




# Resident Center

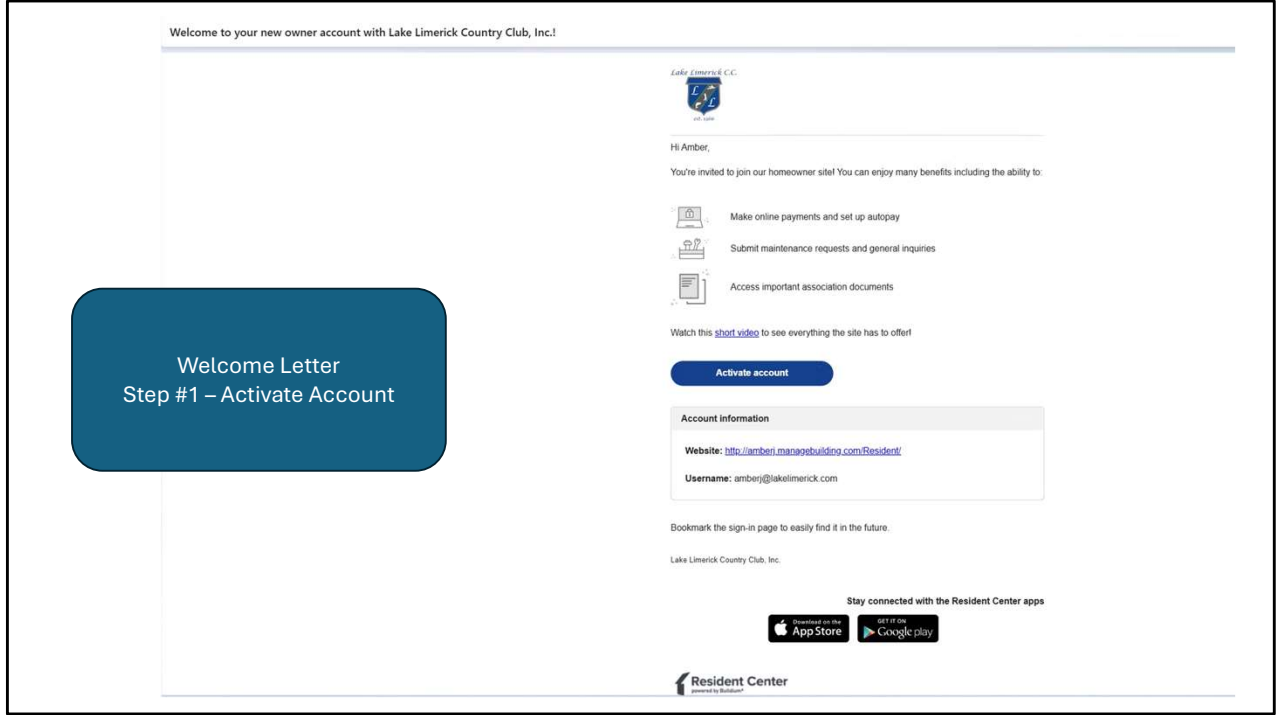
Activation Steps  
Online Portal



## Lake Limerick Resident Center

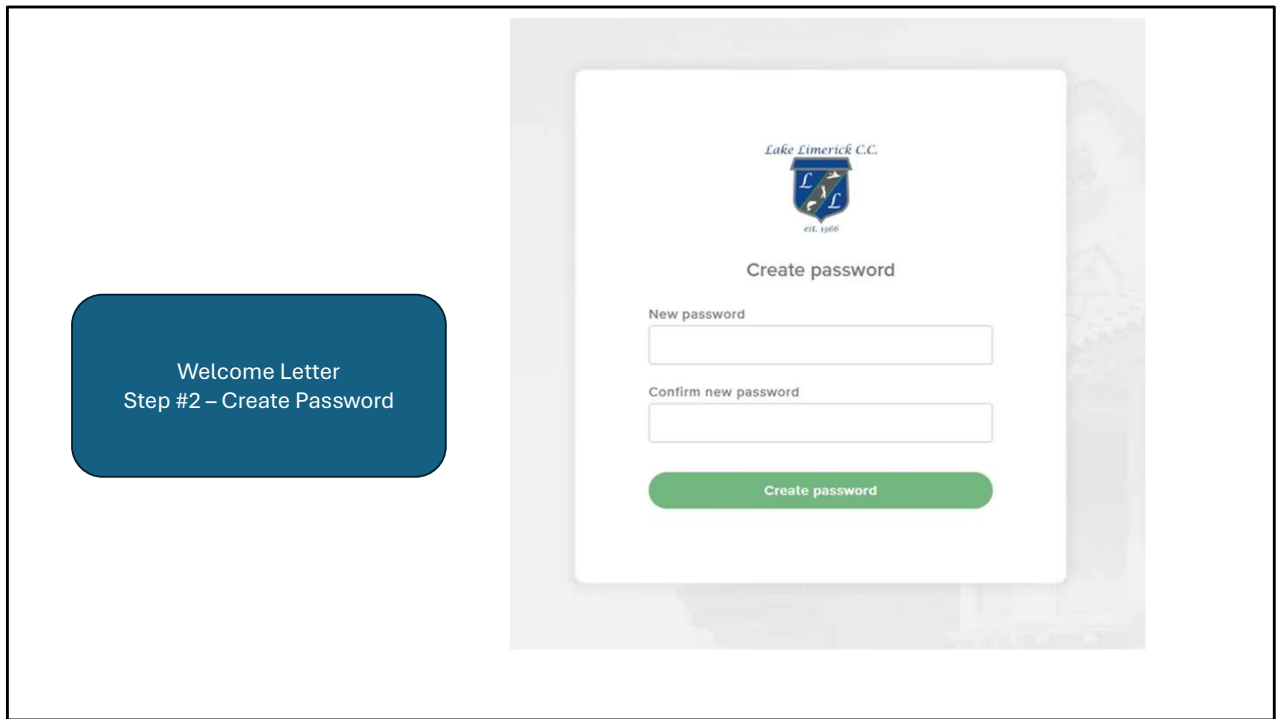
- Resident Center
  - On-line payments directly in the Operating System
  - Submit Permits
  - View Notifications
  - View Account Details
  - 24/7 Access
- Paperless Billing
- Member Communication
  - Via Email & Texting

Lake Limerick is soon to have a Resident Center! This is a new portal for all of our members.

