

# **Oracle Real-Time Scheduler**

Mobile Application User's Guide

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# Chapter 1

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## About the Mobile Application

The Oracle Real-Time Scheduler mobile application supports crew members as they perform work in the field.

Users log on to the application from their mobile device, also referred to as a mobile data terminal (MDT), which may be a laptop or a hand-held device. Once logged on to the application, they start their shift and receive the tasks assigned to them. Your system's configuration determines whether the crew receives all tasks at once or is drip-fed tasks throughout the day.

### Tasks

Tasks appear on the Open Task List on the crew's MDT. Once the crew has received their tasks, they can work them offline if connectivity is not available.

As the crew works each task, they can record their progress. For example, the crew can indicate when they begin traveling to the task location, when they arrive, and when they have completed work.

Meetings (referred to as crew-related periods of unavailability or POU's), non-productive tasks, and breaks are considered tasks. A crew can take or cancel a break. Likewise, they can attend or not attend a meeting. The system can track a crew's travel to and attendance at these non shift tasks, just as it tracks their progress on a work task.

If advanced dispatching is set for a shift, the crew can preview tasks before logging on or starting their shift so that they can better plan ahead for the start of their work day. The number of tasks and the amount of time prior to shift start that the preview is available is set on the crew shift.

### Indicator Bar

Icons displayed across the top of the screen provide visual indicators for application conditions and status. For example, the indication bar shows icons to indicate new mail, network connectivity, whether or not the shift is in or out of service, etc.

### Connectivity

If the crew is connected, task updates are sent to the server immediately and can be viewed by the dispatcher and other authorized users. These updates are also sent to the scheduler so it can update and optimize the schedule based on the crew's current state and location.

If the crew is not connected, the details are sent when a connection is reestablished. Once a task is completed, it is removed from the Open Task List and appears on the Completed Task List, along with other completed tasks.

In cases where the crew knows that they are going to an area with no wireless or network coverage, or as otherwise needed, they can request to go offline on their mobile device. While offline, the MDT can store normal actions and it does not try to send or receive messages until it goes back online. When the MDT is offline, the scheduler assumes that the crew is on track.

Icons on the indicator bar of the device indicate whether the network connection is working, down, or disabled.

### **Advanced Features**

If supported by the mobile device, users can select on a displayed phone number to automatically dial the number. For example, if you are reviewing the Task Summary and would like to dial the contact person on the task, you can select the phone number to dial that number.

## **About the Crew Leader**

The user who logs on to start a shift or the last user to change the shift's allocation is considered the crew leader.

The crew leader is responsible for modifying shift details (including crew allocation), updating the status of a task, entering completion details, and ending the shift.

The system provides security measures to ensure that only one device at a time can have the shift data. When a crew logs on to a shift, the system links both the MDT and the user ID to that shift. The system will allow any member of the crew to log on to the shift from this MDT, but will only allow the crew leader to log on from a different device.

If an MDT device breaks or is lost during a shift, the dispatcher can forcibly log the crew leader off the shift. The crew leader can then log in from another device and request shift details from the server.

If a device dies and the crew leader is unavailable to log back on, then a user with administrative privileges must revoke the crew leader's password and create a new one, then communicate the new password to another crew member so they can log in from a different device.

# Chapter 2

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## Getting Started

This section describes how to start the mobile application, register a mobile device the first time it is used to log in to the application, and log on to start a shift.

### Registering a New Device

Use this to register a mobile device on the mobile application. This is required the first time you log on to the mobile application from a new device. Once the device is registered, you will be able to log on to the mobile application from the device without further prompting.

**Prerequisites:** The device you are registering must have been defined on the server. You must know the MDT's unique device tag, which was assigned when the MDT record was created on the server, and the URL of the server application.

1. From your mobile device, select the desktop icon or program menu option to start the mobile application.
2. On the MDT Registration screen, enter the MDT Tag.
3. Enter the URL for the sever application.
4. Select **Submit..**

If you would like to log on at this time, enter your credentials and select the **Logon** button. See **Logging On to the Mobile Application** or more information about the logon process.

### Logging On to the Mobile Application

Use this procedure to log on to the mobile application.

