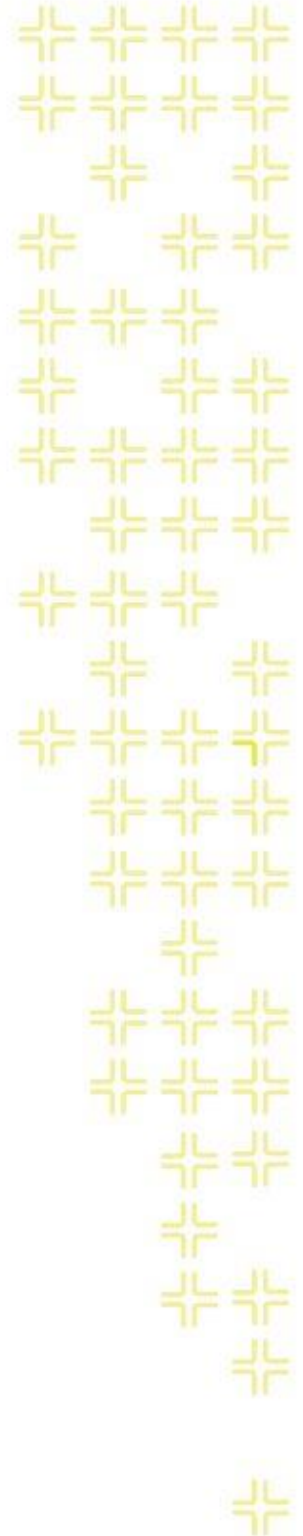




TRAINING GUIDE

Lucity Mobile

Advanced Features



Lucity Mobile - Advanced Features

Contents

- Advanced Show in Map for Android 2
 - Overview..... 2
 - Map Color Configuration 2
 - Entering Advanced Show in Map 3
 - Using the Advanced Show in Map..... 7
- Feature Editing 10
 - Android..... 10
 - Adding a Feature..... 11
 - Editing a Feature 13
 - Deleting a Feature..... 15
 - iOS 17
 - Adding a New Feature 18
 - Editing a Feature 21
 - Deleting a Feature..... 22
- Redlining 24
 - Android..... 24
 - Adding a Redlining Feature 25
 - Editing a Redlining Feature 27
 - Deleting a Redlining Feature 28
 - iOS 30
 - Adding a Redlining Feature 30
 - Editing a Redlining Feature 32
 - Deleting a Redlining Feature 34


Advanced Show in Map for Android

Overview

This feature enables users to move more easily between the map and assets on a work order by allowing the user to have the map and a work order asset form open at the same time. This means that the user can make changes to the Work Order Asset form without leaving the map.

It also permits the user to define different colors for assets that are plotted on the map. If you have several assets on a work order, this will allow you to easily distinguish between the assets that are finished and the assets that still need attention.

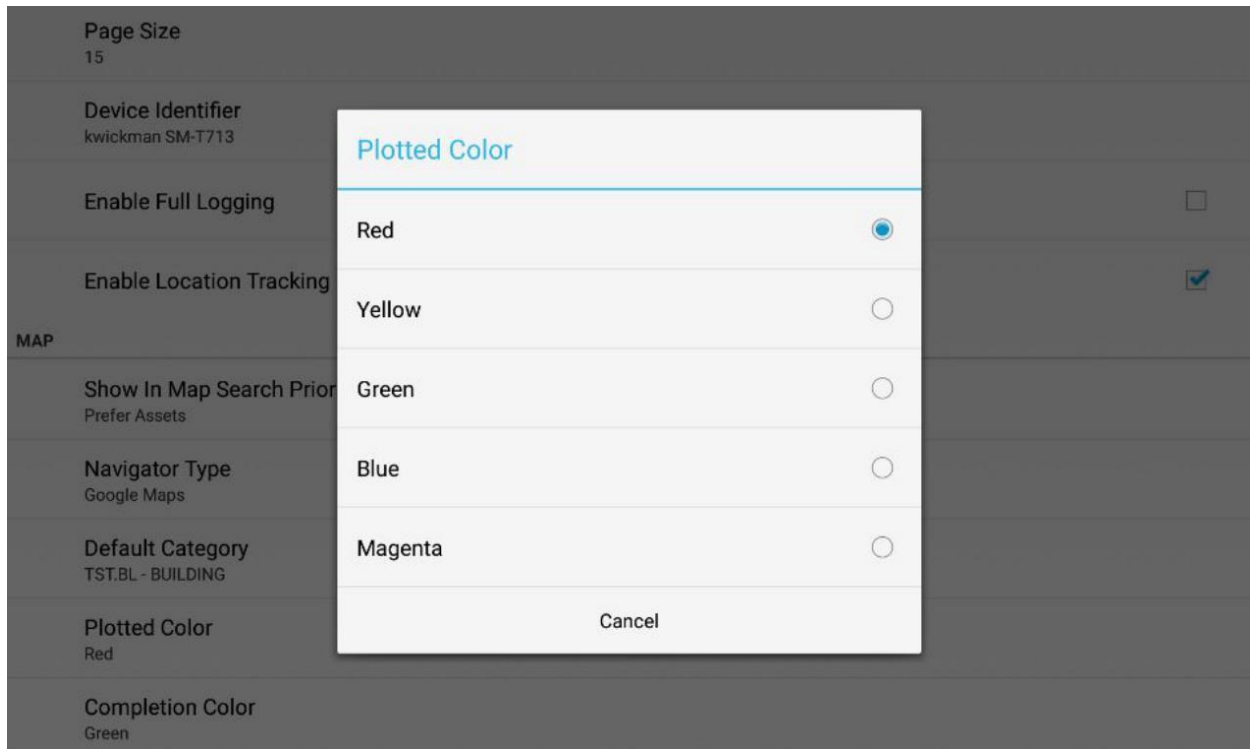
Map Color Configuration

To configure these colors, open the Dashboard and use the  button to open the overflow menu. Select View Settings and scroll to the bottom to see the settings for the three colors.

| | |
|--|---|
| Enable Full Logging | <input type="checkbox"/> |
| Enable Location Tracking | <input checked="" type="checkbox"/> |
| MAP | |
| Show In Map Search Priority Prefer Assets | |
| Navigator Type Google Maps | |
| Default Category TST.BL - BUILDING | |
| Plotted Color Red |  |
| Completion Color Green |  |
| Selection Color Blue |  |






- Plotted color shows all assets that are highlighted when you use Show in Map.
- Completion Color shows assets that are completed.
- Selection Color shows the currently selected asset.

If you tap on any one of those settings, it opens a small dialog that allows you to choose from several colors.



Entering Advanced Show in Map

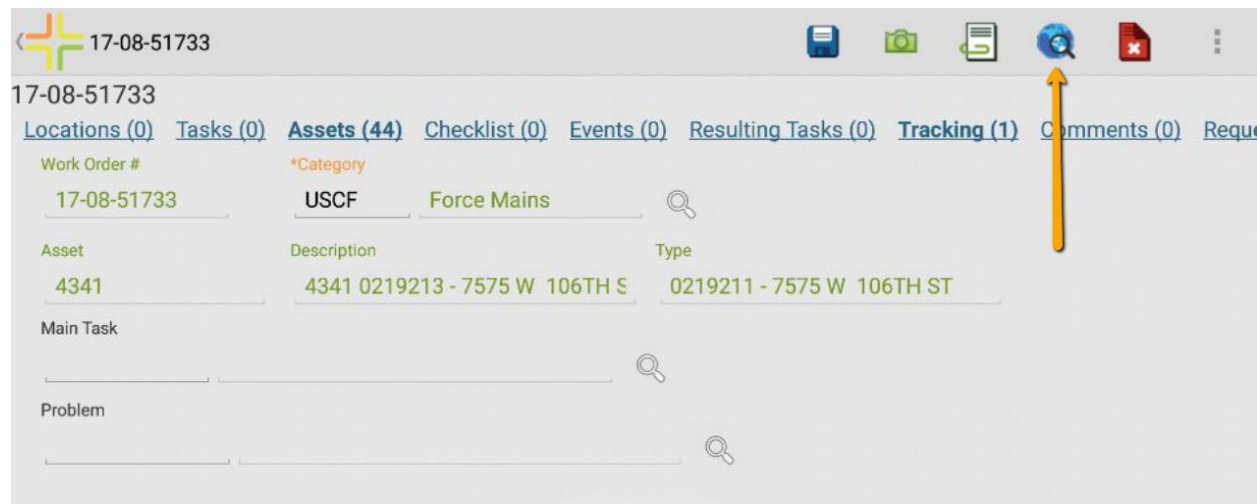
Relevant Map Functions

| | | |
|---|-------------------------------|---|
|  | Show In Map | On the Dashboard this button launches the map. In a module this button launches the map and zooms to the selected record(s). |
|  | Details | Opens the asset inventory details pane. Users can create a work order, request, inspection, or view relationships from this pane. |
|  | Open Inventory Record | Opens the selected asset inventory record as a form. |
|  | Enable Asset Editing | Toggles between the standard show in map mode and asset editing (advanced) show in map mode. |
|  | Open/Edit Asset Record | Opens the Work Order Asset form for that asset in a half screen along with the map. |

With a work order selected (or while on a work order form) tap on the show in map button to open the map and plot the assets that are on that work order.



| Work Order # | Category Text | Asset |
|---|--|--|
| 17-08-51733 Desc 1: 0219213 - 7575 W 106TH ST Status Date: 08/24/2017 Lead Worker Text: | Force Mains Main Task Text: Status Text: New Work Order | 4341 Problem Text: Cause Text: |
| 17-08-51732 Desc 1: Status Date: 08/23/2017 Lead Worker Text: | SEWER MANHOLE Main Task Text: Status Text: New Work Order | Asset: Problem Text: Cause Text: Guiderail Maintenance |
| 17-08-51731 Desc 1: Status Date: 08/23/2017 Lead Worker Text: | Signal Controller Main Task Text: Status Text: New Work Order | 3633dt Problem Text: Cause Text: |



17-08-51733

[Locations \(0\)](#)
[Tasks \(0\)](#)
[Assets \(44\)](#)
[Checklist \(0\)](#)
[Events \(0\)](#)
[Resulting Tasks \(0\)](#)
[Tracking \(1\)](#)
[Comments \(0\)](#)
[Requ](#)

| Work Order # | *Category | Force Mains |
|--------------|-----------|-------------|
| 17-08-51733 | USCF | Force Mains |

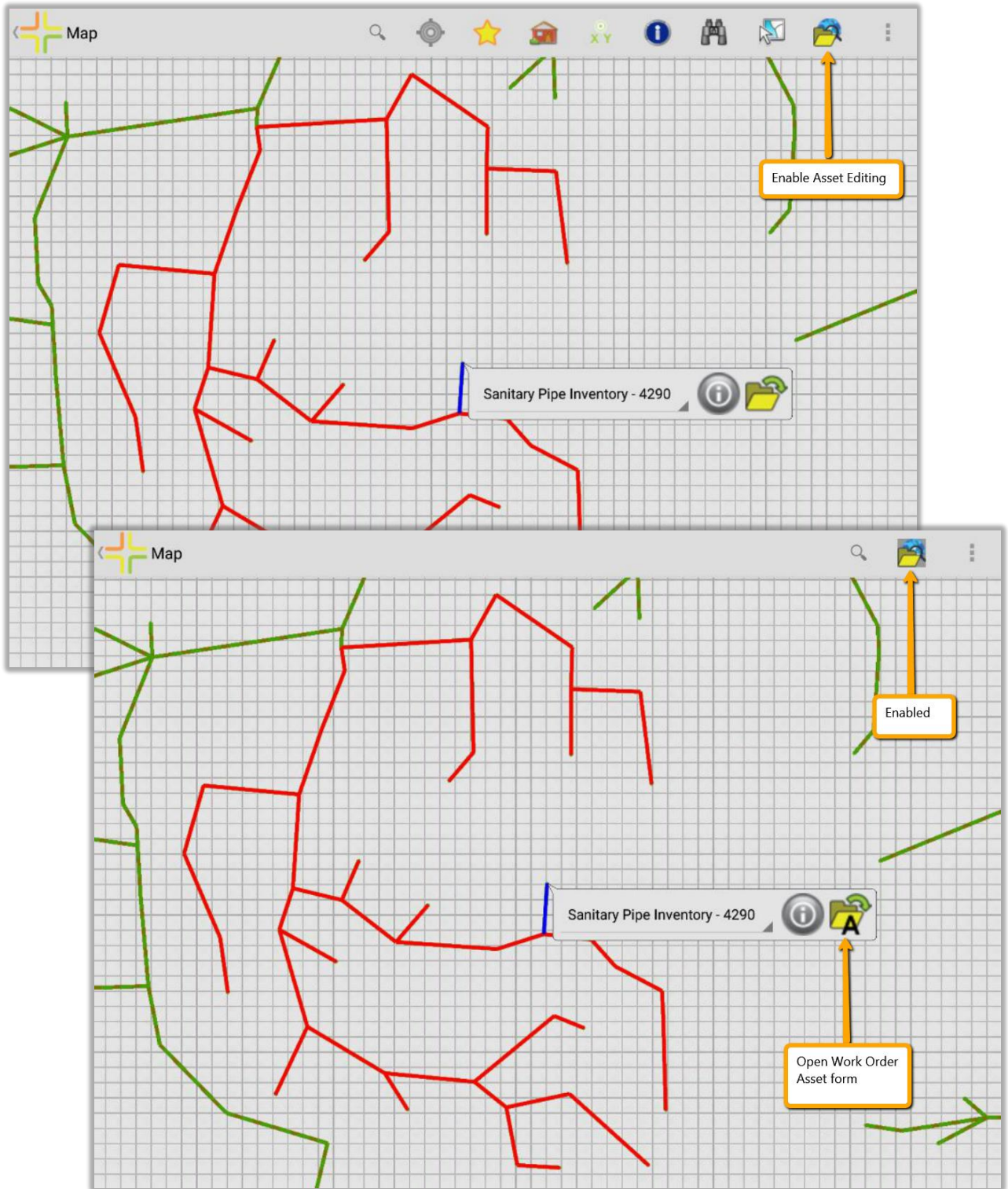
| Asset | Description | Type |
|-------|-------------------------------|---------------------------|
| 4341 | 4341 0219213 - 7575 W 106TH S | 0219211 - 7575 W 106TH ST |

Main Task

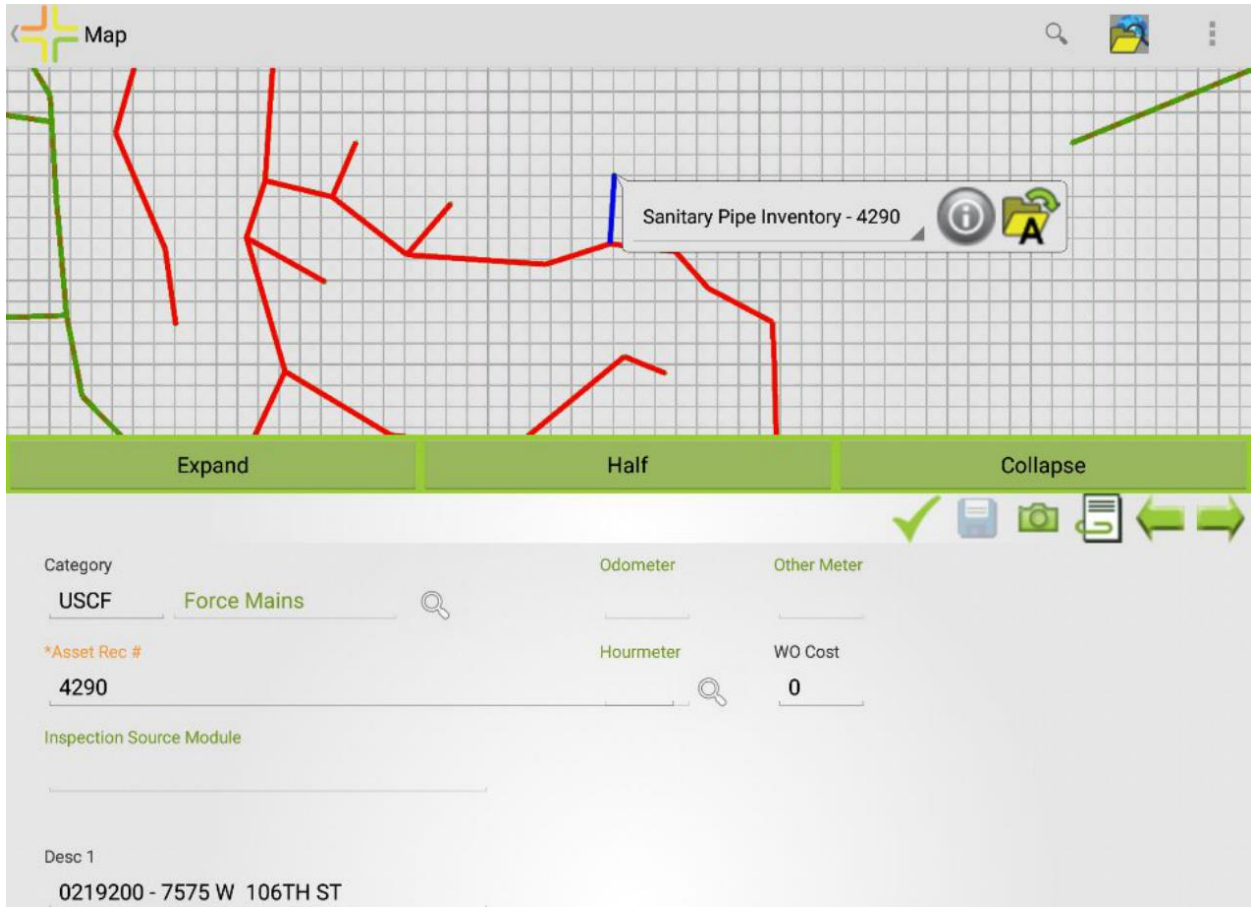
Problem

Notes: _____

Notice that the colors configured earlier are reflected in the map. Tap on the Enable Asset Editing icon and the callout for the currently selected asset changes so that the Open Inventory Record button is replaced by Open/Edit Asset Record button. This means that the form that will open will now be the Work Order Asset record rather than the Inventory record.









