

## USING THE 'SIMULATOR DATABASE MANAGER'

This exe program was designed for 911 Reality to allow the administrator to easily change addressing or call type or units. This exe program is found in a folder on your desktop called customization.

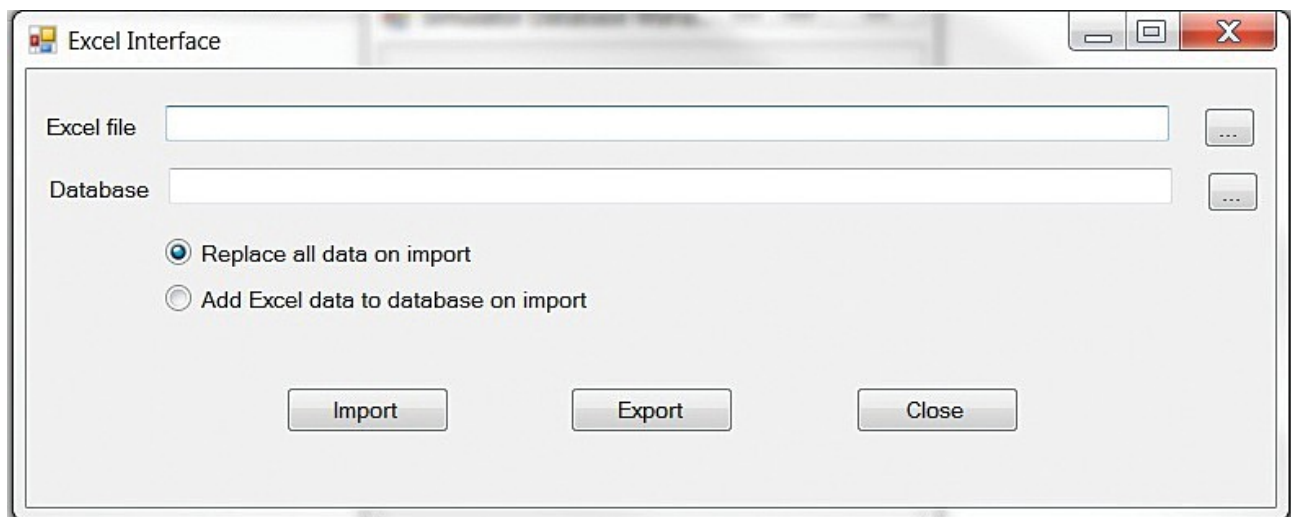
- 1) Import new ALI Database using Excel Template.
- 2) Edit Current ALI Database - will open current ALI.mdb
- 3) Edit Types & Unit Names (call types and unit names changed in minutes) and/or upload xls new database from template.

### PROGRAM LOCATION

Simulator Database Manager is located on desktop Simulation How To / Customizing folder

### 1) IMPORT NEW ALI DATABASE

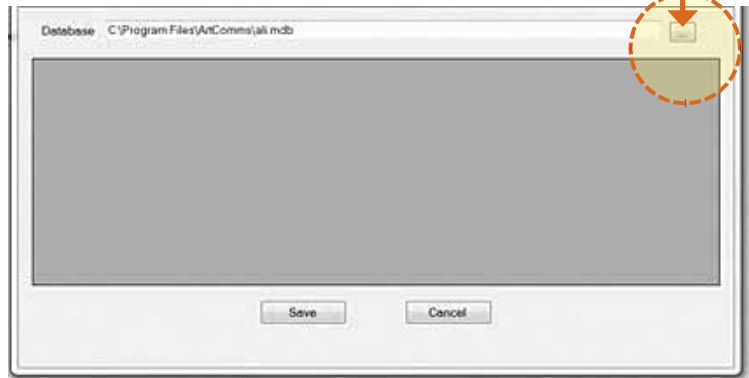
When you receive your program you will have your addressing. You can import from EXCEL up to 99 addresses using this exe program or add to the existing program. It is mandatory to use the template. ALI is loaded onto the Trainer station only.