**Prerequisites:** The mobile application must have been installed and registered on your system, and you must have a valid user ID.

1. From your mobile device, select the desktop icon or program menu option to start the mobile application.
2. Enter your user ID and password.
3. Select a language, if prompted.
4. Select **OK**.

The system authenticates your credentials and verifies that the status of the device is set to Active.

If authenticated, the system looks for the most recent version of all active, qualified deployments based on the your user group, language, and MDT type.

If only one deployment exists for your MDT's type, it is automatically downloaded. If your MDT type is associated with more than one deployment, the **Select Deployment** screen displays a list of available deployments. Select the deployment you want to use, and select **Download**.

**Note:** If unprocessed data exists on the device when you attempt to download a new deployment, the system warns that the unprocessed data will be deleted if you continue.

When the download is complete, the system will look for the current shift associated with your user ID.

If your shift has already been started, the system takes you directly to the Open Task List. Otherwise, the Shift Logon screen appears so you can start your shift. See **Starting Your Shift (Shift Logon)** for more information.

## Starting Your Shift (Shift Logon)

Use this procedure to start a new shift. You can view shift details and make adjustments to the crew allocation and primary function before starting the shift.

**Prerequisites:** You must be connected to start your shift and retrieve the tasks you are scheduled to work. Once you have received your tasks, you can work the tasks while you are offline.

**Note:** The user who starts the shift or was the last user to change its crew allocation is considered the crew leader. Once the shift is started, communication with the server regarding the shift and its tasks must be done using this user ID. See Related Topics for more information about the role of the crew leader.

1. From the Shift Logon screen, review the default shift details.
2. To change the primary function of the crew, select a different service class of work from the drop-down.
3. To change the mobile worker allocation, use the + or - buttons to add or remove mobile workers. Each mobile worker must have a valid system user ID.
4. To change the vehicle allocation, use the + or - buttons to add or remove vehicles. For each vehicle, enter the starting odometer reading if applicable.
5. When the shift details are correct, select **Start**.

**Note:** If data for a non-finalized crew shift exists on the device you are using, the system warns that starting a new shift will cause the existing shift to be deleted. If you cancel the action, a member of the previous crew shift can log on and finalize the shift. If you continue, the previous shift's data will be deleted.

Once the shift has started, the system either dispatches all tasks at logon or drip-feeds them to you throughout the shift, depending on your system's configuration.

The tasks are displayed on the Open Tasks List in work sequence order. You can now begin working the first task. The status of the shift is Out of Service until you start a task or manually change the status to In Service.

## About the Mobile Application Toolbar

The mobile application displays a toolbar below the application title bar. The toolbar is available from every application screen, but the buttons that are displayed at any time vary depending on the current application screen you are viewing. Toolbar icons perform functions such as:



- Open the Open Task List.
- Open the Completed Task List.
- Open the Actions Menu.
- Open the main task information screen.
- Open the next task information screen.
- Open the previous task information screen.

## Using the Task Lists

The mobile application displays two tasks lists: the Open Task List and the Completed Task List. From either list, you can select a task and view its details. You can update the status of open tasks, but completed tasks cannot be changed.

When you initially log on to start a shift, the system displays the Open Task List, which displays all unfinalized tasks. Select the **Completed Task List** icon to display all completed tasks. The task list icon can be used to toggle between the Open Task List and the Completed Task List.

Summary information about each task is displayed on the task list. This information varies, depending on the type of task. Select a task to display information and action buttons relevant to its current state. Related Topics for more information about working tasks.

Icons are displayed to the left of certain tasks to provide visual cues. These icons may be customized during implementation. Standard icons display to provide information such as:

- emergency tasks
- appointments
- whether you are online or offline

## Viewing Maps and Getting Directions

From the open tasks and task details screens you can select an icon on the navigation bar to view a map and/or get directions to the location of your activity. When you select the button to get directions you can also display the route on the map along with the driving directions.

When the map is launched from the open tasks list, all of the tasks and the current location are displayed. If you access the map from the details screen on a specific task, the map opens to show the location of the selected task and the crew's current location.

