

3. EDIT TYPES AND UNIT NAMES

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 or 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 should fit the shift and availability that is common to your agency so you can easily change the Unit Identifiers prior to the session.

NOTE: Changes to the Unit Names can be completed on the STUDENT station. Call Types must be completed on the INSTRUCTOR station. Go to each STUDENT - in My Documents section (hidden from students). Enter the CHANGE Units folder and use the Simulation Database Manager to install different units on *this machine*.

MULTIPLE UNITS GREAT TRAINING IDEA — If you have one Instructor 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 Instructor 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 student stations however is only used to change UNIT NAMES, NOTHING ELSE. You can load up to 99 new Units or Call Types using the import feature - using Excel.

CHANGING CALL TYPES

From the Instructor station use the Import Call Types feature. Click on 911Trainer.ini and this sweet program will show up. You can import a file from EXCEL Named MyTypes in Instructor Tools / Administrative files. Or you can type the Call Types in, this example does not show priorities but they can be added. 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 instructor station or individually by going to each student station to change UNITs only.

