

WildCAD-E

User Guide

for Center Admin



Version 3.0

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Center Admin User Guide

Introduction

Welcome to *WildCAD-E*, the web-based Computer-Aided Dispatch (CAD) system developed by Bighorn Information Systems for wildland fire agencies and targeted for Emergency Communications Centers of all sizes.

The purpose of this document is to assist the Center Administrator with the initial setup and subsequent maintenance of *WildCAD-E*. Dispatchers who will be using *WildCAD-E* should refer to the *WildCAD-E* User Guide for information on how to operate the software.

Please note that the Center Admin tab in *WildCAD-E* will only be visible with Center Admin access from iNAP.

The following pages will guide you through the various menus in *WildCAD-E* for Center Admin.

Format of the Center Admin User Guide

The *WildCAD-E* User Guide for Center Admin is structured to guide the Center Admin through each menu item. It is divided into multiple parts, with each part containing associated steps to lead the user through the process effectively.

User's Environment

Considerations to Ensure Continuity in the Use of WildCAD-E and Workspace Suggestions for the User

- Dispatchers need a computer with either a Google Chrome or Microsoft Edge browser.
- Ensure the browser used is the most current version.
- Field employees doing rostering can use a computer, tablet or phone.
- Two computer monitors available to *WildCAD-E* allow the dispatcher to drag items to a separate monitor.
- A cell-based hotspot is recommended for backup in the event the user loses internet connectivity.
- A fast internet is essential. Test your internet speed at www.speedtest.net.
- Users will be automatically logged out of *WildCAD-E* after eight hours of inactivity in the system.

iNAP FAM Profile Management Access

WildCAD-E users with Center Administrator role use their iNAP FAM Profile Management screen to:

- Assign centers and roles.

- Approve or deny user request and to grant access, even when a user has not previously requested it.
- Approve access requests submitted by users and grant access to their dispatch center for users who have not requested access.

WildCAD-E Roles

- **Center Administrator** provides access to the Center Admin menu.
- **Dispatcher** allows access to all dispatcher-related screens.
- **Roster** provides access to just rostering capabilities in WildCAD-E.

A dispatcher who will also roster will need both the Dispatcher role and the Roster role.

Home Page

The **Home page** is divided into three major sections: 1) the ribbon across the top, 2) the Icons, and 3) the pull-down menu or the “Hamburger” menu (≡), which displays the pull-down menu. See the User Guide for Dispatcher for more details regarding the Home Page.

Figure 1 - Home Page Ribbon shows System, Status of CAD, About, User and Dispatch Center (L-R)

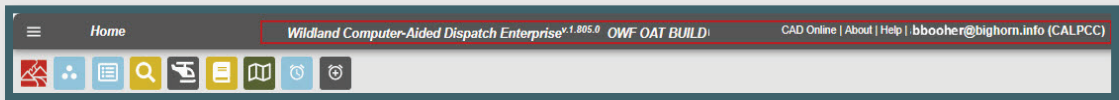


Figure 2 - The Icons

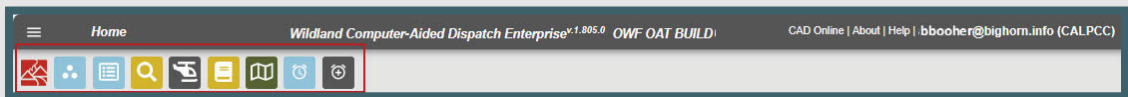


Figure 3 - The Hamburger is located above, and to the left of, the Icons.

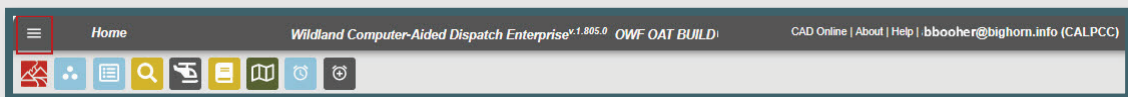
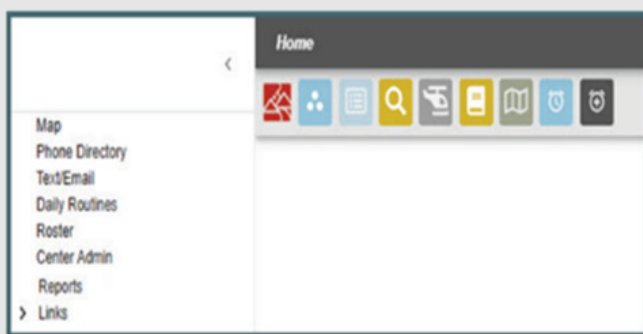


Figure 4 - The “Hamburger” symbol opens this pull-down menu.

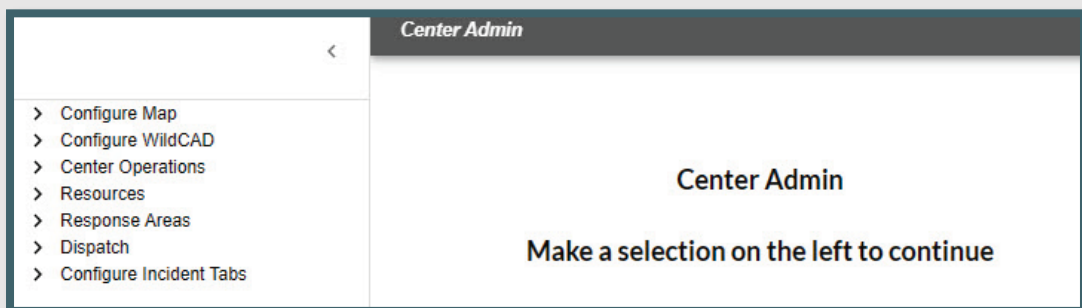


Click on "Center Admin" (Figure 4) which allows access to:

- Maps
- Phone Directory
- Text/Email
- Daily Routines
- Roster
- **Center Admin**
- Reports
- Links

By entering the Center Admin mode, the user can access the Center Admin menu. The Center Admin menu will open into its own tab (Figure 5). The application browser tabs now include the environment if you are logged into one of the lower environments - for example *WildCAD-E OAT*.

Figure 5 - Center Admin is the first level pull-down menu.

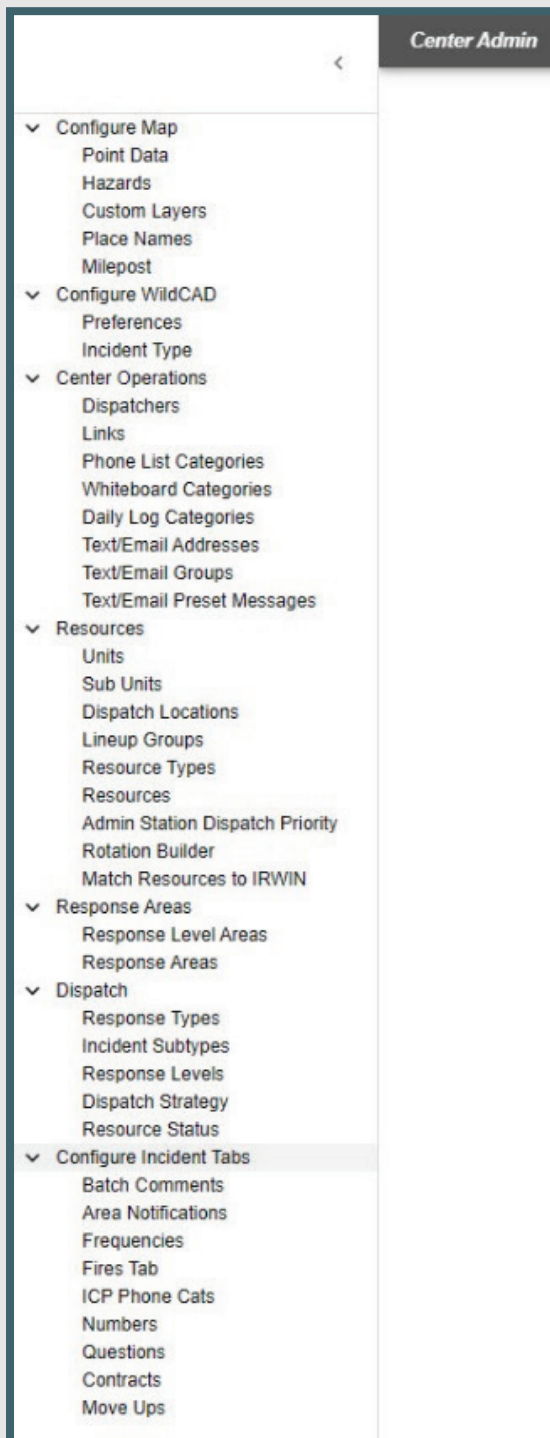


The first level pull-down menu provides the user access to each of the topics identified above (in Figure 5) and will be accessible after you select the specific topic:

- Configure Map
- Configure WildCAD
- Center Operations
- Resources
- Response Areas
- Dispatch
- Configure Incident Tabs

The second level pull-down menu for Center Admin (Figure 6) is to the right. From this menu, the user accesses the menu sub-topics.

Figure 6 - Second level pull-down menu for Center Admin



Part I: Configure Map

The Center Administrator can maintain five types of center-specific data layers:

1. Point Data
2. Hazard
3. Custom Layers
4. Place Names
5. Milepost

When any of these layers are updated, the map page needs to be refreshed to show the updates. Map layers that are added from services outside of *WildCAD-E* may take longer to load when the map shows large areas of land. For the best results, zoom in before trying to turn on a layer.

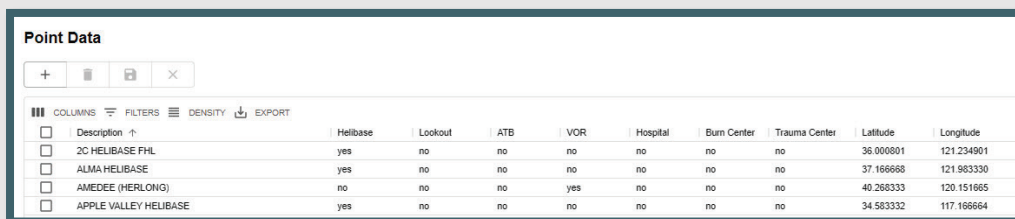
Point Data, Hazard and Place Names

Point Data, Hazards and Place Names are maintained similarly. Point Data and Hazards show up in the layers list under WildCAD Data (if there is data for the category). Place Names can also be added and searched within the Find Icon.

Navigate to the maintenance screen:

- Allows users to add, edit and delete from the maintenance screen.
- Click a row (do not select the check box) to view the point on the map.
- Double click inside the row to start editing the attributes. When editing the Lat/Lon, you can preview your change by tabbing out of the cell.
- Click the save icon to keep the changes or the X icon to cancel the changes.


Figure 7 - Point Data allows the user to view the point on a map.



<input type="checkbox"/>	Description ↑	Helibase	Lookout	ATB	VOR	Hospital	Burn Center	Trauma Center	Latitude	Longitude
<input type="checkbox"/>	2C HELIBASE FHL	yes	no	no	no	no	no	no	36.000801	121.234901
<input type="checkbox"/>	ALMA HELIBASE	yes	no	no	no	no	no	no	37.166668	121.983330
<input type="checkbox"/>	AMEDEE (HERLONG)	no	no	no	yes	no	no	no	40.268333	120.151665
<input type="checkbox"/>	APPLE VALLEY HELIBASE	yes	no	no	no	no	no	no	34.583332	117.166664

Figure 8 - When Point data is entered, the location is viewable on the map.

<input type="checkbox"/>	ARCATA	no	no	no	yes	no	no	no	40.981667	124.106667
<input type="checkbox"/>	ARROYO GRANDE HELIBASE	yes	no	no	no	no	no	no	35.200001	120.416664
<input type="checkbox"/>	ASH MT HELIBASE	yes	no	no	no	no	no	no	36.570999	118.824997
<input type="checkbox"/>	AVENAL	no	no	no	no	yes	no	no	35.646667	119.978333
<input type="checkbox"/>	BAKERSFIELD AIRPORT	no	no	no	yes	no	no	no	35.433601	119.056602
<input type="checkbox"/>	BALD MOUNTAIN HELIBASE	yes	no	no	no	no	no	no	38.150002	120.083336
<input type="checkbox"/>	BASELINE HELIBASE	yes	no	no	no	no	no	no	37.924999	120.529999
<input type="checkbox"/>	BATTLE MOUNTAIN	no	no	yes	no	no	no	no	40.598335	116.873337
<input type="checkbox"/>	BATTLE MOUNTAIN	no	no	no	yes	no	no	no	40.570000	116.921669

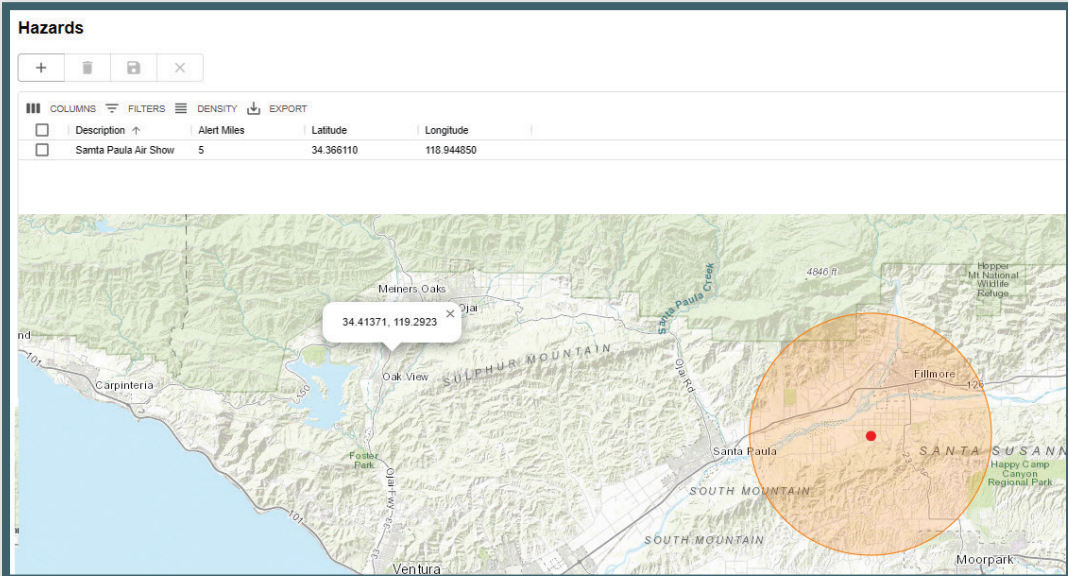


Add or Modify the Hazards Layer

Navigate to the maintenance screen.

- Click on a row (**do not** select the check box) to view the point on the map.
- Double click inside the row to start editing the attributes.
- When editing the Lat/Lon or the radius, the user can preview changes by tabbing out of the cell.
- Click the "Save" icon to keep the changes or the "X" icon to cancel the changes.

Figure 9 - Double click inside the row to begin editing attributes.



Hazards

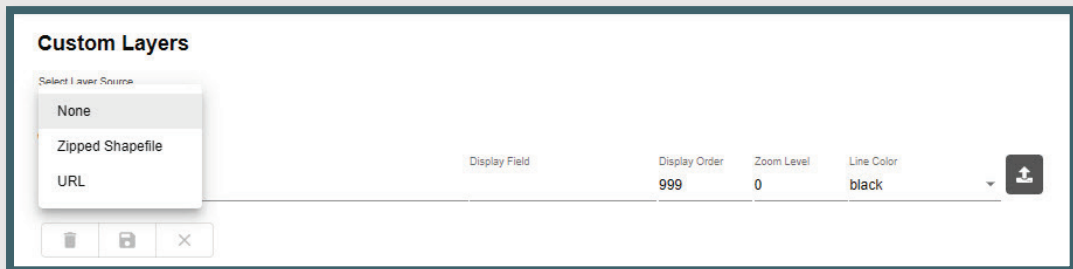
+

Description	Alert Miles	Latitude	Longitude
<input type="checkbox"/> Santa Paula Air Show	5	34.366110	118.944850


Custom Layers

Add or Modify Custom Layers

Figure 10 - Select either a zipped shapefile or a URL to add a custom data layer.

