**1. Create Zone:**

* **GLS user selects an Object (rectangle or polygon) from the left menu to draw the zone over the map. Same applies for the Sub-zone too.**
* **2: User is able to select the object and then select one of the available zones/sub-zones from the Zone drop down list and click on the Assign button and the selected zone gets assigned to the selected object, selected zone name will show on assign Object. One zone name will not assign to multiple Object. Also user will change assign zone name.**
* **3: To edit Zone, same as step -2**
* **4: To Delete zone, user will select zone and click on delete button, zone will be deleted**

**2. Add cable:**

1. Draw a Cable from the left menu. The cable will have two blue dots at the initial and endpoints.

2. Click on Pointer from the left menu.

3. Go to the Cable drop-down and select the Cable and then click on the Assign Cable button. Cable name will be assigned to the drawn line from Step2. The initial blue dot would show a cable length of 0, and the 2nd blue dot would show the total length of the cable.

4. User clicks anywhere in between the drawn line from Step2 and the red dot will show up. On clicking the red dot again, a tooltip will show up that will have below options inside the tooltip:

- Input field for entering a numeric value.

- Clickable the button to save the numeric value. When clicked on Save, the numeric value will start showing up on the red dot tooltip. Similarly, multiple dots can be added to the line.

- Clickable the button to delete the dot.

3.**Blink**

Blink over line at specific position

We need parameterized blink location ,means URL something like this gls.html?blink=30

so if calibration value is 30, it will blink on 30, but if calibration will be 20 and 40 , then blink will be in between 20 and 40. also blink will be also show the blink value , here it will be 30.

for this URL (gls.html?blink=30) user will only show the map with blink, no edit and add options , means no header and no left menu . only static map with blink

4.**Save**

Json file will be save on hardcoded location and json file name will be taken from a hidden input field

**5.Edit/Upload json**

There will be no direct option to upload json file. It should be parameterized, eg gls.html?jsonfile=abc.json