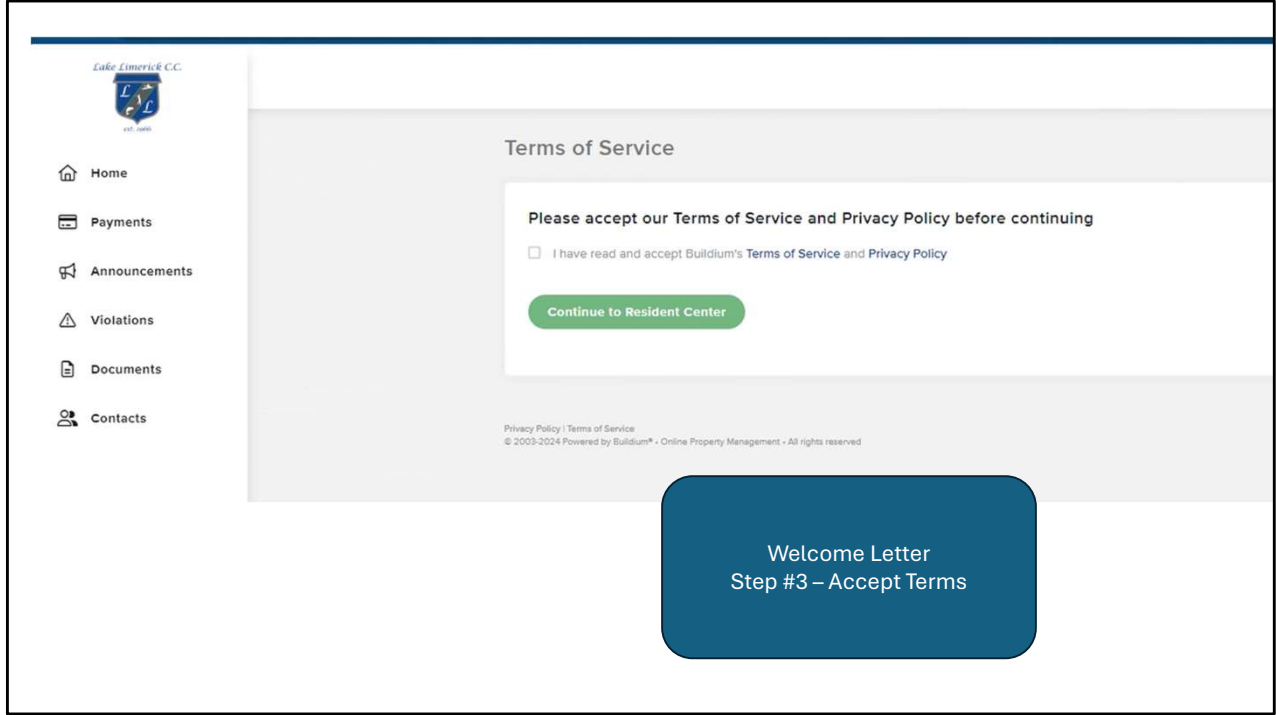


Welcome Letter  
Step #1 – Activate Account

On November 8<sup>th</sup>, all of the members will receive a Welcome Letter via **email**. This is a screen shot of that Welcome Letter.

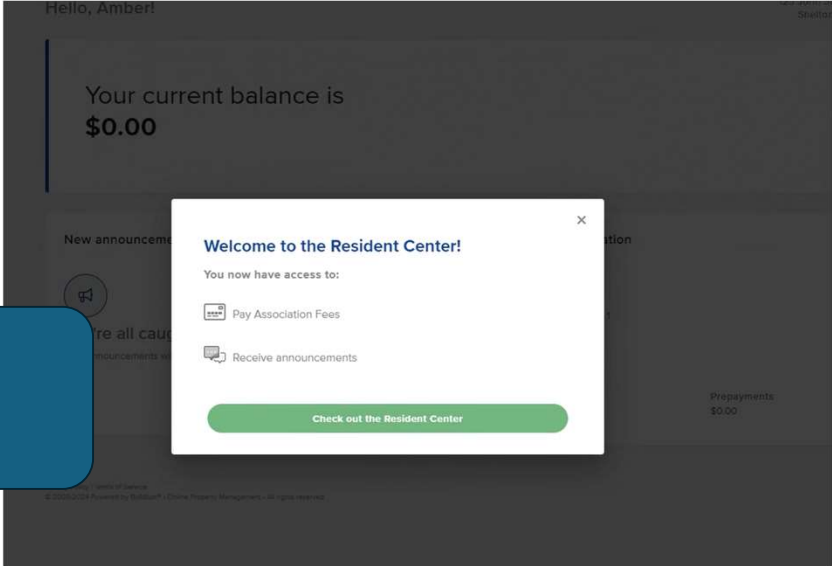


This is a screen shot of the 2<sup>nd</sup> step in activating your Resident Center account.



This is a screen shot of the 3<sup>rd</sup> step to activate your Resident Center account.

Resident Center  
Check it out!  
Set up Payments



https://amber.managebuilding.com/Resident/portal/

Edinboro C.C.

Amber John

123 John Smith Lane - 1  
Shelton, WA 98584

Hello, Amber!

