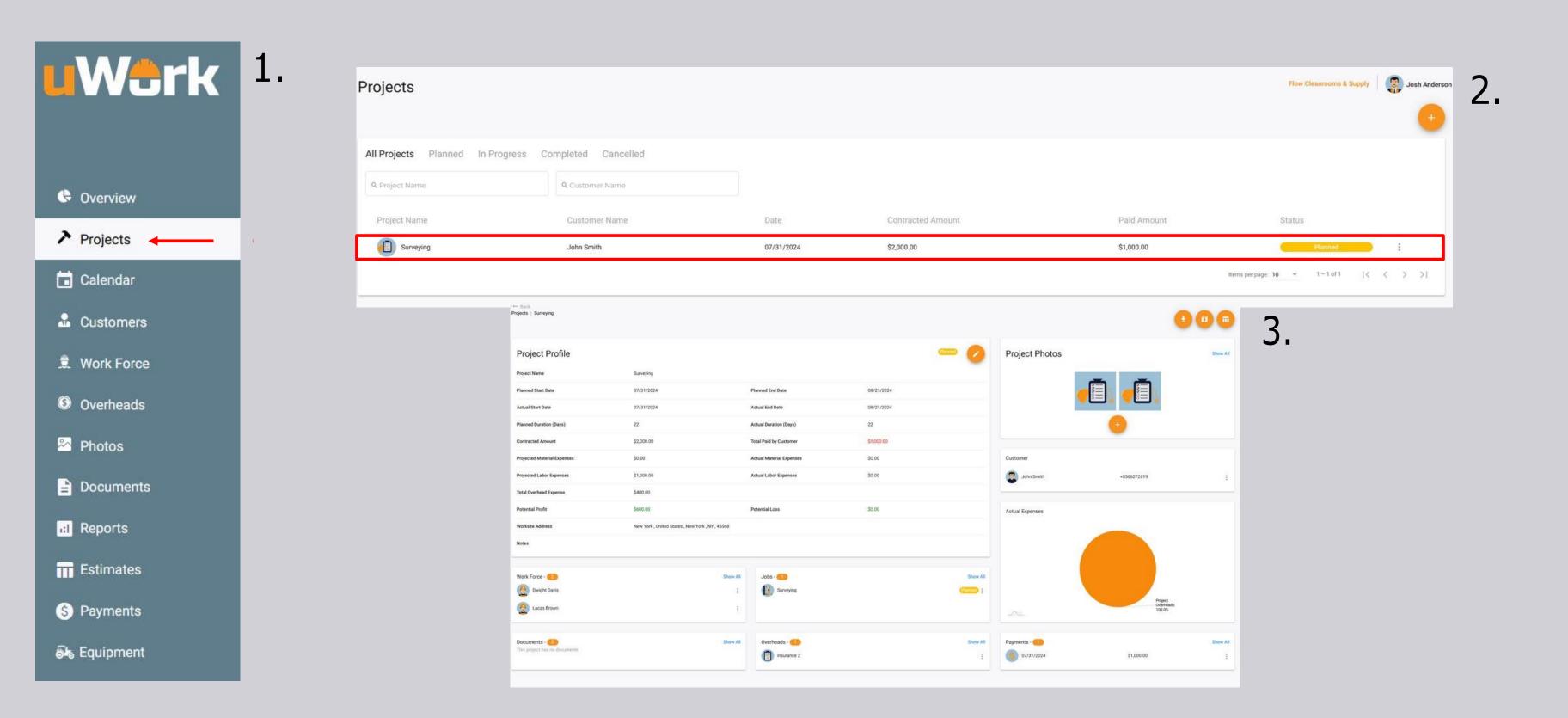
In the overviews option, you can see every important detail about your current projects. Here, you can select which month or year projects you want to see and get a short summary of their expenses, income, and overall status.





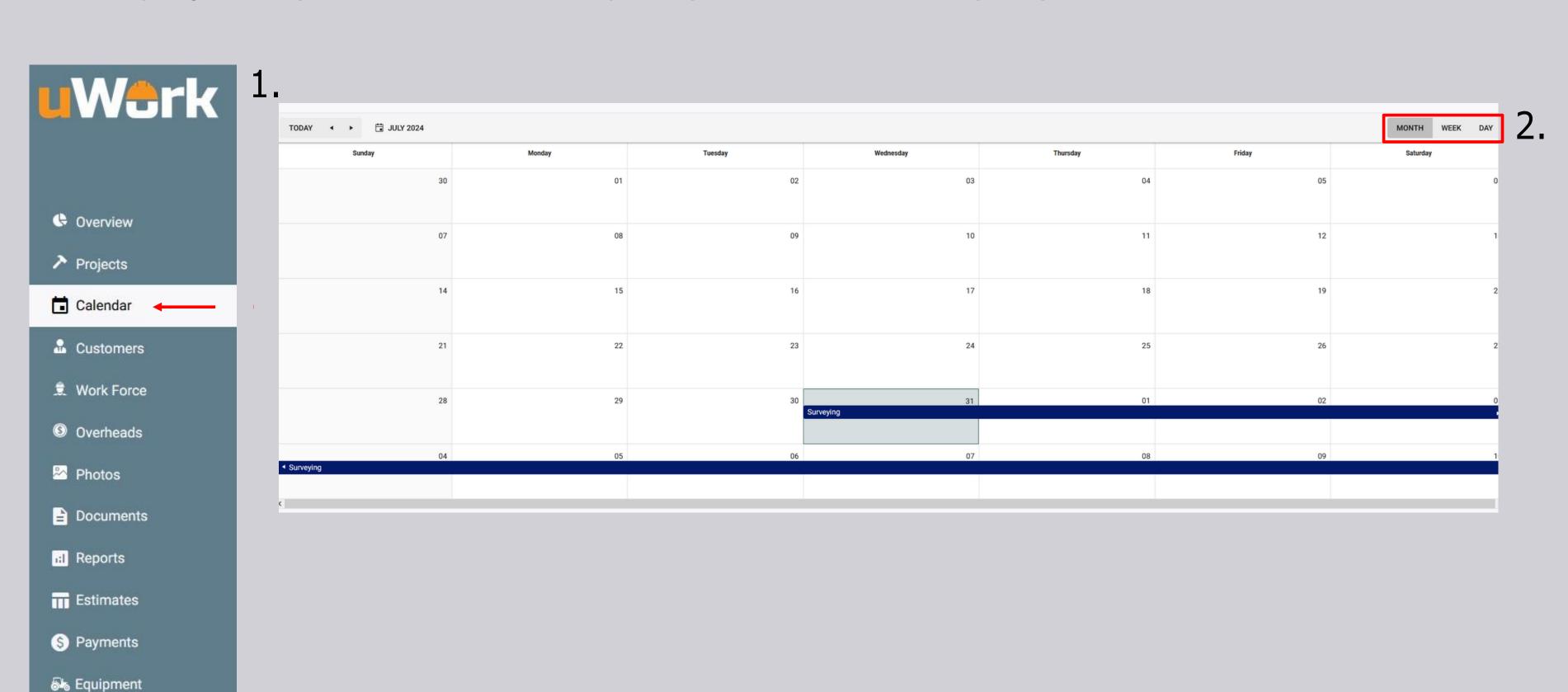


The project segment is the main part of your work where you will create new projects, manage its work force, jobs, documents, overheads, payments, and other crucial information. To learn how to create your first project on uWork, go to page 21.



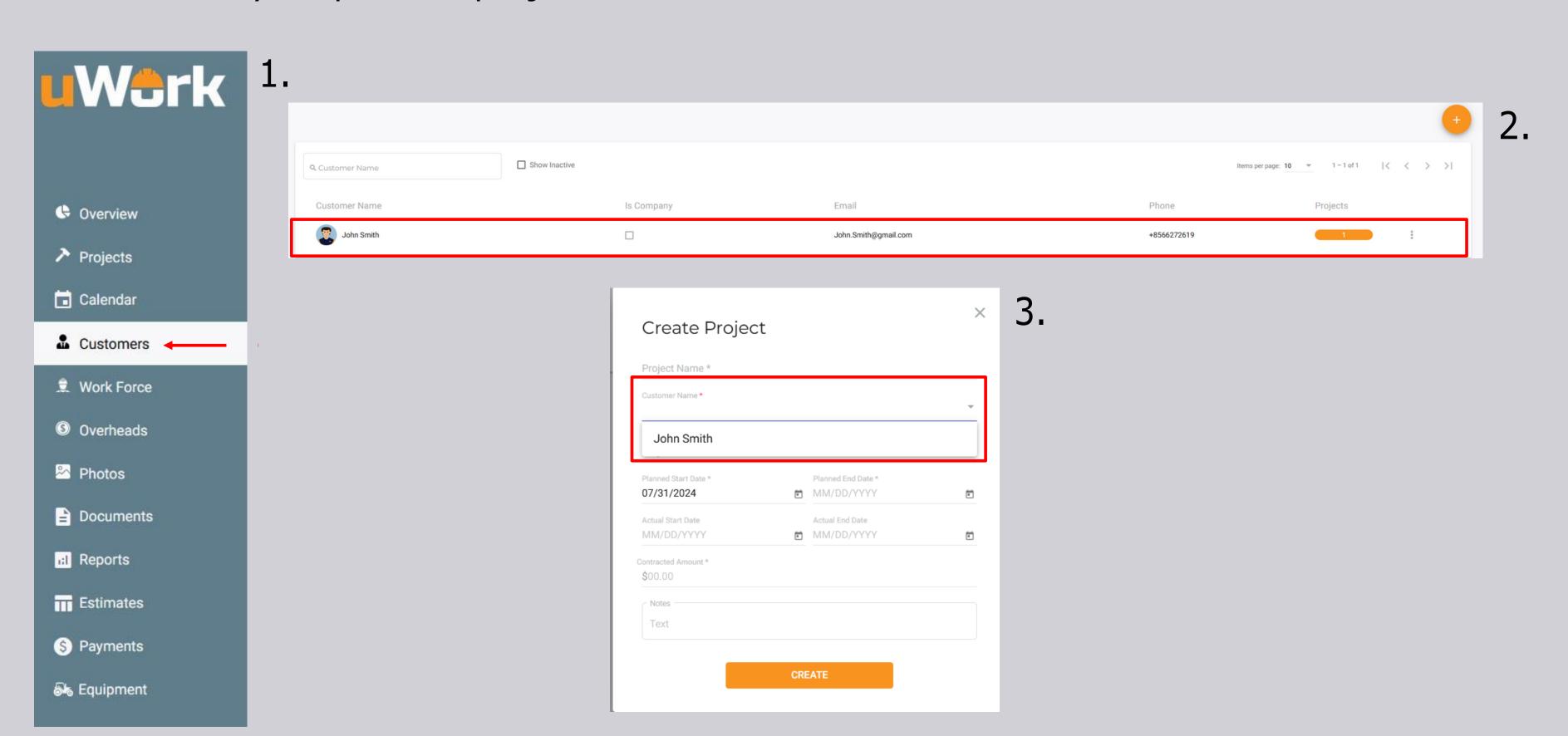


The calendar section is made to follow upcoming and current projects; you can easily track projects by month, more in depth by week, and also by day.



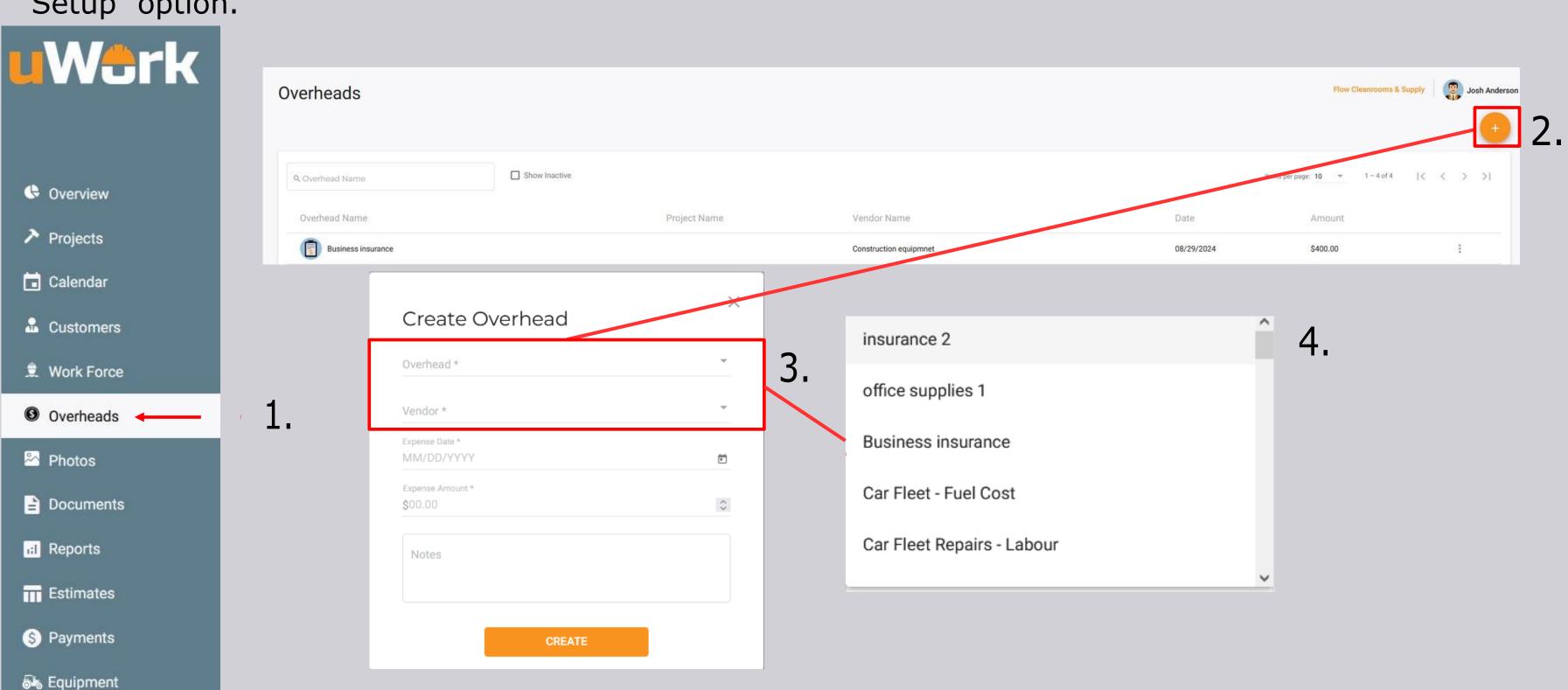


The customer segment is an important part that lets you create new customers and later add them to your planned projects.