Depending on how your system is configured, you can also select themes or layers to display on the map. For example, your implementation may have configured themes so that you can toggle between showing all surface streets or highways.

**Note:** The ability to show current location, route, and the locations of your tasks depends upon the availability of GPS information from your device. If you do not have connectivity, these features are not available.

# Chapter 3

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## Managing Your Shift

This section describes common tasks related to managing your shift.

### Previewing Your Scheduled Shift

Use this procedure to preview your shift prior to actually starting your shift.

**Prerequisites:** You must be connected to the server.

1. Log on to the mobile device. The shift logon screen is displayed.
2. Select **Preview**.

The first few tasks on the shift will be sent to the MDT. The maximum number of tasks sent is according to the setting designated on your shift. The Preview Task list is displayed allowing you to browse but not act upon any task on the list.

3. Select the **Home** key to return to the **Shift Logon** screen, when you are ready to start your shift.

### Changing the Primary Function

Use this procedure to change the primary service class of work for your current crew shift.

**Prerequisites:** Connection to the server is not required to change primary function. However, it is recommended, as your primary function affects which tasks you will be assigned by the scheduler.

**Note:** If you change the primary function during an active shift, one or more of the tasks previously assigned to the crew may no longer be appropriate. The system will automatically reschedule any such tasks that have not yet been dispatched. If a task has already been dispatched or queued for dispatch, the crew can suspend or postpone the task, or the dispatcher can manually reassign it to another crew (which will cause the task to be returned).

1. Select the **Actions** button on the application toolbar.
2. Select **Change Primary Function** on the Actions screen.
3. Select the service class of work that you want to use as the primary function for this crew shift.
4. Select **OK**.

### Changing the Crew Allocation

Use this procedure to change the mobile worker or vehicle allocation for your current crew shift.

**Prerequisites:** You must be connected in order to change the crew allocation.

If you change the crew allocation during an active shift, one or more of the tasks previously assigned to the crew may no longer be appropriate. The system will automatically reschedule any such tasks that have not yet been dispatched. If a task has already been dispatched or queued for dispatch, the crew can suspend or postpone the task, or the dispatcher can manually reassign it to another crew (which will cause the task to be returned).

1. Select the **Actions** button on the application toolbar.
2. Select **Change Crew Allocation** on the Actions screen.
3. Use the **+** or **-** buttons to add or remove mobile workers from this crew shift. You must enter a valid user id or employee id.
4. Use the **+** or **-** buttons to add or remove vehicles from the shift.

When adding a vehicle, you must enter a valid vehicle ID. A starting odometer reading may also be required, based on your system's configuration. If a starting odometer value was entered, the system will require an ending odometer reading.

5. Select **OK**.

The system will access the server to validate and update the shift details. If successful, the shift details are updated and you are returned to the Actions menu. Otherwise, the system presents you with an error, allowing you to correct the information.

## Going Out of Service

Use this to indicate that you are going out of service.

**Prerequisites:** Connection to the server is not required to go out of service. The system will automatically send the update message once you are back in range.

**Note:** If you attempt to go out of service while a task is currently in progress, the system will prompt you to either Suspend or Postpone the current task first.

1. Select the **Actions** button on the application toolbar.
2. Select **Change Service State** on the Actions screen.
3. Enter a **Status Reason** for going out of service.
4. Enter an **Estimate Duration** that the crew will be out of service.
5. Select **OK**.

## Returning to Service

Use this to indicate that you are returning to service.

**Prerequisites:** Connection to the server is not required to return to service. The system will automatically send the update message once you are back in range.

1. Select the **Actions** button on the application toolbar.
2. Select **Change Service State** on the Actions screen.
3. Select **OK**.

## Requesting to Go Offline

Use this procedure to take your mobile device offline.

**Prerequisites:** MDT is connected to the server.

1. Select **Network Communication** from the Actions menu.

2. Select the **Offline** button.

This action closes your shift's schedule if not already closed and requests to dispatch all tasks to your mobile device. Once all tasks are dispatched to your device you should get a confirmation pop-up message notifying you that you can now work your schedule offline and the indication bar should show that your network connectivity has been disabled.

The dispatcher can see that you are offline in the CDI portal.

