

SOCRATES OC USER EXERCISES MANUAL

DRIVER+ Trial 1



Błąd! Nieznana nazwa właściwości dokumentu.

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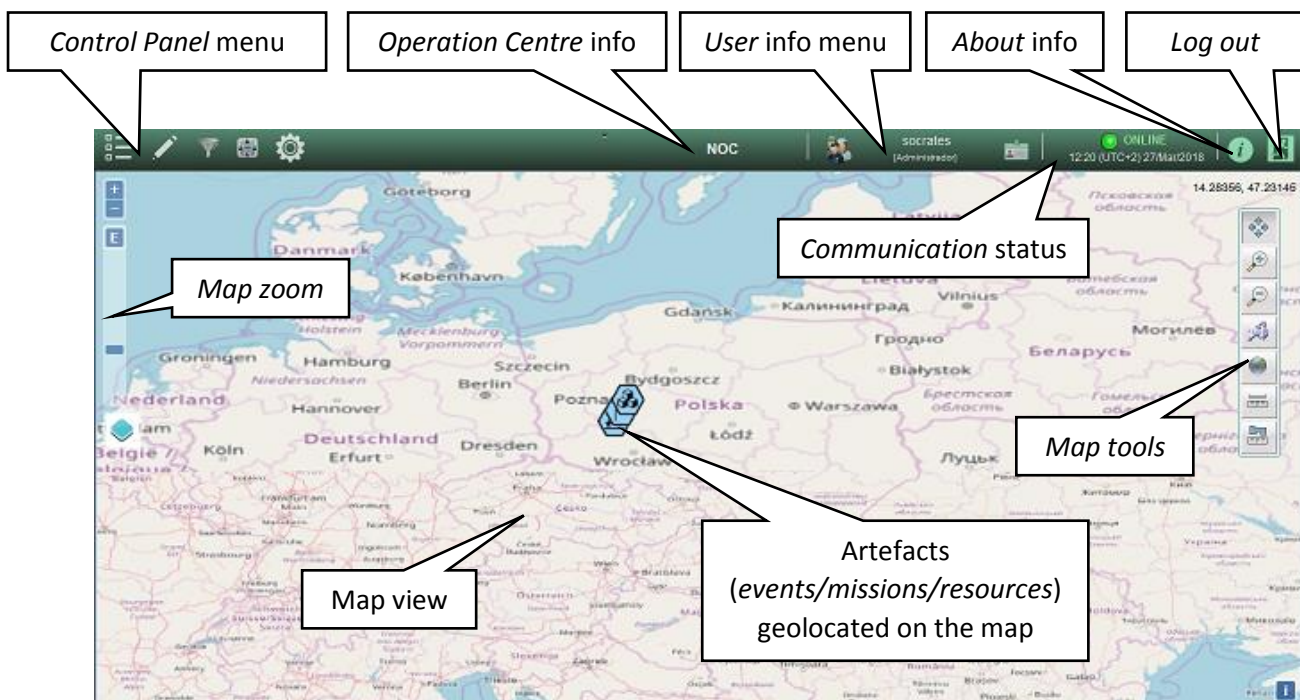
1 LOGGING IN THE APPLICATION

To log in to SOCRATES OC application open double click on a **SOCRATES OC** shortcut button located on your desktop and go through the following steps:

1. In the login field provide your **username** and **password** and press **Sign in** button to login to the application:



After successful login, the application will launch and display the following user interface:

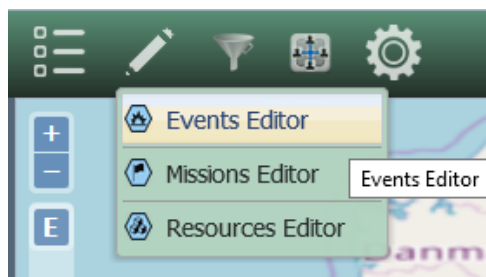


2 CREATING EVENTS

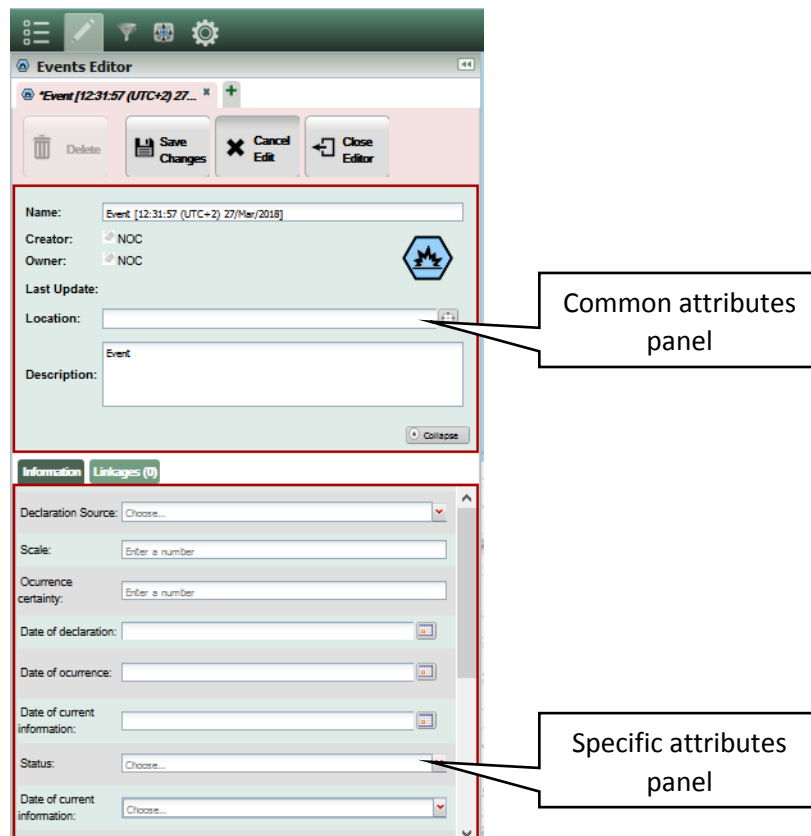
Purpose: The goal of the example is to present a procedure to create and define new Event within the SOCRATES OC application.

Steps to perform:

1. Go to **Control Panel** menu to **Editors** button and select **Events editor**:




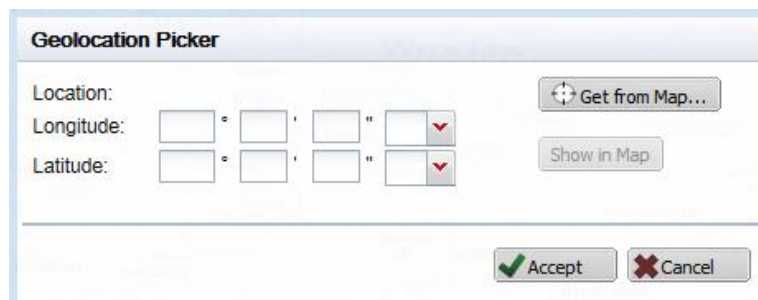
2. An **Events Editor** will open allowing introducing new event to the application:



3. Fill in all required information in the *Common attributes panel*:
- Provide the **Name** of the event (this is a free text field)

Name:

- Set the **Location** of the event by pressing the  button to display *geolocation picker* and providing the geographical coordinates of the event:



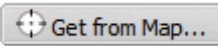
Geolocation Picker

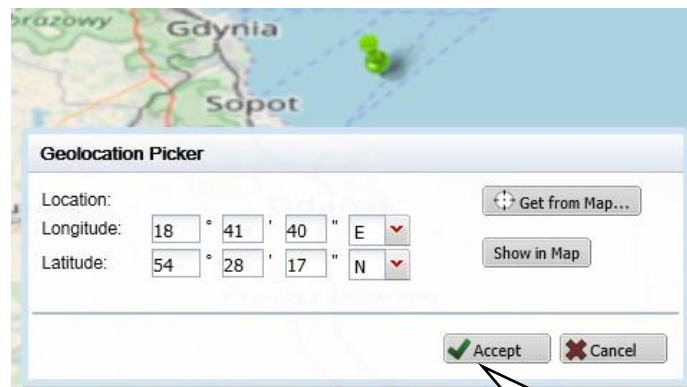
Location:

Longitude: ° ' "

Latitude: ° ' "

by:

- Providing **Longitude** and **Latitude** geographical coordinates, or
- Getting the location from the map:
 - Press the  button to enable the picker;
 - Select the point on the map and press the left mouse button to confirm the point;
 - The location is selected and corresponding coordinates are set in the **Geolocation Picker** window



Geolocation Picker

Location:

Longitude: ° ' "

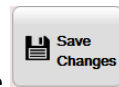
Latitude: ° ' "

Press **Apply** to save changes

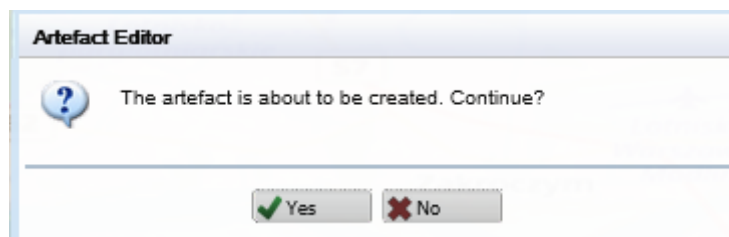
- Provide **Description** of the event (free text field)

Description:

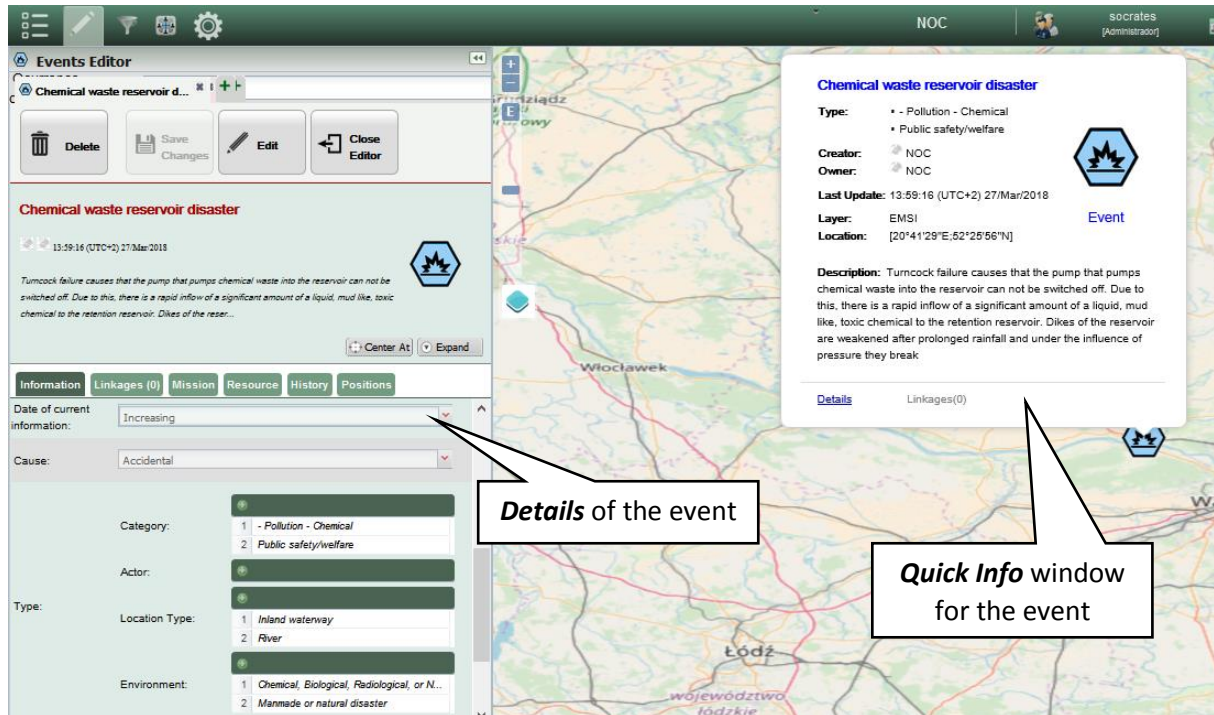
4. Select the required information in the **Specific attributes panel**



5. Once you provide all the available and required information press the **Save Changes** button at the top of **Events Editor** panel to save the changes and create new Event in the application.
- a. Confirm your selection in the pop-up window pressing **Yes** button



The event is now saved and stored in database for further Crisis Management activities:



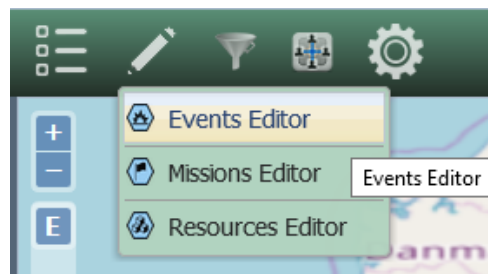
The screenshot shows the 'Events Editor' interface. On the left, there's a 'Details of the event' window with fields for 'Date of current information' (Increasing), 'Cause' (Accidental), 'Category' (Pollution - Chemical, Public safety/welfare), 'Actor', 'Type', 'Location Type' (Inland waterway, River), and 'Environment' (Chemical, Biological, Radiological, or N..., Manmade or natural disaster). On the right, there's a 'Quick Info window for the event' with fields for 'Type' (Pollution - Chemical, Public safety/welfare), 'Creator' (NOC), 'Owner' (NOC), 'Last Update' (13:59:16 (UTC+2) 27/Mar/2018), 'Layer' (EMS), 'Location' ([20°41'29"E;52°25'56"N]), and a 'Description'.

2.1 CREATING MAP DRAWINGS

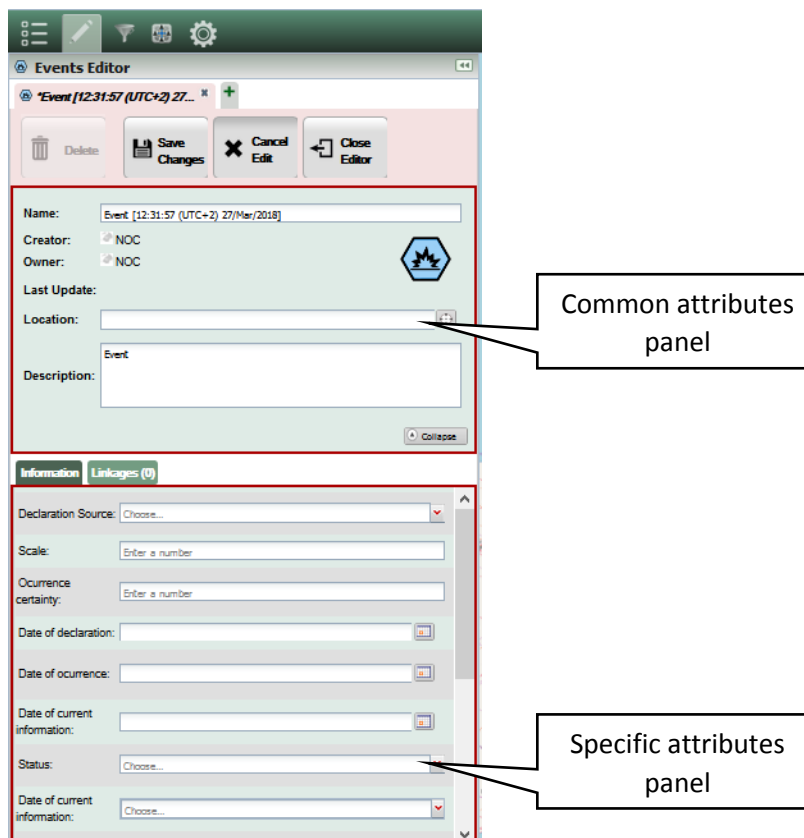
The purpose of this exercise is to present the capability of creating map-drawings associated with an event-type artefact (e.g. contaminated zone).


To create a map drawing follow these steps:

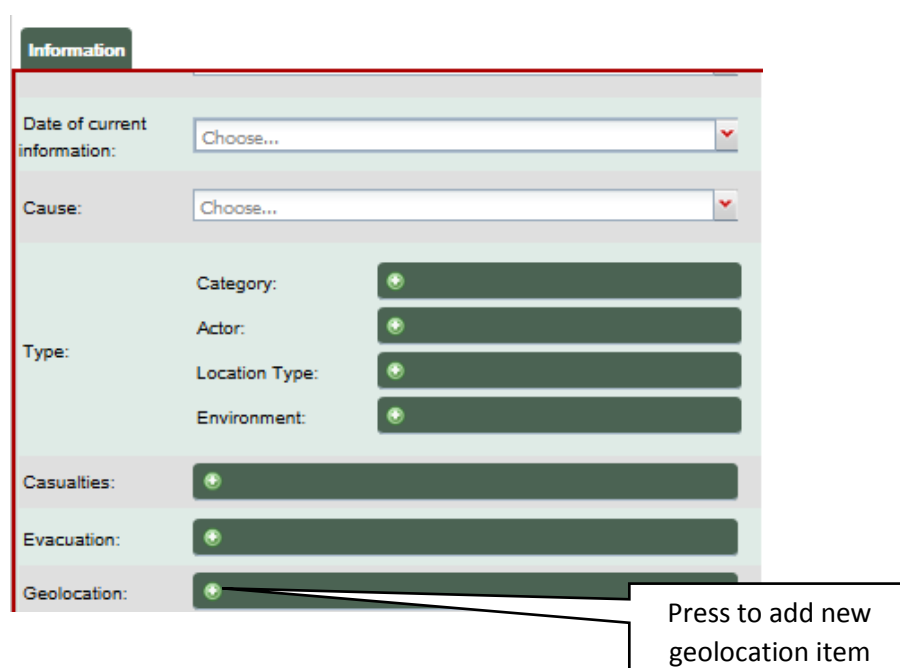
1. Go to **Control Panel** menu to **Editors** button and select **Events editor**:




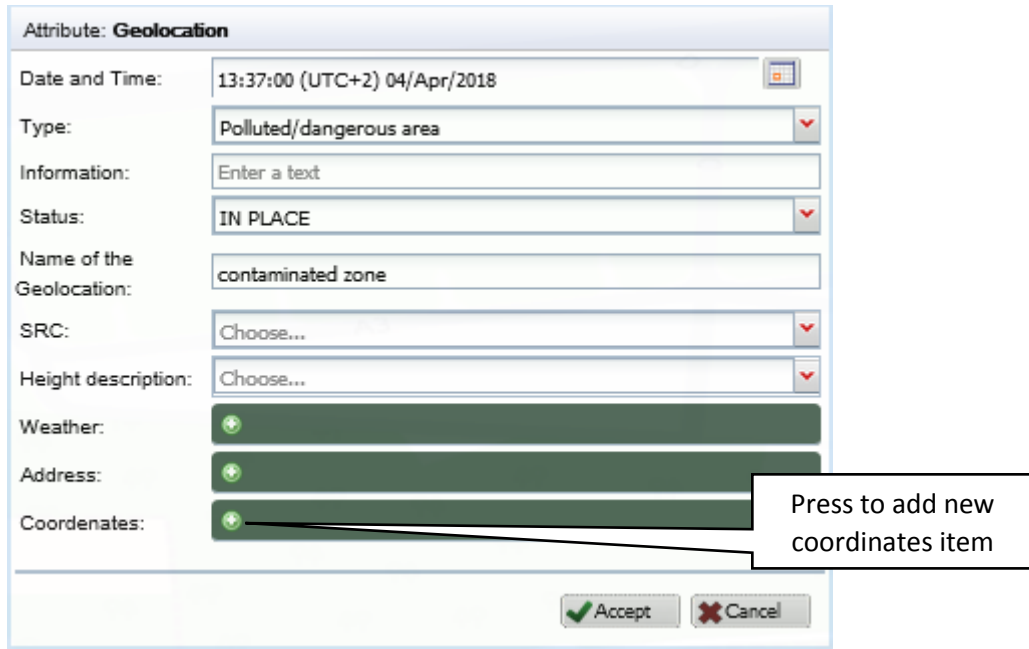
- An **Events Editor** will open allowing introducing new event to the application:




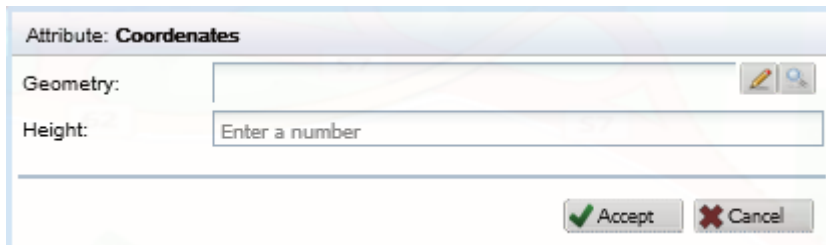
- Fill in all required information in the *Common* and *Specific attributes panel* as needed.
- In the *Specific attributes panel* scroll down and select **Geolocation** by pressing the  button:



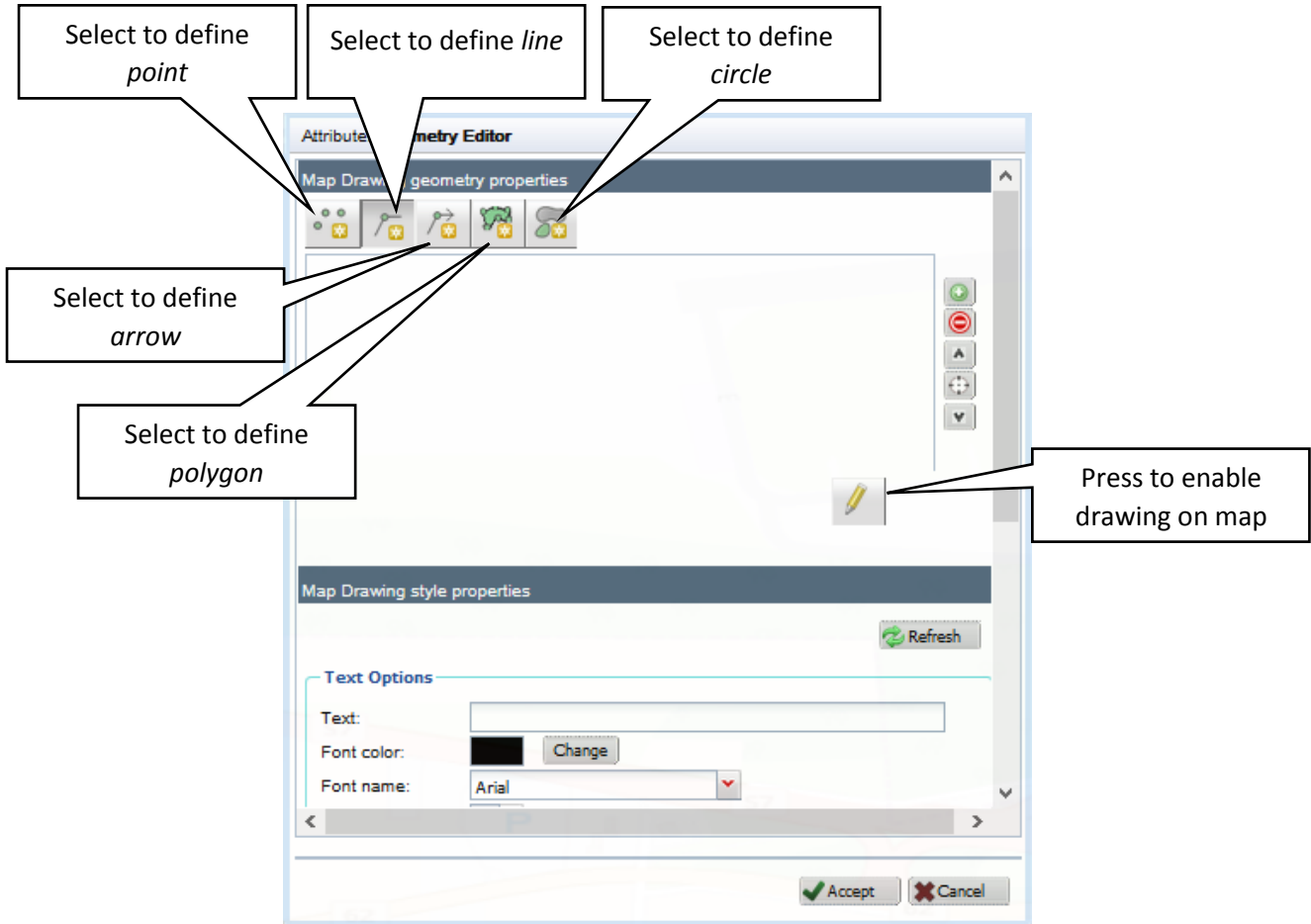
- a. In the pop-up window fill the information about the geolocation item and press pressing the  button to add new coordinates item:




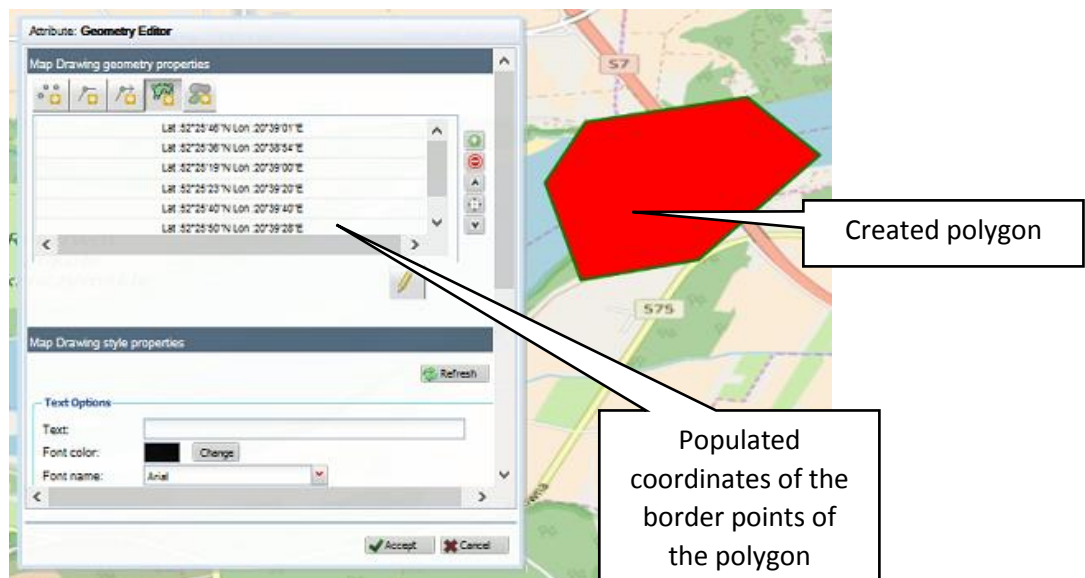
- b. In the **Coordenates** pop-up window press the  button to define new map drawing:



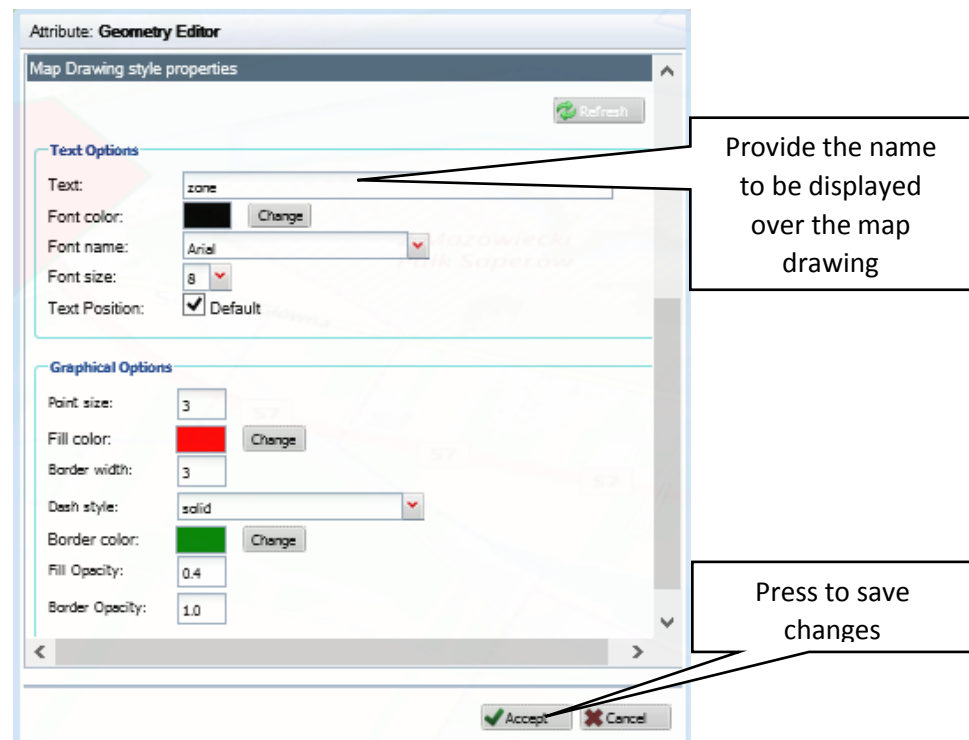
c. Geometry editor will pop-up allowing creating new geometry map drawing:



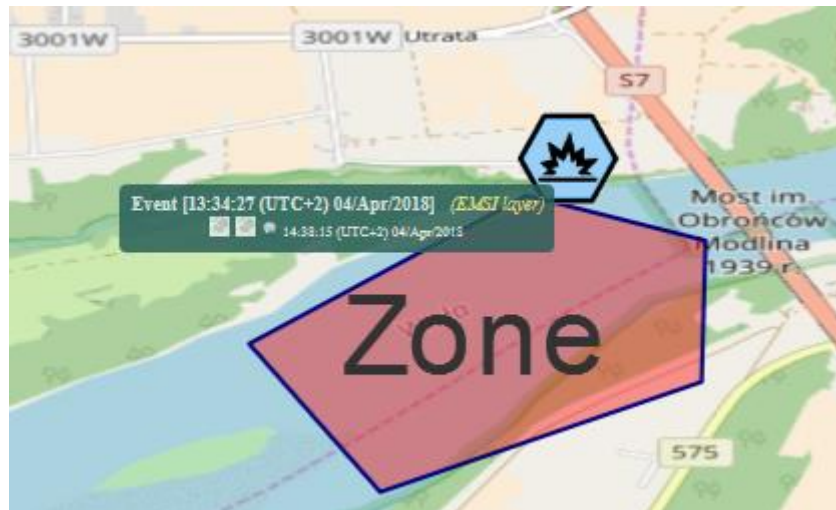
- d. Select one of the shapes (e.g. polygon) you want to define and press the  button to enable drawing points on map
- e. Select the points defining the borders of the polygon to be drawn by clicking the positions on the map and double-click the last position when you want to finish:



- f. Scroll down and define the style properties for the polygon created and press the **Accept** button to save the map drawing:



- g. Confirm creation of the map drawing in other opened pop-up windows and save the Event type artefact.
- h. The Event is saved and is displayed on the map along with the associated map drawing:

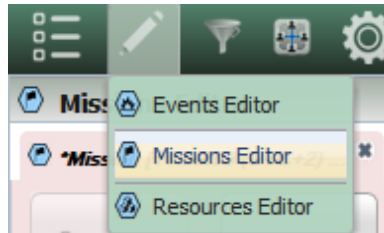


3 CREATING MISSIONS

The purpose of this exercise is to demonstrate creation of Missions in SOCRATES OC application used for tasking activities for the resources available in accordance to the event occurred.

To create resources follow these steps:

1. Go to **Control Panel** menu to **Editors** button and select **Mission editor**:



2. A **Missions Editor** will open allowing introducing new resource to the application:

Common attributes panel

Specific attributes panel

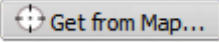
3. Provide:

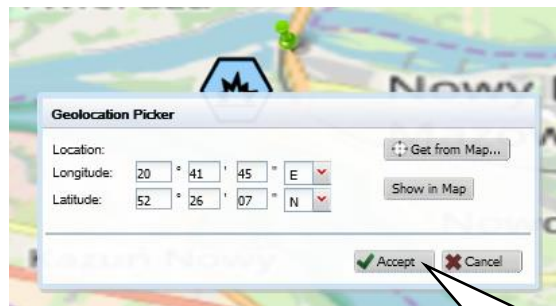
a. **Name** of the mission

Name:

b. **Location** of the mission, by:

- i. Providing **Longitude** and **Latitude** geographical coordinates, or
- ii. Getting the location from the map:

- Press the  button to enable the picker;
- Select the point on the map and press the left mouse button to confirm the point;
- The location is selected and corresponding coordinates are set in the **Geolocation Picker** window



Press **Accept** to save changes

c. Provide **Description** of the event (free text field)

Description:

4. Select the required information in the **Specific attributes panel**

Information

Status:

Start date of mission:

End date of mission:

Priority level:

Security classification level:

Mission Type:

1	- CBRN, chemical decontamination
2	- Neutralize chemical
3	Fire Services Technical Intervention
4	Generic activities
5	Support Community Safety

Name:

SRC:

Geolocation: Height description:

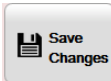
Address:

Coordinates:

Select from drop-down list

Set the start and end date of the mission

Press to provide more details

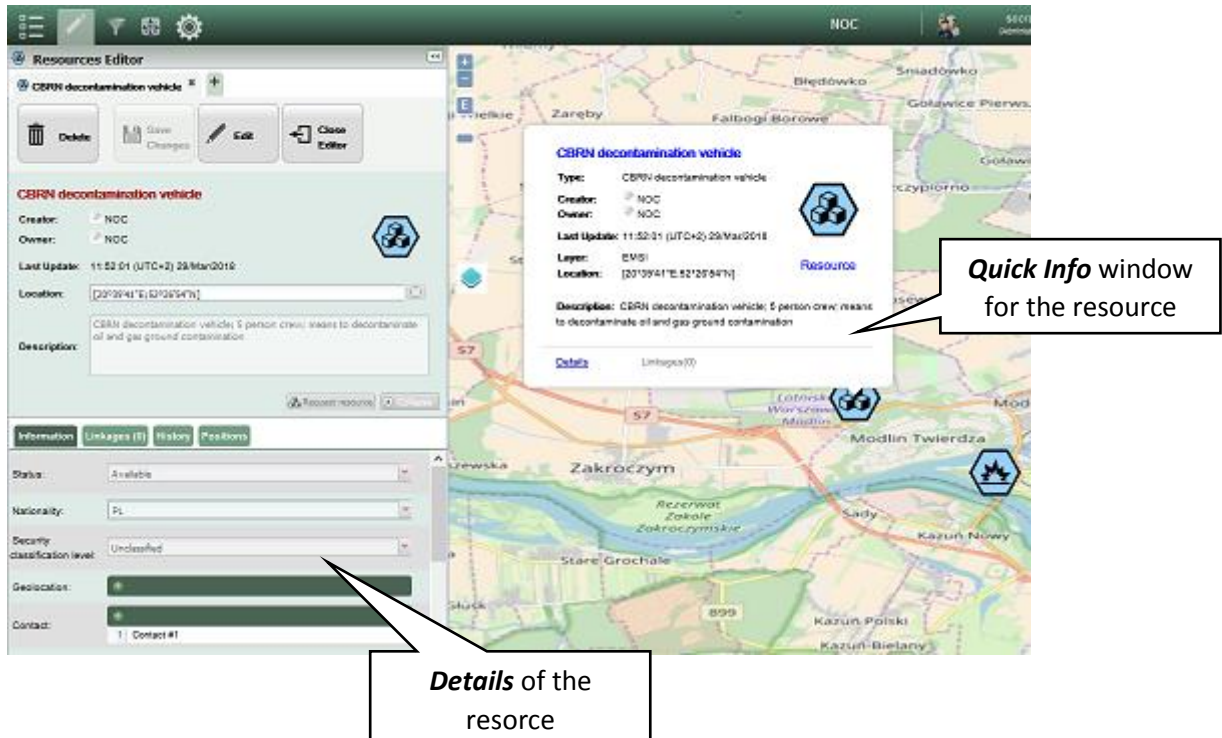
5. Once you provide all the available and required information press the  button at the top of **Missions Editor** panel to save the changes and create new Resource in the application.
 - a. Confirm your selection in the pop-up window pressing **Yes** button

Artefact Editor

The artefact is about to be created. Continue?

Press to confirm

The resource is now saved in database for further Crisis Management activities:



Quick Info window for the resource

Details of the resource

3.1 ASSIGNING MISSIONS TO OTHER OPERATION CENTRES

The purpose of this exercise is to present the capability of assigning missions to other Operation Centres, for them to perform the required tasks by their means.

Follow these steps to assign a mission to other OC:

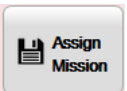
1. Go to **Control Panel** menu to **Collaboration** button and select **Mission Assignment**:

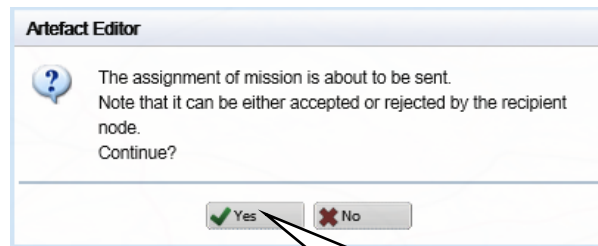


2. **Mission Assignment Editor** opens allowing to introduce and assign new mission to other OC:

3. Select the node from the drop-down list in **Assign to** field which the mission will be assigned to:

4. Follow the steps 3 and 4 of the instruction described in Chapter 3

5. Once you provide all the available and required information press the  button at the top of **Mission Assignment Editor** panel to save the changes and assign new mission to other Operations Centre.
 - a. Confirm your selection in the pop-up window pressing **Yes** button



Press to confirm

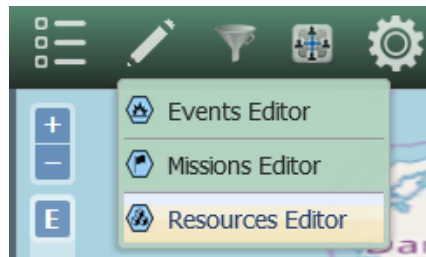
Please note: mission assignment might be either accepted or rejected by the recipient node. The mission will be made visible (saved) only when recipient node accepts it.