If you tap on the Open/Edit Asset Record button, it opens the Work Order Asset form for that asset in a half screen along with the map.



Notes: _____

Using the Advanced Show in Map

Advanced Show in Map Functions

| | | |
|---|-------------------------|---|
|  | Mark as Complete | Populates the completion date and time on the asset form with the current date and time and then saves the record. This will also change the asset's color to the Completion Color. |
|  | Save | Saves the current asset record. |
|  | Add Picture | Opens the tablet's camera and attaches the image/video to the asset record. |
|  | Documents | Allows the user to view and attach documents to the selected asset record. |
|  | Previous Asset | Changes the selected asset to the previous asset in the work order asset list. |
|  | Next Asset | Changes the selected asset to the next asset in the work order asset list. |
| Expand | Expand Form | Tap to expand the asset form to take up the entire screen, hiding the map. |
| Half | Half Form | Tap to split the screen in half with the map on top and the asset form on the bottom. |
| Collapse | Collapse Form | Tap to collapse the asset form, leaving only the toolbar and no form fields. The map takes up the rest of the screen. |

When in advanced show in map mode the user can simultaneously view the map and the asset record at the same time. The size of the map pane and asset form is adjustable, using the **Expand**, **Half**, and **Collapse** buttons.

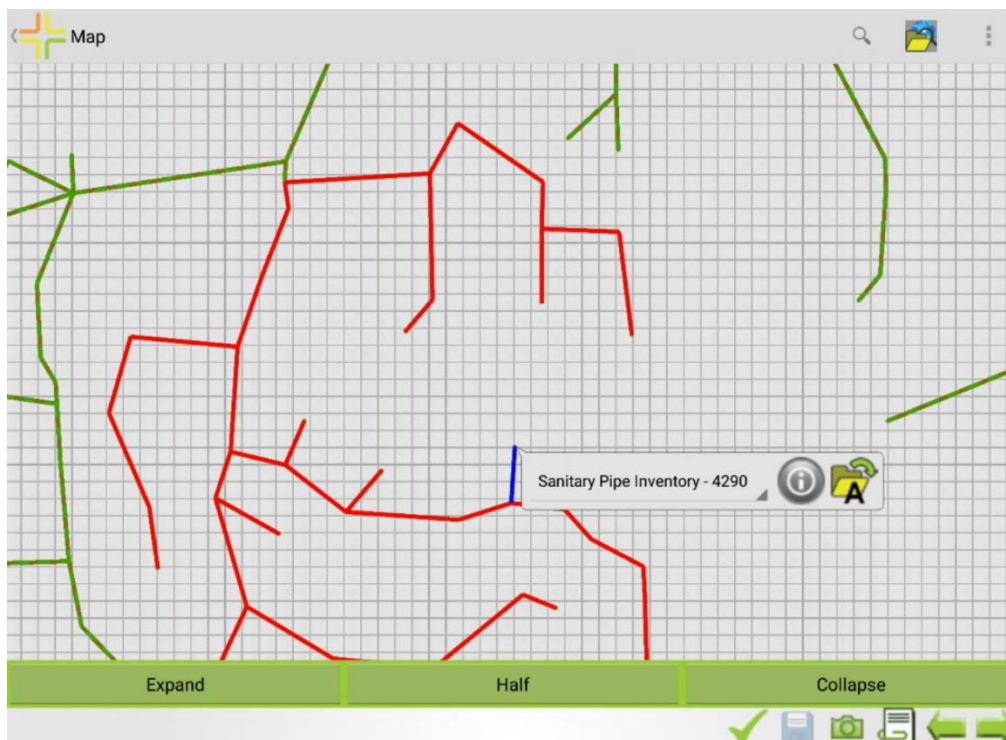
Notes: _____

You can expand the asset form to full screen by tapping the **Expand** button.

The screenshot shows a mobile application interface with a top navigation bar containing three buttons: 'Expand', 'Half', and 'Collapse'. The 'Expand' button is highlighted in green. Below the navigation bar is a toolbar with icons for checkmark, save, camera, list, and navigation. The main form area contains several input fields: 'Category' with 'USCF' and 'Force Mains' (with a search icon), 'Odometer', 'Other Meter', '*Asset Rec #' with '4290', 'Hourmeter', and 'WO Cost' with '0'. Below these are sections for 'Inspection Source Module', 'Desc 1' (0219200 - 7575 W 106TH ST), 'Desc 2' (0219199 - 7575 W 106TH ST), 'Completion Date' and 'Completion Time', 'Units', and 'Unassigned Cost' (0). At the bottom, there are input fields for 'User 1' through 'User 22'.

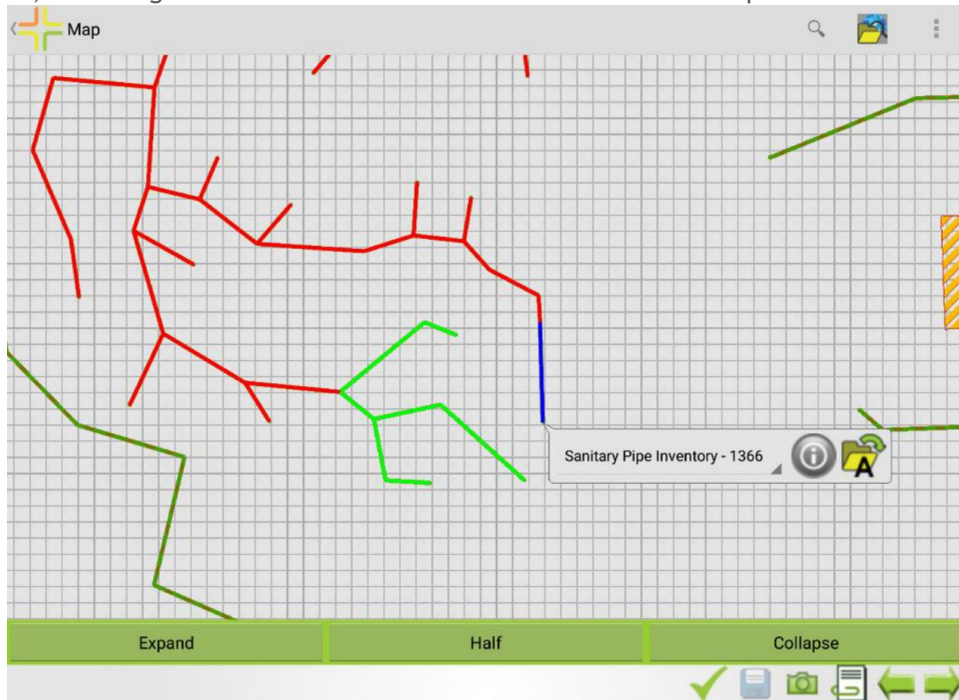
With this form in either Half or Full Screen, you can scroll through the form and make changes to it and save those changes using the Save button.



You can also Collapse the form using the **Collapse** Button.

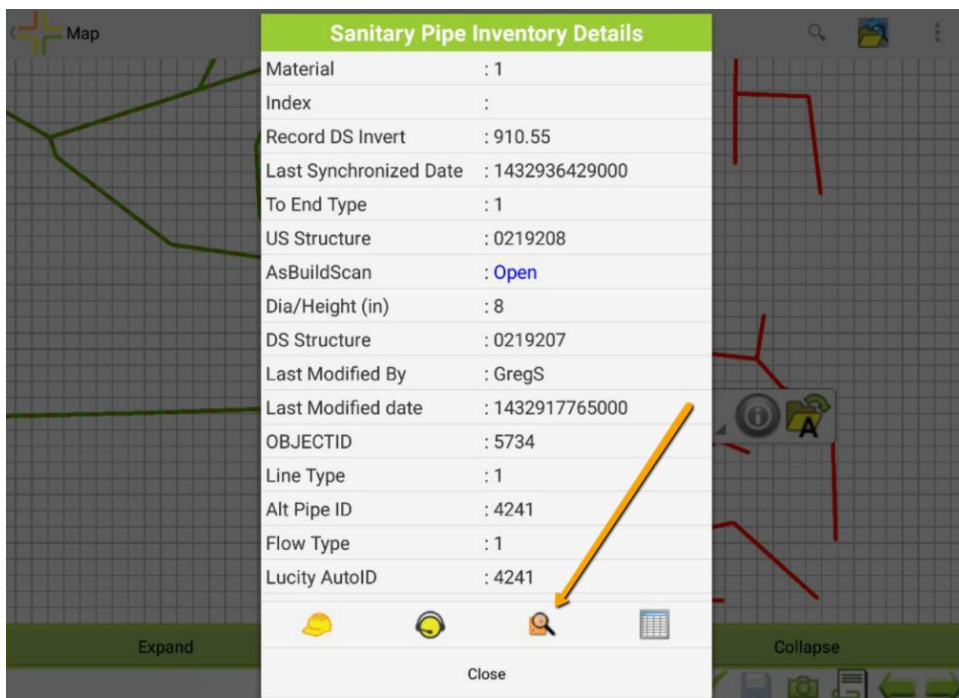


With the Asset Form collapsed, you can still see the buttons that are available on the form.

If you have assets that are already marked as Completed, they will show in the appropriate color. In the image below, the red assets are all assets on the work order, the blue asset is the currently selected asset, and the green assets are the ones that are marked as completed.



The user can still perform an inspection on an asset from the Show in Map callout. Tap  and then choose . This will allow you to select which inspection type you want to complete for this asset.

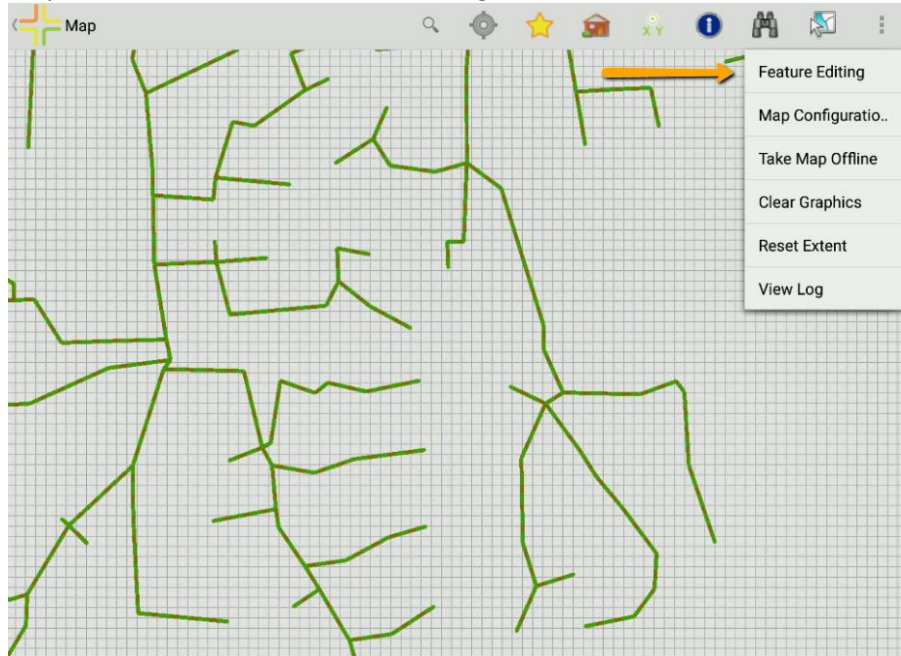


Feature Editing

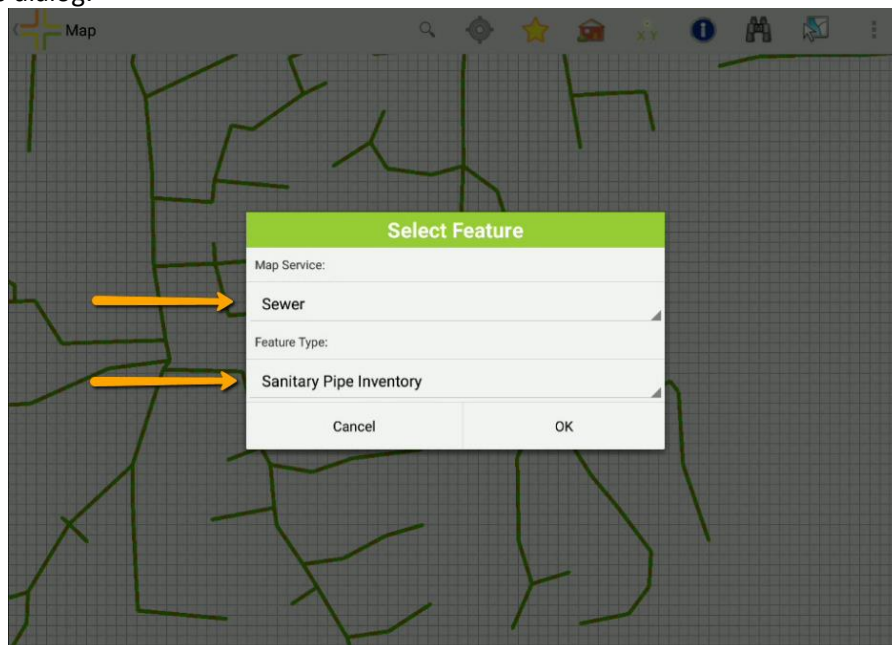
Both of our Mobile applications provide support for editing features in the map. This includes adding, editing, and deleting. Your map services must be configured to allow for feature editability.

Android

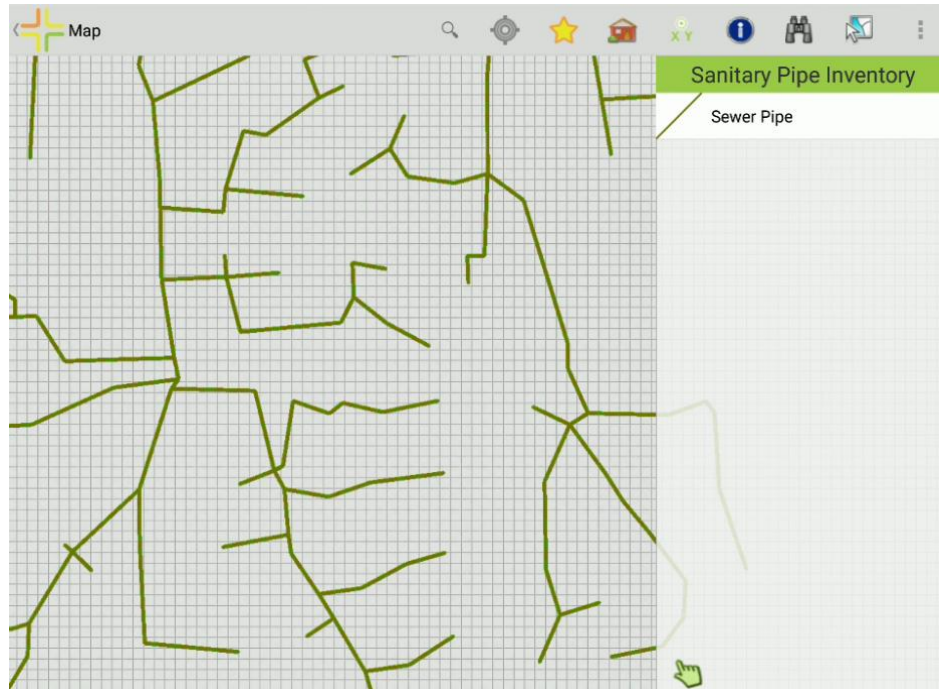
If the map you have open is editable, then “Feature Editing” will be available in the Overflow Menu.