While offline none of the updates you make locally are sent to the server. They are queued up until you are back online.

## Resuming Online Status

To go back online you must select **Network Communication** from the actions menu and then select on the **Online** button. Once connectivity is reestablished, locally queued updates are sent to the server.

## Issuing a Panic Alert

If you are injured or are in need of immediate attention in the field, the mobile application provides the ability to issue a panic alert to a dispatcher. Selecting the **Panic** button on the mobile device alerts the dispatcher that the crew is in distress. If supported on the device, the crew's current GPS is also sent with the panic alert. This can assist the dispatcher in finding the current location of the crew on the map.

**Note:** The application will enable network communication to send a panic alert even if the user has manually taken it offline.

Use this procedure to issue a panic alert to the dispatcher.

**Prerequisites:** You must be logged on to issue a panic alert.

1. Select the **Panic** button on the mobile device.

The device shows a countdown of seconds before the alert will be sent. There are also **Send Now** and **Stop** buttons.

2. Send the alert immediately by selecting **Send Now**.

If you do nothing, the alert is sent after the countdown timer runs out. Select **Stop** to cancel sending the alert.

The dispatcher receives the alert on the CDI portal. The MCP device shows a message indicating that the panic alert was successfully sent.

## Logging Off (Closing) the Application

You can close the mobile application at any time by selecting the 'x' in the upper right-hand corner of the application window. This effectively logs you off the application, but does not complete a started shift.

The system does not require you to complete your shift in order to log off the application. However, it warns you if unprocessed data exists.

**Note:** If another crew starts a new shift on a device that contains unprocessed data, the previous shift's data will be deleted. Once a new shift is started on a device, you cannot access the previous shift.

When you log back in to the application, the system automatically logs you back on to your current shift.

Use the End of Shift function to complete your shift. See Related Topics for details.

## Ending (Completing) your Shift

Use this to complete your shift and indicate that you are done working. You may be required to provide shift completion details, depending on your system's configuration.

**Prerequisites:** Connection to the server is not required to end your shift.

You can end a shift at any time. Any resources allocated to the shift are considered logged off from the shift, and any scheduled tasks that were not finalized are automatically returned. Returned activities are automatically rescheduled.

If you attempt end a shift while a task is currently in progress, the system will prompt you to either Suspend or Postpone the current task first.

3. Select the **Actions** button on the application toolbar.
4. Select **End of Shift** on the Actions screen.
5. Enter shift completion details, which may vary depending on your system's configuration. For example, ending odometer readings are required if you have specified starting odometer readings.
6. Select **Complete**.

All shifts and task completion details are sent to the server, and you are logged off the mobile application. If you are currently out of range, the system attempts to resend the message automatically once you are back in range.

The system automatically sends shift completion information to the server. Any unfinalized tasks are returned and rescheduled.

# Chapter 4

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## Working Tasks

This topic describes procedures related to working with activities, breaks, and periods of unavailability (POUs).

### Displaying Task Details

Use this to display detailed information about any task listed in the task list.

**Prerequisites:** Connection to the server is not required to view details of tasks that were already dispatched to you.

1. Select the task in the task list.

For POU's, the system displays the POU details and action buttons for updating the POU status or cancelling the POU if you are not going to attend the event.

For breaks, the system displays the break details and action buttons for starting, cancelling, or completing the break, depending on its current status.

For activities, the screen that appears next depends on the status of the selected task (and also your system's configuration, as these screens can be customized). For example, if you are en route to the selected task, you will see the Enroute Assignment screen. If you are on site to the task, you will see the Assignment Maintenance screen.

2. Select the link for the type of activity information you want to view. Below is a list of common activity information. Your system may support additional information.

**Note:** On hand-held devices, a blank checkbox appears to the left of a link if the associated screen allows data to be entered and that screen has not yet been visited (viewed). The box appears checked if the screen has been visited, whether or not data has actually been entered. On laptops you are presented with all data of all sections on one screen.

- **Activity Information** includes basic summary information plus the host ID and any comments associated with the activity.
- **Customer Information** includes the customer name and contact information.
- **Scheduling Information** includes the sequence of this activity within the crew shift's schedule and displays either calculated or actual values (depending on the task's status) for arrival time, completion time, travel time and distance.
- **Common Completion** allows you to enter common completion data, which typically include standard completion remarks and free-form comments.