Your current balance is  
**\$0.00**

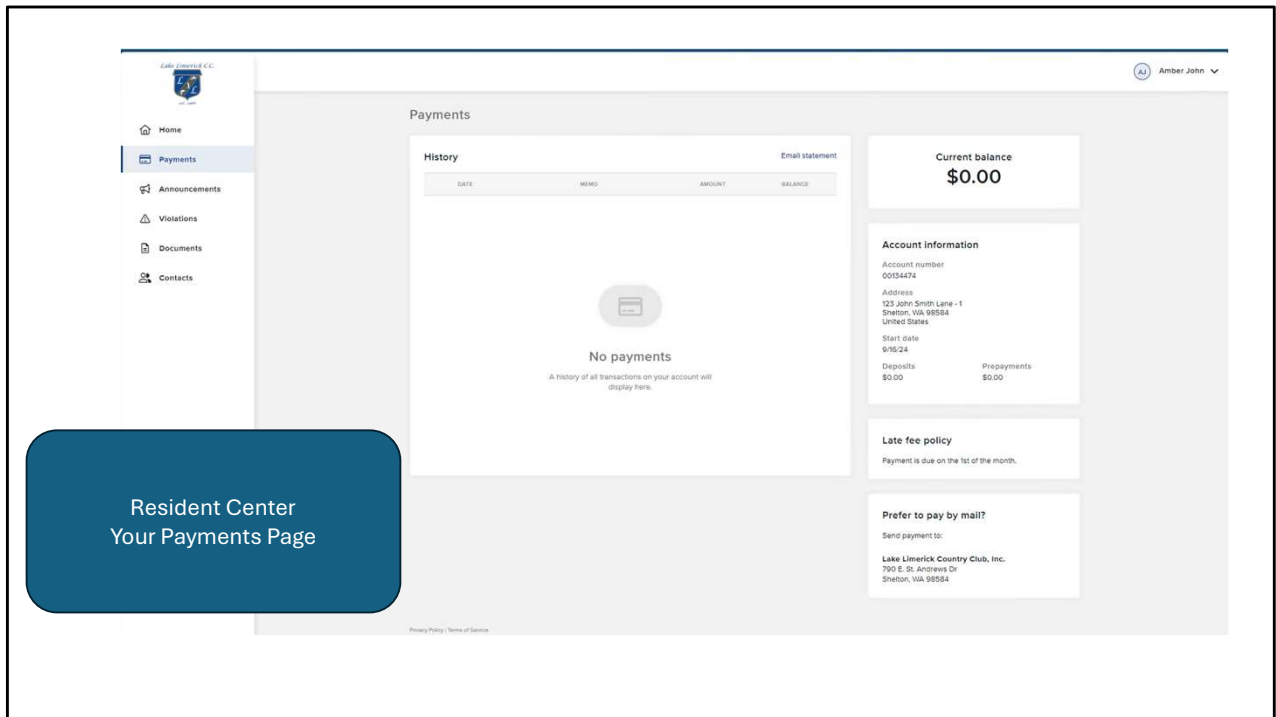
**New announcements**

**You're all caught up!**  
New announcements will display here.

**Account information**

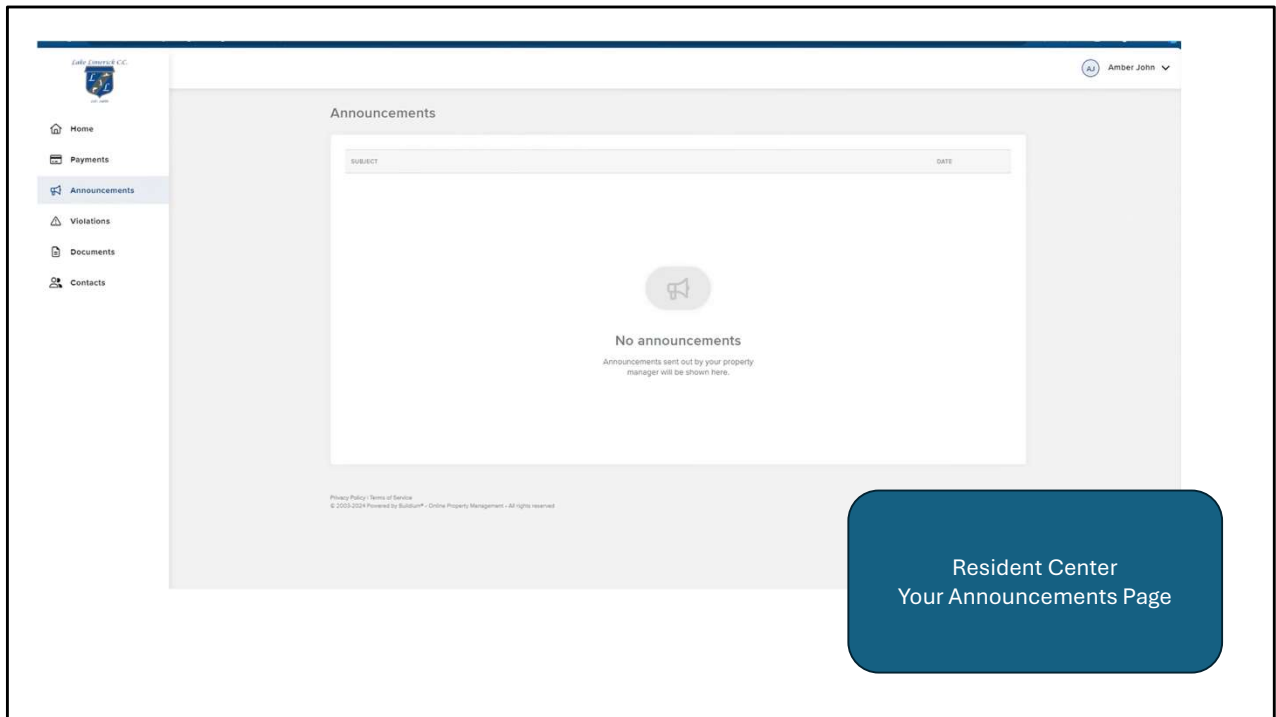
Account number	00134474
Address	123 John Smith Lane - 1 Shelton, WA 98584 United States
Start date	9/15/24
Deposits	\$0.00
Prepayments	\$0.00

