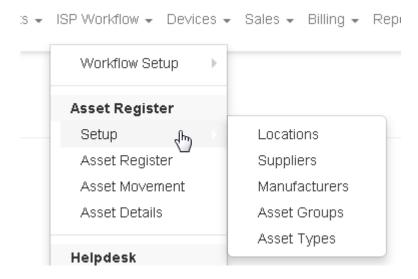


How to configure the HeroTill asset register module

- 1. Setup
 - Locations
 - Suppliers
 - Manufactures
 - Asset Groups
 - Asset Types
- 2. Asset Register
 - <u>View Details</u>
- 3. Asset Movement
- 4. Asset Details





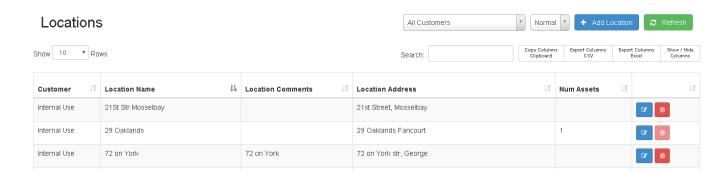
Setup

Locations, Suppliers, Manufactures, Asset Groups, Asset Groups and Asset Types need to be configured before assets can be added.

Locations

This is a list of all the locations for: stock, customers, installations, highsites and any other locations you would like to add.





Add Location

This is where you can add new locations. Note that Google Maps can be used to pin-point the exact location with coordinates.





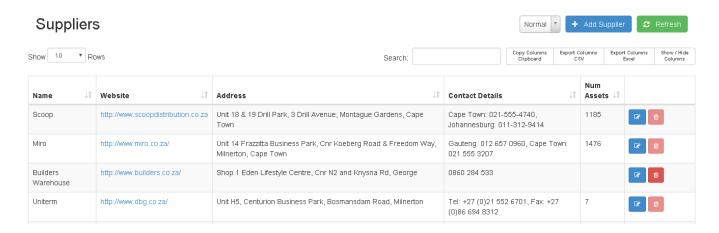


| Add a new Location | × |
|--------------------------|---|
| Location Name | Location Name |
| Customer Location | No |
| Location Comments | Location Comments |
| Location Address | Location Address |
| Show on Map | I |
| Map Location | |
| | Google Map data @2016 Terms of Use Drag the marker to mark the exact location on the map. |
| GPS Position | 0,0 |
| Cancel | Add Location |

Suppliers

This is a list of all the suppliers that you currently have.





Add Suppliers



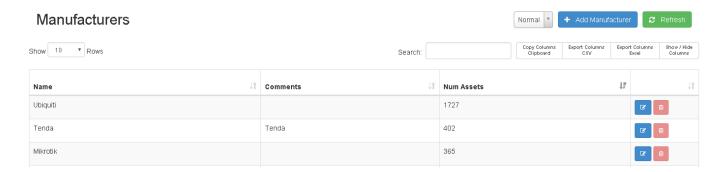




| Add a new Supplier | | × |
|--------------------|--------------------------|-----|
| Supplier Name | Supplier Name | |
| Website | Supplier Website | |
| Account Number | Account Number | |
| Warranty Period | | • |
| Address | Supplier Address | |
| | | |
| Contact Details | Supplier Contact Details | |
| | | |
| Comments | Supplier Comments | |
| | | _/2 |
| Cancel | Add Supplie | er |

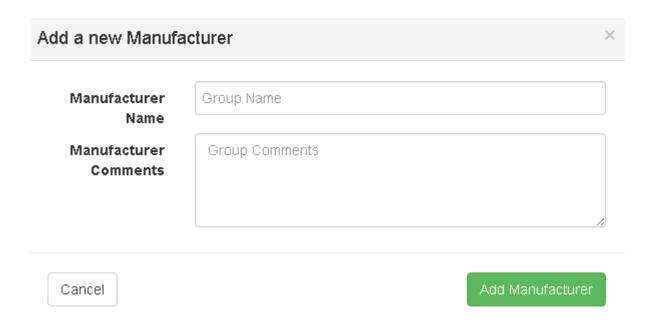
Manufacturers



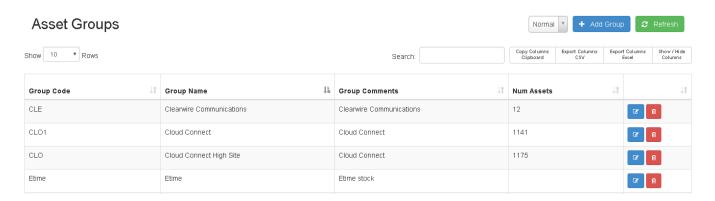


Add Manufactures



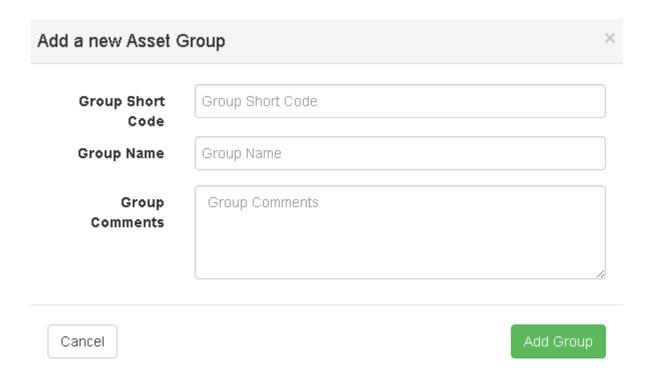


Asset Groups

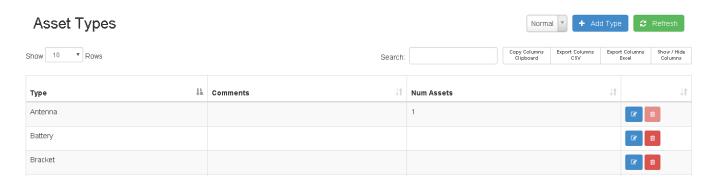


Add Asset Groups



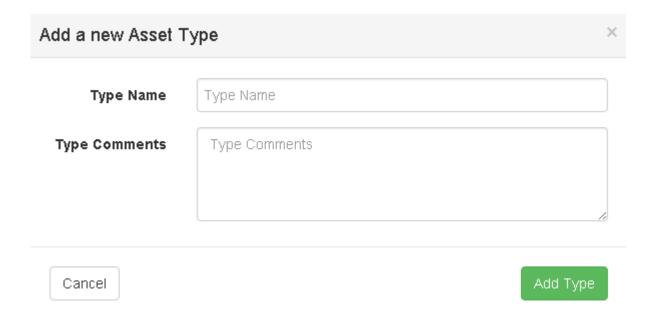


Asset Types



Add Asset Types

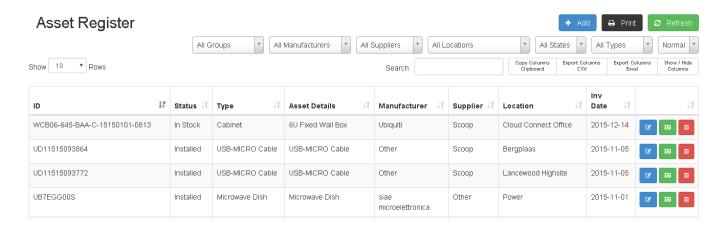




Asset Register

This is where all the assets are controlled.



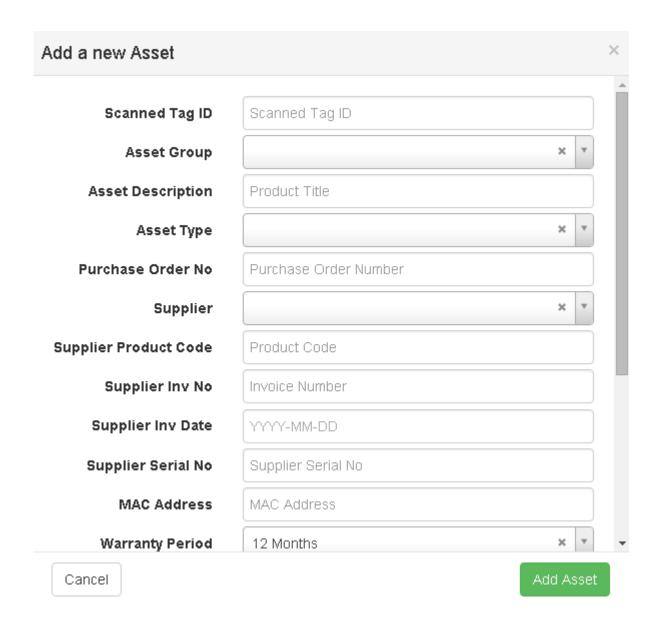


Add Asset





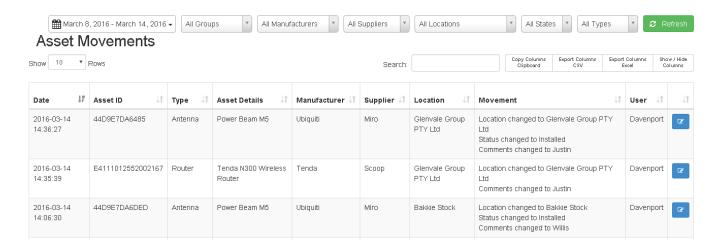




Asset Movement

This a summary of all the location changes of the assets.





Asset Details

More details about the asset such as movement history.



