Asset Keeper Pro - Account Setup

Account Setup

New account numbers and sort code values can be added to a client file in advance or on the fly as assets are added or edited.

To add accounts and sort code values in advance, access the Account Setup option by selecting that option in the Assets menu. Note, that these can also be setup in the Client Information screen in the Account Setup section.

ABC Computer Consultants, LLC - December 31, 2014 - Asset A	/C#
File Edit Help	
Account or Sort Field Asset A/C#	Select account or sort
Asset A/C# (6 entered)	140 code field you wish to add
100 LAND	Asset A/C#
110 BUILDINGS	
120 VEHICLES	COMPUTERS & PRINTERS
130 FURNITURE & FIXTURES	Account Name
Click the + button to add an account. Click the - button to delete an account.	Click the wheel to edit a highlighted account or sort code value.
+ - *-	4 assets are assigned this Asset A/C# <u>How To?</u>
Created 5/13/2014 - 8:47 AM Last Modified 5/13	/2014 - 8:47 AM Done

Account Setup

Clicking the "+" (plus) button allows you to enter a new account number (or sort code value), and the account name (or sort code value description).

Clicking the "-" (minus) button allows you to delete an account (or sort code value). Accounts and sort code values cannot be deleted until all assets with the same account or cort code values are deleted from the file.

To edit account numbers or sort code values and their associated descriptions, highlight the account number and click the cog wheel button.

When you click the "Save" button the new account or sort code value is added to the table and can be assigned as you add or edit accounts on the Add / Edit Assets screen.

BC Computer Consultants, LLC - December 31, 2014	- Asset A/C#
File Edit Help	
Account or Sort Field Asset A/C#	
Asset A/C# (6 entered)	
100 LAND 110 BUILDINGS 120 VEHICLES	Asset A/C#
130 FURNITURE & FIXTURES 140 COMPUTERS & PRINTERS	Account Name
	Enter new account number and account name.
+ - *-	How To?
Created 5/13/2014 - 8:47 AM Last Modifi	ed 5/13/2014 - 8:47 AM Save Cancel