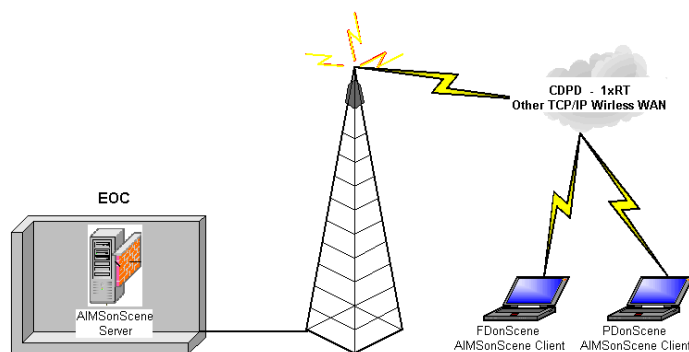


True Situational Awareness In Real Time



FieldSoft

AIMSONSCENE™

MU (Multi-user)

**Incident Management
System Software Bundle**

NIMS, NIIMS, and IMS Compatible

“An area command oversees management of the incident(s), while an EOC coordinates support functions and provides resources support.”

“National Incident Management System”, U.S. Department of Homeland Security, March 1, 2004

AIMSonSceneMU is an integrated software bundle for incident command staff that must actively manage incident strategy, incident tactics, and incident hazards. “Interconnection” with other systems is straightforward, through the use of FieldSoft’s computer aided dispatching (CAD) system interface and FieldSoft’s application programming interface (API) for developers. Moreover, the commercial off-the-shelf software (COTS) system is an ideal counterpart to typical EOC applications, whenever incident command staff and EOC staff need to “stay in touch” in real time.

AIMSonScene Benefits

- Simplifies management of one or more complex incidents as well as “Unified Command” operations.
- Facilitates interoperability via a “networked” application and intuitive graphic user interface.
- Automated messages “gets the word out” to other first responders, the emergency operations center (EOC), and other local or remote users.
- Reduces command staff and EOC staff workload through automated features.
- Assures timely follow through via multiple automated system timers and associated computer prompts.
- More timely and effective decision making since hazards, objectives, tasks, resources, and incident progress are available to the command team at a glance.
- A “networked” application with few of the drawbacks associated with “thin client” or other server centric applications.
- Enhance information interoperability to exchange incident information, messages and tasking between any or all other AIMSonSceneMU users.
- Gets command post and EOC staff “in sync”, and keeps them that way.

AIMSonScene Features

All AIMSonSceneSU Features Are Available To Each User

Existing AIMSonSceneSU (formerly FD/PDonScene) features are still available to end-users. The features include: fully configurable terminology, incident types, incident goals, incident objectives, and incident tasks; configurable “run cards” for automatic loading of incident resources of any type; five user configurable event timers including elapsed time, strategy or rule of engagement mode, welfare (AKA – PAR) checks, unit/crew events, and a general free form reminder; “pass command” data and “take command” data via portable media; the Organization table to view and manage your individual resources including the assignment of operational objectives to divisions or groups as well as assignments of tasks to resources; the incident whiteboard with user configurable icons to view, mark up, and print tactical survey or pre-fire plan drawings with dynamic “drag and drop” of individual resources; the integrated tactical web browser to view local or remote information; the automated personnel accountability report (PAR) and role call feature; the User Applications feature to integrate external applications into the user interface, the incident report log of all events, and generation of a current summary status report or ICS Form 201 report. Moreover, AIMSonSceneMU users can still access current interfaces to CAD and accountability systems or create new ones.

Operate Effectively On The Scene And In The EOC, And Do So From Incident Start Through Incident Termination Regardless of Network or Server Availability

Start an incident using AIMSonSceneSU and run in single user mode. Start and connect your AIMS client to the server interface without interruption to switch into multi-user mode when necessary. Continue to operate your system even if the server or network later “goes down”.

Other AIMSonSceneSU users can later arrive at the incident scene as part of “greater alarm” or “second call” units. They can start AIMSonSceneSU and “join” the incident as different members (AKA – Positions) of the command team.

Role	SECTOR	Objective	Assigned	Completed
COMMAND	INTERIOR	LOCATE FIRE SOURCE	03/03/2003 09:13:38	03/03/2003 09:14:01
COMMAND	INTERIOR	CONTAIN FIRE	03/03/2003 09:13:43	03/03/2003 09:14:09
COMMAND	INTERIOR	EXTINGUISH FIRE	03/03/2003 09:13:45	
COMMAND	ROOF	VENTILATION	03/03/2003 09:13:36	03/03/2003 09:13:58
COMMAND	SIDE A	PRIMARY SEARCH	03/03/2003 09:13:51	

“Command” could then call for emergency operations center (EOC) activation as the incident escalates. EOC staff could then start one or more copies of AIMSonSceneSU, join the incident, and interact as needed; via a wired or wireless TCP/IP network connection (with reasonable bandwidth). Moreover, EOC staff and other remote users could monitor and interact with **multiple** incident scenes when, and if, community wide events take place.