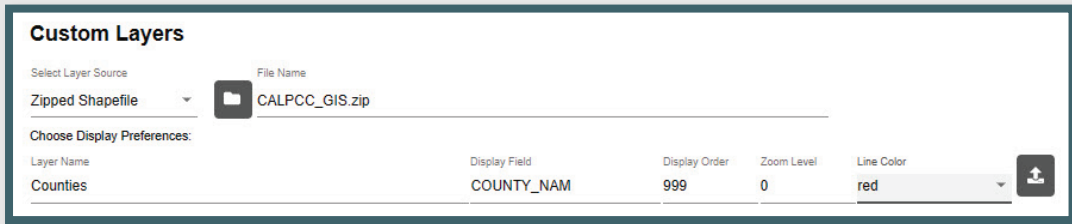


Custom data layers can be added by either uploading a zipped shapefile or adding a URL from various web-hosted map layers. To do so, navigate to the maintenance screen.

- Select either a zipped shapefile or a URL. To upload a zipped shapefile, it must have at least these 4 file extensions: .shp, shx, .dbf, and prj.
- Once you select the shapefile option, you can browse to the zipped shapefile location.
- Enter the Layer Name, Display Field, Display Order, Zoom Level and Line Color.
 - The Display Field text is case insensitive. The user can type text using either upper- or lower-case text and the field will show up in the map footer.
 - An error message will display map layers uploaded at center where the display fields, set in the layers maintenance page did not exist in the shapefile.
- Added user message will appear notifying user to handle the case where a custom layer was added but the data was not actually saved by *WildCAD-E* on the back end. With this scenario, if the user clicked on the layer to view, the map could freeze. The user will now get a message that the layer should be removed and then added again.
 - You may also specify a "Zoom Level" parameter.
 - At zoom level zero (0) the base map will display the entire globe. Each click of the "plus" sign will increase the zoom level by one (1) zoom level and one click of "negative" sign will decrease the zoom level by one.
 - When first opening the map layer the zoom level will be automatically set to the predetermined zoom level.
- Click the upload icon  button.

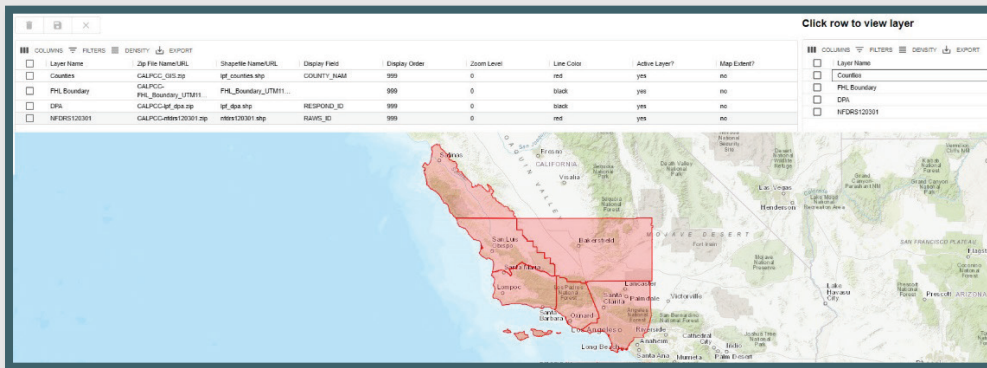
- When adding a new layer, the layer name and attribute are only removed after the upload completed.

Figure 11 - Center data layers can be added by uploading a zipped shape file or using a URL.



- To view the file, click on the row in the grid on the right side of the screen (not the check box).
- Use the grid on the left side of the screen to make changes to the row.
 - Save the changes.
- Click the row in the grid on the right to view the updated file.

Figure 12 - After refreshing the home page, the layer should now be added to the Center data.



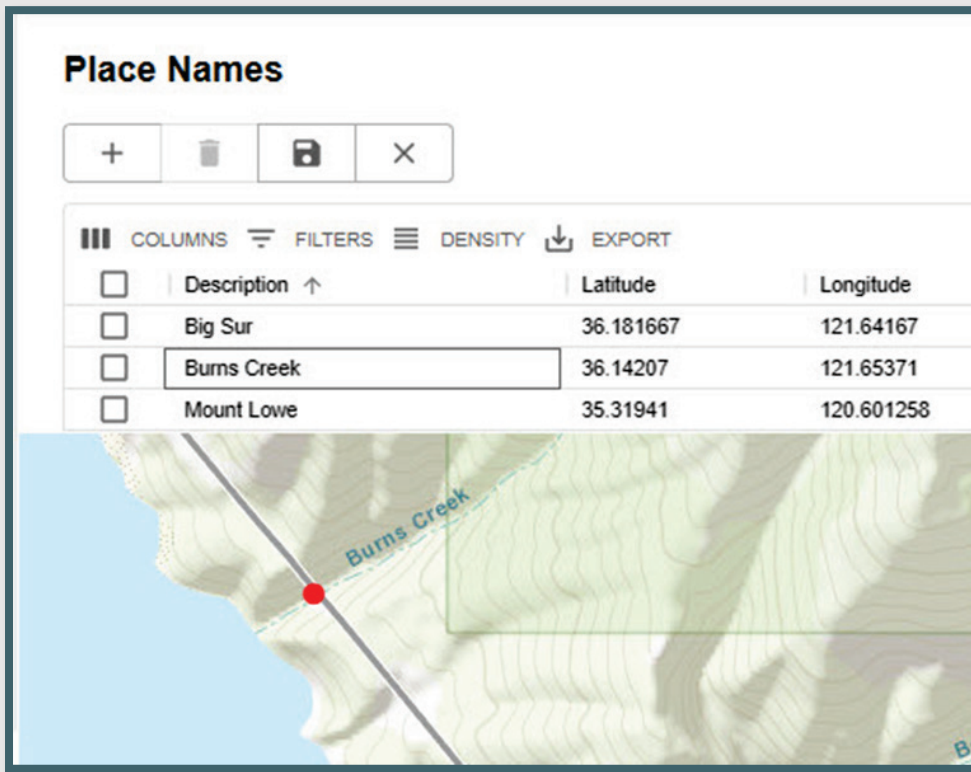
Place Names

Add or Modify Place Names

Navigating to the maintenance screen:

- Allows users to add, edit and delete from the maintenance screen.
- Click a row (do not select the check box) to view the point on the map.
- Double click inside the row to start editing the attributes. When editing the Lat/Lon, you can preview your change by tabbing out of the cell.
- Click the "Save" icon to keep the changes or the "X" icon to cancel the changes.

Figure 13 - Place Names allows the user to view the point on a map.



Milepost

Add or Modify Milepost Layers

Navigate to the maintenance screen.

- Milepost can be added by uploading a CSV (comma separated value) file to either add to or replace their current milepost data.
- The CSV file needs to have no column headers and contain 4 columns in this order: Road Name, Milepost #, Latitude, Longitude (positive number).

Figure 14 - Example of CSV file.

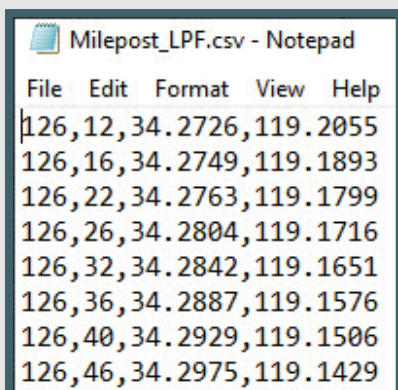
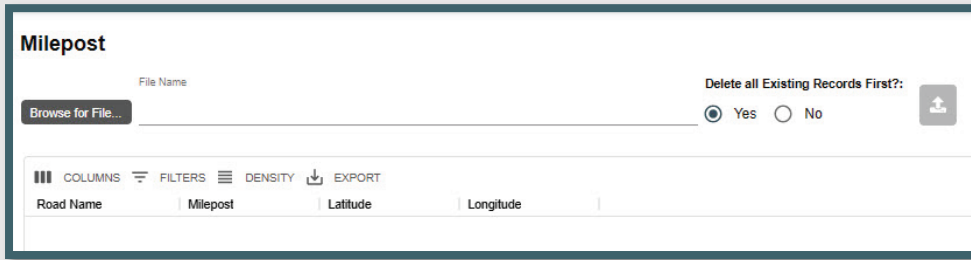
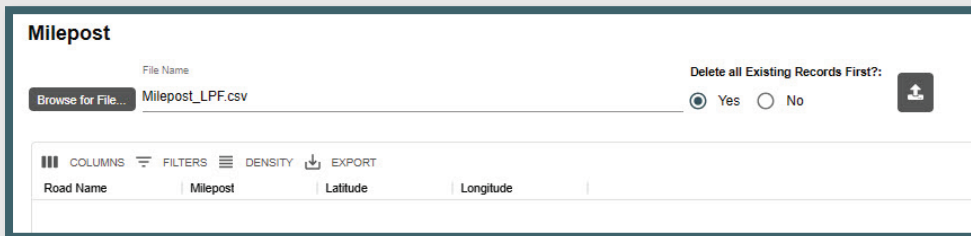


Figure 15 - Select CVS file to add milepost data.



- Select the CVS file.

Figure 16 - In this example, if the CVS file is selected all existing records will be deleted.




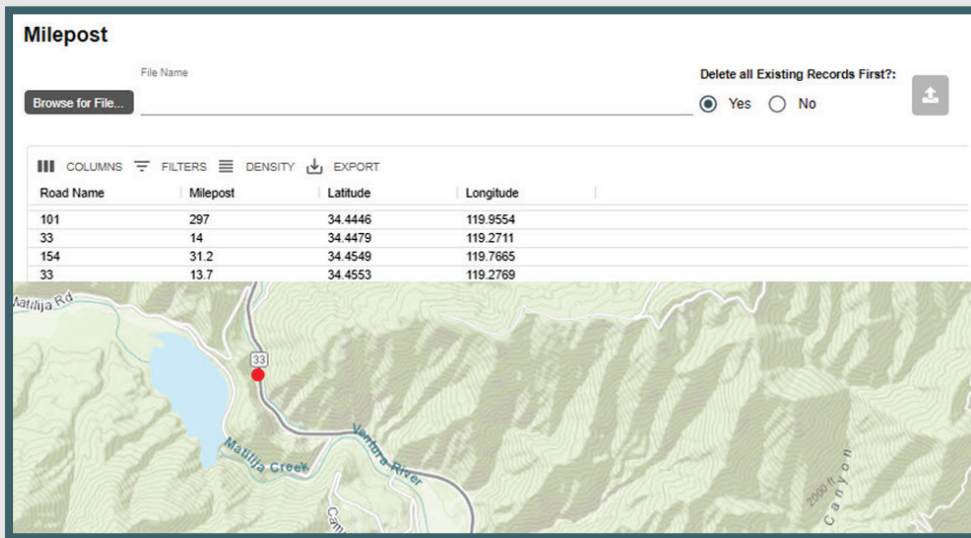
- Select either Yes or No - "Delete all Existing Records First" Yes will replace all records. No will just add new records.
- Click the upload icon  button.

Figure 17 - The results of the upload.



Part II: Configure WildCAD

Preferences

The System Administrator can manage the following *WildCAD-E* settings on the “Preferences” panel.

Figure 18 - System Administrator Preferences Panel

Preferences

Note: Dispatchers will need to refresh their applications to see all changes made here.

System Administrator Choices

- Allow Edit of Status Date/Time On Incidents
- Allow Edit of Daily Log Entries
- Allow Edit of Incident IC Tab
- Allow Edit of Incident Log
- Allow Removal of Resource from Incident
- Allow Changing Incident Dispatcher
- Show New L.E. Button on F7 Status
- Allow F11 New L.E.
- Incident Reports Show Timer Details
- Show all notifications, even if not in area
- Default FS Assist to True

New Incidents

Default Unit: CALPF | Default Incident Type: FI - Wildfire

Last Incident #: 50

Fire Numbers By:

Center Unit

Last Center Price #: 500 | Number of: 6

Who Responds First from a Station?

Home Resources Visiting Resources

Incident Report shows Resource Details

No Yes Ask

L.E. Timer Status

On Scene: +

Auto Timer for LE

No Ask Yes

Text/Email Options

Always Start Message With: CALPF

Prepared message will not show until sent

Map Options

Set Default State and Municipal for T/R/S Search

State: California

Municipal: San Bern...

CLEAR DEFAULTS

System Administrator Choices

System Administrator Choices – by checking the correlating boxes, the System Administrator allows the following:

- **Allow the Edit of Status Date/Time on Incidents.** Dispatchers will be able to edit the status, date, and times on incidents.
- **Allow Edit of Daily Log Entries.** Dispatchers will be able to edit the Daily Entries on incidents.
- **Allow Edit of Incident Tab. Dispatchers will be able to edit the IC Tab on incidents.**
- **Allow Edit of Incident Log.** Dispatchers will be able to edit Incident Log entries.
- **Allow Removal of Resource from Incident.** Dispatchers can remove resource(s) from an incident and delete all Action History for those respective resource(s).
- **Allow Changing Incident Dispatcher.** A change in Dispatchers.
- **Show New Law Enforcement (LE) Button on F7 Status.** Displays the “NEW LE” button when a resource is selected on the Resource Status screen.
- **Allow F11 New LE.** Enables the F11 key.
- **Incident Reports Show Timer Details.** The Incident Report will show all timer details for timers associated with the incident.
- **Show all notifications, even if not in the area.** Shows all notifications for any area.

- **Default FS Assist to True.** Every new incident will automatically check “FS Assist” on the Fiscal Tab.

New Incident

- The check box allows you to set a 2-digit calendar year prefix to every incident number that has been removed and will be enhanced in a future software release. In the meantime, the center can manually adjust their incident numbers to include the CY.
- Set the **Default Unit** and **Default Incident Type**. **Note:** This global Default Unit can be overridden by the per-user Default Unit on the Dispatchers screen.
- **Last Incident Number #** means the next incident number assigned will be this number plus one. The number will then be automatically increased.

Fire Numbers

- Are auto assigned either by Center or Unit.

Who Responds First from a Station?

- Select either Home or Visiting Resources.

Incident Report Show Resource Detail

- Set this as a yes, no or ask.

LE Timer When

- LE Timers set to start on what resource status.

Auto Timer for LE

- Choose yes, no or ask.

Test/Email Option

- Provides the user the opportunity to start every text message with a short, prepended message. Without a prepend message, the default is blank (null).

Map Options

- Set a default state and Meridiam for T/R/S searches.
- If no default is set then when searching a T/R/S, the state and Meridiam must be set manually in the Find Panel.

Incident Types

Figure 19 - Incident Types

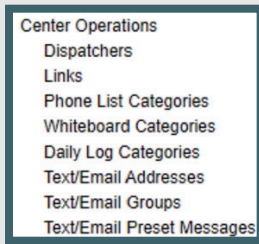
<input type="checkbox"/>	Incident Type	Color	Display Order ↑	Response Type
<input type="checkbox"/>	FI - Wildfire	lightRed	10	FIRE
<input type="checkbox"/>	FI - Structure Fire	lightRed	20	FIRE
<input type="checkbox"/>	FI - Vehicle Fire	lightRed	30	FIRE
<input type="checkbox"/>	FI - Non-Statistical/Other	lightRed	45	FIRE
<input type="checkbox"/>	Smoke Chk	gray	49	FIRE
<input type="checkbox"/>	Med Aid	lightGreen	50	MEDAID

Enter the appropriate information in each column, as follows:

- Incident Types - Incident Types are set and cannot be changed. Appendix III - Incident Types contains the current list. Some Incident Types will have "Expired" dates, which will allow for searching, editing, and reporting incidents with expired types.
- Colors - Use the pull-down to change to the desired color for your center.
- Display Order - Enter the sequence number, so this order will be displayed in Incident Panel.
- Change the Center's Color - Double click on the color; then, use the pull-down to change the color to the desired color for your Center.
- Response Type - Use the pull-down to change to the desired Response Type controlling the Dispatch Strategy.
- Save your work.