Resident Center  
Your Home Page

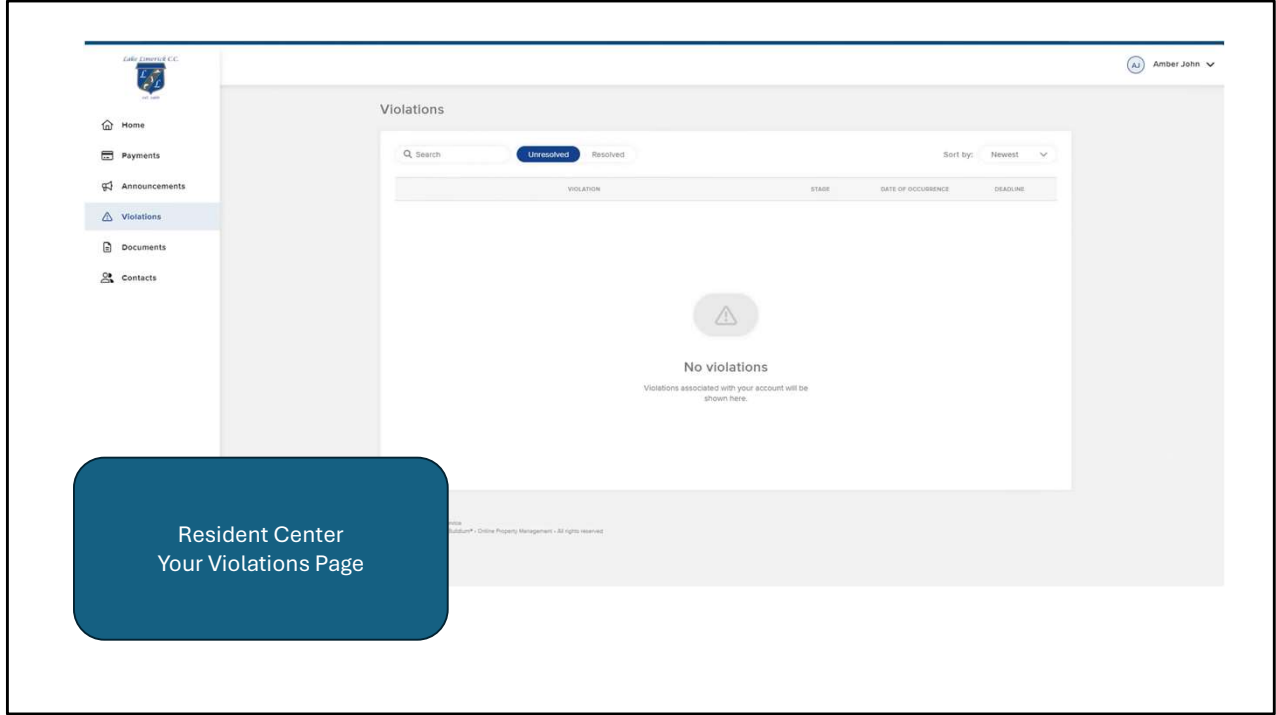


This page will show your payment history and account balance.

