Street Smarts Platinum 5 Manual

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2. Copy the program into machine-readable or printed form for backup purposes in support of your use of the program.
3. Incorporate the results and reports generated by this program into another program for your use.
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With respect to the physical discs and documentation enclosed herein, Pyramid Communications warrants the same to be free of defects in materials and workmanship for a period of 90 days from the date of purchase. In the event of notification with the warranty period of defects, Pyramid will replace the defective discs or documentation. The remedy for breach of this warranty shall be limited to replacement and shall not encompass any other damages, including but not limited to loss of profit, special, incidental, consequential or other similar claims.

Pyramid Communications specifically disclaims all other warranties, expressed or implied, including but not limited to, implied warranties for merchantability and fitness for a particular purpose, loss of data, software bugs or inaccuracies or loss of productivity. In no event shall Pyramid Communications be liable for any loss of profit or any other commercial damage including but not limited to special, incidental, consequential or other damages.

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You may not sublicense, assign or transfer the license or program except as provided in this agreement. Pyramid Communications does not warrant that operation of the program will be uninterrupted or error-free, nor that it will not cause potential conflicts with other software packages attempting to use the same resources. Pyramid Communications agrees to provide free technical phone support to all users that are registered owners. This agreement will be governed by the laws of California.

You acknowledge that you have read this agreement in it's entirety, understand it, and agree to be bound by its terms and conditions. You further agree that this is the complete and exclusive agreement between us which supersedes any other communications between Pyramid Communications or its representatives and your organization whether written or verbal.

If you have any questions regarding this agreement, please contact Pyramid Communications.

Conventions

The following conventions are used throughout this manual to describe key elements of the software or keypresses:

Where instructions to press a key or key combination on the computer keyboard are required, the key(s) will be delimited by the "<" and ">" symbols with the key label as it appears on most keyboards in between. Examples:

<F2> Press the key marked "F2" on the computer keyboard

<Ctrl><D> Press and hold the "Ctrl" key while pressing the letter "D" on the keyboard.

Buttons that can be selected by clicking the mouse are shown in quotes and in italics: *"Locate on Map"*

Menu items are shown in bold: **Configure** or **Dispatch**. Submenu items are shown with the parent menu preceding them separated by forward slashes: **Configure/Alias Data/Status Tags**.

Hardware Requirements

The following is the recommended *MINIMUM* hardware requirements for running Street Smarts Platinum software on an IBM PC or compatible:

1. Pentium 4 or higher processor @ 1 GHz or faster
2. Windows 2000, Windows XP or Windows Vista operating system
3. 512 MB of DRAM
4. 1.5 GB of free hard disk space
5. CD ROM Drive
6. 1 serial port
7. 17" SVGA monitor or larger
8. Video card capable of supporting 1024 x 768 or higher resolution
9. Dual monitor video card if operating dual display configuration
10. Keyboard
11. Mouse

Installing the Program

Installing and using the program involves 3 steps:

1. Install the files from disk.
2. Activate the program with Pyramid Communications Technical Support.
3. Configure the program for your particular application and install the maps.

Install the files from disk

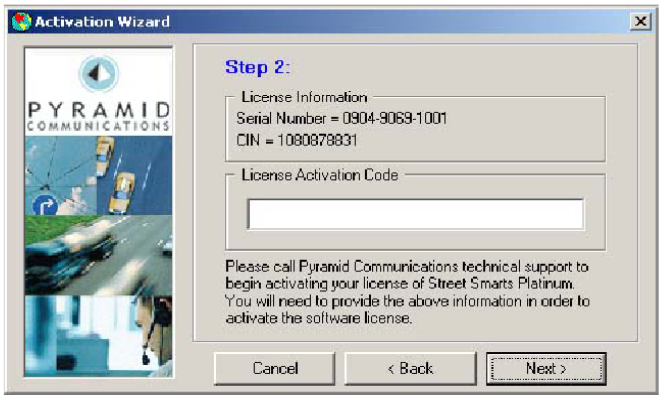
Insert the disc into the CD ROM drive. Click on START, and select Run/Browse. Select the drive designator for the CD ROM drive and double click on the file SETUP.EXE. The installation wizard will guide you through the installation process. Select the default settings for each inquiry or, for a custom installation, change the directories and settings for your particular application.

Serial Number and Activation

After installation of Street Smarts Platinum, you will need to enter the serial number when prompted. The serial number can be found on the back sleeve of your Street Smarts Platinum software case. Once the correct serial number is entered, Street Smarts Platinum will prompt you to call in to Pyramid Communications Support to complete the activation process. Activation is a required step of the installation process and cannot be bypassed.

The Activation Wizard will guide you through the activation process.

When prompted, enter the Street Smarts Platinum 5 Serial Number. You can find this number on the back of the product CD case. You can also bypass the activation process by starting the program in a 15 day trial mode.



Call Pyramid Communications to obtain License Activation Code. Enter code in provided area.

Pyramid Communications will provide Map License Activation Code. Enter code in provided area.

☞ ***Note: Contact Pyramid Communications Support at (714) 901-5462, 8:00 AM - 5:00 PM PST.***

☞ ***Note: Once the 15 day trial mode is started, you will only have a total of 15 calendar days to run the program before activation is required. The trial mode can not be restarted on the installed computer once the trial period has expired.***

Installing the Maps

After the program installation is complete, an entry for Street Smarts will appear in the Start Menu under Street Smarts. Before using the program, it will be necessary to install the map data. To install or update the map databases, start the software by clicking on Start/Street Smarts. From the main menu select **Configure** and click on **Install/Update Maps**. Insert the CD into the drive and click on "OK" when prompted. The map install wizard is launched. Follow the steps provided and insert the proper disk when prompted.

Running the Program for the first time

Before using the Street Smarts software for dispatching, you must configure the program to match your particular system requirements. This configuration can be broken down into 5 sections:

1. Display Setup- selects the monitor and display options
2. Communications Setup-programs the software to communicate with the Pyramid model 2016 base modem (if connected directly) or to communicate with the Street Smarts Server Edition software over a TCP/IP connection.
3. Alias Data- Defines the vehicle, status and I/O configuration of the mobiles in the fleet.
4. Program Options- Defines how information is displayed and sets user preferences
5. Install Maps- Completes the installation process by installing the map data

Display Setup

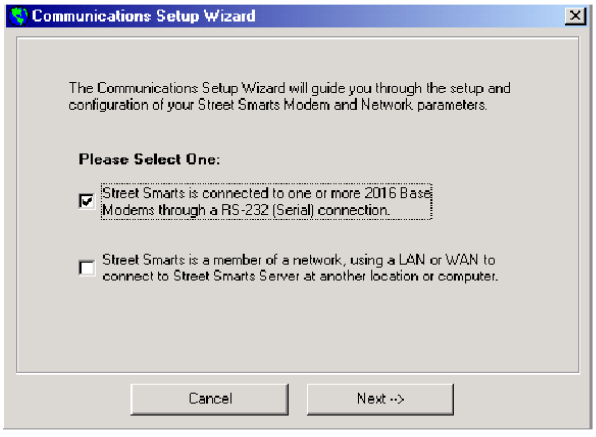
Start the Street Smarts software by clicking on Start/Street Smarts as before. Select **Configure/Display Setup.** There are 2 choices for monitor configuration:

1. Single monitor with split screen display. This selection allows the map and dispatch log to share the same display in a split screen fashion. The map will always be displayed; pressing F2 or clicking on the Display Status Window icon will toggle the dispatch log on and off. If on, the dispatch log will occupy the upper portion of the screen. The amount of space occupied by the dispatch screen is adjustable but affects the size of the map window. Scroll bars are available in the dispatch window if more data is in the log than can be displayed on screen. The map window does not have scroll bars; use the zoom controls to navigate around the map.

2. Dual Monitor display. This selection requires a video card capable of supporting 2 SVGA monitors simultaneously or two video cards installed in the PC. The map will be displayed on one monitor and the dispatch window on the other.

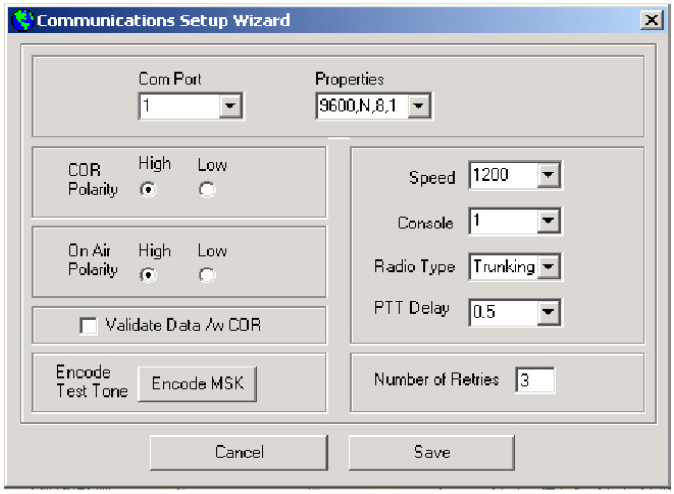
Communications Setup- Street Smarts Platinum Version 5 may be configured as either a single workstation or as a network client. If configured as a single work station, the 2016D base modem is connected directly to the user's computer via the serial port. If configured as a network client, the 2016D base modem is connected to the server computer, located remotely, and the work station communicates with the server over an Ethernet connection via TCP/IP.

To connect directly to a 2016D base modem via an RS232 serial port as a single work station, select as follows:



Single Workstation

In order to communicate with the Pyramid model 2016 base modem, the software must be configured properly. The following parameters must be set in order for the software to function properly:

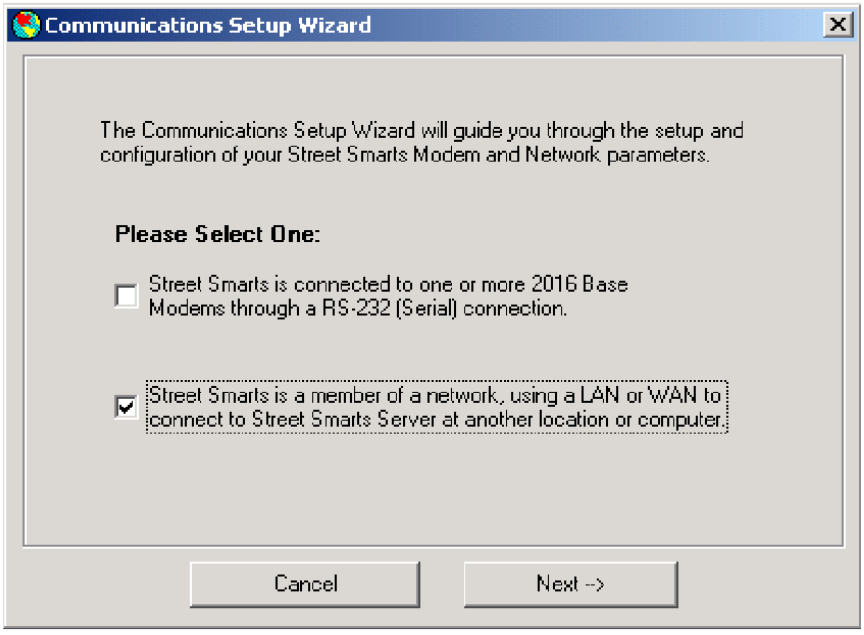


1. Com Port- Select com port 1-8. Ensure the 2016 cable is connected to the com port selected.
2. COR Polarity- Determines if the radio that the 2016 is connected to provides an active high or active low COR signal. COR indicates when the channel is busy receiving and prevents the 2016 from attempting to transmit. Refer to the Pyramid application note for the particular radio that the 2016 is connected to.
3. On-Air Polarity- Determines if the radio that the 2016 is connected to provides an active high or active low transmit indication. This signal is used for proper channel acquisition on trunking radios and for busy transmit lock out to prevent data messages from interfering with voice communications.
4. Validate Data /w COR - Specifies if the 2016 will require a COR signal from the radio in order to decode data received by the radio.
5. Speed- Select 1200 or 2400 baud. This is the over-the-air signalling speed and must match the selection programmed into the mobile units. This is not the com port speed, which is fixed at 9600 baud.
6. Console- Each system can have up to 15 base modems, each with a unique number. The console number must match the BASE number programmed into the mobile units.
7. Radio Type- Can be set for conventional or trunking. On trunking systems, the 2016 base modem will go through the channel acquisition procedure before sending the data.
8. PTT delay- Push-to-Talk delay. On conventional radios, this is the amount of time after the radio is first keyed before data is sent in order to establish a link with the receiving radio. On trunking radios, this time is added to the channel acquisition process.
9. Number of Retries- When a base originated message is sent to a mobile unit, the mobile must respond within a predetermined period of time or the software will retry. This parameter controls how many retries are attempted before the user is alerted that the message failed.

In addition to the above parameters, the software provides a manual encode button that allows the technician to set the signalling modulation level on the base radio. Pressing the button will key the base radio and send a test pattern of data continuously for alignment. Press Stop or Cancel to unkey the radio.

Network Client

To configure the work station as a network client select as follows:

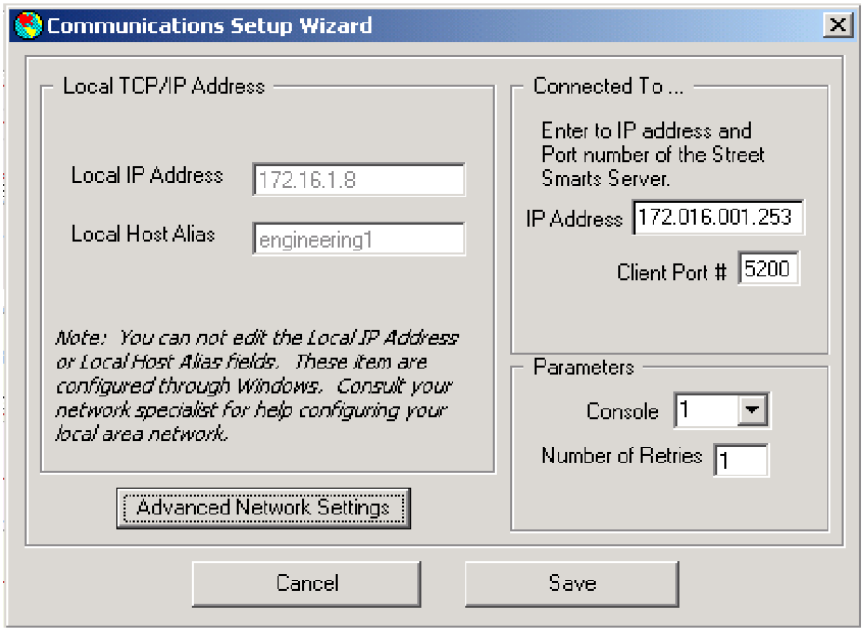


1. Enter the IP address for the server computer running Street Smarts Server Edition software. Enter the Client port number, range is 5000 to 9999. It is recommended to use the default port number of 5200. The Server IP address and port numbers may be obtained under the **Network/Configuration** menu of the Street Smarts Server edition software.

2. Console- Each system can have up to 15 base modems, each with a unique number. The console number must match the BASE number programmed into the mobile units.

3. Number of Retries- When certain base originated messages are sent to a mobile unit, the mobile is required to respond within a predetermined period of time or the software will retry. This parameter controls how many retries are attempted before the user is alerted that the message failed.

4. Advanced Network Settings - Use this configuration screen to setup advanced network options such as configuring this workstation as terminal services client or to enable Unit ID Validation on this workstation.



To configure the work station as a network client: (Continued)

1. Terminal Server Configuration - When enabled, Street Smarts Platinum is expecting to run in a Windows Terminal Services session. In this case, Street Smarts Platinum does not write any information to the x_logs.dbf database, preventing duplicate entries. If you are running Street Smarts Platinum as a Terminal Services Client, setup one instance of Street Smarts Platinum on the network to log the information to the database (i.e., one client will not have this box checked) and all others will just listen to the data (i.e., all other clients will have this box checked).

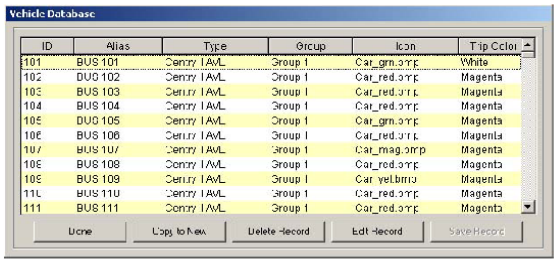
2. Unit ID Validation - When enabled, Street Smarts Platinum will only process and display vehicles that are added to the vehicle database. If the system receives a unit which is not in the database, that unit will be not be recognized as a valid unit ID and will not be displayed.

Alias Data

Vehicle Tags/Vehicle Database

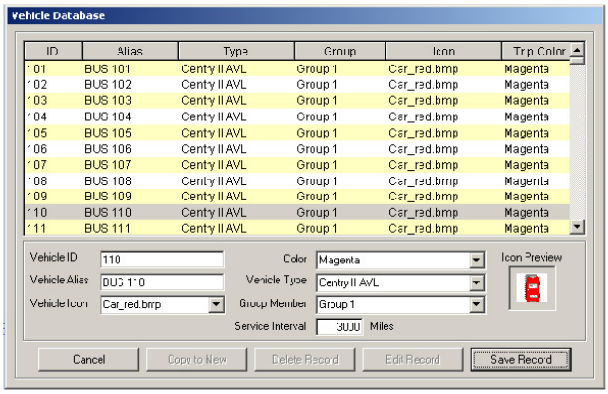
The vehicle database maintains information about the fleet and makes it easy for the dispatcher to select certain vehicles when sending messages. The database determines what icon will be displayed on the map, the type of AVL/MDT equipment in the mobile.

There are two ways to enter vehicles into the vehicle database. The primary way to enter, modify or delete vehicles from the database is through the Vehicle Database Editor. To access the editor, select the **Configure** menu and click on **Alias Data/Vehicle Tags/Vehicle Database**. If vehicles are in the database, a list of them will appear. Highlight the desired vehicle from the list, and the appropriate action from the command buttons.



There are 3 operations that can be performed from the vehicle list: Add New Vehicles , Delete Existing Vehicles and Edit Existing Vehicles.

Adding New Vehicles/Copy to New Depending if there are vehicles in the database, the Create New or Copy to New button will be enabled. To add a new vehicle, click on *"Create New" or "Copy to New"*; The following dialog box appears:



Enter the following items:

Vehicle ID- The Vehicle ID is the numeric vehicle number that is programmed in the unit. It must be in the range of 1 through 65534. This is the number that is actually sent to the 2016 for base originated calls.
Vehicle Alias- This is the on-screen display information for this vehicle. It can be alpha or numeric data, but should contain the vehicle number if possible. This data is presented in all of the pick lists that appear for base originated messages, Find Vehicle, Recording and map display.
Vehicle Icon - The bit-map image that is displayed for the vehicle on the map overlay.
Color- Select a desired color used for the Trip Trail drawn for each vehicle when enabled. This can be changed on a per-vehicle basis in the Vehicle Database Editor. If Color is set to *Status Defined*, the system will use the status or input defined colors as defined in the **Status / Input Colors** screen.
Vehicle Type - Select a vehicle hardware type from the provided list. This should match the type of MDT or AVL equipment that is in each vehicle.
Group Member - Specifies the group membership of this unit. You can turn groups on or off from the *Group Options* screen (page 11).
Service Interval - Specifies the mileage for the service maintenance interval for this unit. This selection only applies to the 3012 MDT (page 19).

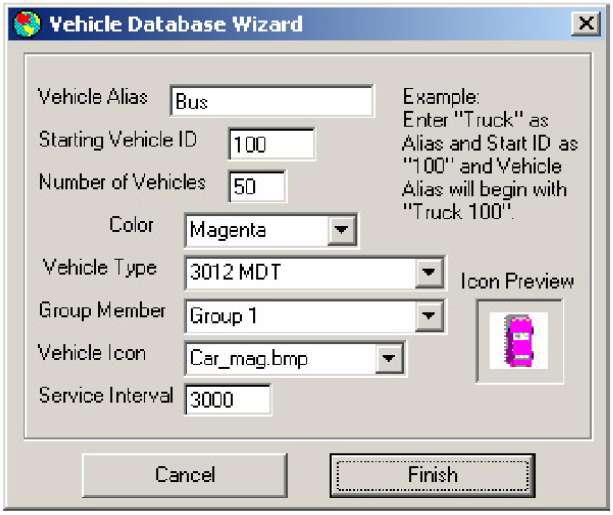
Vehicle Tags/Vehicle Database (Continued)

Delete Record - Deleting vehicle records from the database is accomplished by clicking the Delete Record button from the Vehicle Database Editor. This process permanently deletes vehicles from the database and the program prompts you for confirmation before deleting the vehicle.

Edit Record - To modify an existing vehicle record in the database, select the desired vehicle from the list and click the Edit Record button from the Vehicle Database Editor. From the expanded fields, you can edit the attributes of the select vehicle. Select Save Record or Cancel to complete this process.

Vehicle Tags/Vehicle Database Wizard

The alternate way to enter new vehicles into the database is through the Vehicle Database Wizard. To access the wizard, select the **Configure** menu and click on **Alias Data/Vehicle Tags/Vehicle Database Wizard**. The wizard allows the user to add up to 999 vehicles to the database with one simple operation.