Part III: Center Operations

Figure 20 - Center Operations Pull-down Menu

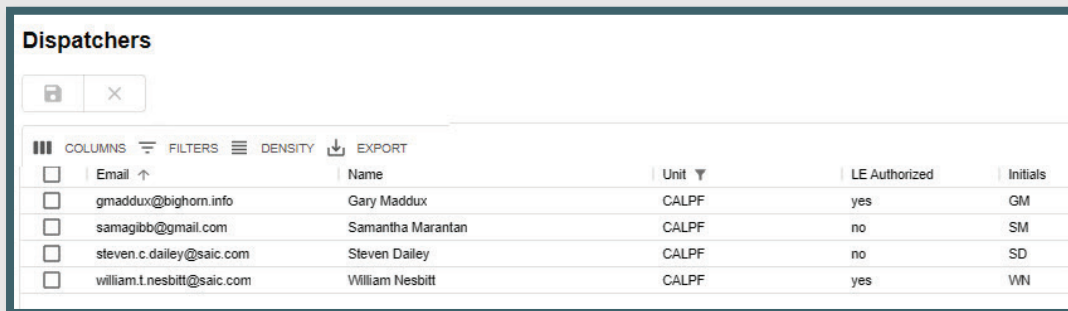


Dispatchers

The dispatcher list is initially imported from WildCAD6, and thereafter reflects persons authorized in iNAP who then login to WildCAD-E. The Center Admin can edit the following, but the Center Admin cannot add a dispatcher:

- Unit - default unit when this dispatcher starts an incident (overrides the system-wide default set on Properties).
- LE Authorized - yes or no pull-down)
- Initials - free text.

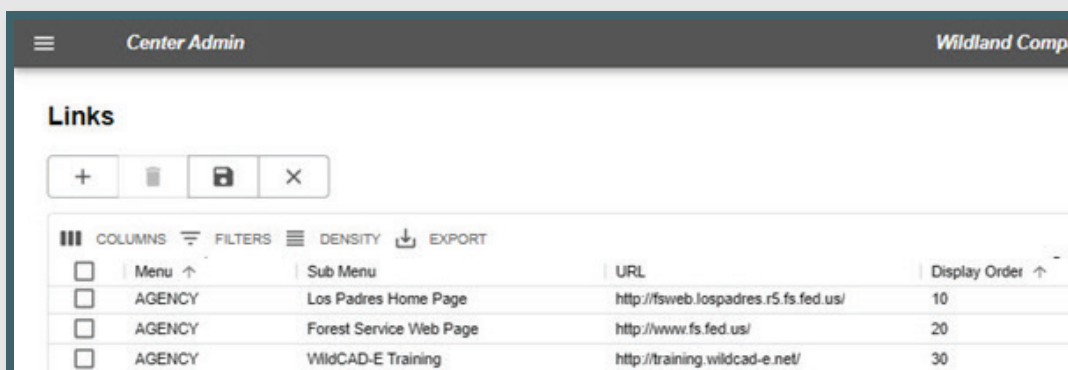
Figure 21 - Center Admin can add Links for use by Dispatchers using either a file path or URL.



Links

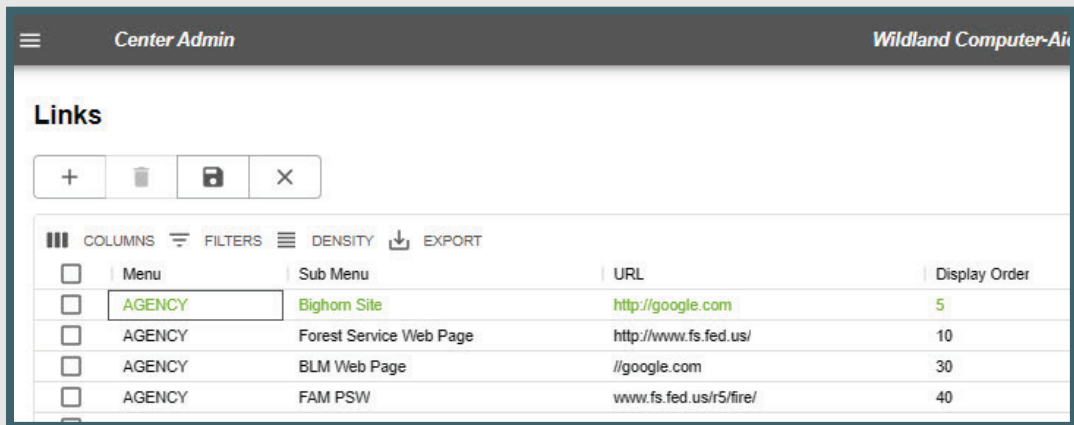
In WildCAD-E, the Center Admin can create an optional new menu called, "Links." The "Links" menu can contain a second-level menu (a "group"), using either a URL or a file.

Figure 22 - Center Admin can create an optional menu called, "Links."



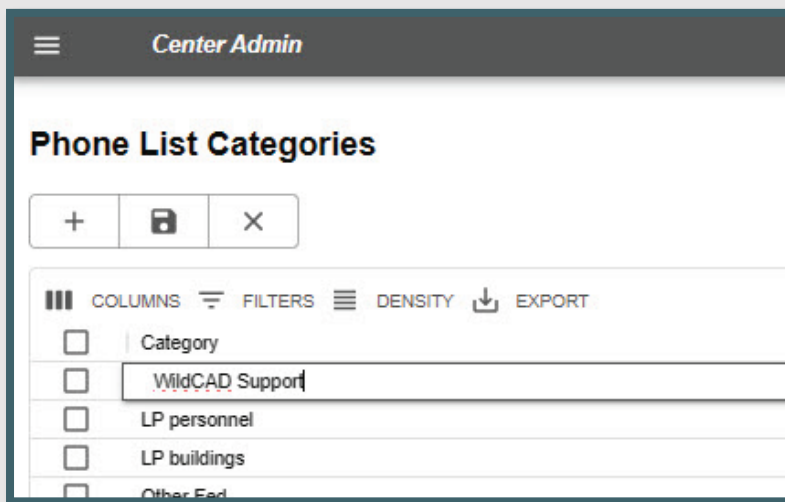
- To add a new item, select the appropriate button and enter the label to appear on the menu. If it is a URL or a file, enter the appropriate path.

Figure 23 - Links allows the user to select the appropriate button and enter the label to appear on the menu.



Phone List Categories

Figure 24 - Phone List Categories



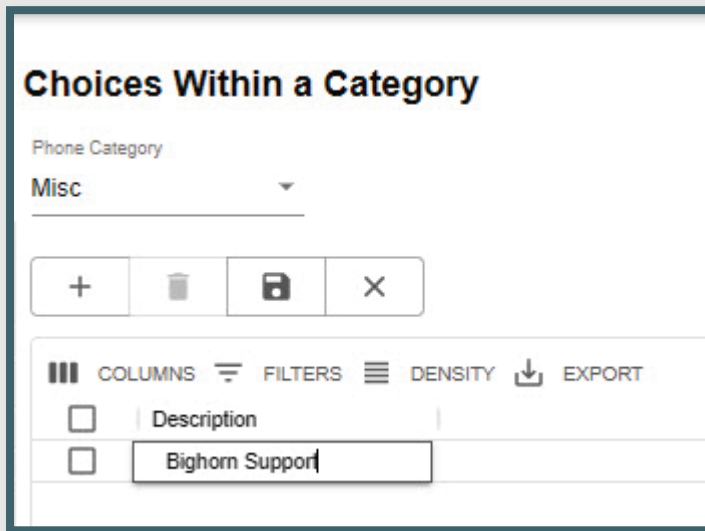
To add categories within a Phone List Category, the Center Admin will choose the following:

- Categories
 - Click the "+" and Enter Category
 - Click "Save" to add the category to the list.

To add choices within Choices Within a Category, the Center Admin will choose the following:

- Select a Phone Category from the pull-down.
 - Enter a description.
 - Click "Save" to add to the list.

Figure 25 - Phone List Categories and Choices within a Category



Whiteboard

The Whiteboard is intended to be a place to post a few items of interest, typically for a day or other brief period.

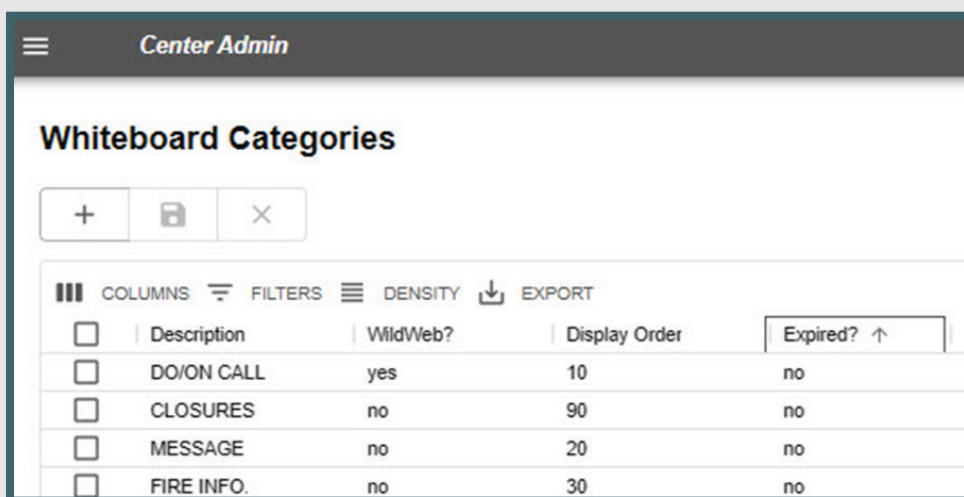
There are three Whiteboard columns:

1. Description
2. WildWeb (Yes/No)
3. Display Order Expired (Yes/No)

The Center Admin may opt to show information on a Whiteboard category on WildWeb, which then is viewable to the public.

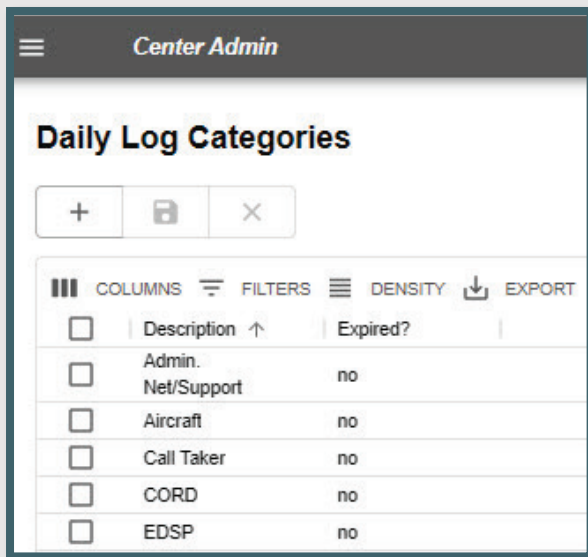
Caution: WildWeb is viewable by the public.

Figure 26 - Whiteboard is a place to post items of interest.



Daily Log Categories

Figure 27 - Daily Log Categories

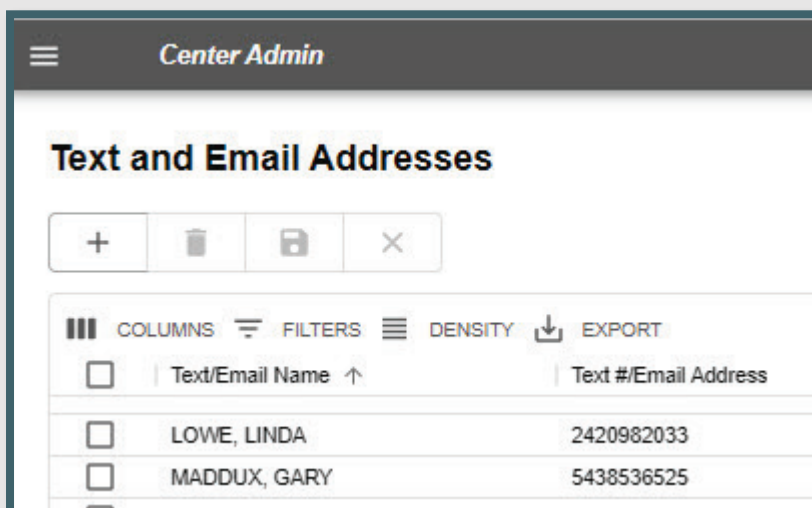


For each category:

- Enter Category Description
- Indicate if Expired (Yes or No)

Text/Email Addresses

Figure 28 - Text and Email Information is now available.



Text and Email names and addresses are entered by the Center Admin and then available in *WildCAD-E*.

For each address enter:

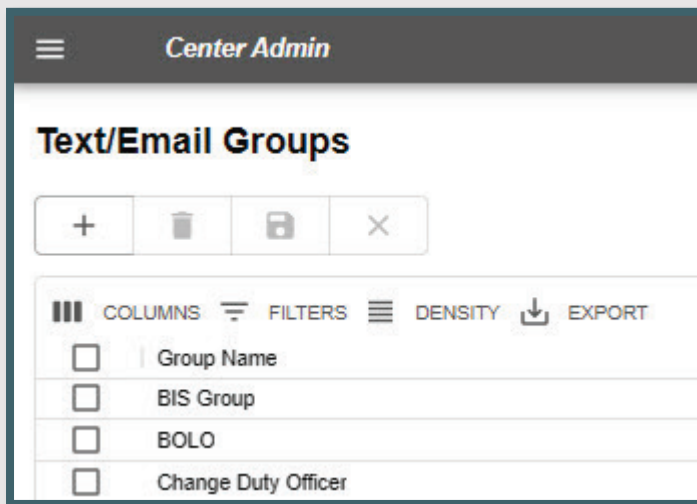
- Text / Email Name
- Cell Phone number or Email Address - any entry which is precisely 10 numeric characters is sent as a text; anything else is sent as email.

Text/Email Groups

The group names are the potential recipients of your text and/or email messages. For each group enter:

- Group name.
- Then, click "Save."

Figure 29 - Groups are the text/email recipients.

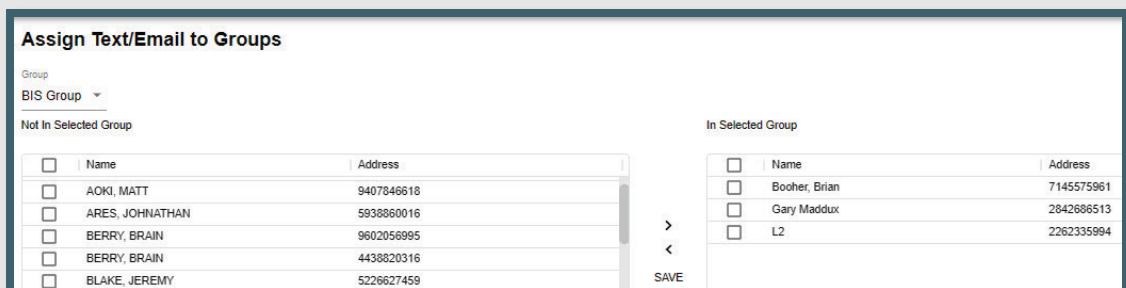


Assign Text/Email to a Group

Using the pull-down to select a group name previously created:

- Select the group name.
- Select the emails for those who are members of that group.
- Move them to the "In Selected Group" By clicking on the ">" or move them back by clicking on the "<."
- Click "Save."

Figure 30 - Create a group and populate with names and emails.

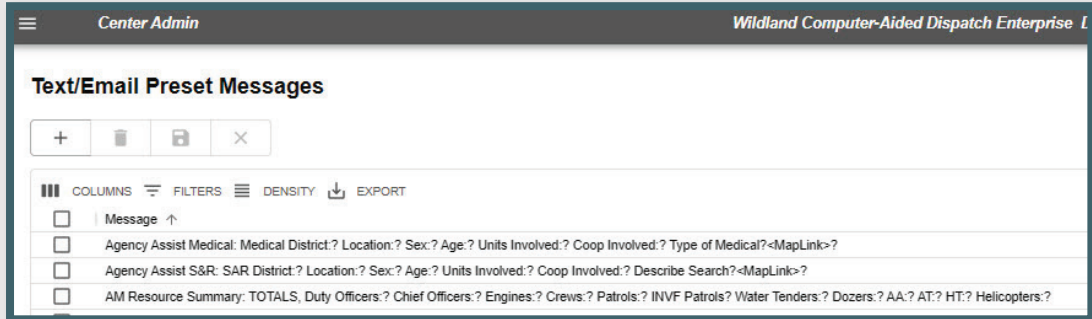


Text and Email Preset Messages

If the Center Admin routinely sends a certain type of message (e.g., the Morning Lineup), the Center Admin can create a list of preset messages, formatted with blanks for the dispatcher to complete prior to sending the message.

- Go to a line on this screen, enter:
 - The preset title followed by a colon (e.g., Agency Assist Medical:)
 - One or more prompts for the user to fill in, each followed by a question mark (e.g., District? Location? Age?). A colon following the prompt is optional and if provided will show on the screen.

