A New User Needs to be Added to the Retailer Account

(Use the following instructions to add another buyer to an existing Retailer account)

Step 1: Begin by navigating to <u>https://apps.markettime.com.</u> Click on the "Create an Account" button to begin.

		RKETTIME
austin "	User Login	Create an Account
Himili	Username	
		Eorgot your username?
	Password	
<b>F</b>		Forgot your password?
2		Login

Step 2: Next, you'll choose your account type, which in this case is Existing Users

Select Type of Seller	
Manufacturers or Brands Securely share item data and receive orders	
Sales Agency Complete backoffice and showroom management	
Salesperson Manage customers and place orders anywhere anytime	!
• Existing Users Current members of MarketTime Software	

Step 3: Once you proceed, you'll be asked to create your login account, where you choose your Username and set your Password.



Step 4: Once all fields are completed, click Submit to complete registration.

	÷,	MARKETTIME	
	Thank you for	r registering with MarketTime!	
		← Go Back to Login	
Registrati	on Confirmation	← Go Back to Login	
रegistrati User Infor	on Confirmation	← Go Back to Login	
<b>Registrati</b> <b>User Infor</b> First Name	on Confirmation mation : Jane	Go Back to Login	

Step 5: Once you submit your registration, your approval will be pending until you reach out to <u>support@markettime.com</u> with a request to be connected to the existing Retailer account. Please include the existing Retailer Company name and Retailer ID# (this number can be found by logging into a MarketTime B2B site with the existing Retailer credentials and clicking on "My Account" and then "Change Password"- see screenshot below)

Market lime ID	User Info
Your MarketTime ID is: <b>B1290600</b> You can use your MarketTime ID to login other to MarketTime B2B websites and obtain your purchase orders from other members in the MarketTime community.	Name : Dummy Buyer Username : dummybuyer7 Email : dummybuyer727272727@gmail.co
Root Rasmond	
Current Password	
Current Password	