Alternatively, the command van AIMS server could be configured to automatically replicate all AIMS server data to another AIMS server located remotely, so that off site users could conveniently connect to the second server to monitor data rather than the incident server.

Plan Future Operational Periods Or Venues Through The “Planned Response” Feature.

Lay out your divisions and units in AIMSonSceneSU. Assign objectives, tasks, and radio channels, make resource tasks assignments, and then save them all. Load the data in to the system with a single finger, and you're "good to go" for the next operational period or special event.

Download CAD System Data To AIMSonScene Via FieldSoft's Computer Aided Dispatching (CAD) System Interface Application

Automatically load CAD originated incident type, incident location, units assigned, and unit crew members into AIMSonSceneP2P upon arrival, work the incident with the optional software, connect to the AIMS server, and share the CAD loaded data with later arriving AIMSonSceneP2P users who join the incident.

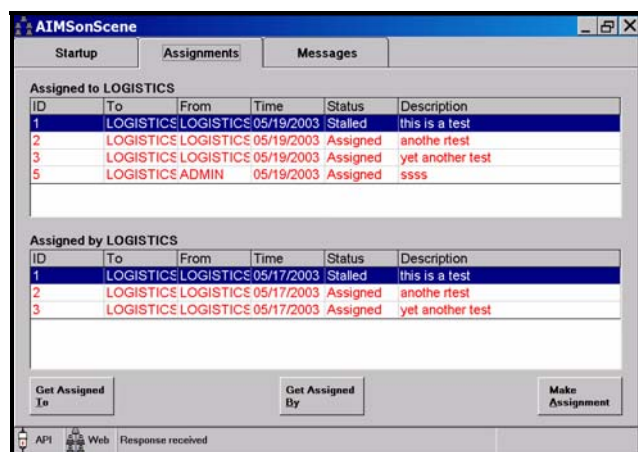
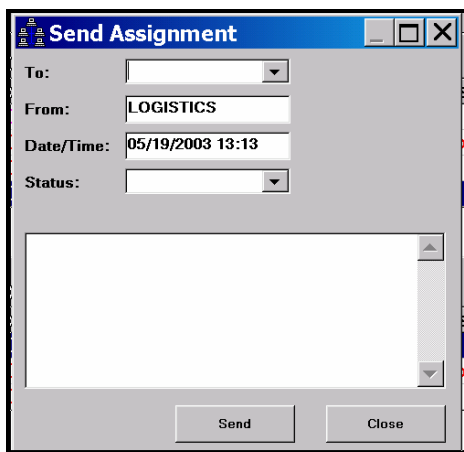
Other Features Are Coming Soon

Other features planned for the future include the ability to transfer command from one AIMS user to another over a wide area network (WAN); and the ability to unilaterally assume command if the IC's computer fails. Other enhancements will be scheduled for development and release as the ever-expanding AIMSonScene customer base provides feedback regarding desired features.

AIMSonScene History

FDonScene and PDonScene (legacy applications since replaced by AIMSonSceneSU) were originally coded as single user applications that did not share data with any other software. A number of customers however, had asked for a “networked” version of the product so that information residing within one “copy” of FD/PDonScene could be “shared” with other FD/PDonScene users via computer NIC cards, CAT 5 cable, and a basic network hub. The primary user caveat associated with the customer requests for a networked application was that FieldSoft refrain from making any changes whatsoever to the end user interface. AIMSonScene version 1 was created and released as a result of the customer input described above.

AIMSonScene version 2 development was undertaken in response to purchases by federal and local government organizations that have since asked for a more secure and robust system that can scale as needed to meet emergency response needs at the local, regional, state, and national levels. Once again however, customers mandated that FieldSoft maintain the fast, simple, and easy user interface that the company pioneered in the legacy FDonScene and PDonScene applications.



Note that FieldSoft does not view AIMSonScene as a replacement for typical emergency management software used, or contemplated for use, in emergency operations centers (EOC's). Rather, the product is seen primarily as a first responder tool that aids in the proactive management of strategy, tactics, and hazards on-the-scene.