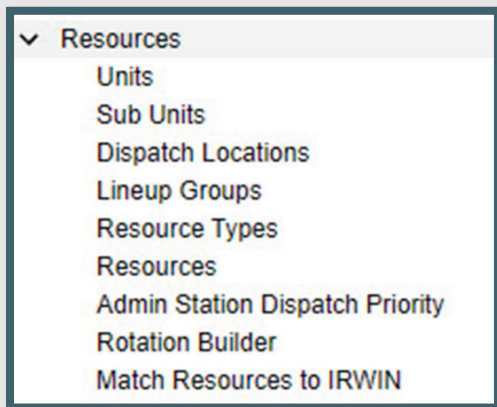
Figure 31 - Add present, routinely used email and text messages.



Part IV: Resources

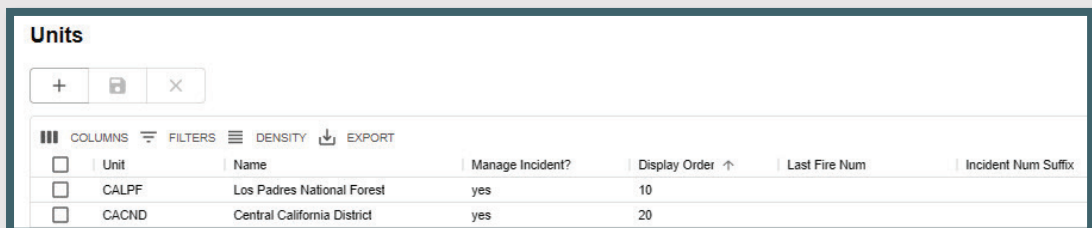
The Resources sections include numerous grids which are configured by the Center Admin.

Figure 32- Resources Pull-down Menu



Units

Figure 33 - Units Panel



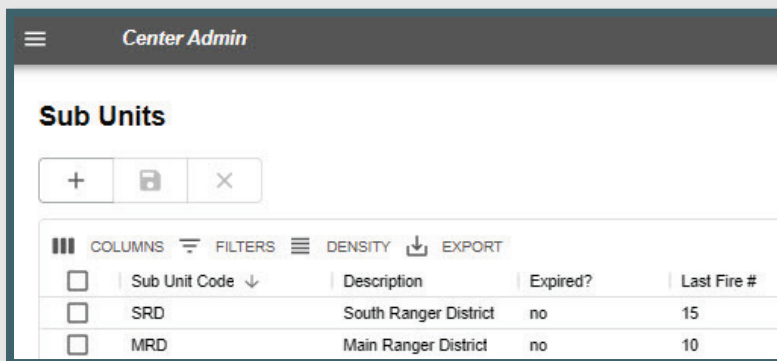
Enter the appropriate information in each column:

- Unit - enter free text (needs to match the NWCG standards).
- Name - enter free text.
- Manage Incident -yes or no pull-down if you manage incidents for this unit.
- Display Order - enter a number to create the order in which you want them to appear in Incident Panel.
- Last Fire Number - Set last fire number assigned - if fire numbers are per Unit.
- Incident Num Suffix - As example, if more than one center dispatches for a state land office, the user might enter a B here and save it. Now, every incident this user creates for this unit will have the letter B at the end of the incident number. So, if the incident number would normally be 1582 and if it is for this unit, the incident becomes 1582B or 231582B with the year prefix.
- Save your work.

Subunits

Use Subunits to identify the administrative areas (Such as Ranger Districts) for purposes of tracking the fires occurring on the area on the Fires tab of the Incident Panel.

Figure 34 - Subunits allows the user to create a subunit.



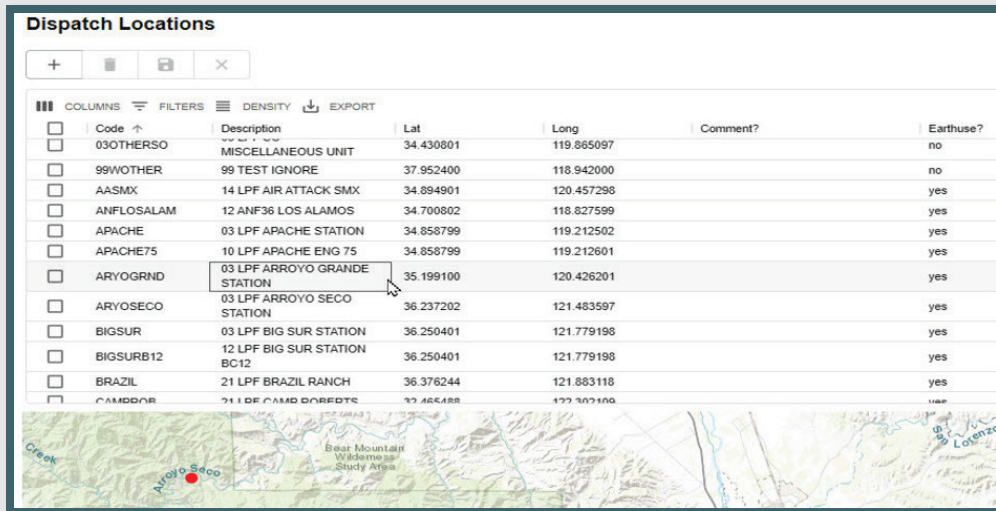
<input type="checkbox"/>	Sub Unit Code ↓	Description	Expired?	Last Fire #
<input type="checkbox"/>	SRD	South Ranger District	no	15
<input type="checkbox"/>	MRD	Main Ranger District	no	10

Enter the appropriate information in each column, as follows:

- Subunit Code - is the short identification of the administrative area.
- Description is entered as free text.
- Expired? yes or no pull-down.
- Last Fire Number Set last fire number assigned.
- Save your work.

Dispatch Locations

Figure 35- Dispatch Locations



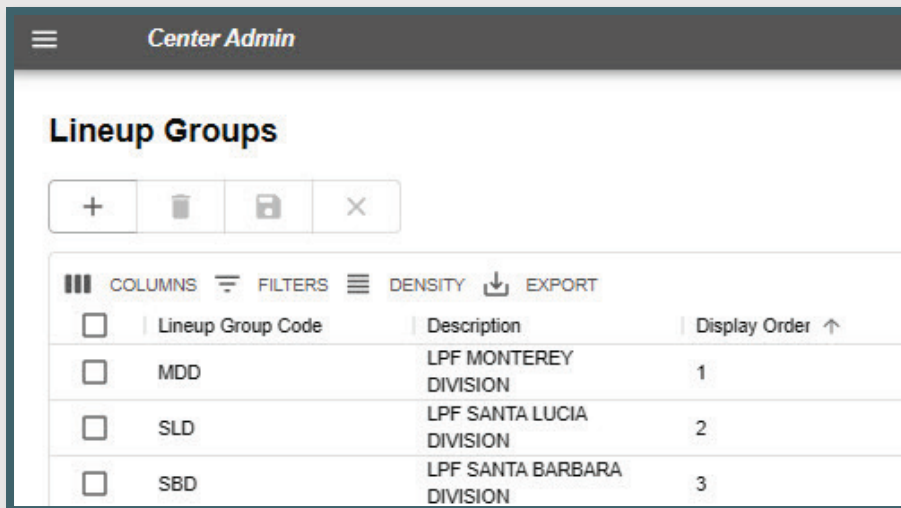
<input type="checkbox"/>	Code	Description	Lat	Long	Comment?	Earthuse?
<input type="checkbox"/>	03OTHERSO	MISCELLANEOUS UNIT	34.430801	119.865097		no
<input type="checkbox"/>	99WOTHER	99 TEST IGNORE	37.952400	118.942000		no
<input type="checkbox"/>	AASMXX	14 LPF AIR ATTACK SMX	34.894901	120.457298		yes
<input type="checkbox"/>	ANFLOSALAM	12 ANF36 LOS ALAMOS	34.700802	118.827599		yes
<input type="checkbox"/>	APACHE	03 LPF APACHE STATION	34.858799	119.212502		yes
<input type="checkbox"/>	APACHE75	10 LPF APACHE ENG 75	34.858799	119.212601		yes
<input type="checkbox"/>	ARYOGRND	03 LPF ARROYO GRANDE STATION	35.199100	120.426201		yes
<input type="checkbox"/>	ARYOSECO	03 LPF ARROYO SECO STATION	36.237202	121.483597		yes
<input type="checkbox"/>	BIGSUR	03 LPF BIG SUR STATION	36.250401	121.779198		yes
<input type="checkbox"/>	BIGSURB12	12 LPF BIG SUR STATION BC12	36.250401	121.779198		yes
<input type="checkbox"/>	BRAZIL	21 LPF BRAZIL RANCH	36.376244	121.883118		yes
<input type="checkbox"/>	CAMPDOR	21 LPF CAMP DOBERTS	37.485488	122.302108		yes

Dispatch Locations describes the location to which resources are dispatched.

- Enter the appropriate information in each column, as follows:
 - Code Initial Dispatch Location (Code an identifier)
 - Provide a Description
 - Provide the Lat/Lon in decimal degrees.
 - Longitude is assumed to be west.
 - No minus sign used.
 - Comment? - for future reference
 - Earth Use? Set to true if you want WildWeb to show this Dispatch Location (potential future enhancement.)
- Save your work.

Line Up Groups

Figure 36 - Lineup Groups



The screenshot shows the 'Center Admin' interface with a 'Lineup Groups' table. The table has three columns: 'Lineup Group Code', 'Description', and 'Display Order'. There are three rows of data. Above the table are buttons for '+', trash, save, and close. Above the table are also options for 'COLUMNS', 'FILTERS', 'DENSITY', and 'EXPORT'.

<input type="checkbox"/>	Lineup Group Code	Description	Display Order ↑
<input type="checkbox"/>	MDD	LPF MONTEREY DIVISION	1
<input type="checkbox"/>	SLD	LPF SANTA LUCIA DIVISION	2
<input type="checkbox"/>	SBD	LPF SANTA BARBARA DIVISION	3

Lineup Groups allow the user to do morning statuses by group. Lineup Groups are typically created for different Districts, Field Offices, etc.

Create a separate Lineup Group for each agency in your center, if the morning Line Up comes in separately for each.

To do so:

- Enter the appropriate information in each column.
 - Lineup Group Code
 - Description
 - Display Order - number control the order on the Line Up Panel
- Save your work.

Resource Types

On the Resource Types panel, the Center Admin populates the information about each resource type used by the dispatch center.

Figure 37 - Resource Types (Fire, Other, LE, Medicaid, Structure, etc.)

<input type="checkbox"/>	Code	Description	Display Order ↑	Timer Min	Is Aircraft?
<input type="checkbox"/>	AA	AIR ATTACK	10	15	yes
<input type="checkbox"/>	ENG	ENGINE	20		no
<input type="checkbox"/>	DZ	DOZER	30		no
<input type="checkbox"/>	CRW	CREWS	40		no

Enter the appropriate information in each column.

- **Code** is the name of the Resource Type
- **Description** is the description of the resource.
- **Display Order** is the number that merely controls the order in which responding Resources are listed on the Incident Panel.
- **Timer Minutes** is the default number of minutes for the Timer to run for each type of Resource.
- **Is Aircraft?** Use the pull-down menu and answer yes or no, as appropriate.
- Save your work.

Resources

Figure 38 - Enter all pertinent information in each column on the Resources Panel.

<input type="checkbox"/>	Code	Type	Description	Unit	Home Loc	Lineup Seq	Line	Resource Call Type	Current Location	Foreign Res	On Inc Rep	On Wildfire	Active	Comment	File
<input type="checkbox"/>	E31LPP424	ENG	LFP Engine 341	CALFF	SBMARCOS	500	SBD	Engine Type 3	LOSPIRETOS	no	yes	yes	yes		no
<input type="checkbox"/>	E30LPP424	ENG	LFP Engine 342	CALFF	LOSPIRETOS	500	SBD	Engine Type 3	LOSPIRETOS	no	yes	yes	yes		no
<input type="checkbox"/>	E34LPP	ENG	LFP Engine 343	CALFF	LOSPIRETOS43	500	SBD	Engine Type 3	LOSPIRETOS	no	yes	yes	yes		no
<input type="checkbox"/>	E34LPP	ENG	LFP Engine 346	CALFF	GBRALT	500	SBD	Engine Type 3	GBRALT	no	yes	yes	yes	Make International Model 62 (680) LFP 420004 6271 GVW 13000 27500 LFP 420	no

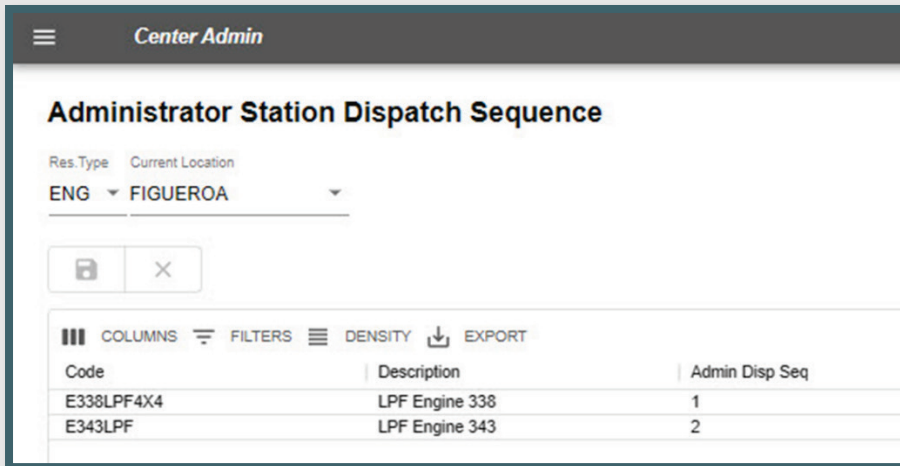
Enter the appropriate information in each column.

- **Code** is the WildCAD-E name of the Resource. Keep this as short as possible, since it will be displayed on numerous reports and lists. For example, consider E31, not ENGINE31LFP.
- **Type** is pull-down list that was created in the Resource Type Grid
- **Description** is the name or description of the resource.
- **Unit** is pull-down list that was created in the Units Panel.
- **Home Loc** is pull-down list that was created in the Dispatch Location Grid.

- **Lineup Seq** is the sequence control for the order in which Resources are listed on the Line Up Panel. This has nothing to do with the order in which they are dispatched - merely the appearance on the screen.
- **Lineup Group** is pull-down list that was created in the Line Up Group Grid.
- **Resource Cat/Type** is a pull-down menu used to select the Resource Category/Type. **This is required for any resources to be integrated with IRWIN.**
- **Current Location** is pull-down list that was created in the Dispatch Location Grid.
- **Foreign Res** is a pull-down menu. Answer "yes" to indicate this resource is a foreign resource or "no," if not. Foreign resources are resources not from one of your units.
- **On Inc Report** is a pull-down menu. A "yes" means you want this Resource listed on the printed Incident Reports.
- **On WildWeb** is a pull-down menu. "Yes," if this Resource will show on the internet reports; and "no," if the Resource will not show on the internet reports from *WildCAD-E*, called WildWeb.
- **Active** is a yes or no pull-down. Select "Yes," if the Resource is active; and "No," if the Resource is no longer operational.
 - Resources cannot be set to inactive if they are assigned to an incident.
 - If a resource is set to "inactive" and they are part of a group, the resource will be removed from the group.
 - If the remaining group contains only 1 resource after a member is set to inactive, the group is cleared.
- **Comments** may be entered and edited in the space provided.
- **FI File** is a yes/no pull-down menu. A "yes," indicated that the Resource shown is by default used by the law enforcement Field Interrogation File panel.
- Save your work.

Admin Station Dispatch Priority

Figure 39 -Admin Station Dispatch Priority sets resource priorities by station.

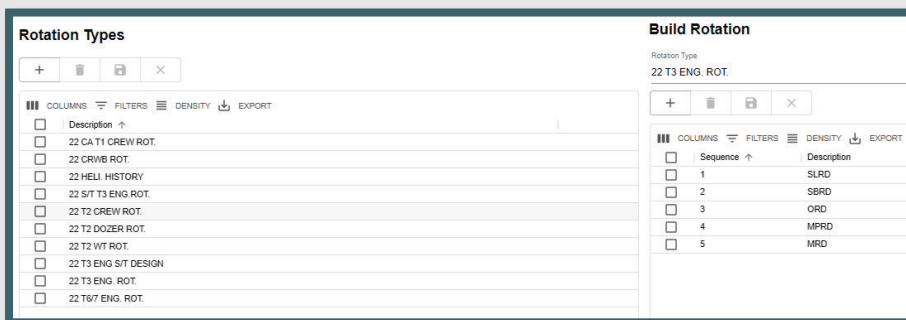


Sets resource priorities by station. To do so:

- Set the "Res Type."
- Select the "Current Location."
- Resources will then be shown.
- Enter the appropriate dispatch priority for each resource.
- Save your work.

