## Help Document: How to Use the Create Assets Oxmaint Connector

The **Create Asset** connector allows you to add new assets to the Oxmaint system, providing essential details for asset tracking, **CMMS** integration, and **maintenance** management. Below is a description of the parameters required for creating an asset:

#### **Parameters:**

#### 1. **user\_email** (string):

This is the primary email address linked to the Master Account in Oxmaint.

Example: master\_account@company.com

## 2. password (string):

The password associated with the user account to authenticate the request.

Example: SecurePassword123!

## 3. **vehicle\_serial** (string):

The unique serial number of the vehicle or asset being created. This identifier is critical for tracking and maintenance.

Example: NO63850237

## 4. **vehicle\_name** (string):

The name of the vehicle or asset. This can be any descriptive label that helps identify the asset.

• Example: Sample Asset Name

#### 5. **vehicle\_category** (string):

The category to which the vehicle or asset belongs. This is used for classification and reporting in the **CMMS** system.

• Example: Sample Category

### 6. vehicle\_model (string):

The model of the vehicle or asset. This helps distinguish between different types of assets.

Example: Sample Model

## 7. **odometer** (number):

The current reading of the vehicle's odometer, useful for tracking usage and scheduling maintenance.

• Example: 15

### 8. **odometer\_unit** (string):

The unit of the odometer reading (e.g., Hours, Kilometers or Miles). This is important for setting maintenance intervals.

• Example: Hours

## 9. status (string):

The current operational status of the vehicle or asset. Typically, a number between 1 through 7.

{1: Available, 2: In Maintenance, 3: Maintenance Required, 4: Breakdown, 5: Discontinue, 6: Deployed, 7: Idle}

• Example: 1 (Available)

# 10. maintenancepriority (string):

The priority level for the asset's maintenance, which can help schedule and prioritize **work orders**.

• Example: Normal