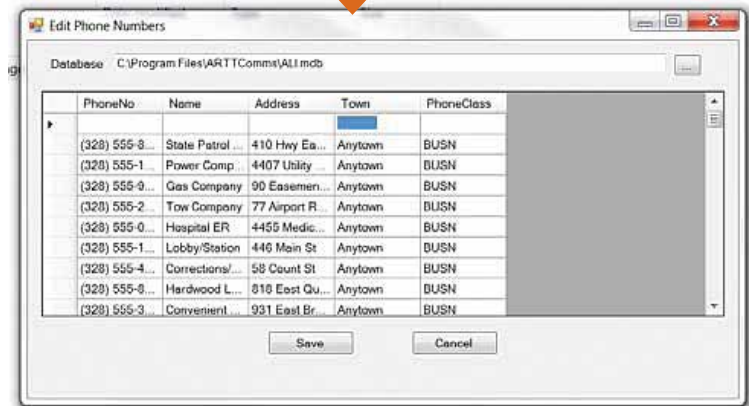
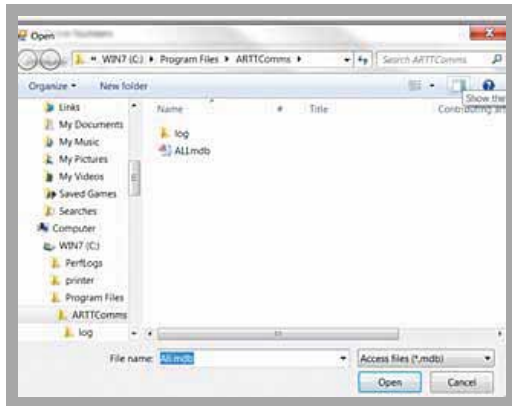
**Replace?** To put a full NEW database from EXCEL you select the Replace button as shown then use **search** to find the 1) EXCEL file program you have (possibly on your flash drive) and the 2) Database is the current database (in ARTTCOMM folder named ALI.mdb). Import!

**Add?** To put *more* data to the existing file use this second button and go through the same procedure to find and add with Import.

**2) EDIT CURRENT?** Whatever ALI addressing is currently showing up on your Trainer station can be edited easily. Open the Edit feature and use the search button.



This search will lead you to the file you need to open called ALI.mdb. When you select the ALI.mdb file it will dump the current ALI into the program as seen here.



Now you can go into this file and change any mistakes or add new addressing up to 999 and simply hit SAVE and this will load onto your Trainer Station. The simulation screen must be off for the changes to take place.

**NOTE:** ALI only needs to change on the Trainer / Administrator station – not the Trainee station.

### 3. EDIT TYPES AND RESPONSES/UNI9TS

Your training experience must be as realistic as possible for your learners, therefore 911 Reality expects that you will use Call Types / Codes / Descriptors that are unique to your agency, CAD or jurisdiction. We also recognize that you may want to change the Call Types depending on what you are training that day; police, fire or EMD.

Unit names can be RESPONSES instead of individual units. For example One Patrol, Two Patrol, Full Fire Response, ALS, BLS.

**NOTE:** Changes to the Unit & Call Types must also be changed on the Trainee station. Call Types change must be on the Trainer and Trainee stations.

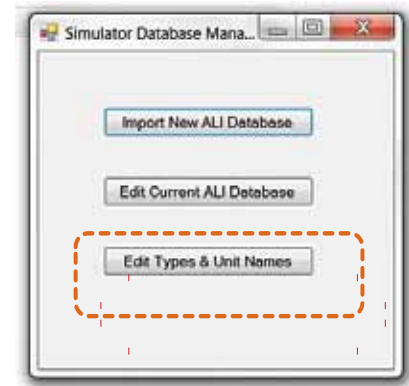
Go to each Trainee station to the Documents / Simulation Database Manager and change as you did on the Trainer station.

**MULTIPLE UNITS GREAT TRAINING IDEA** — If you have one Trainer and multiple students you are able to easily set up each station as a different responder type by entering their own Unit Names. For example One Trainer giving the call to 4 students, one of which is the call taker, one the fire dispatcher, one the police dispatcher, and one the call taker. All can hear the call, all can enter and dispatch according to their duty.

The Simulation Database Manager is placed on all Trainee stations however is only used to change UNIT NAMES and CALL TYPES not ALI.

#### CHANGING CALL TYPES

From the Trainer station use the Import Call Types feature or edit the current. You can import a file from EXCEL Template in the Customizing folder. Use this feature if you have a great quantity. Or you can type the Call Types individually in from the edit feature in the Simulation Database Manager.



Unit names can be typed in and changed daily or whenever you wish to simulate a different squad, shift or type of responder... and can be changed for all from the Trainer station or individually by going to each Trainee station to change UNITS only.

