# Assigning Cost Modifiers

Cost modifiers are multipliers or adders that can be applied at multiple BUILDER levels to adjust section replacement costs. Modified costs will roll up the hierarchy and also affect CI roll-up weights, work plan item costs, and scenario costs.

Before assigning cost modifiers, they must be created in a Cost Modifier Library. The modifiers in a library can then be assigned on the Cost Modifiers tab of Sites, Complexes, Buildings, Systems, Components, or Sections. For more information on multipliers, adders, and how they are inherited, see Manage Cost Modifiers Using Libraries.

Selecting the Active Library

The modifiers available for assignment are determined by the active library, which must be selected on the **General Info** tab of an Organization or Site. If a Cost Modifier Library is not selected, no modifiers will be available for assignment.
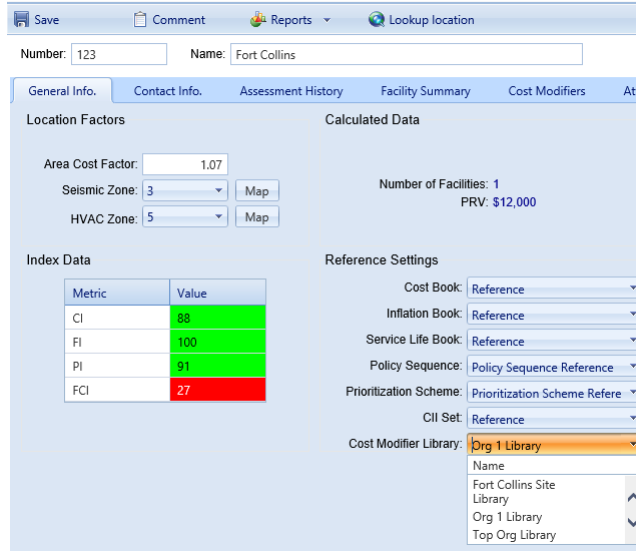
Like other reference data, the active Cost Modifier Library can be set at the Organization level and at the Site level. If this data is set at both levels, the setting at the Site level will override the setting at the Organization level. However, if the active Cost Modifier Library is changed at the Organization level, that change is inherited by all child Organizations and Sites, even if they had a different library selected. When you change the active Cost Modifier Library, the assignments for that library are retained but inactive, so you can switch between active libraries without losing the assignments associated with that library.

Understanding the Cost Modifiers Tab

Cost Modifiers can be assigned and viewed on the **Cost Modifiers** tab of Sites, Complexes, Buildings, Systems, Components, or Sections. Each column shown on the **Cost Modifiers** tab is described below.
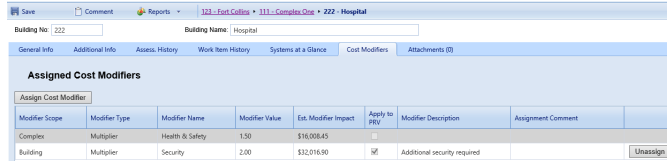
- **Modifier Scope**. The level in the BUILDER hierarchy at which the modifier was assigned. For example, **System** indicates that the modifier was assigned at the System level.

  NOTE: Modifiers shaded in gray are inherited from a parent level. Any changes to these modifiers must be made at that parent assignment.

- **Modifier Type**. The modifier can either be a multiplying factor (Multiplier) or a fixed cost (Adder) that is applied to all child Sections below the parent level at which the modifier is assigned. See Manage Cost Modifiers Using Libraries for more information on multipliers, adders, and how they are inherited.
- **Modifier Name**. The name of the modifier. For example, "Site Security Multiplier".
- **Modifier Value**. The multiplier or adder value that is applied. Examples of valid Multiplier values: .5, 2, 3.25, 5.02. Examples of valid Adder values: 100.00, 198.88, 2500.00.
- **Modifier Impact**. The financial impact of the modifier assignment. For example, if a $1,000 adder is assigned to a Component containing three Sections, the financial impact would be $3,000 ($1,000 adder inherited by three Sections).

  NOTE: This value reflects only the impact of each individual modifier if it were solely applied. However, when several multipliers are inherited or assigned, the result will be greater than the individual impacts. For example, if the Building multiplier is 2, the System multiplier is 2, and the Section multiplier is 2, the Section cost will be multiplied by a factor of 8 (2x2x2).

- **Optional Checkbox**. A customized checkbox may also appear, if enabled in BUILDER's Application Settings. In the screenshot above, it is the column labeled "Apply to PRV." For more information, see Cost Modifier Configuration.
- **Modifier Description**. An optional description of the modifier.
- **Assignment Comment**. An optional comment on the assignment of the modifier.
- **Unassign**. Allows you to unassign the selected modifier. Modifiers shaded in gray are inherited from a parent level and cannot be unassigned at the current level.

Assigning Modifiers

In the navigation tree, select the BUILDER inventory item to which you want to assign modifiers. On the **Cost Modifiers** tab, click **Assign Cost Modifier**. The New Modifier Assignment window is displayed:
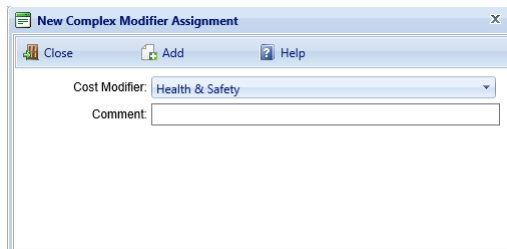
Enter the following information:

- **Cost Modifier**. Select a modifier from the drop-down list. Only modifiers with the appropriate scope will be listed. For example, if a System is selected in the navigation tree, only modifiers in the active library with a Modifier Scope of "System" are available for selection.
- **Comment**. Optional; any alphanumeric value.

Click **Add**. The modifier is added to the list of assigned modifiers and will be used in cost calculations.

NOTE: After modifiers are assigned, an inventory rollup must be performed for the costs to be updated. BUILDER automatically rolls up inventory, condition, and functionality information nightly. You can also perform a manual rollup at the Building, Complex, or Site levels (subject to permissions). See Inventory Rollup for more information. A manual rollup of the entire navigation tree can only be performed by a BUILDER Administrator. See Perform Manual Condition Rollup.

Unassigning Modifiers

On the **Cost Modifiers** tab, you can unassign any modifier assigned at the current hierarchy level.

NOTE: Modifiers shaded in gray are inherited from a parent level and cannot be unassigned at the current level.

Select a modifier and click **Unassign** in the last column. A popup window is displayed. Click **Yes** if you want to unassign the selected modifier. The modifier is removed from the list of assigned modifiers and will not be used in cost calculations.

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