4 CREATING RESOURCES

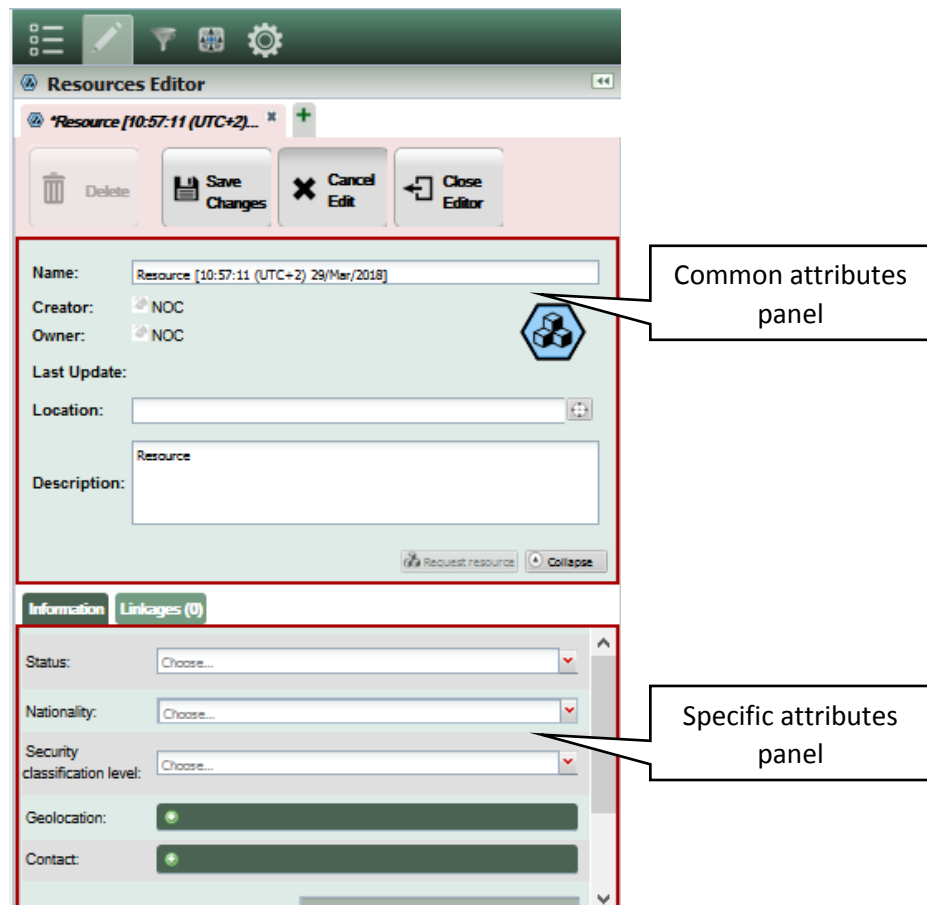
The purpose of this exercise is to demonstrate creation of the resources in SOCRATES OC application and their further interactions with Events and Mission –type artefacts.

To create resources follow these steps:

1. Go to **Control Panel** menu to **Editors** button and select **Resources editor**:



2. A **Resources Editor** will open allowing introduction of the new resource to the application:



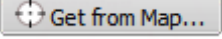
3. Provide:

d. **Name** of the resource

Name:

e. **Location** of the resource, by:

- i. Providing **Longitude** and **Latitude** geographical coordinates, or
- ii. Getting the location from the map:

- Press the  button to enable the picker;
- Select the point on the map and press the left mouse button to confirm the point;
- The location is selected and corresponding coordinates are set in the **Geolocation Picker** window



Press **Apply** to save changes

f. Provide **Description** of the event (free text field)

Description:

4. Select the required information in the **Specific attributes panel**

Information

Status: Choose... ▼

Nationality: Choose... ▼

Security classification level: Choose... ▼

Geolocation: +

Contact: +

Type: Class: +

Resources

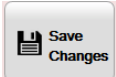
- [-] Facility
- [-] Human
- [-] Materiel
 - [-] Aircraft
 - [-] Equipment
 - [-] CBRN decontamination vehicle
 - [-] CBRN decontamination vehicle
 - [-] Absorbent agent
 - [-] Consumable
 - [-] Vehicle

Capability: +

Characteristics: +

Select from drop-down list

Press to provide more details

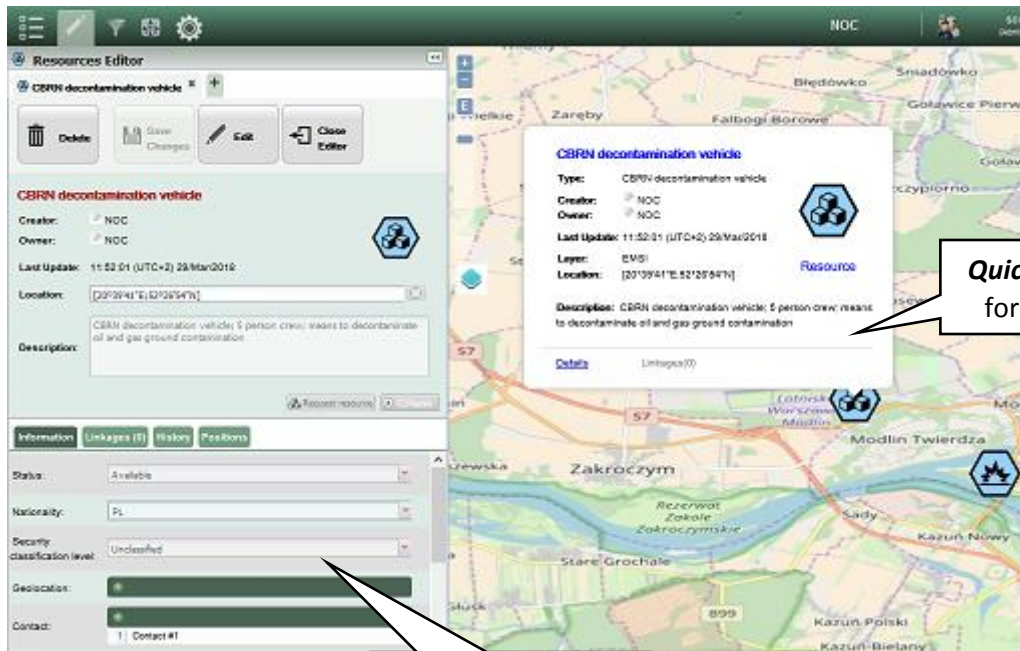
5. Once you provide all the available and required information press the  button at the top of **Resources Editor** panel to save the changes and create new Resource in the application.
 - b. Confirm your selection in the pop-up window pressing **Yes** button

Artefact Editor

? The artefact is about to be created. Continue?

Press to confirm

The resource is now saved and stored in database for further Crisis Management activities:



Quick Info window
for the resource

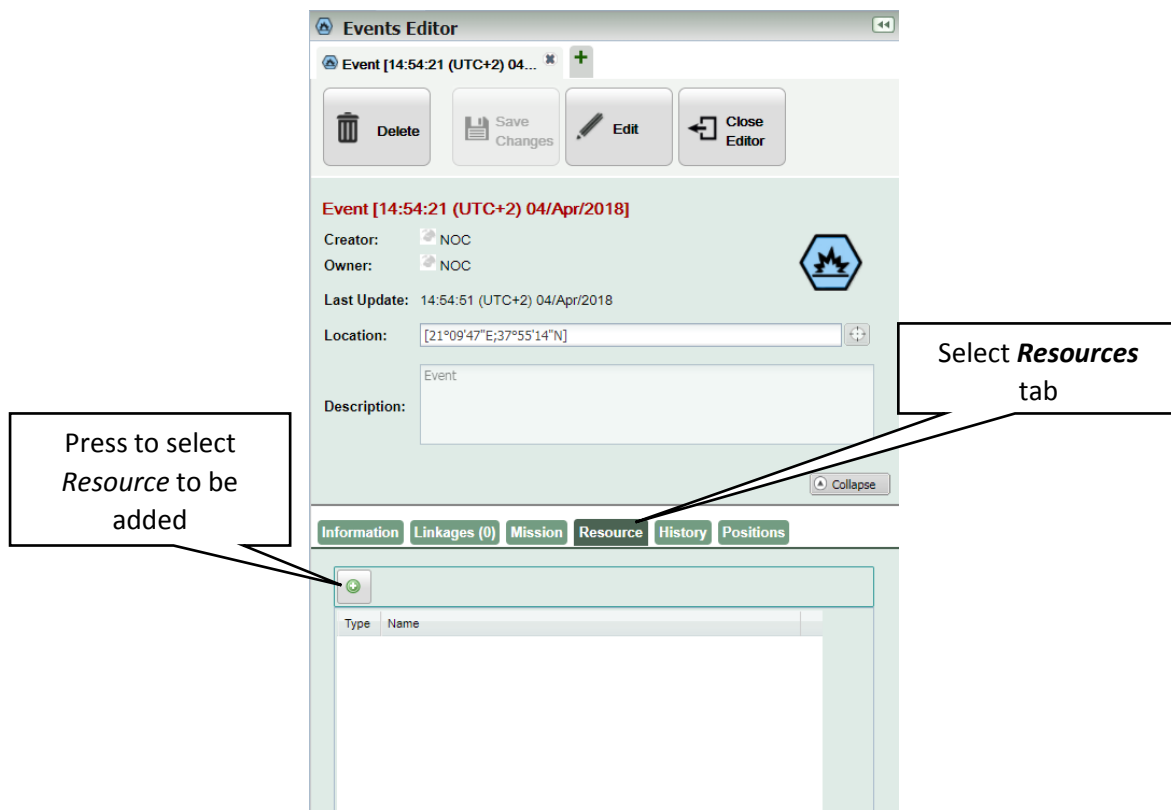
Details of the
resource

4.1 ASSIGNING RESOURCES TO EVENTS AND MISSIONS

The purpose of this exercise is to present the capability of allocating existing resources to events and/or missions.