Rotation Builder

Figure 40 - Builds rotation by resource type. Allows Center Admin to add, edit or delete the resources, as needed.



Builds rotation by type of resource (engines, dozers, crews, WTs, etc.) and allows the user to edit, add or delete those resources.

In the panel “Rotation Types:”

- Enter the appropriate “Description” on a row.
 - Save your work.

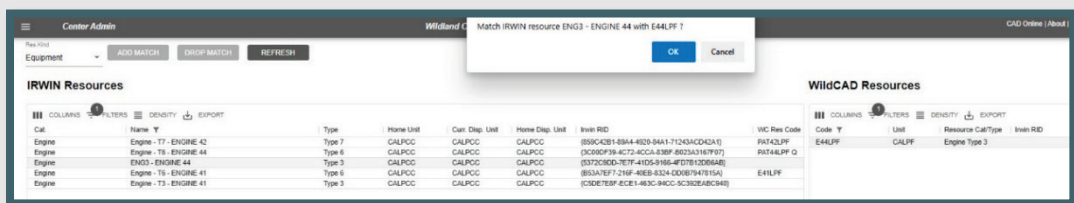
In the panel, “Build Rotation:”

- Select the rotation type from the Pull-down menu.
- Enter the appropriate information in each column.
 - Add the Sequence
 - Provide the Description
- Save your work.

Match Resources in IRWIN

“Match Resources in IRWIN” allows the user to match the same resources in both the IRWIN and WildCAD systems.

Figure 41- “Matching Resources in IRWIN” allows you to match the same resource in both systems.



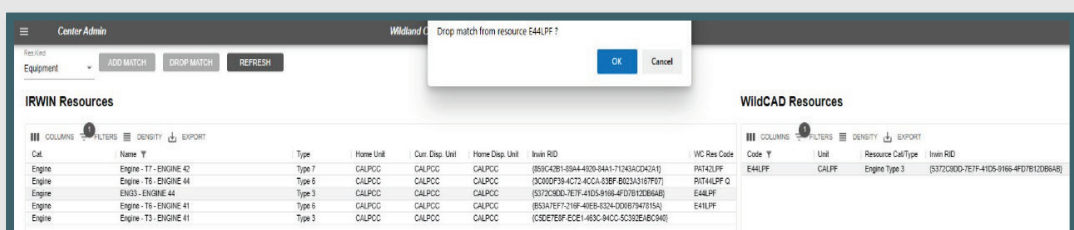
Select the type of resource (Res Kind) from the Pull-down menu.

- Aircraft: Helicopters only for 2024.
- Crews: IRWIN ignores primary ability for crews when performing match resources.
- Equipment: Include engines, dozers, water tenders, and tractor plows.

The panel will display all IRWIN resources whose **current dispatch center or home dispatch center belongs to you**. The WildCAD Resources are those whose **Resource Cat/Type** matches your Res Kind selection in the upper left, and whose Unit is one for which your dispatch center dispatches.

To **add a match**, select an IRWIN Resource and a WildCAD Resource. Choose “Add a Match.”

Figure 42 - Drop a previously matched resource.

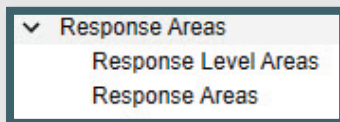


To drop a matched resource:

- Select the WildCAD Resource the user wants to drop from the match.
- Click the “Drop Match” button.
- To refresh any changes made, use the “Refresh” button.
 - Save your work.

Part V: Response Areas

Figure 43 - Response Areas Pull-Down Menu



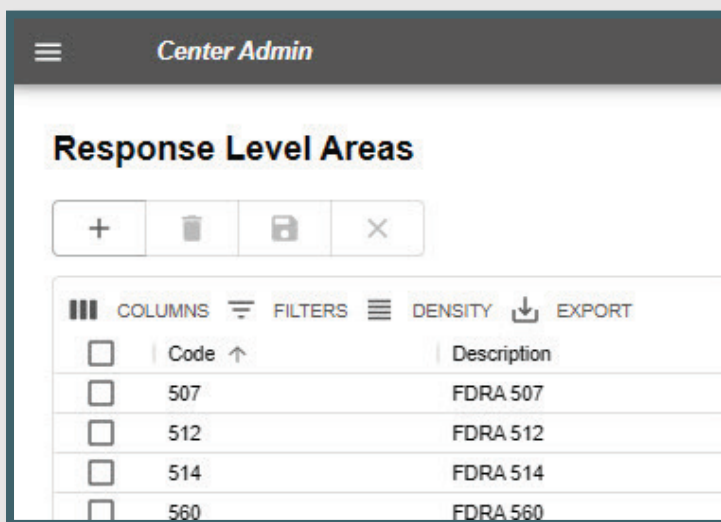
The Response Areas section includes two grids which are configured by the Center Admin. They include:

- Response Level Areas
- Response Areas

Each Response Area “lives” within one Response Level Area (RLA). If, in fact, the Response Area contains two or more RLAs, the user should either divide the Response Area into more than one or choose one RLA to represent the fire danger for the entire Response Area.

Response Level Areas

Figure 44 - Response Level Areas panel.



Response Level Areas are areas with common fire danger rating indices. For each Response Level Areas enter:

- Code
- Description

- Save your work.

Response Areas Panel

Figure 45 - Response Areas Panel with Information Populated and Associated Map

The screenshot displays the 'Response Areas' panel. At the top, there are controls for adding (+), saving (floppy disk), and closing (X) the panel. Below this is a menu bar with 'COLUMNS', 'FILTERS', 'DENSITY', and 'EXPORT'. The main part of the panel is a table with the following data:

<input type="checkbox"/>	Code ↑	Description ▼	Latitude	Longitude	Level Area ▼	Dispatch Location	Is Active	Comment
<input type="checkbox"/>	510	MT. PINOS DIVISION	34.685400	118.917000	651	LSALAMOS	yes	
<input type="checkbox"/>	54	MT. PINOS DIVISION	34.863100	119.020000	651	CHUCHUP	yes	
<input type="checkbox"/>	57	MT. PINOS DIVISION	34.809200	119.109000	651	CHUCHUP	yes	
<input type="checkbox"/>	58	MT. PINOS DIVISION	34.782400	118.968000	651	CHUCHUP	yes	
<input type="checkbox"/>	58A	MT. PINOS DIVISION	34.788900	118.868000	651	LSALAMOS	yes	
<input type="checkbox"/>	59	MT. PINOS DIVISION	34.686300	119.126000	651	CHUCHUP	yes	

Below the table is a topographic map of Frazier Mountain. A red dot on the map indicates the location of a response area. The map shows contour lines, roads like 'Frazier Mountain Rd', and elevation markers such as '7467 ft' and '7800 ft'.

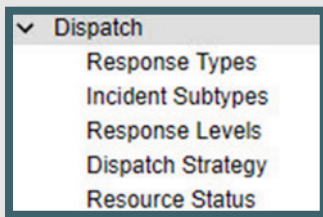
Response Areas - Data Entry

To populate this panel, enter the following information:

- **Code:** It is crucial that the "Code" (ID) entered for each Response Area is precise and matches the information in the Response Area GIS layer attribute table.
- **Description:** Enter a name or description of the area.
- **Latitude / Longitude:** The longitude is assumed west (no minus sign) and is entered in decimal degrees.
- **Level Area:** Select the Response Level Area for each Response Area from the Pull-down list of RLA's you previously created.
- **Dispatch Location:** When Resources become "Available" from an incident, their location will be set to this station for the purpose of dispatch priority.
- **IS Active:** The user represents the Response Area remains valid by setting to "Yes." If the Response Area is no longer valid, select "No."
- **Comment:** This is merely for the Center Admin's use and does not show elsewhere.
- Save your work.
- **NOTE:** The Response Areas have historical value, and therefore, cannot be deleted from the database. Instead, use "no," which is set Active = false.

Part VI: Dispatch

Figure 46 - Dispatch Pull-Down Menu



The Dispatch section includes numerous grids and panels which are configured by the Center Admin. They include:

- Response Types
- Incident Subtypes
- Response Levels
- Dispatch Strategy
- Resource Status

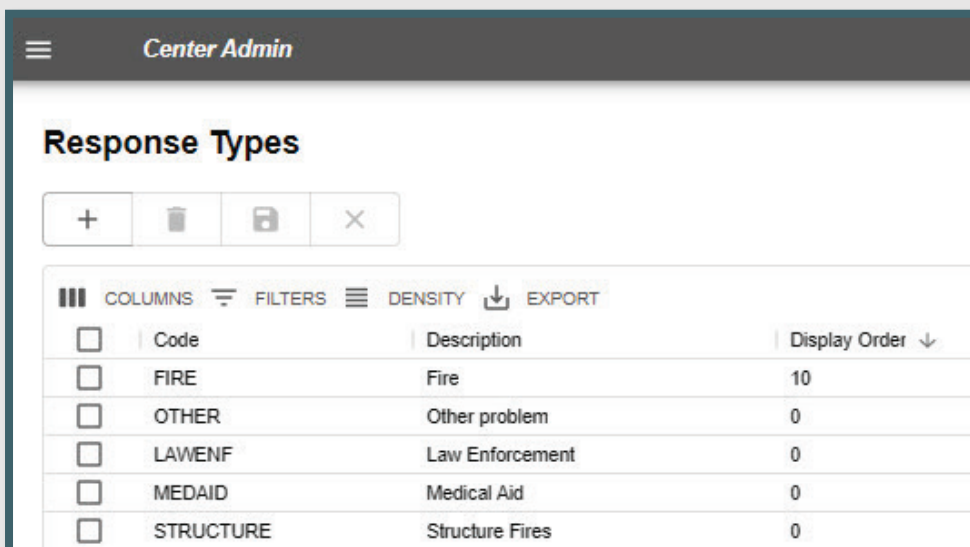
Response Types

The Dispatch Strategy is developed by Response Type, not by Incident Type, allowing you to use a Dispatch Strategy for more than one Incident Type.

For each response type, enter:

- Code
- Description
- Display Order
- Then, save your work.

Figure 47 - Response Type Panel allows the user to enter code, description and display order.



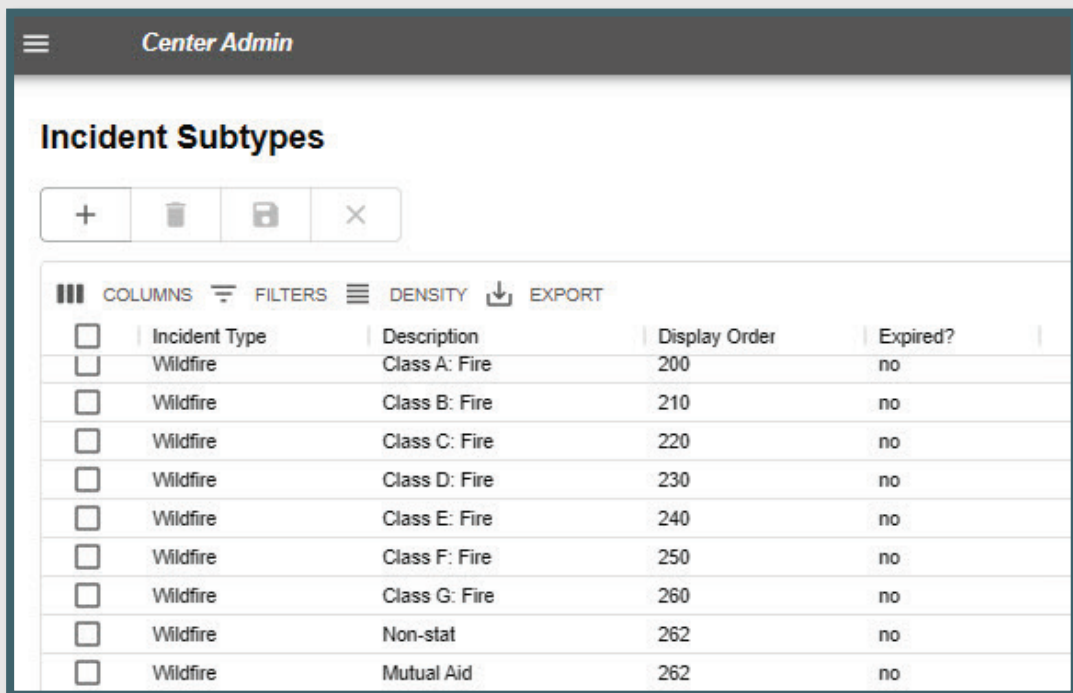
Incident Subtypes

Use the Incident Subtypes to display a more detailed definition of the Incident Type; you may list as many Subtypes as desired for each Type.

For each Incident Subtype enter:

- Incident type
- Description
- Display Order
- Expired?
- Save your work.

Figure 48 - Incident Subtypes panel is where the user describes any Incident Subtypes.



<input type="checkbox"/>	Incident Type	Description	Display Order	Expired?
<input type="checkbox"/>	Wildfire	Class A: Fire	200	no
<input type="checkbox"/>	Wildfire	Class B: Fire	210	no
<input type="checkbox"/>	Wildfire	Class C: Fire	220	no
<input type="checkbox"/>	Wildfire	Class D: Fire	230	no
<input type="checkbox"/>	Wildfire	Class E: Fire	240	no
<input type="checkbox"/>	Wildfire	Class F: Fire	250	no
<input type="checkbox"/>	Wildfire	Class G: Fire	260	no
<input type="checkbox"/>	Wildfire	Non-stat	262	no
<input type="checkbox"/>	Wildfire	Mutual Aid	262	no

Response Levels

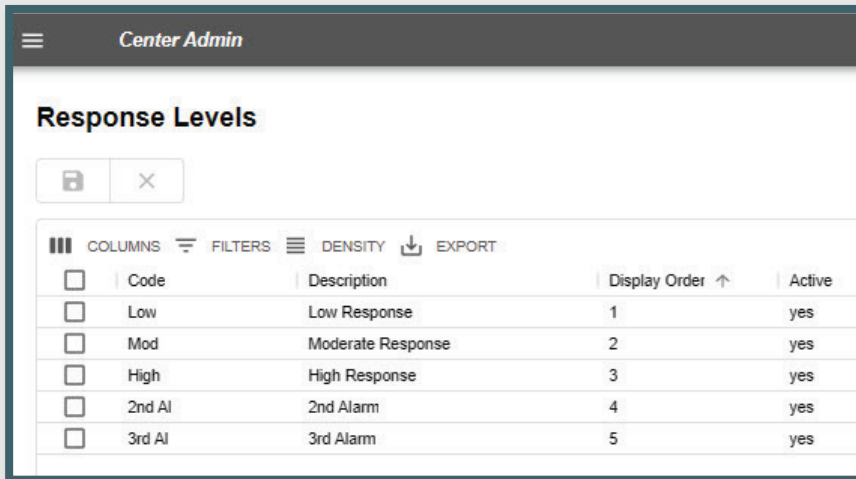
WildCAD-E allows you to develop standard responses based on up to six levels. Low, Moderate, and High (etc.) can be based on your choice of fire behavior or other factors. You may edit the Description of each Response Level to match the nomenclature you use in your center.

For each Response level enter:

- Code
- Description
- Display Order
- Active

- Save your work.

Figure 49 - The Response Level panel is where the user sets the type of response by level (low, moderate, high, second alarm, etc.).