3. Hand-Held only: Use the right and left arrows on application toolbar to navigate to the next or previous information screen. Use the up arrow to navigate to the main activity screen where all available links are listed.

## Going En Route to a Task

Use this procedure to indicate that you are travelling to the activity or POU location.

**Prerequisites:** Connection to the server is not required to update a task's status to En Route.

1. Select the task in the Open Task List.
2. Select **En Route**.

The system displays the task address and updates the available actions based on the new status.

## Starting a Task

Use this procedure to indicate that you have arrived on site to the activity or POU and are ready to start work.

**Prerequisites:** Connection to the server is not required to update a task's status to Started.

1. If the En Route screen is not already displayed, select the task in En Route status on the task list.
2. Select **Start**.

If this is an activity that cannot be started, please refer to **Delaying the Start of an Activity** on page 4-2 for instructions on how to proceed if you have arrived on site, but cannot start work.

The system displays the maintenance screen for this activity. Hand held devices show links to activity information and buttons for available actions.

## Delaying the Start of an Activity

Use this procedure to indicate that you have arrived on site to the activity but cannot start work. For example, you may have arrived on site but need to wait for someone to provide access to the work location, which delays the actual start of the task.

**Prerequisites:** Connection to the server is not required to update a task's status to Arrived.

1. If the En Route screen is not already displayed, select the task in En Route status on the task list.
2. Select **Arrived** and select the reason for not being able to start work.

This notifies the dispatcher that you are waiting and cannot start work.

3. Select **Start** when you are ready to start work.

Selecting **Start** at a time later than the scheduled start time prompts the scheduler to calculate a revised estimated completion time for the task.

## Updating the Duration of an Activity

Use this procedure if you have started the activity and determine that the job will take more or less time than what was estimated by the scheduler.

1. If the activity maintenance screen is not already displayed, select the task in Started Status on the Open Task List.
2. Adjust the duration by entering the time remaining in the appropriate field.

The value entered should reflect the amount of time remaining to complete the activity.

The system calculates the new activity duration.

3. Select **Send Now**.

The updated duration is sent to the server so that the scheduler can adjust the crew's schedule accordingly.

## Completing an Activity

Use this procedure to indicate that you are done working on the activity and have entered all required completion information.

**Prerequisites:** Connection to the server is not required to complete a task.

1. If the activity maintenance screen is not already displayed, select the task in the **Open Task List**.
2. If you have not already done so, enter the completion details now:

**Note:** this procedure varies slightly depending on whether you are on a hand-held device or on a laptop. On laptops the information is all on one screen whereas on hand-helds you must navigate to multiple screens

- Select the link for each section that allows data to be entered. (Editable sections display a blank checkbox).
- Provide the requested information.
- Use the arrow buttons on the toolbar to navigate back to the main information screen.

3. Select **Complete**.

The task is removed from the Open Tasks List and will remain on the Completed Tasks List until you end the shift.

## Postponing an Activity

Use this to procedure to postpone an activity that you have not yet arrived to.

**Prerequisites:** Connection to the server is not required to postpone a task.

**Note:** You can only postpone an activity if its status is Dispatched or En Route.

If you are already on site to a task, you must suspend rather than postpone it.

1. From the Open Task List, select the activity you want to postpone. (If you are en route to the activity and the Enroute screen is already displayed, skip to the next step.)
2. Select **Postpone**.
3. Enter the following information:
  - Postpone Date
  - Postpone Time - An actual time, not duration. Date Time combination must be in future.
  - Status reason (optional)
4. Select **Ok**.

The task remains in the Open Tasks list. When you are ready to work the activity, set its status to **En Route**.

## Declining an Activity

If you are not able to work the activity for any reason, such as you are unable to reach the activity site, or if you do not have the required capabilities to work on the activity, then you can decline the activity from your mobile device.



1. Use this procedure to decline an activity.
2. Search for the activity in the Open Task list.
3. Select the activity.
4. Click the Decline button.

