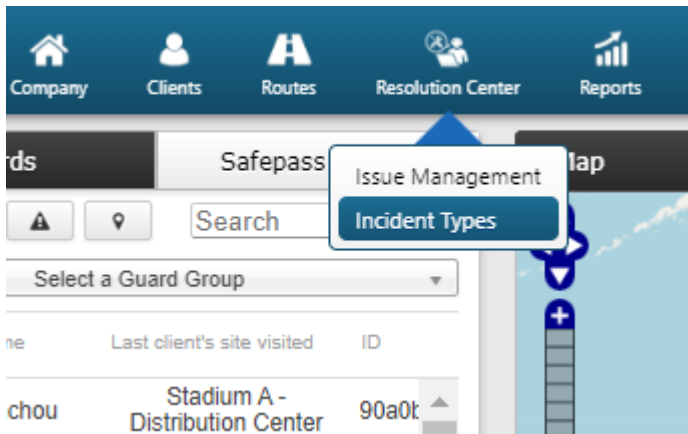


# Incident Types

Incident Types are specific facts that bear a high level of importance and are the cornerstone of every guard tour. You can access your company's Incident Types panel by clicking on the "Resolution Center" tab and selecting "Incident Types".



## Incident Types panel

Depending on your company's needs and the assets you have to manage, you can add new incident types and edit or remove the existing ones.

Incident	Code	Severity
Traffic Incident	879	Critical
Fire	002	Critical
Water Leakage	569	Critical
Staff Assault	563	Critical
Ambulance Called	007	Critical
Test	011	Critical
Medical Emergency	555	Critical
Arrival of a package	845	Moderate
Damaged Window	147	Moderate
Equipment Damage	012	Moderate
Resident Complaint	006	Moderate
Fight	167	Low
Drunk resident	168	Low
Unknown Object found	005	Low
Other	004	Low
Broken Lock	001	Low

The panel is composed by a toolbar of actions and a list of your company's Incident Types. This list is being sent to each mobile device connected with a guard ID of your company account. Any changes to this list are also sent to each of your guard IDs.

## Add an Incident Type

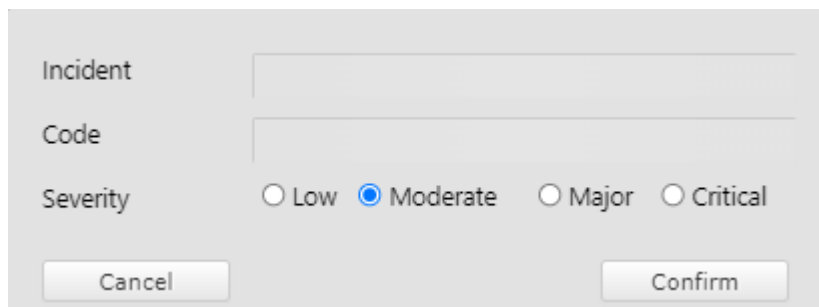
By clicking "Add Incident" a new popup dialog (as shown on the right) shall come up.

You have to provide:

- A unique name for the new Incident Type

- A unique code for the new Incident Type
- Its Severity

After filling in the fields, the newly created Incident Type shall appear in the list of Incident Types.



A dialog box with a light gray background. It contains three input fields: 'Incident' (empty), 'Code' (empty), and 'Severity' (radio buttons for Low, Moderate, Major, Critical). The 'Moderate' radio button is selected. At the bottom are two buttons: 'Cancel' on the left and 'Confirm' on the right.

### **Edit an Incident Type**

To **edit** an Incident Type you have to first select one from the list of your company's Incident Types.

After selecting from the list, you can click on "Edit" and a popup dialog similar to the one of adding an Incident Type shall come up:

Likewise adding an Incident Type you can edit:

- The name of an existing Incident Type
- The code of an existing Incident Type
- Its Severity



A dialog box with a light gray background. It contains three input fields: 'Incident' (containing 'Fire'), 'Code' (containing '002'), and 'Severity' (radio buttons for Low, Moderate, Major, Critical). The 'Critical' radio button is selected. At the bottom are two buttons: 'Cancel' on the left and 'Confirm' on the right.

### **Remove an Incident Type**

To **remove** an Incident Type you have to select one from the list of your company's Incident Types.

After selecting from the list, you can click on "Remove", which in turn will bring up a confirmation popup dialog. By clicking on the "Confirm" button, the Incident Type shall disappear from the list of Incident Types.

Are you sure you want to delete this  
Incident?

Cancel

Confirm