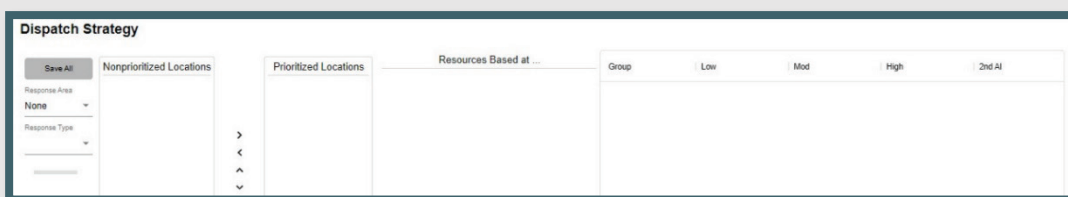
Dispatch Strategy

The user will use this screen to configure which resources *WildCAD-E* recommends at the start of an incident. *WildCAD-E* will recommend resources base on:

- **Response Area** is determined by *WildCAD-E*, using the incident latitude and longitude, as compared to your Response Area GIS layer; and allows the user to select response areas that are active.
- **Response Type** (e.g., "Fire" or "Law Enforcement (LE)" - Response Type is related to but different from Incident Type. Response types are groups of incident types.
 - **Example:** Response Types for a fire response could be used to build a preplanned response for wildfires, structure fires, or vehicle fires.
- **Response Level** (e.g., low, moderate, or high) is assigned each day to the Response Level Areas (RLA), which in turn is attached to an incident by the RLA of the Response Area, within which the RLA is located.
- **The Closest Dispatch Locations** to the response area.
- **Desired Quantities of Resources** are the desired number of a particular resource needed and are entered on the right-side panel.

How to Build the Dispatch Strategy

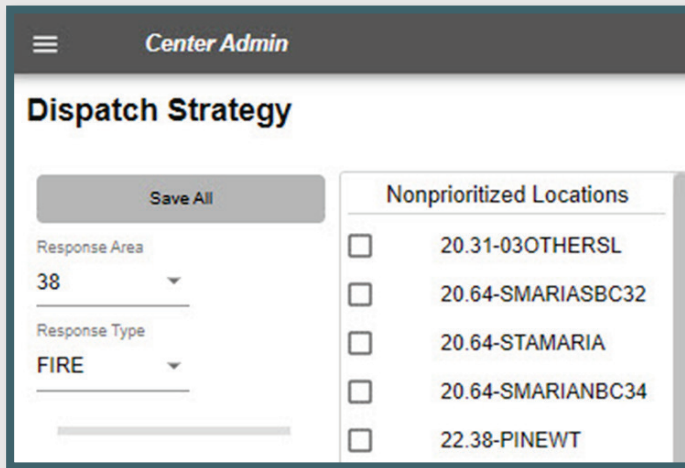
Figure 50 - Dispatch Strategy Panel



To build a Dispatch Strategy, the user will follow the steps below:

Step 1: Build a Dispatch Strategy

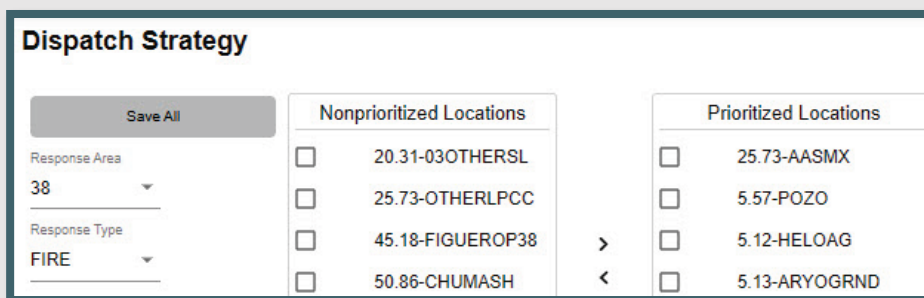
Figure 51 - Step 1 to Build a Dispatch Strategy



- Select a Response Area from the Pull-down menu.
- Select a Response Type from the Pull-down menu.
- **NOTE:** Initially, all dispatch locations will be listed under “Nonprioritized Locations,” and ordered by the displayed air miles between the latitude / longitude of the Dispatch Location to the latitude / longitude of the Response Area.

Step 2: Prioritize Locations

Figure 52 - Step 2 in Building a Dispatch Strategy



If resources based on a dispatch location under “Nonprioritized Locations” might initially respond to an incident within a selected Response Area:

- To add that location, select the location and move it under “Prioritized Location,” by using the “>” sign.
- To remove the prioritized location, select the location and move it back to the left, using the “<” sign.
- Use “up” and “down” to change the priority order.

Step 3: Desired Quantities

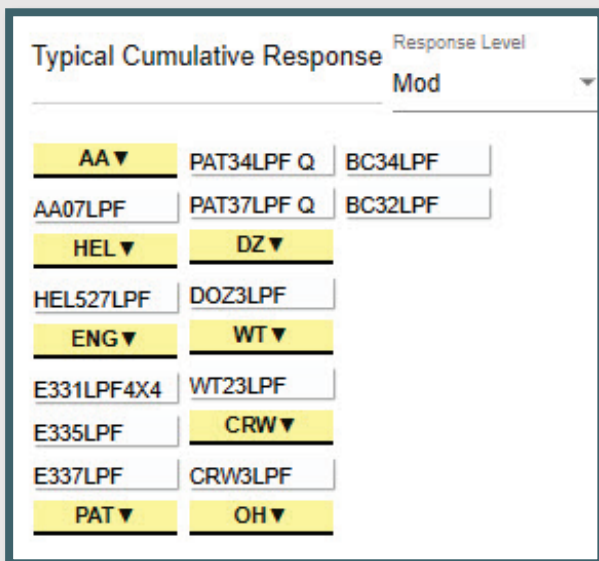
Figure 53 - Enter incremental quantities of resources by resource type at each Response Level.

Group	Low	Mod	High	2nd Al
ENG	1	2	2	5
CRW	1		1	1
PAT	1	1		
OH	1	1		1
WT		1	1	
AA		1		
AT		1	1	
HEL		1	1	
INFO				
HT			1	
DZ		1	1	

- On the left side of the Dispatch Strategy Panel, enter incremental (additional) quantities of resources by resource type to be sent at each Response Level.
 - Looking at the example above, one engine will be sent when a Response Level is set to “low,” but an additional two (for a total of three) would be sent when the Response Level is set to “moderate.”

Step 4: Review Typical Cumulative Response

Figure 54 - Typical Cumulative Response



The “Typical Cumulative Response” provides the user a list of recommended resources for a particular response level provided all resources are at home and available. To see the “Typical Cumulative Response” for a certain response level:

- Under “Typical Cumulative Response,” to see a total response for “Moderate,” click one of the Response Levels within the pull-down to see

which resources will be recommended (if all resources are available at their home location).

Step 5: To review what resources are at a Dispatch Location

Figure 55 - Step 5 Resource by Dispatch Location

Prioritized Locations	Resources Based at PINECYN
<input type="checkbox"/> 25.73-AASMX	ENG ▼
<input type="checkbox"/> 5.57-POZO	E335LPF
<input type="checkbox"/> 5.12-HELOAG	PAT ▼
<input type="checkbox"/> 5.13-ARYOGRND	PAT37LPF Q
<input type="checkbox"/> 220.49-CAMPJOB	DZ ▼
<input checked="" type="checkbox"/> 22.29-PINECYN	DOZ3LPF
<input type="checkbox"/> 22.36-PINEWT	WT ▼
	WT23LPF

- Choose a Dispatch Location in the “Prioritized Locations.”
- View the resources under “Resources Based at.”

You can copy dispatch location priorities or resource quantities from the work you did in a different Response Area. You can also copy dispatch location priorities from a different response type. In all 3 situations, the information is copied **INTO** the currently selected (in the far upper left) Response Area and Response Type.

Copy Priority Locations from One Response Area to Another

Figure 56 - Copy one Station Priority to Another Response Area.

OK to copy priorities from 39 to 35 with response type FIRE?

Dispatch Strategy [OK] [Cancel]

Save All

Response Area: 35

Response Type: []

Copy Priorities From Area:

Response Area: 39 [Copy]

Copy Quantities From Area:

Response Area: None [Copy]

To copy dispatch location priorities from one response area to the response area presently selected in the upper left *ex. Area 35:

- Under “Copy Priorities from Area.”

- Select the Response Area from which to copy Dispatch Location priorities. (ex. Area 39)
- Click the “Copy” button (Red Arrow in Figure 57).
- From there you will be prompted with, “OK to copy priorities from (RA (39) with Priorities) to (RA (35) where you want the priorities copied).

Copy Quantities from One Response Area to Another

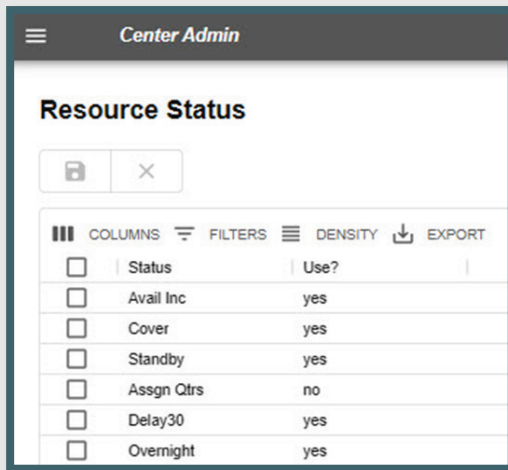
Figure 57 - Copy quantities to Another Response Area.

To copy resource quantities from one response area to the response area (35) presently selected in the upper left:

- Under “Copy Quantities from Area.”
- Select the Response Area (37) from which to copy resource quantities.
- Click the “Copy” button.
- From there you will be prompted with, “OK to copy resource quantities from (RA (37) with quantities) to (RA (35) where you want the quantities copied).

Resource Status

Figure 58- "Resource Status" is set to "yes or no," by the Center Admin to determine which status the Dispatch Center will use.



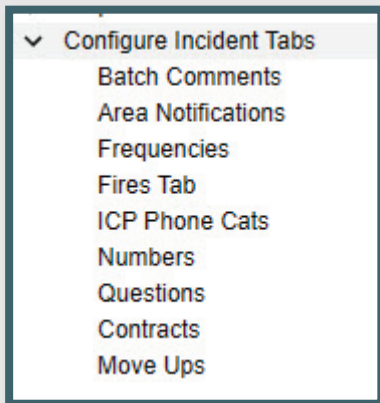
<input type="checkbox"/>	Status	Use?
<input type="checkbox"/>	Avail Inc	yes
<input type="checkbox"/>	Cover	yes
<input type="checkbox"/>	Standby	yes
<input type="checkbox"/>	Assgn Qtrs	no
<input type="checkbox"/>	Delay30	yes
<input type="checkbox"/>	Overnight	yes

Under "Resource Status," the Center Admin will select whether to use resource statuses in their respective dispatch center, as follows:

- In the "Use?" column, use the Pull-down menu to select:
 - Yes, for use; and
 - No, for do not use.
 - Save your work.

Part VII: Configure Incident Tab

Figure 59 - Configure Incident Tabs Dropdown menu.



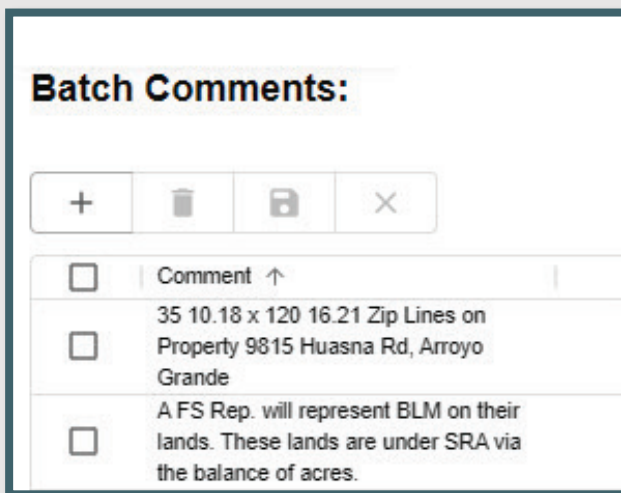
The configure incident pull-down list includes numerous tabs, many of which can be configured by the Center Administrator.

Batch Comments

Figure 60 - Batch comments provide information to potential recipients of your texts and email messages.



Figure 61 - Use the Batch Comments panel to create comments for use with a variety of incident types and response areas.



- Batch Comments provide information which will show on an Incident's "Comments" tab. From this panel, the user can create comments by:
- Entering the comment.
- Click save.

Assign to Response Area by Resource Type

Figure 62 - Batch Comments / Assign to Response Area by Response Type

<input type="checkbox"/>	Code	Description
<input type="checkbox"/>	41	SANTA BARBARA DIVISION
<input type="checkbox"/>	42	SANTA BARBARA DIVISION
<input type="checkbox"/>	43	SANTA BARBARA DIVISION
<input type="checkbox"/>	44	SANTA BARBARA DIVISION

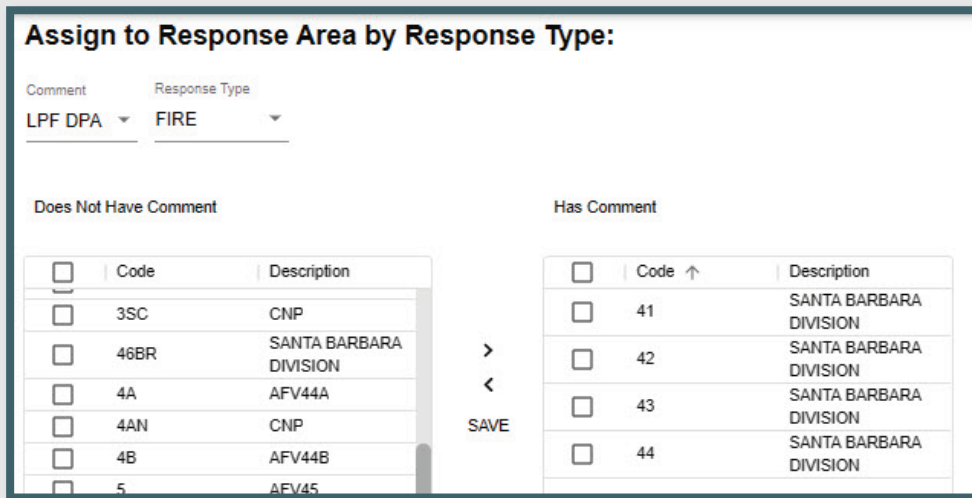
- Select a Batch Comment from the Pull-down menu.
- Select the Response Type from the Pull-down menu.
- From the "Does Not Have Comment," move the desired comment to "Has Comment."

Figure 63- Select comments to move from "Does Not Have Comment" to "Has Comments."

<input checked="" type="checkbox"/>	Code	Description
<input checked="" type="checkbox"/>	41	SANTA BARBARA DIVISION
<input checked="" type="checkbox"/>	42	SANTA BARBARA DIVISION
<input checked="" type="checkbox"/>	43	SANTA BARBARA DIVISION
<input checked="" type="checkbox"/>	44	SANTA BARBARA DIVISION
<input type="checkbox"/>	45	SANTA BARBARA DIVISION

<input type="checkbox"/>	Code	Description
No rows		

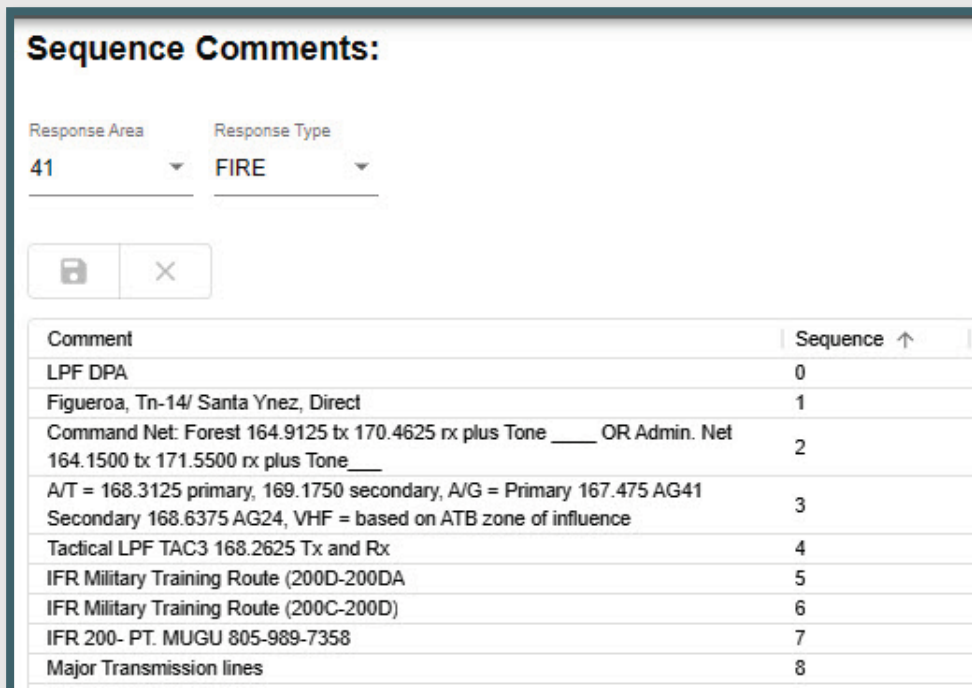
Figure 64 - Comments can also be removed by moving the comments back to "Does Not Have Comment."



