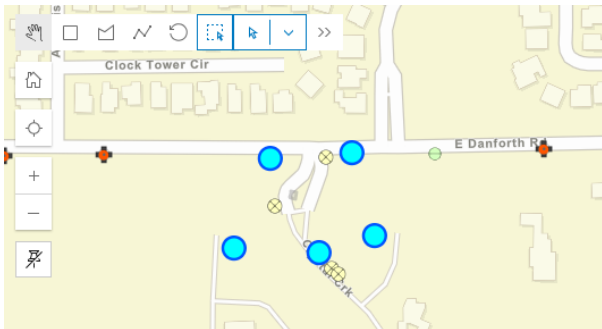


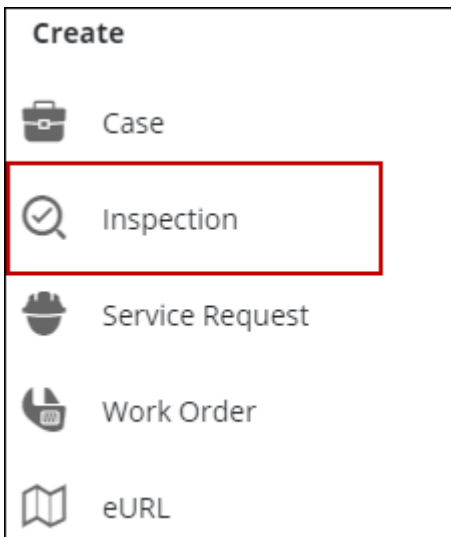
Create an Attached Inspection: From the Map

An attached inspection includes a feature from the map. When an inspection is created, several panels show.

1. On the map, use the **Legend** tool to select the layer you would like to make selectable.
2. Use a **Selection** tool and select asset(s) on the map.



3. From the menu, click **Create** and then **Inspection**.



By default, all the assets are selected on the **Select Assets** panel. Clear the check box next to any assets that you do not want to attach to the inspection. Click **Clear Selection** to clear all the check boxes for the selected assets.

Select Assets

1 asset selected [View All](#) [Clear Selection](#)

Asset Type: WHYDRANT (12)

☐	Uid	Asset Identifier	Display Name	Operational Status
☒	12527	12527	InService #12527	In Service
☐	12528	12528	InService #12528	In Service
☐	12529	12529	InService #12529	In Service

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The **Asset Group** and **Asset Type** fields automatically populate based on the selected assets, but can be changed.

4. Select an inspection template.
5. Click **Create Inspection**.

Select Entity Type

Entity Table Type

☒ Feature

☐ Object

☐ Other

Asset Group: Water Distribution

Asset Type: Water Hydrant

Select Inspection Template

Template: Water - Flushing Station

[Create 4 Inspections](#)

The inspection is created and opens.