

Asset creation

With the rooms assigned, assets can now be included within the space.

Defined as an **"asset"** is any object or an item you wish to keep track of in your SIM-ON space. The main difference between an **"asset"** and a **"device"** is the lack of smart connectivity of the former one.

Add

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 button will become available to finalize the asset creation.

Create asset

As an example, we will create an asset for a **Printer** located in the **Printing room** in the **project space**.

- Fill the necessary fields as seen here:

Name *

Printer

Room *

Print Room



Category *

Equipment



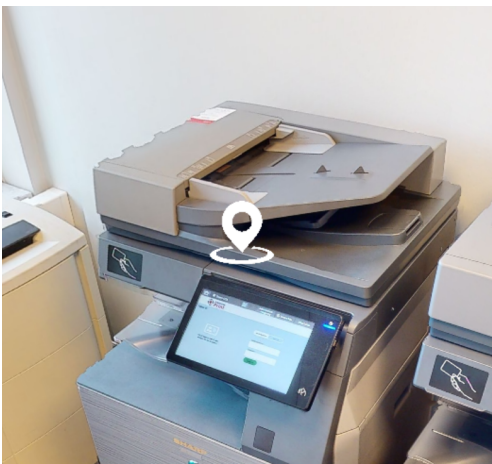
With basic Asset info, now we will set position for the asset.

- Click the  **Set position** button



We will be putting the position marker on the left printer. Press the " + " button from the new window that appeared on the bottom of the view.

- Place the Pin on the printer



- Exit Position placement by pressing " x " button

You can edit/delete Asset location at any time from the **Asset Panel**

With the basic **Info** and **location** set, asset can be created.

There are more options that can be used to store information within an asset such as: **Description, Photos, Videos** and **Documents**. You can use these to further complete asset information.

Here is an Event section filled as an example:

📅 Events (0) ^

Description

Refill Ink

Date

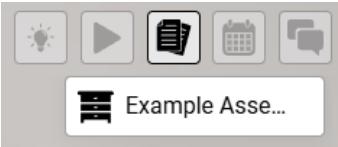
1/31/2025 📅

Recurring

Month ▼

+ Add

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



To learn more about other Aspects of the Software, check the rest of our [SIM-ON Documentation](#).