

HOW TO VIEW TRAINING DOCUMENTATION THROUGH BIORAFT ONCE UPLOADED

- 1) Log onto UA BioRAFT by going to www.ua.bioraft.com. Log into the BioRAFT system with your Mybama credential.
- 2) Select your lab by PI's name from the menu on the left to expand.
- 3) Select "View Lab Profile" to access the lab group's BioRAFT profile information.
- 4) Select "Documents" from the submenu at the top.
- 5) All of the documents added by lab group members and uploaded to the group profile can be accessed.
- 6) Click on the desired file to view.

The screenshot shows the BioRAFT interface for the University of Alabama. On the left, a navigation menu is expanded to show 'raft5 Lab' with a yellow highlight, and 'View Lab Profile' is also highlighted. A red arrow points from this menu to the right. On the right, the 'raft5 Lab Documents' page is shown. It features a 'Documents' tab selected at the top, a 'Submit' button, and a table of documents. A red arrow points from the 'View Lab Profile' menu item to the 'Documents' page.

The screenshot shows the BioRAFT interface for the University of Alabama, specifically the 'Documents for bio raft10' page. The page displays a green notification box stating 'Your Document has been created.' Below this, there are dropdown menus for 'File Type' (set to '<All>') and 'Classification' (set to '<All>'), and a 'Submit' button. A red arrow points from the 'Submit' button in the previous screenshot to this one. Below the submission area is a table of documents:

File Name	File Type	Description	Date uploaded	Submitted By	
Fume_Hood_training_722.pdf	General	Fume Hood Safety Training	02/11/2022 - 4:27pm	raft10_bio	Edit
BCS_Training_2020_722.pdf	General	BSC Training 02/11/2022	02/11/2022 - 9:45am	raft10_bio	Edit
Antonio_Petrucci_722.pdf	Report	Chem Safety Training	02/03/2022 - 10:47am	raft10_bio	Edit

At the bottom right of the table, there is a link 'Attach a New Document'. The footer of the page includes 'BioRAFT © v3.10.139.3 (Walther Bothe), All Rights Reserved Contact Us | Mobile version'.