The system opens Decline Assignment pop-up window.

5. Enter the decline reason, provide comments as needed, and click OK.

## Suspending an Activity

Use this procedure to suspend an activity after arriving on site.

**Prerequisites:** Connection to the server is not required to postpone a task.

**Note:** If you are not yet on site to a task, you must postpone rather than suspend it.

1. Select the task in the task list.
2. Select **Suspend**.
3. Enter the time to which you want to postpone the task and a reason for the postponement. The time must be in the future. The reason is optional.
4. Enter the amount of time you think it will take to complete the task when you resume.
5. Select **OK**.

When you are ready to resume working on this task, set its status to **En Route**.

## Starting and Completing Breaks

Use this procedure to start or complete a break that appears on your task list. If you decide not to take a break, use the Cancel action.

**Prerequisites:** Connection to the server is not required to start or complete a break.

**Note:** When you start a break, the shift status automatically changes to Out of Service. When you complete a break, the shift returns to In Service status.

1. From the Open Tasks list, select the break you want to start or complete.  
The system displays break details and buttons for available actions.
2. Select the appropriate button to start or complete the break.

## Cancelling a Break, NPT or POU

If you decide not to take a break or attend a POU, use this procedure to cancel it. Cancelling a task finalizes it and removes it from the Open Tasks list.

**Prerequisites:** Connection to the server is not required to cancel a break or POU.

1. From the Open Tasks List, select the break, NPT or POU you want to cancel.
2. Select **Cancel**.

The task is moved to the Completed Tasks list. You can start work on your next task.

## Creating a Field-Referenced Activity (FRA)

Use this to create an activity on the MDT if the original activity cannot be dispatched due to connectivity problems.

**Prerequisites:** The dispatcher should communicate the activity's details over the phone or radio, and should also give you a short ID to use when you create the activity. This ID is required so that the system can match the field-referenced activity back to the original activity when connectivity is restored.

1. Select the **Actions** button on the application toolbar.
2. Select **Add Field Referenced Activity** from the Actions Menu screen.
3. Select the activity type from the drop-down. The activity type determines the type of completion information you will be able to enter, so be sure to select the correct type.
4. Enter the alternate ID provided to you by the dispatcher.
5. Enter the customer's address and city.
6. Select **OK**.

A new task is created and added to the top of the Open Tasks list. You can work this task just as you would any other dispatched task. When the system is able to reconnect to the server application, it will automatically match this activity to the original one on the server using the ID you specified.

## Creating a New Activity by Site Address

Use this procedure if you are in the field and need to create an activity that is not related to your scheduled work.

1. Select **Add Activity** from the Actions menu.
2. Select an activity type.
3. Enter the site address and select **OK**.

The system attempts to validate the address with the server. If the address cannot be validated (geo-coded), an error is returned and an Override box becomes enabled. Check the Override box to accept the non-validated address.

An activity created with an invalid address is added on the server with a status of "Issues Detected."

4. Select **OK** to create the activity.

The activity is added and sent to the server.

## Working Emergency Activities

Because of the nature of emergency activities, the system handles them differently from regular tasks.

When an emergency activity is dispatched to a crew, the mobile application displays an alert pop-up screen that prompts the crew to accept or reject the task.

- If the crew accepts the activity, an acknowledgement message is sent to the server. Only then is the emergency activity considered dispatched.
- If the crew rejects the activity, it is returned so it can be reassigned to a different crew. The system also issues an unacknowledged emergency alert to the dispatcher.
- If the crew does not respond in a timely manner or is out of range and the acknowledgement does not reach the server, the system issues an unacknowledged emergency alert to the dispatcher so that appropriate action can be taken.

## Using Timed Events

If you feel you may be working in a dangerous area, that the crew is at risk, or any other reason why you might want higher visibility with the dispatcher while on your task, you can create a timed event that prompts the dispatcher to check on the crew once the timed event expires. You can start the timed event for a specified amount of time and stop it when the danger is over or once the work is finished.

Use this procedure to create a timed event.

1. Select **Set Timed Event** from the actions menu.
2. Enter the event duration in minutes and select **Start**.

The system calculates the expiration date and time of the event and updates the crew shift with this information.