In order to assign resources to event follow these steps:

1. Open the **Event** type artefact in **Edit mode**, select the **Resources** tab and press the button:



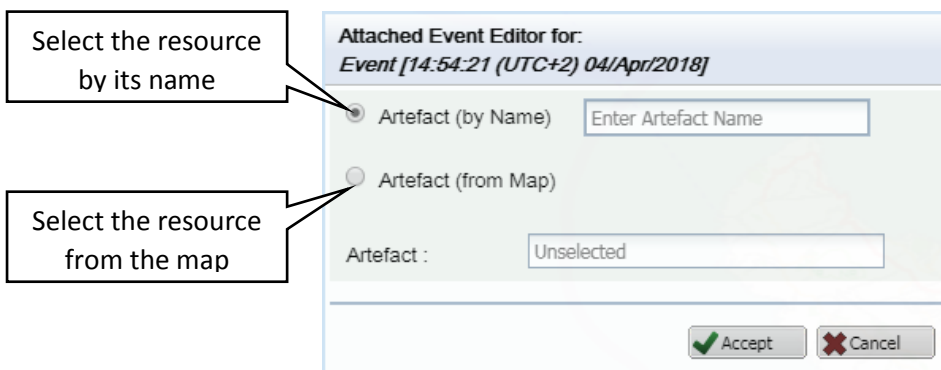
The screenshot shows the 'Events Editor' window for an event titled 'Event [14:54:21 (UTC+2) 04...]'.

- Buttons at the top: Delete, Save Changes, Edit, Close Editor.
- Event details: Creator: NOC, Owner: NOC, Last Update: 14:54:51 (UTC+2) 04/Apr/2018, Location: [21°09'47"E;37°55'14"N], Description: Event.
- Navigation tabs: Information, Linkages (0), Mission, **Resource**, History, Positions.
- A plus button (+) is located above the Resource tab.

Callouts:

- 'Press to select Resource to be added' points to the plus button (+).
- 'Select Resources tab' points to the 'Resource' tab.

2. In the pop-up window you can assign *Resources* by:
 - a. Selecting the *Resource* from the map,
 - b. Selecting the *Resource* by its name:



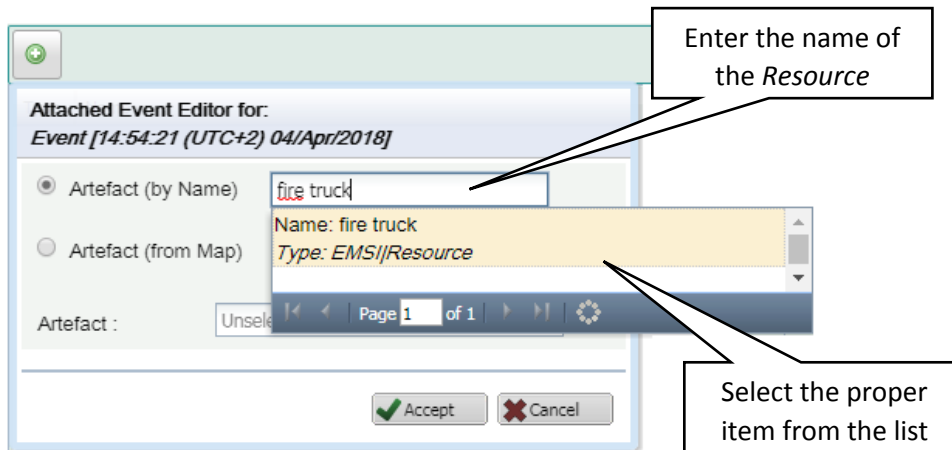
The dialog box is titled 'Attached Event Editor for: Event [14:54:21 (UTC+2) 04/Apr/2018]'.

- Radio buttons: Artefact (by Name), Artefact (from Map).
- Input field: Enter Artefact Name.
- Field: Artefact : Unselected.
- Buttons: Accept, Cancel.

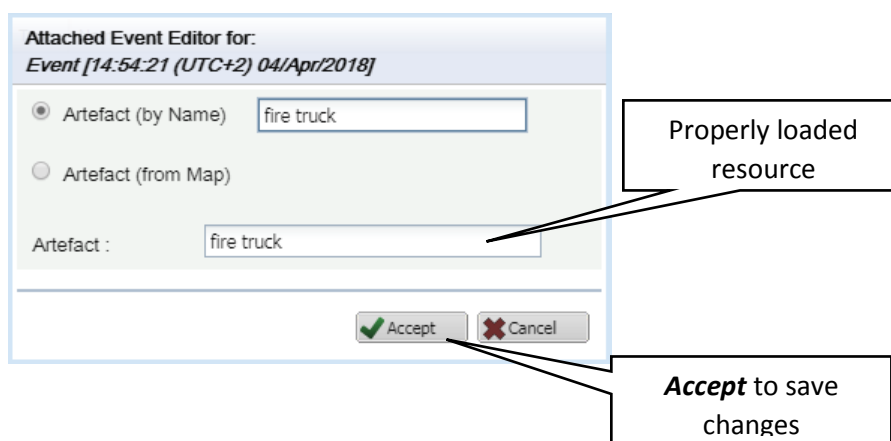
Callouts:

- 'Select the resource by its name' points to the 'Artefact (by Name)' radio button.
- 'Select the resource from the map' points to the 'Artefact (from Map)' radio button.

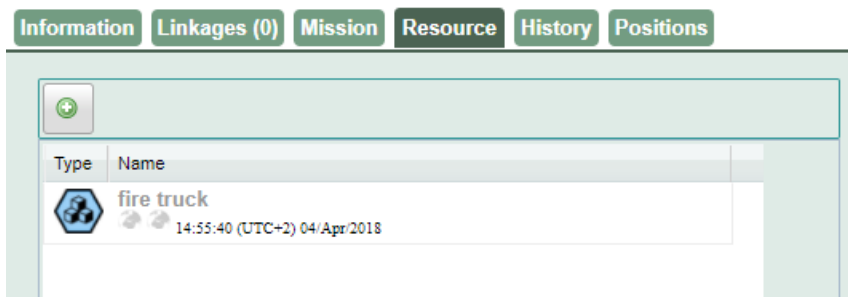
- i. Provide the name of the *Resource* in the text field and select the proper one from the result list:



- ii. Properly selected resource will result in displaying its name in the **Artefact** text field. Confirm your selection by pressing the **Accept** button:



- c. The assigned *Resource* will appear in the list in the event's **Resources** tab:

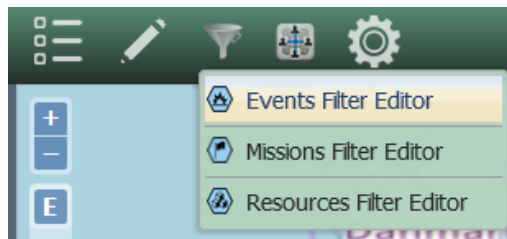


5 FILTER EDITORS

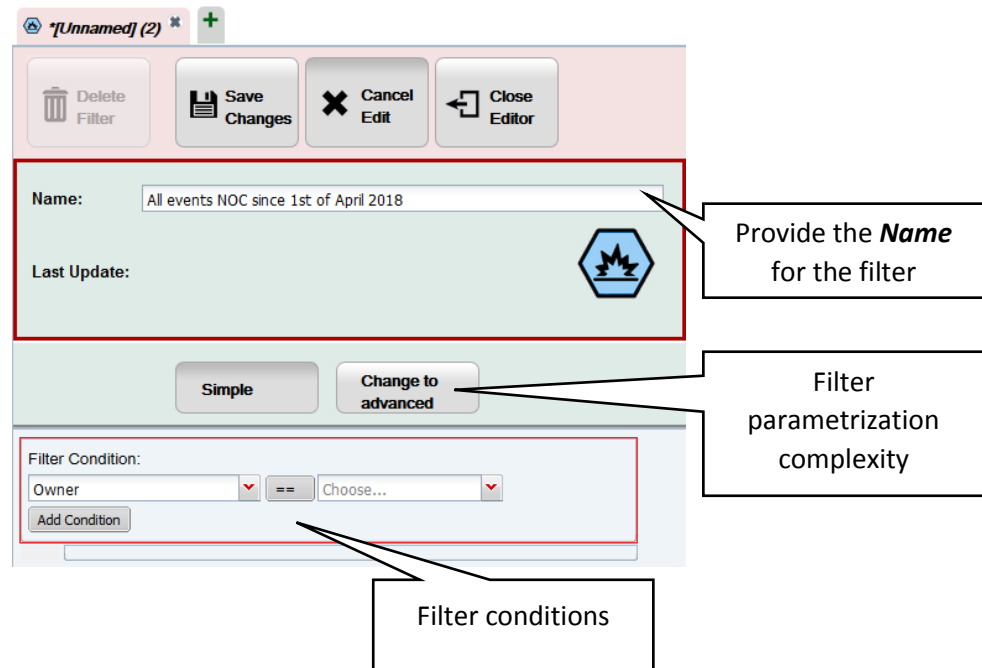
Socrates OC application provides capability of creating your proprietary filters allowing narrowing the information to be displayed and/or reported. The definition of such filters are independent for each of the artefact types: Events, Missions and Resources.