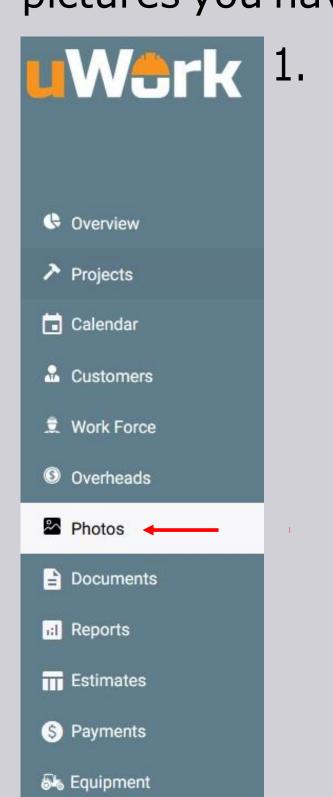




In the overhead section, you can add general overheads. General overheads are expenses that our business pays outside of a certain project (for example, business insurance). This is the case because while creating different projects, you can add overheads to them separately. While creating overhead, you can choose from overheads and vendors that already exist in the application, or you can create them yourself from the "Setup" option.



In the photos section, you can add any photo of anything you need: employees, side pictures before and after construction, receipts, equipment, and so on. Tag them, and when you search, for example, "bathroom," you will be able to see all the bathroom pictures you have taken.





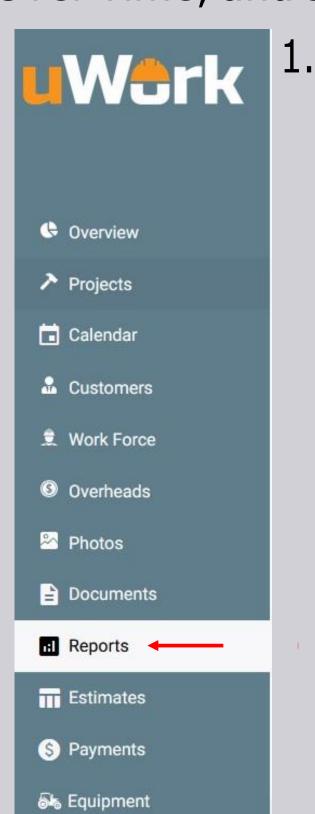


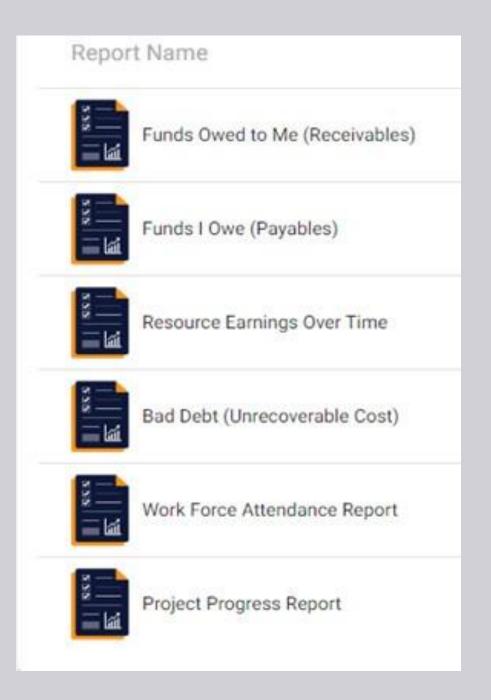
In the Document section, you can save all the documents you are using and have added to your projects, and they will be searchable.



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Reports are intuitive and easy to use. In the reports section, you can see sections, for example: Funds Owed to Me (Receivables), Funds I Owe (Payables), Resource Earnings Over Time, and so much more.



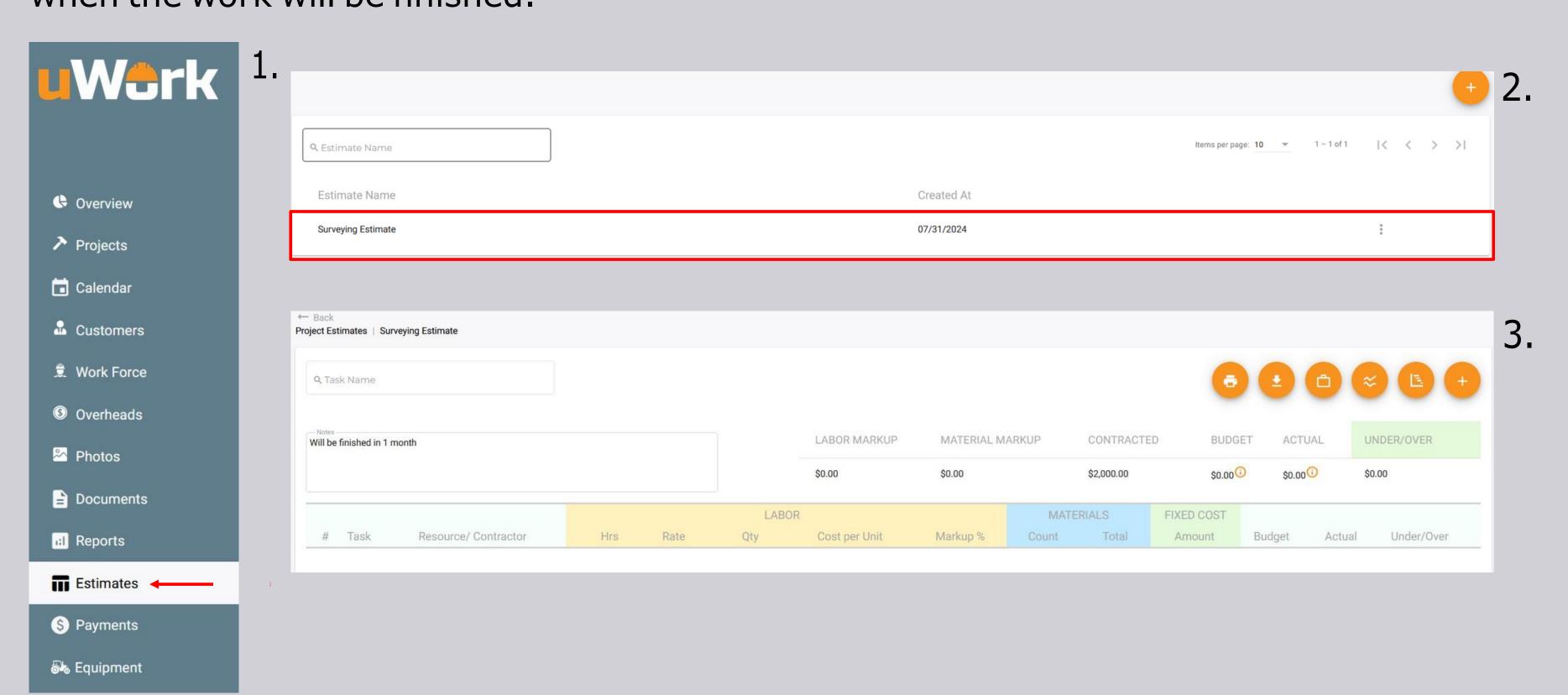




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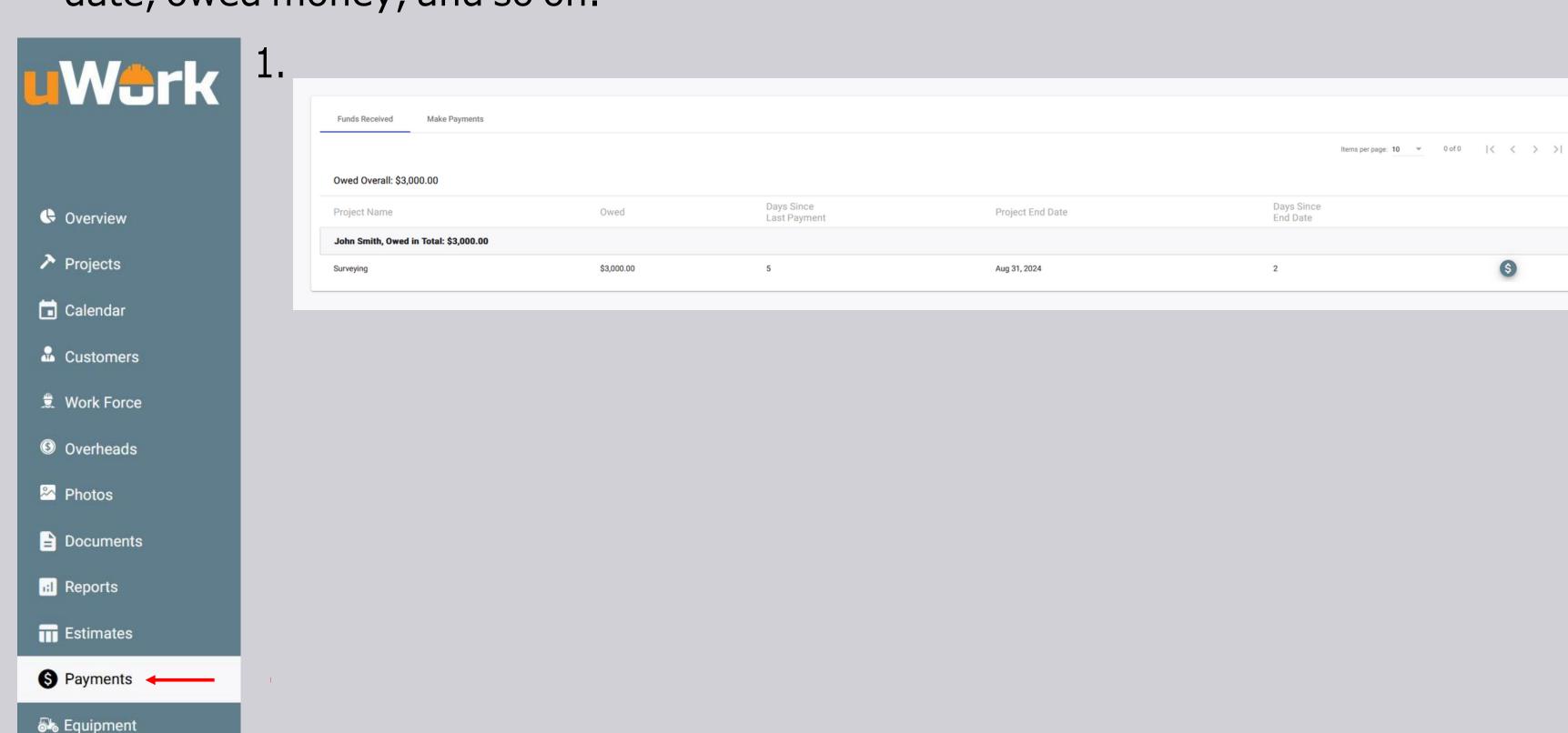


The biggest advantage is the estimation part, which will ease up the company's daily work. This can be created as a template for all the following projects and will help you estimate when the work will be finished.