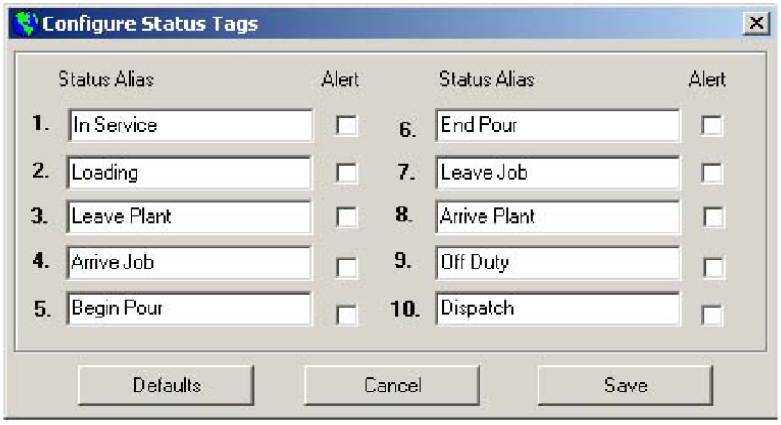
The concept of the Vehicle Database Wizard is to add a group of consecutively numbered vehicles with one simple operation. The only limiting factors are that the vehicle numbers must be consecutive, and each vehicle created with the wizard will have the same attributes (i.e., icon, color, etc.).

To create a new list of vehicles in the database, enter the following items:

Vehicle Alias- This is the on-screen display information for this vehicle. It can be alpha or numeric data, but keep in mind that the Vehicle Database Wizard will be appending the vehicle number to each entry (i.e., "BUS" and Start ID = 100, will create an Alias of "BUS 100", ascending up).
Vehicle ID- The Vehicle ID is the numeric vehicle number that is programmed in the mobile unit. All vehicle numbers must be in the range of 1 through 65534.
Vehicle Icon - The bit-map image that is displayed for the vehicle on the map overlay for all vehicles created with this Wizard. This can be changed on a per-vehicle basis in the Vehicle Database Editor.
Color- Select a desired color used for the Trip Trail drawn for each vehicle when enabled. This can be changed on a per-vehicle basis in the Vehicle Database Editor. If Color is set to *Status Defined*, the system will use the status or input defined colors as defined in the **Status / Input Colors** screen.
Vehicle Type - Select a vehicle hardware type from the provided list. This should match the type of MDT or AVL equipment that is in each vehicle. This can be changed on a per-vehicle basis in the Vehicle Database Editor.
Group Member - Specifies the group membership of this unit. You can turn groups on or off from the *Group Options* screen. This can be changed on a per-vehicle basis in the Vehicle Database Editor.

Status Tags

The status inputs from the 2012 MDT and 3012 MDT are numbered 1-10. The on-screen alpha tags corresponding to those status numbers can be defined here for display in the dispatch window and reports. Any alphanumeric data can be entered up to 15 characters.



Alert Check Box-If enabled, causes an alert to be generated whenever that status is received. Alerts will be displayed in the Events Window overlay on the map (<Ctrl><E> toggles visibility of the events window).

Canned Messages (2012 MDT and 3012 MDT)

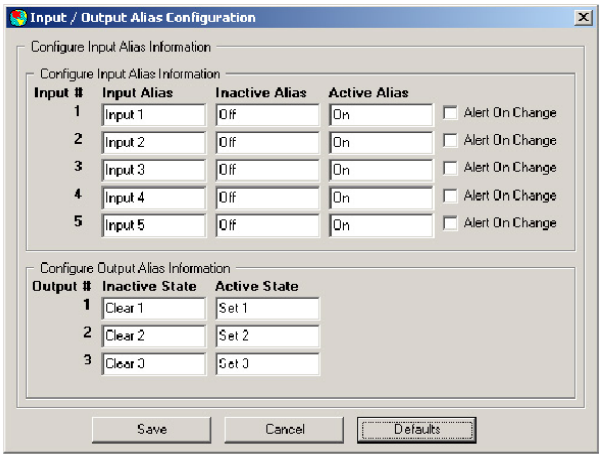
The text messages that can be sent to the 2012 MDT are 64 characters in length displayed as 4 lines of 16 characters each. This selection allows you to pre-define up to 4 messages that can be recalled by pressing <F2> from within the Text Message dialogue box. The selected canned message will be substituted into the text message entry screen and can be edited for details.

The text messages that can be sent to the 3012 MDT are 240 characters in length displayed as 6 lines of 40 characters each, with the last line including a time/date stamp for the message. This selection allows you to pre-define up to 2 messages that can be recalled by pressing <F2> from within the Text Message dialogue box. The selected canned message will be substituted into the text message entry screen and can be edited for details.

Input / Output Tags (2012 MDT and 3012 MDT)

The input / output alias configuration allows the user to define the names and the behavior of the inputs sensors of the mobile unit.

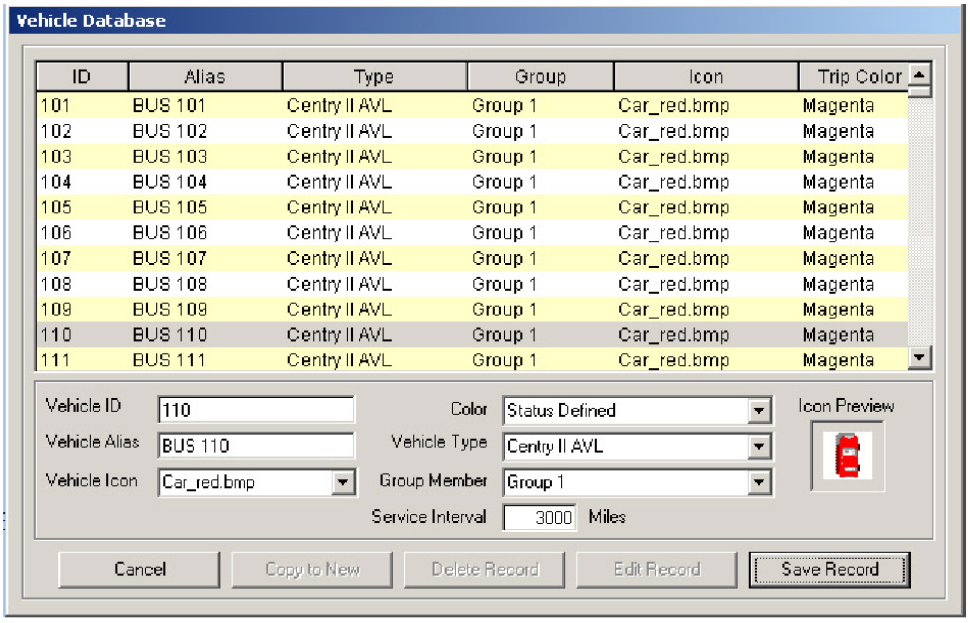
If enabled, the Alert On Change option will display a pop-up notification when the input status transitions from one state to another.



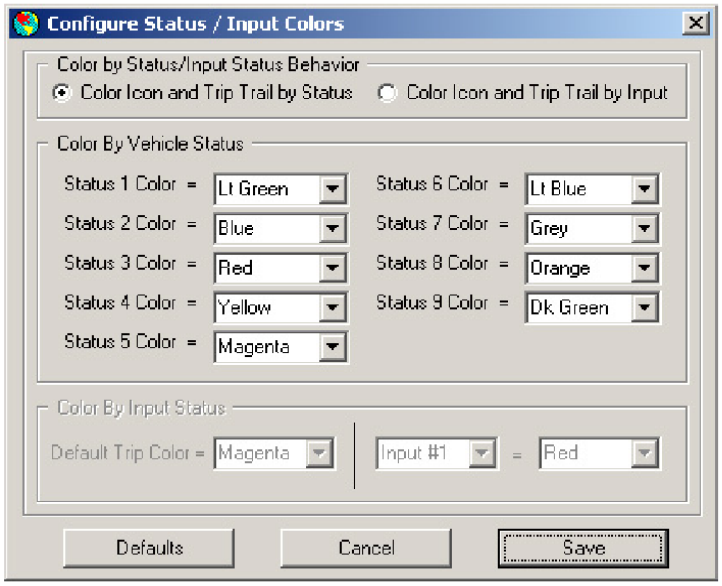
Status / Input Colors

When a vehicle's **Color** is configured for **Status Defined** in the vehicle database, the system changes the color behavior for that vehicle to color the vehicle text box and trip trail by a specific status or input.

To setup a vehicle for status or input defined colors, change the Color to Status Defined in the vehicle database. You can configure this feature on a per-vehicle basis, having some vehicle using the standard color scheme and others having status defined colors.



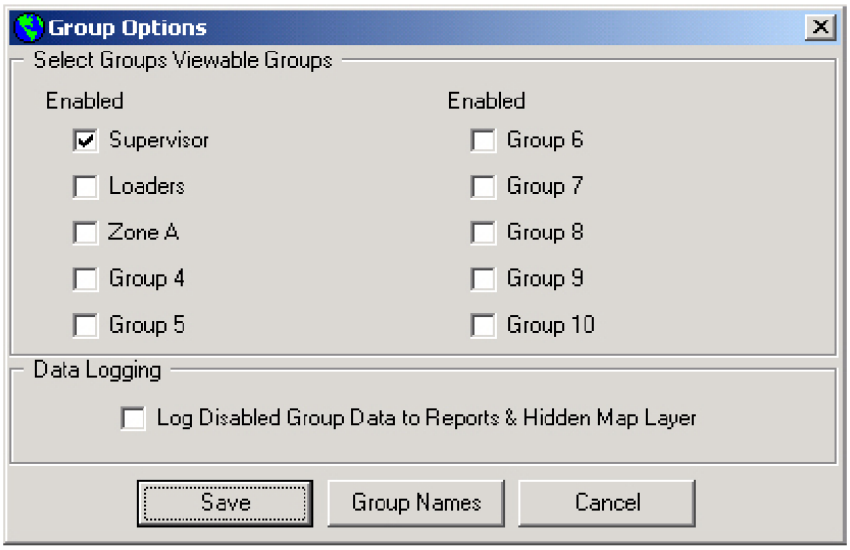
Once a vehicle is setup for Status Defined colors, you can configure the colors for the status or input event in the Status / Input Colors screen. The system can be configured to color the vehicle by status or input, but not both at the same time.



For example, if *Color Icon and Trip Trail by Status* is enabled, the system will color the text box as well as the trip trail for the vehicle in the color corresponding with the vehicle's status. If the vehicle pressed status #3 on their MDT, the icon text box and the trip trail would change to Red in this case. This would only apply to the 2012 and 3012 MDT, as they are the only hardware that have status messaging.

Group Options

Street Smarts allows you to assign your vehicles to *Groups*. Each group can be displayed or hidden from the view of the dispatcher. Additionally, you can give alias information for each group you create. Street Smarts allows you to assign each vehicle to one of ten groups.



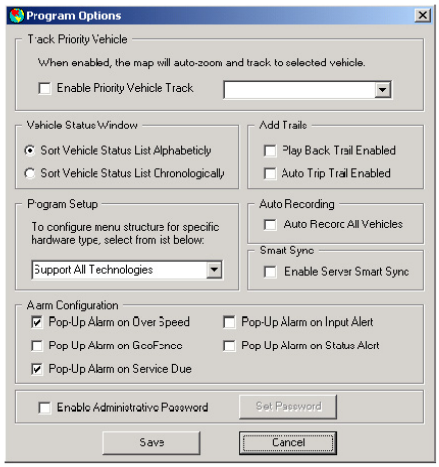
Viewable Groups - If a group is enabled, you will see all data from this group on the map and in the Vehicle Status Display. Additionally, all data for enabled groups is added to the Report. If disabled, all data for this group will not be visible.

Data Logging - If a group is disabled, all data from this group is not visible by the dispatcher, although in some cases it is desired that this data still be logged to the Report. If you would like your disabled groups to be logged to the report, check the *Log Disabled Group Data to Reports and Hidden Map Layer* check box. In addition to logging this data to the report, the next time you enable a group, the map/status window will display their last known data, even if received while its group was disabled.

Group Alias - Each group can be aliased with text that better describes this group. Use the Configure Group Alias screen to customize the group names for your application.

Program Options

From this screen you will be able to adjust various program options.



Track Priority Vehicle - When enabled, the current map will "follow" which ever vehicle is selected from this list. If the vehicle being tracked moves outside the map view, the map will re-center on this *Priority Vehicle*.

Sort Vehicle Status List Alphabetically - By default the Vehicle Status Display is organized alphabetically. If you un-check the *Sort Vehicle Status List Alphabetically* box you will then be organizing the Vehicle Status Display chronologically.

Add Trail To Playback - When enabled, Street Smarts will add a white trail behind the vehicle in a playback file. If more than one vehicle is recorded in a playback file, the trail will not be visible.

Auto Trip Trail - When enabled, Street Smarts will add a trail to each vehicle as it moves across the map. The color of the trail can be selected when the vehicle is created or by modifying the vehicle in the *Vehicle Tags* menu.

Program Setup - From this drop down list, you can select your fleet hardware type. When selected, Street Smarts Platinum will only display menu and toolbar selections that pertain to your specific hardware type.

Auto Recording - When enabled, Auto Recording will create a .pbk file for each vehicle automatically. Each vehicle will have its own recorded file for each day. These files can be played back using the Street Smarts *Playback Recorded File* function. The files will be named by the vehicle number and date coded automatically.

SmartSync - When enabled, SmartSync is a method of synchronizing the local report database with the database stored in Street Smarts Server. Enable this option to ensure that all data in the report is up to date, even if your PC has been turned off for a period of time. ***This only applies when Street Smarts is running as a client connection on a network.***

Alarm Configuration- The alarm configuration parameters enable or disable pop-up notifications for the listed items. If enabled and a vehicle meets the alarm criteria, a pop-up window will appear, alerting the dispatcher of the alarm.

Enable Administrative Password - When enabled, Street Smarts Platinum will require an administrator password to access the following menu screens:

1. Vehicle Alias Tags
2. Communications Setup

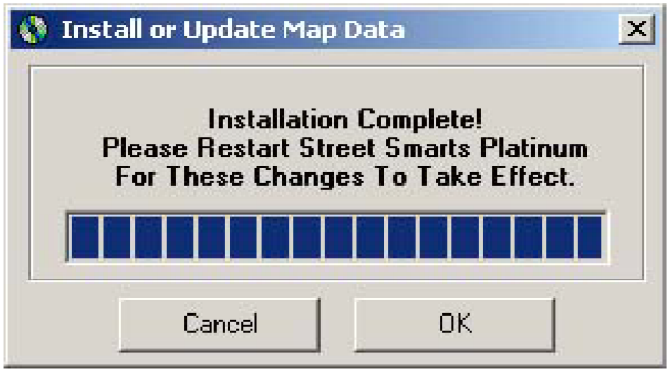
Note: *The default password is "**pyramidcomms**". If you change the password, **DO NOT LOOSE THE PASSWORD**. It is difficult to recover lost passwords, and we recommend you store your modified password in a safe location.*

Install/Update Maps

Generally, maps are installed at the time of the initial program installation. There may come a time where you need to repair or update map data into Street Smarts Platinum. To install or update the map databases, start the software by clicking on Start/Street Smarts. From the main menu select **Configure** and click on **Install/ Update Maps** (Insert the CD into the drive and click on "OK" when prompted.). The map install wizard is launched. Follow the steps provided and insert the proper disk when prompted.

The map installation process consume approximately 1.5 GB of hard disk space and contains the entire US and Canada map database files. Depending on your license, you will have access to either the US map data or the US and Canada map data.

It is necessary to restart Street Smarts Platinum when map installation is complete.

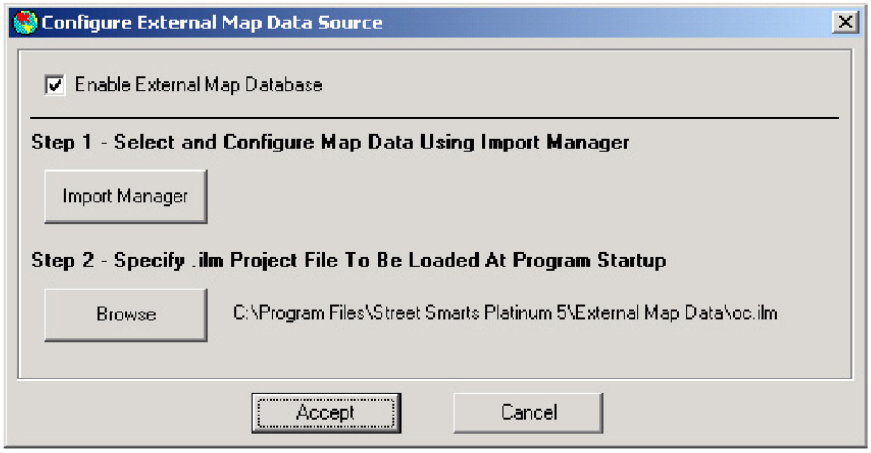


Configure ESRI Map

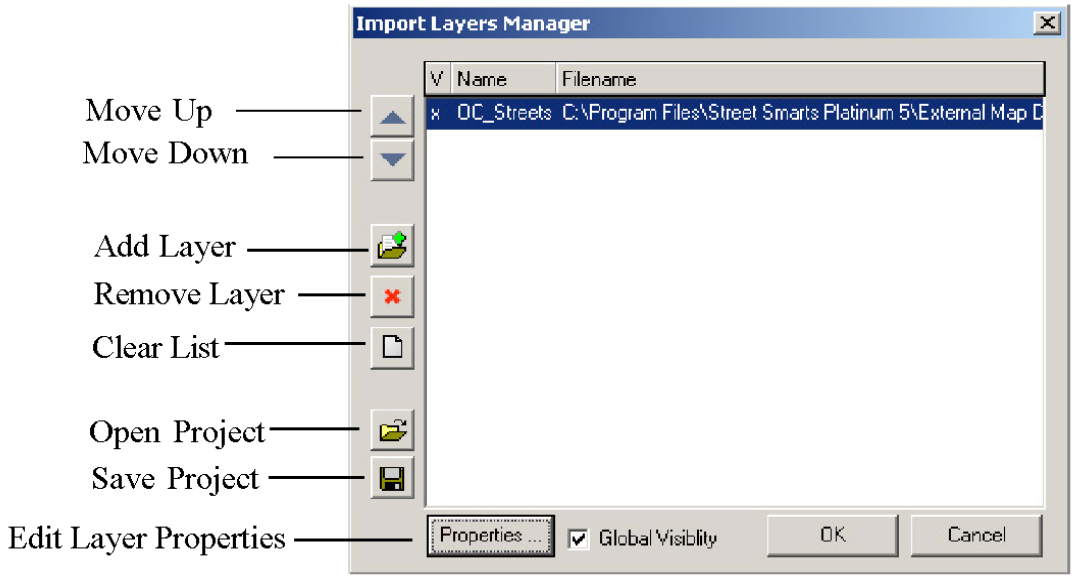
As an alternative to using the map data provided with Street Smarts Platinum, users can use their own ESRI shape file(s) for street level map data. To import a ESRI shape file, select **Configure** and click on **Configure ESRI Maps.**

Street Smarts Platinum requires all shape files to be in a **Geographic Projection** format, which must include either NAD83 or WGS84 coordinate systems in an X/Y (LAT/LONG) format. For example, data projected in state plane coordinate formats are not compatible with the Street Smarts Platinum mapping engine.

Check the box enabling the external ESRI Map Database. This will enable the configuration buttons and allow you to begin the import data process.



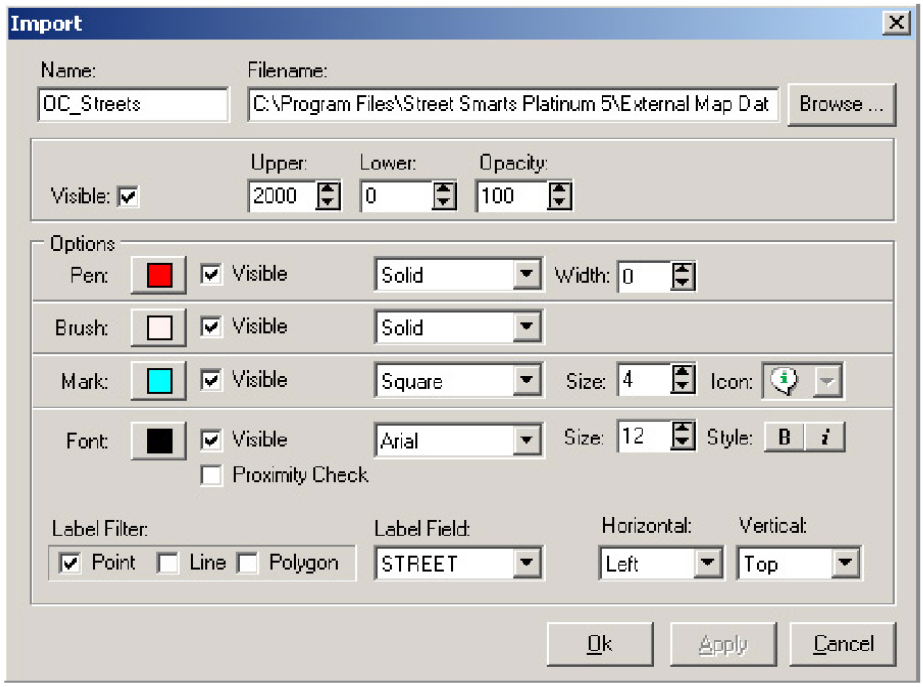
To import shape file data into Street Smarts Platinum, first click the Import Manager button to start the Import Layers Manager. Within the Import Layers Manager window you will be able to select the desired shape files and their order to be displayed on the main map. Additionally, when you select the desired layers and attributes, you can save your selection in to one or more .ilm project files to be imported onto the map display at a later time.



Use the Add Layer button to browse for the layer(s) you wish to add to the project import list. From this manager, you can add layers, remove layers or clear all layers from the project import list.

