

# Combination Log

Facilities Equipment Trees Utilities Streets

Options Templates (0) Refresh Fixed Assets 1 to 5 of 1117 (Filtered from 1117)

Facility Code	Description	Permissions	Category	Location
<input type="checkbox"/> ABQFPK	Balloon Fiesta Park	(0) Selected	Parks	AQBFPK
<input type="checkbox"/> ABQMPK	Balloon Museum		Grounds	AQBMPK
<input type="checkbox"/> ABQMUS	Albuquerque Museum		Museum	ABQMUS
<input type="checkbox"/> ABQMUS-GND-AMPITH	Albuquerque Museum Ampitheatre		Museum	ABQMUS

Staff Equipment Materials Misc Expenses

Options Templates (0) Refresh Resources 1 to 5 of 102 (Filtered from 102)

Staff Code	Last Name	First Name	Type	Subtype	Category
<input type="checkbox"/> E02823	Friedrichs	Robert			PARKSSUPERVISOR
<input type="checkbox"/> E03640	Solano-Savage	Dianna			PARKSSUPERVISOR
<input type="checkbox"/> E04681	Madrid	Manuel			IRRIGATIONSPEC4
<input type="checkbox"/> E04819	Mojica	Mario			FORESTRYWKR1

Log Date 06/22/2020 Log Time 0.00 Time Unit Hours Payroll Code Regular Pay

Log All

Options Templates (0) Refresh Tasks 1 to 6 of 80

Task Code	Description
<input type="checkbox"/> Aeration	Aeration
<input type="checkbox"/> Backflow Testing/Repair	Backflow Testing/Repair
<input type="checkbox"/> BladeRR	Blade R&R
<input type="checkbox"/> Blowing	Blowing
<input type="checkbox"/> Bollards	Bollard Repair
<input type="checkbox"/> Buildline Maint/Repair	Buildline Maint/Repair

Options Templates (0) Refresh Logs 1 to 0 of 0

Asset Code	Task Code	Date	Resource Code	Quan...	Unit
No records were found.					

Change Log History Delete

## Section 1: Fixed Assets

Fixed assets are things like physical locations (parks or buildings) or equipment (truck or mower).

Facilities **Equipment** Trees Utilities Streets

Options Templates (0) Refresh Fixed Assets 1 to 5 of 1117 (Filtered from 1117)

Facility Code	Description	Permissions	Category	Location
<input type="checkbox"/>	ABQFPK	Balloon Fiesta Park	Parks	AQBFPK
<input type="checkbox"/>	ABQMPK	Balloon Museum	Grounds	AQBMPK
<input type="checkbox"/>	ABQMUS	Albuquerque Museum	Museum	ABQMUS
<input type="checkbox"/>	ABQMUS-GND-AMPITH	Albuquerque Museum Ampitheatre	Museum	ABQMUS

Facilities **Equipment** Trees Utilities Streets

Options Templates (0) Refresh Fixed Assets 1 to 5 of 82 (Filtered from 82)

Equipment Code	Description	Permissions	Category	Location
<input type="checkbox"/>	CSD-052107	2005 Dodge B3500	Vehicle	ABQML
<input type="checkbox"/>	CSD-956301	1995 JHNR Gator-Utility	Vehicle	ABQML
<input type="checkbox"/>	CSD-981205	1998 Ford Taurus	Vehicle	ABQML
<input type="checkbox"/>	CSD-993510	1999 Chevrl 3500HD	Trucks	ABQML

## Section 2: Resources

Resources are things like staff or vehicles.

**Staff** Equipment Materials Misc Expenses

Options Templates (0) Refresh Resources 1 to 5 of 102 (Filtered from 102)

Staff Code	Last Name	First Name	Type	Subtype	Category
<input type="checkbox"/>	E02823	Friedrichs	Robert		PARKSSUPERVISOR
<input type="checkbox"/>	E03640	Solano-Savage	Dianna		PARKSSUPERVISOR
<input type="checkbox"/>	E04681	Madrid	Manuel		IRRIGATIONSPEC4
<input type="checkbox"/>	E04819	Mojica	Mario		FORESTRYWKR1

Log Date (i) 06/22/2020 Log Time (i) 0.00 Time Unit (i) Hours Payroll Code (i) Regular Pay