Tap on Feature Editing to Select a Type of Feature you want to edit. In the dialog that opens, you will need to select the Map Service and the Feature Type. Your choices will be remembered for the next time you open this dialog:

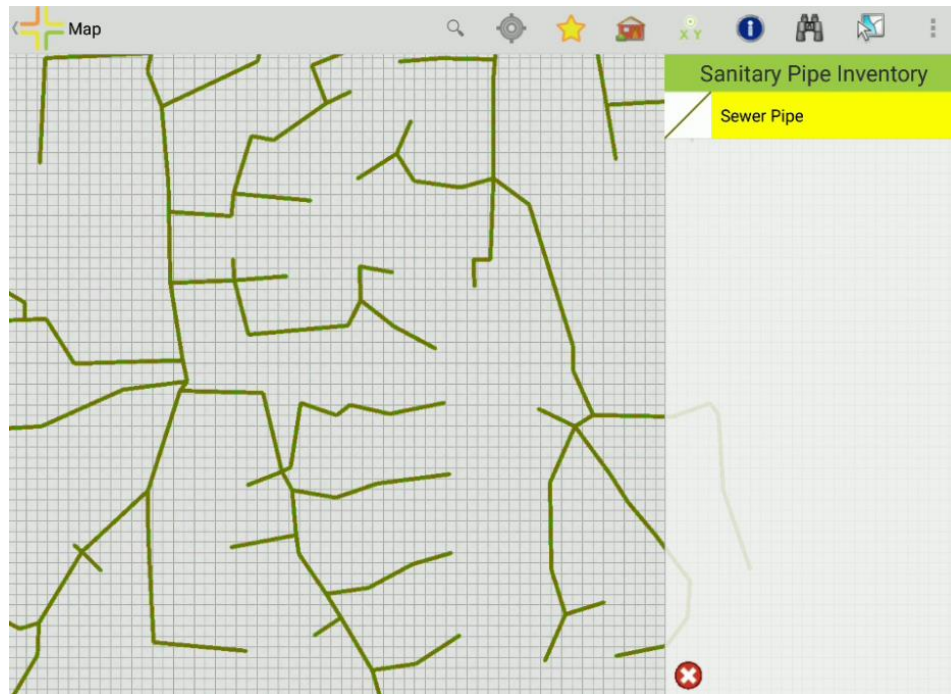


When you tap OK, it will open the editing pane on the right side of the map.

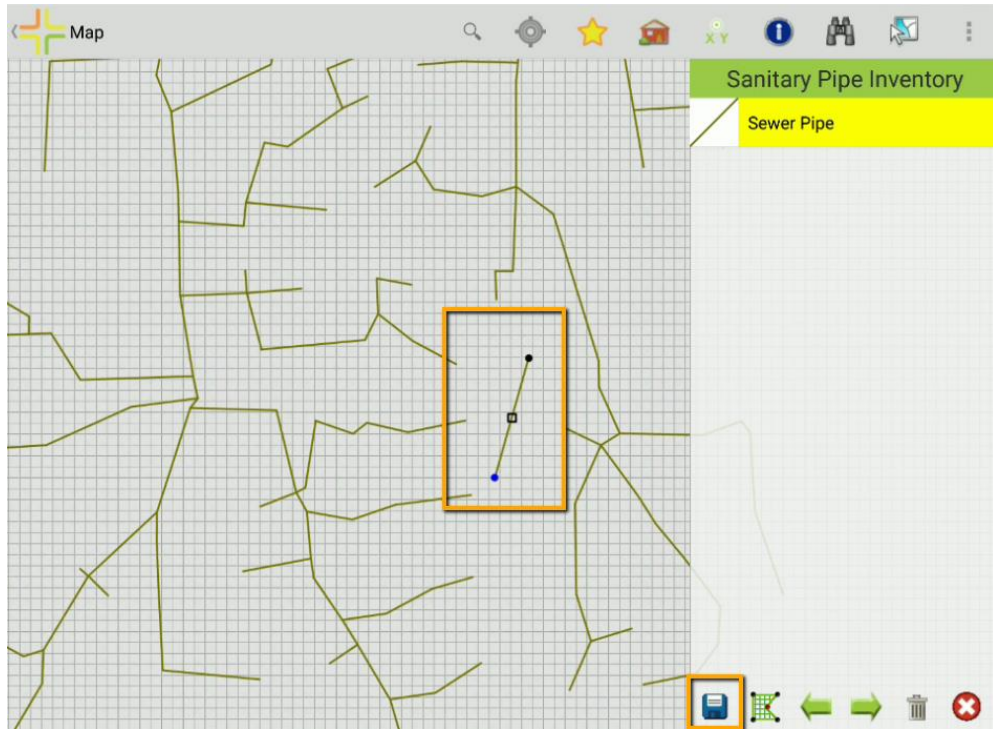


Adding a Feature

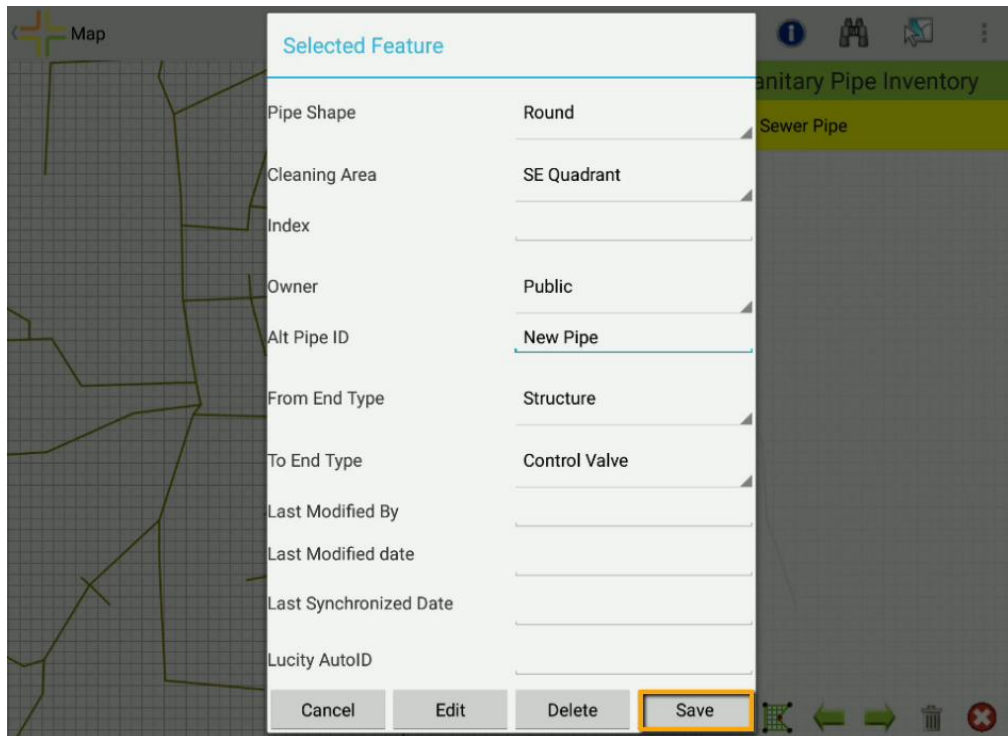
Select the specific feature you want to add from the list in the pane. It will highlight the one you have selected:



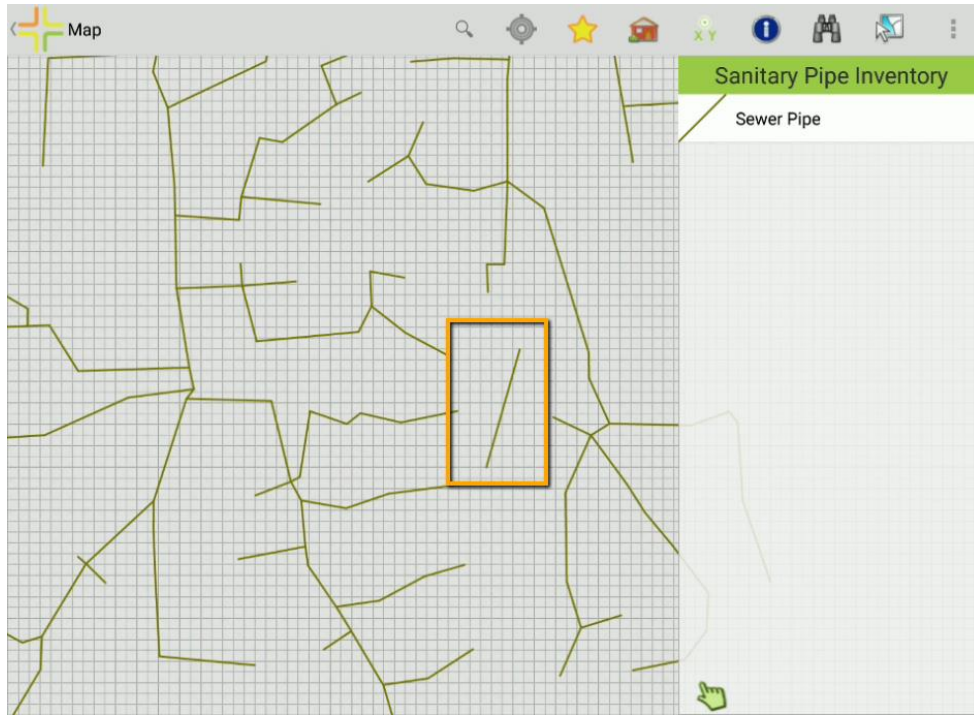
Now draw the asset on the map using tap points. When you are finished, tap the Save button.



A Details dialog will open allowing you to enter information about the feature you are adding:

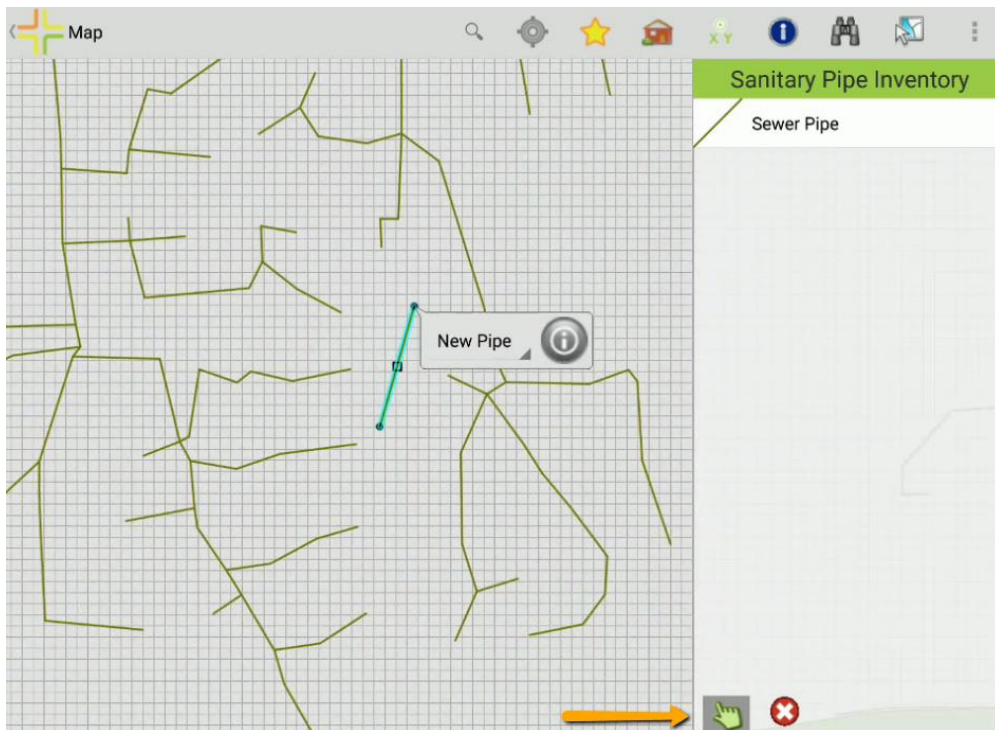


When you tap the Save in the Details Dialog, the feature is saved:

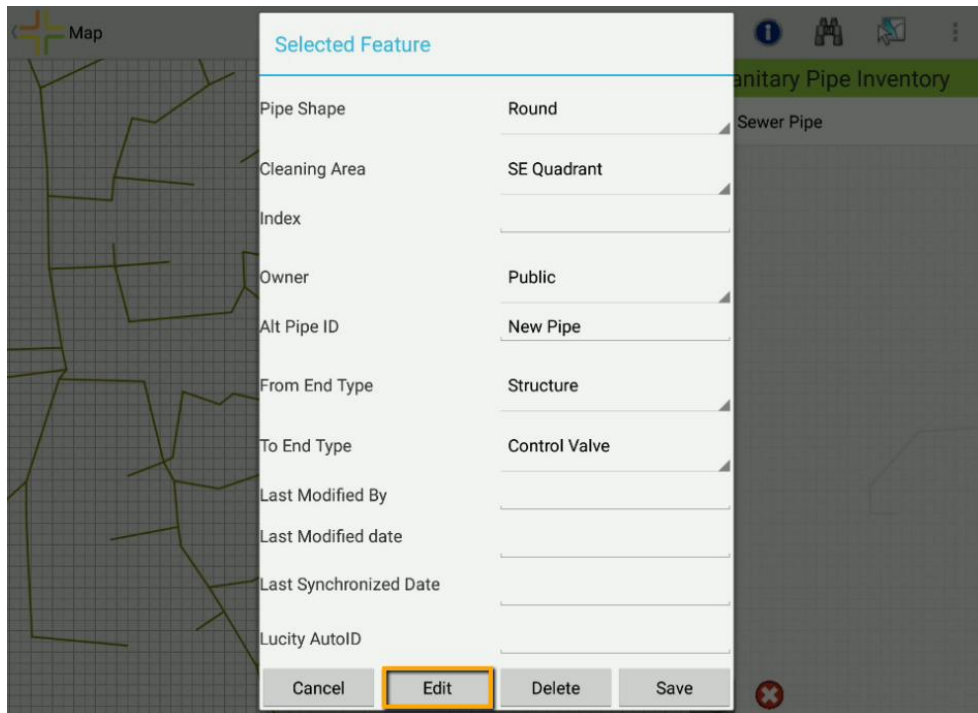


Editing a Feature

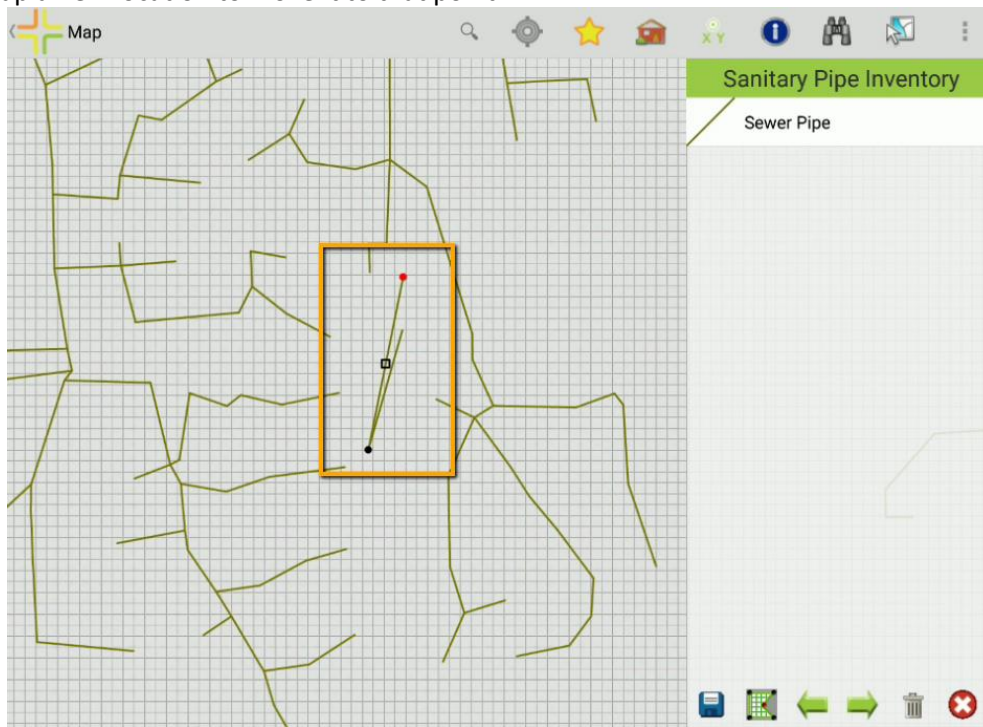
Tap on the hand icon in the lower portion of the pane and then tap on the feature you want to edit:



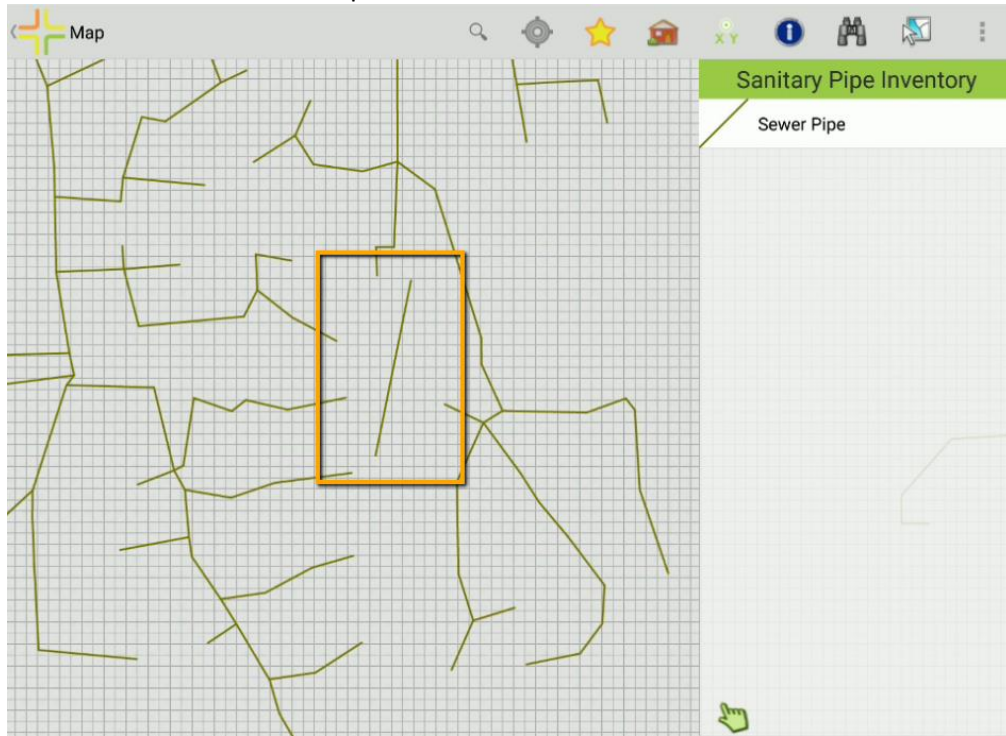
In the callout for that feature, tap on the ⓘ to go to the Details of the Selected Feature and then tap the Edit button:



Once the feature is in edit mode, tap on any end points or middle points. It will highlight that point and then you can tap a new location to move it to that point.