Configure ESRI Map (continued)

Within this Import Layers Manager, you can select individual layer files, and edit the display properties of each layer. In the Import Properties screen, users can define the color, line weight, size and custom behavior of the shape file view on the main map.



Within the import manager properties screen, users have the ability to modify the following parameters within the selected shape file database:

Visible - Allows the user to set the visibility, upper and lower visibility thresholds and the opacity of the brush used to fill polygons on the map.

Pen - Allows the user to set the pen attributes (for drawing line objects and the outline of polygon objects) on the map.

Brush - Allows the user the set the attributes of the brush used to fill polygon objects on the map.

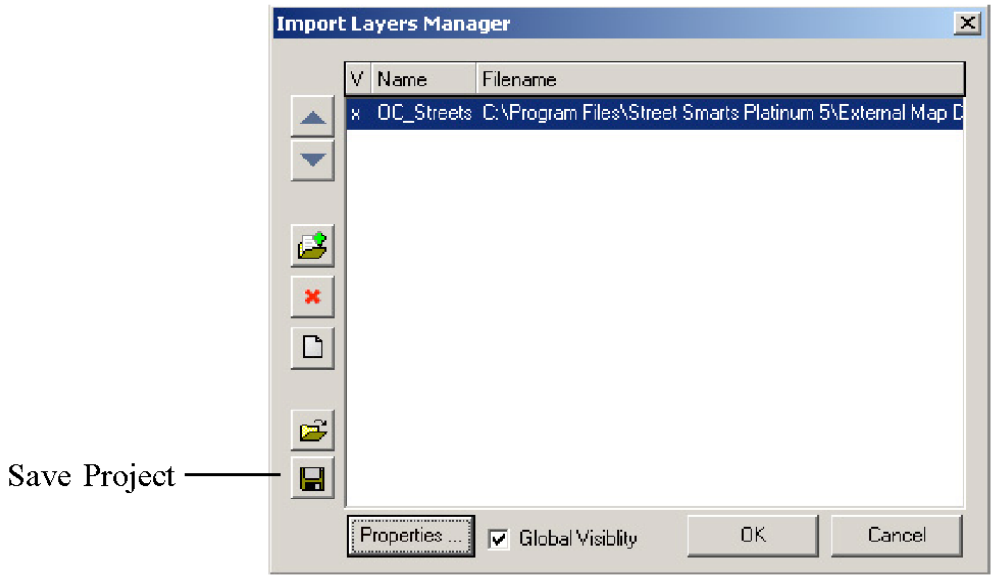
Mark - Allows the user the select the type of mark used for labeling point objects and polygon centroids. If the "icon" option is selected, then the user may select from a list of built-in bitmap icons to be displayed on the map.

Font - Allows the user to set the attributes of the font userd to label the import objects.

Label Filter - Allows the user to select whether to label points, lines or polygon (centroids), using the font attributes set above.

Label Field - Allows the user to select the field (from the selected database file) to be used for labeling and to set the horizontal and vertical text alignment of the labels on the map.

Once you have selected all of the desired layer files to be imported to the main map view, you will need to save your project selection to a .ilm project file by using the Save Project button. You will use this project to complete the overlay process in the External Map Data Source dialog.

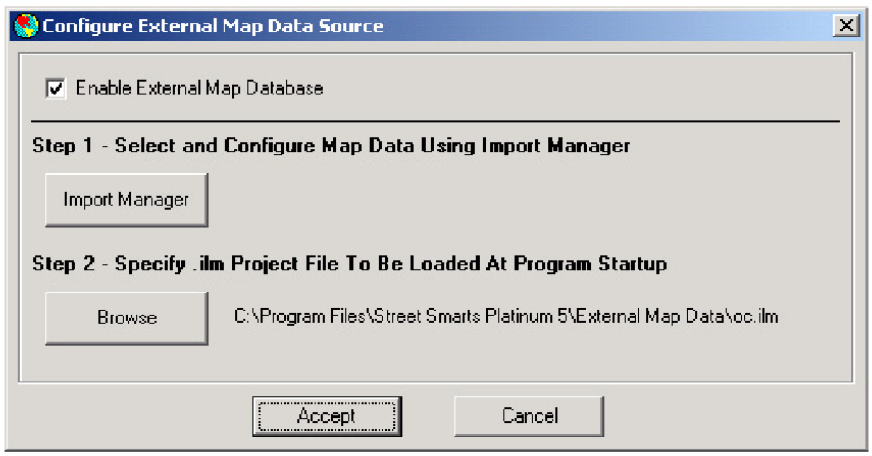


After you have saved your .ilm project in the Import Manager, use the browse button on the External Map Data Source dialog to select the saved .ilm file you wish to display on the main map. When complete, click accept and Street Smarts Platinum will import the desired data contained in the .ilm project file.

Once the user accepts the desired configuration, Street Smarts Platinum will render the desired shape file(s) onto the map display. When enabled, the external map data functions will turn off the default map dataset and only display the user defined shape file database(s).

Geocoding and Reverse-Geocoding with External Map Data

When Street Smarts Platinum needs to obtain address information from a vehicle using the GPS coordinate provided over the air, the Street Smarts Platinum will access (geocode) from the default map database as supplied with the program. Street Smarts Platinum will not geocode to any of the label information contained in the shape file database(s). Additionally, if the user accesses the Find Address function (reverse-geocodeing) within Street Smarts Platinum, the program will also access the default map database, which is supplied with the program, to obtain address information for the user.



Program Operation

Street Smarts software contains 3 main sections that allow you to manage your fleet of vehicles:

1. Map Window- A graphic display of all the vehicles with GPS capability overlaid on a topographical map with waterways, major landmarks, railroads and street level data including block numbers. The map can be zoomed in or out, panned and searched for addresses, vehicles or points. The map overlay is always visible with a split screen configuration or 2 monitor system. The map view can also be printed or exported to an image file.

2. Dispatch Window- A textual spreadsheet of all vehicles in the fleet along with their last reported location, status/event and state of their inputs sensors. Each vehicle has only one entry in the window and reflects their current position and status. Data is automatically archived in the 30 day database used for reports.

3. Vehicle Reports- Similar to the Dispatch display, it is a running log of all vehicle activity during a predefined time period. Vehicles will have multiple entries in the report, one line item for every communication. The reports can be sorted by vehicle number or status, and the scope can be limited to a single vehicle, all vehicles, a starting date and ending date. The report view does not operate in real time, but can be refreshed as new data is always being logged into the main database. The report view can be used with the current 30 day data or any archived data that has been previously saved by the program. The selected data in the current report view can be printed, exported to MS Excel or exported as a text file.

Map Window

The Map Window is always visible and occupies the lower portion of the screen. The top of the Map Window includes a Status Bar which is used to display information when various features are selected such as distance counter and playback/record functions. If the Dispatch Window is visible, the portion used by the map can be altered using the up/down arrow icon on the left side of the Map Status Bar. Click and drag the icon to resize the windows. The minimum size of the Status Window is 4 vehicles; maximum size is 25.

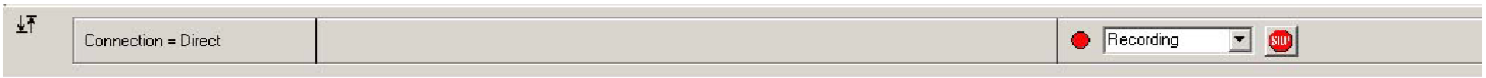
Status Bar- The Map Status Bar contains information and controls for various functions as they are selected:

A built in distance calculator can be activated by pressing <Ctrl><D>. Create a route by clicking the left mouse button at various locations on the map; the accumulated distance is displayed below the mouse cursor. Zoom and pan controls are still accessible with the distance counter on. Press <Esc> or <Right Mouse Click> to cancel the distance counter.

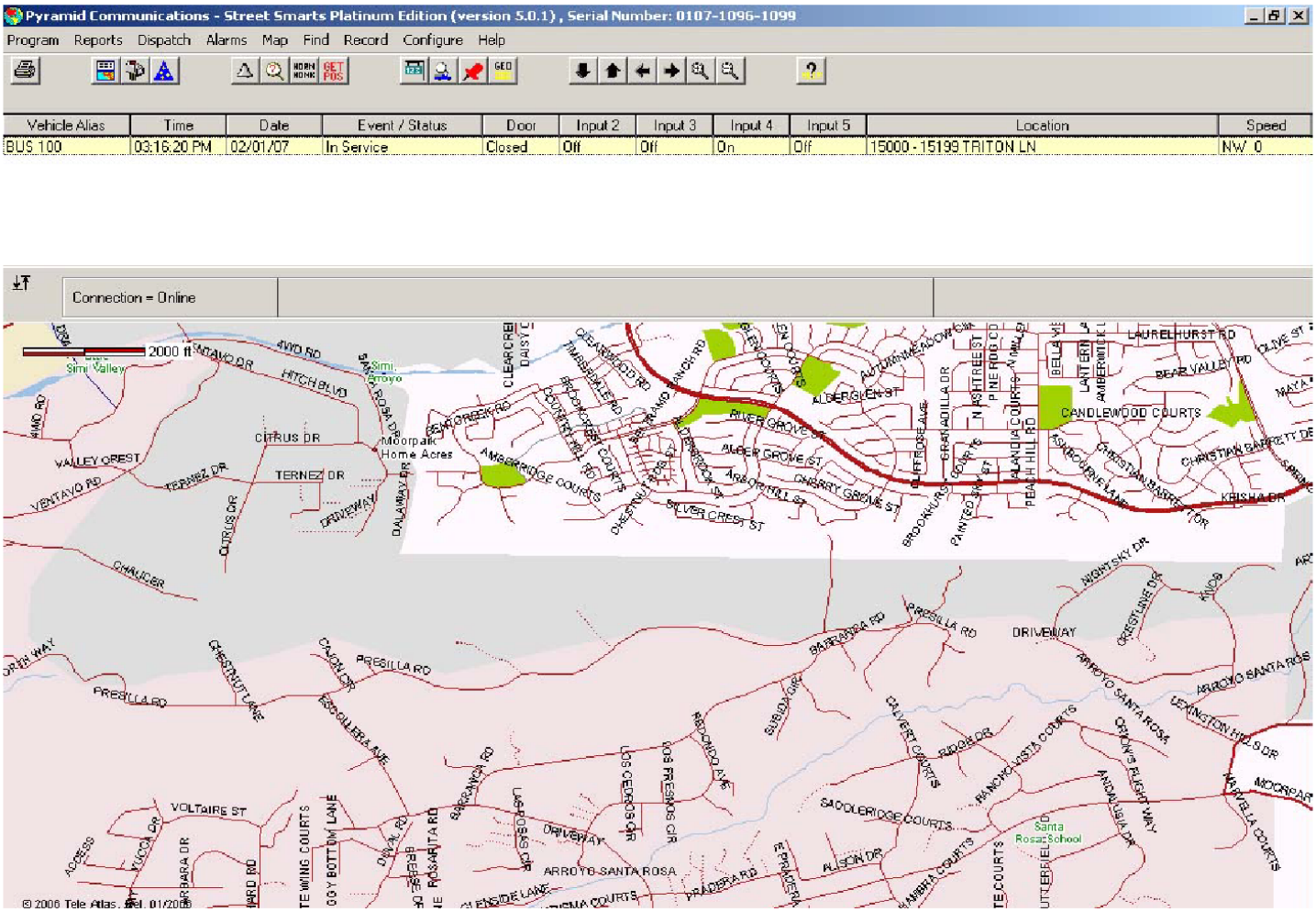
Click and hold the right mouse button on a point on the map to display the nearest street name. The street name appears in the Map Status Bar.

When the playback mode is activated, the Map Status Bar contains the controls for reverse, forward, stop, pause and playback speed. The Map Status Bar also will include the record pointer number of current position in the playback file as well as the total number of records in the playback file.

When record mode is active, the record indication flashes in the Map Status Bar along with a drop down list of all vehicles being recorded. A Stop icon is also displayed in the Status Bar to allow any of the vehicles being recorded to be deactivated and removed from the list.



The main map display contains a topographic map overlay with waterways, major landmarks, railroads and street level data.



Navigation within the Map Window is done with the mouse and several of the keyboard keys:

Zoom Controls- The <+>/<-> keys zoom in and out respectively. The map center is maintained from the previous zoom level. Holding the <Ctrl> key and clicking the left or right mouse buttons also zooms in and out respectively. The mouse can also zoom in by clicking and dragging the left mouse button across the desired area; the map window will zoom and center to fit that area in the screen.

Panning- Holding the <Shift> key while operating the right mouse button causes the map to center at the point where clicked, with the current zoom level. The mouse maintains its position, so multiple right clicks pans in that direction.

There are also icons on the tool bar for panning and zooming in and out.

There are 4 other functions within the Map Window:

Address lookup- Pressing <F12> brings up the address locator window. City and state are required items, street address is optional and partial addresses are allowed. Entering the street with no number puts you on that street. If only city and state are entered, the map view shifts to the center of that city.

Vehicle lookup- Pressing <Ctrl><F> brings up the vehicle locator window. Enter the vehicle number or select the alias from a drop down list. The map will be centered on the selected vehicle (if found) with the current zoom level.

Points- Pressing <Ctrl><P> brings up the ability to add a new point to the map. Points are semaphores that can be added to and deleted from the map view, and are useful for adding user notations to aid in navigation. Points are saved in a database and will be displayed each time the program is run. Each point has a map location, an icon and a name associated with it. Zoom and pan controls are still accessible when placing points. See page 33 for details on adding a new point.

Events Window

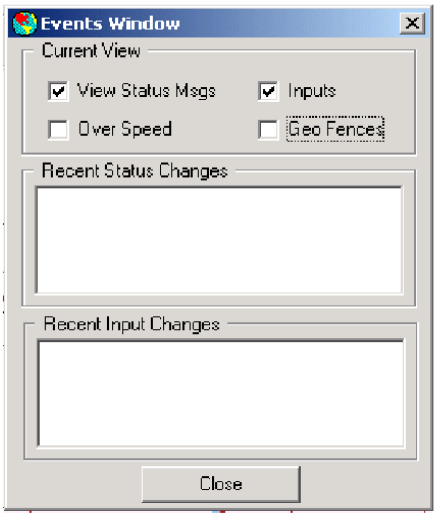
Events Window- Pressing <Ctrl><E> brings up the Events Window. If enabled, there are 4 possible alerts that can be displayed in scrolling list boxes: Over Speed, Status, Geo Fence and Input Status. Within the Events Window, each alert type can be enabled or disabled for display (the last 100 will be displayed, most recent first):

View Status Msgs: If the Alert box is checked for a status (as defined under **Configure/Alias Data/ Status Tags**) the status will appear in the Status window when received.

Over Speed Alert: The dispatcher can define a maximum speed threshold under the **Alerts/Alarm Setup** menu. When a vehicle sends its GPS location it contains information about the vehicle speed. If the speed exceeds the threshold, it will generate an alert and be displayed.

Inputs: Input / Output tags are defined under the **Configure/Alias Data/Input /Output Tags** menu, and a check box enables the alert on input change feature. Whenever a mobile sends any message type, it contains the state of the inputs and outputs. If a change of input (that is checked for alert) is detected, it will appear in the events window.

Geo Fence: Perimeters can be defined under the **Alarms/Geo Fence** menu; when a vehicle enters or leaves the perimeter, an alert will be generated and displayed in the Geo Fence window when received.



Vehicle Status Window

The Vehicle Status Window is a textual spreadsheet of all the active vehicles within the fleet. Each vehicle appears only one time in the list reflecting its current status. If the vehicle has not sent a report, it will not appear in the list. If more vehicles are active than can be displayed, a scroll bar on the right side allows you to browse the list.

The dispatch window occupies the top portion of the screen and can be toggled on/off with the <F2> key or the Display Vehicle Status Window icon in the tool bar. If displayed, the window size can be altered with the up/down arrow icon in the Map Status Bar. Click and drag the icon to change the portion of the screen the Status Window occupies. Minimum depth is 4 vehicles; maximum is 25.

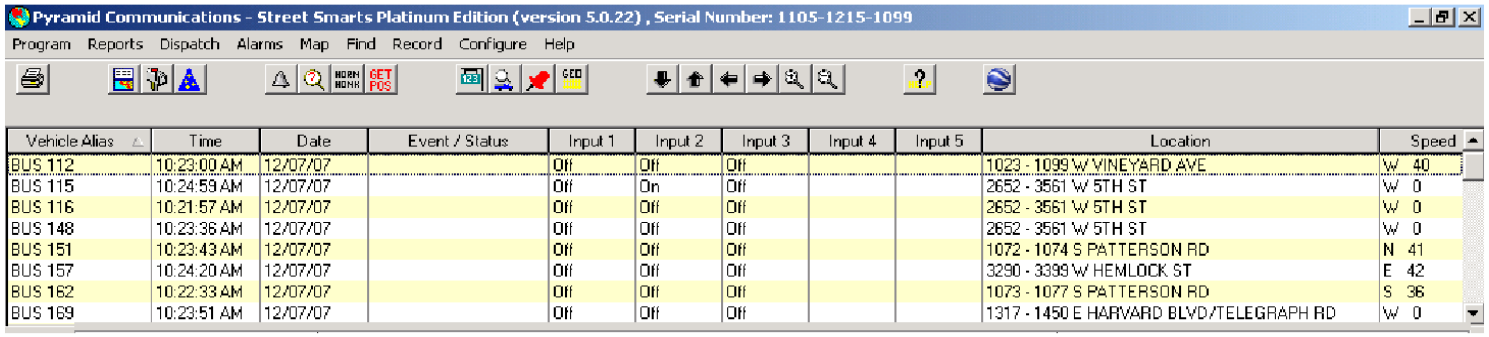
In the Status Window, data for each vehicle is displayed on one line across the display and includes the following items:

Alias- The vehicle tag that was assigned in the vehicle data base.
Time Stamp- The date and time of the last report from that vehicle.
Status- Only displayed for model 2012 and 3012 MDT's, it is the last status key that was pressed by the driver.
Inputs- Only displayed for Merlin AVL, Centry II and 3012 MDT units, it reflects the state of the inputs at the last report.
Location- The street address for the vehicle at it's last GPS update. Merlin and Centry II AVL's will always have data in this field. Model 2012 and 3012 MDT's require the GPS option in order to report position.
Speed- Speed of the vehicle during its last GPS update, in M.P.H..

All incoming vehicle updates will be logged in the Vehicle Status Window, even if the vehicle is not in the Street Smarts database. If the vehicle is not defined, the alias will display as "ID xxxx" where xxxx is the actual vehicle ID number sent.

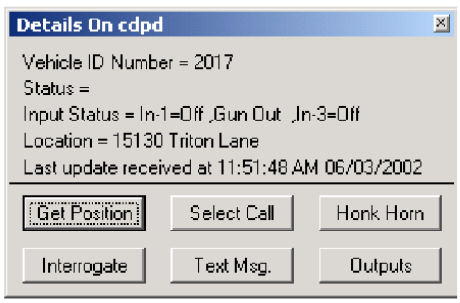
Double clicking on a vehicle in the Vehicle Status Window will automatically center the map on that vehicle if it displayed on the map. *This will only occur for vehicles defined in the database* as the database is needed to locate the vehicle on the map.

To clear the Status window of data, select **Dispatch/Clear Vehicle Status Window**.



Vehicle Alias	Time	Date	Event / Status	Input 1	Input 2	Input 3	Input 4	Input 5	Location	Speed
BUS 112	10:23:00 AM	12/07/07		Off	Off	Off			1023 - 1099 W VINEYARD AVE	W 40
BUS 115	10:24:59 AM	12/07/07		Off	On	Off			2652 - 3561 W 5TH ST	W 0
BUS 116	10:21:57 AM	12/07/07		Off	Off	Off			2652 - 3561 W 5TH ST	W 0
BUS 148	10:23:36 AM	12/07/07		Off	Off	Off			2652 - 3561 W 5TH ST	W 0
BUS 151	10:23:43 AM	12/07/07		Off	Off	Off			1072 - 1074 S PATTERSON RD	N 41
BUS 157	10:24:20 AM	12/07/07		Off	Off	Off			3290 - 3399 W HEMLOCK ST	E 42
BUS 162	10:22:33 AM	12/07/07		Off	Off	Off			1073 - 1077 S PATTERSON RD	S 36
BUS 169	10:23:51 AM	12/07/07		Off	Off	Off			1317 - 1450 E HARVARD BLVD/TELEGRAPH RD	W 0

Clicking the right mouse button on a vehicle that is displayed on the map, displays the following window which provides information about the vehicle as well as giving the dispatcher a shortcut to many of the dispatch functions:



Reports

Street Smarts Platinum has a variety of reports available. Each report is accessible through the Reports pull down menu.

Vehicle Reports

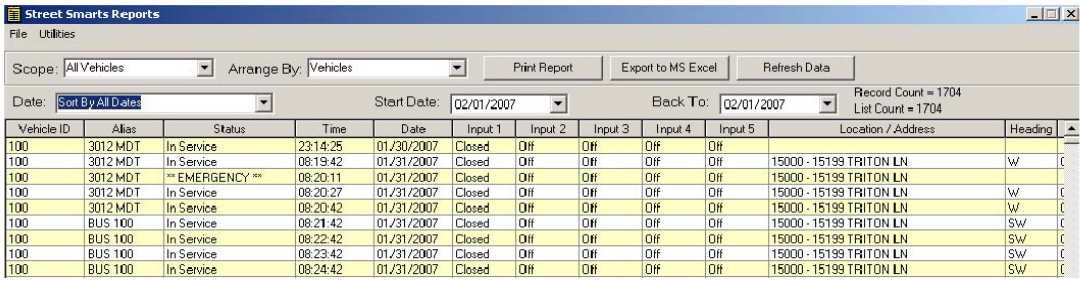
The Vehicle Reports window generates the same type of display as the Dispatch Status Window except it cannot be shared with the Map Window. Also, whereas the Vehicle Status Window displays each vehicle only once, the Vehicle Report window displays one line for each communication with each vehicle. This allows the user to generate a history for each vehicle as well as statistical data, such as average time per status for each driver.