To create a filter follow these steps:

1. Go to **Filters** button in the **Control Panel menu** and select which type of filters you wish to create:



2. Once the Filter Editor opens provide the name of the filter to be created:



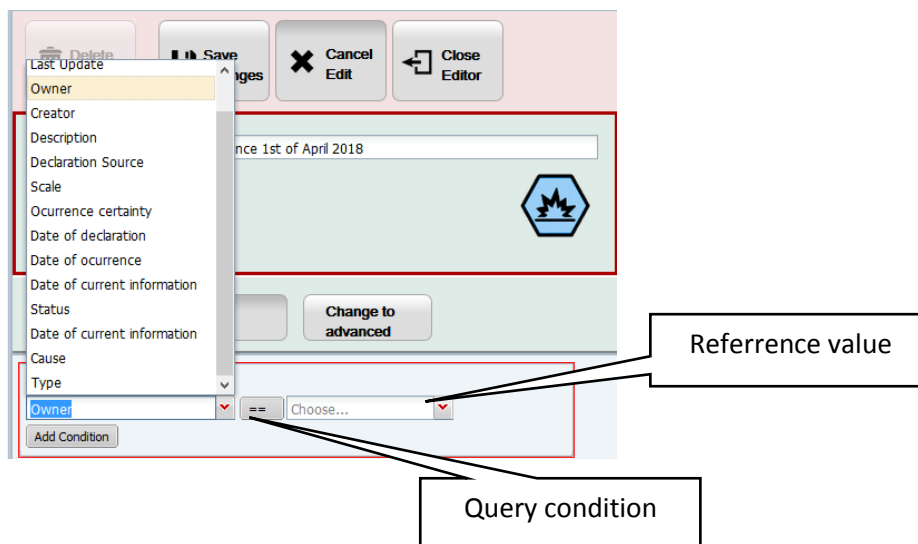
3. Provide the **Name** for the filter to be created:

Name:







4. Select the filter parametrization complexity:

a. **Simple:**

- i. Select the **Filter Condition** from the list

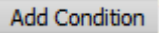


- ii. Decide the query condition:

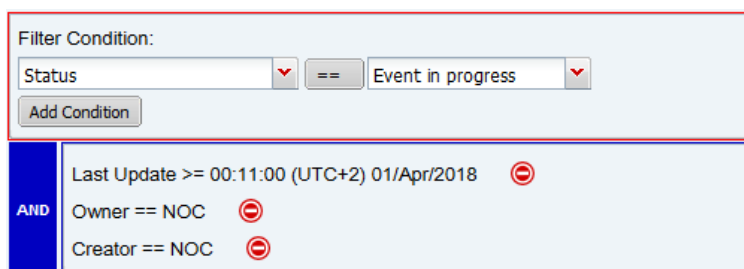
-  - equals;
-  - is different than;
-  - is greater than;
-  - is equal or greater than;
-  - is less than;
-  - is equal or less than

Please note: the availability of query conditions depends on the type of filter to be created

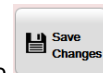
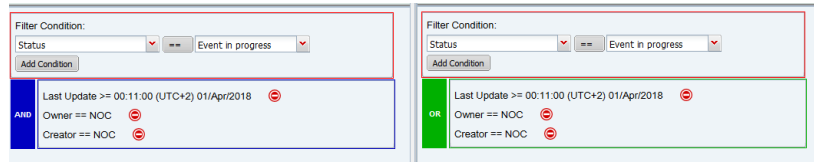
- iii. Select or input the value to be put as a reference for the filter and press the


 button to save the filter condition

- iv. Follow steps i-iii in order to define another filter condition:



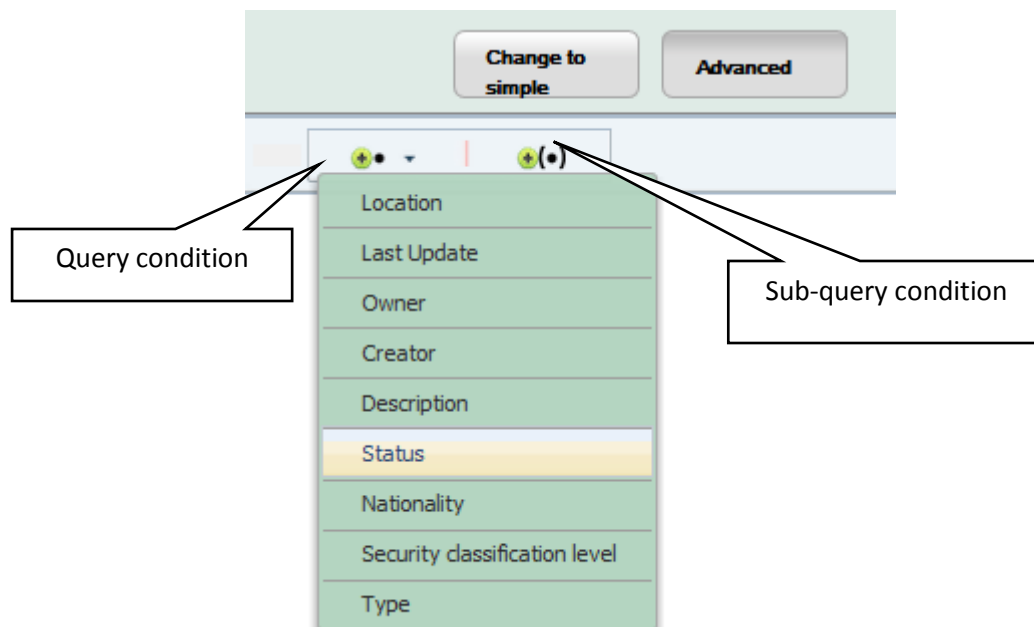
v. Decide how the selected query criteria should be treated: **AND** or **OR**:









vi. Once you have finished elaborating the filter criteria press the  button to save the filter for further usage

b. **Advanced:**

i. Select **filter conditions** from the list:

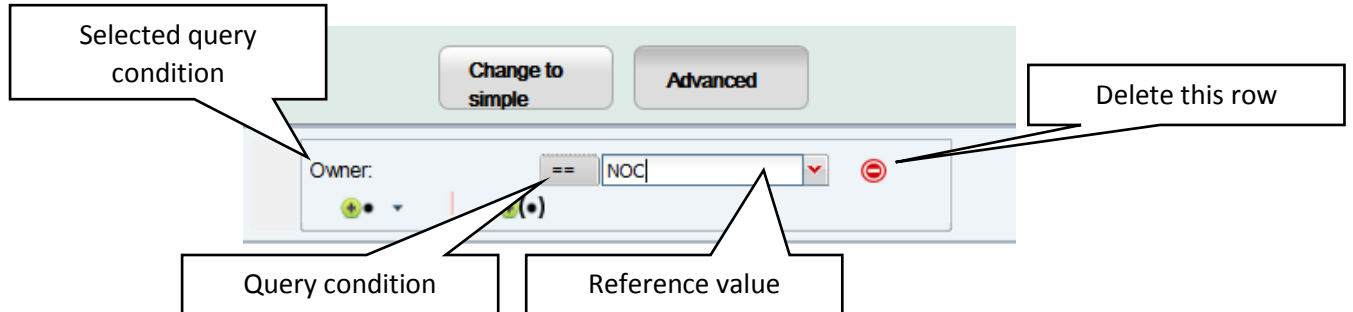


ii. Decide the query condition:

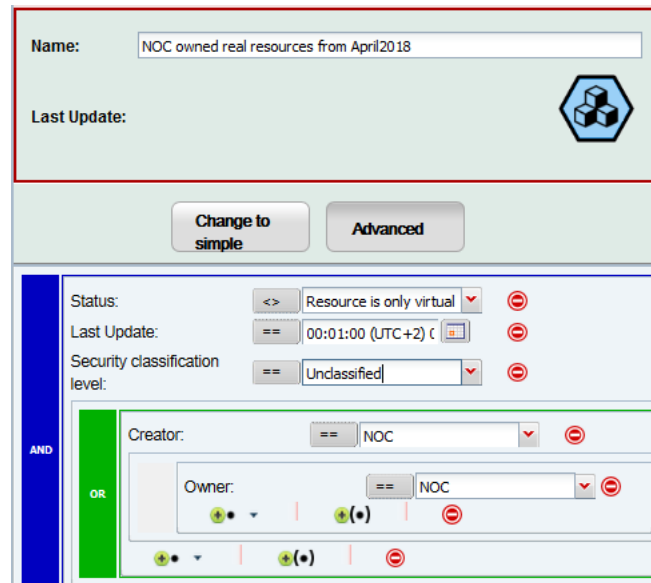
-  - equals;
-  - is different than;
-  = is greater than;
-  - is equal or greater than;
-  - is less than;
-  - is equal or less than


Please note: the availability of query conditions depends on the type of filter to be created

- iii. Select or input the value to be put as a reference for the filter



- iv. Follow steps i-iii in order to define another filter conditions and decide how will they be treated: **AND** or **OR**:



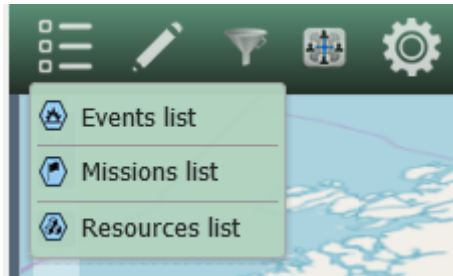
- v. In order to save the filter press the  button and confirm your selection by pressing **Yes** button in the pop-up window.

