

PCGENESIS BUDGET SYSTEM OPERATIONS GUIDE

1/14/2019

Section B: Update Budget SANDBOX, V1.2

Revision History

Date	Version	Description	Author
1/14/2019	1.2	18.04.00 – Add <i>Print Employee Budget Detail Listings</i> to the budget menu.	D. Ochala
07/17/2015	1.1	15.02.00 – Update Budget System Master Menu screenshot.	D. Ochala
07/02/0214	1.0	14.02.00 – Create new document.	D. Ochala

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Overview

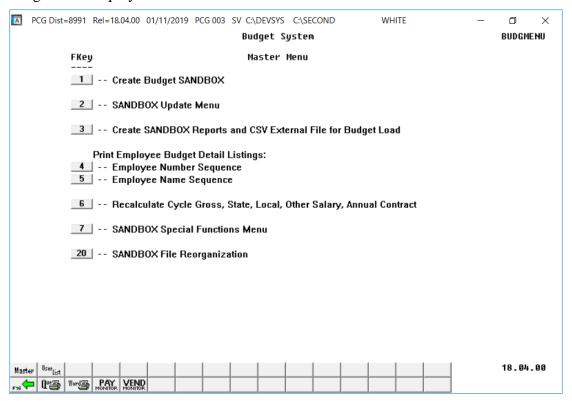
The concept of the budgeting system is to create a "playground" or "sandbox" with copies of the appropriate employee and system files so that a site can manipulate salary and benefit data in order to generate a series of budgeting reports, and also to create a .csv external file that will be used for loading the budget on the financial side. Changes made in the budget "playground" or "sandbox" only affects processing within the *PCGenesis Budget System* and do not affect the school district's "live" payroll information.

When the *Create Budget SANDBOX* procedure has completed, the user can make any additional changes that are necessary to the employees' gross data salary lines from within the *Budget System - SANDBOX Update Menu*. This menu allows the user to modify employee information in the *SANDBOX* directory including personnel data, deduction data, gross data, and withholding data. The user can also export the *SANDBOX* gross data, make modifications on a spreadsheet, and then import the *SANDBOX* gross data back into the PCGenesis budgeting system.

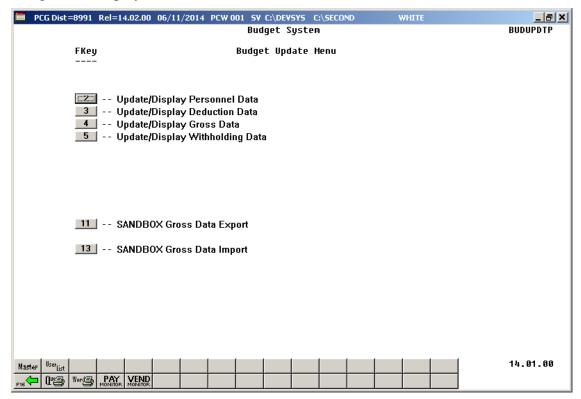
Since the *SANDBOX* employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle. Changes made in the budget "playground" or "sandbox" only affects processing within the *PCGenesis Budget System*.

Procedure A: SANDBOX - Update/Display Personnel Data

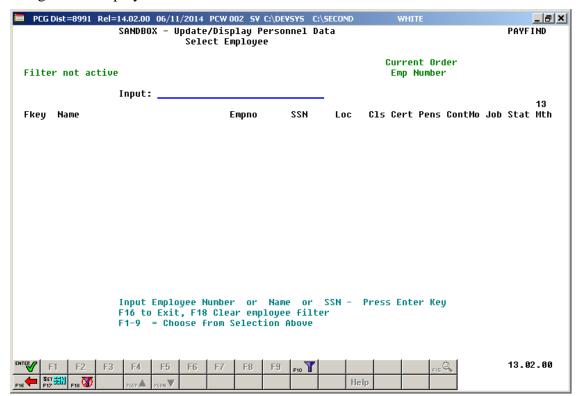
When the *Create Budget SANDBOX* procedure has completed, the user can make any additional changes that are necessary to the employees' personnel information from within the *Budget System - SANDBOX Update Menu*. Since the *SANDBOX* employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.



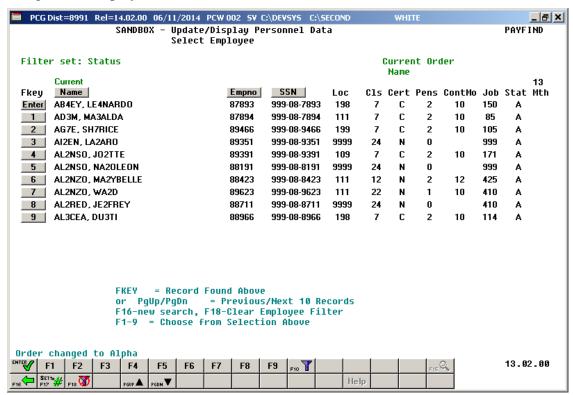
Step	Action
1	Select 2 (F2 - SANDBOX Update Menu).



Step	Action
2	Select 2 (F2 - Update/Display Personnel Data).

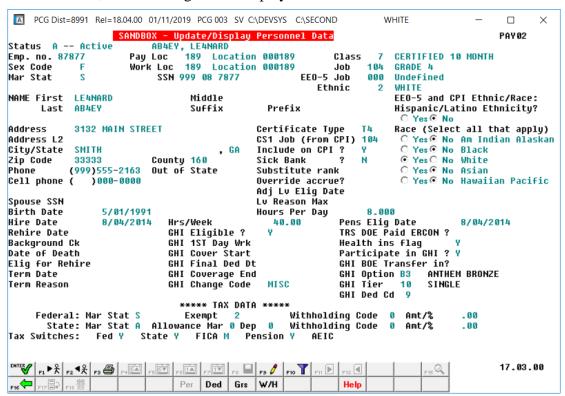


Step	Action
3	Enter the employee number or the SSN in the Input field, select (Enter), and proceed to <i>Step 5</i> .
	If the employee number and the SSN are unknown, enter the employee's complete or partial name in the Input field, and select Enter. Entering a complete or partial name in the Input field displays the results most closely matching the search criteria entered. Proceed to <i>Step 4</i> .

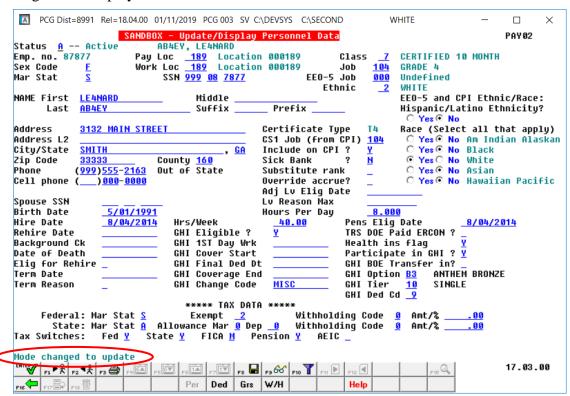


Step	Action	
4	Select Enter) or select the Function key corresponding to the employee's record, and select (Enter).	
	To sort by Name: Select Name (Name).	
	To sort by Employee Number: Select Empno (Empno).	
	To sort by Social Security Number: Select SSN (SSN).	
	To scroll between pages: Select the PgUp/PgDn keys on the computer's keyboard or select either PGUP (Page Up) or PGUN (Page Down).	

