

Creating and editing assets

Last updated	01 Nov 2017
Available since	Centrix R72

Creating assets

To create a new asset, open the **Asset List** item under the **Assets** sub menu.

Press **Create new asset**.

Enter a **name** for the asset that will be easily identifiable by your users.

Select the **Type** that most closely resembles the asset you are creating;


- Signal
- 2/3 Aspect Signal
- 4 Aspect Signal
- Track Circuit
- Points
- Electric Points
- Hydraulic Points
- DC Track Circuit


If known, select the **location** of the asset either by entering the **Longitude** and **Latitude** values, or selecting on the map.

Depending on the type of asset, the inputs supported by the asset type will be displayed. Select the **channels** that represent the input types.

Click **Save changes** to create the asset.



HYDRAULIC POINTS

 **7151 Switch**

 LB177 REB

Channels

- **ELECTRIC CURRENT:** 7151 Points Current
- **HYDRAULIC PRESSURE:** 7151 Points Pressure

 Edit  View in playback