The Vehicle Report window normally displays the current accumulated call log for the past 30 days. Data older than 30 days is automatically archived in an annual database; this archiving process takes place automatically each day when you start the program and at midnight. At the beginning of each year, a new annual archive is automatically created, preserving past data in uniquely named files for each year. Archived data can be recalled into the Archive Report Window for analyzing and display from any of the annual archives.

Data in the Vehicle Report window can be sorted by vehicle or status, and the scope of the report can be limited to a single vehicle or all vehicles as well as a start and stop date. These capabilities provide maximum flexibility for viewing only the data required for analysis.

Double clicking on an entry will center the map on the address for the selection.

To view the current (30 day) data, select **Reports/View Vehicle Reports** from the main menu in Street Smarts. The report view will be displayed as shown:



Vehicle ID	Alias	Status	Time	Date	Input 1	Input 2	Input 3	Input 4	Input 5	Location / Address	Heading
100	3012 MDT	In Service	23:14:25	01/30/2007	Closed	Off	Off	Off	Off		
100	3012 MDT	In Service	08:19:42	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	W
100	3012 MDT	** EMERGENCY **	08:20:11	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	
100	3012 MDT	In Service	08:20:27	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	W
100	3012 MDT	In Service	08:20:42	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	W
100	BUS 100	In Service	08:21:42	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	SW
100	BUS 100	In Service	08:22:42	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	SW
100	BUS 100	In Service	08:23:42	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	SW
100	BUS 100	In Service	08:24:42	01/31/2007	Closed	Off	Off	Off	Off	15000 - 15199 TRITON LN	SW

To view an off line annual archive, select **Reports/View Vehicle Reports** as before, then **File/Open Archived Database** and double click on the desired archive. Whether you select the current 30 day log or an archive, all further manipulation of the data is performed on a local copy of the data only, not the actual database. Incoming calls will continue to be sent to the 30 day database regardless of the data source being viewed.

To analyze data in the report, select the scope of the report, either all vehicles or an individual vehicle from the pick list. If all vehicles are selected, you can sort by vehicle number or by status type.

Once the scope is selected, you can change the date span of the report. "All Dates" shows the entire database, or you can select daily, weekly, monthly or annual views. You may also select a custom date span by specifying the start and stop dates.
There are 4 other function buttons within the Report Window:

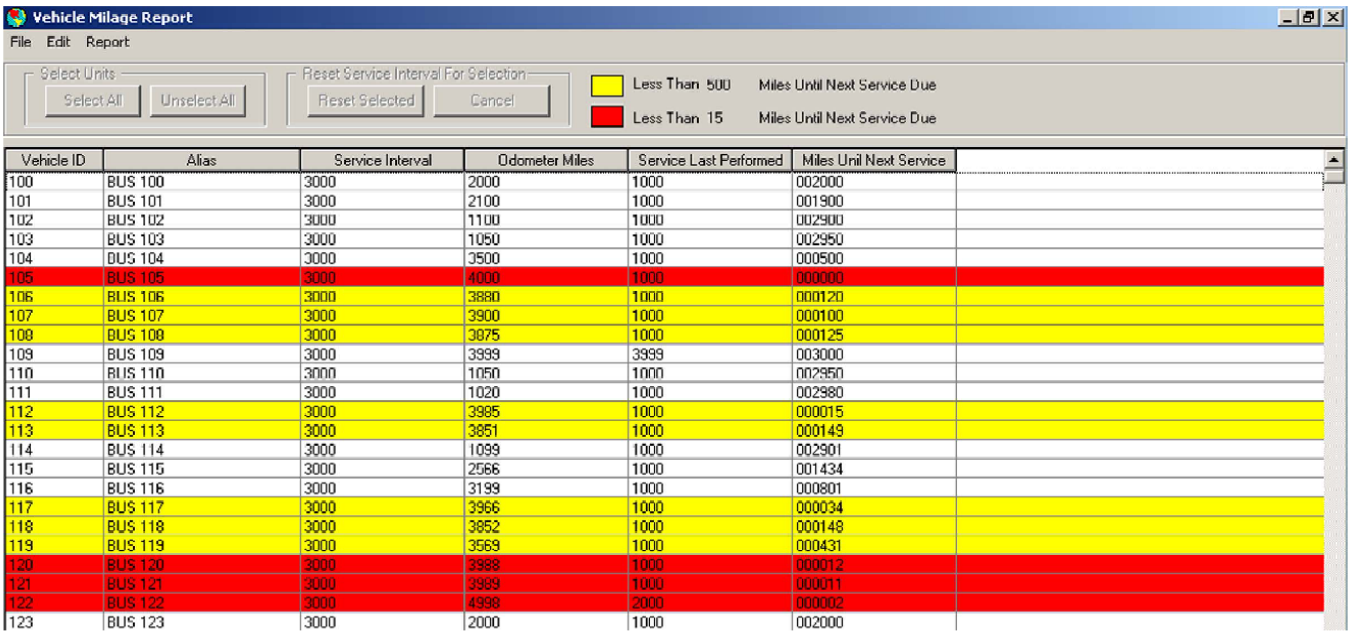
1. Print: Sends the current scope and date span to the printer.
2. Refresh: Reloads from the current data source. If the current 30 day window is loaded, any new calls that came in will be presented along with the other data. If viewing a loaded archive, no change will occur.
3. Export to MS Excel: Exports the current scope and date span to a Microsoft Excel spreadsheet and launches Excel.
4. Export to Text File: Exports the current scope and date span to a text file for import into other databases.

Mileage Reports

The Mileage Reports window generates a report of when the next schedule service is due on each vehicle. Within the Mileage Report the user views the actual mileage of each vehicle, the service interval for each vehicle and the mileage until the next service is due for the vehicle. The user can also reset a service schedule on a per vehicle basis or as a group if service has recently been preformed.

The data in the Mileage Report represents the last known mileage reported by the vehicle on its last GPS update.

To view the mileage data, select **Reports/View Mileage Reports** from the main menu in Street Smarts. The report view will be displayed as shown:

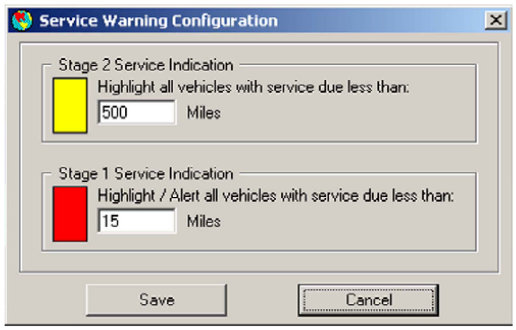


Vehicle ID	Alias	Service Interval	Odometer Miles	Service Last Performed	Miles Unil Next Service
100	BUS 100	3000	2000	1000	002000
101	BUS 101	3000	2100	1000	001900
102	BUS 102	3000	1100	1000	002900
103	BUS 103	3000	1050	1000	002950
104	BUS 104	3000	3500	1000	000500
105	BUS 105	3000	4000	1000	000000
106	BUS 106	3000	3880	1000	000120
107	BUS 107	3000	3900	1000	000100
108	BUS 108	3000	3875	1000	000125
109	BUS 109	3000	3999	3999	003000
110	BUS 110	3000	1050	1000	002950
111	BUS 111	3000	1020	1000	002980
112	BUS 112	3000	3985	1000	000015
113	BUS 113	3000	3851	1000	000149
114	BUS 114	3000	1099	1000	002901
115	BUS 115	3000	2566	1000	001434
116	BUS 116	3000	3199	1000	000801
117	BUS 117	3000	3966	1000	000034
118	BUS 118	3000	3852	1000	000148
119	BUS 119	3000	3569	1000	000431
120	BUS 120	3000	3988	1000	000012
121	BUS 121	3000	3989	1000	000011
122	BUS 122	3000	4998	2000	000002
123	BUS 123	3000	2000	1000	002000

Within the Mileage Report, users can configure the behavior of the report view and the notifications generated by the report for services due by using the Edit/Configuration pull down menu. In this menu, you can set two mileage indications:

Stage 1: The Stage 1 indication is used in two places in the program. First, any unit with a service due less than the Stage 1 mileage will be displayed in red on the Mileage Report. Second, if enabled, the system will notify the dispatcher with a pop-up window whenever a vehicle meets the Stage 1 mileage.

Stage 2: The Stage 2 indication simply highlights vehicles that meet the Stage 2 criteria in yellow on the Mileage Report window.

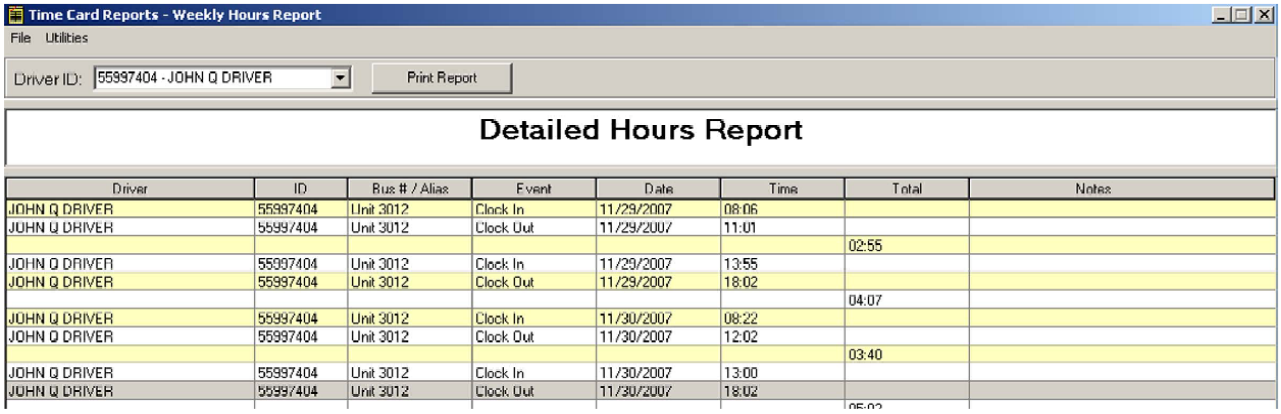


Time Card Reports

The Time Card Report window allows access to the time card database generated by vehicles with 3012 MDTs. Within the Time Card Reports pull down menu, there are three submenus available to select the type of report to be generated by Street Smarts.

Detailed Hours Report

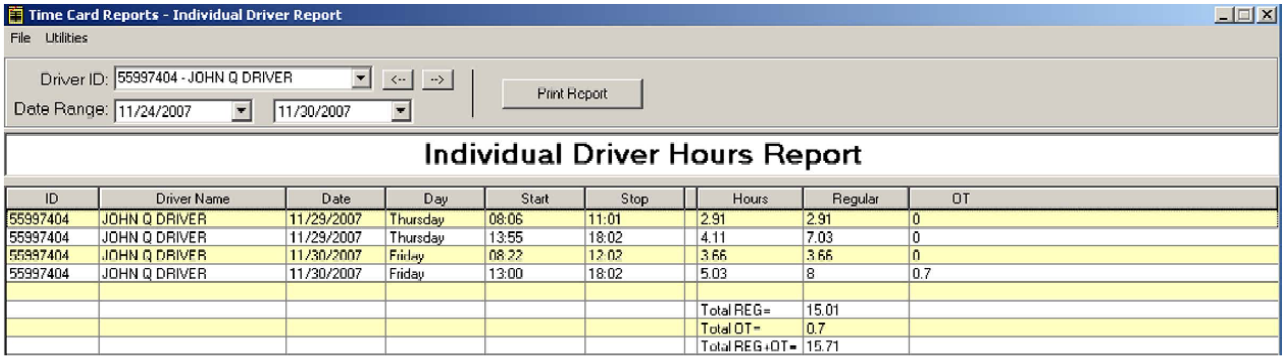
The Detailed Hours Report is a detailed list of every clock in and clock out of each driver. This is direct snapshot of the driver log database, which is sorted chronologically. Optionally, the user can narrow the scope of the report by using the Driver combo box to select records for a single driver. The system will automatically run totals of each clock in/out session.



Driver	ID	Bus # / Alias	Event	Date	Time	Total	Notes
JOHN Q DRIVER	55997404	Unit 3012	Clock In	11/29/2007	08:06		
JOHN Q DRIVER	55997404	Unit 3012	Clock Out	11/29/2007	11:01		
						02:55	
JOHN Q DRIVER	55997404	Unit 3012	Clock In	11/29/2007	13:55		
JOHN Q DRIVER	55997404	Unit 3012	Clock Out	11/29/2007	18:02		
						04:07	
JOHN Q DRIVER	55997404	Unit 3012	Clock In	11/30/2007	08:22		
JOHN Q DRIVER	55997404	Unit 3012	Clock Out	11/30/2007	12:02		
						03:40	
JOHN Q DRIVER	55997404	Unit 3012	Clock In	11/30/2007	13:00		
JOHN Q DRIVER	55997404	Unit 3012	Clock Out	11/30/2007	18:02		

Individual Time Card Report

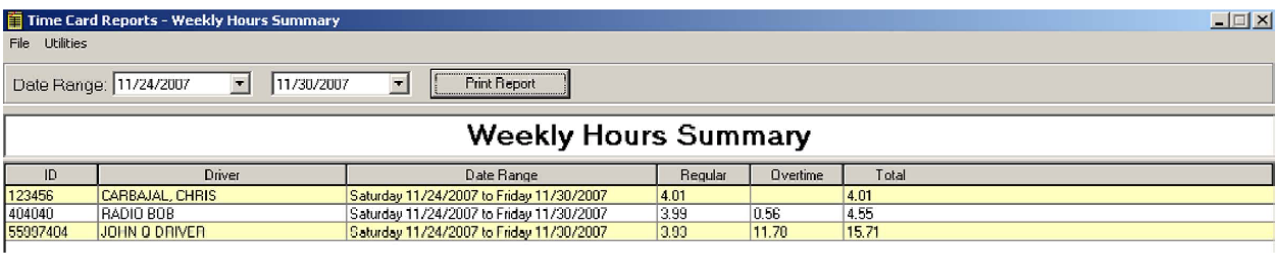
The Individual Time Card Report is a detailed list of each driver's total hours worked based on their clock in / clock out activity. The system displays a tally of the accumulated regular and overtime hours worked by the individual driver. Regular and overtime hours can be configured in the Driver Time Card Administration dialog.



ID	Driver Name	Date	Day	Start	Stop	Hours	Regular	OT
55997404	JOHN Q DRIVER	11/29/2007	Thursday	08:06	11:01	2.91	2.91	0
55997404	JOHN Q DRIVER	11/29/2007	Thursday	13:55	18:02	4.11	7.03	0
55997404	JOHN Q DRIVER	11/30/2007	Friday	08:22	12:02	3.66	3.66	0
55997404	JOHN Q DRIVER	11/30/2007	Friday	13:00	18:02	5.03	8	0.7
						Total REG=	15.01	
						Total OT=	0.7	
						Total REG+OT=	15.71	

Weekly Hours Summary Report

The Weekly Hours Summary Report displays a single line including the total hours worked per driver. The report shows regular, overtime and total hours worked. Regular and overtime hours can be configured in the Driver Time Card Administration dialog.

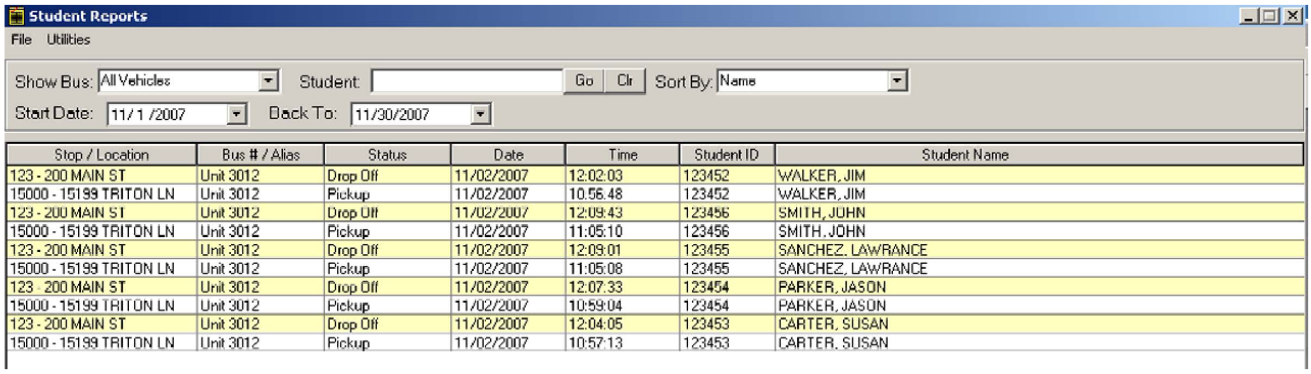


ID	Driver	Date Range	Regular	Overtime	Total
123456	CARBAJAL, CHRIS	Saturday 11/24/2007 to Friday 11/30/2007	4.01		4.01
404040	RADIO BOB	Saturday 11/24/2007 to Friday 11/30/2007	3.99	0.56	4.55
55997404	JOHN Q DRIVER	Saturday 11/24/2007 to Friday 11/30/2007	3.99	11.70	15.71

Student Reports

The Student Reports window allows access to the student card database generated by vehicles with 3012 MDTs. The Student Report is a historical log of every student card swiped on the 3012 MDT.

To view the Student Report data, select **Reports/View Student Reports** from the main menu in Street Smarts. The report view will be displayed as shown:



Stop / Location	Bus # / Alias	Status	Date	Time	Student ID	Student Name
123 - 200 MAIN ST	Unit 3012	Drop Off	11/02/2007	12:02:03	123452	WALKER, JIM
15000 - 15199 TRITON LN	Unit 3012	Pickup	11/02/2007	10:56:48	123452	WALKER, JIM
123 - 200 MAIN ST	Unit 3012	Drop Off	11/02/2007	12:09:43	123456	SMITH, JOHN
15000 - 15199 TRITON LN	Unit 3012	Pickup	11/02/2007	11:05:10	123456	SMITH, JOHN
123 - 200 MAIN ST	Unit 3012	Drop Off	11/02/2007	12:09:01	123455	SANCHEZ, LAWRANCE
15000 - 15199 TRITON LN	Unit 3012	Pickup	11/02/2007	11:05:08	123455	SANCHEZ, LAWRANCE
123 - 200 MAIN ST	Unit 3012	Drop Off	11/02/2007	12:07:33	123454	PARKER, JASON
15000 - 15199 TRITON LN	Unit 3012	Pickup	11/02/2007	10:59:04	123454	PARKER, JASON
123 - 200 MAIN ST	Unit 3012	Drop Off	11/02/2007	12:04:05	123453	CARTER, SUSAN
15000 - 15199 TRITON LN	Unit 3012	Pickup	11/02/2007	10:57:13	123453	CARTER, SUSAN

In the Student Report, perform the following functions to refine the scope of the report.

Show Bus - By selecting a vehicle alias from the pull down list, users can narrow the report to a specific vehicle. The default view of the report is to view all vehicles, sorted chronologically.

Student - By entering a student name or partial student name and clicking Go, the report will search and display only the records matching your search criteria. Select Clr to reset the search and show all student records.

Sort By - The report can be sorted by *Student Name* or *Student ID*. Use the **Sort By** pull down list to change report view.

Start / Back To Date - Users can change the date range of the records displayed in the report by using the calendar tool and selecting a *Start Date* and *Back To* date to change the report view.

Merchant Transaction Log

The Merchant Report selection takes the user to the Authroize.net merchant login web page. From this screen, users can access their payment gateway account through Authroize.net to view current and historical activity and create reports based on the credit card transactions processed through the system.

Reference Section

Icons

On the main display, there is a tool bar just below the main menu bar with the following icons and functions:

Print Map- Prints the current map view to the printer for later use.

Display Vehicle Status Window- On single monitor-split screen displays, this button toggles the visibility of the Dispatch Status Window.

Send Text Message- Brings up the Text Message dialog box and allows dispatcher to send an alphanumeric text message to a vehicle equipped with a model 2012 or 3012 MDT.

Output Control- Brings up the Output Control dialog box and allows dispatcher to control the outputs in a vehicle equipped with a Merlin AVL or Centry II unit.

Select Call- Allows the dispatcher to selective page a vehicle with a model 2012 and 3012 MDT.

Interrogate- Allows the dispatcher to silently interrogate a vehicle for the current status of the model 2012 and 3012 MDT or the Merlin AVL inputs and outputs.

Horn Honk- Allows the dispatcher to alert the driver by honking the vehicle horn if equipped with a model 2012 and 3012 MDT.

Poll GPS- Allows the dispatcher to poll a vehicle for its current GPS position

.

Find Address on Map- Brings up the address locator window. City and state are required, street address is optional; partial addresses are allowed. Entering the street with no number centers map on that street.

Find Vehicle on Map- Brings up the vehicle locator window. Enter the vehicle number or select the alias from a drop down list. The map will be centered on the selected vehicle if found.

Add point to Map- Brings up the Add Point functionality. Points are saved in a database and displayed each time the program is run. Each point has a map location, an icon and a name associated with it.

Geo-Fence-Allows the dispatcher to define geographic boundaries and receive advisories when a vehicle arrives or leave these areas.

Pan- Brings up the General Help menu for Street Smarts.