- The user can also remove comments from the list by moving the comments back to "Does Not Have Comment."
- ALWAYS, click and save the entries.

Sequence Comments

Figure 65 - Sequence Comments

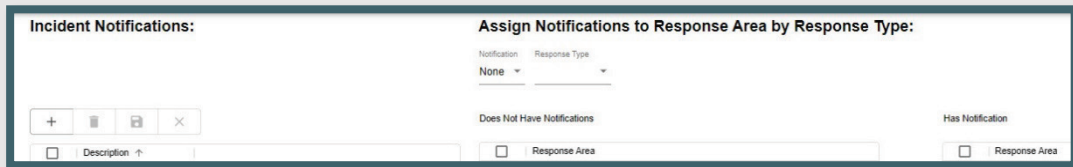


- Select Response Area from the pull-down menu. Use "ALL," if the same batch comments apply to all response types.
- Enter the "Sequence" numbers are used only for the order in which data will appear.
- Click the save icon.

Area Notifications

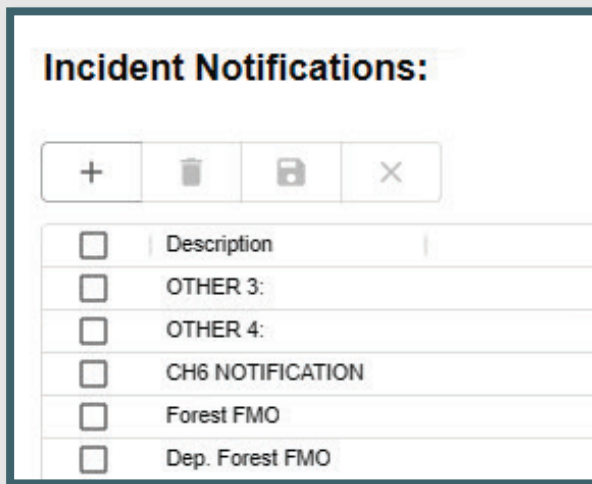
Notification to Incident within Particular Response Area

Figure 66 - Incident Notification Panel is Used to assign notifications which will show on an incident's Notify Tab for incidents within a particular Response Area



The Notify Tab on the Incident allows dispatchers to document contacts they have made throughout the incident. As Center Admin, if you want the dispatchers to always make certain contact whenever there is an Incident in a certain Response Area, use the Incident Notification Screen.

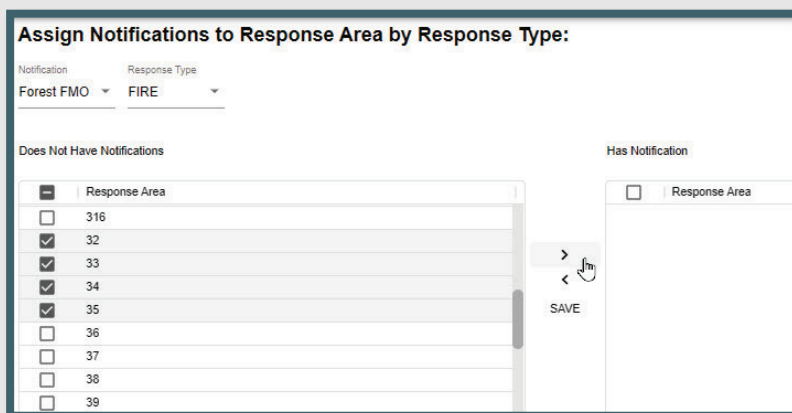
Figure 67 - Incident Notifications



- On the "Incident Notification" Panel, enter the group to be notified.
- Save your work.

Notification to Response Area by Response Type

Figure 68 - To assign notifications to a Response Area by Response Type



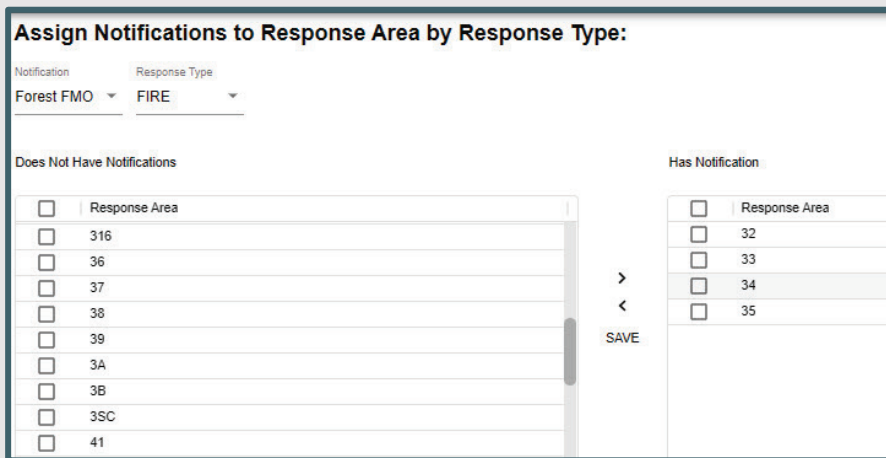
From the Pull-down menus:

- Select who gets notified under “Notifications.”
- Select the appropriate “Response Type.”
- Use “ALL,” if you want the same notification to apply to all Resource Types.

Next Step

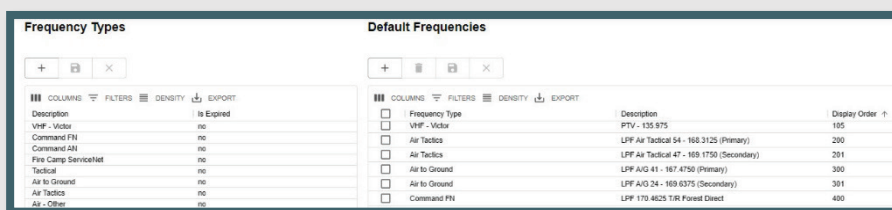
- Choose the “Response Area” by checking the box.
- Select the “Response Area(s)” from the “Does Not Have Notification” by checking the corresponding boxes for the appropriate “Response Areas.”
- Move each response area from the “Does Not Have Notification” to the “Has Notification” panel, using the “>.”
- Click to save your work.

Figure 69 - Notify Response Areas of Notifications



Frequencies

Figure 70 - This panel lists Frequency Types (Air, Ground, VHF, Command, etc.) and Default Frequencies



Build a list of commonly used frequencies on the screen. The sequence will set the order in which they appear. The initial sort for the default frequencies grid to be by Frequency Type and then by Display Order.

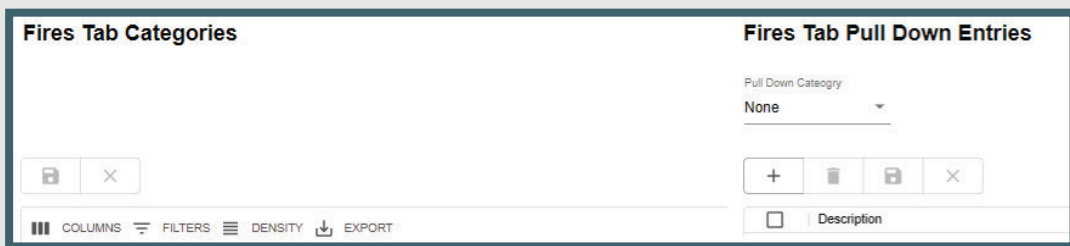
- Under the “Frequency Types,” enter:
 - The description and whether that frequency is expired (Yes or No).
 - Save your work.

- Under the “Default Frequencies,” enter:
 - The frequency type, description, and display order.
 - Save your work.

Fires Tab

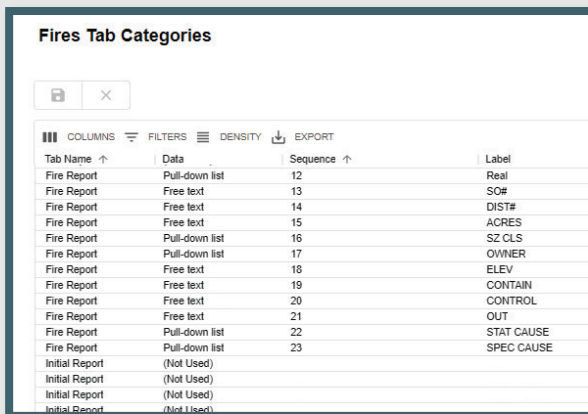
WildCAD-E enables the Center Admin to configure a separate screen of fire information specific to their respective dispatch center. This screen becomes available from the Fires Tab by clicking the “Initial Report” or “Fire Report” button.

Figure 71 - Fire Tab Categories Panel



Use the “Categories” screen to create labeled blanks for the dispatcher’s use. The categories can be free text or a pull-down list (created by the Center Admin). You can enter up to 20 rows for Fire Report, and up to 20 rows for Initial Report.

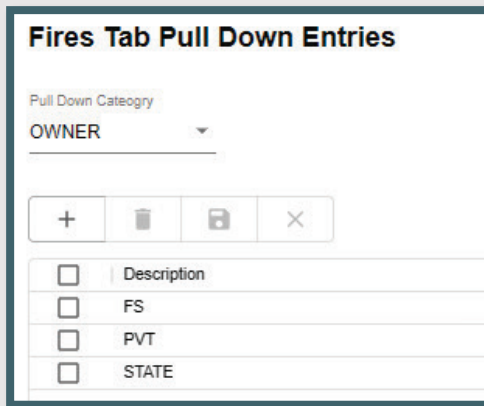
Figure 72 - Use the “Categories” screen to create labeled blanks for dispatchers to complete.



On the Fire Tab Categories Panel:

- Select a row with either “Fire Report” or “Initial Report.”
- Under Data, choose Free Text or Pull-down
- Enter Sequence
- Enter Label
- Save your Work.

Figure 73 - Fire Tab Pull-down Entries Panel

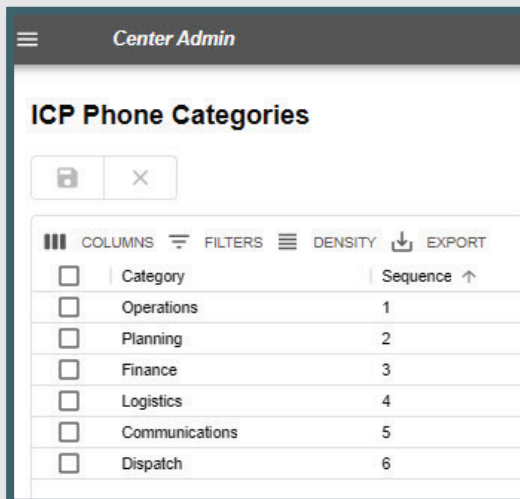


On the Fire Tab Pull-down Entries Panel,

- Select the Pull-down Categories from the list created in the Fire Tab Categories Pan (Figure 73).
- Enter the description.
- Save your work.

ICP Phone Categories

Figure 74 - ICP Phone Categories Tab



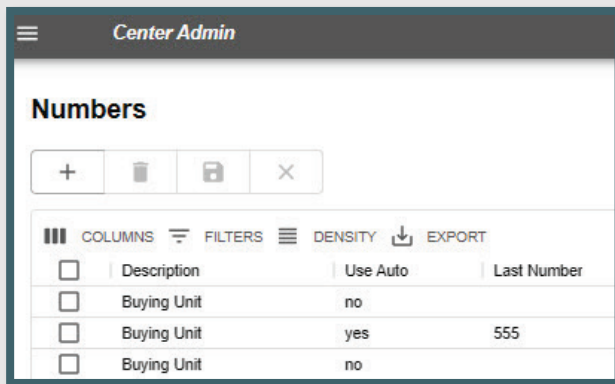
Use this screen above to configure the (up to six) categories of phone numbers on the ICP Phone Tab.

Enter the appropriate information under each tab:

- Enter the category.
- Reorder the sequence, as necessary.
- Save your work.

Numbers

Figure 75 - The Numbers Tab allows up to 20 characters.

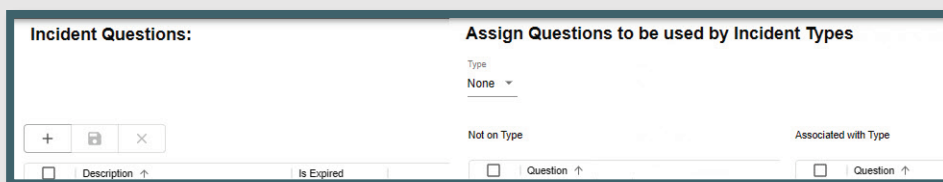


Use the screen above to configure the Numbers Tab, which allows up to 20 characters. This screen was originally created for numbers such as the incident fire number or FireCode that now have other dedicated locations. Currently, use it for any other brief information.

- “Use Auto” will allow the dispatcher to click “Auto” and receive the next number.
 - Enter the appropriate information in each column.
 - Enter the description.
 - Select Use Auto (Yes or No).
 - Enter Last Number.
 - Save your work.

Questions

Figure 76 - This tab's name will change according to the incident type.



This Incident Tab's name will change according to the Incident Type (e.g., if the incident is a wildfire incident, the tab will be called “Wildfire.”) The Center Admin will configure incident questions to be used by the specific incident type.

Using the Incident Question Section (Figure 77):

- Enter the question on the row under “Description.”
- Indicate Yes or No under “Is Expired.”
- Save your work.

Figure 77 - Incident Question Panel

Incident Questions:		
<input type="checkbox"/>	Description ↑	Is Expired
<input type="checkbox"/>	Any Fire	no
<input type="checkbox"/>	Complete Rx	no
<input type="checkbox"/>	Extent Of Injuries	no
<input type="checkbox"/>	injuries?	no
<input type="checkbox"/>	Loc?	no
<input type="checkbox"/>	Traffic Control Needed	no

To Assign Questions to be used by Incident types:

- Select the Incident Type from the "Type" Pull-Down
- Select the "Question" from the "Not on Type"

Figure 78 - Assign questions to be used by incident type by using the ">"

Assign Questions to be used by Incident Types

Type
Med Aid ▾

Not on Type

<input type="checkbox"/>	Question ↑
<input type="checkbox"/>	123456789012345678901234567890
<input type="checkbox"/>	Any Fire
<input type="checkbox"/>	Complete Rx
<input checked="" type="checkbox"/>	Extent Of Injuries
<input checked="" type="checkbox"/>	injuries?
<input type="checkbox"/>	Loc?
<input checked="" type="checkbox"/>	Traffic Control Needed

Associated with Type

<input type="checkbox"/>	Question ↑
No rows	

> <

SAVE

- Move each question from the "not on Type" to the "Associated with Type" panel using the ">"

Figure 79 - Move each question to the "Associated with Type" panel.

Assign Questions to be used by Incident Types

Type
Med Aid ▾

Not on Type

<input type="checkbox"/>	Question ↑
<input type="checkbox"/>	Any Fire
<input type="checkbox"/>	Complete Rx
<input type="checkbox"/>	Loc?

Associated with Type

<input type="checkbox"/>	Question ↑
<input type="checkbox"/>	Extent Of Injuries
<input type="checkbox"/>	injuries?
<input type="checkbox"/>	Traffic Control Needed

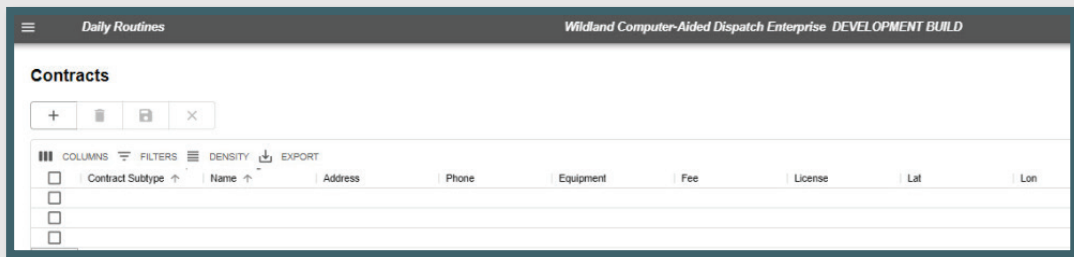
> <

SAVE

- Save your work.

