Unity Maintain and Unity Permit



Add Attachments Using the Data View Tool

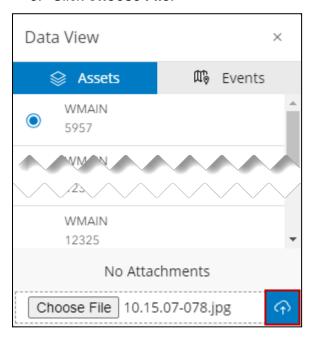
The **Data View** tool is used to attach and view files on assets, and can be added directly to work activities (also known as events), projects, or contracts.

To Assets

- 1. Click **Data View** on the map toolbar.
- 2. Select assets on the map.
- 3. Click Assets.

The **Assets** tab populates with the selected assets.

- 4. From the list, select the asset you want to add attachments to. The first asset in the list is selected by default.
- 5. Click Choose File.



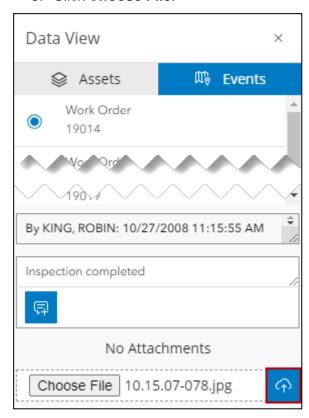
- 6. Navigate to the file to be attached and select it.
- 7. Click the upload icon.

To Events

- 1. Click Data View on the map toolbar.
- 2. Select events on the map.
- 3. Click Events.

The **Events** tab populates with any comments and/or attachments associated to the selected work activity, project, contract, or the first item listed.

- 4. From the list, select the event you want to add attachments to.
- 5. Click Choose File.



- Navigate to the file to be attached and select it.
- 7. Click the upload icon.

Once the attachment is uploaded, it is visible in the **Attachments** list for the selected work activity, project, or contract. Attachments can be removed from the work activity on the **Attachments** panel.