Zoom Controls- Allows the dispatcher to zoom in and out of the current map view. Changes zoom factor by 2 or .5; map center remains unchanged.

Help- Brings up the General Help menu for Street Smarts.

Google Earth- Launches Google Earth and transfers all vehicle icons to the Google Earth maps.

Short Cut Keys

The following short cut keys give you direct access to key program functions without using the menus:

<Ctrl><D> Toggles the distance counter on/off on the map overlay.
<Ctrl><E> Brings up the Events Window.
<Ctrl><F> Brings up the Find Vehicle dialog box to locate a vehicle on the map.
<Ctrl><P> Allows you to add a point to the map.
<Ctrl><X> Allows you to delete a vehicle from the map.
<+> Zoom in. Changes zoom factor by x2; map center remains unchanged.
<-> Zoom out. Changes zoom factor by .5; map center remains unchanged.
<F2> Toggles the visibility of the Dispatch Status Window on a split screen display.
<Arrow Left> Moves map view West.
<Arrow Right> Moves map view East.
<Arrow Up> Moves map view North.
<Arrow Down> Moves map view South.
<F3> Allows dispatcher to send a text message to the mobile units.
<F4> Gives dispatcher access to the outputs on a per vehicle basis.
<F5> Allows dispatcher to selectively page a vehicle with a model 2012 or 3012 MDT.
<F6> Interrogate a mobile unit for it's current status. This does not return a GPS position.
<F7> Allows dispatcher to honk the vehicle horn to alert a driver who has left their vehicle.
<F8> Poll GPS position for a vehicle.
<F9> Brings up the Add Geo Fence functions.
<F12> Address Lookup- Pressing F12 brings up the address locator window. City and State are required items, street address is optional and partial address are allowed. Entering the street with no number puts you on that street. If only city and state are entered, the map view shifts to the center of that city.

Mouse Controls

Within the map overlay, the following mouse events provide navigation capabilities:

Left Button: Click and drag a "rubber band" box around a zoom area. Map view will resize to fit the box area within the map window.

Right Button: Click and hold on a street location and the street name will appear in the Map Status Bar.
Right Button: Click on a vehicle and the vehicle detail box will appear (see page 17).

<Ctrl> Left Button: Zoom in (x2 magnification).

<Ctrl> Right Button: Zoom out (x0.5 magnification).

<Shift> Right Button: Center map at point of mouse click with same zoom factor. Mouse remains at same location, so multiple clicks "pans" in any direction.

Menu Items

All of the features of Street Smarts can be accessed through pull-down menus and sub-menus. Sub-menu items are grouped by capability and organized as shown in the following tree structure:

Program
- **Exit**

Reports
- **View Vehicle Reports**
- **View Mileage Reports**
- **View Time Card Reports**
  - **Detailed Hours Report**
  - **Individual Time Card Report**
  - **Weekly Hours Summary Report**
  - **Database Administrator**
- **View Student Reports**
- **View Merchant Transaction Log**

Dispatch
- **Hide Vehicle Status Window** <F2>
- **Clear Vehicle Status Window**
- **View Events Window** <Ctrl><E>
- **Merlin Functions**
  - **Merlin Outputs** <F4>
  - **Interrogate** <F6>
  - **Poll GPS Position** <F8>
  - **Horn Honk**
  - **Get Merlin History**
  - **Change Queuing**
    - **Enable Queuing** <Ctrl><Q>
    - **Disable Queuing** <Ctrl><U>
- **2012 MDT Functions**
  - **Send Text Message** <F3>
  - **Poll GPS Position**
  - **Interrogate**
  - **Select Call** <F5>
  - **Horn Honk** <F7>
- **Centry II Functions**
  - **Centry II Outputs**
  - **Poll GPS Position**
  - **Horn Honk**
  - **Get History**
  - **Send Text Message** <Ctrl><K>
  - **Group Poll GPS**
- **3012 MDT Functions**
  - **Poll GPS Position**
  - **Horn Honk**
  - **Interrogate**
  - **Select Call**
  - **Get History**
  - **Send Text Message**

- **Alarms**
  - **Overspeed Alarm Setup**
  - **Geo Fence**
    - **Add Geo Fence To Map** <F9>
    - **Delete Geo Fence**
- **Map**
  - **Points**
    - **Add Point** <Ctrl><P>
    - **Delete Point**
  - **Streets**
    - **Add Custom Street**
    - **Delete Custom Street**
  - **Zoom To All Vehicles** <Ctrl><Z>
  - **Calculate Distance On Map** <Ctrl><D>
  - **Delete Vehicle From Map** <Ctrl><X>
  - **Clear Trip Trials** <Ctrl><T>
  - **Map Functions**
    - **Print Current Map**
    - **Copy Map Image To Bitmap**
- **Find**
  - **Find Address On Map** <F12>
  - **Find Point On Map**
  - **Find Zip Code**
  - **Find Vehicle On Map** <Ctrl><F>
  - **Find Coordinate On Map**
- **Record**
  - **Start Recording**
  - **Stop Recording**
  - **Playback Recorded File**
- **Configure**
  - **Display Setup**
  - **Communications Setup**
  - **Alias Data**
    - **Vehicle Tags**
      - **Vehicle Database**
      - **Vehicle Database Wizard**
    - **Status Tags**
    - **Canned Messages**
      - **2012 Canned Messages**
      - **3012 Canned Messages**
    - **Input / Output Tags**
  - **Group Options**
  - **Program Options**
  - **Install/Update Maps**
  - **Configure ESRI Maps**
  - **Configure Google Earth**
- **Help**
  - **About**
  - **Remote Technical Support**

Submenu Descriptions

Program

Exit- quits the program and saves the current settings.

Reports

View Vehicle Reports- The reports window generates the same type of display as the Dispatch Status window except that it cannot be shared with the map window. Also, whereas the Dispatch Status window displays each vehicle only once, the report window displays one line for all historical communications with each vehicle. This allows the user to generate a report for each vehicle as well as statistical data such as average time per status for each driver. Data in the report window can be sorted by vehicle or status, and the scope of the report can be limited to a single vehicle or all vehicles as well as a start and stop date. These capabilities provide maximum flexibility for viewing only the data required for analysis. To analyze data in the report, select the scope of the report, either all vehicles or an individual vehicle from the pick list. If all vehicles are selected, you can sort by vehicle number or by status type. Once the scope is selected, you can change the date span of the report. "All Dates" shows the entire database, or you can select daily, weekly, monthly or annual view. You may also select a custom date span by specifying the start and stop dates.

File

Open Archived Database- Loads a previously saved annual archive into the report view. Archive files are automatically named and reflect the calender year for the data within. As data within the current 30 day log exceeds 30 days, it is automatically appended to the current year's archive. On January 1st of each year, a new annual archive is created to accept expired data from the new 30 day log.

Clear Current Database to Archive- Moves all of the 30 day report data into the annual archive database. You can recall this data by using the *Open Archived Database* function.

Exit Report- Returns to Map Window and/or Dispatch Status Window.

Utilities

Print Current View- Sends the current scope and date span to the printer.

Refresh Current View- Reloads from the current data source. If the current 30 day window is loaded, any new calls that came in will be presented along with the other data. If viewing a loaded archive, no change will occur.

Launch Microsoft Excel- Exports the current scope and date span to a Microsoft Excel spreadsheet and launches Excel.

Export to Text file- Exports the current scope and date to a Text file, permitting the data to be opened and sorted in other database applications.

Admin Functions - Allows the user to perform maintenance on the database. Use this in case a database gets corrupted or damaged.

View Mileage Reports- The Mileage Reports window generates a report of when the next scheduled service is due on each vehicle. Within the Milage Report the user views the actual mileage of each vehicle, the service interval for each vehicle and the mileage until the next service is due for the vehicle. The user can also reset a service schedule on a per vehicle basis or as a group if service has recently been preformed.

Edit

Reset Service Schedule - Allows the user to reset the service schedule on one or more vehicles after maintenance has been completed. When selected, checkbox options appear next to the name of each vehicle in the report. When checked, the user has the option to reset the selection to the default service interval by clicking on the *Reset Selected* button.

Configuration - Within the Configuration screen, the user can set the Stage 1 and Stage 2 service reminders. See the *Mileage Report* section for more information.

View Time Card Reports- The Time Card Report window allows access to the time card database generated by vehicles with 3012 MDTs. Within the Time Card Reports pull down menu, there are three submenus available to select the type of report to be generated by Street Smarts.

Detailed Hours Report- The Detailed Hours Report is a detailed list of every clock in and clock out of each driver. This is direct snapshot of the driver log database, which is sorted chronologically. Optionally, the user can narrow the scope of the report by using the Driver combo box to select records for a single driver. The system will automatically run totals of each clock in/out session.

Individual Time Card Report- The Individual Time Card Report is a detailed list of each drivers total hours worked based on their clock in / clock out activity. The system displays a tally of the accumulated regular and overtime hours worked by the individual driver. Regular and overtime hours can be configured in the Database Administration dialog.

Weekly Hours Report- The Weekly Hours Summary Report is displays a single line including the total hours worked per driver. The report shows regular, overtime and total hours worked. Regular and overtime hours can be configured in the Database Administration dialog.

Database Administrator- The Database Administrator allows the users to delete drivers from the database so that they do not appear in the drop down selections for the various driver time card reports. Additionally, in this screen the user can define the regular and overtime hours used to calculate various summaries in the driver time card reports.

View Student Reports- The Student Reports window allows access to the student card database generated vehicles with 3012 MDTs. The Student Report is a historical log of every student card swiped on the 3012 MDT.

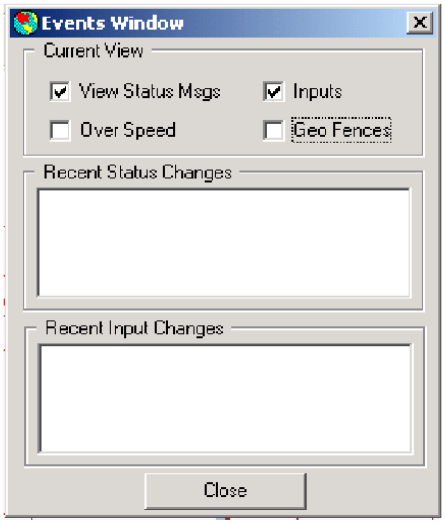
View Merchant Transaction Log- The Merchant Report selection takes the user to the Authorize.net merchant login web page. From this screen, users can access their payment gateway account through Authorize.net to view current and historical activity and create reports based on the credit card transactions processed through the system.

Dispatch

Display Vehicle Status Window <F2>- If single monitor display option is selected, this menu item will toggle the visibility of the Vehicle Status Window.

Clear Vehicle Status Window- This menu allows the dispatcher to clear the vehicle status window history without effecting the report status archives. New updates will continue to be displayed and recorded.

View Events Window <Ctrl><E> This menu allows the dispatcher to view any combination of: Over Speed, Event Status, Geo Fence and Input change advisories. Over Speed Alert and Geo Fence alerts will always be displayed in selected events windows. 2012 and 3012 status and Input changes will only be displayed if the alert check box is enabled (**Configure/Alias Data/Status Tags** and **Configure/Alias Data/Merlin I/O** menus respectively). The events window displays up to 100 of each alert, most recent first.



Merlin Functions

Merlin Outputs <F4>- This menu allows the dispatcher to affect the outputs in a vehicle equipped with a Merlin AVL unit and has several options. Enter the vehicle ID number or select the alias from a drop down list. Outputs can be changed on an individual basis (set or cleared) or all outputs can be affected in a single transmission. To affect all outputs at once, click on the radio button for that section and set or clear each output as desired. Click on *"Send Update"* to transmit to the mobile. To set or clear an individual output, click on the radio button for that section and click on one of the 6 buttons to either clear or set an individual output. ***The action is sent as soon as you click on the button.*** In either case, the Merlin is required to acknowledge with its current status. To view the current state of the outputs, click on *"Get Current Status"*.

Interrogate <F6>- This menu allows the dispatcher to request the current status of a vehicle. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The mobile is required to acknowledge with its current status.

Poll GPS Position <F8>- This menu allows the dispatcher to request the current GPS location of a vehicle. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The mobile will respond with its current status and location.

Horn Honk <F7>- This menu allows the dispatcher to honk the vehicle horn when equipped with a Merlin. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The Merlin is required to acknowledge with its current status.

Get Merlin History- This menu allows the dispatcher to request up to the last 100 GPS positions from a vehicle equipped with a Merlin AVL. Enter the vehicle ID number or select the alias from a drop down list. Click on "*Request History*" to transmit to vehicle. The mobile is required to acknowledge with its current status followed by the list of up to 100 GPS positions from its internal memory. This is particularly useful when the vehicle has driven out of radio range. The length of the history transmission is programmed individually in each Merlin AVL unit. Range is 5-100 and is determined by the programming in the Merlin.

Change Queuing- This menu allows the dispatchers to enable or disable queuing in the Merlin. If Queuing is disabled by the dispatcher, it can be turned back on by using the *Enable Queuing* menu or queuing will be enabled the next time power is cycled on the Merlin unit.

2012 MDT Functions

Send Text Messages <F3>- This menu brings up the text message dialog box and allows the dispatcher to send an alphanumeric message up to 64 characters to a vehicle equipped with a model 2012 MDT. This message type has no affect on Merlin AVL units. Enter the vehicle ID number or select the alias from a drop down list. The text message is formatted as 4 lines of 16 characters each. To insert one of the four canned messages, press <F2>; select the message and click on OK. The predefined message is copied back to the previous window and can be edited for content before being sent. The 2012 is required to acknowledge with its current status.

Poll GPS Position <F8>- This menu allows the dispatcher to request the current GPS location of a vehicle with a model 2012 when equipped with GPS. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The mobile will respond with its current status and location.

Interrogate <F6>- This menu allows the dispatcher to request the current status of a vehicle with a model 2012 MDT. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The mobile is required to acknowledge with its current status.

Select Call <F5>- This menu allows the dispatcher to selectively "Page" a vehicle with a model 2012 MDT. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The 2012 is required to acknowledge with its current status.

Horn Honk <F7>- This menu allows the dispatcher to honk the vehicle horn when equipped with a model 2012 MDT. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The 2012 is required to acknowledge with its current status.

Centry II Functions

Centry II Outputs <F4>- This menu allows the dispatcher to affect the outputs in a vehicle equipped with a Centry II unit and has several options. Enter the vehicle ID number or select the alias from a drop down list. Outputs can be changed on an individual basis (set or cleared) or all outputs can be affected in a single transmission. To affect all outputs at once, click on the radio button for that section and set or clear each output as desired. Click on *"Send Update"* to transmit to the mobile. To set or clear an individual output, click on the radio button for that section and click on one of the 6 buttons to either clear or set an individual output. ***The action is sent as soon as you click on the button.*** In either case, the mobile is require to acknowledge with its current status. To view the current state of the outputs, click on *"Get Current Status"*.

Poll GPS Position <F8>- This menu allows the dispatcher to request the current GPS location of a vehicle with a Centry II. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The mobile will respond with its current status and location.

Horn Honk <F7>- This menu allows the dispatcher to honk the vehicle horn when equipped with a model Centry II. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. Horn Honk only works if enabled in the Centry II programming.

Get History- This menu allows the dispatcher to request up to the last 100 GPS positions from a vehicle equipped with a Centry II. Enter the vehicle ID number or select the alias from a drop down list. Click on "*Request History*" to transmit to vehicle. The mobile is required to acknowledge with its current status followed by the list of up to 100 GPS positions from it's internal memory. This is particularly useful when the vehicle has driven out of radio range. The length of the history transmission is programmed individually in each Centry II unit. Range is 5-100 and is determined by the programming in the Centry II.

Send Text Message <Ctrl><K>- This menu brings up the text message dialog box and allows the dispatcher to send an alphanumeric message to a vehicle equipped with a model Centry II and a Kenwood KDS-100 MDT. Enter the vehicle ID number or select the alias from a drop down list.

Group Poll - This menu allows the dispatcher to poll the GPS position of multiple vehicles. From this screen, the dispatcher can select and GPS Poll up to 15 Centry II units.

3012 MDT Functions

Poll GPS Position <F8>- This menu allows the dispatcher to request the current GPS location of a vehicle. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The mobile will respond with its current status and location.

Horn Honk <F7>- This menu allows the dispatcher to honk the vehicle horn when equipped with a model 3012 MDT. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The 3012 is required to acknowledge with its current status.

Interrogate <F6>- This menu allows the dispatcher to request the current status of a vehicle with a model 3012 MDT. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The mobile is required to acknowledge with its current status.

Select Call <F5>- This menu allows the dispatcher to selectively "Page" a vehicle with a model 3012 MDT. Enter the vehicle ID number or select the alias from a drop down list. Click on *"Send"* to transmit to vehicle. The 3012 is required to acknowledge with its current status.

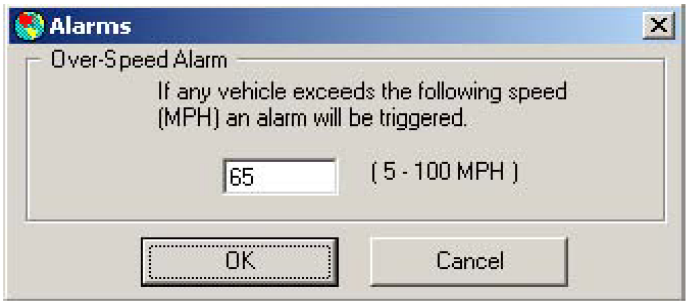
Get History- This menu allows the dispatcher to request up to the last 100 GPS positions from a vehicle equipped with a 3012 MDT equipped with optional GPS. Enter the vehicle ID number or select the alias from a drop down list. Click on "*Request History*" to transmit to vehicle. The mobile is required to acknowledge with its current status followed by the list of up to 100 GPS positions from it's internal memory. This is particularly useful when the vehicle has driven out of radio range. The length of the history transmission is programmed individually in each 3012 MDT unit. Range is 5-100 and is determined by the programming in the 3012 MDT.

Send Text Message - This menu brings up the text message dialog box and allows the dispatcher to send an alphanumeric message to a vehicle equipped with a model 3012 MDT. Enter the vehicle ID number or select the alias from a drop down list. To insert one of the two canned messages, press <F2>; select the message and click on OK.

Alarms

Overspeed Alarm Setup- This menu allows the dispatcher to establish the over the speed limit alarm.

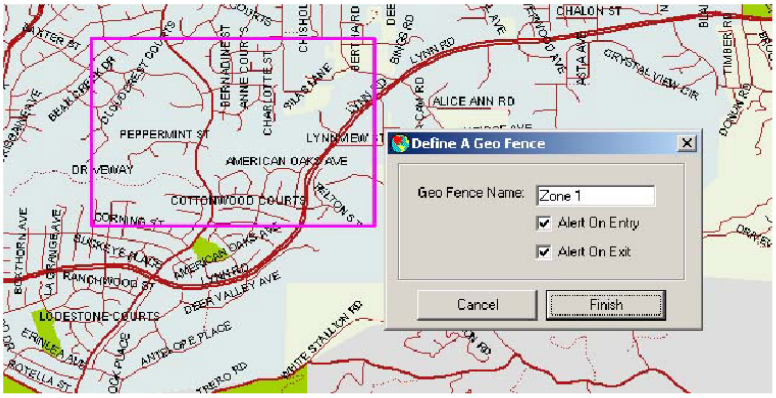
Over Speed Alarm allows the dispatcher to set an upper limit threshold for vehicle speed. When a vehicle sends its GPS location it contains information about the vehicle speed. If the speed exceeds the threshold, it will generate an alert and will be displayed in the Events Window. The **Over Speed Alarm** will generate an alert only when a vehicle is exceeding the speed limit at the time of a GPS update.



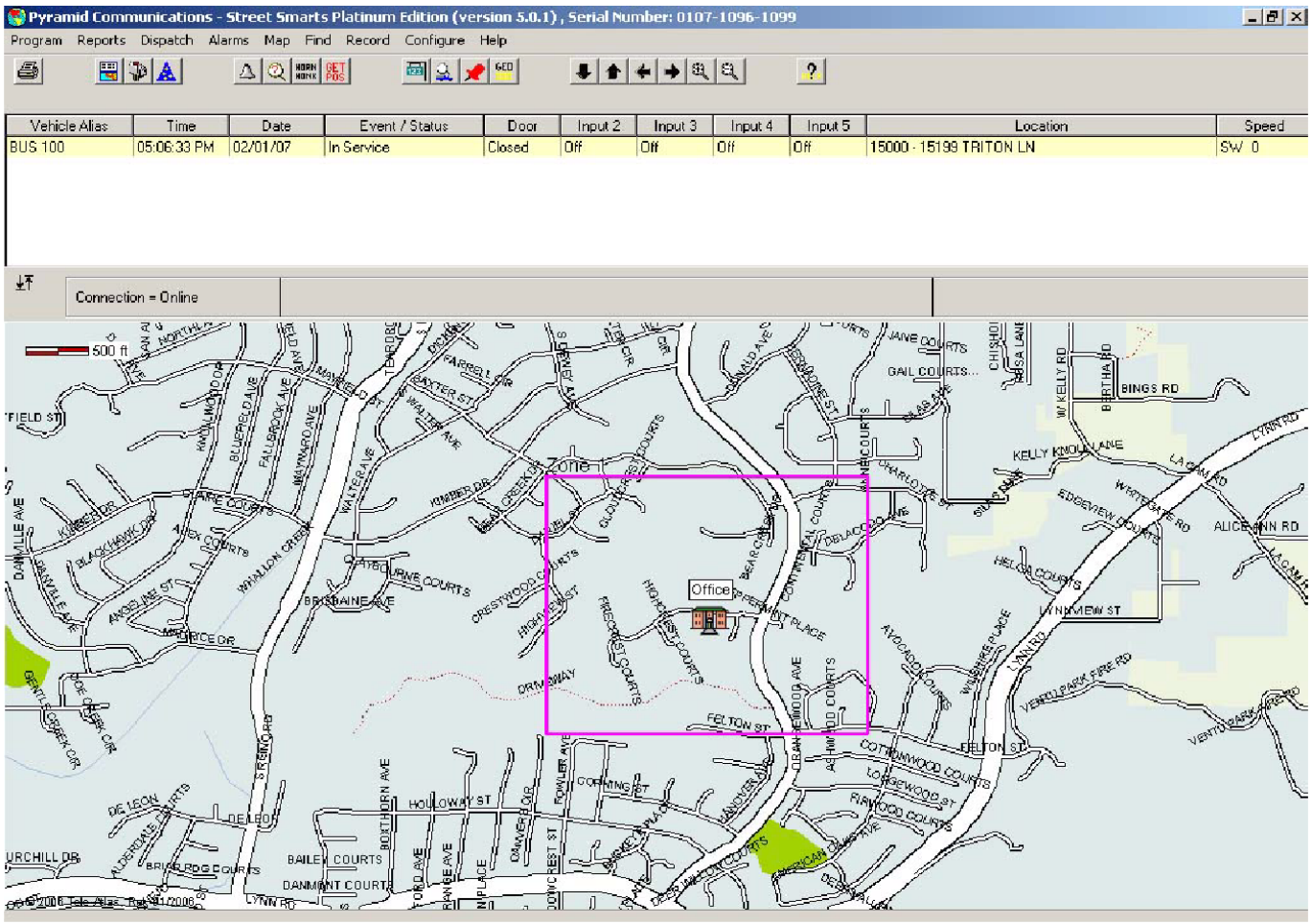
Geo-Fence

Geo Fence is a feature that allows the dispatcher to define perimeter areas on the map that can generate an alert whenever a vehicle enters or leaves the defined area. Creating a perimeter around a customer location or the company plant will automatically inform the dispatcher when a vehicle has arrived at the job site or returned to base upon then next GPS update from that vehicle.

Add Geo-Fence To Map <F9>- This menu allows the dispatcher to establish a geographic boundary and receive advisories when a vehicle enters or exits this area. The mouse pointer will change to a drawing pointer on the map, draw a box on the map with your mouse to create the perimeter. Enter a name for the geo-fence area. Select Alert on Entry and/or Alert on Exit, then click *"Finish"*.



Delete Geo-Fence- This menu allows the dispatcher to permanently remove a geo-fence from the map and no further advisories will be generated for this area. Select the name of the geo-fence to be removed from the drop down list and click Delete.



Points- Points are semaphores that can be added and deleted from the map view and are useful for adding user notations to aid in navigation. Points are saved in a database and will be displayed each time the program is run. Each point has a map location, an icon and a name associated with it. Zoom and pan controls are still accessible when placing points. Clicking on this menu item brings up the Points dialog box:

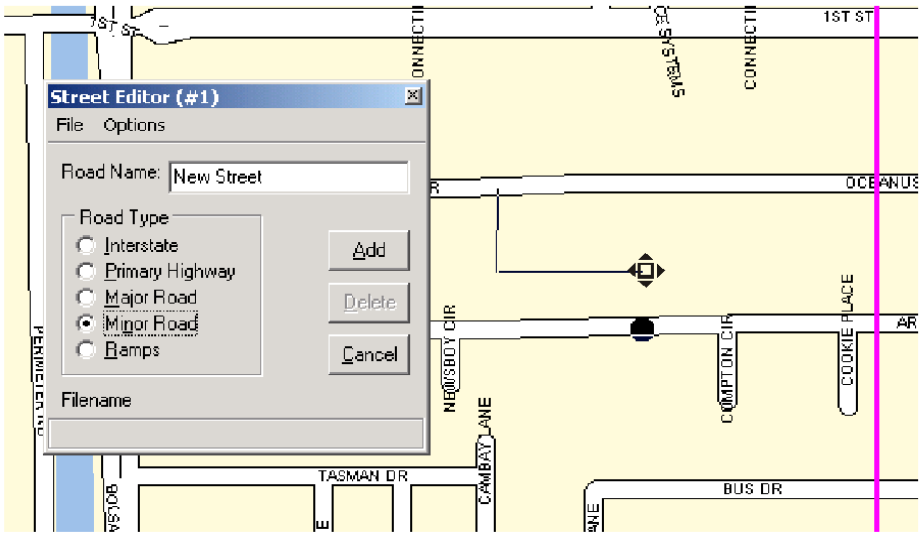
Add a Point <Ctrl><P>- The mouse icon for the map will change to a hand icon. Go to and click on the desired location to place the point. Enter a name for the point as it will appear on the map, select the Icon and click on *"OK"*. Points are stored in a separate database and appear on the map overlay each time you start the program, until deleted.

Delete a Point- Select the name of a point to delete from a drop down list and click on *"Delete"* to remove the point from the map overlay and the database.

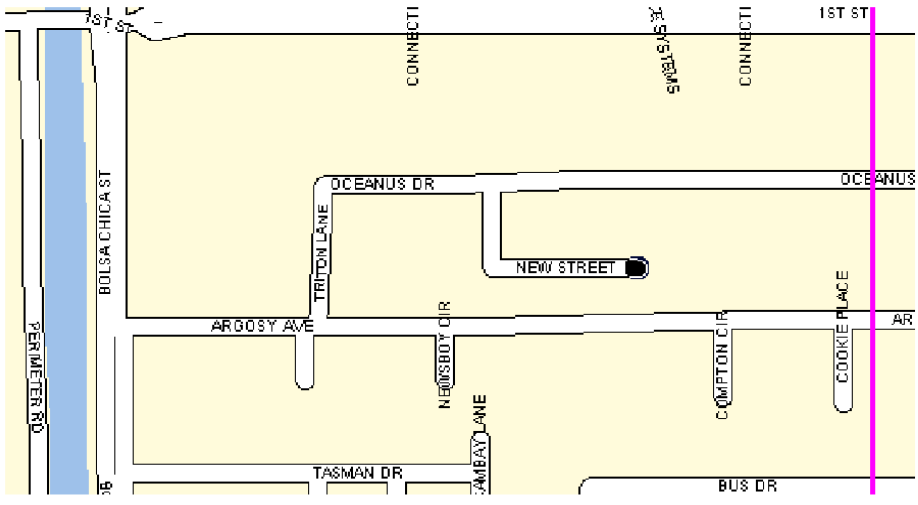
Streets- Custom Streets are user defined streets on the map. They are kept in a separate map database (autoload.str) and can be added and deleted by the dispatcher. There is no upper limit on the number of user defined streets.

Add Custom Street- Select this menu to add a custom street to the map. Follow the text in the status bar and use the mouse to draw the street on the map.

Delete Custom Street- Select this menu to delete a custom street from the map. Select the street alias from this list provided.



Use the mouse cursor to draw the new street. Click the Right mouse button when done. Give the street a name and select the attribute for display.



The new street will be displayed in the attribute selected and the name given in the previous step

Zoom To All Vehicles <Ctrl><Z>- This menu forces the map view to show all vehicles currently displayed on the extents of the map.

Calculate Distance On Map <Ctrl><D>- Activating this feature allows you to draw a route on the map overlay and display the accumulated distance. With the distance calculator activated, click the left mouse button on the starting point; with each successive click of the left mouse button, a route is drawn connecting the points. The total accumulated distance appears next to the mouse icon as you click on the map. To Cancel press <Esc> or click the right mouse button.

Delete Vehicle From Map <Ctrl><X>- This menu allows the dispatcher to remove a vehicle icon from the map without deleting the vehicle from the database. The deleted vehicles will reappear on the next GPS update. Useful for sorting out a "pile up" of vehicles when they are all located at the same site.

Clear Trip Trails <Ctrl><T>- This function allows the dispatcher to clear the accumulated trip trails from the map. When invoked, the system will clear all trip trials from the map for all vehicles.

Map Functions

Print Current Map- Select this menu item to send the current map window to the printer. The standard Windows printer dialog box is opened and allows you to select and set up the printer. Click on "OK" to print.

Copy Image to Bitmap- Allow the dispatcher save an image of the current map to a bitmap image.

Find

Find Address On Map <F12> This menu item brings up the address locator window. City and State are required items, street address is optional and partial address are allowed. Entering the street with no number puts you on that street. Enter the search criteria and click on *"Search"*. Street Smarts will return a list of matching criteria and alternate addresses as there may be a number of locations with the same street name or similar settings. Select the desired item from the list and click on *"Go To"* to center the main map view on that location.

Find Point on Map- Select the point to locate from the drop down list and click on *"Locate on Map"*. The map view will center on the point with the current zoom level.

Find Zip Code- Enter the desired zip code and the system will return a list of closest matches to that zip code. Select *"Go To"* to center the map in the desired area.

Find Vehicle On Map <Ctrl><F> This menu brings up the vehicle locator window. Enter the vehicle number or select the alias from a drop down list. The map will be centered on the selected vehicle (if found) with the current zoom level. If the Vehicle Status Window is displayed, double clicking on the vehicle ID will also perform this function, only if the vehicle is contained in the vehicle database.

Find Coordinate On Map- Enter the desired GPS coordinate to move the center of the map to. The GPS coordinate must be in Degree-Minute-Seconds format.

Record

Start Recording- Select the vehicle from the list and enter a file name to save the recorded route to. Click on *"Begin Recording"*. Click on *"Record All"* to record all vehicular traffic in one file. When record mode is active, the record indication flashes in the Map Status Bar along with a drop down list of all vehicles being recorded. A Stop icon is also displayed in the status bar to allow any of the vehicles being recorded to be deactivated and removed from the list. It is not possible to record and playback at the same time.

Stop Recording- Select the vehicle from the list of vehicles being recorded and click on *"Stop Recording"*. The file specified in the Start Recording dialog box will be closed and the vehicle will be removed from the list. This file can be played back at a later time. If no vehicles are being recorded, the indicator is removed from the Map Status Bar.

Play Back Recorded File- Files that are created from recording a vehicle or from downloading the memory of a Merlin unit can be played back using this menu item. Select the directory and file name to playback and click on *"Open"* to load the file. When the playback mode is activated, the Map Status Bar contains the controls for reverse, forward, stop, pause, step backward, step forward and playback speed along with the current pointer/position in the playback file and the total number of records in the current file:

Reverse and forward set the direction for playback and the sliding speed control changes the playback speed. Pause halts playback until any button other than Stop is pressed. Stop cancels the playback and returns to normal operation. Step Back and Step Forward single steps the playback in either direction, one position for each click.

To the right of the controls, the vehicle location, speed and heading are displayed for the playback vehicle. The playback mode is initially paused with speed set to minimum. Clicking on any of the buttons except pause and stop will start the playback. Playback mode continues until the user presses Stop or the end of the playback file is reached.

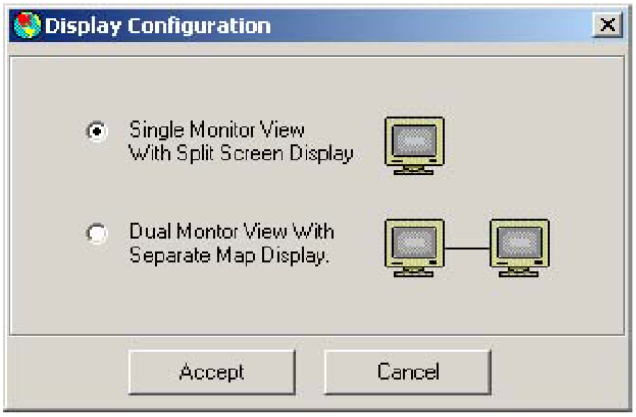
It is not possible to record and playback at the same time.

Configure

Display Setup - There are 2 choices for monitor configuration:

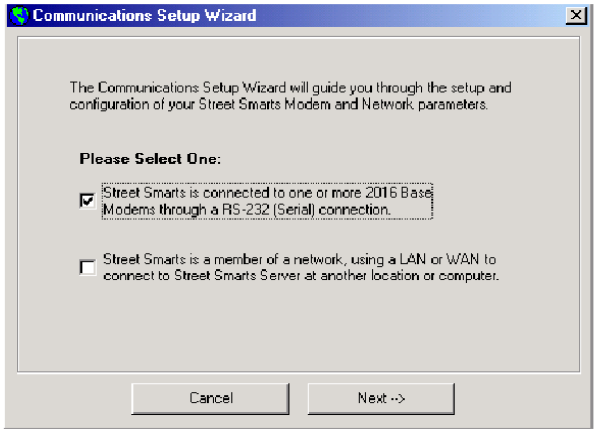
1. Single monitor with split screen display. This selection allows the map and dispatch log to share the same display in a split screen fashion. The map will always be displayed; pressing <F2> or clicking on the Display Status window icon will toggle the dispatch log on and off. If on, the dispatch log will occupy the upper portion of the screen. The amount of space occupied by the dispatch screen is adjustable but affects the size of the map window. Scroll bars are available in the dispatch window if more data is in the log than can be displayed on screen. The map window does not have scroll bars; use the zoom controls to navigate around the map.

2. Dual monitor with separate map display. This selection requires two video cards capable of supporting SVGA monitors simultaneously. Both windows are displayed maximized at the same time, one on each monitor.

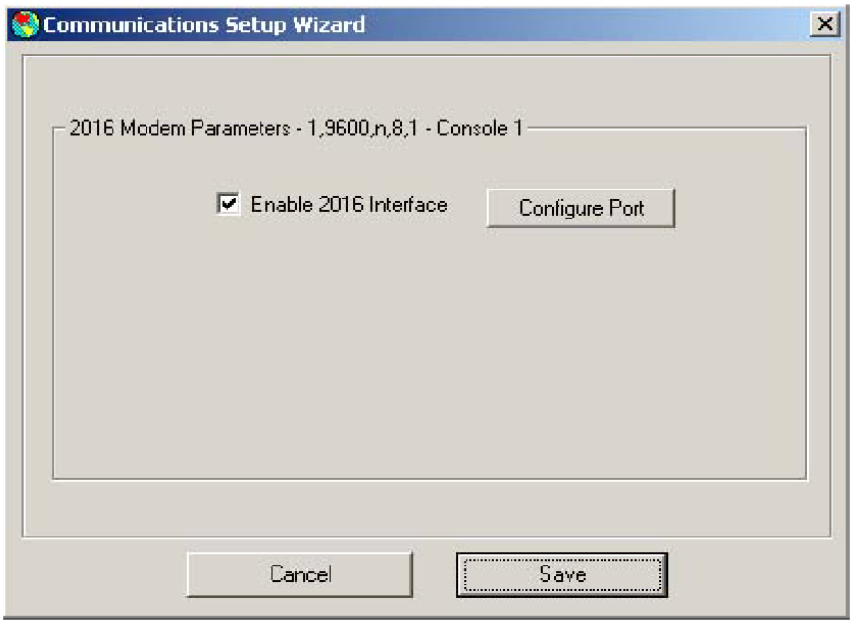


Communications Setup- Street Smarts Platinum can be configured as either a single workstation or as network client. If configured as a single work station, the 2016 base modem is connected directly to the user's computer via the serial port. If configured as a network client, the 2016 base modem is connected to the server computer, located remotely, and the work station communicates with the server over an Ethernet connection via TCP/IP.

To connect directly to a 2016 base modem via an RS232 serial port as a single work station, select as follows:



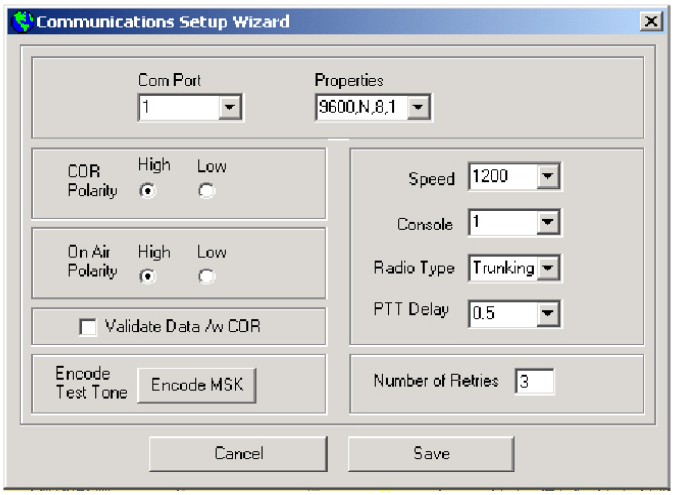
Communications Setup (continued)- After selecting that Street Smarts will be a stand alone computer connected directly to the 2016 base modem via a RS-232 serial port, you must now configure the Base Modem parameters.



If a 2016 Base Modem will be connected to Street Smarts, check the box labeled "Enable 2016 Interface". Then Click "Configure Port" to configure the parameters for the 2016 Base Modem.

An overview of the current configuration parameters is displayed in the frame surrounding each option.

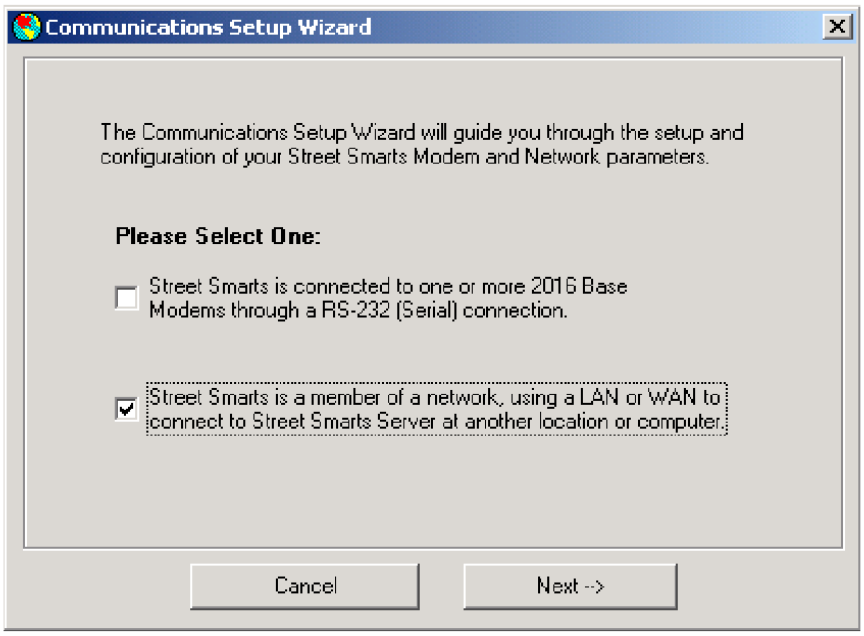
In order to communicate with the Pyramid model 2016 base modem, the software must be configured properly. The following parameters must be set in order for the software to function properly:



1. Com Port- Select com port 1-8. Ensure the 2016 cable is connected to the com port selected.
2. COR Polarity- Determines if the radio that the 2016 is connected to provides an active high or active low COR signal. COR indicates when the channel is busy receiving and prevents the 2016 from attempting to transmit. Refer to the Pyramid application note for the particular radio the 2016 is connected to.
3. On-Air Polarity- Determines if the radio that the 2016 is connected to provides an active high or active low transmit indication. This signal is used for proper channel acquisition on trunking radios and for busy transmit lock out to prevent data messages from interfering with voice communications.
4. Validate Data /w COR - Specifies if the 2016 will require a COR signal from the radio in order to decode data received by the radio.
5. Speed- Select 1200 or 2400 baud. This is the over-the-air signalling speed and must match the selection programmed into the 2012 MDTs or the Merlin AVL units. This is not the com port speed, which is fixed at 9600 baud.
6. Console- Each system can have up to 15 base modems, each with a unique number. The console number must match the BASE number programmed into the 2012 MDTs or the Merlin AVL units.
7. Radio Type- Can be set for conventional or trunking. On trunking systems, the 2016 base modem will go through the channel acquisition procedure before sending the data.
8. PTT delay- Push-to-Talk delay. On conventional radios, this is the amount of time after the radio is first keyed before data is sent in order to establish a link with the receiving radio. On trunking radios, this time is added to the channel acquisition process.
9. Number of Retries- When a base originated message is sent to a mobile unit, the mobile must respond within a predetermined period of time or the software will retry. This parameter controls how many retries are attempted before the user is alerted that the message failed.

In addition to the above parameters, the software provides a manual encode button that allows the technician to set the signalling modulation level on the base radio. Pressing the button will key the base radio and send a test pattern of data continuously for alignment. Press Stop or Cancel to unkey the radio.

To configure the work station as a network client select from the two choices displayed.

