

## Required Activity Code Structure for Primavera

The US Army Corps of Engineers (COE) required the consistent use of a predefined activity code structure in all projects. This structure specified the sequence, name, and length of each activity code in the project. The SDEF format adheres to this structure. All P3 projects being exported to SDEF format should use this exact activity code structure.

### Version 3.1

*Note: The required codes use 56 of the 64 characters available for activity coding in P3. You can define and use the remaining 8 characters for additional code fields at the end of the list.*

<u>Field #</u>	<u>Code</u>	<u>Length</u>	<u>Field Description</u>
1	WRKP	3	Workers per day
2	RESP	4	Responsibility
3	AREA	4	Area
4	MODF	6	MOD or Claim #
5	BIDI	6	Bid Item (CLIN)
6	PHAS	2	Phase
7	CATW	1	Category of work
8	FOW1	10	Feature of Work (segment 1)
9	FOW2	10	Feature of Work (segment 2)
10	FOW3	10	Feature of Work (segment 3)

*Note: The SDEF code Feature of Work is 30 characters long. Because the maximum length of a P3 code field is 10 characters, Feature of Work is divided into 3 segments.*

**\*\*Please reference section 7 in the QCS Manual if you need further assistance.\*\***

## Versions 4, 5, and 6

<u>Code</u>	<u>Length</u>	<u>Field Description</u>
WRKP	3	Workers per day
RESP	4	Responsibility
AREA	4	Area
MODF	6	MOD or Claim #
BIDI	6	Bid Item (CLIN)
PHAS	2	Phase
CATW	1	Category of work
FOW	30	Feature of Work

Global is incorrect.  
The Activity Codes  
should be at the  
PROJECT level.

***Note:** The Description column is for your information only. The Project Management module does not support activity code descriptions. When creating the activity code structure, you only need to create each code and specify the maximum length.*

***Note:** You also need to make sure you define each activity code as a **global** activity code.*

***Note:** When converted, the code value for the “Feature of Work” activity code displays in the Activity Codes Description column of the XER file, and a unique code value is generated by the converter. For all other activity codes, the code value displays in the Activity Codes Code Value column of the XER file.*