**Staff** **Equipment** Materials Misc Expenses

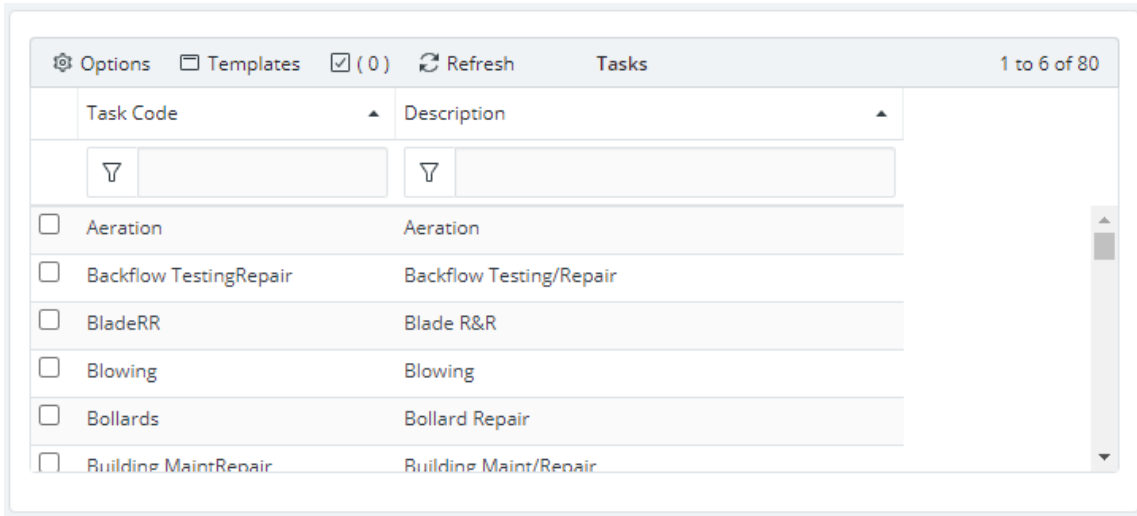
Options Templates (0) Refresh Resources 1 to 5 of 83 (Filtered from 83)

Equipment Code	Description	Permissions	Category	Loca
<input type="checkbox"/>	CSD-052107	2005 Dodge B3500	Vehicle	ABQI
<input type="checkbox"/>	CSD-956301	1995 JHNDR Gator-Utility	Vehicle	ABQI
<input type="checkbox"/>	CSD-981205	1998 Ford Taurus	Vehicle	ABQI
<input type="checkbox"/>	CSD-993510	1999 Chevrl 3500HD	Trucks	ABQI

Equipment Use (i) 0.00 Equipment Unit (i) Acres Log Equipment

### Section Three: Tasks

Tasks are based on locations and items you can log work against.

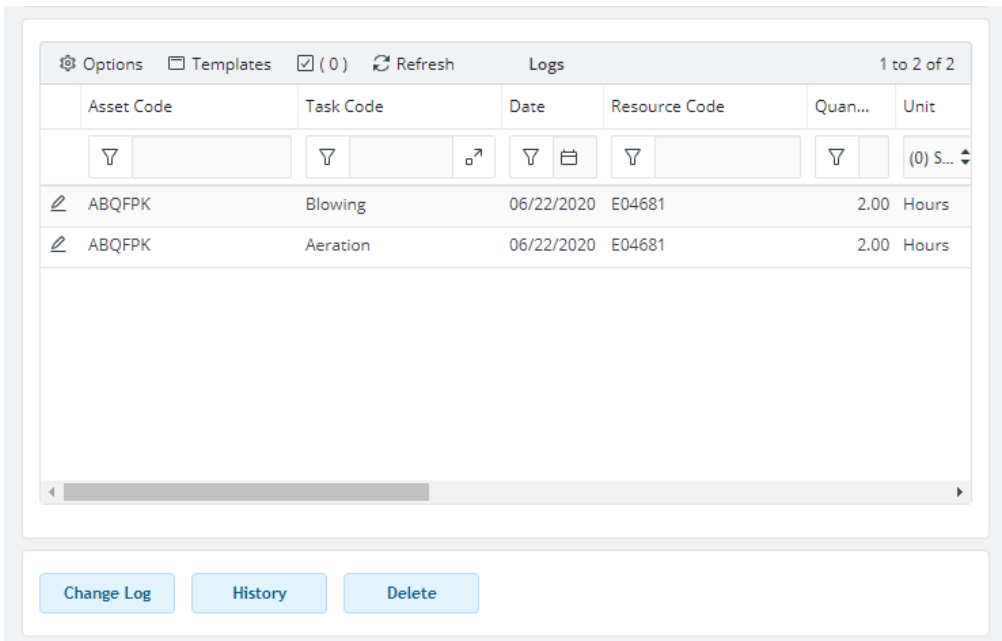


The screenshot shows a software interface for managing tasks. At the top, there is a header bar with 'Options', 'Templates', a checked checkbox '(0)', a 'Refresh' button, and the title 'Tasks'. On the right side of the header, it says '1 to 6 of 80'. Below the header is a table with two columns: 'Task Code' and 'Description'. Each column has a filter icon and a text input field. The table contains the following rows:

Task Code	Description
<input type="checkbox"/> Aeration	Aeration
<input type="checkbox"/> Backflow TestingRepair	Backflow Testing/Repair
<input type="checkbox"/> BladeRR	Blade R&R
<input type="checkbox"/> Blowing	Blowing
<input type="checkbox"/> Bollards	Bollard Repair
<input type="checkbox"/> Building MaintRepair	Building Maint/Repair

### Section Four: The Log

After you have logged all of your items, they will appear below like this:



The screenshot shows a software interface for viewing logs. At the top, there is a header bar with 'Options', 'Templates', a checked checkbox '(0)', a 'Refresh' button, and the title 'Logs'. On the right side of the header, it says '1 to 2 of 2'. Below the header is a table with the following columns: 'Asset Code', 'Task Code', 'Date', 'Resource Code', 'Quan...', and 'Unit'. Each column has a filter icon and a text input field. The table contains the following rows:

Asset Code	Task Code	Date	Resource Code	Quan...	Unit
<input type="checkbox"/> ABQFPK	<input type="checkbox"/> Blowing	<input type="checkbox"/> 06/22/2020	<input type="checkbox"/> E04681	<input type="checkbox"/> 2.00	<input type="checkbox"/> Hours
<input type="checkbox"/> ABQFPK	<input type="checkbox"/> Aeration	<input type="checkbox"/> 06/22/2020	<input type="checkbox"/> E04681	<input type="checkbox"/> 2.00	<input type="checkbox"/> Hours

Below the table, there are three buttons: 'Change Log', 'History', and 'Delete'.

Below is a full screen of the Combination Log. As you highlight items and enter the hours, you can select **Log All** and the time or information will show up in the logs.

**Facilities** Equipment Trees Utilities Streets

Options Templates (1) Refresh Fixed Assets 1 to 5 of 1117 (Filtered from 1117)

Facility Code	Description	Permissions	Category	Location
<input checked="" type="checkbox"/> ABQFPK	Balloon Fiesta Park	(0) Selected	Parks	AQBFPK
<input type="checkbox"/> ABQMPK	Balloon Museum		Grounds	AQBMPK
<input type="checkbox"/> ABQMUS	Albuquerque Museum		Museum	ABQMUS
<input type="checkbox"/> ABQMUS-GND-AMPITH	Albuquerque Museum Ampitheatre		Museum	ABQMUS

Options Templates (3) Refresh Tasks 1 to 6 of 59

Task Code	Description
<input checked="" type="checkbox"/> Aeration	Aeration
<input type="checkbox"/> Backflow TestingRepair	Backflow Testing/Repair
<input checked="" type="checkbox"/> Blowing	Blowing
<input type="checkbox"/> Bollards	Bollard Repair
<input type="checkbox"/> Building MaintRepair	Building Maint/Repair
<input type="checkbox"/> Carpentrv	Carpentrv

**Staff** Equipment Materials Misc Expenses

Options Templates (1) Refresh Resources 1 to 5 of 102 (Filtered from 102)

Staff Code	Last Name	First Name	Type	Subtype	Category
<input type="checkbox"/> E02823	Friedrichs	Robert			PARKSSUPERVISOR
<input type="checkbox"/> E03640	Solano-Savage	Dianna			PARKSSUPERVISOR
<input checked="" type="checkbox"/> E04681	Madrid	Manuel			IRRIGATIONSPEC4
<input type="checkbox"/> E04819	Mojica	Mario			FORESTRYWKR1

Log Date: 06/22/2020 | Log Time: 0.00 | Time Unit: Hours | Payroll Code: Regular Pay

**Log All**

Options Templates (0) Refresh Logs 1 to 2 of 2

Asset Code	Task Code	Date	Resource Code	Quan...	Unit
<input checked="" type="checkbox"/> ABQFPK	Blowing	06/22/2020	E04681	2.00	Hours
<input checked="" type="checkbox"/> ABQFPK	Aeration	06/22/2020	E04681	2.00	Hours

Change Log | History | Delete