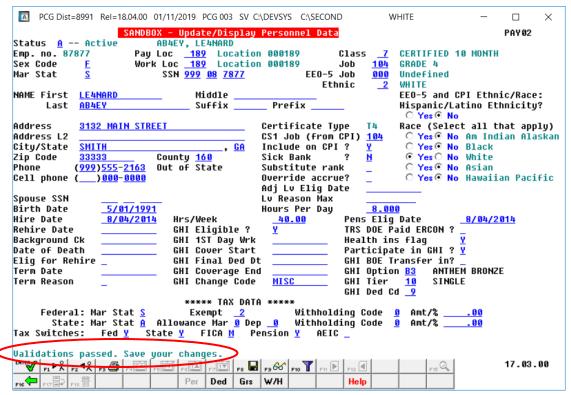
For classroom teachers, the following screen displays:



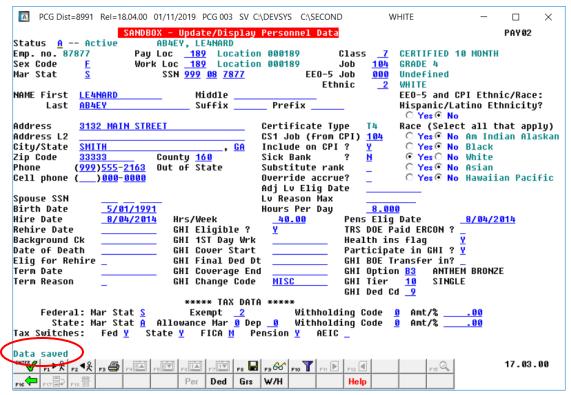
Step	Action
5	Verify the text SANDBOX - Update/Display Personnel Data is displayed in the title bar of the screen.
6	Select [F9 / Switch to Update Mode).



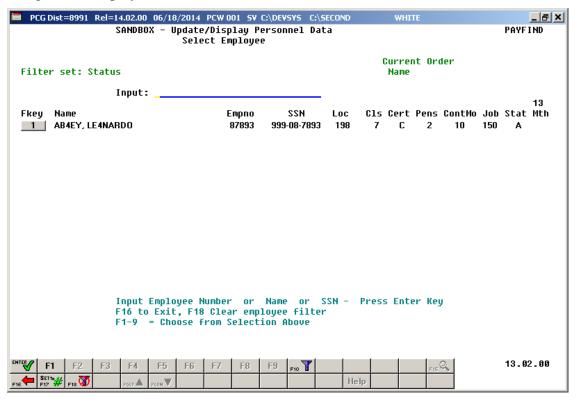
Step	Action	
7	Verify "Mode changed to update" displays.	
8	The concept of the budgeting system is to create a "playground" or "sandbox" with copie of the appropriate employee and system files so that a site can manipulate salary and benefit data in order to generate a series of budgeting reports, and also to create a .csv external file that will be used for loading the budget on the financial side. Changes made in the budget "playground" or "sandbox" only affects processing within the <i>PCGenesis Budget System</i> .	
	Since the <i>SANDBOX</i> employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.	
	Refer to the <u>Payroll System Operations Guide</u> , Section B: Payroll Update Processing, Topic 3: Update/Display Personnel Information for field instructions for the Update/Display Personnel screen.	
9	Make the appropriate changes and then select (Enter). Select (F17 – Print this data) to obtain a screen print of the <i>Update/Display Personnel Information</i> screen. The screen print file will be available in the print queue with the name ' <i>PSCNnnnn</i> '.	



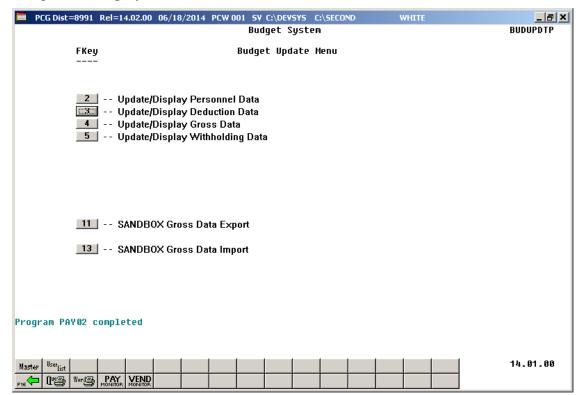
Step	Action
10	Verify "Validations passed. Save your changes." displays and select F8 – Save changes).



Step	Action
11	Verify "Data saved" displays, and select F16 – Exit) to return to the Display/Update Personnel Data - Select Employee screen.



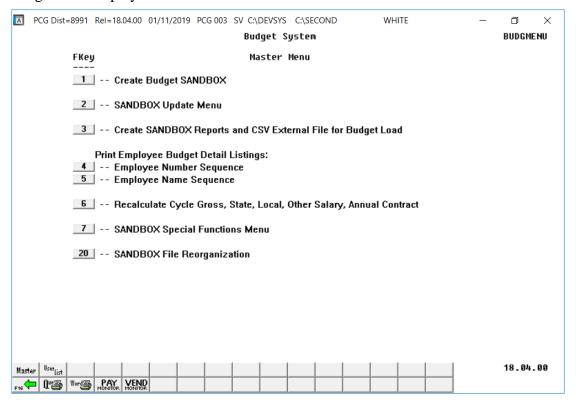
Step	Action
12	Select F16 - Exit) to return to the Budget System - Budget Update Menu.



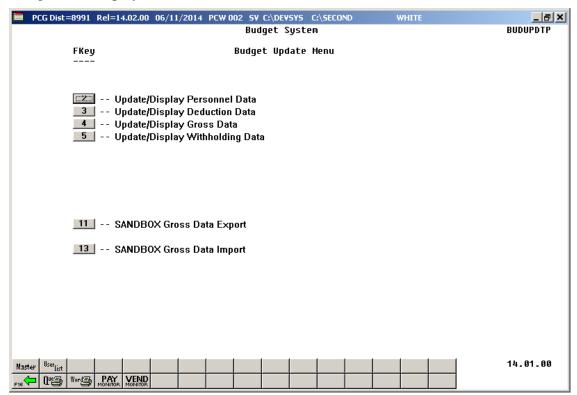
Step	Action
13	Select F16 - Exit) to return to the Budget System Master Menu, or select (Master) to return to the Business Applications Master Menu.

Procedure B: SANDBOX - Update/Display Deduction Data

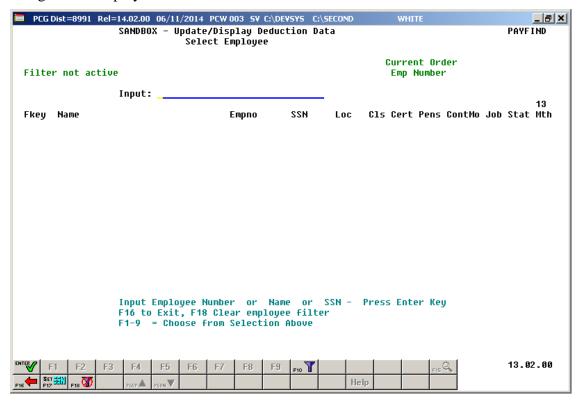
When the *Create Budget SANDBOX* procedure has completed, the user can make any additional changes that are necessary to the employees' deduction information from within the *Budget System - SANDBOX Update Menu*. Since the *SANDBOX* employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.



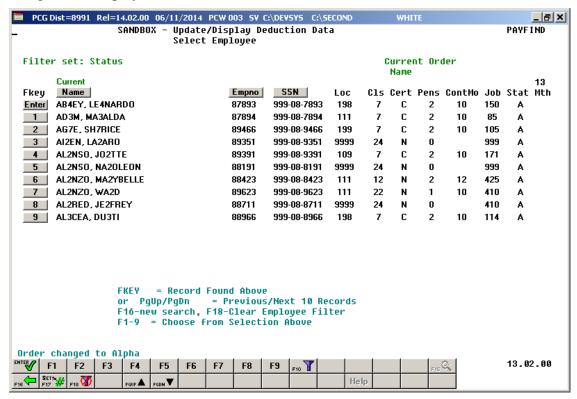
Step	Action
1	Select 2 (F2 - SANDBOX Update Menu).