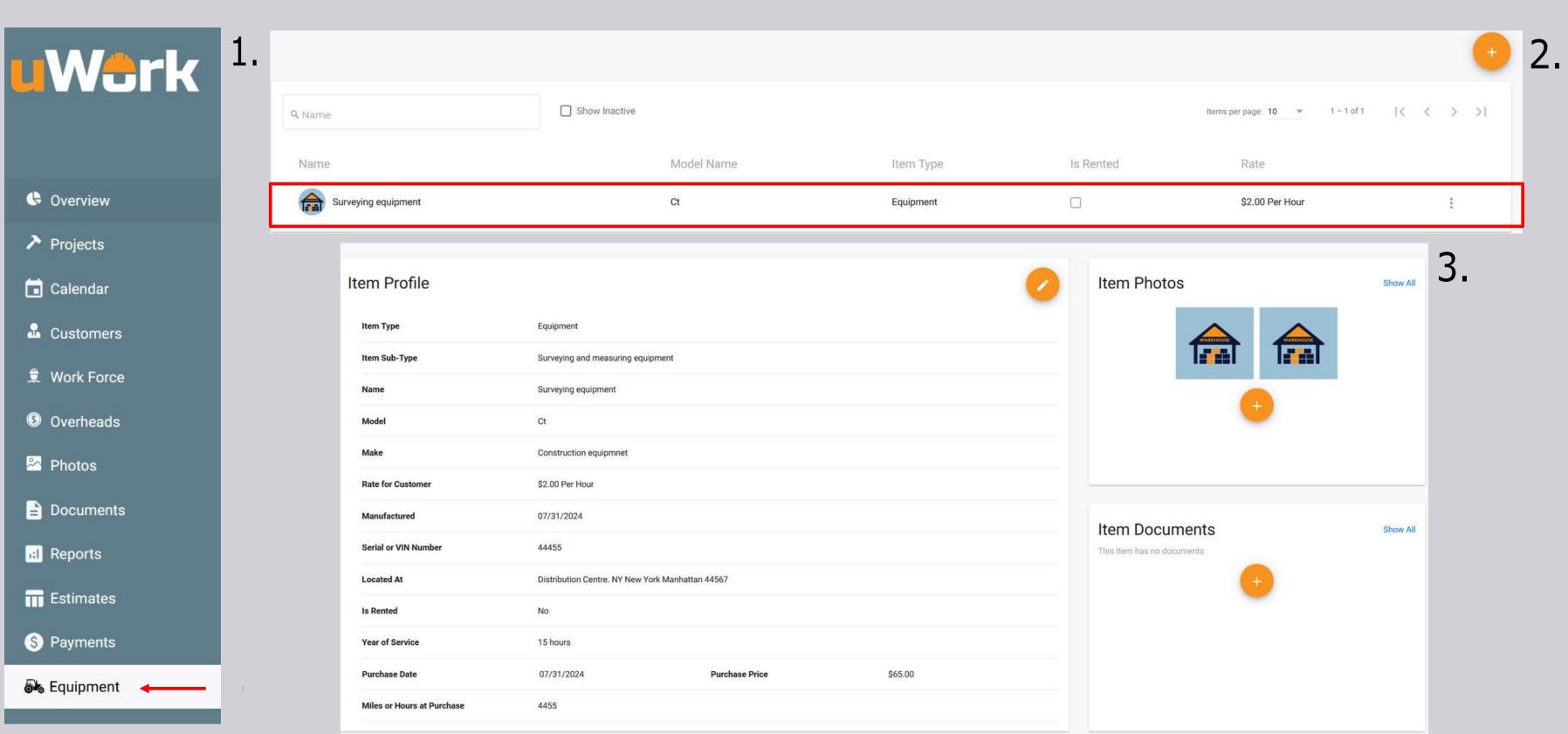


In the Payments section, you can find received funds, and you can also make payments. On this page, you can easily track days since the last payment, project end date, owed money, and so on.



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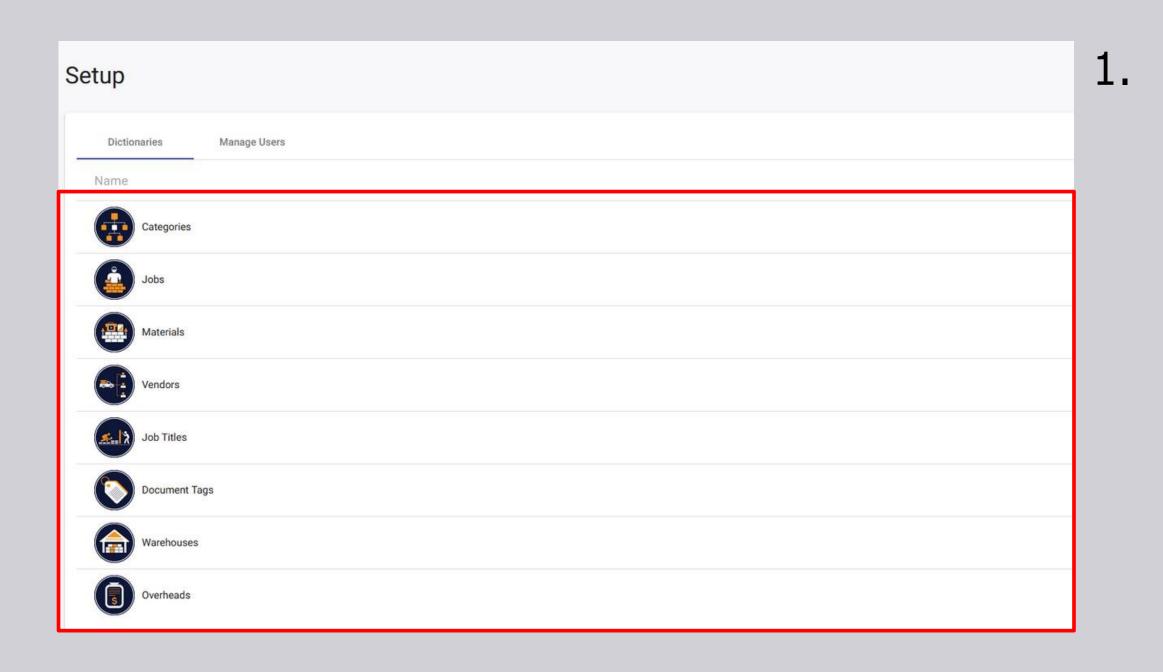
In the Equipment section, you can easily see what kind of equipment is rented at the moment, what the model name and type are, and what the rates are for customers. It is a very useful section to see all your company's machinery and equipment at a glance.





Starting the first project

Before starting your first project, make sure you have completed your setup by adding names to the dictionaries, created the project's customers, work force, general overheads, and added equipment.

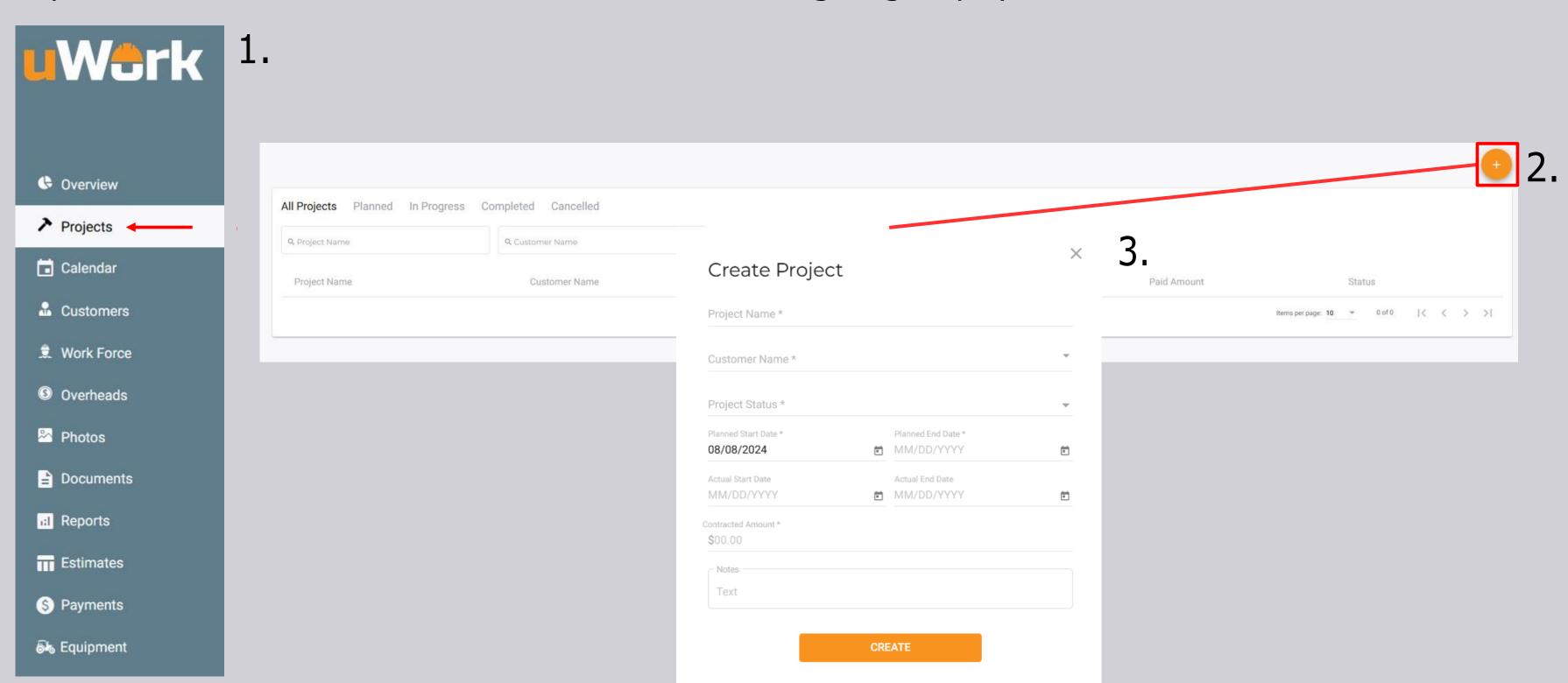


uWark Overview Projects Calendar Customers Work Force Overheads Photos Documents al Reports **Estimates** S Payments Equipment

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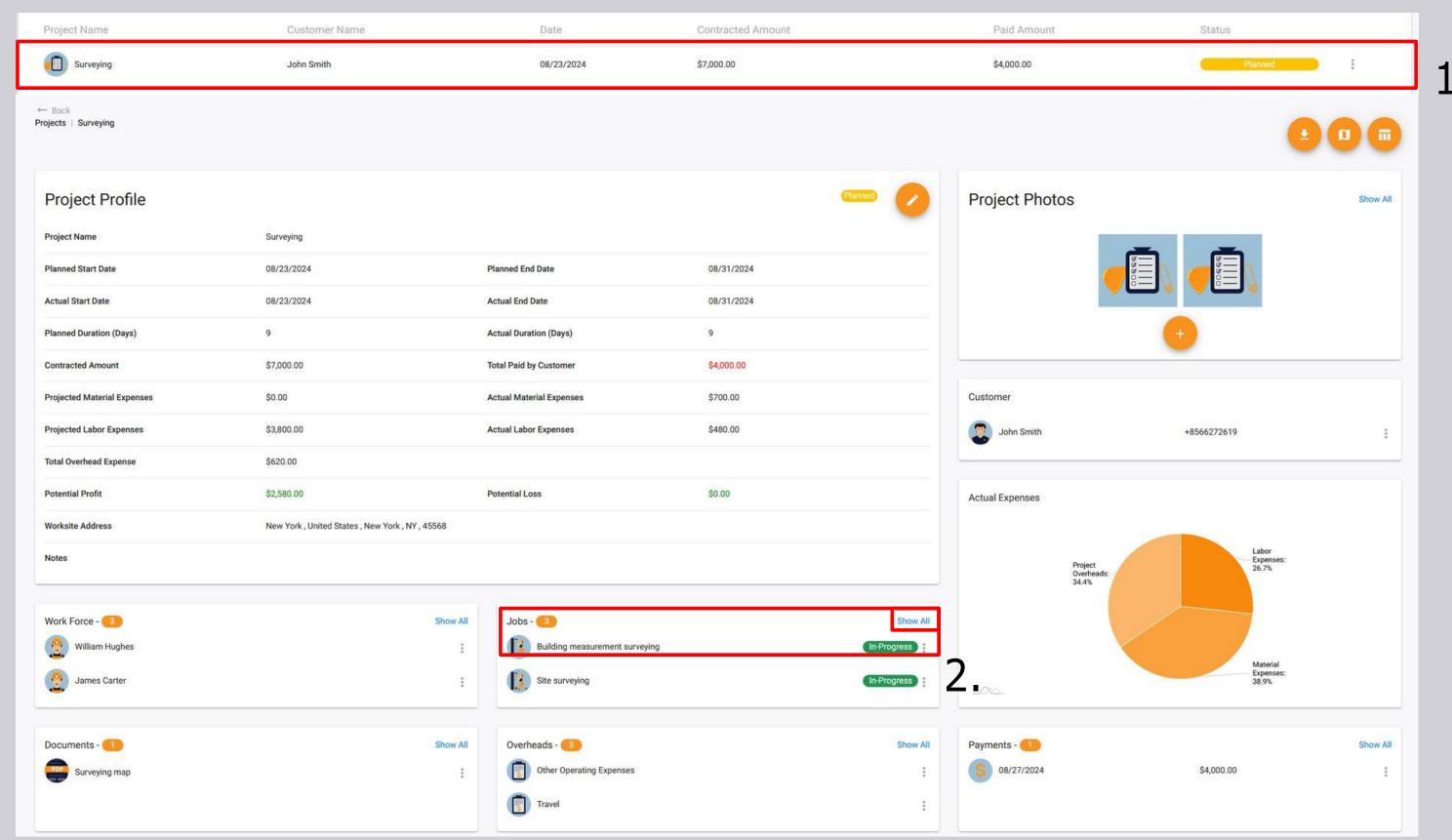


To start your first project, go to Projects and press the plus icon. Here you can write the project name, chose customer name that you created before, the project status, the planned date, and how much the contractor is going to pay.