3. Once the task is complete, select **Stop** on the mobile device.

Make sure that you stop the timer to prevent an alert from being sent to the dispatcher.

If you do not stop the timed event before it expires, the dispatcher is alerted. If GPS is supported on the mobile device, the location is also sent to the dispatcher along with the alert.

## Capturing Digital Content

Use this procedure to take a picture or record a voice recording on the MDT. This information is attached to an activity and shared with online users after it is uploaded to the server.

**Prerequisites:** An activity must be selected from the task list.

1. Select the **Activity Actions** menu from the Navigation Bar.
2. Select **Capture Content** from the Activity Actions menu.
3. Select the appropriate capture action.  
The mobile device opens the application needed to capture the content. For example, if you are taking a picture, the camera application opens.
4. After capturing the content, return to view, add notes, synchronize with the server or otherwise manage the captured content.

## Viewing Recorded Content

Use this procedure to review digital content that was previously captured on the MDT.

**Prerequisites:** Content must have already been captured on the device and an activity must be selected from the task list.

1. Select the **Activity Actions** menu from the Navigation Bar.
2. Select **Capture Content** from the Activity Actions menu.
3. Select the **View** link next to the appropriate capture action.  
The Capture Content view opens displaying a visual indication of whether or not the content has been synced to the server and the content type. You can enter notes to describe the content by typing in the Description field.
4. Select the icon for the content to open the file.  
For example, if you have taken a picture, you can open it in an image file viewer on your device.

## Deleting Previously Recorded Content

Use this procedure to remove digital content that was previously captured on the MDT.

**Prerequisites:** Content must have already been captured on the device and an activity must be selected from the task list.

1. Select the **Activity Actions** menu from the Navigation Bar
2. Select **Capture Content** from the Activity Actions menu.
3. Select the **View** link next to the appropriate capture action.
4. Select the **Delete** icon next to the content you want to remove.
5. Select the **Save** button.

The file is not removed from the MDT until you select **Save**.

If the content was already synced to the server, it will be removed from the server on the next synchronization cycle.

## Manually Synchronizing Recorded Content to the Server

Use this procedure to remove digital content that was previously captured on the MDT.

**Prerequisites:** Content must have already been captured on the device and an activity must be selected from the task list.

1. Select the **Activity Actions** menu from the Navigation Bar
2. Select **Capture Content** from the Activity Actions menu.
3. Select the **View** link next to the appropriate capture action.
4. Select the check box next to the content you want to sync.

The system starts the next synchronization cycle and uploads the content to the server. Once the file is synchronized, the check box cannot be unchecked again. You can remove the file from the server by deleting the content file.

# Chapter 5

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## Managing Mail Messages

This chapter describes procedures related to working with mail messages.

### Sending Mail Messages

Use this procedure to use the mobile device to send messages to the dispatcher or other users.

**Prerequisites:** Connection to the server is required to send mail.

1. Select the **Actions** button on the application toolbar.
2. Select **My Mail** from the actions menu screen.
3. Select a User ID or Group to indicate who you are sending the message to.
4. Enter a subject and message body in the appropriate fields.
5. Select the type of mail delivery from the **Queue** field. You can send the message as normal delivery or as an emergency message
6. Select **Send**.

### Reviewing Mail Messages

Use this procedure to review received messages your mobile device. Once you open a new mail message, it is marked as read on the device.

**Prerequisites:** Connection to the server is required to receive mail.

1. Select the **Actions** button on the application toolbar.
2. Select **My Mail** from the actions menu screen.

The device shows a list of messages by subject. Unread messages are indicated in bold and read messages are not bold.

3. Select the link for the message you want to view.

The message shows an emergency icon, if the message was sent as an emergency message.

### Acknowledging Emergency Messages

In emergency situations, the dispatcher can send messages tagged as urgent with a requirement that acknowledge the message manually so that the dispatcher receives immediate confirmation that the crew is aware of the emergency. When the emergency message is sent, the mobile device shows a pop-up message indicating a new emergency message with an **Acknowledge** button. Select the **Acknowledge** button on the message to notify the dispatcher that you have seen the message.

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