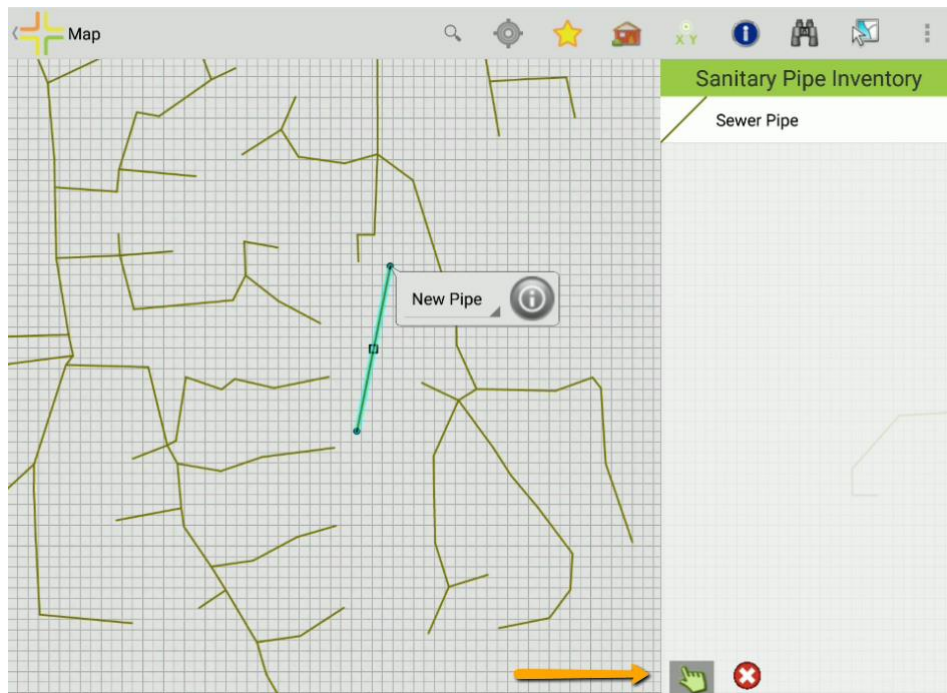


When you are finished, tap the Save button. This opens the details so you can make any changes and then tap Save. The feature has now been updated:

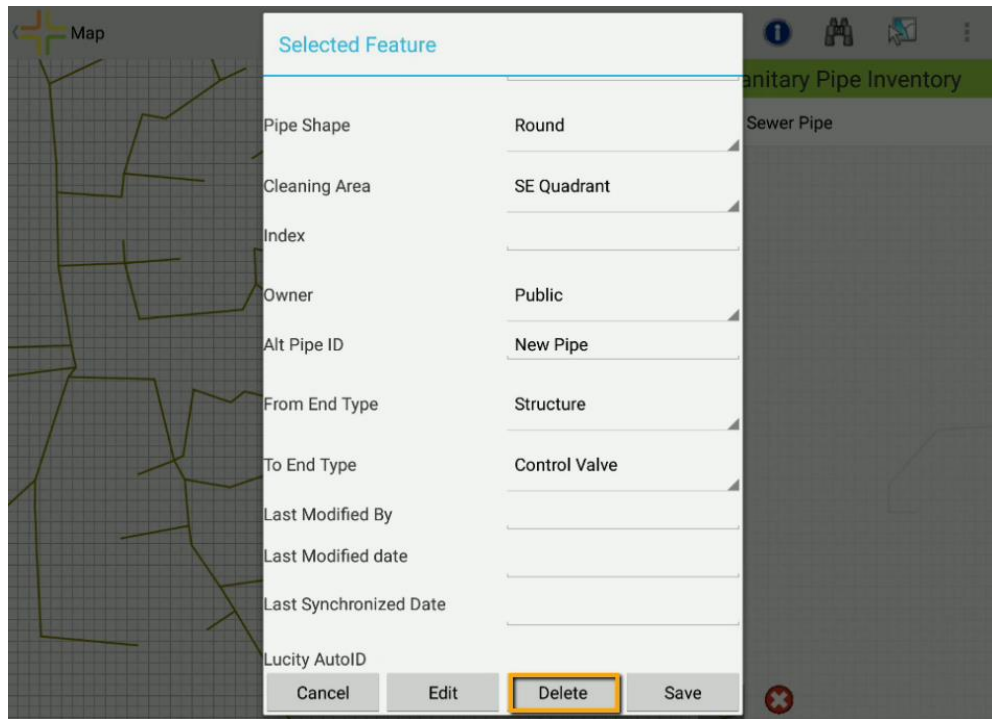


Deleting a Feature

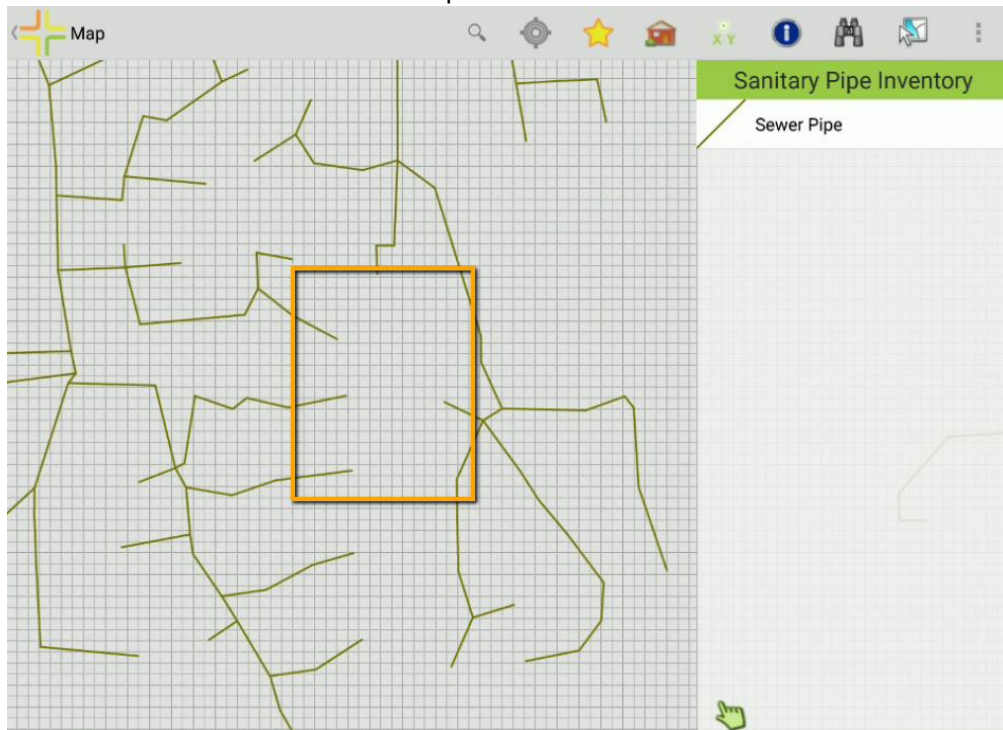
To Delete a Feature, tap on the hand icon in the lower portion of the pane and then tap on the feature you want to delete:




In the callout on that feature, tap on the ⓘ to go to the Details of the Selected Feature and then tap the Delete button:

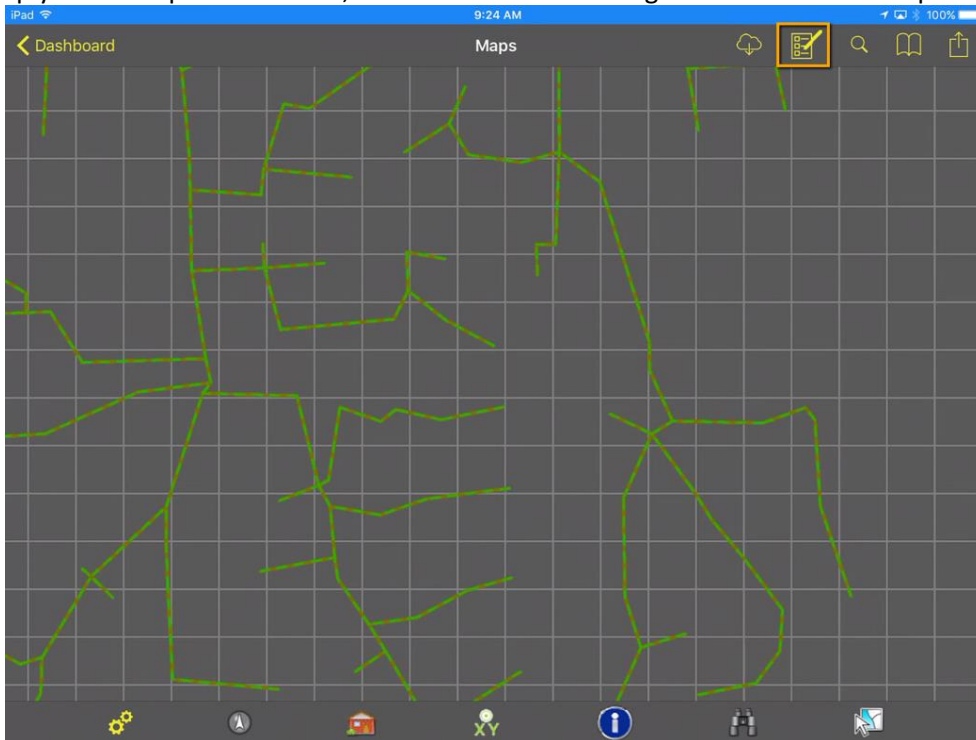


A confirmation prompt will confirm that you want to delete the selected feature. Once you have confirmed, the feature will be deleted from the map:

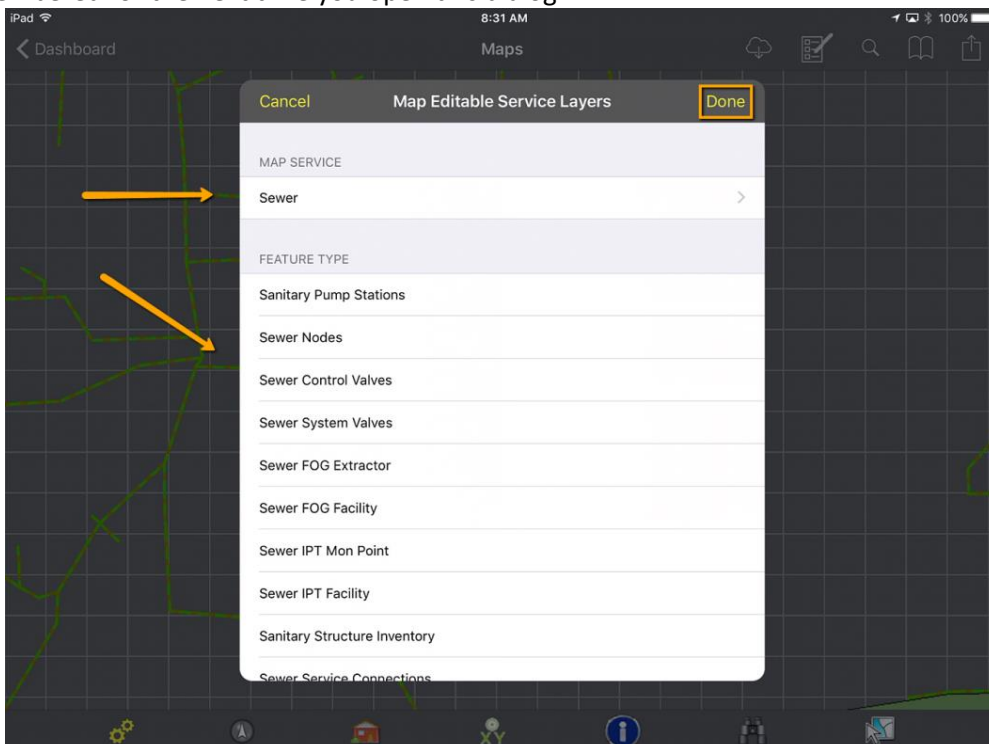


iOS

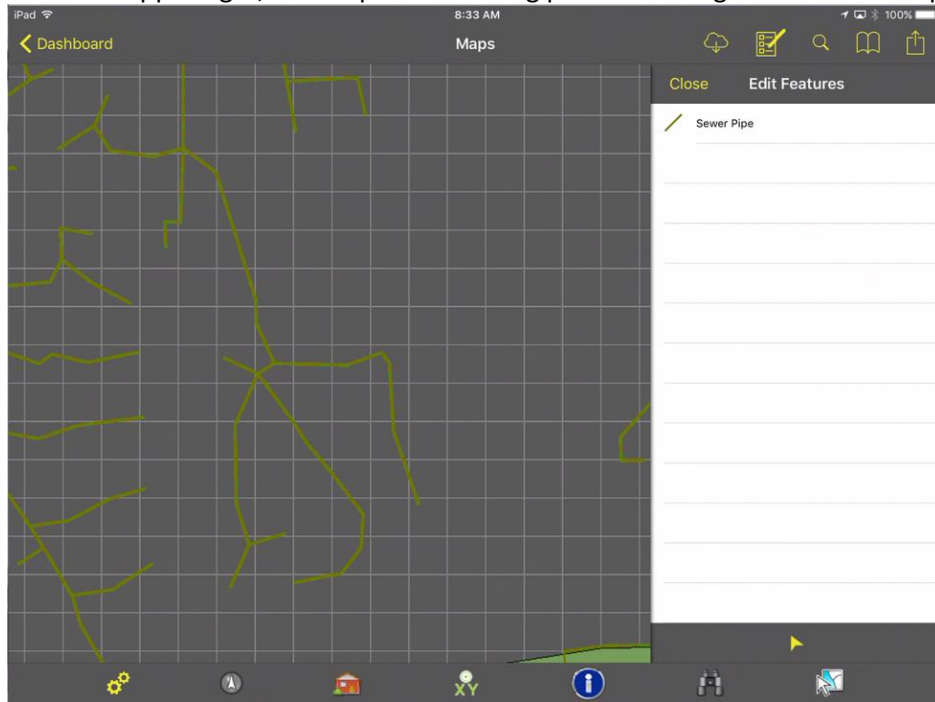
If the map you have open is editable, then the “Feature Editing” icon  will show up on the toolbar.



Tap on this button and select the Map Service and Type of Feature you want to edit. Your choices will be remembered for the next time you open this dialog.