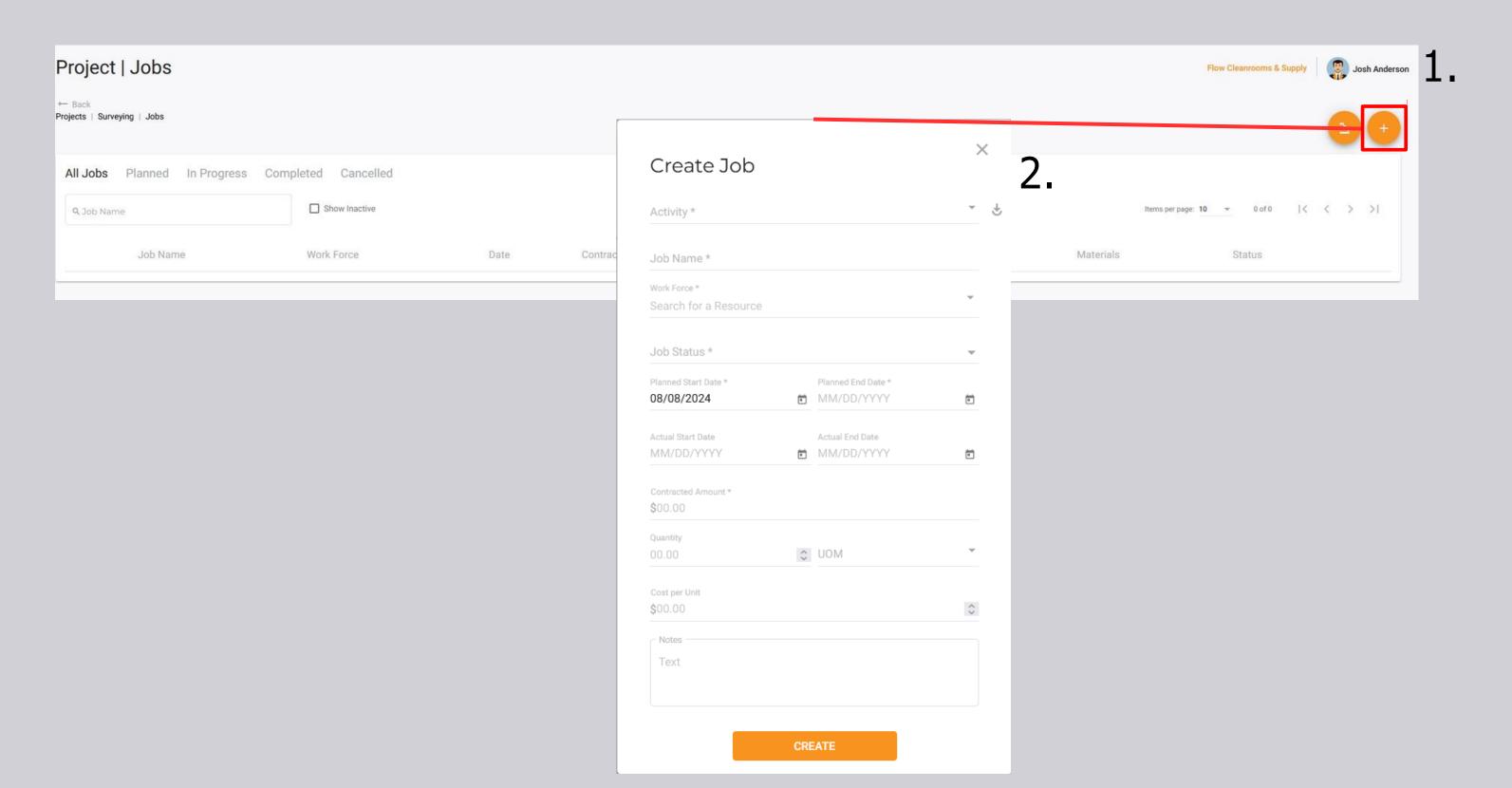


The next step is to press on the project name; here you will see your project's dashboard with all important information. To begin adding information to your project, go to the jobs panel and click the show all button.



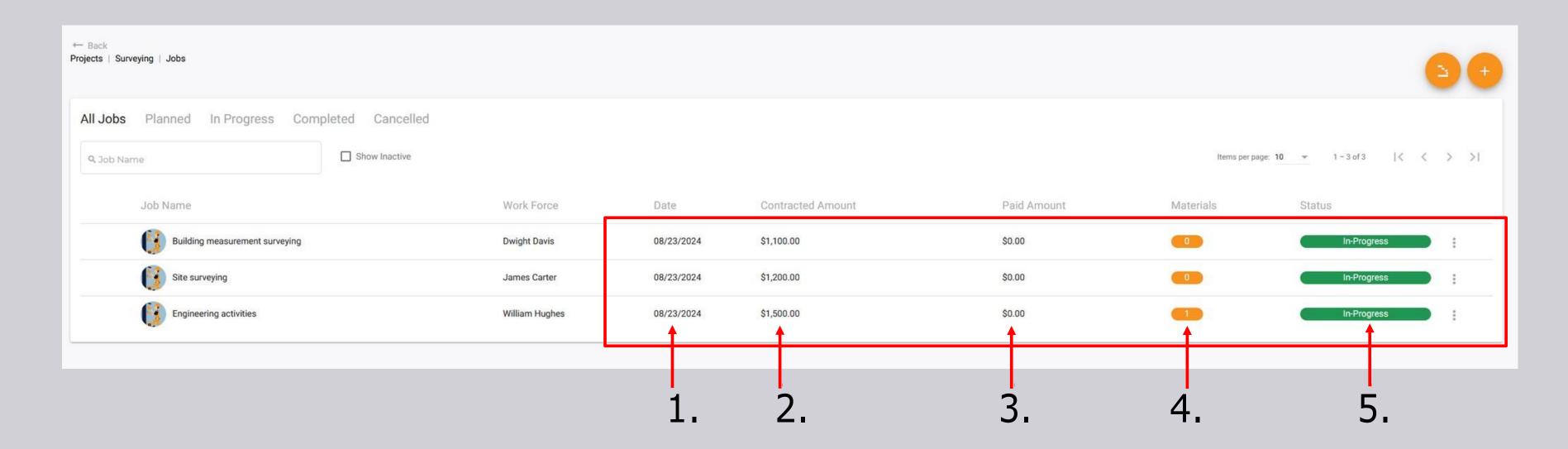


Now we have to create all the jobs that are needed for the project. Click on the plus icon, write job activity, name, chose work force, job status, planned date, and contracted amount. You can also add quantity and cost per unit if needed.



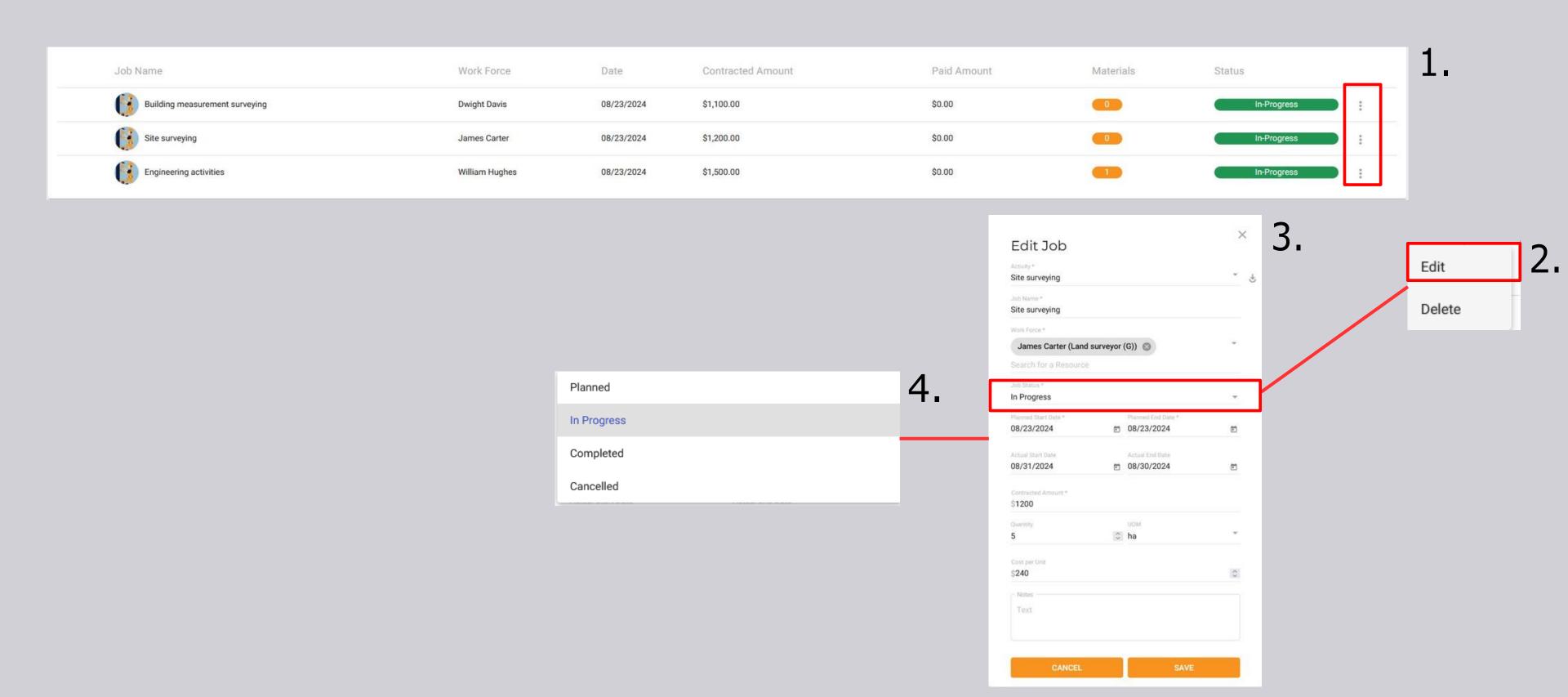


For this particular surveying project, we have added 3 different workers. Here we can see when the workers will begin their work (1), how much will the workers get paid for the contract (2), what is the current paid amount for the workers (3), and what materials are being used that will add to the overall expenses (4). You can also see project status, which you can change by editing different job segments (5).