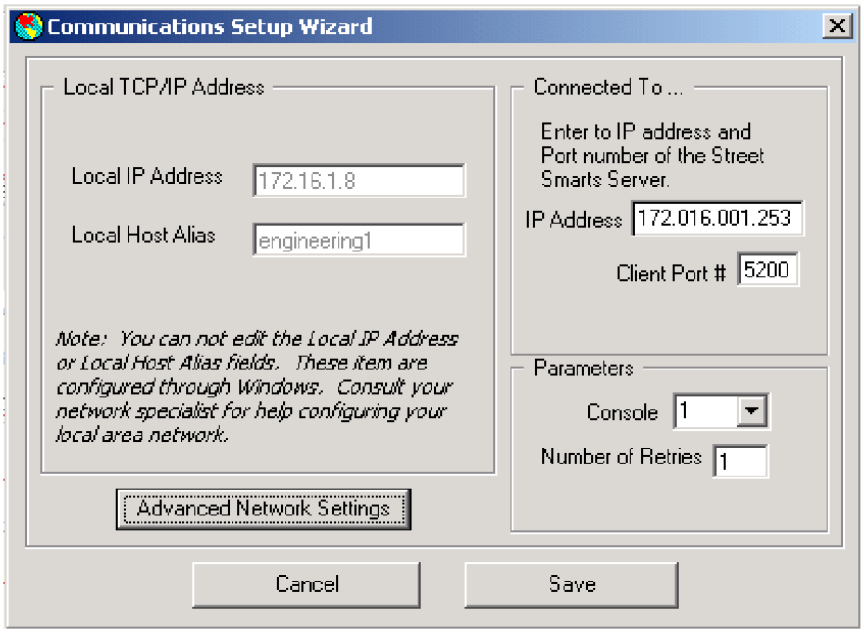


Configuring the Network Settings:

1. Enter the IP address for the server computer running Street Smarts Server Edition software. Enter the Client port number, range is 5000 to 9999. It is recommended to use the default port number of 5200. The Server IP address and port numbers may be obtained under the **Network/Configuration** menu of the Street Smarts Server edition software.

2. Console- Each system can have up to 15 base modems, each with a unique number. The console number must match the BASE number programmed into the mobile units.

3. Number of Retries- When a base originated message is sent to a mobile unit, the mobile must respond within a predetermined period of time or the software will retry. This parameter controls how many retries are attempted before the user is alerted that the message failed.

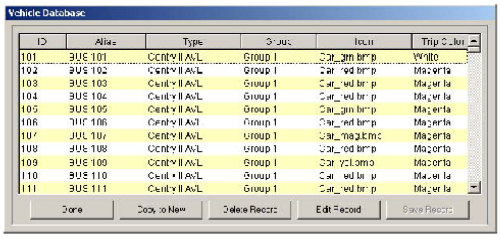


Alias Data

Vehicle Tags/Vehicle Database

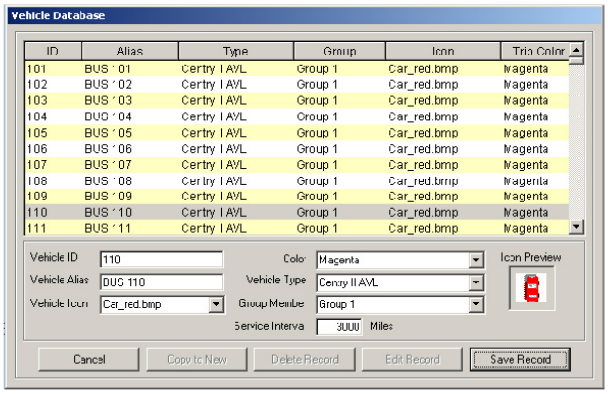
The vehicle database maintains information about the fleet and makes it easy for the dispatcher to select certain vehicles when sending messages. The database determines what icon will be displayed on the map, the type of AVL/MDT equipment in the mobile.

There are two ways to enter vehicles into the vehicle database. The primary way to enter, modify or delete vehicles from the database is through the Vehicle Database Editor. To access the editor, select the **Configure** menu and click on **Alias Data/Vehicle Tags/Vehicle Database**. If vehicles are in the database, a list of them will appear. Highlight the desired vehicle from the list, and the appropriate action from the command buttons.



There are 3 operations that can be performed from the vehicle list: Add New Vehicles , Delete Existing Vehicles and Edit Existing Vehicles.

Adding New Vehicle/Copy to New Depending if there are vehicles in the database, the Create New or Copy to New button will be enabled. To add a new vehicle, click on *"Create New" or "Copy to New"*; The following dialog box appears:



Enter the following items:

Vehicle ID- The Vehicle ID is the numeric vehicle number that is programmed in the mobile. It must be in the range of 1 through 65534. This is the number that is actually sent to the 2016 for base originated calls.
Vehicle Alias- This is the on-screen display information for this vehicle. It can be alpha or numeric data, but should contain the vehicle number if possible. This data is presented in all of the pick lists that appear for base originated messages, Find Vehicle, Recording and map display.
Vehicle Icon - The bit-map image that is displayed for the vehicle on the map overlay.
Color- Select a desired color used for the Trip Trail drawn for each vehicle when enabled. This can be changed on a per-vehicle basis in the Vehicle Database Editor. If Color is set to *Status Defined*, the system will use the status or input defined colors as defined in the **Status / Input Colors** screen.
Vehicle Type - Select a vehicle hardware type from the provided list. This should match the type of MDT or AVL equipment that is in each vehicle.
Group Member - Specifies the group membership of this unit. You can turn groups on or off from the *Group Options* screen.
Service Interval - Specifies the milage for the service maintenance interval for this unit. This selection only applies to the 3012 MDT.

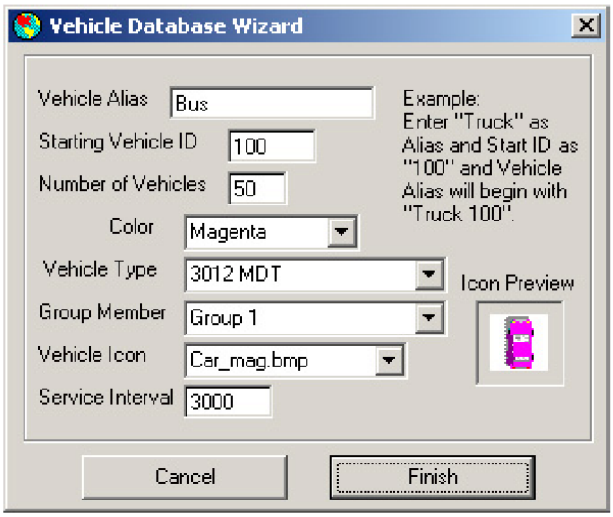
Vehicle Tags/Vehicle Database (Continued)

Delete Record - Deleting vehicle records from the database is accomplished by clicking the Delete Record button from the Vehicle Database Editor. This process permanently deletes vehicles from the database and the program will ask you to confirm before deleting the vehicle.

Edit Record - To modify an existing vehicle record in the database, select the desired vehicle from the list and click the Edit Record button from the Vehicle Database Editor. From the expanded fields, you can edit the attributes of the selected vehicle. Select Save Record or Cancel to complete this process.

Vehicle Tags/Vehicle Database Wizard

The alternate way to enter new vehicles to the database is through the Vehicle Database Wizard. To access the wizard, select the **Configure** menu and click on **Alias Data/Vehicle Tags/Vehicle Database Wizard**. The wizard allows the user to add up to 999 vehicles to the database with one simple operation.



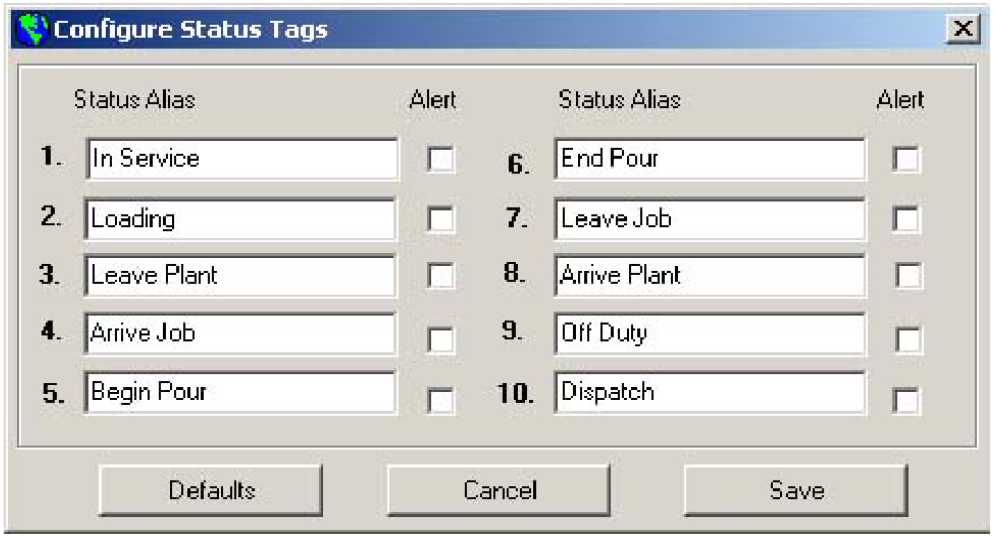
The concept of the Vehicle Database Wizard is to add a group of consecutively number vehicles with one simple operation. The only limiting factors are that the vehicle numbers must be consecutive, and each vehicle created with the wizard will have the same attributes (i.e., icon, color, etc.).

To create a new list of vehicles in the database, enter the following items:

Vehicle Alias- This is the on-screen display information for this vehicle. It can be alpha or numeric data, but keep in mind that the Vehicle Database Wizard will be appending the vehicle number to each entry (i.e., "BUS" and Start ID = 100, will create an Alias of "BUS 100", ascending up).
Vehicle ID- The Vehicle ID is the numeric vehicle number that is programmed in the mobile unit. All vehicle numbers must be in the range of 1 through 65534.
Vehicle Icon - The bit-map image that is displayed for the vehicle on the map overlay for all vehicles created with this Wizard. This can be changed on a per-vehicle basis in the Vehicle Database Editor.
Color- Select a desired color used for the Trip Trail drawn for each vehicle when enabled. This can be changed on a per-vehicle basis in the Vehicle Database Editor. If Color is set to *Status Defined*, the system will use the status or input defined colors as defined in the **Status / Input Colors** screen.
Vehicle Type - Select a vehicle hardware type from the provided list. This should match the type of MDT or AVL equipment that is in each vehicle. This can be changed on a per-vehicle basis in the Vehicle Database Editor.
Group Member - Specifies the group membership of this unit. You can turn groups on or off from the *Group Options* screen. This can be changed on a per-vehicle basis in the Vehicle Database Editor.

Status Tags

The status inputs from the 2012 MDT and 3012 MDT are numbered 1-10. The on-screen alpha tags corresponding to those status numbers can be defined here for display in the dispatch window and reports. Any alphanumeric data can be entered up to 15 characters.

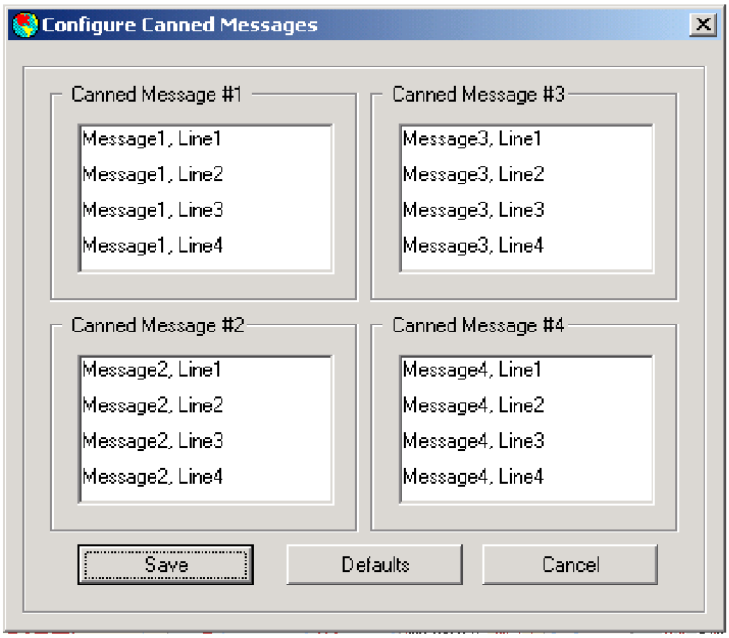


Alert Check Box-If enabled, causes an alert to be generated whenever that status is received. Alerts will be displayed in the Events Window overlay on the map (<Ctrl><E> toggles visibility of the events window).

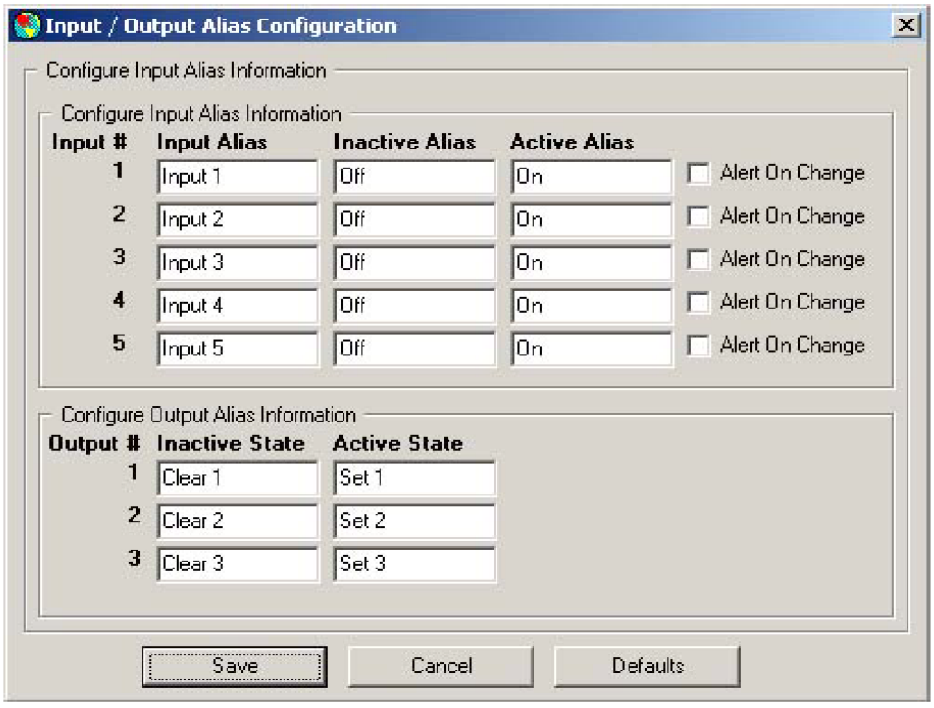
Canned Messages (2012 MDT and 3012 MDT)

The text messages that can be sent to the 2012 MDT are 64 characters in length displayed as 4 lines of 16 characters each. This selection allows you to pre-define up to 4 messages that can be recalled by pressing <F2> from within the Text Message dialogue box. The selected canned message will be substituted into the text message entry screen and can be edited for details.

The text messages that can be sent to the 3012 MDT are 240 characters in length displayed as 6 lines of 40 characters each, with the last line including a time/date stamp for the message. This selection allows you to pre-define up to 2 messages that can be recalled by pressing <F2> from within the Text Message dialogue box. The selected canned message will be substituted into the text message entry screen and can be edited for details.



Input / Output Tags- This menu allow the dispatcher to configure and name the inputs and outputs.



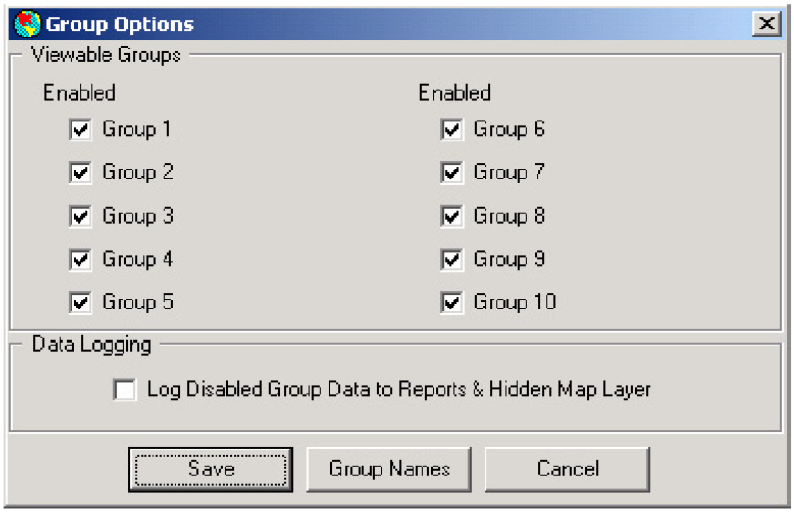
Inputs: The input alias tags are displayed in the Vehicle Status Window and on the reports. Any alphanumeric data can be entered up to 8 characters for each alias. If "Alert on Change" is selected, and a message is received from a mobile equipment, an advisory will appear in the Events Window if the input has changed states since the last message from that unit.

Outputs: The output alias tags are displayed whenever the dispatcher is accessing the Control Outputs menu (<F4>) to help identify what is connected to each output.

Input and output alias tags are a global setting and each vehicle in the fleet should be configured the same.

Group Options

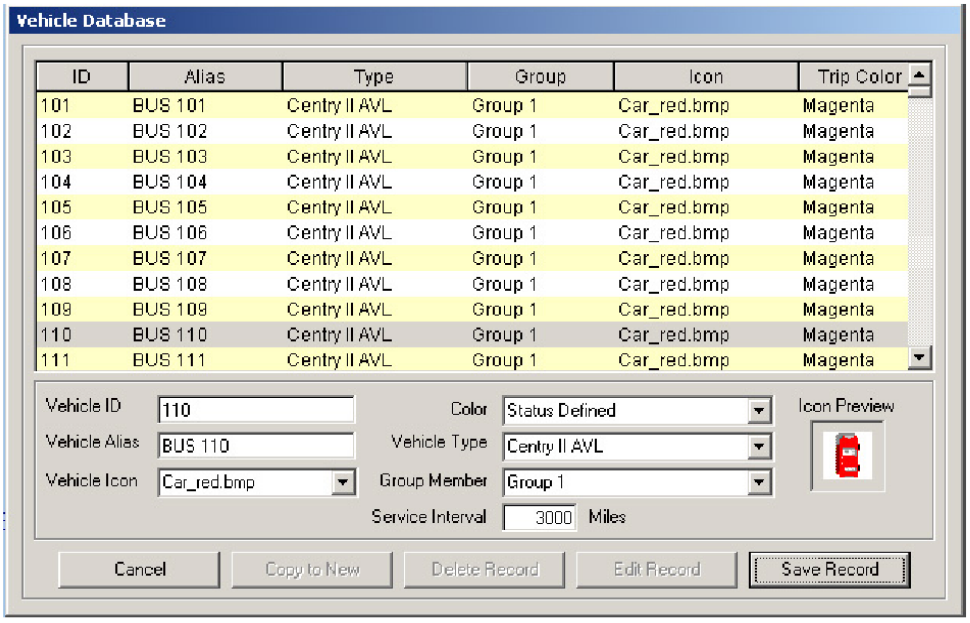
The Group Options allows dispatchers to enable or disable the viewing of vehicles assigned to groups in the database. If a group is checked "enabled" all vehicles assigned to this group in the vehicle database will be displayed on the map and in the vehicle status window. If the group is not enabled, the vehicles in that group will not be displayed on the map or in the vehicle status window. Optionally, you can also have the program log or not log the hidden vehicles to the report by select the *Log Disabled Group Data to Reports.*



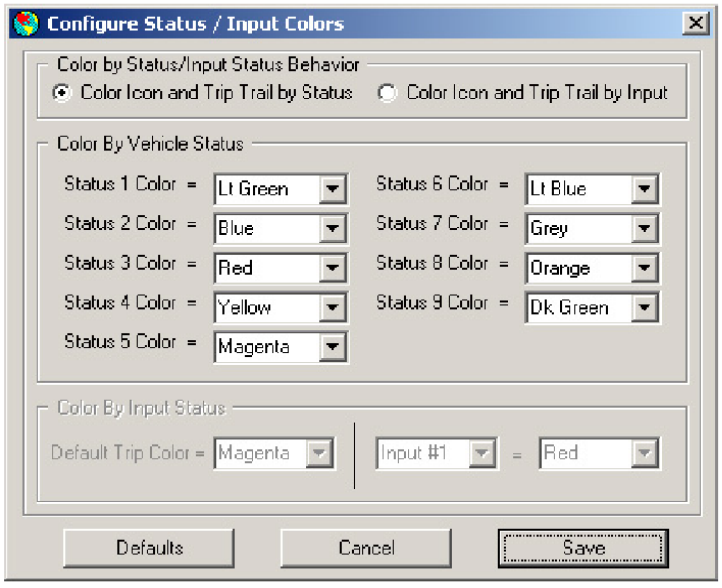
Status / Input Colors

When a vehicle's **Color** is configured for **Status Defined** in the vehicle database, the system changes the color behavior for that vehicle to color the vehicle text box and trip trail by a specific status or input.

To setup a vehicle for status or input defined colors, change the Color to Status Defined in the vehicle database. You can configure this feature on a per-vehicle basis, having some vehicle using the standard color scheme and others having status defined colors.



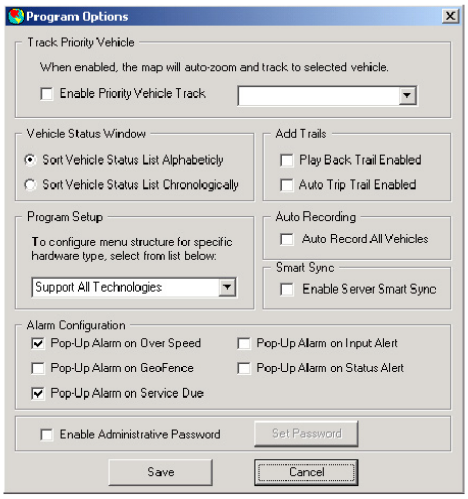
Once a vehicle is setup for Status Defined colors, you can configure the colors for the status or input event in the Status / Input Colors screen. The system can be configured to color the vehicle by status or input, but not both at the same time.



For example, if *Color Icon and Trip Trail by Status* is enabled, the system will color the text box as well as the trip trail for the vehicle in the color corresponding with the vehicle's status. If the vehicle pressed status #3 on their MDT, the icon text box and the trip trail would change to Red in this case. This would only apply to the 2012 and 3012 MDT, as they are the only hardware that have status messaging.