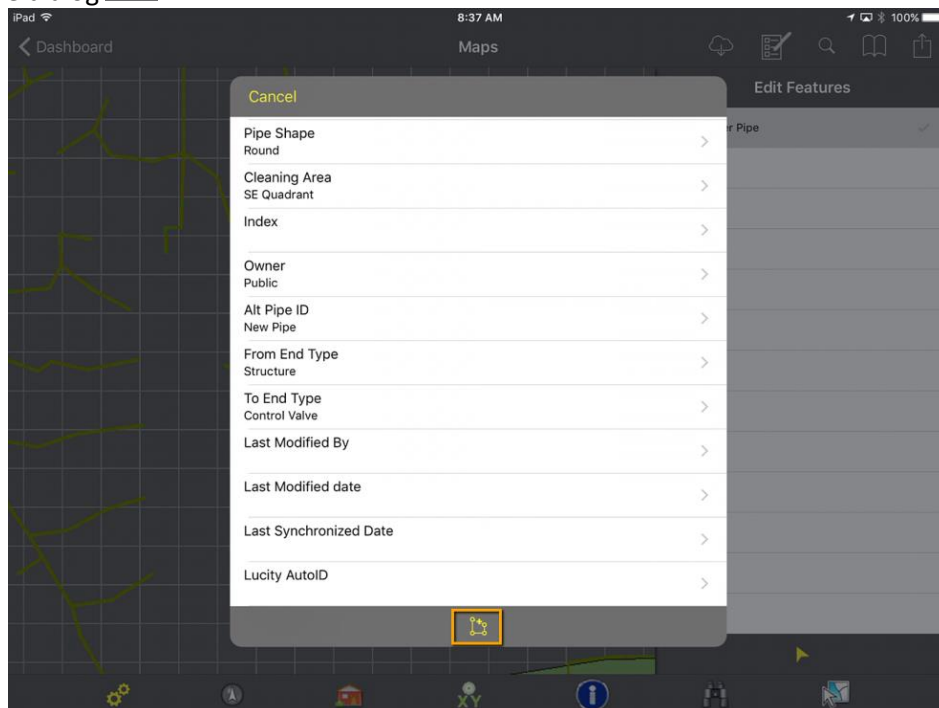


When you tap **Done** in the upper right, it will open the editing pane on the right side of the map.

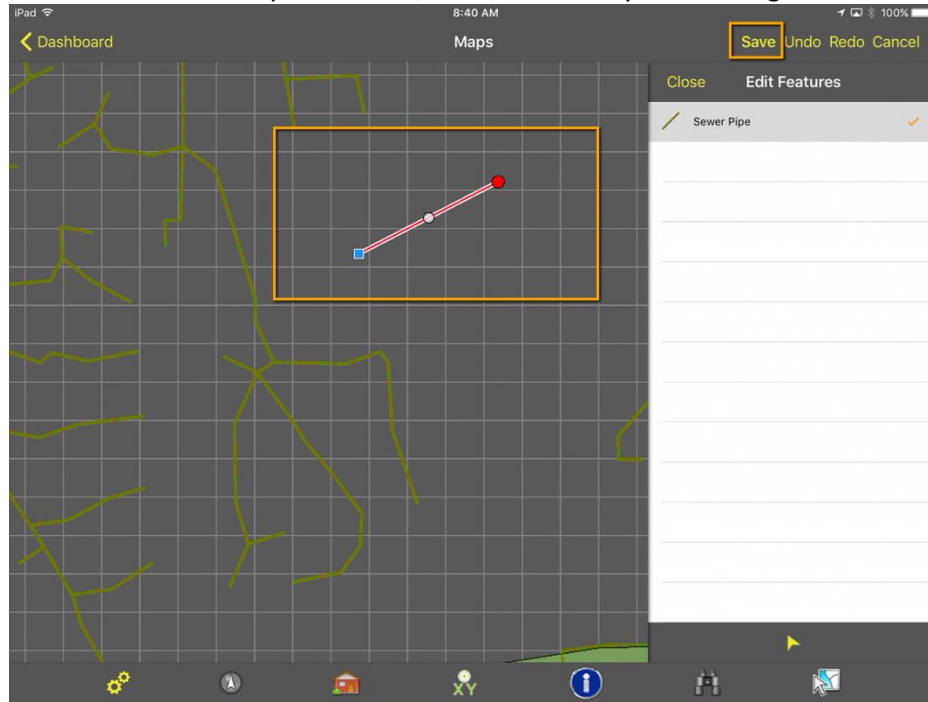


Adding a New Feature

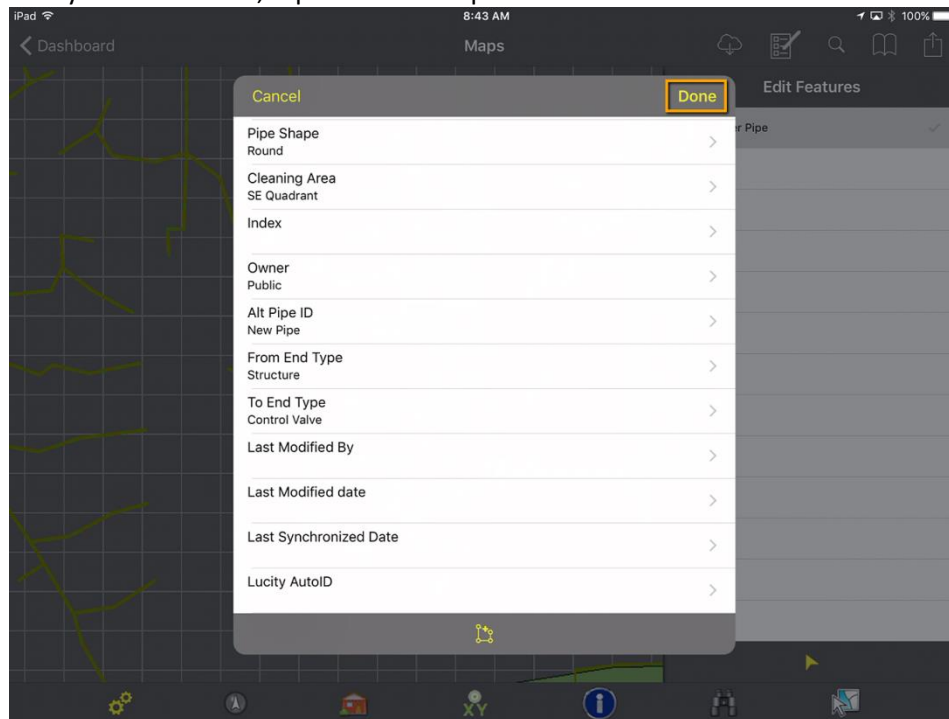
Select the specific feature you want to add from the list in the Edit Features Pane. It will highlight the one you have selected and it will open the Feature Details dialog. Tap on each detail and enter the value you want saved with the new feature. When you have finished entering details, tap on the Draw tool at the bottom of the dialog



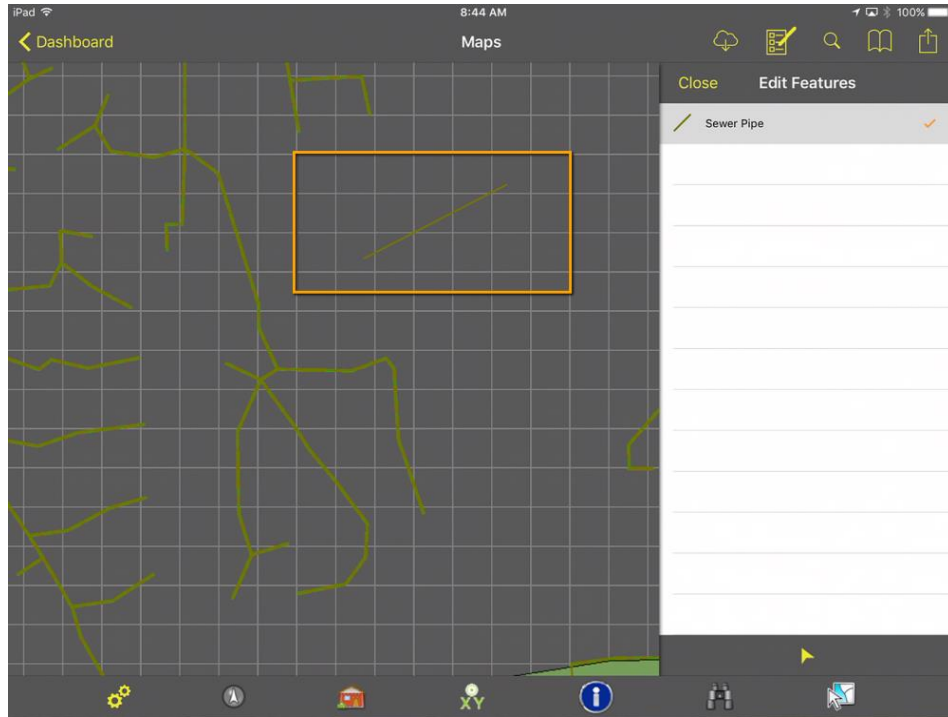
Now draw the asset on the map using tap points. When you are finished, tap the Save button in the upper right. Other buttons there allow you to Undo, Redo, or Cancel your drawing.



When you tap save, the Details dialog will open again allowing you to make any final edits to the values before saving. When you are finished, tap Done to complete the Save.





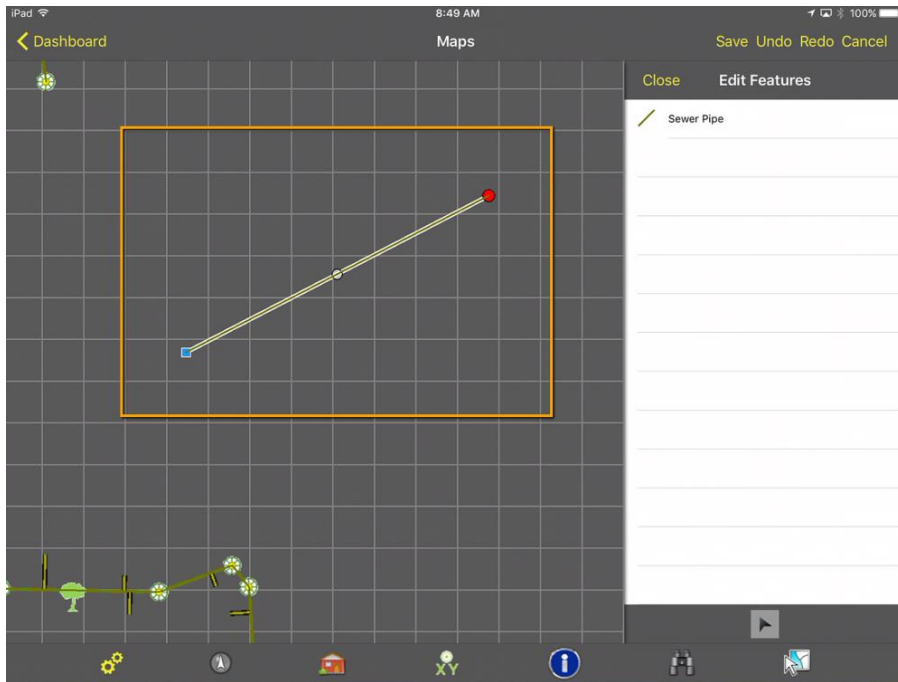
After tapping Done, the new feature will be shown in the map:



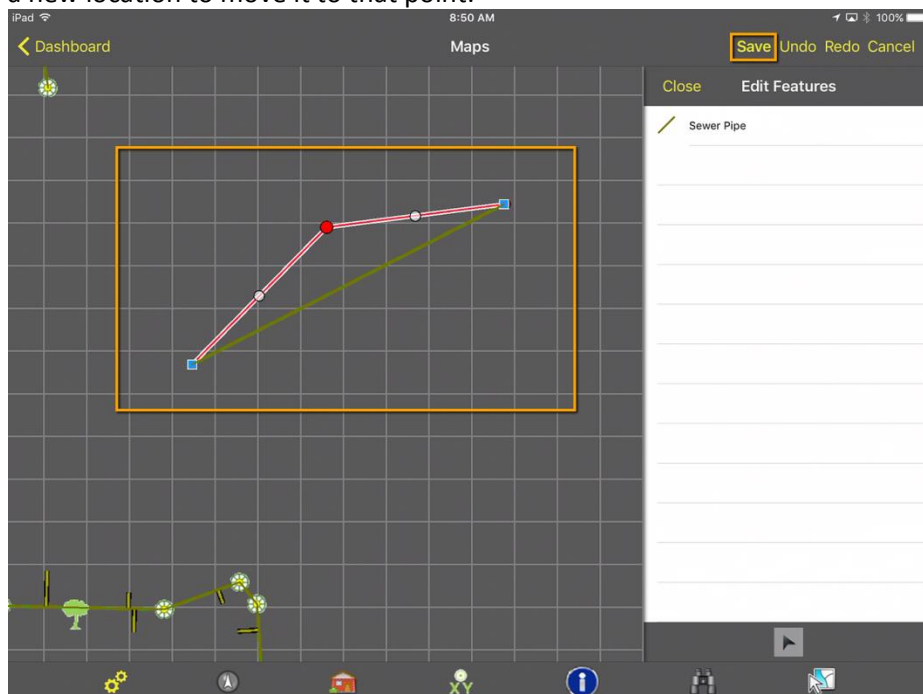
Notes: _____

Editing a Feature

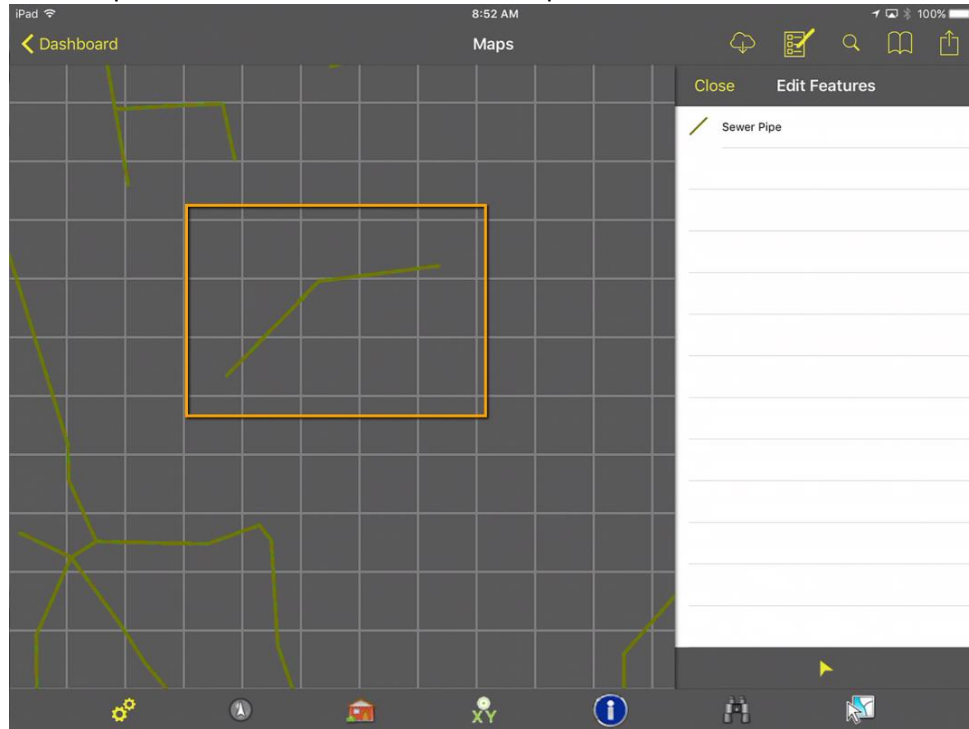
Tap on the small arrow icon  in the lower portion of the Edit Features pane and then tap on the feature you want to edit. It will open the Details dialog so that you can edit values there. When you have finished, tap on the drawing tool  at the bottom of the dialog and it will highlight the feature for editing:





Once the feature is in edit mode, tap on any end points or middle points. It will highlight that point and then you can tap a new location to move it to that point:

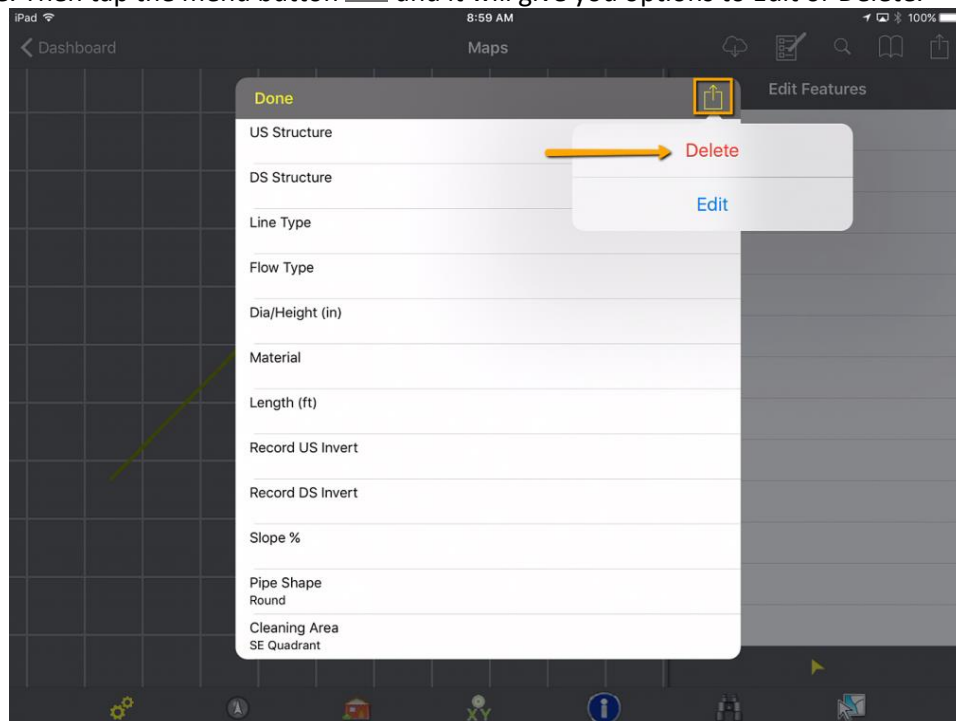


When you are finished, tap the Save button. This opens the details again so you can make any adjustments and then tap Done. The feature has now been updated:

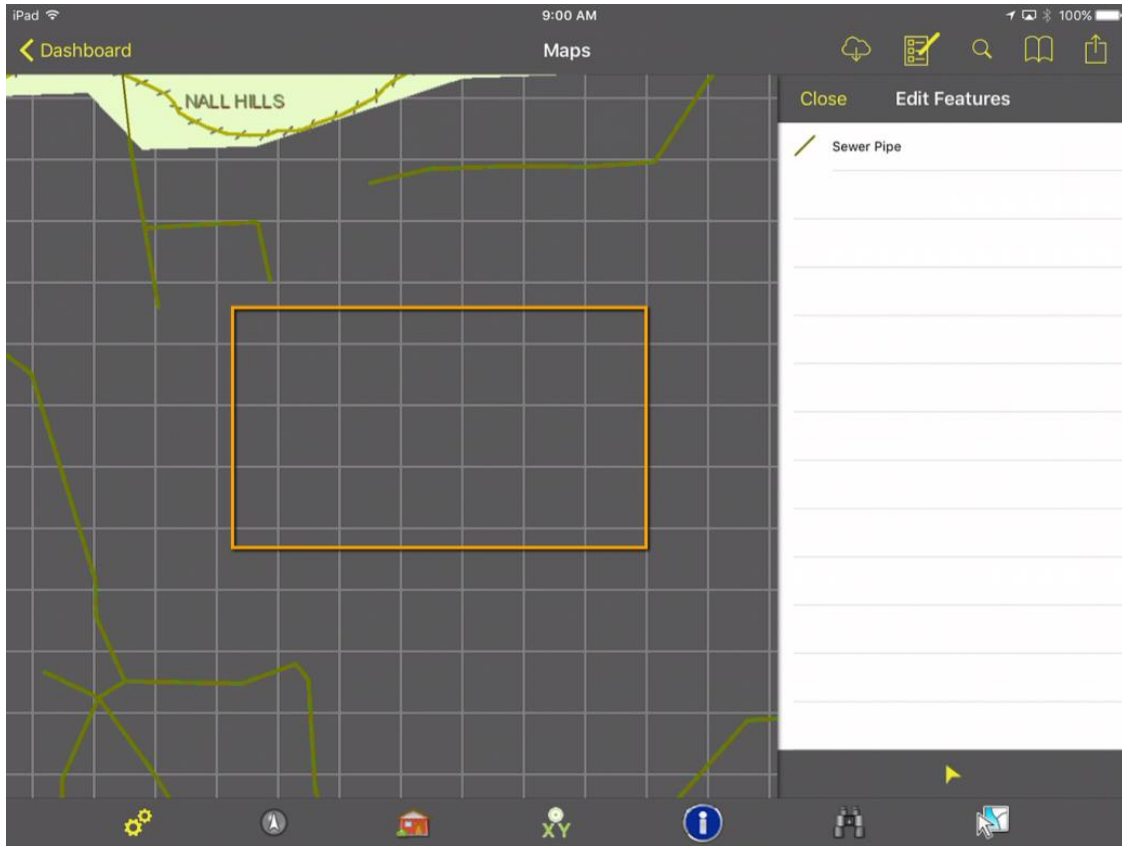


Deleting a Feature

Tap on the small arrow icon  in the lower portion of the Edit Features pane and then tap on the feature you want to delete. This will open the Details dialog. In the upper right corner of the Details dialog, tap done. Then tap the menu button  and it will give you options to Edit or Delete.



A confirmation prompt will confirm that you want to delete the selected feature. Once you have confirmed, the feature will be deleted from the map:



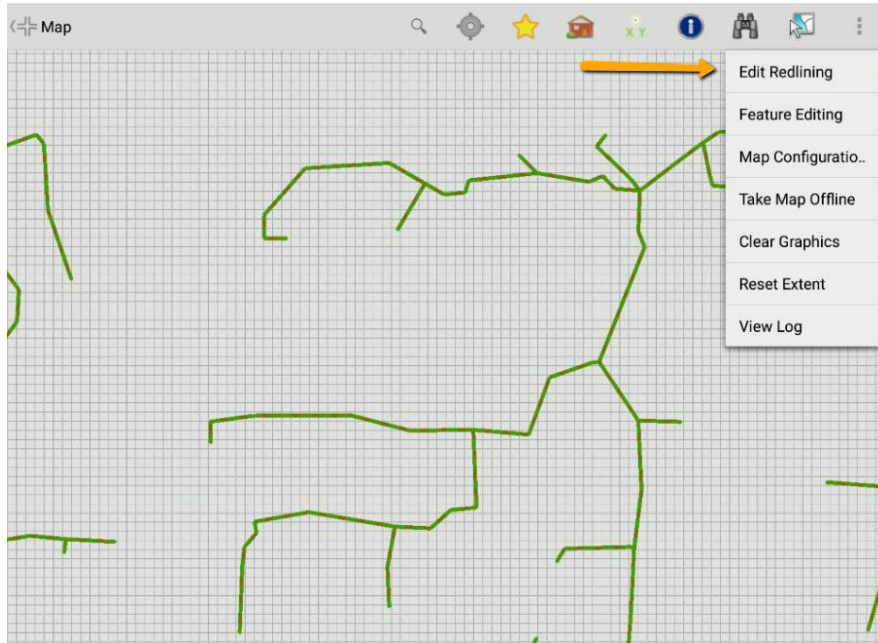
Notes: _____

Redlining

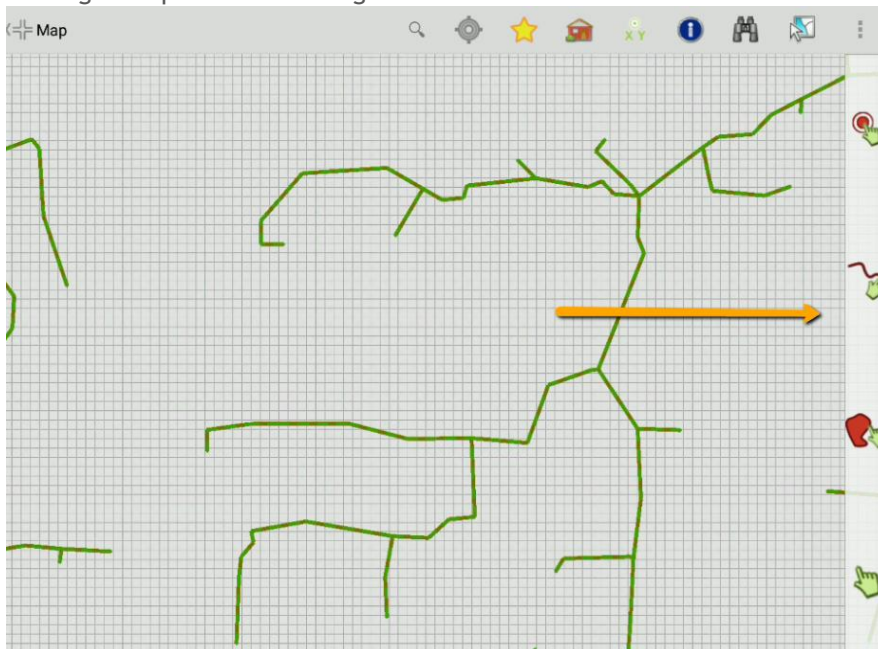
The Redlining tool allows users to add markups to the map. The feature can be used to provide information to someone at another location or to save information for later. Both of our Mobile applications support redlining including points, lines and polygons. You must have a redlining service set up and included on the map you are using.

Android





If you are using a map that includes a redlining service, then “Edit Redlining” will be available in the Overflow Menu.



Tap on “Edit Redlining” to open the redlining tools:

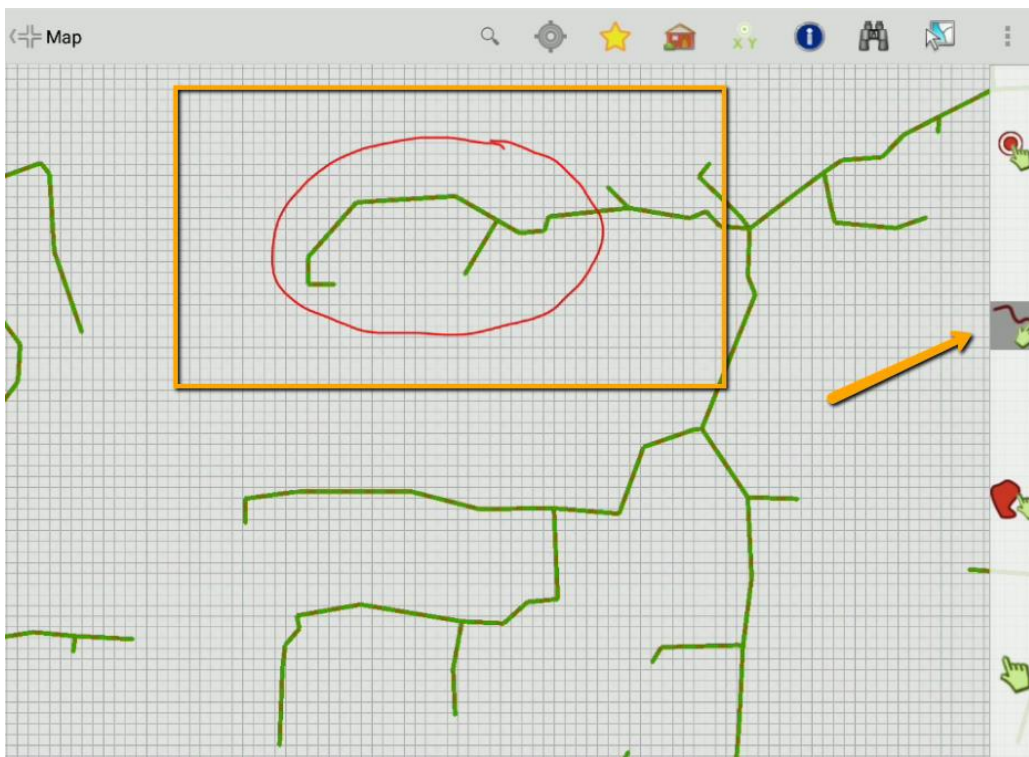


Included in the redlining tools are the following buttons:

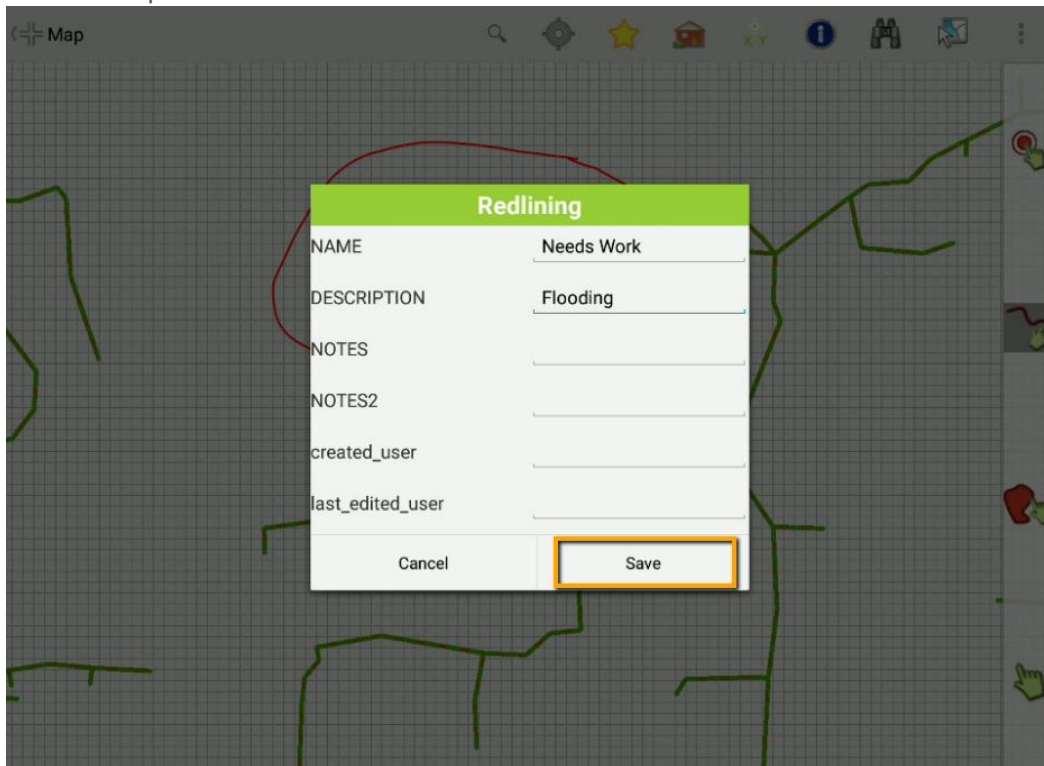
| | | |
|---|----------------|---|
|  | Point | This button allows you to create a point. |
|  | Line | This button allows you to create a line. |
|  | Polygon | This button allows you to create a polygon. |
|  | Select | This tool allows you to select a previously created markup feature for editing or deleting. |

Adding a Redlining Feature

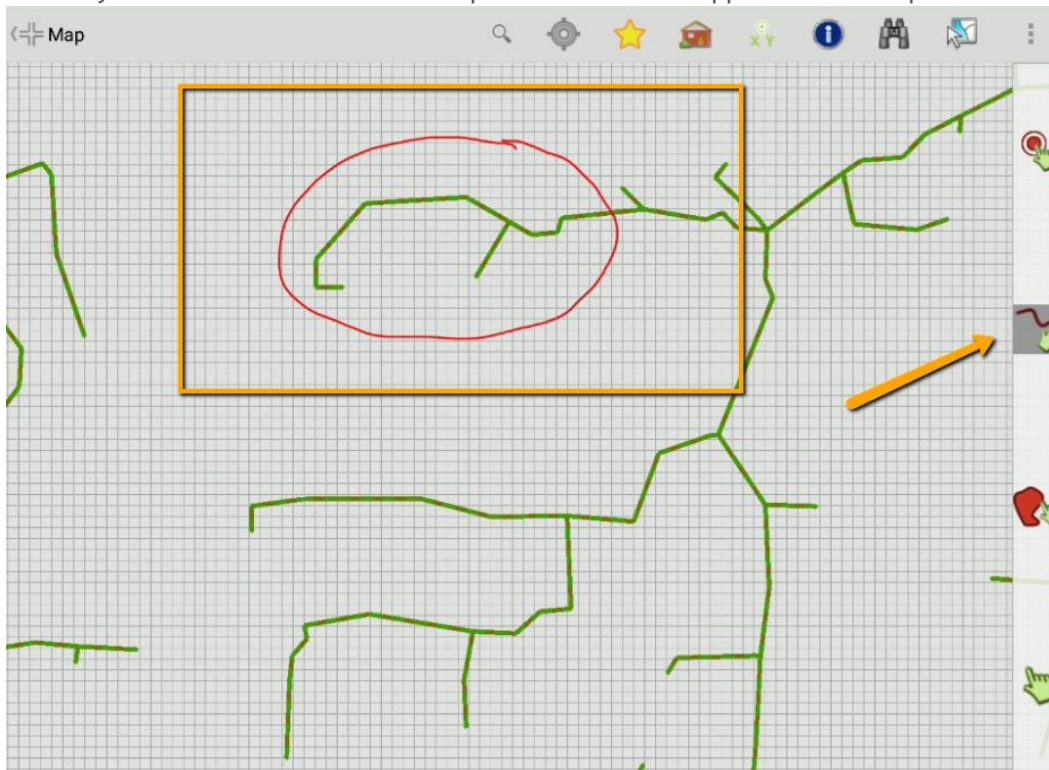
Tap on one of the buttons to add a redlining feature (point, line or polygon). That button will be highlighted. You can now free draw that feature on the map:




When you finish the drawing, a details dialog will open allowing you to enter information to help identify the area or problem that needs attention:

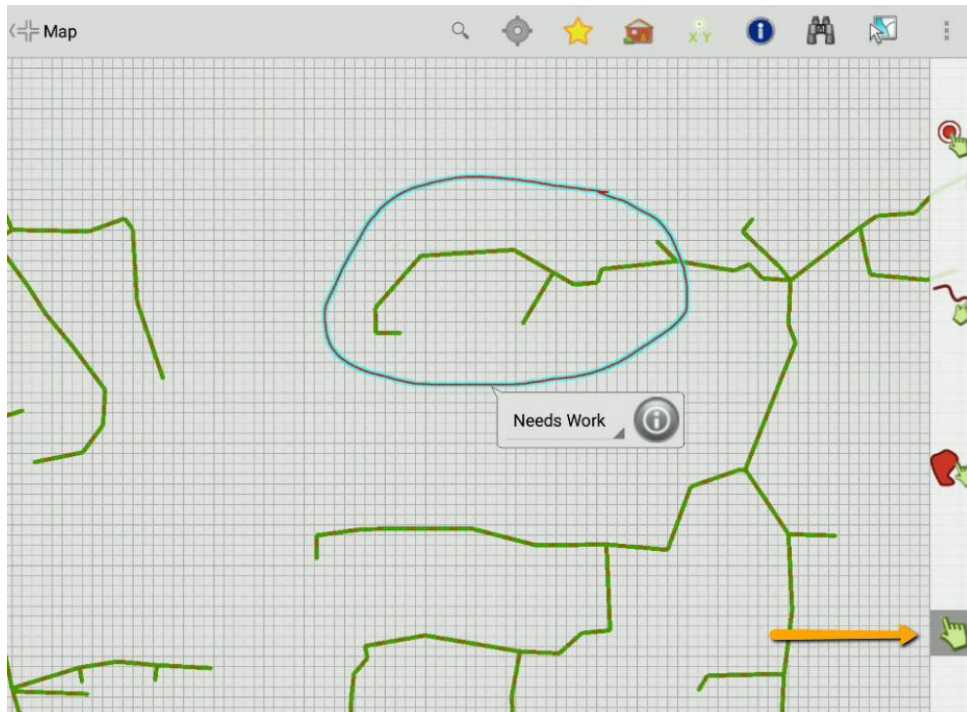



Tap Save when you are finished and the markup feature will now appear on the map:

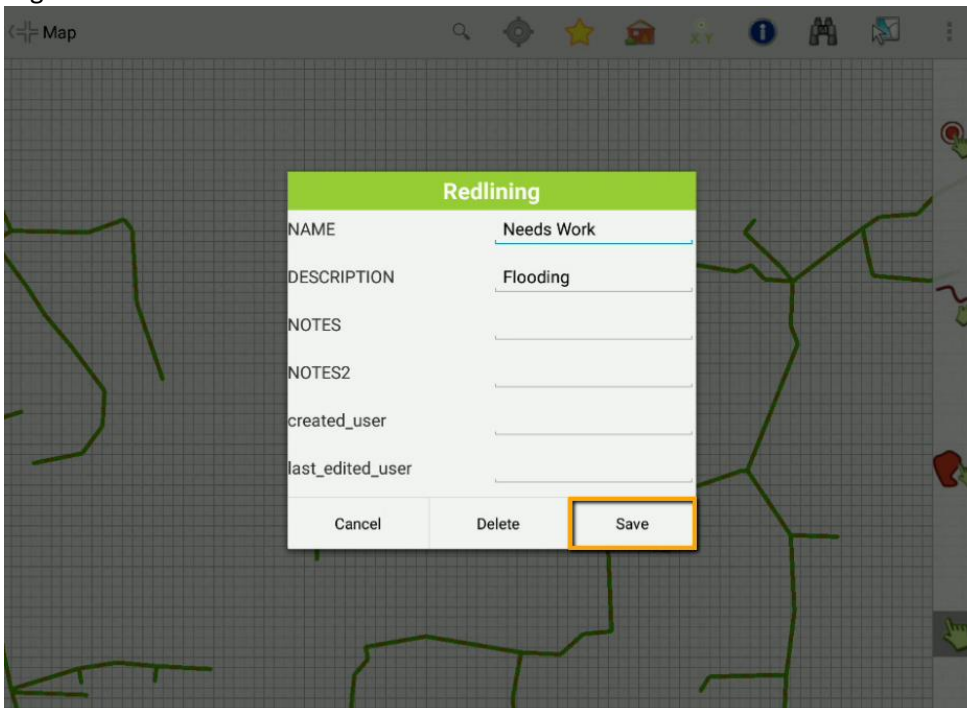


Editing a Redlining Feature

With the redlining tools enabled, tap on the hand icon to select a feature . Then tap on the feature you want to edit:

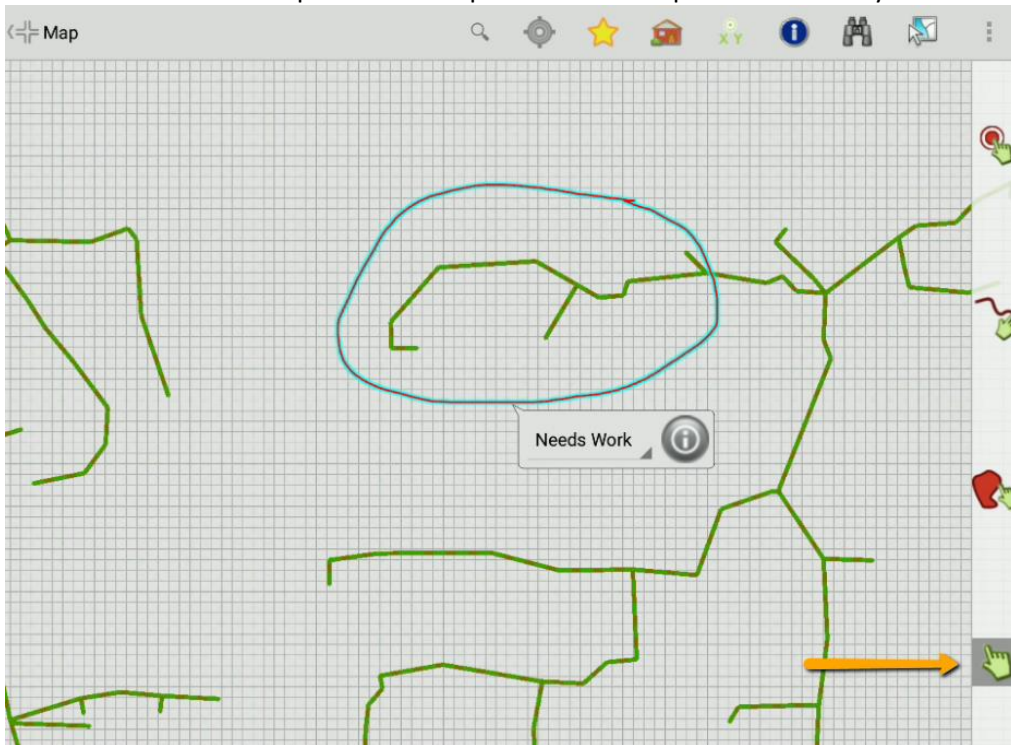



In the callout for that feature, tap on the  to go to the Details of the Selected Feature. From here, you can edit the details and then tap Save. Redlining in Android doesn't currently allow editing of the actual drawing:

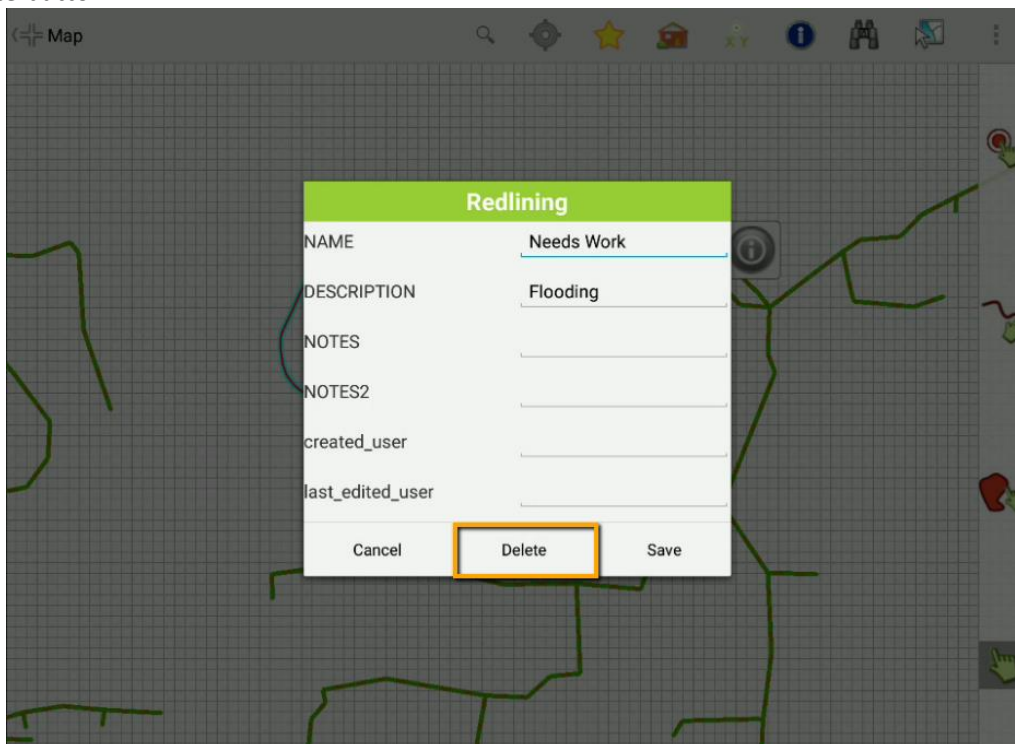


Deleting a Redlining Feature

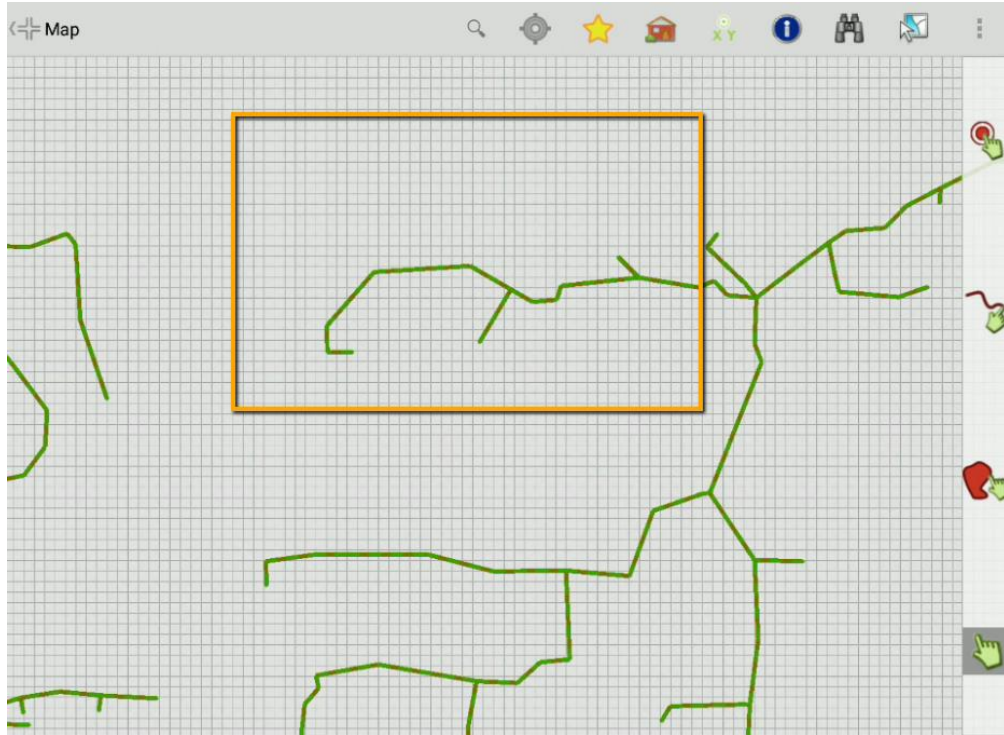
Tap on the hand icon in the lower portion of the pane and then tap on the feature you want to delete:



In the callout for that feature, tap on the  to go to the Details of the Selected Feature and then tap the Delete button.




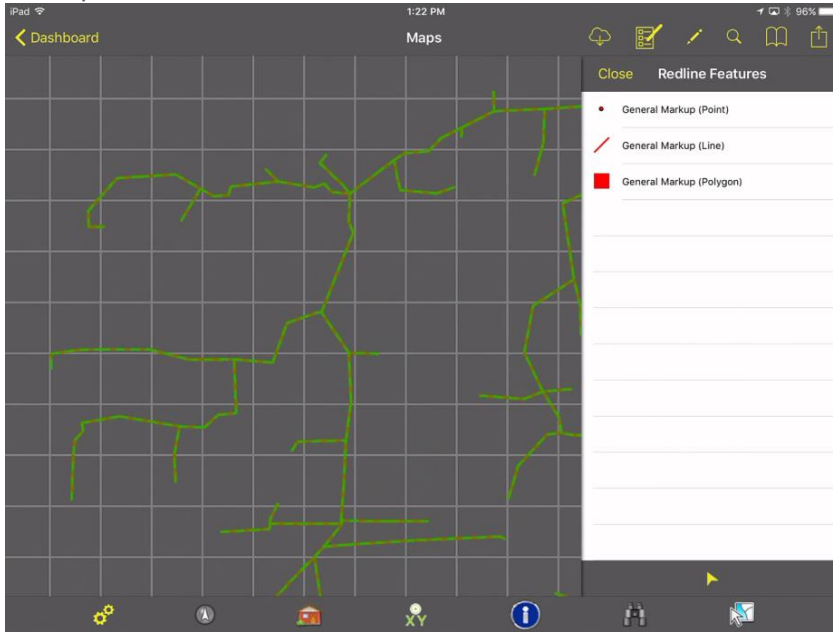
A confirmation prompt will confirm that you want to delete the selected feature. Once you have confirmed, the feature will be deleted from the map:



Notes: _____

iOS

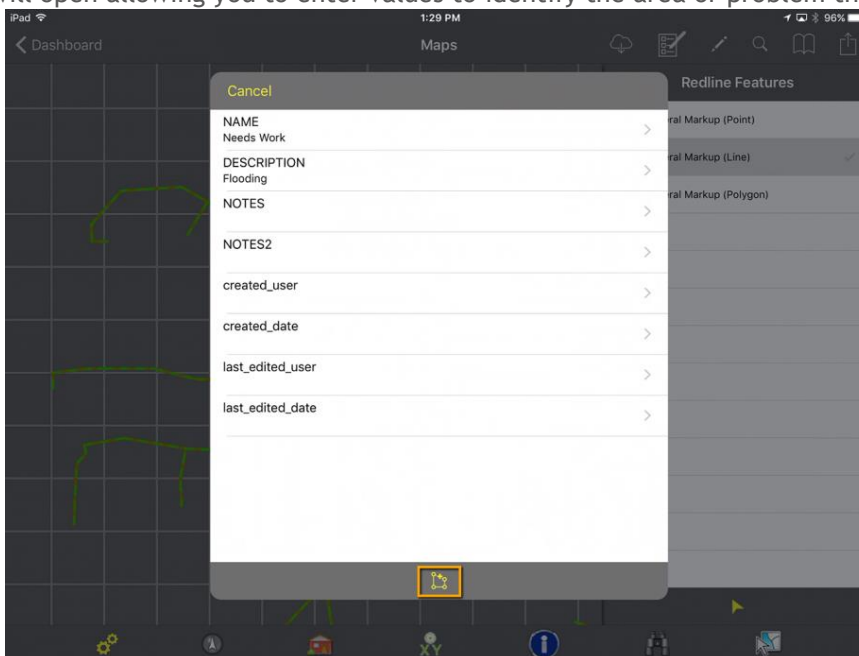
If you are using a map that includes a redlining service, then in the toolbar on the map, you will see an icon that looks like a pencil . Tap this icon to open the redlining tools. A pane will open on the right side of the map:




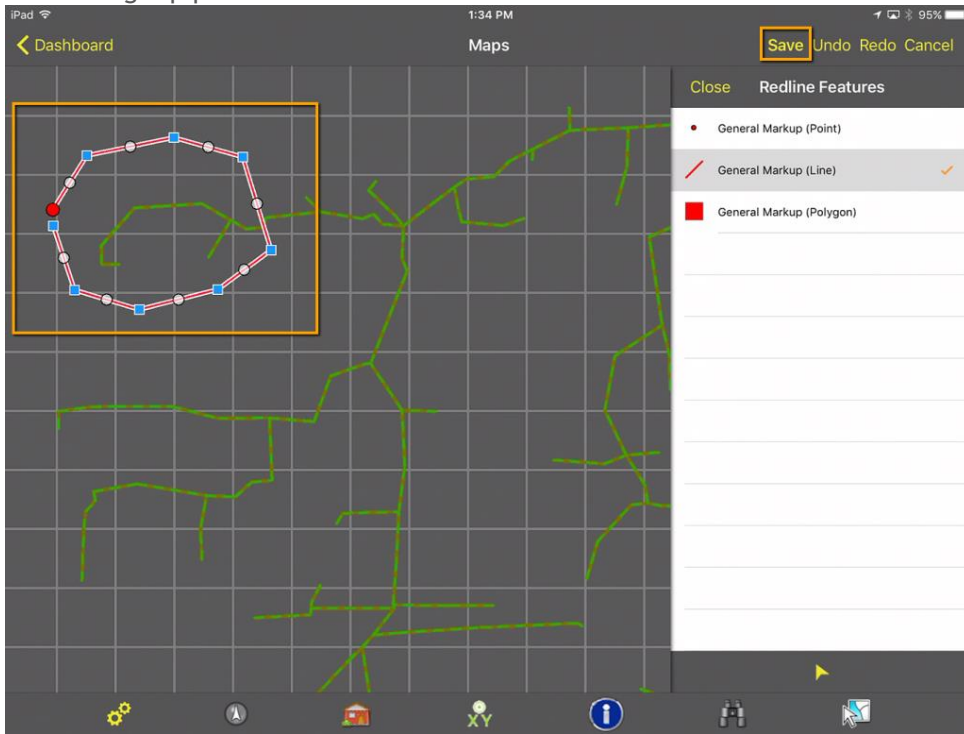
You will see the features that are available to be edited. These will vary depending on how your redlining service is configured.