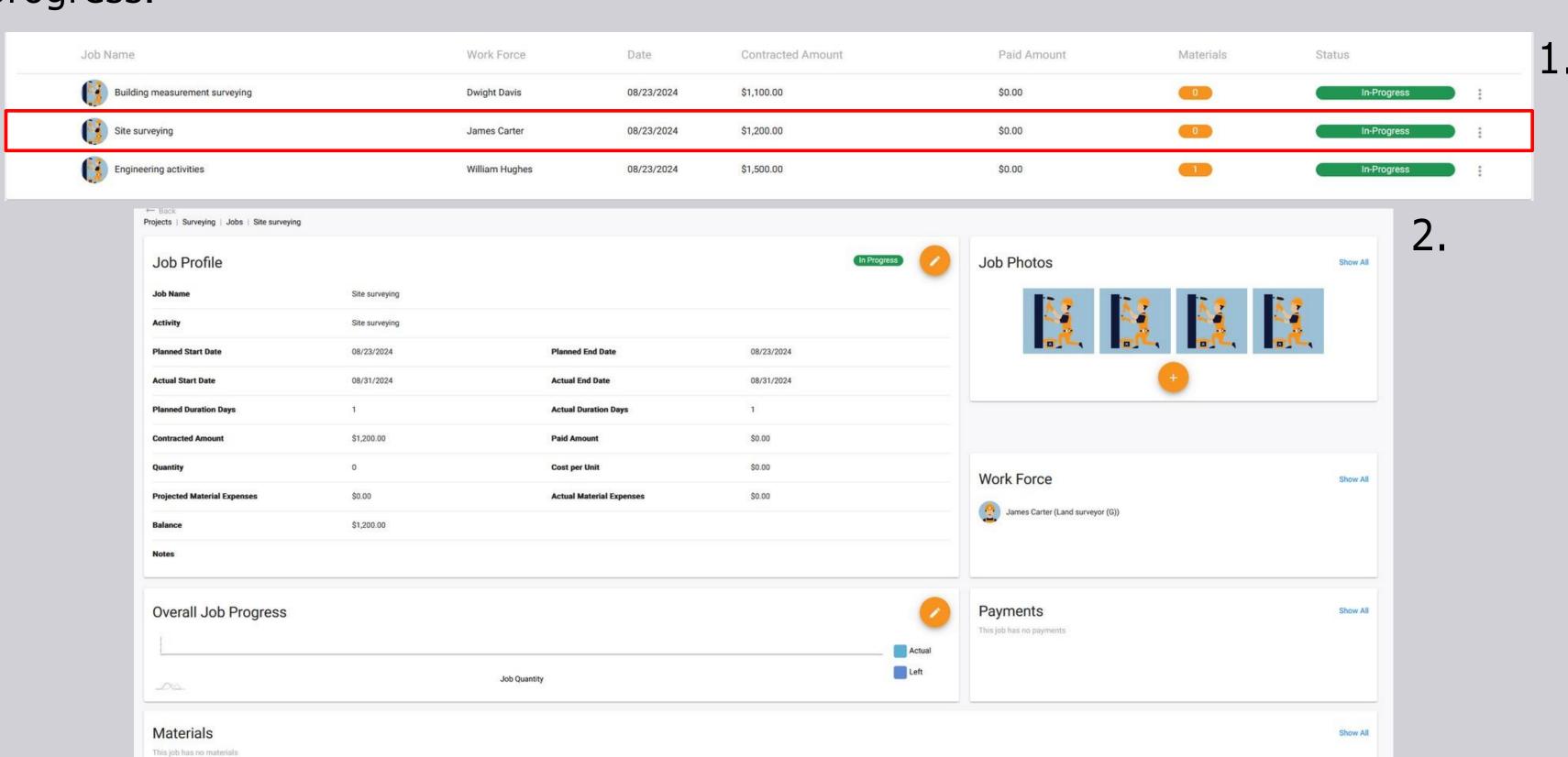




You can always edit your project jobs by clicking three dots and pressing edit. Here you will be prompted with the same job window, in which you can also change job status.

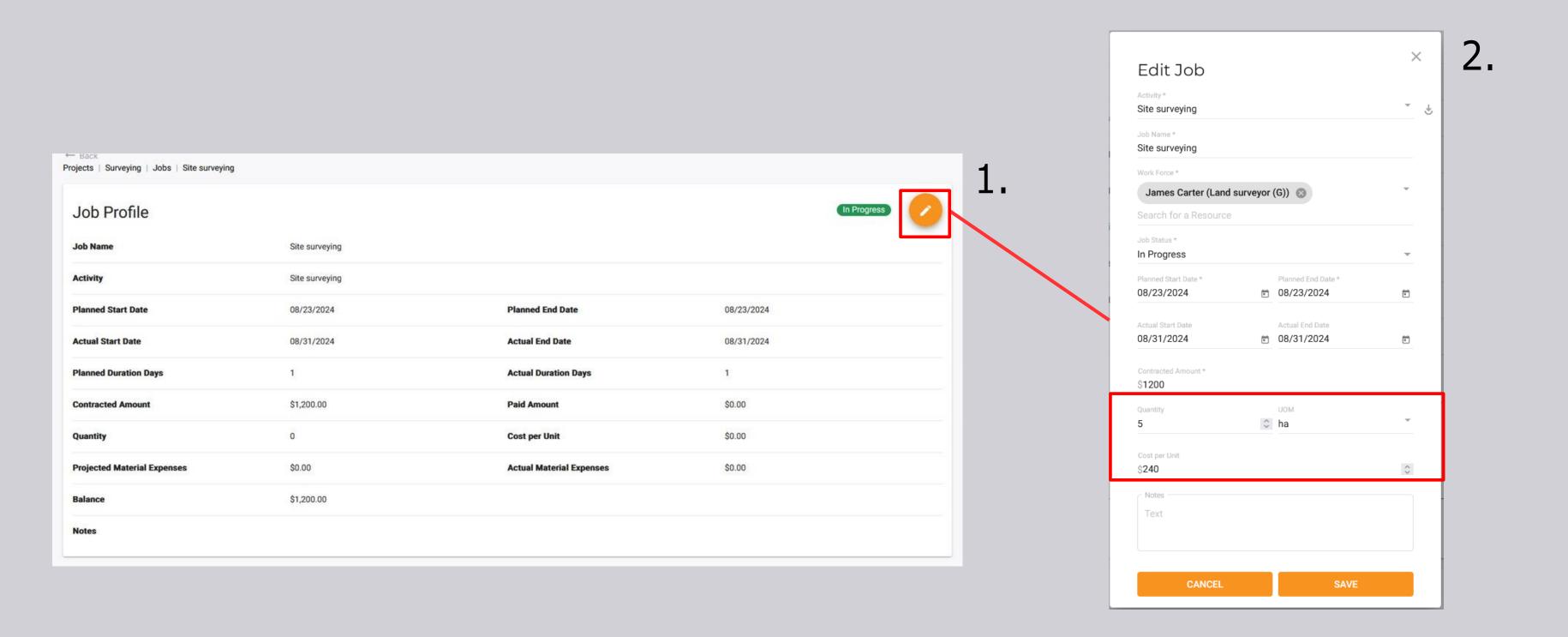


By clicking on a particular job (in this example, "site surveying"), we can see the designated job profile with all essential information. Let's first edit how we shall measure the job's progress.

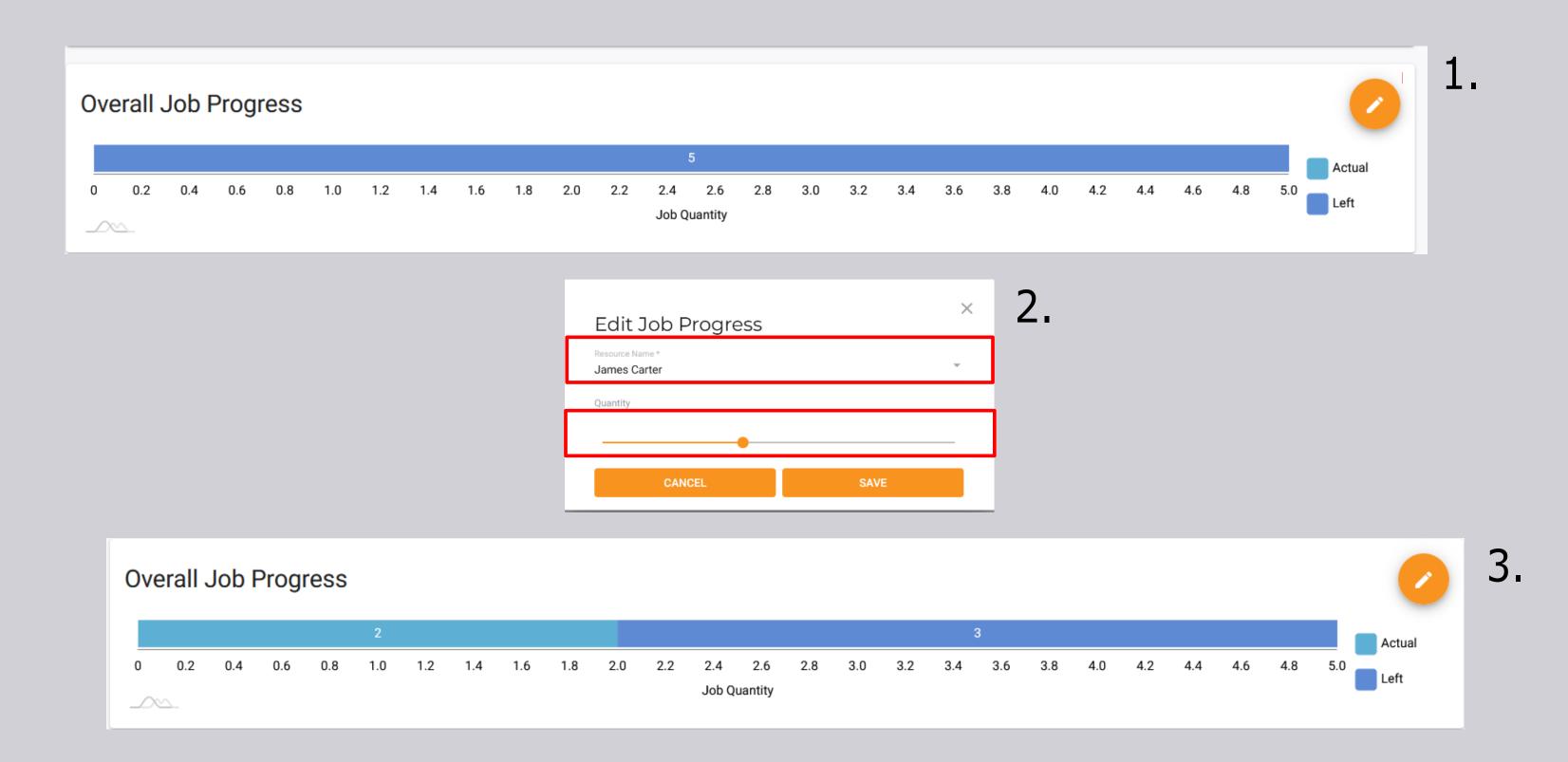




Begin by pressing on the pen icon. In the edit job window, let's choose units of measurement, in this case, hectares, then specify quantity and cost per unit.

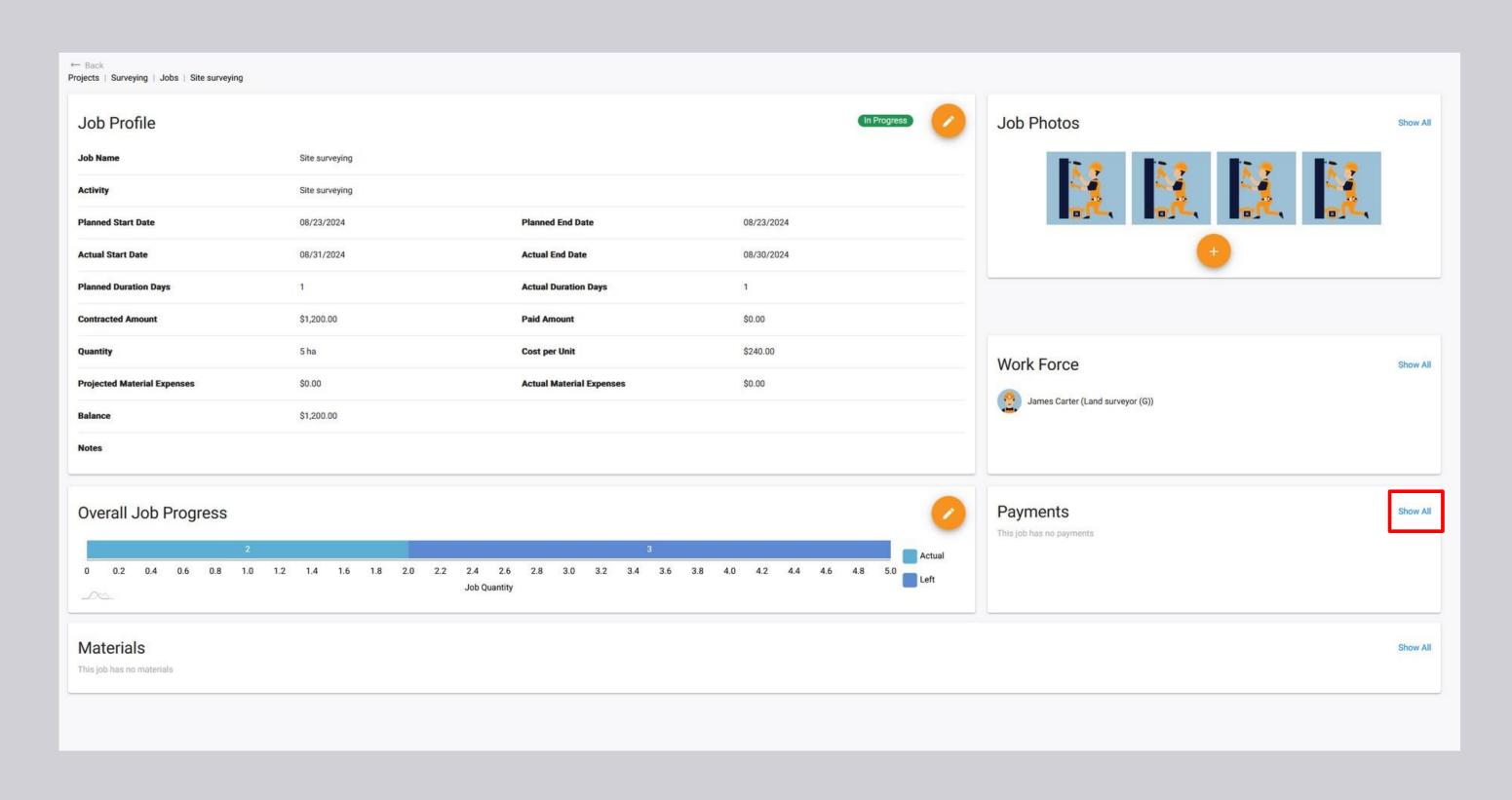


Now we are able to see overall job progress and have an option to change what part of the job is currently being done by choosing the worker's name and dragging the bar to the right side. Also, the work being accomplished can be reported by the workers themselves with the uWork mobile app witch will be shown in the same progress bar below.