Contracts

Figure 80 - Contract Type Panel



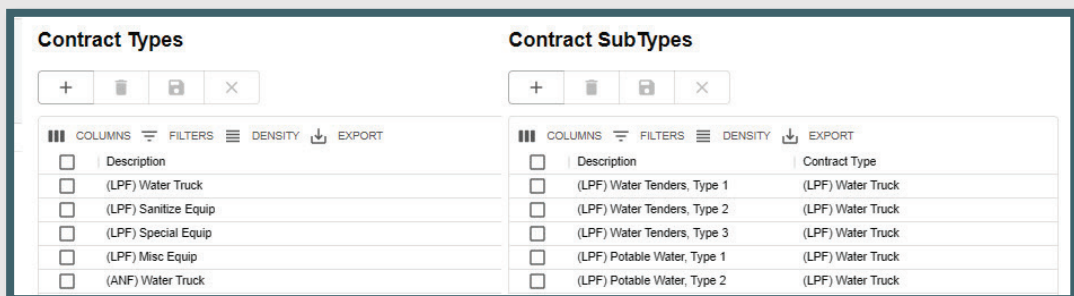
On the "Contract Type" panel:

- Enter the description of the contract and save your work.
- Save your work.

On the "Sub Type" panel:

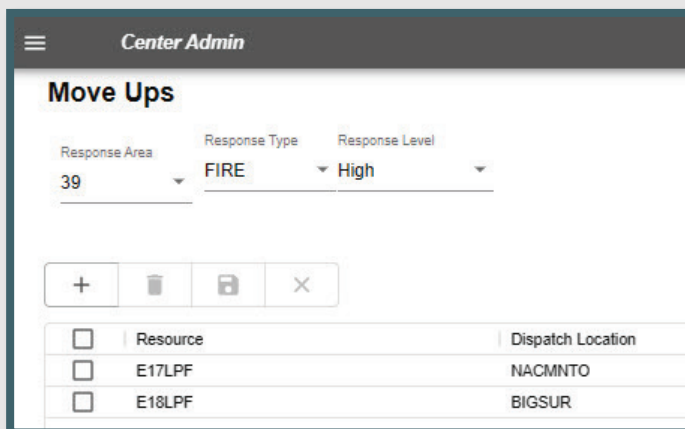
- Select the "Contract Type," from the Pull-down types of lists created in the Contract Type Panel
- Add or edit the (Sub Type) Description.
- Save your work.

Figure 81 - Contract and Contract Sub Types



Move Ups

Figure 82 - Specify desired move ups on the "Move Ups" screen.



The Move Up Tab will remind dispatchers to move certain resources to cover the Incident.








- Assign Questions to be used by Incident type Panel.
 - Select the "Response Area," from the Pull-down menu.
 - Select the "Response Type," from the Pull-down menu.
 - Select the "Response Level," from the Pull-down menu.
 - Enter the Resource and Dispatch Location to move up to.




Appendices

Appendix I - Icons and Function Keys

When a function key is available, users can either use the icon or function keys to access those panels within *WildCAD-E*.

Table 1- Table of WildCAD-E Icons

WildCAD-E Icon	Function Key	WildCAD-E Icon Definition
	F9	Create a New Incident Panel Icon - Starts a new Incident, although the user will have to enter all information such as location and response area.
	N/A	Create a New Complex Panel Icon - There is no function key available for "Create a New Complex Panel." Users will use the icon to access this function.
	F8	Open Incidents Panel Icon - Opens the screen that displays existing, open Incidents.
	F2	Open Incidents Panel Icon - Opens the "Search Incident Panel" for the user
	F7	Resource Status Icon - Opens the screen where you can perform status changes that are not related to Incidents, such as "In Service."
	F12	Daily Log Panel Icon - Opens the screen that display the "Daily Log," where you can document the activities not directly related to a specific Incident.
	F5	Map Panel Icon - Opens the <i>WildCAD-E</i> map.

WildCAD-E Icon	Function Key	WildCAD-E Icon Definition
	F4	Open Timers Panel Icon - Opens the Timers Panel for the user
	N/A	Create a New Timer Icon - There is no function key associated with the "Create a New Timer" icon. Users will use the icon to access this function.
	F3	Create a New Field Interrogation Fire (FI) or be able to search existing FI files.

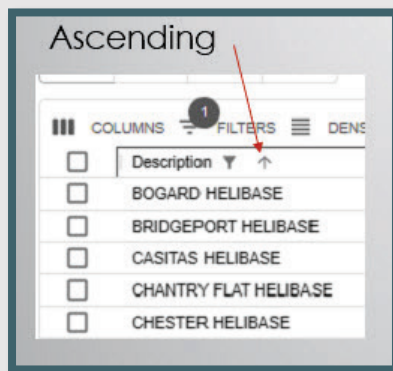
Appendix II - Grids

Grids are a spreadsheet style interface with a variety of features available to those with Center Admin access to *WildCAD-E*.

Sort Order of a Grid

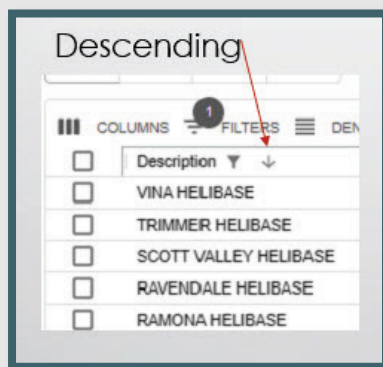
- Click on any column heading or label.
- Sort by ascending (alphanumeric) with the arrow pointing up, by clicking once.

Figure 83 - Ascending pull-down menu.



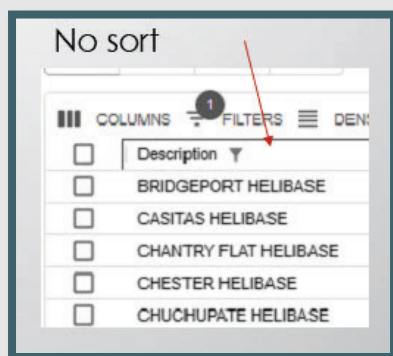
- Sort by descending with the arrow pointing down, by clicking twice.

Figure 84 - Descending pull-down menu.



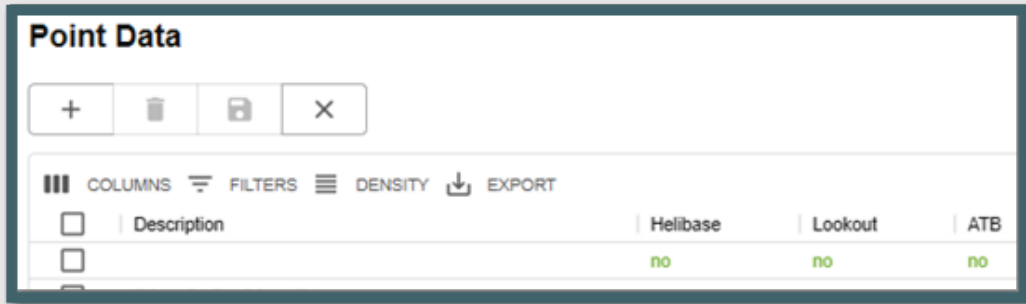
- For no sort, click a third time.

Figure 85 - Click three times to choose no sort.



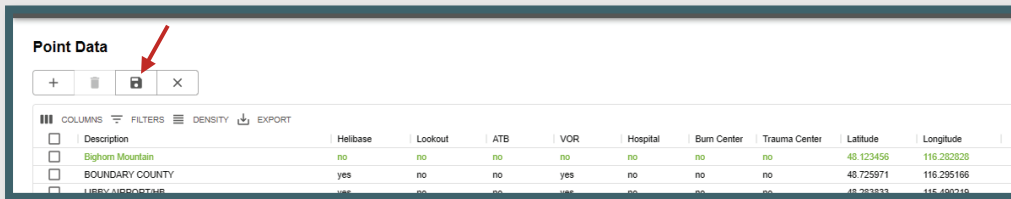
Add a Record or Row to the Grid

Figure 86 - The "+" sign opens a blank row at the top of the grid.



- Click the plus "+" sign to open a new blank row at the top of the grid.
- Enter all information across the row.

Figure 87 - The "Disc" icon saves a new record or edits an existing record.



- When done, click on the "Disc" icon. Use the "Disk" icon to save a new record or edit an existing record.

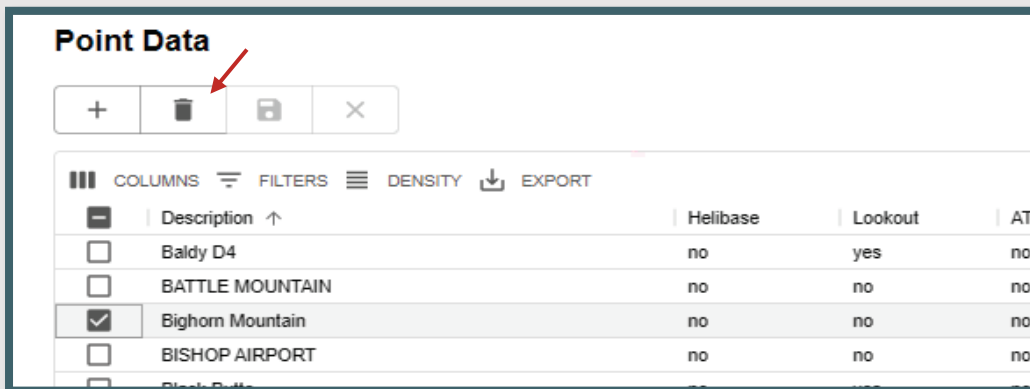
Figure 88 - Use the "x" icon to cancel the new record.



- Cancel a new record by clicking on the "x."

Delete a Row to the Grid

Figure 89 - Select row for deletion by checking the box.



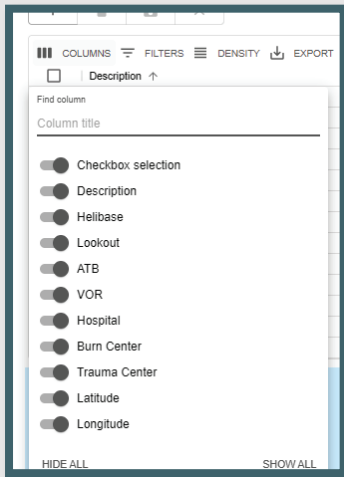
- Select the row for deletion by checking the box to the left of the row.
- Click the “Trash Can” icon.
- Click the “save” icon to complete deletion of the row.

Actions and Settings at the Top of the Grid

Columns

- On the grid, columns can be either hid or viewed.
- To hide, turn off the “slider” for the respective column.

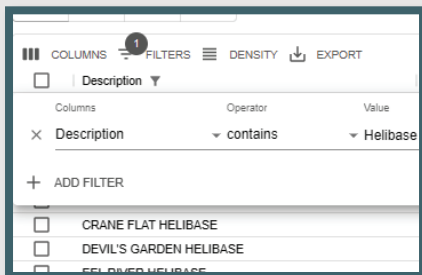
Figure 90- Slider column.



Filters

- Filters allow the user to search for records.
 - Select “Filter;” then the column.
 - Using the “Operation” pull-down menu, select contains, starts with or equals.
 - In the “Value” area, type in what you want to search for.

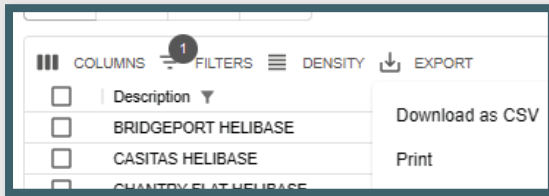
Figure 91 - Filters allow the user to search for records.



Density

- Density slightly changes the width and height of the information on the grid.

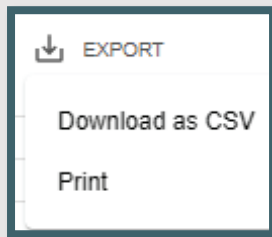
Figure 92 - Density slightly changes the height and width of the information on the grid.



Export

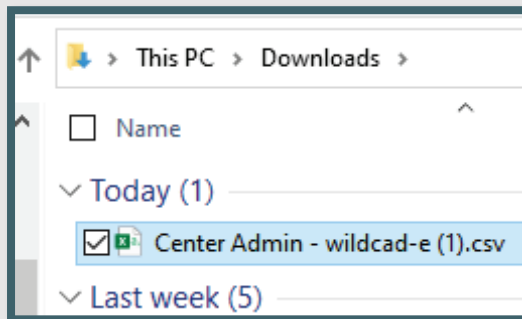
- Export typically downloads to a CSV file.

Figure 93 - Export is used to download a .csv file.



- The .csv file will download into the user's workstation "Download" folder.

Figure 94 - .CSV file downloads to the Center Admin or users station download files.



- If the user sorted the grid record first, the sorted information would be the only information exported to the .csv file.

Appendix III - Incident Types

Table 2 - Table of Incident Types

Code	Description	Expired?
A/C Down (expired 4/2024)	Aircraft Down	Yes
AC - Air Accident	Aircraft Accident	No
AC - Marine Accident	Marine Accident	No
AC - Motor Vehicle Accident	Motor Vehicle Accident	No
AC - Rail Accident	Rail Accident	No
AC - Structure Accident	Structure Accident	No
Aircraft	Aircraft	No
AP - Critical Incident Stress Management / Peer Support	Critical Incident Stress Management / Peer Support	No
AP - Law Enforcement (internal)	Law Enforcement	No
AP - Management Event (internal)	Management Event (internal)	No
AP - Resource Programs (internal)	Resource Programs (internal)	No
Emerg Stby	Emergency Standby	No
F1 - Debris /Product Fire	Debris Fire	No
F1 - Non-Statistical/Other	Nonstatistical Fire	No
F1 - Prescribed Fire	Prescribed Fire	No
F1 - Structure Fire	Structure Fire	No
F1 - Vehicle Fire	Vehicle Fire	No
F1 - Wildfire	Wildfire	No
FM - Complex Incident	Complex	No
FM - Emergency Stabilization	Emergency Stabilization	Yes
FM - False Alarm	False Alarm	No
FM - Fire Rehabilitation	Fire Rehabilitation	Yes
FM - Incident/Event Support	Incident/Event Support	No
FM - Out of Area Response	Out of Area Response	Yes
FM - Preparedness/Preposition	Preparedness/Preposition	No
Hazmat (expired 04/2024)	Hazmat	Yes
HZ - Biological or Toxic Conditions	Biological or Toxic Conditions	No
HZ - Explosives or Electrical Dangers	Explosives or Electrical Danger	No
HZ - Flammable as, Oil, and other liquid conditions	Flammable Gas	No
HZ - Radioactive/Nuclear Conditions	Radioactive/Nuclear Conditions	No
Med Aid	Medical Aid	No
Misc	Miscellaneous	No
MRO	Manage Res Obj	No
N/A	N/A	No
NatDisastr (expired 04/2024)	Natural Disaster	Yes
ND - Earthquake	Earthquake	No
ND - Flooding	Flooding	No
ND - Hurricane/Typhoon	Hurricane/Typhoon	No
ND - Landslide/Mass Earth Movement/ Avalanche/Sinkhole	Movement/Avalanche/Sinkhole	No
ND - Severe Winter Weather	Severe Winter Weather	No
ND - Thunderstorm/Tornado/High Winds	Thunderstorm/Tornado/High Winds	No
ND - Tsunami	Tsunami	No
ND - Volcano	Volcano	No
PA - Community Event	Community Event	No
PA - Infrastructure Event	Infrastructure Event	No
PA Public Service Organization Event	Public Service Organization Event	No

Code	Description	Expired?
Pub Asst (expired 04/2024)	Public Assist	Yes
Resc Order	Resource Order	No
SAR (expired 04/2024)	Search & Rescue	Yes
Smoke Chk	Smoke Check	No
SR - Marine Search/Rescue/Recovery	Marine Search/Rescue/Recovery	No
SR - Medical Assist	Medical Assist	No
SR - Urban Search/Rescue/Recovery	Urban Search/Rescue/Recovery	No
SR - Wildland Search/Rescue/Recovery	Wildland Search/Rescue/Recovery	No
TR - Classroom Training	Classroom Training	No
TR - On-the-Job Training	On-the-Job Training	No
TR - Proficiency & Currency Event	Proficiency & Currency Event	No
TR - Simulation	Simulation	No

WildCAD-E

Users Guide for
Center Admin

Version V3.0 dated
April 2024