Programmatic Grouping of Vaccination Triggers

When a user first encounters the Vaccination Triggers page, each group of vaccination types (start, stop, restart) consists of a list of action links which can be clicked to trigger the "create new" interaction (see Restart Trigger group).

As the user begins defining triggers, these newly defined objects should also be grouped with like trigger-types within the larger trigger groups. For example, if a user clicked on the "new Disease Detection" action link in the Start Triggers group, a trigger-title is generated (the name of the trigger type with a sequential number appended to the end of the string), in the position of the action link and focused. The action-link moves down below the newly created title, and a bottom-border (#ebebeb) is created under the link, there-by creating a new grouping which contains the newly created trigger and the action link. When the user clicks "apply" after completing the parameterization of the new trigger, the trigger group is move to the top of the action link list. Any further triggers created in this group will be added to the list below the last trigger title and before the "new" action link. The shifting of newly created groups to a position above the action link list only occurs with the first instance of a trigger-type being created.

ADSM Animal Disease Spread Model

SampleScenario

changes pending...

Scenario Description

Population

Disease

   Disease Progression

   Disease Spread

   Assign Disease Spread

Controls   `on`

   Vaccination Triggers

   Control Protocol

   Assign Protocols

   Zones

   Zone Effects

Functions

Output Settings

Validate Scenario ▶

Vaccination Triggers

▼ Start Triggers

Disease Detection 1

Disease Detection 2

+ *new Disease Detection*

Rate of New Detection 1

+ *new Rate of Detection*

Spread Between Groups 1

+ *new Spread Between Groups*

Time From 1st Detection

+ *new Time From 1st Detection*

+ *new Dissemmination Rate*

+ *new Destruction Wait Time*

▼ Start Triggers

+ *new Stop Vaccination*

▼ Restart Triggers

+ *new Disease Detection*

+ *new Rate of Detection*

+ *new Spread Between Groups*

+ *new Time From 1st Detection*

+ *new Dissemmination Rate*

+ *new Destruction Wait Time*

Population Production Types

Cattle 1	(12,000 units)	*some notes might go ...*
Cattle 2	(132,000 units)	
Cattle 3	(5,000 units)	
Cattle 4	(21,000 units)	
Cattle 5	(56,200 units)	*notes, notes, notes ...*
Cattle 6	(12,000 units)	*some other notes go ...*
Swine 1	(5,000 units)	
Swine 2	(300 units)	
Swine 3	(1000 units)	
Swine 4	(7,895 units)	
Swine 5	(1,234 units)	
Swine 6	(5,672 units)	
Other 1	(12,000 units)	
Other 2	(12,000 units)	
Other 3	(500 units)	
Other 4	(3 units)	*there aren't very many ...*
Other 5	(567,124 units)	*but there are many ...*
Other 6	(12,000 units)	
Other 7	(1,000 units)	
Chickens	(12,000 units)	

Production Type Groups

Chicken-Swine

+ *define new*