Tables

Success flow

Ending paths

#Comments

 # a target record includes the name of the target, coordinates (lat/lon) of the target´s current location and a timestamp

 # New records are got every 5 minutes

 # Once the system is running properly, there will not be records without a target

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 # ttget finds the nearest route point by comparing the current target record coordinates with route point coordinates in a table called “routes”

 # Once the system is running properly, there will not be records which do not have a last location

 # In case the target doesn´t provide updated data, ttget will get the same record several times. Here the timestamp of the record is compared with the timestamp of the previous record (from the same target). If the timestamps are identical the record has already been treated and will thus be rejected.

 # when the current record is assigned to a certain route point, this route point will be stored to a table called “target_locations”. If the route point belongs to some location it will be stored with the location´s name (Each location has certain route points attached to it. The distance limit is in most cases 15 km, calculated along the river network). Otherwise, the route point will be stored without a name as ‘ ‘ .

 # Only defined village locations will result in a SMS notification. Thus, if the target is not nearby any of the defined village locations the record will be skipped.

 # In case there too big a difference between the current target timestamp and the last location timestamp, the record will be skipped (because the direction of movement is determined by comparing the current and the previous route points, and if the previous route point Is too old, the direction might have changed.
The time limit can be defined in a configuration file called messages.ini

 # The current location is compared with the last known location.

 # The direction of movement is calculated by comparing the serial numbers of the previous last known location, the current location and the current route point

Legend

Y = yes

N = no