

Running the program

Install Node.js

Unzip the program folder

Start the program:

By running the startserver.bat file

Or by navigating to the program folder in the commandline and running the following command:
node Node/NodeServer.js

Operator UI

To view the dispatcher UI, go to <http://127.0.0.1:3000> in your browser.

To view a fire, click on one of the fire markers. If the fire is inside a building, you will see an outlining of the building on the map. If the building has an operative plan, it is displayed in the grey box on the right side of the screen. To download the full operative plan, click the blue link "Full operative plan" at the top.

If there are buildings within 500 meters that have an operative plan with a special consideration (i.e. a potential hazard, such as explosives), this will be displayed under "Nearby warnings".

The information boxes are collapsible, so by clicking on e.g. "General information" this box will collapse. Clicking it again will expand it.

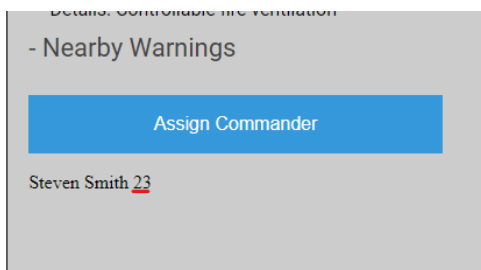
To assign a fire to a commander, press the blue "Assign commander" button and select a commander.

You zoom in and out on the map by using the mouse wheel, and click and drag to move around.

The menu on the top right allows you to switch between the different interfaces.

Commander UI

First, enter a valid user ID in the login box and click the login button. (The commanders ID can be seen besides their name on the operator page when assigned)



After logging in, the fire that is assigned to the commander is displayed. The image on the top left side of the screen is the floor plans. If there is more than one floor plan, click on the arrows to cycle through them.

The image at the bottom of the screen is a building overview.

The operative plan overview works the same way as for the operator UI.

The fire can be resolved by the commander by pressing the “resolve fire” button.

Input

This allows you to upload an operative plan.

The fields with a * notation are mandatory.

The coordinates can be input either manually into the text fields or by clicking on the desired location on the map.

The coordinates must be inside a building to be valid.

When you have filled in all the information and uploaded the files, click the blue button at the bottom of the screen. (The buttons for choosing files and submitting information are automatically written with the operative system’s language.)

Creating and deleting fires

If you want to add a fire to the map, go to the command prompt in the browser (press F12) and enter the postFire function; postFire(location, typeFire, time, automaticAlarm, active).

- ‘location’ is the coordinates.
- ‘typeFire’ is a string, and describes the type of fire, e.g. house fire.
- ‘time’ is a string with the time of the fire.
- ‘automaticAlarm’ is a Boolean, where true means that the fire came through an automatic alarm.
- ‘active’ is a Boolean, where true means that it is an active/ongoing fire. False would mean that the fire is dealt with, and removes the fire from the map.

An example:

```
postFire( [ 9.931229, 57.048093], "Building fire", "18:30", false, true)
```

Example of coordinates inside buildings that have operative plans:

- 9.931229, 57.048093
- 9.907582, 57.037073

To delete a fire, resolve it from the commanderpage

A side note: Since receiving fires is assumed to come from the emergency central, and is thus not a part of the program itself, we have not made a specific UI for this, hence the somewhat awkward way of using a function in the browser.