

AWM Basics

04/03/2025 6:45 am +10

System Name: Asset & Work Manager (AWM) - formerly called RAMM

Software Company: ThinkProject

New User

If you are a new user, you will need to be issued with a login. Request a login by contacting support@pngroads.com.

You will need to include the username, email address, mobile phone number, role and province.

KnowledgeBase

The DoWH have set up a knowledgebase to support asset management, road management and the use of AWM by DoWH staff and external parties.

The knowledge base is called: WorksKuru

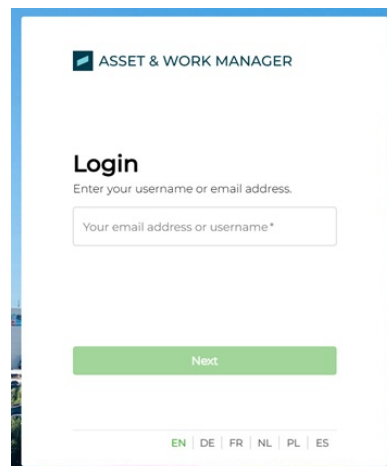
Website: help.pngroads.com

AWM Access & Login

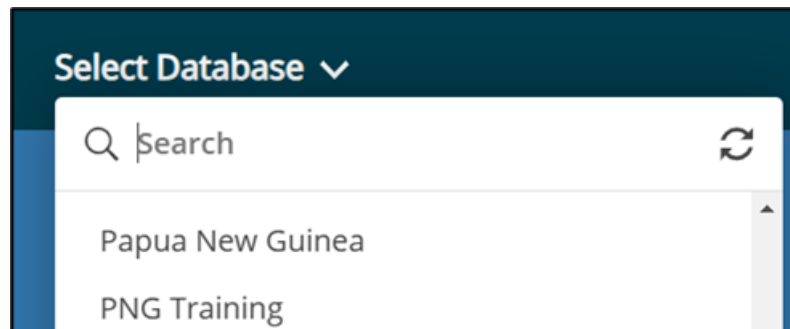
Website Address: <https://go.ramm.com>

Login process:

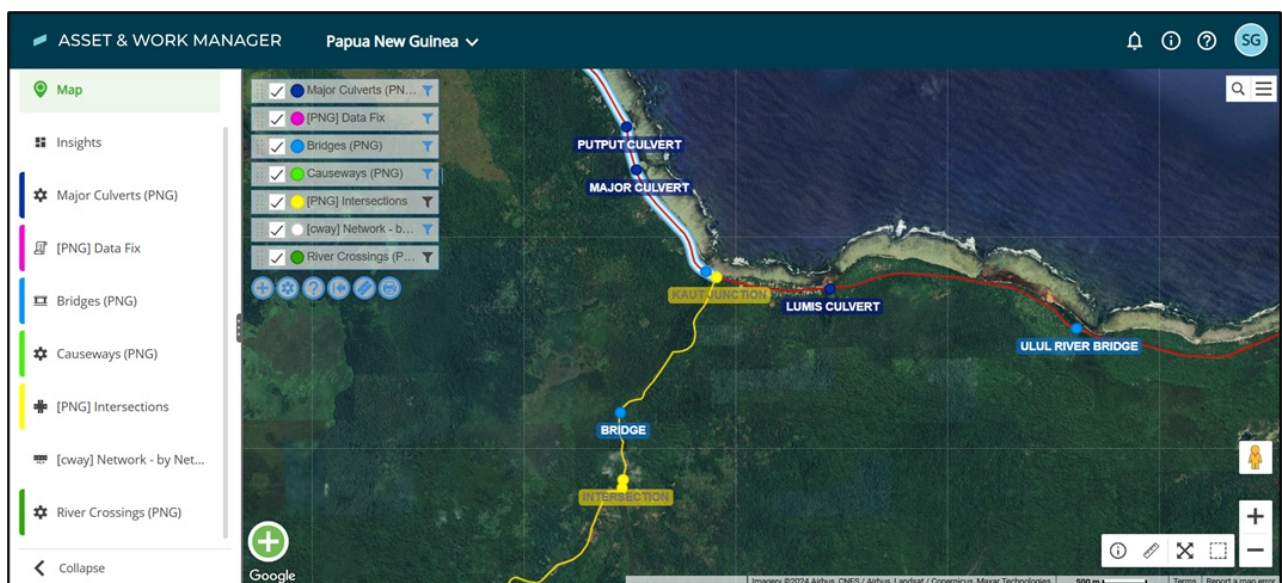
1. Enter the web address into your web browser or used your saved bookmark
2. Enter username (this will be your email address in the future)
3. Click on 'Next'



4. Enter your password and click on 'Log In'
5. Select the database you want to use (switch between the Master database and the Training database)



AWM Map Screen



List of Current Information Available as at Rollout

Asset and Inventory Data



Bridge (PNG) Structure built to span over (and provide passage over) an obstacle, e.g. river or road.



Causeway (PNG) Structures built to cross waterways where they are designed to allow water overtop the str...



Major Culvert (PNG) Culverts over a certain cross-sectional area (3.4m square) which due to their size are ...



River Crossing (PNG) Sites where the road crosses through a watercourse without any structure to carry t...



Tunnel (PNG) A tunnel is an underground roadway, dug through the surrounding soil and enclosed except for...



Carriageway Section The Carriageway table is the basis of the RAMM system. Each Road is divided into h...



Intersection (PNG) Table holding point information (centre of intersection on main road through intersection...



Intersection Other Road (PNG) A record of the route position along the secondary roads associated with...

Other Base Layers

Select Hamburger to access other Base Layers or to use a Custom Base Layer.

