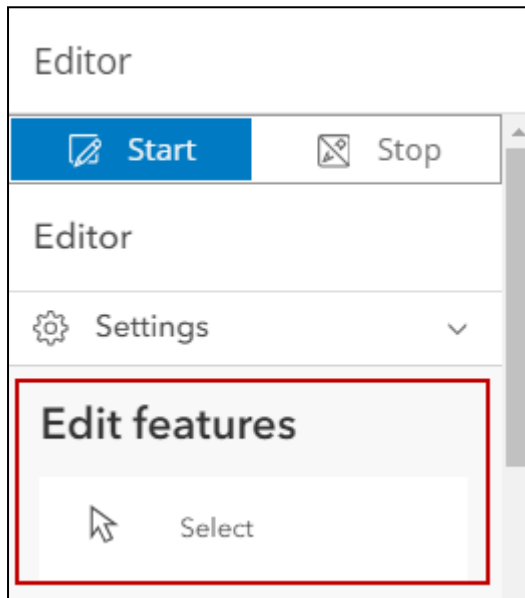**Trimble Unity**™

Move an Asset

Existing assets can be moved around on the map. Depending on how some assets are represented, you may be able to resize them as well.

1. Click **Editor** on the map toolbar.
2. Click **Start**.
3. Click **Select** under **Edit features**.
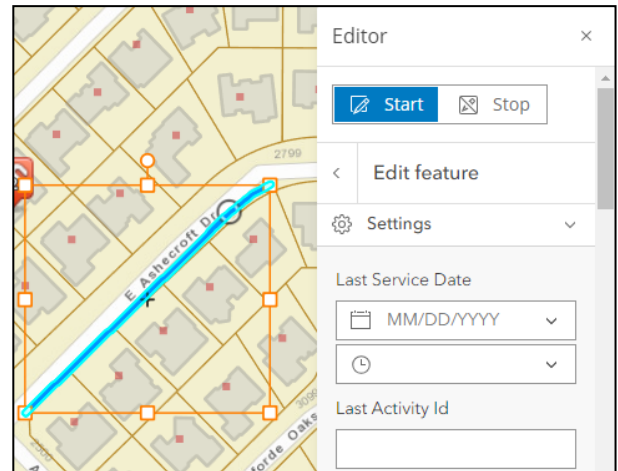

4. Select a feature on the map.

The attribute panel opens.

5. Click the asset you'd like to move to highlight the asset. The asset becomes selectable. Some assets can be resized depending on how they are represented. For example, if the asset is represented by a line, a box appears around the asset and allows you to move and resize it.

   NOTE:Some assets, such as water mains, allow you to resize the asset by dragging the box around it to make the asset bigger or smaller.

6. Click and drag the asset to the new location.

7. Scroll to the bottom of the attribute panel and click **Update**.