

Why Every Construction Project Needs a Universal Asset Registry

The construction world moves fast and can get chaotic. Managing every network device in a building is a challenge, especially as the number of connected devices keeps growing with the rise of technology-enabled buildings.

A universal asset registry simplifies this process by collecting data from HVAC systems, lighting, security, access controls, wifi systems, and more—all in one place. Integrating it during construction ensures you capture every critical data point from the start, keeping everything organized and accessible.

Challenges of Varied As-Built Documentation Formats

As-built documentation comes in various formats, posing a significant challenge.



Eliminate Data Gaps for Seamless Building Management

Inconsistent submissions lead to a disjointed process, often causing the loss of crucial data before it reaches building management. These gaps make future maintenance and upgrades more difficult.



Effortless Asset Tracking with Location Intelligence

Our platform catalogs every device in one accessible place. Each device is linked to its location within floor plans, allowing building teams to locate and manage assets easily without specialized training.



A Single Source of Truth for Smarter Asset Management

A universal asset registry provides a single source of truth for all devices. It allows for efficient management and future-proofing buildings for maintenance and upgrades. All trades stand to gain from it.

Our Solution: A Patented Approach

Hundreds of contractors and multiple trades use our patented field data collection tool each year. It is the cornerstone of this universal asset registry.

The user-friendly interface benefits even those with minimal tech experience. Implementation is smooth and straightforward making it simple for contractors to input and access data—driving widespread adoption.

By simplifying data capture and ensuring accuracy from the start, a universal asset registry transforms the construction industry.