Adding a Redlining Feature

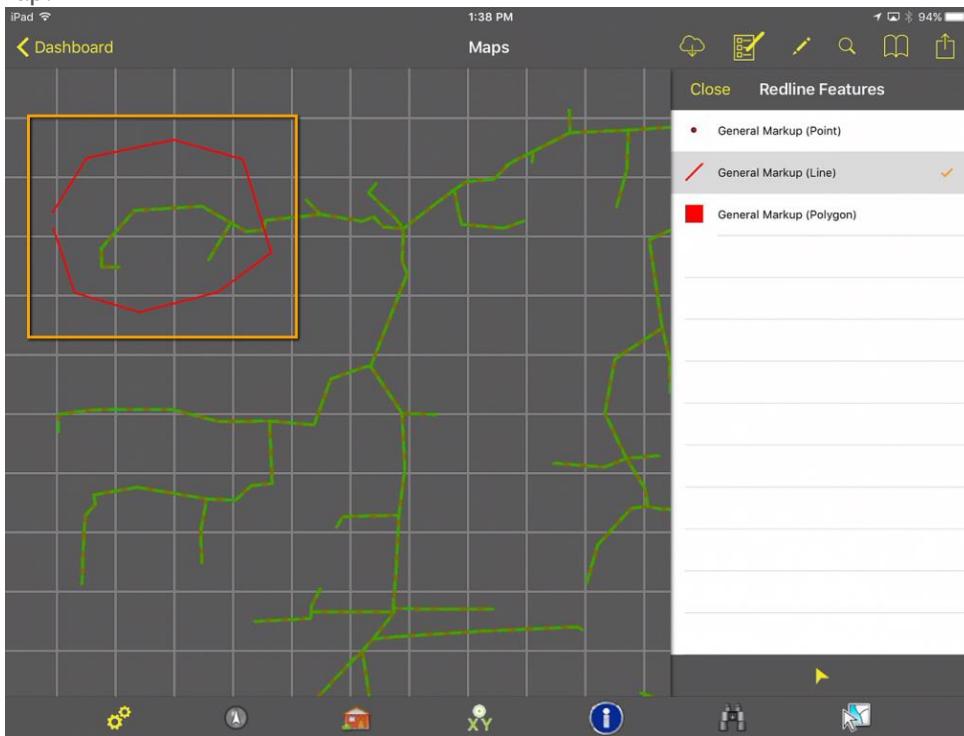
Tap an item from the list to add a point, line or polygon. That type will be highlighted and a Details dialog will open allowing you to enter values to identify the area or problem that needs attention:




When you are finished entering the appropriate values, tap the draw button  to begin drawing. Draw your features using tap points:

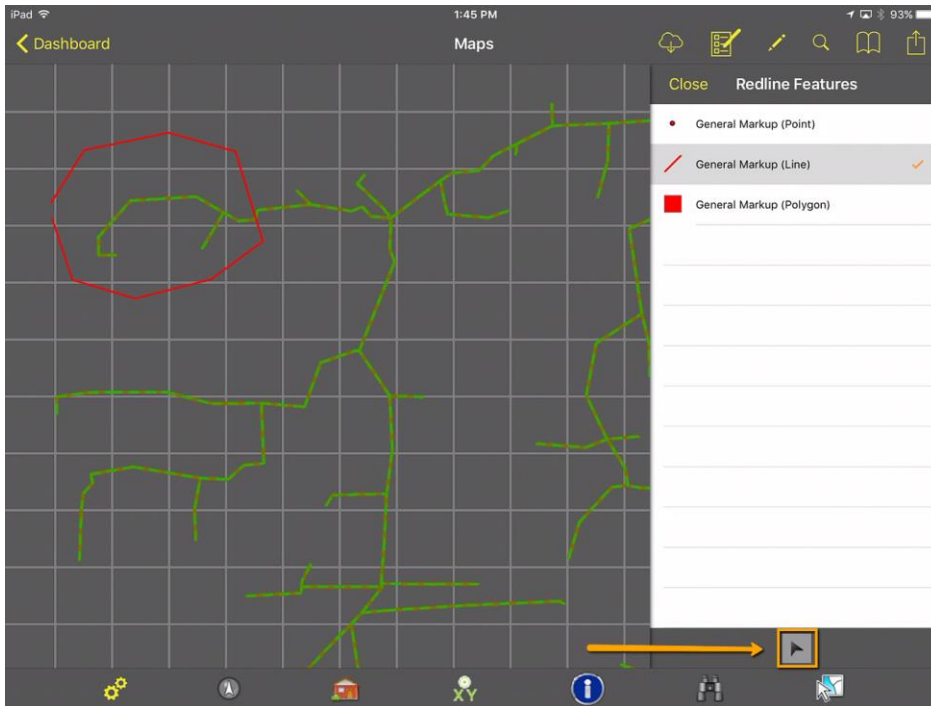



When you are finished with the drawing, tap the Save button in the upper right. Other options there include Undo, Redo, and Cancel. When you tap Save, the details dialog opens again so you can make additional changes and when you are finished, Tap Done. The markup feature is now saved and visible on the map:

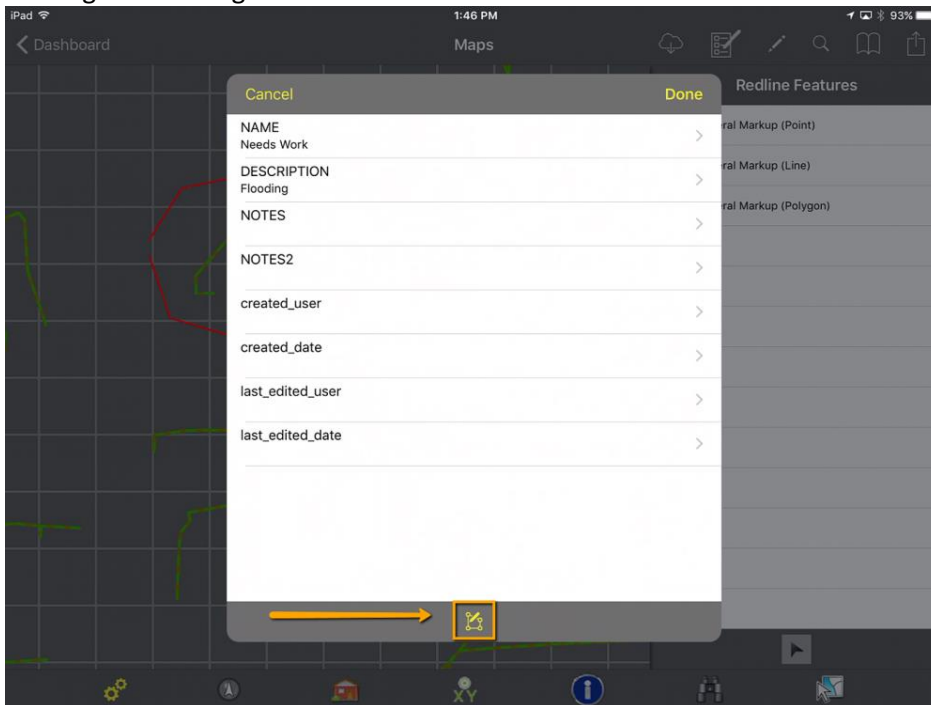


Editing a Redlining Feature

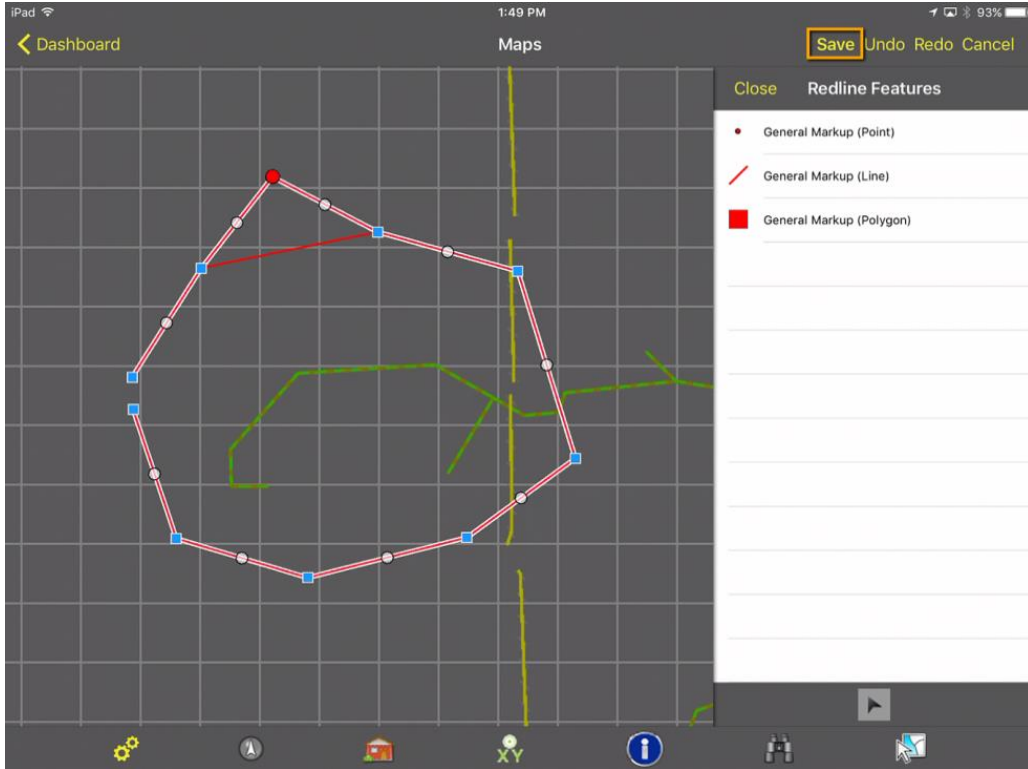
With the redlining pane open, tap on the arrow icon at the bottom of the pane  to enable the selection mode.



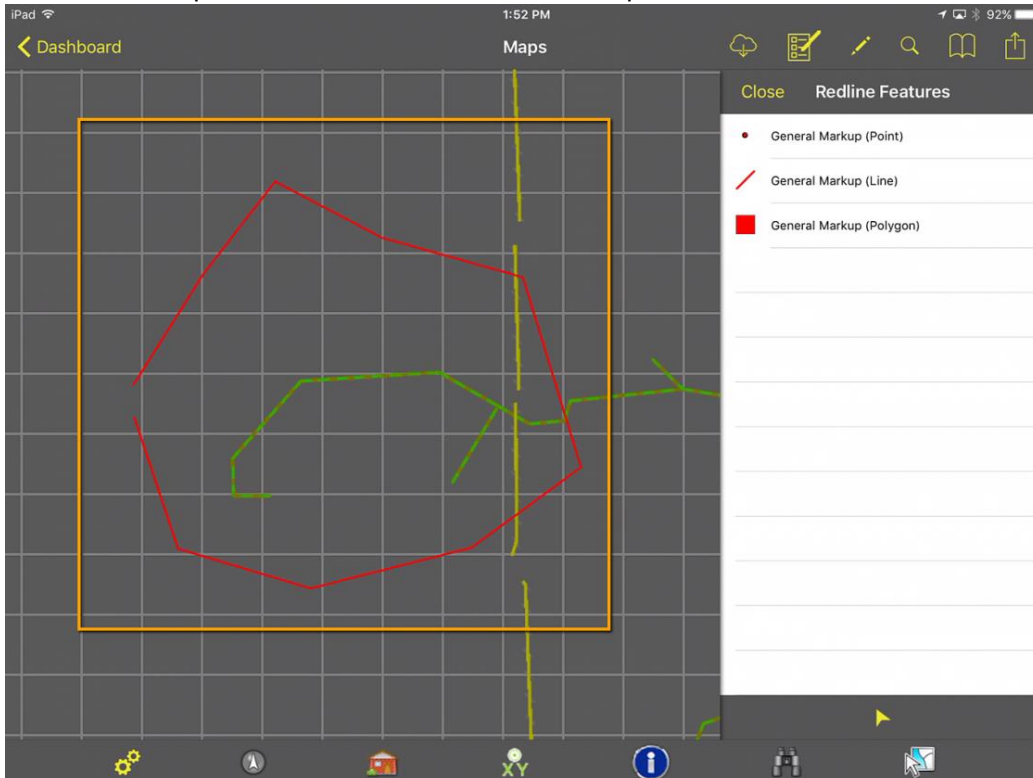
Then tap on the markup feature you want to edit. The details pane will open which allows you to edit the details of this feature. When you are finished, tap the drawing tool  at the bottom of the dialog to begin editing the drawing:





Once the feature is in edit mode, tap on any end points or middle points. It will highlight that point and then you can tap a new location to move it to that point:

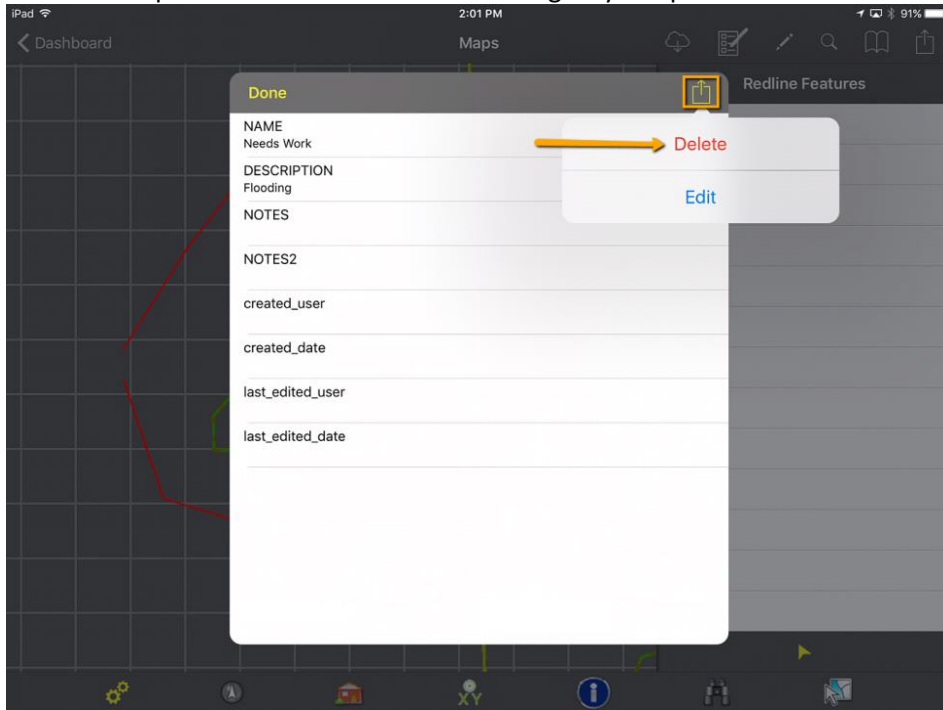


When you are finished, tap the Save button. This opens the details again so you can make any adjustments and then tap Done. The feature has now been updated:



Deleting a Redlining Feature

Tap on the small arrow icon  in the lower portion of the Redline Features pane and then tap on the feature you want to delete. This will open the Details dialog. In the upper right corner of the Details dialog, tap Done. Then tap the menu button  and it will give you options to Edit or Delete.



A confirmation prompt will confirm that you want to delete the selected feature. Once you have confirmed, the feature will be deleted from the map:

