

# Assets

## Adding assets

Defined as an **"asset"** is any object or an item you wish to keep track of in your SIM-ON space. The

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Info

Name \*

Room \*

Test room 1

Set position

Category \*

Other

Description

Photos (0)

Videos (0)



Documents (0)

Events (0)

Cancel

Create asset

To add an asset, navigate to **Quick**

[Access Menu](#) located on the right side of the viewport, select **Assets**  icon and hover over  icon, to reveal "**Add Asset**" button and then press it.

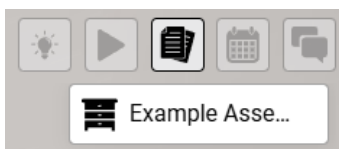
The following window will appear on the right side of your screen:


To create an asset, you need to fill out the necessary fields, marked with " \* ", then the



Create asset


At this stage you might as well add other asset info such as: description or photos, although it is not necessary, since you can come back at any time and edit them later.

After creating an asset, it will now appear on the right side of the viewport, under the [Quick Access Menu](#), as well as in the [assets list](#) in the [Dashboard](#).



 **Example Asset 1**  
Category: Furniture



 [Edit asset](#) 

 **Set position**  
Go to edit asset

Room:  
Test room 1

Description

Family cupboard.

 Photos (1) 

Clicking the asset tile will reveal similar window as before, displaying the details of the asset. From here you can either go back to **edit** your asset, **set it's position** within 3D space or **delete** it altogether.

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