Program Options

From the Program Options screen you will be able to adjust various user preferences.



Track Priority Vehicle - When enabled, the current map will "follow" which ever vehicle is selected from this list. If the vehicle being tracked moves outside the map view, the map will re-center on this *Priority Vehicle*.

Sort Vehicle Status List Alphabetically - By default the Vehicle Status Display is organized alphabetically. If you un-check the *Sort Vehicle Status List Alphabetically* box you will then be organizing the Vehicle Status Display chronologically.

Add Trail To Playback - When enabled, Street Smarts will add a white trail behind the vehicle in a playback file. If more than one vehicle is recorded in a playback file, the trail will not be visible.

Auto Trip Trail - When enabled, Street Smarts will add a trial to each vehicle as it moves across the map. The color of the trail can be selected when the vehicle is created or by modifying the vehicle in the *Vehicle Tags* menu.

Program Setup - From this drop down list, you can select your fleet hardware type. When selected, Street Smarts Platinum will only display menu and toolbar selections that pertain to your specific hardware type.

Auto Recording - When enabled, Auto Recording will create a .pbk file for each vehicle automatically. Each vehicle will have its own recorded file for each day. These files can be played back using the Street Smarts *Playback Recorded File* function. The files will be named by the vehicle number and date coded automatically.

SmartSync - When enabled, SmartSync is a method of synchronizing the local report database with the database stored in Street Smarts Server. Enable this option to ensure that all data in the report is up to date, even if your PC has been turned off for a period of time.

Alarm Configuration- The alarm configuration parameters enable or disable pop-up notifications for the listed items. If enabled and a vehicle meets the alarm criteria, a pop-up window will appear, alerting the dispatcher of the alarm.

Enable Administrative Password - When enabled, Street Smarts Platinum will require an administrator password to access the following menu screens:

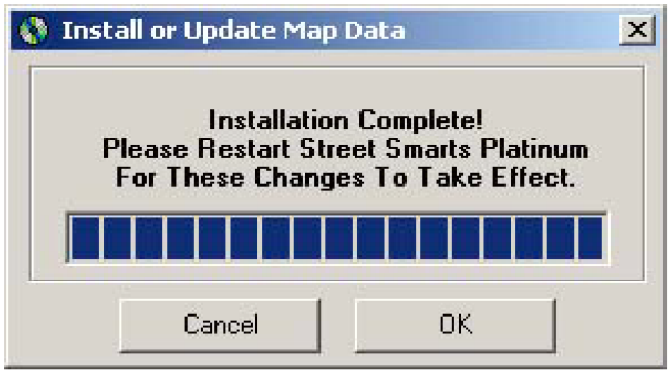
1. Vehicle Alias Tags
2. Communications Setup

Note: *The default password is "**pyramidcomms**". If you change the password, **DO NOT LOOSE THE PASSWORD**. It is difficult to recover lost passwords, and we recommend you store your modified password in a safe location.*

Install/Update Maps- Generally, maps are installed at the time of the initial program installation. There may become a time where you need to repair or update map data into Street Smarts Platinum. To install or update the map databases, start the software by clicking on Start/Street Smarts. From the main menu select **Configure** and click on **Install/Update Maps**. Insert the CD into the drive and click on "OK" when prompted. The map install wizard is launched. Follow the steps provided and insert the proper disk when prompted.

The map installation process consume approximately 1.5 GB of hard disk space and contains the entire US and Canada map database files. Depending on your license, you will have access to either the US map data or the US and Canada map data.

It is necessary to restart Street Smarts Platinum when map installation is complete.

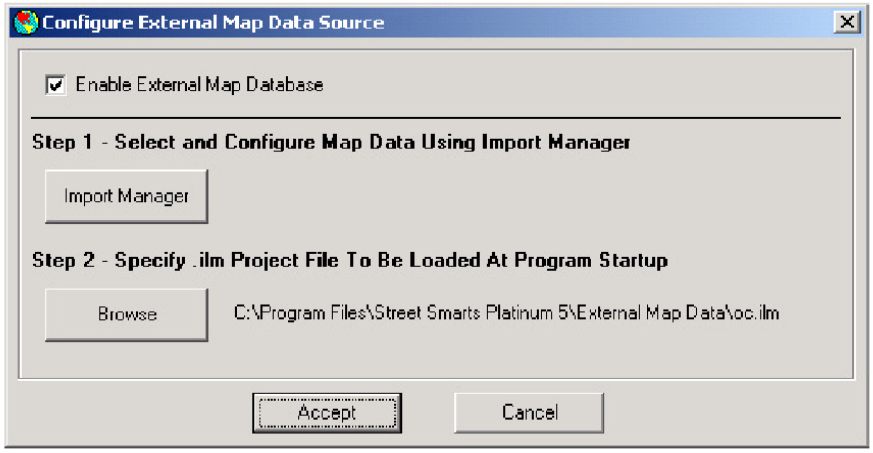


Configure ESRI Map

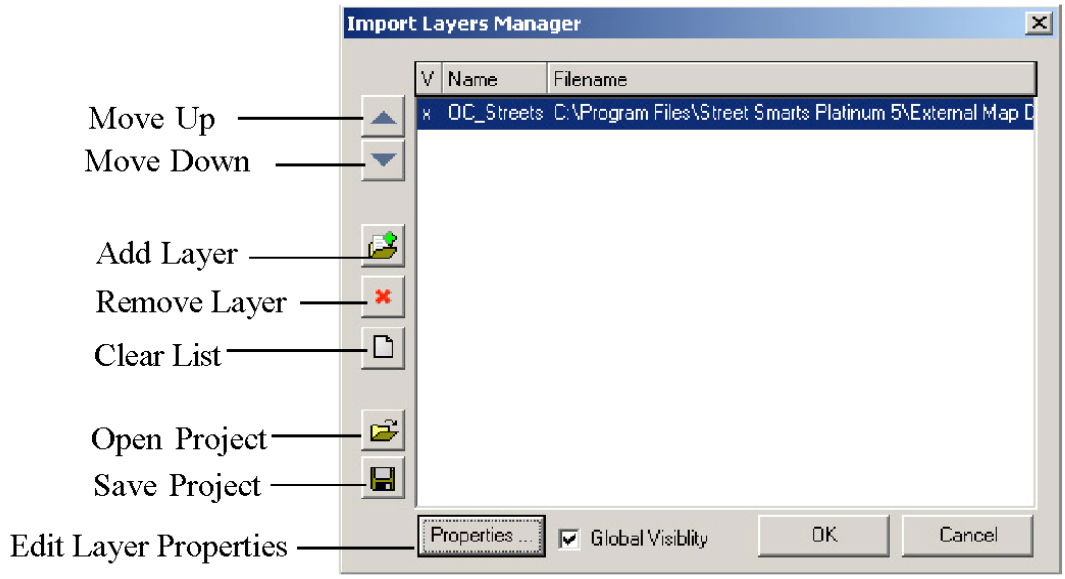
As an alternative to using the map data provided with Street Smarts Platinum, users can use their own ESRI shape file(s) for street level map data. To import a ESRI shape file, select **Configure** and click on **Configure ESRI Maps.**

Street Smarts Platinum requires all shape files to be in a **Geographic Projection** format, which must include either NAD83 or WGS84 coordinate systems in an X/Y (LAT/LONG) format. For example, data projected in state plane coordinate formats are not compatible with the Street Smarts Platinum mapping engine.

Check the box enabling the external ESRI Map Database. This will enable the configuration buttons and allow you to begin the import data process.



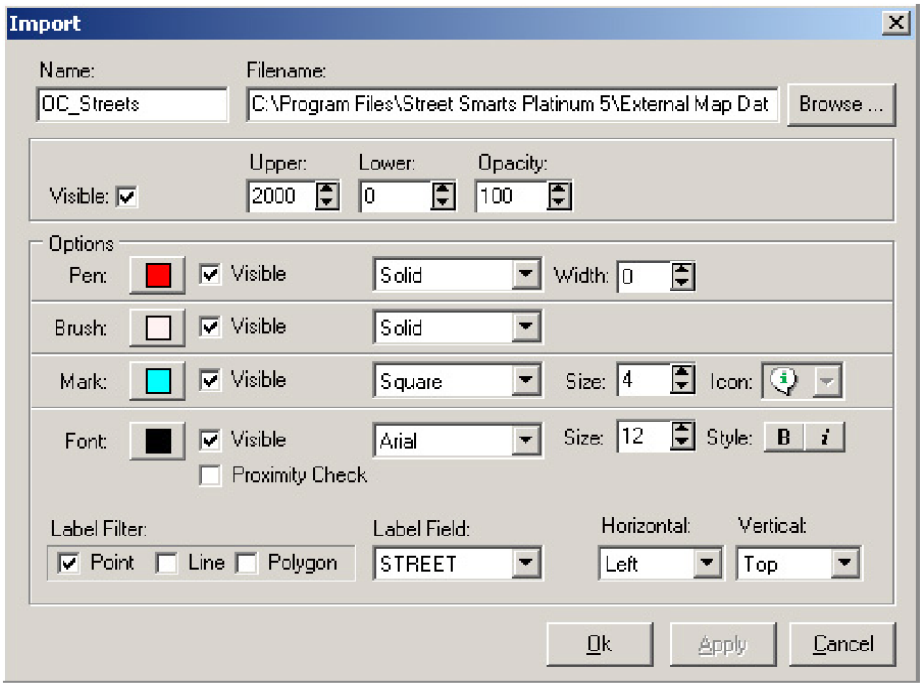
To import shape file data into Street Smarts Platinum, first click the Import Manager button to start the Import Layers Manager. Within the Import Layers Manager window you will be able to select the desired shape files and their order to be displayed on the main map. Additionally, when you select the desired layers and attributes, you can save your selection in to one or more .ilm project files to be imported onto the map display at a later time.



Use the Add Layer button to browse for the layer(s) you wish to add to the project import list. From this manager, you can add layers, remove layers or clear all layers from the project import list.

Configure ESRI Map (continued)

Within this Import Layers Manager, you can select individual layer files, and edit the display properties of each layer. In the Import Properties screen, users can define the color, line weight, size and custom behavior of the shape file view on the main map.



Within the import manager properties screen, users have the ability to modify the following parameters within the selected shape file database:

Visible - Allows the user to set the visibility, upper and lower visibility thresholds and the opacity of the brush used to fill polygons on the map.

Pen - Allows the user to set the pen attributes (for drawing line objects and the outline of polygon objects) on the map.

Brush - Allows the user the set the attributes of the brush used to fill polygon objects on the map.

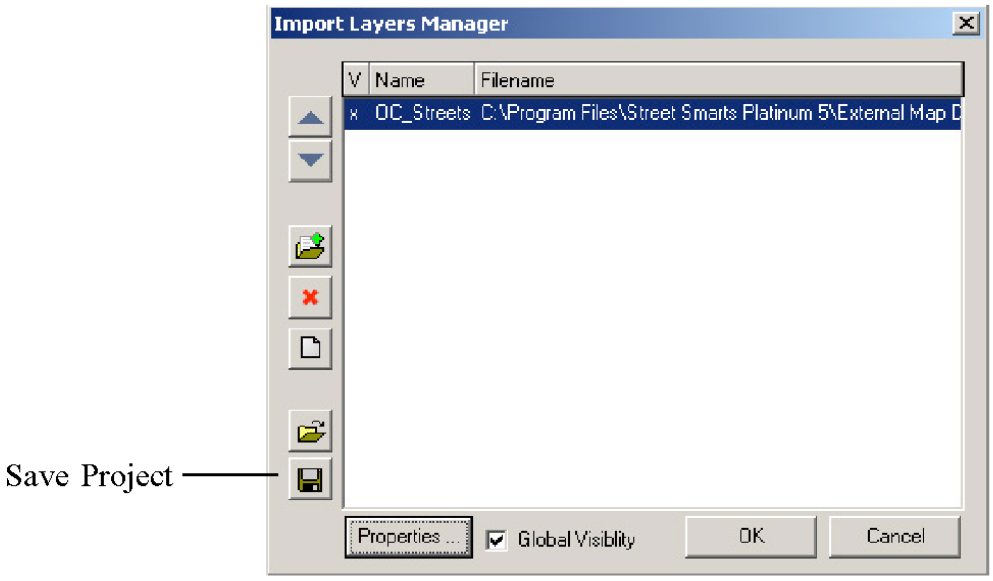
Mark - Allows the user the select the type of mark used for labeling point objects and polygon centroids. If the "icon" option is selected, then the user may select from a list of built-in bitmap icons to be displayed on the map.

Font - Allows the user to set the attributes of the font userd to label the import objects.

Label Filter - Allows the user to select whether to label points, lines or polygon (centroids), using the font attributes set above.

Label Field - Allows the user to select the field (from the selected database file) to be used for labeling and to set the horizontal and vertical text alignment of the labels on the map.

Once you have selected all of the desired layer files to be imported to the main map view, you will need to save your project selection to a .ilm project file by using the Save Project button. You will use this project to complete the overlay process in the External Map Data Source dialog.

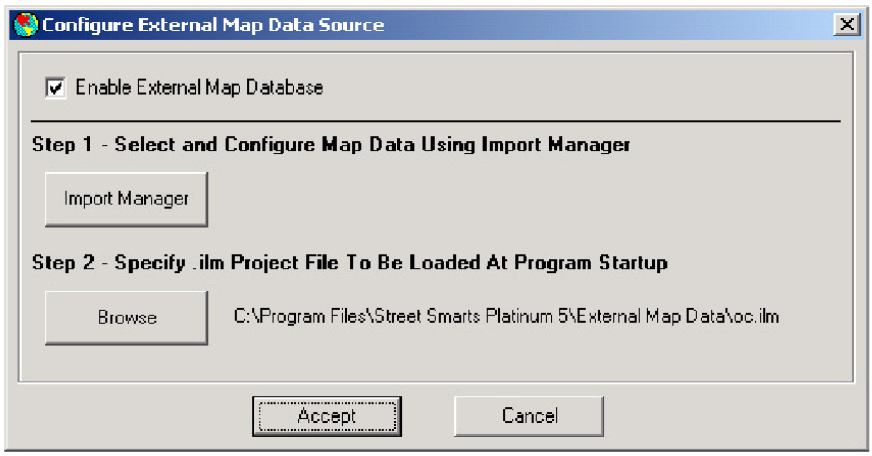


After you have saved your .ilm project in the Import Manager, use the browse button on the External Map Data Source dialog to select the saved .ilm file you wish to display on the main map. When complete, click accept and Street Smarts Platinum will import the desired data contained in the .ilm project file.

Once the user accepts the desired configuration, Street Smarts Platinum will render the desired shape file(s) onto the map display. When enabled, the external map data functions will turn off the default map dataset and only display the user defined shape file database(s).

Geocoding and Reverse-Geocoding with External Map Data

When Street Smarts Platinum needs to obtain address information from a vehicle using the GPS coordinate provided over the air, the Street Smarts Platinum will access (geocode) from the default map database as supplied with the program. Street Smarts Platinum will not geocode to any of the label information contained in the shape file database(s). Additionally, if the user accesses the Find Address function (reverse-geocodeing) within Street Smarts Platinum, the program will also access the default map database, which is supplied with the program, to obtain address information for the user.



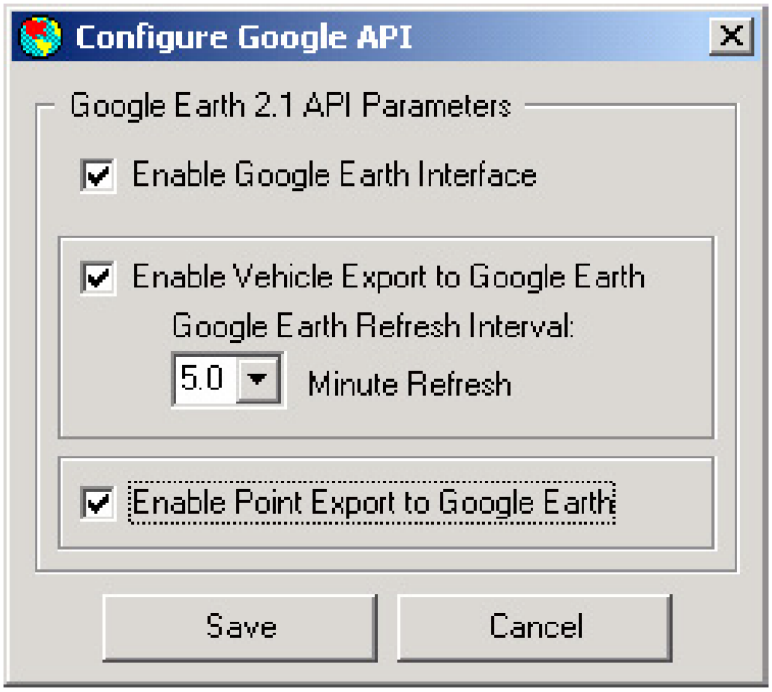
Configure Google Earth

Street Smarts Platinum has the ability to send vehicle position data and user defined point data to Google Earth to be displayed on the Google Earth satellite map image. All position data sent to Google Earth is sent in KML file format and uses the Google Earth 2.1 API to export data to Google Earth to be overlaid onto the Google Earth satellite map image.

Enable Google Earth Interface - Enables the connection between Street Smarts Platinum and Google Earth. When enabled, the user can choose to have vehicle and/or point data sent to Google Earth for display.

Enable Vehicle Export to Google Earth - When enabled, select the Refresh Interval that Street Smarts Platinum will send vehicle data to Google Earth. For example; If the refresh interval is 5 minutes, every 5 minutes Street Smarts will send all vehicle location data to Google Earth to be displayed. You will see all vehicles the Google Earth

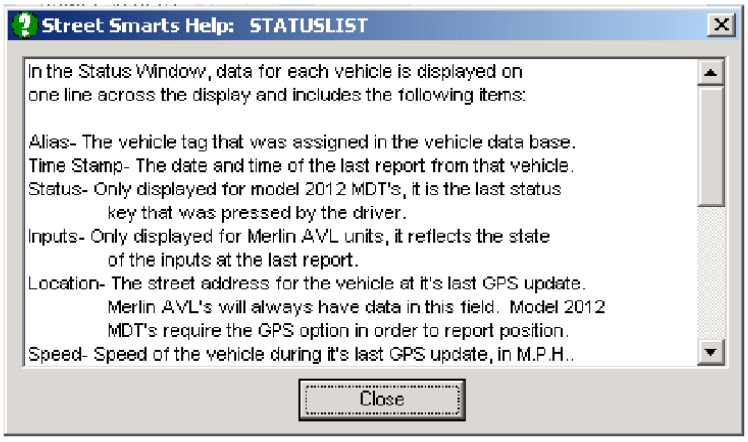
Enable Point Export to Google Earth - When enabled, Street Smarts Platinum will send all user defined points to Google Earth to be displayed. Points will be sent to Google Earth upon program startup or the addition/deletion of a user defined point within Street Smarts Platinum.



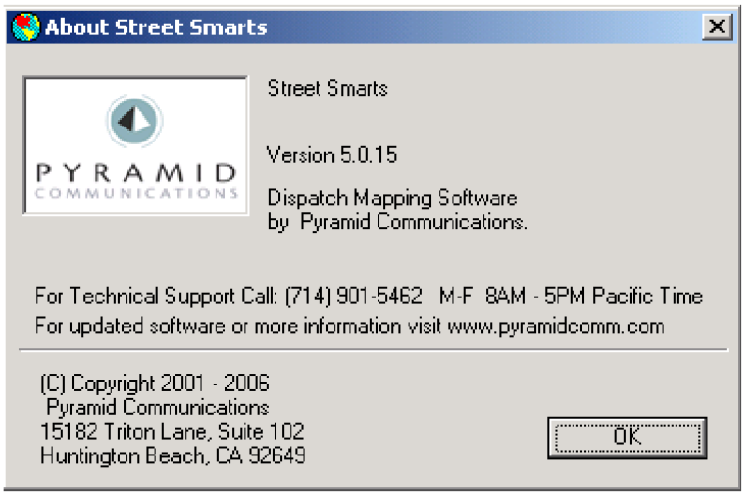
To obtain a copy of Google Earth suited for commercial use, visit http://earth.google.com. All sales and support for Google Earth is avaiable through the Google Earth sales and support channels.

Help

F1 - Press F1 on your keyboard anywhere in the program to obtain help about the selected item.

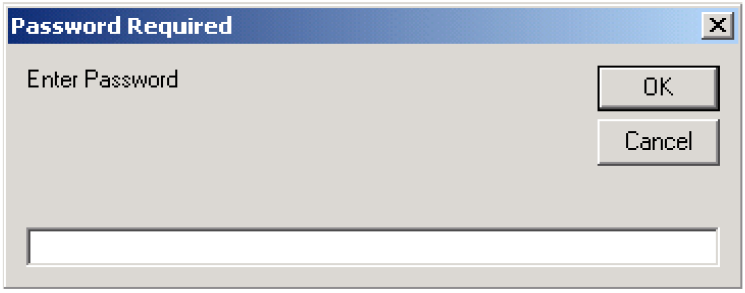


About- Displays the current software version and serial number as well as Pyramid contact information.



Remote Technical Support- Opens the remote technical support engine to allow Pyramid Communications technicians to remotely control your PC.

In order to utilize this capability, call Pyramid Communications technical support at (714) 901-5462 between 8am-5pm Pacific time; have Street Smarts running, and the technician will prompt you to open the remote support window and enter the password. The technician will be able to remotely view your computer and assist you with configuration and troubleshooting your software.



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