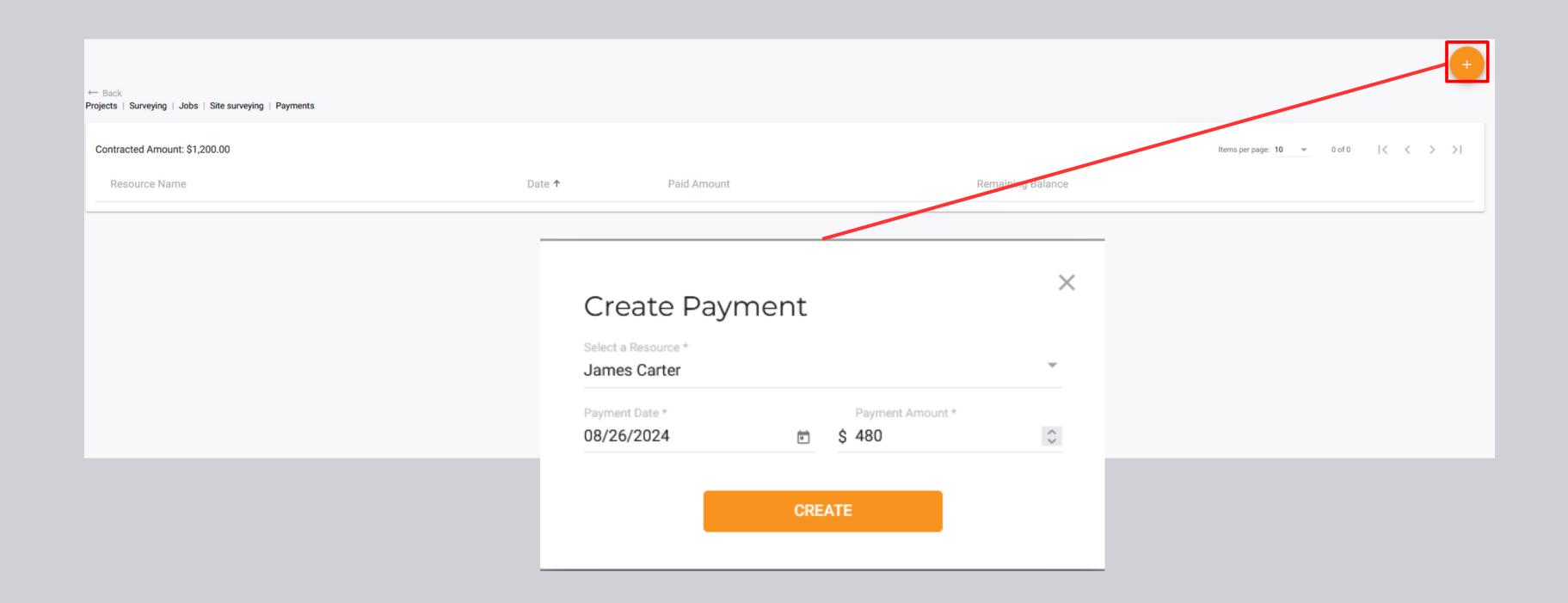


Now as we see our workers progress we can add how much we have paid for the currently accomplished job. To add how much we have paid our workers press on the payments, show all button.



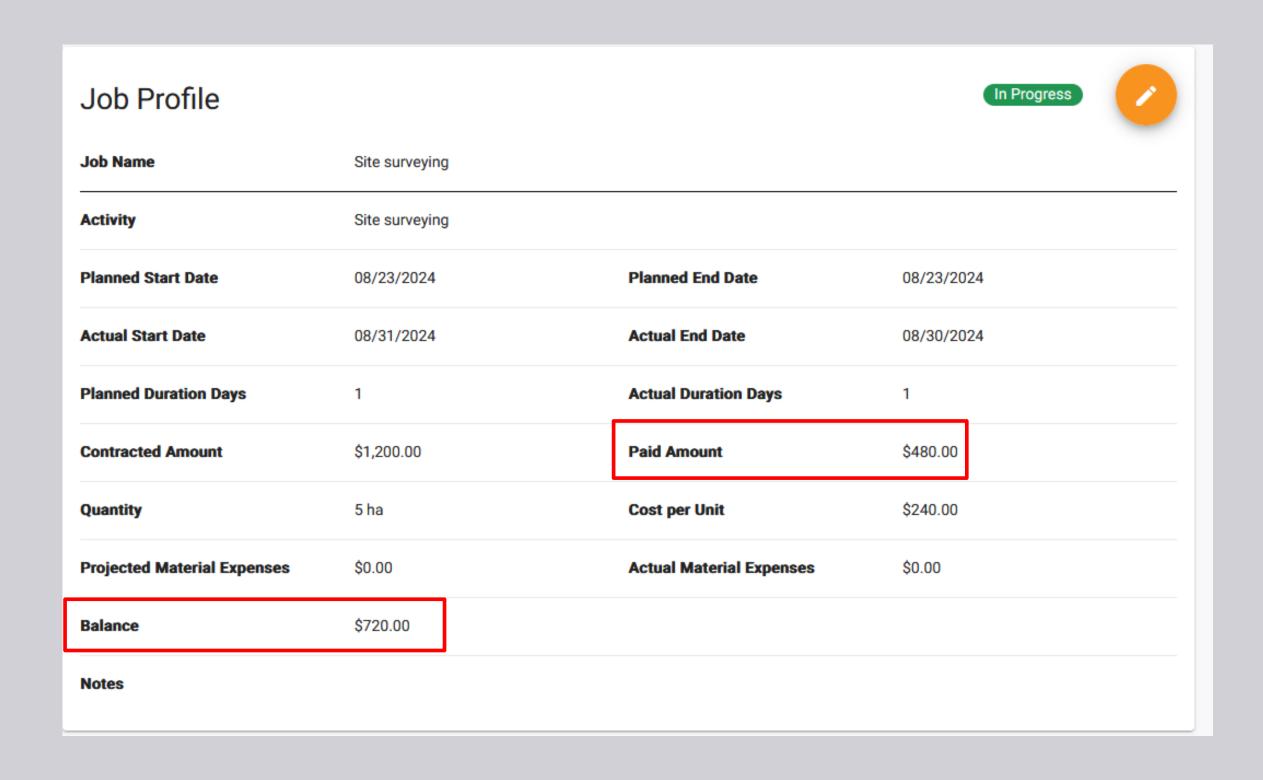


Here, by pressing the plus icon, we can create payment. First choose your worker, then specify which date the payment was made and the payment amount.



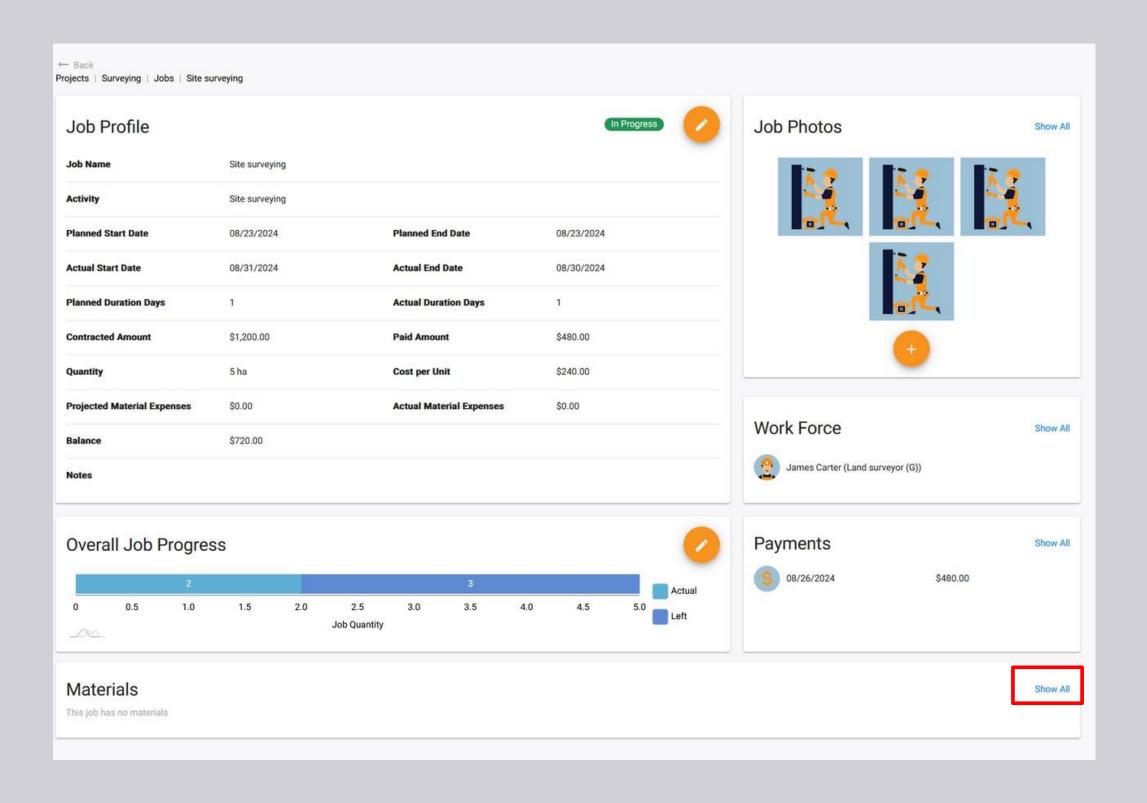


Now when we go to the job profile where we can see the amount we have paid and what balance is left out of contracted amount.



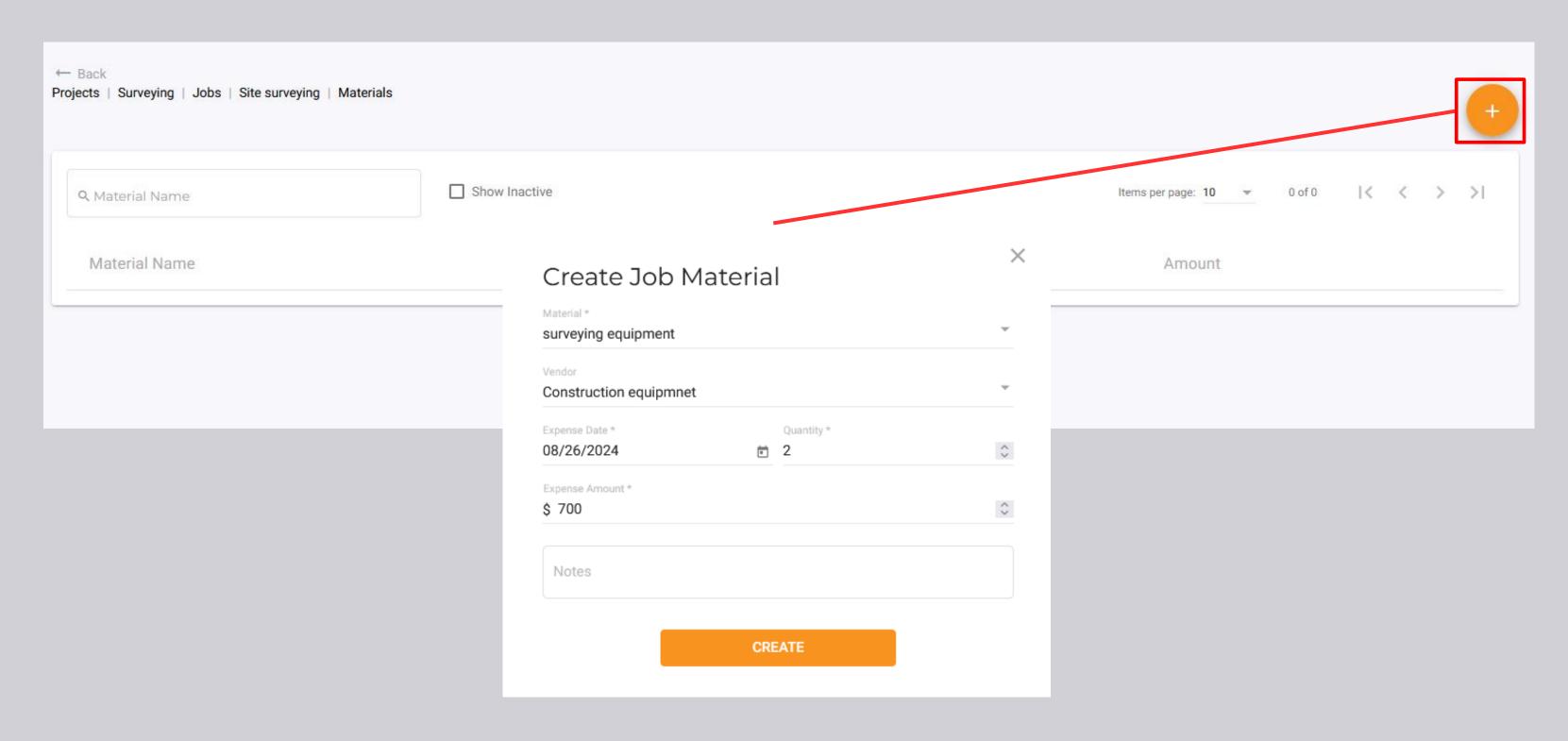


Another important factor that might impact our expenses are materials that we are going to purchase for this project. To add materials, navigate to the materials section and press the show all button.





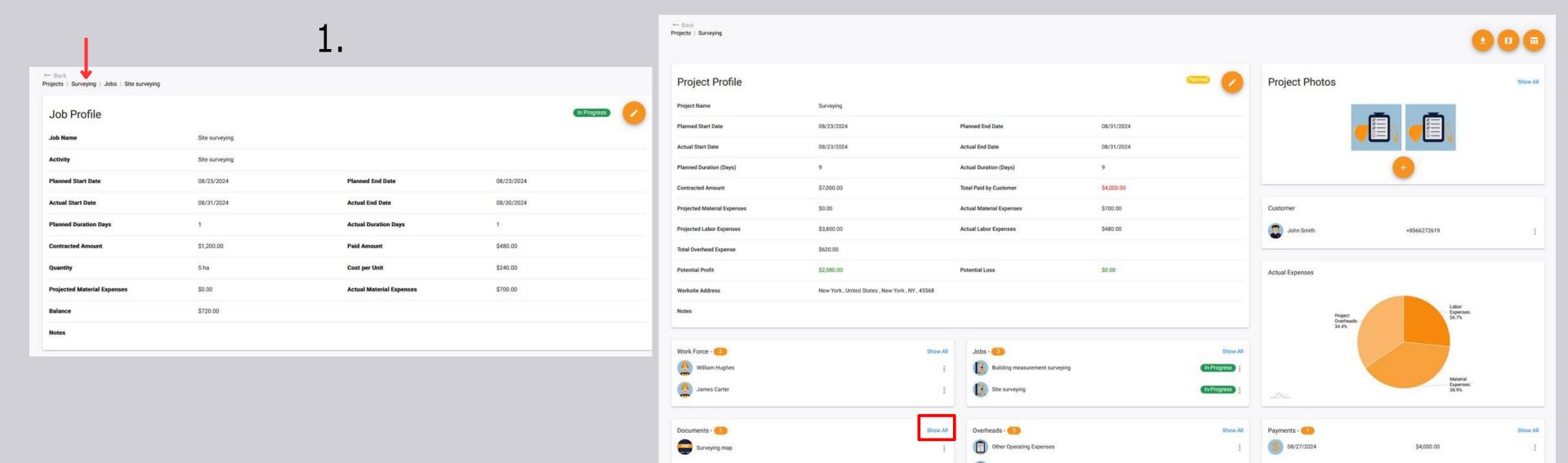
Here we can add them by pressing the plus icon. In the new window, select material, vendor from which you are going to purchase the materials, date, quantity, and expense amount.





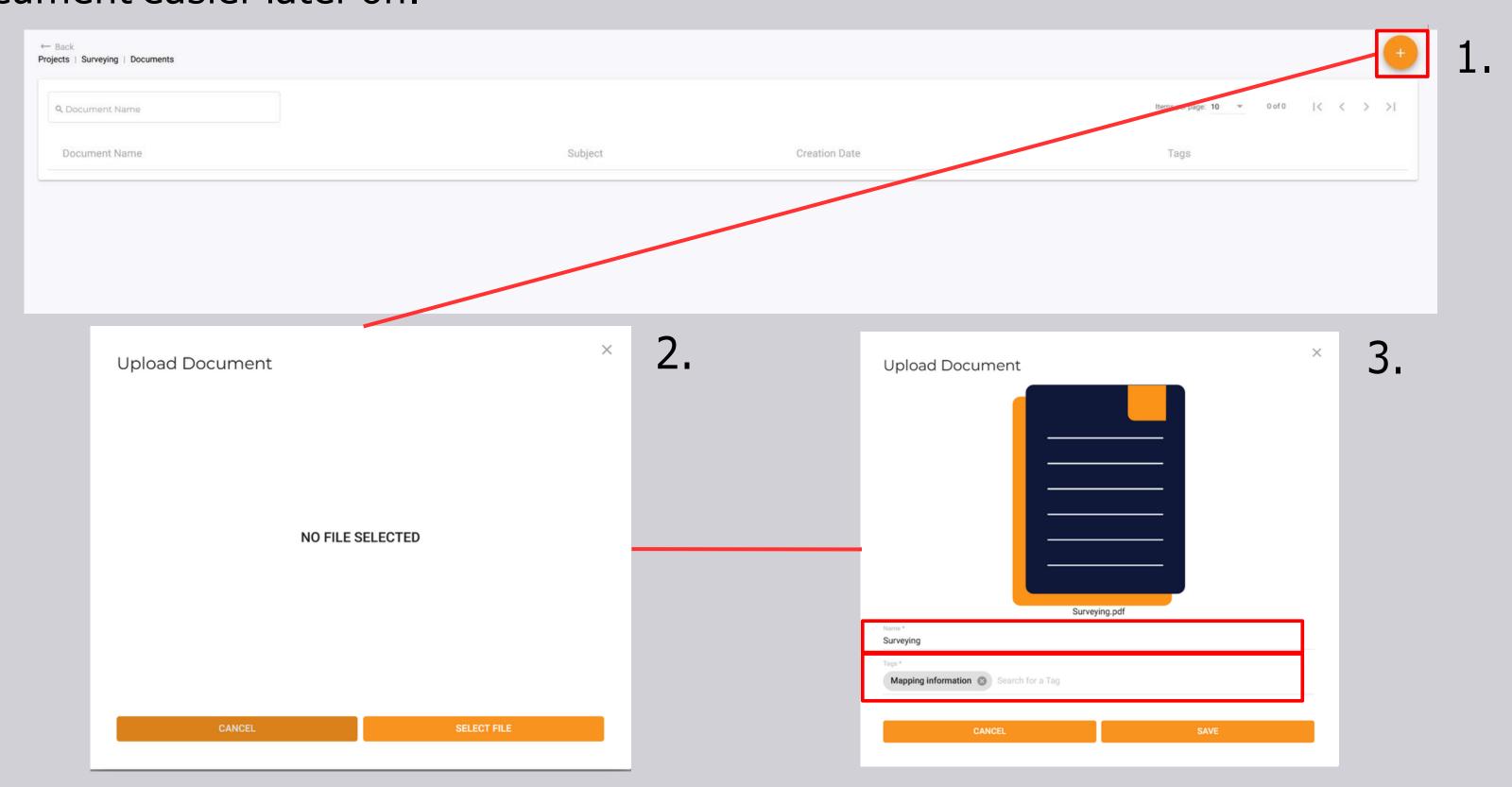
Now let's go back to our main project profile by clicking on our project name. Another important thing to add to our project are documents, overheads, and payments. To add new documents, click on the show all button in the document section.

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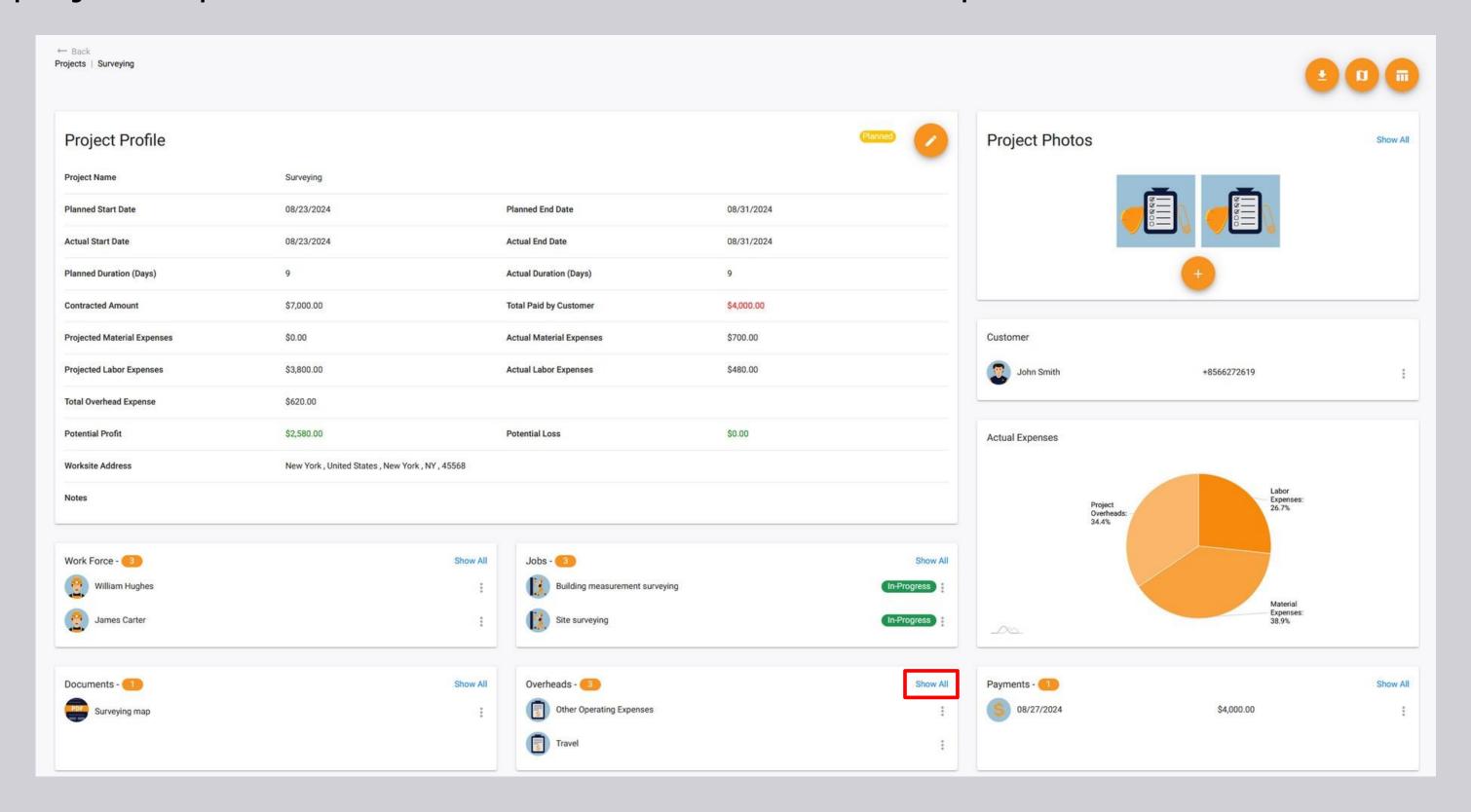


By clicking the plus icon, we can add a new document from our device. In this case, we applauded a surveying document by naming it and putting on a tag that will let us find the document easier later on.



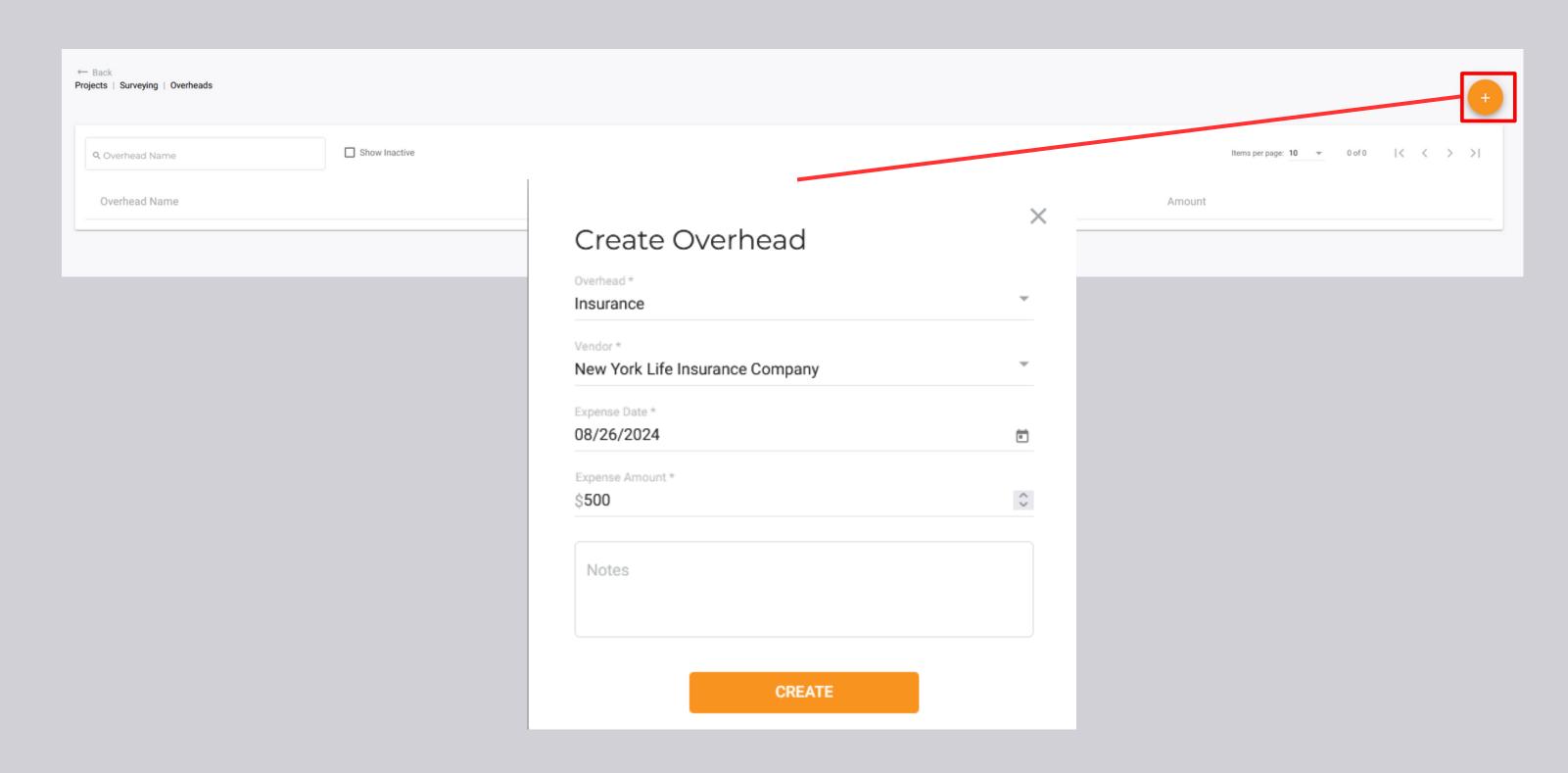


Now let's go back to the project profile and add overheads that have an impact on the overall project expenses. Go to the overheads section and press the show all button.



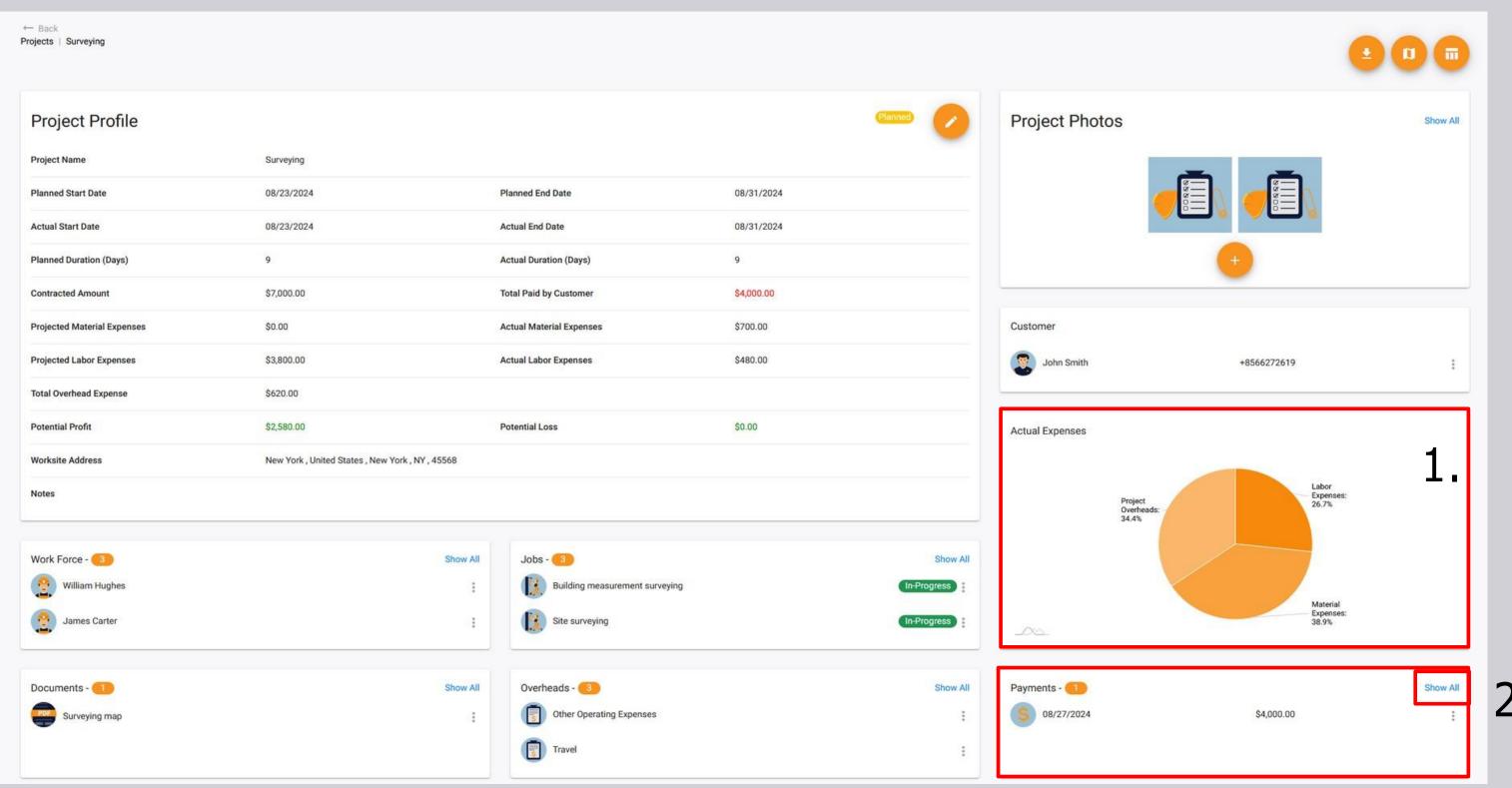


To add overheads, press the plus icon. In the new window, let's select overhead (in this case, it will be insurance), then vendor, which provides the service, date when it was purchased, and expense amount.





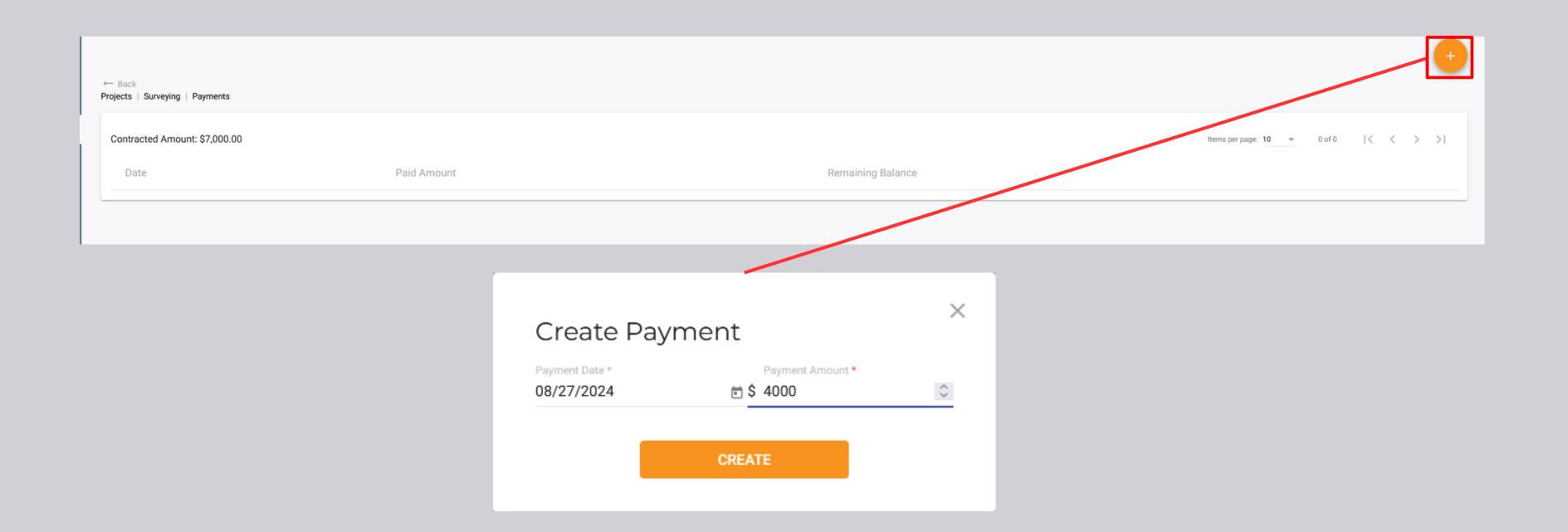
Going back to the project profile, we can see a chart with our projects actual labor, material, and overhead expenses (1). The last thing for us to do now is to add payments. They will show how much our client has paid us out of the contracted amount (2).



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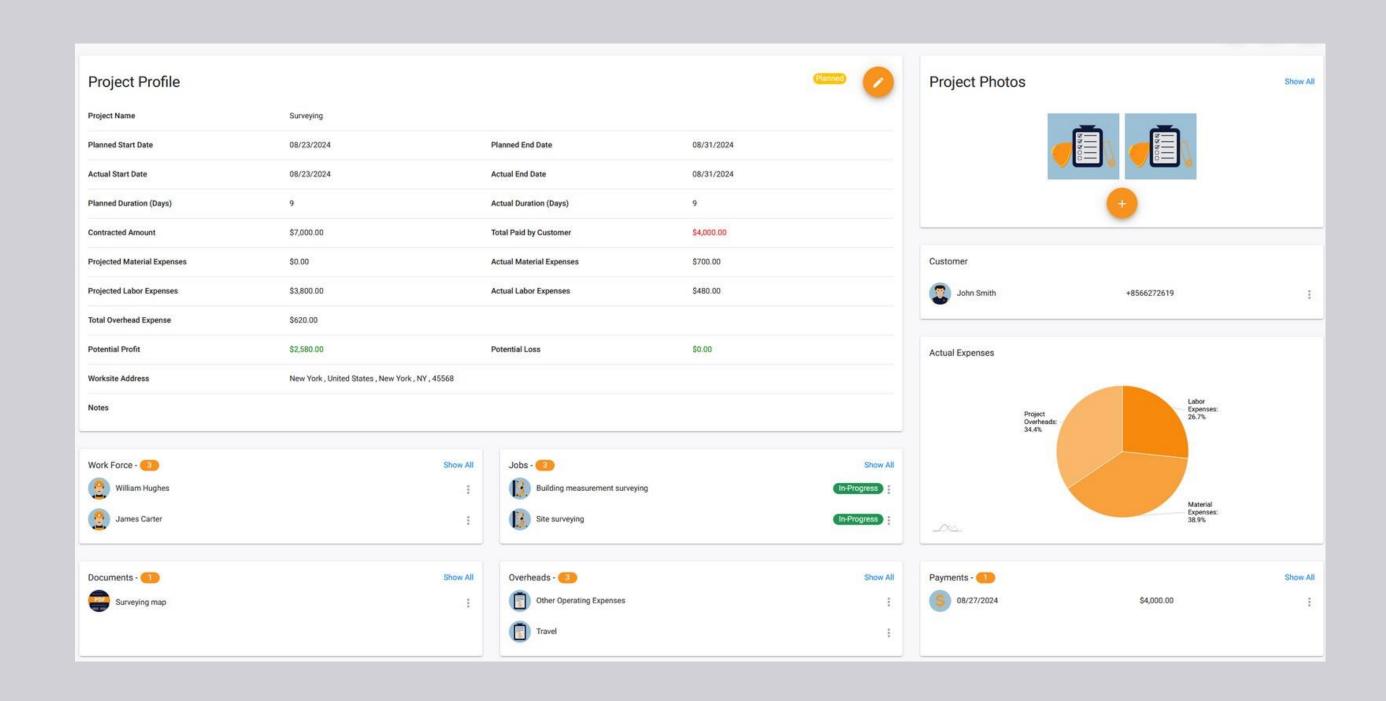


To create new payment press on the plus icon. In a new window write a date when the payment was made and the paid amount.





We have completely all the necessary steps for a successful project! It is important to note that project information can be changed at any given time by the web application or the mobile app. Via the mobile app, the work force of the project can add materials that they purchase, write notes, indicate their work progress, and check in time.







To view more information about our projects, work force, and financials, you can go to the reports option and click on one of the report names.