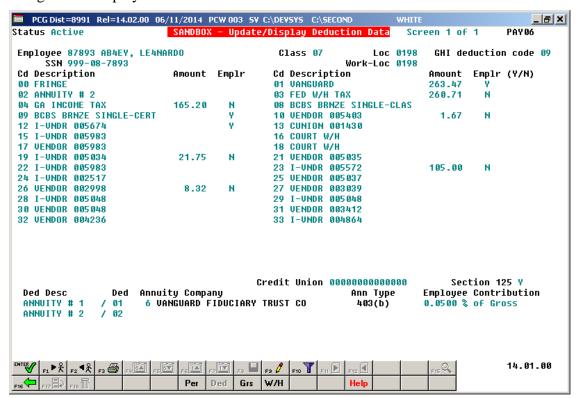
Step	Action
2	Select 3 (F3 - Update/Display Deduction Data).



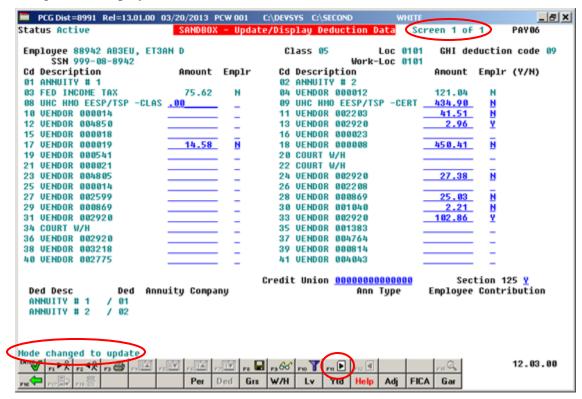
Step	Action
3	Enter the employee number or the SSN in the Input field, select (Enter), and proceed to <i>Step 5</i> .
	If the employee number and the SSN are unknown, enter the employee's complete or partial name in the Input field, and select Enter. Entering a complete or partial name in the Input field displays the results most closely matching the search criteria entered. Proceed to <i>Step 4</i> .



Step	Action
4	Select Enter (Enter) or select the Function key corresponding to the employee's record, and select Enter (Enter).
	To sort by Name: Select Name (Name).
	To sort by Employee Number: Select Empno (Empno).
	To sort by Social Security Number: Select SSN (SSN).
	To scroll between pages: Select the PgUp/PgDn keys on the computer's keyboard or select either PgUp/Age Up) or PGDN (Page Down).

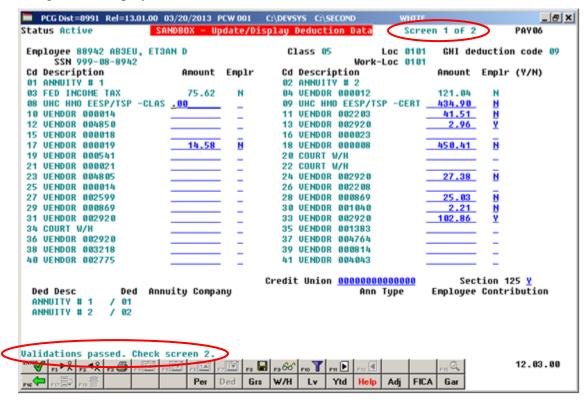


Step	Action
5	Verify the text SANDBOX - Update/Display Deduction Data is displayed in the title bar of the screen.
6	Select F3 (F9 – Switch to Update Mode).

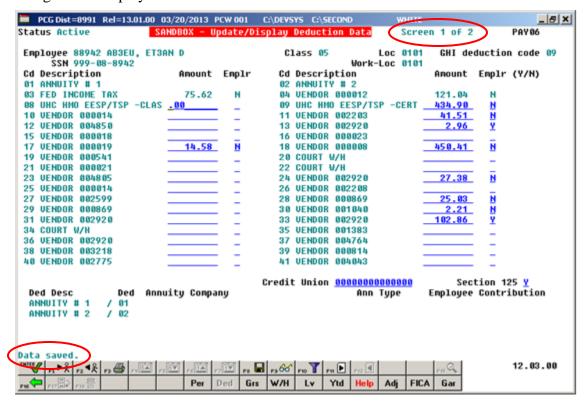


Step	Action
7	Verify "Mode changed to update" displays.
	Select $Fin \triangleright (F11 - Go \text{ to DED Screen 2})$ to display additional deductions.
8	The concept of the budgeting system is to create a "playground" or "sandbox" with copies of the appropriate employee and system files so that a site can manipulate salary and benefit data in order to generate a series of budgeting reports, and also to create a .csv external file that will be used for loading the budget on the financial side. Changes made in the budget "playground" or "sandbox" only affects processing within the <i>PCGenesis Budget System</i> .
	Since the <i>SANDBOX</i> employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.
	Refer to the <u>Payroll System Operations Guide</u> , Section B: Payroll Update Processing, Topic 4: Update/Display Payroll Information, Procedure B: Updating/Displaying Deduction Data for field instructions for the Update/Display Deduction Data screen.

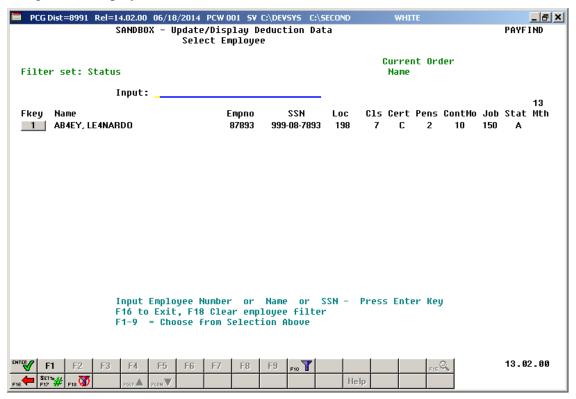
Step	Action
9	Make the appropriate changes and then select (Enter).
	Select (F17 – Print this data) to obtain a screen print of the <i>Update/Display Deduction Data</i> screen. The screen print file will be available in the print queue with the name ' <i>PSCNnnnn</i> '.



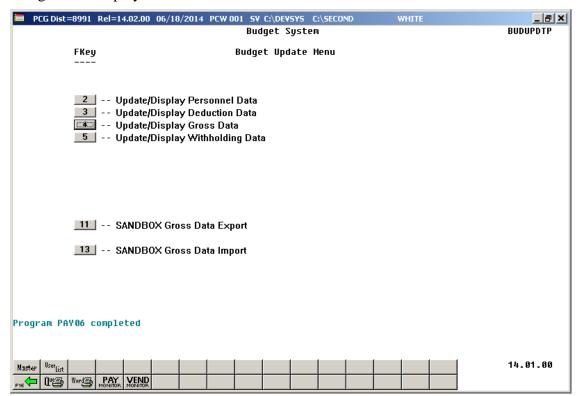
Step	Action
10	Verify "Validations passed. Save your changes." displays and select (F8 – Save changes).



Step	Action
11	Verify "Data saved" displays, and select F16 – Exit) to return to the Display/Update Deduction Data - Select Employee screen.



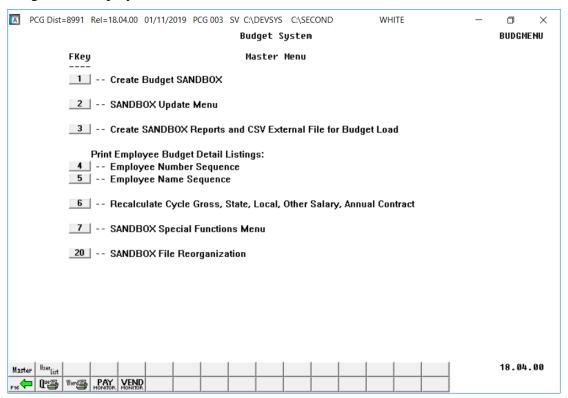
Step	Action
12	Select F16 - Exit) to return to the Budget System - Budget Update Menu.



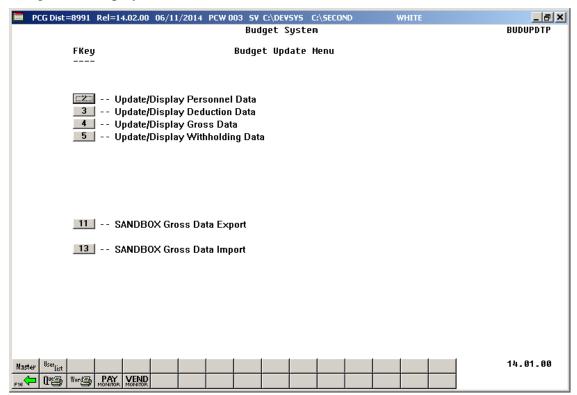
Step	Action
13	Select F16 - Exit) to return to the Budget System Master Menu, or select (Master) to return to the Business Applications Master Menu.

Procedure C: SANDBOX - Update/Display Gross Data

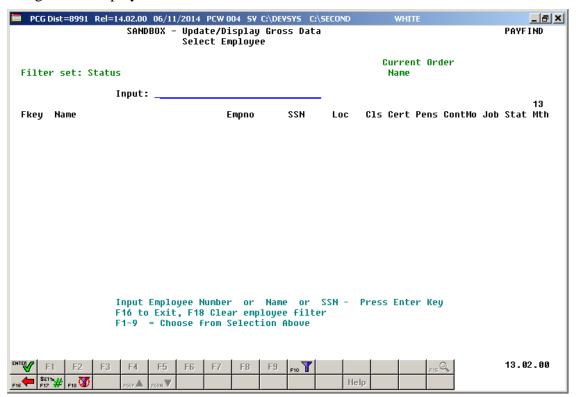
When the *Create Budget SANDBOX* procedure has completed, the user can make any additional changes that are necessary to the employees' gross data salary lines from within the *Budget System - SANDBOX Update Menu*. Since the *SANDBOX* employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.



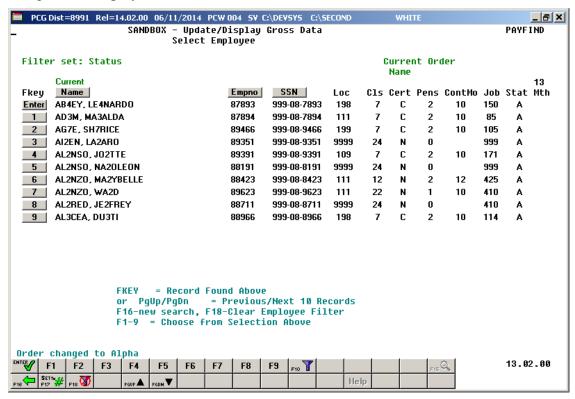
Step	Action
1	Select 2 (F2 - SANDBOX Update Menu).



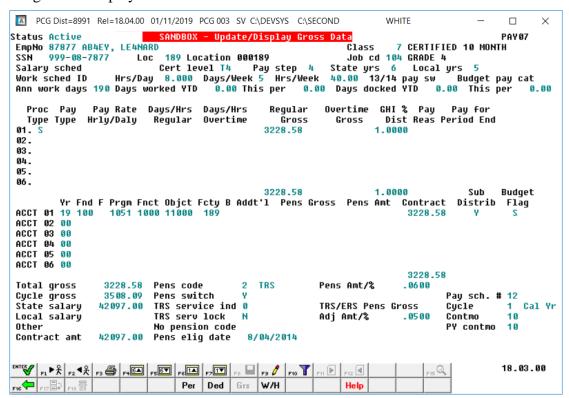
Step	Action
2	Select F4 (F4 - Update/Display Gross Data).



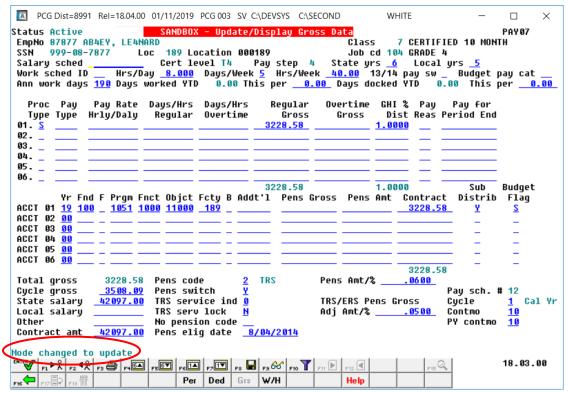
Step	Action
3	Enter the employee number or the SSN in the Input field, select (Enter), and proceed to Step 5.
	If the employee number and the SSN are unknown, enter the employee's complete or partial name in the Input field, and select Enter. Entering a complete or partial name in the Input field displays the results most closely matching the search criteria entered. Proceed to <i>Step 4</i> .



Step	Action
4	Select Enter (Enter) or select the Function key corresponding to the employee's record, and select Enter (Enter).
	To sort by Name: Select Name (Name).
	To sort by Employee Number: Select Empno (Empno).
	To sort by Social Security Number: Select SSN (SSN).
	To scroll between pages: Select the $PgUp/PgDn$ keys on the computer's keyboard or select either $PgUp \triangleq (Page\ Up)$ or $PgDn \neq (Page\ Down)$.

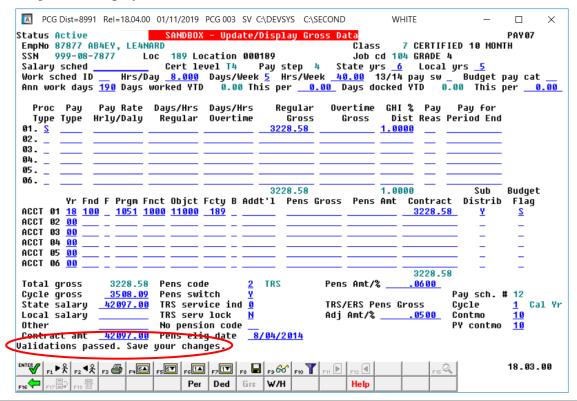


Step	Action
5	Verify the text SANDBOX - Update/Display Gross Data is displayed in the title bar of the screen.
6	Select F3 (F9 – Switch to Update Mode).

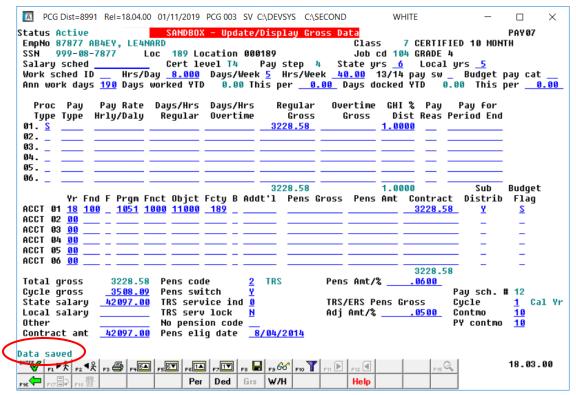


Step	Action
7	Verify "Mode changed to update" displays.
8	The concept of the budgeting system is to create a "playground" or "sandbox" with copies of the appropriate employee and system files so that a site can manipulate salary and benefit data in order to generate a series of budgeting reports, and also to create a .csv external file that will be used for loading the budget on the financial side. Changes made in the budget "playground" or "sandbox" only affects processing within the <i>PCGenesis Budget System</i> .
	Since the <i>SANDBOX</i> employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.
	Refer to the <u>Payroll System Operations Guide</u> , Section B: Payroll Update Processing, Topic 4: Update/Display Payroll Information, Procedure C: Updating/Displaying Gross Data for field instructions for the Update/Display Gross Data screen.

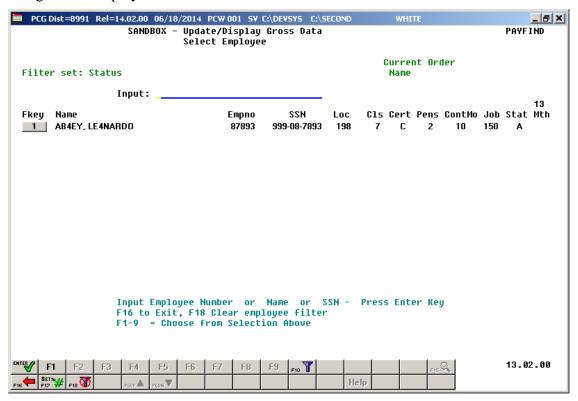
Step	Action
9	Make the appropriate changes and then select (Enter).
	Select (F17 – Print this data) to obtain a screen print of the <i>Update/Display Gross Data</i> screen. The screen print file will be available in the print queue with the name ' <i>PSCNnnnn</i> '.



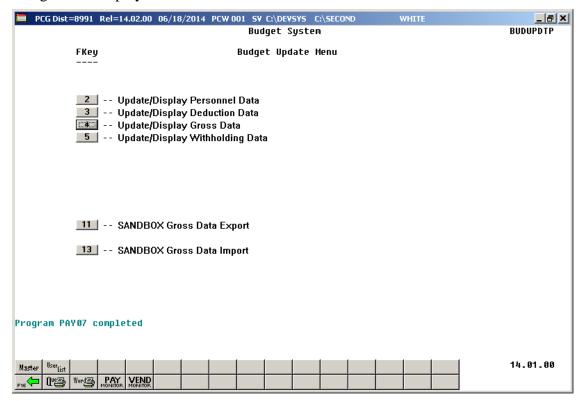
Step	Action
10	Verify "Validations passed. Save your changes." displays and select F8 – Save changes).



Step	Action
11	Verify "Data saved" displays, and select F16 – Exit) to return to the Display/Update Gross Data - Select Employee screen.



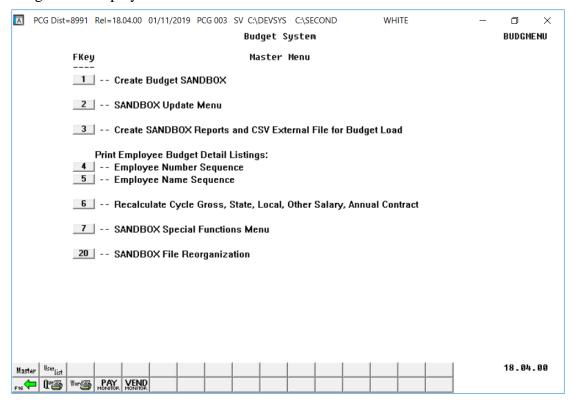
Step	Action
12	Select F16 – Exit) to return to the Budget System – Budget Update Menu.



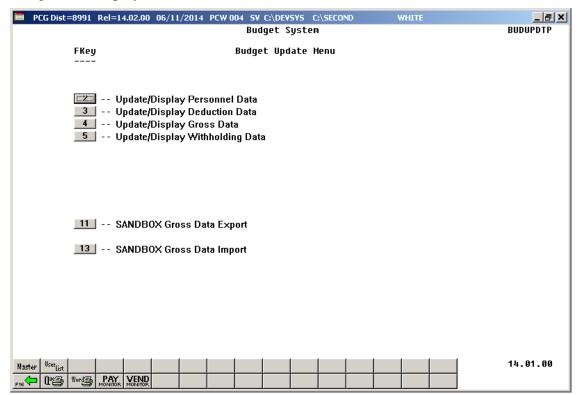
Step	Action
13	Select F16 - Exit) to return to the Budget System Master Menu, or select (Master) to return to the Business Applications Master Menu.

Procedure D: SANDBOX - Update/Display Withholding Data

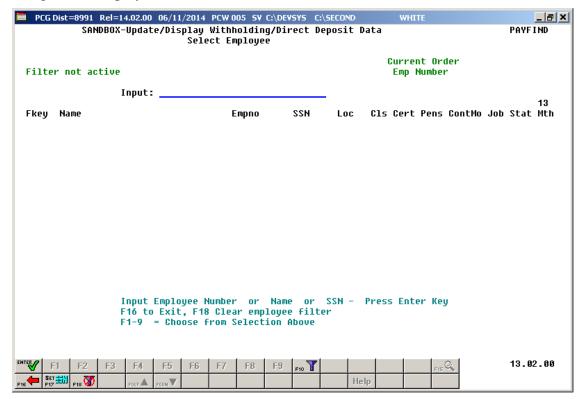
When the *Create Budget SANDBOX* procedure has completed, the user can make any additional changes that are necessary to the employees' withholding data from within the *Budget System - SANDBOX Update Menu*. Since the *SANDBOX* employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.



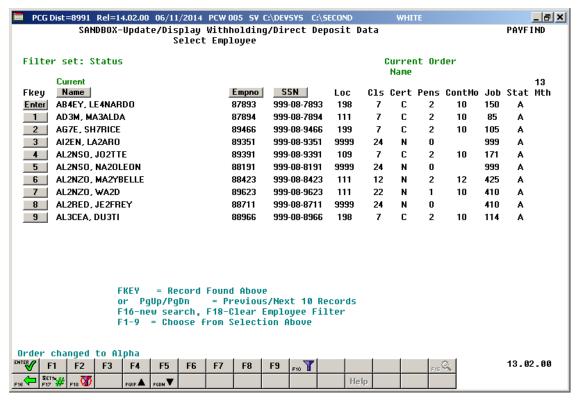
Step	Action
1	Select 2 (F2 - SANDBOX Update Menu).



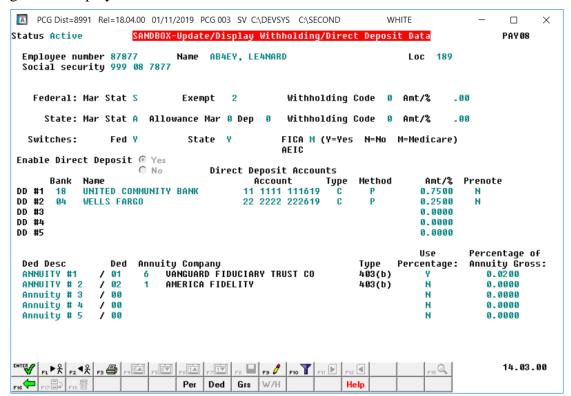
Step	Action
2	Select (F5 - Update/Display Withholding Data).



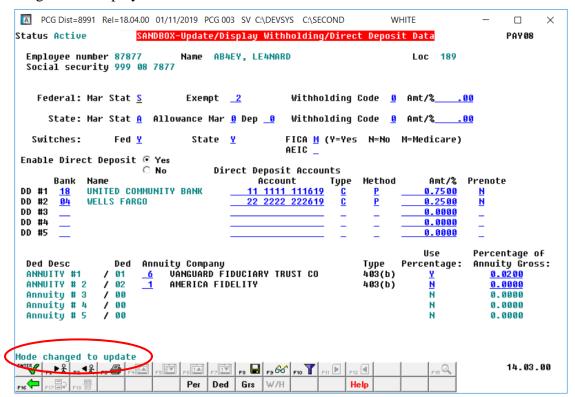
Step	Action
3	Enter the employee number or the SSN in the Input field, select (Enter), and proceed to <i>Step 5</i> . If the employee number and the SSN are unknown, enter the employee's complete or partial name in the Input field, and select Enter. Entering a complete or partial name in the Input field displays the results most closely matching the search criteria entered. Proceed to <i>Step 4</i> .



Step	Action
4	Select Enter (Enter) or select the Function key corresponding to the employee's record, and select Enter (Enter).
	To sort by Name: Select Name (Name).
	To sort by Employee Number: Select Empno (Empno).
	To sort by Social Security Number: Select SSN (SSN).
	To scroll between pages: Select the $PgUp/PgDn$ keys on the computer's keyboard or select either $PgUp \triangleq (Page\ Up)$ or $PGDN \lor (Page\ Down)$.

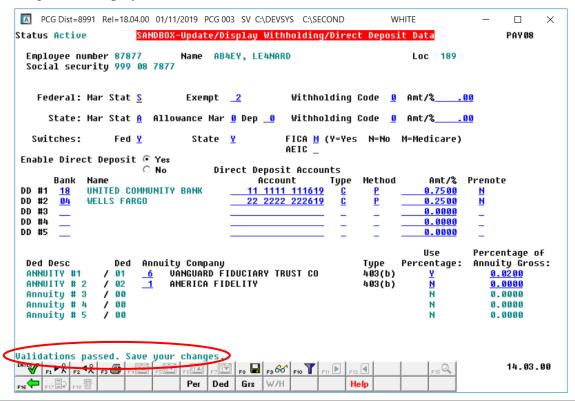


Step	Action
5	Verify the text SANDBOX-Update/Display Withholding/Direct Deposit Data is displayed in the title bar of the screen.
6	Select F9 (F9 – Switch to Update Mode).

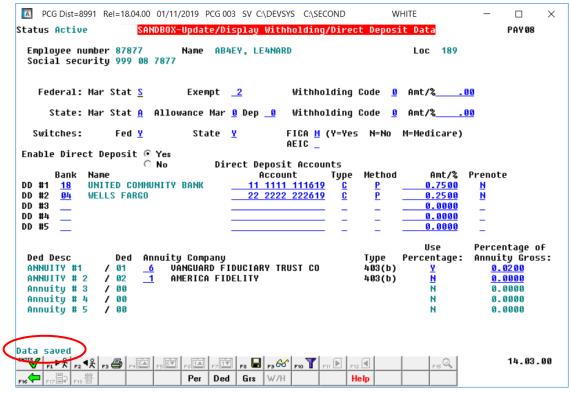


Step	Action
7	Verify "Mode changed to update" displays.
8	The concept of the budgeting system is to create a "playground" or "sandbox" with copies of the appropriate employee and system files so that a site can manipulate salary and benefit data in order to generate a series of budgeting reports, and also to create a .csv external file that will be used for loading the budget on the financial side. Changes made in the budget "playground" or "sandbox" only affects processing within the <i>PCGenesis Budget System</i> . Since the <i>SANDBOX</i> employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.
	Refer to the <u>Payroll System Operations Guide</u> , Section B: Payroll Update Processing, Topic 4: Update/Display Payroll Information, Procedure D: Updating/Displaying Withholding Data for field instructions for the Update/Display Withholding/Direct Deposit Data screen.

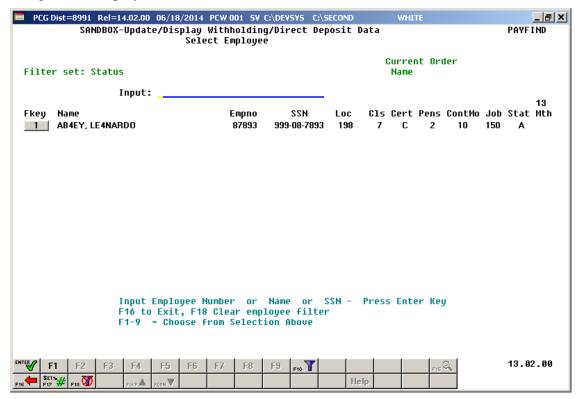
Step	Action
9	Make the appropriate changes and then select (Enter).
	Select (F17 – Print this data) to obtain a screen print of the <i>Update/Display</i> Withholding/Direct Deposit Data screen. The screen print file will be available in the print queue with the name 'PSCNnnnn'.



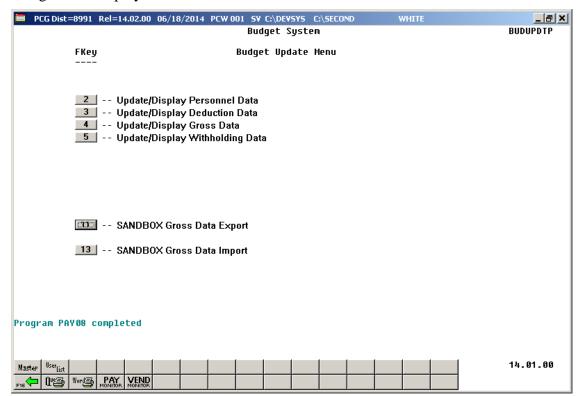
Step	Action
10	Verify "Validations passed. Save your changes." displays and select F8 – Save changes).



Step	Action
11	Verify "Data saved" displays, and select F16 – Exit) to return to the Display/Update Withholding/Direct Deposit Data - Select Employee screen.



Step	Action
12	Select F16 - Exit) to return to the Budget System - Budget Update Menu.

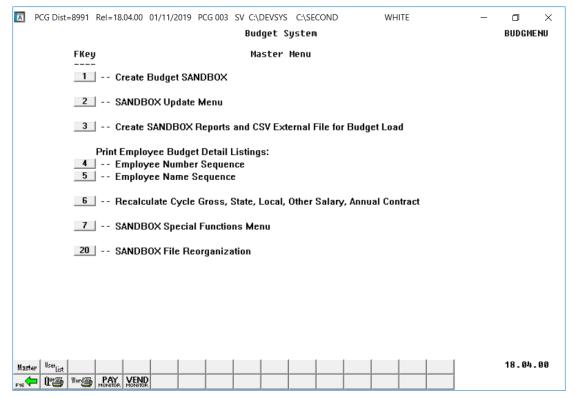


Step	Action
13	Select F16 - Exit) to return to the Budget System Master Menu, or select (Master) to return to the Business Applications Master Menu.

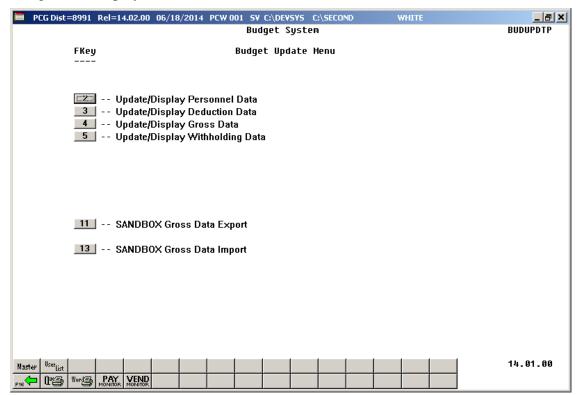
Procedure E: SANDBOX Gross Data Export

Once the *Create Budget SANDBOX* process has completed, the user can make any additional changes that are necessary to the employees' data from within the *Budget System - SANDBOX Update Menu*. This menu allows the user to export the *SANDBOX* gross data, make modifications on a spreadsheet, and then import the *SANDBOX* gross data back into the PCGenesis budgeting system. Since the *SANDBOX* employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.

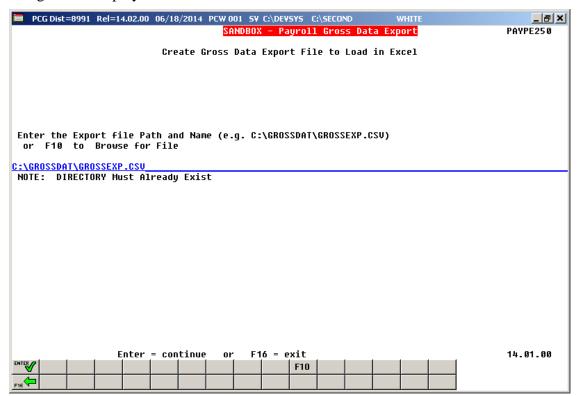
Step	Action
1	Navigate to C:\GROSSDAT to verify the folder (directory) exists. Where appropriate, follow normal procedures to create the folder on the C:\ drive.
2	From the Business Applications Master Menu, select 5 (F5 - Budget System).



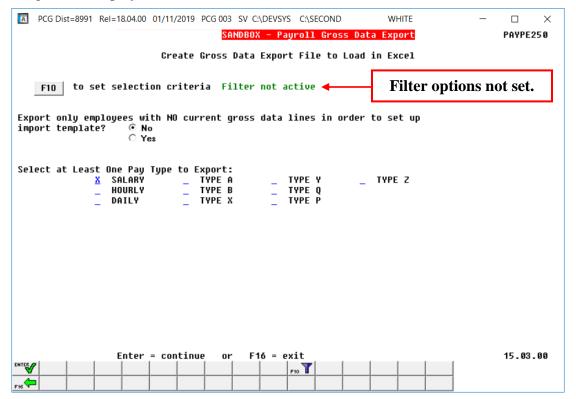
Step	Action
3	Select 2 (F2 - SANDBOX Update Menu).



Step	Action
4	Select 11 (F11 – SANDBOX Gross Data Export).

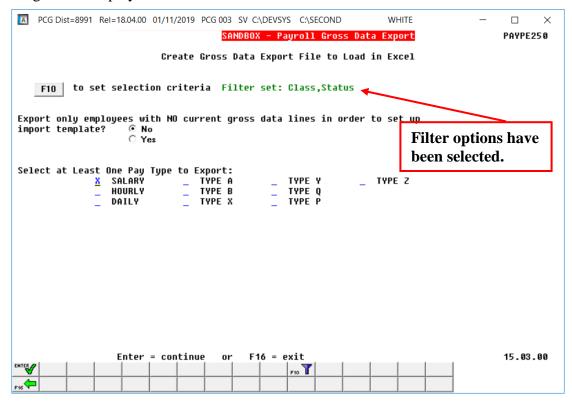


Step	Action
5	Verify the text SANDBOX - Payroll Gross Data Export is displayed in the title bar of the screen.
6	Verify the path and filename have defaulted correctly as C:\GROSSDAT\GROSSEXP.csv, or enter the correct path and filename in the Enter the Export file Path and Name field, or select F10 (F10 - Browse to select file) to browse for the correct filename.
	PCGenesis allows entries other C:\GROSSDAT\GROSSEXP.csv as long as the directory structure entered exists.
	In the case of duplicated filenames, PCGenesis replaces the previous file's information with the most recently selected payroll information results.
7	Select (Enter - continue).



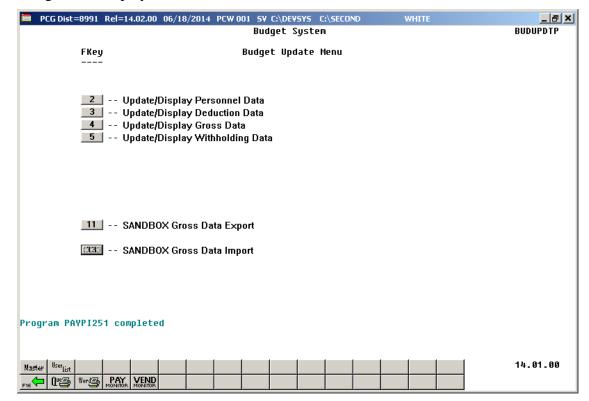
Select [F10] (F10 – Set filter condition). Use F10 to set the filter conditions and to export the Gross Data information for a subset of employees. Setting the filter criteria is optional.

Refer to Payroll System Operations Guide, Section B: Payroll Update Processing, Topic 1: Set/Clear Employee Search Criteria for instructions on defining the record selection criteria.



Step	Action
9	Select the © (Radio button) to the left of the desired Export only employees with NO current gross data lines in order to set up import template field.
	 To export only employees with NO current gross data lines, select 'Yes'. To export only employees with current gross data lines, select 'No'.
	The <i>Payroll Gross Data Export</i> option allows the payroll administrator to export gross data information for employees with NO current gross data lines. This option facilitates creating a csv template (Excel spreadsheet) to use for setting up gross data account information for <u>newly hired employees</u> .
	For example, selecting 'Yes' for this option allows the csv template to be created with headers and with the following fields populated for each employee: employee id, last name, first name, sequence number, cycle gross, state salary, local salary, other salary, contract months, number of pay periods, class code, TRS service indicator, pay location and work location. However, the gross data account columns and corresponding fields will be blank or zero in the csv file.

Step	Action
10	Enter X to the left of the appropriate pay type field(s) to export. For example, to export only gross data lines with a Process Type of 'A', enter an 'X' to the left of 'Type A'.
	Valid selections include: Salary Hourly
	Daily A - Daily/Hourly adjustment, no pension B - Salary adjustment, no pension
	 X - Daily/Hourly, with FICA, NO pension/annuities or tax calculation Y - Salary, with FICA, NO pension/annuities or tax calculation Q - Salary adjustment with taxes and pension
	P - Daily/Hourly adjustment with taxes and pension Z - Pension adjustment only
11	Select (Enter - continue) to continue.
	"* * Processing Request * *" briefly displays.

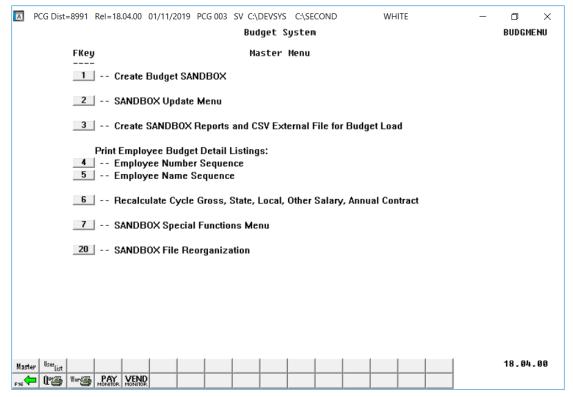


Step	Action
12	Select Fis (F16 - Exit) to return to the Budget System Master Menu, or select (Master) to return to the Business Applications Master Menu.
	At this point, PCGenesis creates the GROSSEXP.csv file and exports pertinent payroll information into a Microsoft® Excel comma delimited (*.csv) file.
13	Refer to the <u>Payroll System Operations Guide</u> , Section I: Special Functions, Topic 8: Payroll Export and Import File Processing, Topic 8A: Payroll Gross Data Export and Import File Processing for instructions on manipulating the Gross Data Export File.

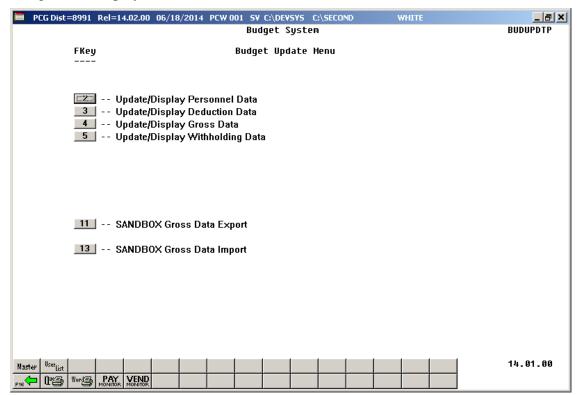
Procedure F: SANDBOX Gross Data Import

Once the *Create Budget SANDBOX* process has completed, the user can make any additional changes that are necessary to the employees' data from within the *Budget System - SANDBOX Update Menu*. This menu allows the user to export the *SANDBOX* gross data, make modifications on a spreadsheet, and then import the *SANDBOX* gross data back into the PCGenesis budgeting system. Since the *SANDBOX* employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.

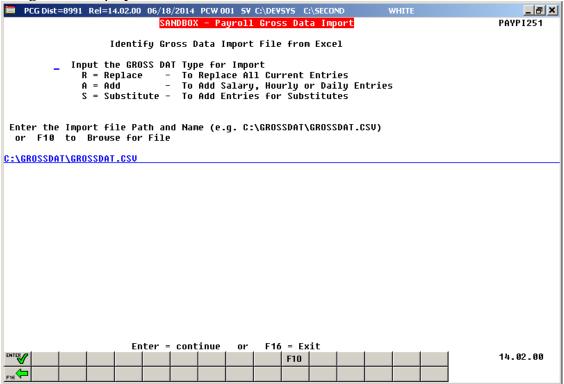
Step	Action
1	From the Business Applications Master Menu, select 5 (F5 - Budget System).



Step	Action
2	Select 2 (F2 - SANDBOX Update Menu).