5.1 INVOKING OF SAVED FILTERS

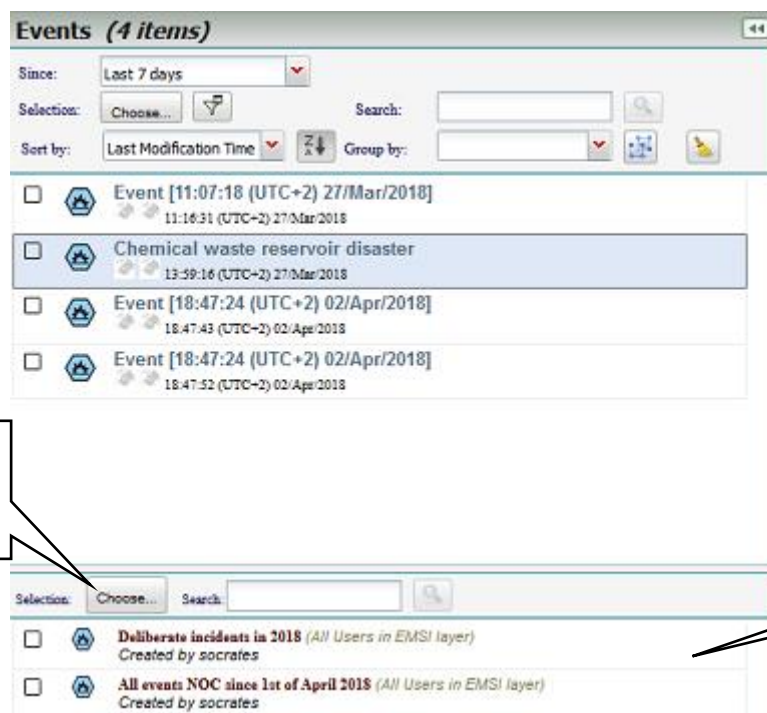
This capability allows users to retrieve information from the system by using previously defined and saved filters (as described in *Chapter 5 FILTER EDITORS*).

In order to re-use previously saved filters follow these steps:

1. Go to **Control Panel menu** and select **Lists** button:



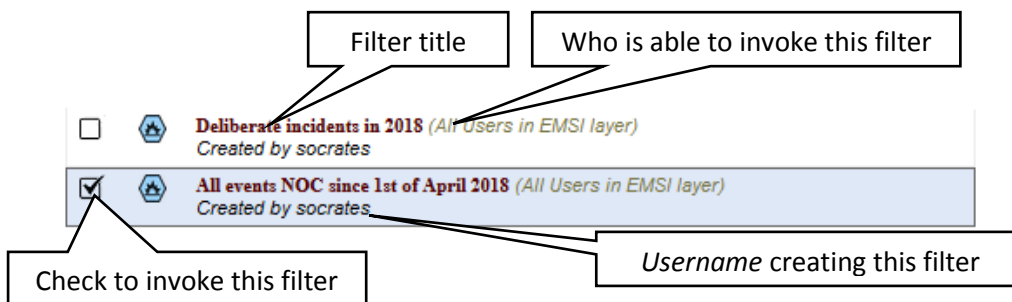
2. Select the type of artefacts you want to retrieve:
 - a. Events;
 - b. Missions;
 - c. Resources.
3. At the bottom of the Control Panel there is a field containing all saved filters for particular list:



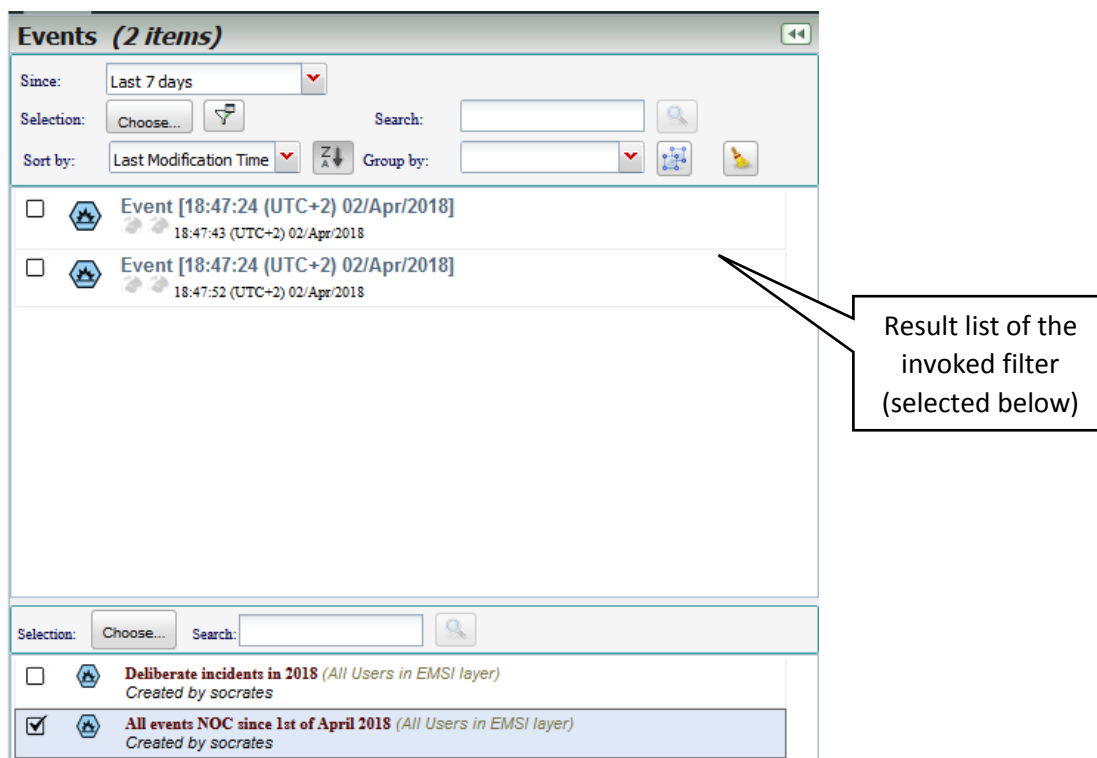
Selection of filters saved: All, None, Invert selection

List of available filters

4. To invoke the saved filter check its corresponding checkbox on the left side



5. Once the selected filter is checked, the list in the panel above populates with the artefacts matching the filter criteria set in the saved filter:

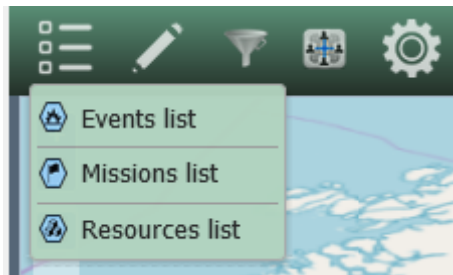


6 ARTEFACTS LISTS

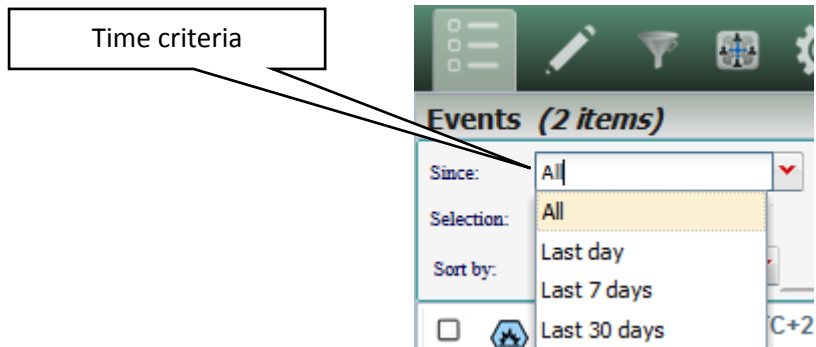
This capability allows displaying the artefacts introduced into SOCRATES OC system, allowing also using previously defined user filters.

In order to receive the list of artefacts:

1. Go to **Control Panel menu** and select **Lists** button:



2. Select the type of artefacts you want to retrieve:
 - a. Events;
 - b. Missions;
 - c. Resources.
3. Select the time period you want to obtain data from:



4. The results of the set criteria will be displayed in a list below:

The screenshot shows the 'Events (2 items)' window. Callouts point to various UI elements: 'Time criteria' points to the 'Since' dropdown (set to 'All'); 'Selection of listed artefacts' points to the 'Selection' dropdown (set to 'Choose...'); 'Sort by' points to the 'Sort by' dropdown (set to 'Last Modification Time'); 'Text search' points to the search input field; 'Group by' points to the 'Group by' dropdown; and 'List of results' points to the list of two event items.

5. By clicking on the title of an artefacts (Event, Mission or Resource) you will be given the basic information about this artefact:

The screenshot shows the 'Events (4 items)' window with the second event selected. Callouts point to the 'Details' link and the 'Center at' link. The selected event is titled 'Chemical waste reservoir disaster' and includes metadata such as 'Creator: NOC', 'Owner: NOC', and 'Last Update: 13:59:16 (UTC+2) 27/Mar/2018'. A descriptive paragraph follows: 'Turncock failure causes that the pump that pumps chemical waste into the reservoir can not be switched off. Due to this, there is a rapid inflow of a significant amount of a liquid, mud like, toxic chemical to the retention reservoir. Dikes of the reservoir are weakened after prolonged rainfall and under the influence of pressure they break'.

[END OF DOCUMENT]