

HRSA Navigation Quicksheet



Table/Panel Name	<u>Menu Selection-Navigation</u>	Table/Panel Name	<u>Menu Selection-Navigation</u>
Personal/Job Data Panels	<i>Administer Workforce</i>	Department (True HR)	<i>Define Business Rules</i>
	<i>Administer Workforce (US); Use</i>	(Department to which	<i>Manage Human Resources (US)</i>
	<i>Hire</i>	Positions are Assigned;	<i>Setup; Department Table</i>
	<i>Concurrent</i>	Controls Security)	
	<i>Personal Data</i>		
	<i>Job Data</i>	Account Code	<i>Define Business Rules</i>
Position Data Panels	<i>Develop Workforce</i>		<i>Define Budget/Encumbrnce (U.S)</i>
	<i>Manage Positions</i>		<i>Setup; Account Code Table</i>
	<i>Use; Position Data</i>		
		Job Code	<i>Define Business Rules</i>
Position Pool	<i>Define Business Rules</i>		<i>Manage Human Resources (US)</i>
(Only Allowable Funding	<i>Define Budget/Encumbrnce (U.S)</i>		<i>Setup; Job Code Table</i>
Budget Level for All	<i>Setup; Position Pool Table</i>		
Temporary Positions)		Earnings Table (Codes)	<i>Define Business Rules</i>
			<i>Define Payroll Process</i>
			<i>Setup I</i>
Department Budget	<i>Define Business Rules</i>		<i>Earnings Table</i>
Table (Funding	<i>Define Budget/Encumbrnce (U.S)</i>		
Sources Assigned	<i>Setup; Department Budget Table</i>	Time and Leave	<i>Time and Leave</i>
		Leave Accruals	<i>Compensate Employees</i>
Account	<i>Compensate Employee</i>		<i>Administer Base Benefits</i>
	<i>Administer GL Interface</i>		<i>Use; Leave Accruals</i>
	<i>Setup; Account</i>	Paycheck Data	<i>Compensate Employees</i>
Fund	<i>Compensate Employee</i>		<i>Maintain Payroll Data (US)</i>
	<i>Administer GL Interface</i>		<i>Inquire; Paycheck Data</i>
	<i>Setup; Fund</i>	Payroll Data	<i>Compensate Employees</i>
Organization	<i>Compensate Employee</i>	(Advice/Check Addresses)	<i>Maintain Payroll Data (US)</i>
	<i>Administer GL Interface</i>		<i>Use; Payroll Data</i>
	<i>Setup; Organization</i>	Employee Review	<i>Administer Workforce</i>
Project/Grant	<i>Compensate Employee</i>	(University Support Staff)	<i>Plan Salaries, Use Employee Review</i>
	<i>Administer GL Interface</i>		
	<i>Setup; Project/Grant</i>		