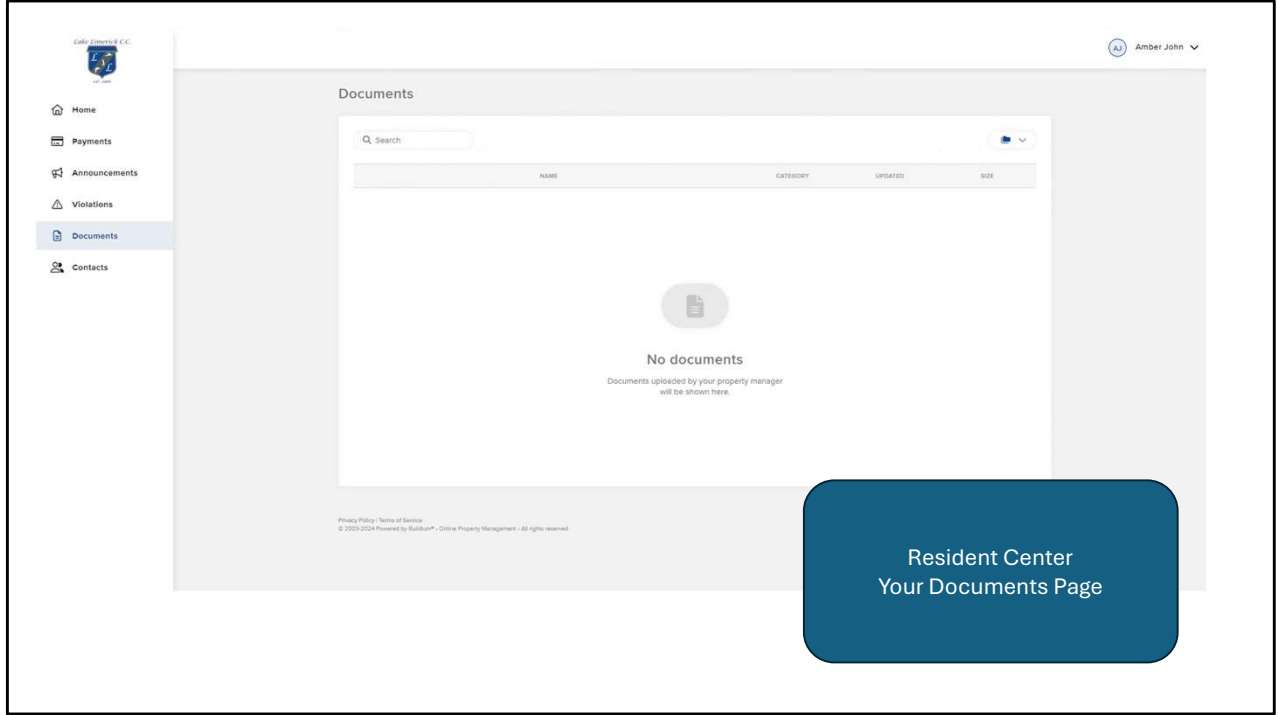




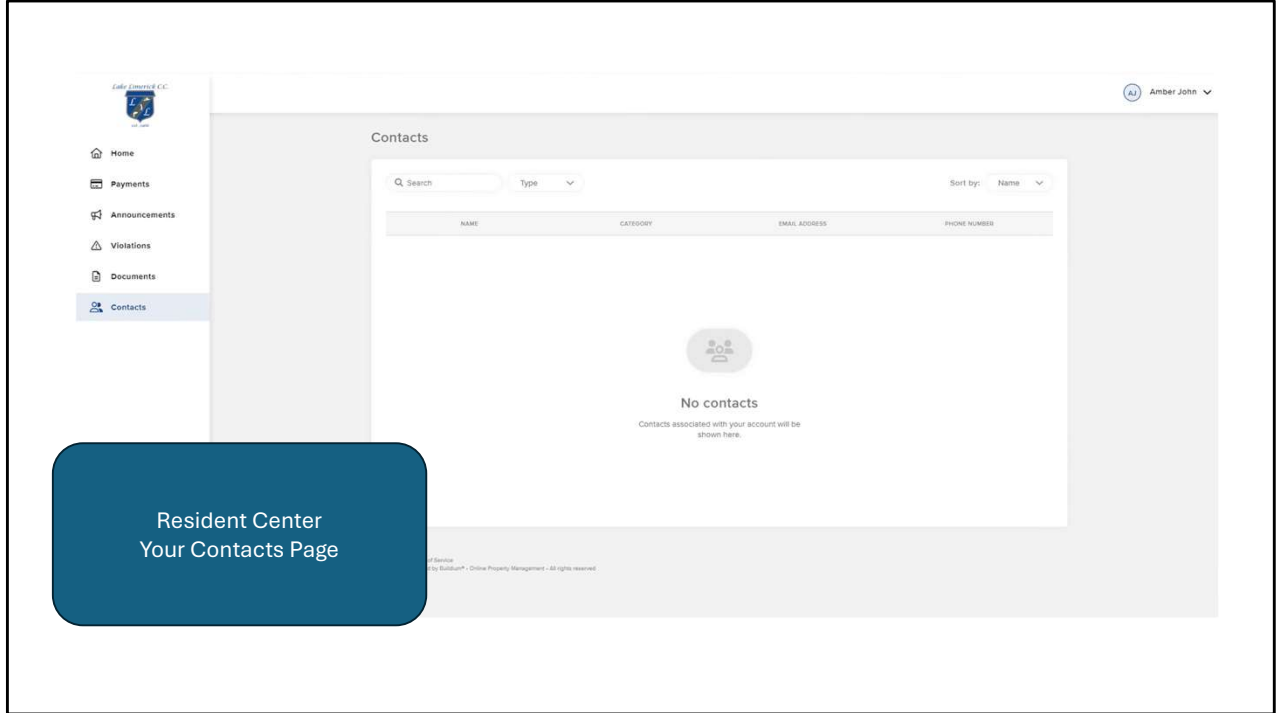
Resident Center  
Your Announcements Page