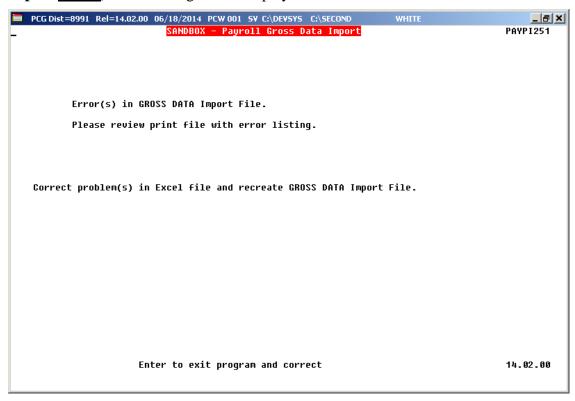
Step	Action
3	Select 13 (F13 – SANDBOX Gross Data Import).



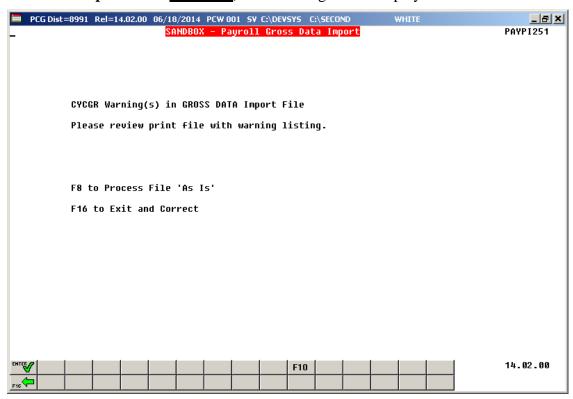
Step	Action
4	Verify the text SANDBOX - Payroll Gross Data Import is displayed in the title bar of the screen.

Step	Action
5	Enter the Input the GROSS DAT Type for Import field. Valid values are: R - To replace ALL current entries A - To add salary, hourly or daily entries S - To add entries for substitutes
	To replace ALL current entries: Enter 'R' in the field to replace all gross data entries. The Contract Amount, Cycle Gross, State, Local and other amounts are loaded from the first line of the employee's record. For S (Salary) lines, PCGenesis validates the Regular Gross Amount is loaded, and the Cycle Gross and Contract Amount entries. For H (Hourly) and D (Daily) lines, pay rates are loaded. If Regular and Overtime hours and a Pay Rate are present, the Regular and Overtime amounts are calculated. If the information is missing, these values will be set to zero.
	To add salary, hourly or daily entries: Enter 'A' in the field. Use this code to load a file of supplements, stipends, or other special one-time pay amounts. Any type line can be added, including H , D , S , A , B , X , Y , Q and P . Hourly and Daily rates and hours are loaded and the Regular and Overtime gross pay are calculated.
	To add entries for substitutes: This feature operates the same as the Replace ('R') function, except that an extra validation is performed to insure the employee's <i>Pay Class</i> is a "Substitute" pay class. PCGenesis halts the <i>Import procedure</i> if an employee is included in the import file whose pay class is not "Substitute". When completed successfully, PCGenesis clears existing gross data entries for the substitute employees.
6	The concept of the budgeting system is to create a "playground" or "sandbox" with copies of the appropriate employee and system files so that a site can manipulate salary and benefit data in order to generate a series of budgeting reports, and also to create a .csv external file that will be used for loading the budget on the financial side. Changes made in the budget "playground" or "sandbox" only affects processing within the <i>PCGenesis Budget System</i> .
	Since the <i>SANDBOX</i> employee information is in the budget "playground" or "sandbox", any changes made within the budgeting system do <u>not</u> affect the regular, "live" payroll files, and will have no impact on the current scheduled payroll cycle.
	Refer to the <u>Payroll System Operations Guide</u> , Section I: Special Functions, Topic 8: Payroll Export and Import File Processing, Topic 8A: Payroll Gross Data Export and Import File Processing for instructions on manipulating the Gross Data Import File.
7	Verify the path and filename have defaulted correctly as C:\GROSSDAT\GROSSDAT.csv, or enter the correct path and filename in the Enter the Export file Path and Name field, or select F10 (F10 - Browse to select file) to browse for the correct filename.
	PCGenesis allows entries other C:\GROSSDAT\GROSSDAT.csv as long as the directory structure entered exists.
8	Select (Enter - continue) to continue.
	"* * Processing Request * *" briefly displays.

For file import errors, the following screen displays:

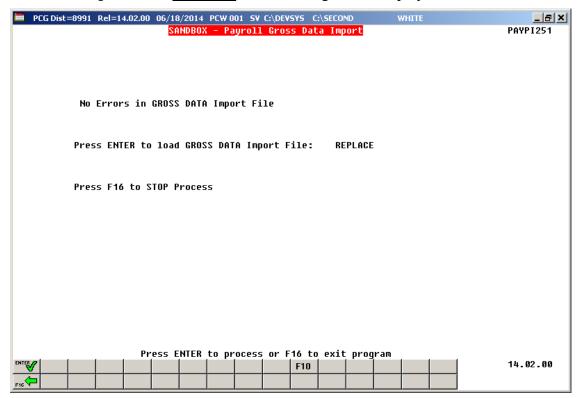


For successful file imports with warnings, the following screen displays:

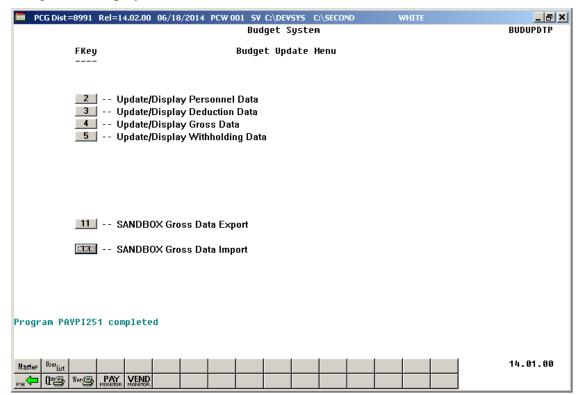


Step	Action
9	For file import errors: Select (F16 – Exit and Correct) to review the print file and correct the errors.
	For successful file imports with warnings: Select F8 (F8 – Process File 'As Is') to
	continue importing the file, and then proceed to <i>Step 10</i> . Select F16 – Exit and Correct) to review the print file and correct the warnings.
	For successful file imports with no errors: Proceed to Step 10.

For successful file imports with <u>no errors</u>, the following screen displays:



Step	Action
10	Select (ENTER – to load GROSS DATA Import File) to import the file.
	Select F16 – STOP Process) to stop the import process and exit the program.
	"*** Processing – Please Wait ***" briefly displays.



Step	Action
11	To print the report via the Uqueue Print Manager: Select (Uqueue).
	To print the report via Microsoft® Word: Select (MS WORD).
	Follow the instructions provided in the <u>Technical System Operations Guide</u> , User Interface Procedures, Creating the Microsoft®-PCGenesis QWORD Macro for Report Printing to create the macro necessary to use the feature where appropriate.
12	Select F16 - Exit) to return to the Budget System – Master Menu, or select (Master) to return to the Business Applications Master Menu.

Step	Action
13	Identify and correct all errors within the <i>GROSSDAT.xls</i> file. Save the file as a . <i>csv</i> (Comma delimited) (csv) file, and repeat this procedure beginning at <i>Step 1</i> .
	Refer to the <u>Payroll System Operations Guide</u> , Section I: Special Functions, Topic 8: Payroll Export and Import File Processing, Topic 8A: Payroll Gross Data Export and Import File Processing, Appendix A: Payroll Gross Data Import File Layout and to Appendix B: Gross Data Import File Error Processing for additional error message examples, and for additional information to aid in the correction of errors.
	Using the <u>Budget System Operations Guide</u> , Section B: Update Budget SANDBOX, Procedure C: SANDBOX - Update/Display Gross Data instructions, review the import file's gross data information to verify the information is correct. Contact the Technology Management Customer Support Center for assistance as needed.