

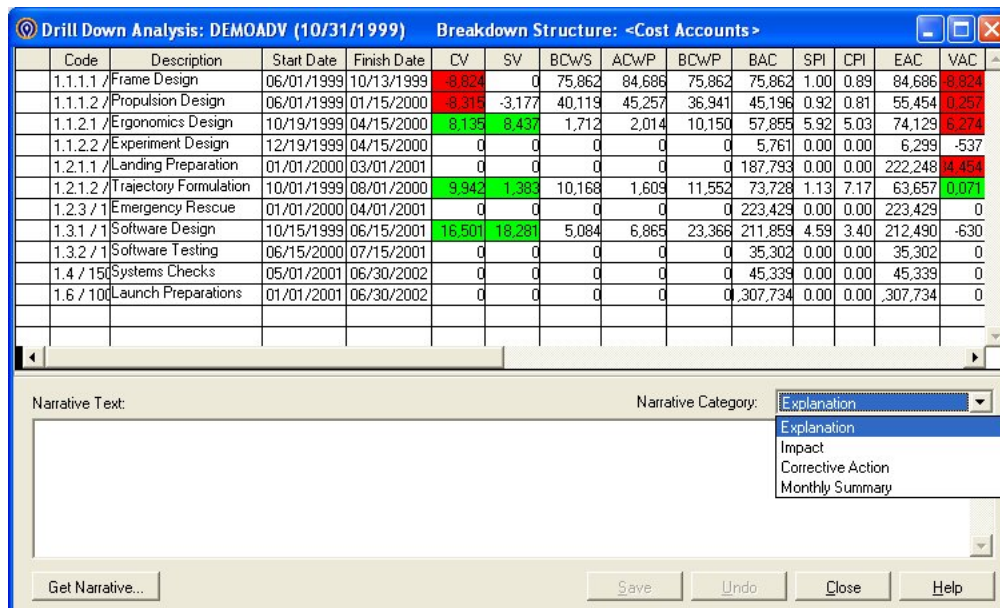
Cobra 4.1a is primarily a maintenance release; however, it does contain two interesting new features:

MAJOR NEW FEATURES

Variance Narrative

The explanation of variance, impact, and corrective action for the CPR5 Report can now be entered from within Cobra. In addition, historical information is stored in the database, allowing an audit trail of the narrative information for the program.

The narrative information is entered on the Drill Down Analysis screen. Narrative information can be entered at any level of a breakdown structure validating either a cost account key field or a code on the cost account. In addition, narrative information can also be entered at the cost account level using the new option to drill down using <Cost Accounts>.



The screenshot shows a software window titled "Drill Down Analysis: DEMOADV (10/31/1999) Breakdown Structure: <Cost Accounts>". It contains a table with columns for Code, Description, Start Date, Finish Date, CV, SV, BCWS, ACWP, BCWP, BAC, SPI, CPI, EAC, and VAC. The table lists various project tasks such as Frame Design, Propulsion Design, Ergonomics Design, Experiment Design, Landing Preparation, Trajectory Formulation, Emergency Rescue, Software Design, Software Testing, Systems Checks, and Launch Preparations. Below the table is a form for entering narrative information, including a "Narrative Text" field, a "Narrative Category" dropdown menu (with options: Explanation, Impact, Corrective Action, Monthly Summary), and buttons for "Get Narrative...", "Save", "Undo", "Close", and "Help".

Narrative information is now entered in the Drill-down View

Scale EAC Hours

In previous versions of Cobra, the Scale Retain EAC feature scaled the EAC dollars for the budget elements, the work package, or cost account to retain the total dollar value of the EAC. The new enhancement in Cobra 4.1a allows you to specify that scaling be performed using hours rather than dollars, thereby ensuring the total EAC hours remain unchanged after forecast calculations.