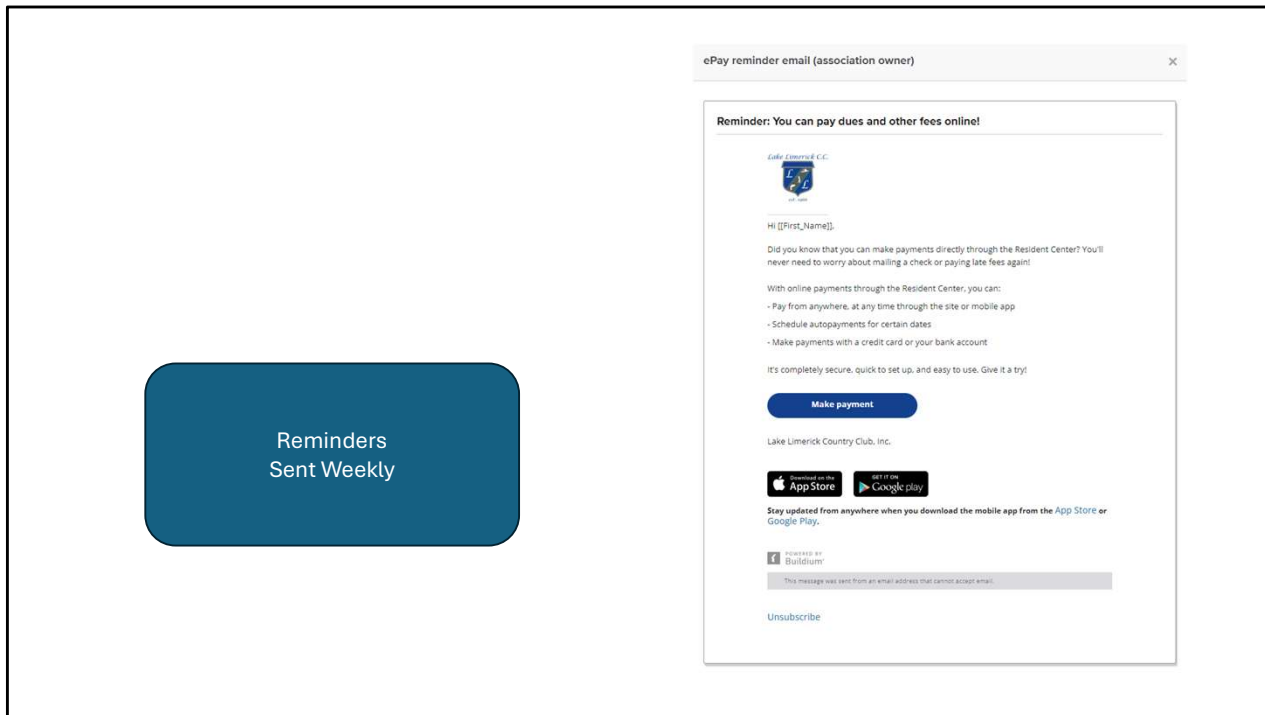
If you have any formal violations, they will show on this page.



This page will show any notices you have received from the office.



This page will show contacts established by the office. For example, the Pro Shop Manager, Café or General Manager. It may also show committee chair persons.



Reminders  
Sent Weekly

This is a copy of the weekly reminder you will receive if you haven't activated your Resident Center account.