AIMSonScene features do however, facilitate product use as a fast, simple, and easy to learn and use software tool that can link field forces with the EOC (thereby complementing emergency

management software). Moreover, AIMSonSceneMU can keep off site officials “in the loop” via an amazingly simple point and click interface. In fact, AIMSonScene is now seen as an interoperability support tool for information, since use of it is nearly second nature to almost any first responder who regularly uses some type of tactical worksheet or magnet board to manage resources on the incident scene.

AIMSonScene Technical Description

The standard AIMSonSceneMU package is a software “bundle” comprised of AIMSonScene web server code (the AIMS Server), the AIMSonScene client to server interface (which is a separate pure Java application that resides on the client computer), and AIMSonSceneSU software.

Code residing on the server computer is Java using the Sun Microsystems Java Software Development Kit (JSDK). AIMS Java Servlets residing on the service hardware interact with the AIMS Client. The code that allows selection and viewing of various aspects of an incident from FieldSoft’s AIMSonSceneSU Tactical Browser is developed as JavaServer Pages.

AIMS server software is designed to run with Apache Tomcat, a free, open-source implementation of Java Servlet and JavaServer Page technologies developed under the Jakarta project at the Apache Software Foundation.

Incident data is stored by default in a Firebird database (the open source version of Borland’s Interbase database). Firebird is an open source relational database offering many ANSI SQL-92 features, excellent concurrency, high performance, and powerful language support for stored procedures and triggers. The application communicates with the database using a Native-Protocol All-Java (Type 4) Driver.

AIMS Server software is currently compatible with multiple platforms because of Java portability, and the fact that both Tomcat and Firebird are available for Linux, Microsoft Windows, and many Unix platforms. AIMS Server software is also compatible with SQL Server and Oracle 9i as well.

Assigned	Completed	Objective
03/03/2003 09:13:38	03/03/2003 09:14:01	LOCATE FIRE SOURCE
03/03/2003 09:13:43	03/03/2003 09:14:09	CONTAIN FIRE
03/03/2003 09:13:45		EXTINGUISH FIRE

Assigned	Completed	Task
03/03/2003 09:14:27		FORCE ENTRY

Assigned	Completed	Task
No Tasks Assigned		

The AIMS Client is a client computer Java application using Swing technology to provide a flexible and interactive GUI. The Java Client can run within the AIMSonSceneSU User Applications feature. The new client makes secure log-in and SSL protected communication between AIMSonSceneSU and the AIMS Server possible. Moreover, secure log-in and SSL capabilities can be “turned on” or “turned off” by the system administrator.

Note that a feature-limited product called the AIMS Viewer is available. The Viewer runs independently of AIMSonSceneSU and allows almost anyone to view an incident in progress, review

data from one or more active incidents, and exchange messages (only) with other AIMS Client or AIMS Viewer users via the network; without any need to use AIMSonSceneSU software.

General AIMSonScene Information

Software License Options

Multiple incident and single incident AIMS Server versions are available. The former allows two or more incident scene workgroups to be active at any time, while the latter is restricted to use by a single incident workgroup at any particular time. The AIMSonScene multiple incident software bundle is comprised of AIMS Server code, five AIMS Clients, and five AIMSonSceneSU licenses. The single incident AIMSonScene bundle is comprised of AIMS Server code, two AIMS Client licenses, and two AIMSonSceneSU end user licenses. Additional client software is available on a "per seat", jurisdiction wide, or facility basis.

One AIMS sever license is required for each single server (with up to 2 CPU's), except that the server software may also be run on one additional "hot standby" only server (with up to 2 CPU's) for no additional charge. "Load sharing" across multiple servers on the other hand, requires additional server licenses.

Optional Post Sale Training, Software Support, And Software Upgrades

An optional "super user" and end user training class conducted at your site is available. Six to eight hours of instruction is comprised of an end user class for up to eight people. An additional two to four hours of training are devoted to super user instruction. Training takes place over two consecutive days.

The standard warranty is 90 days. Comprehensive support (via telephone and email) is available from the first day via an optional annual software support and software enhancement (SSSE) subscription. Also included with the SSSE subscription are all software enhancements and software upgrades generally released during the term of the subscription. The enhancements and upgrades are made available via Internet downloads.

Network, Operating System, And Hardware Requirements

The AIMSonScene system requires a wired or wireless TCP/IP network with reasonable bandwidth (56kps minimum), and associated peripheral hardware for "connection" of AIMSonScene clients to the AIMS server.

AIMSonSceneSU and AIMS Client operating system requirements are MS Windows 2000 Pro, XP Pro, or XP Tablet operating systems. Hardware requirements for client PC computers include a Pentium III (or equivalent) class processor computer, 375 MB of RAM, 200 MB of hard disk drive space; a NIC card and a pointing device such as touch screen, mouse or trackball.

The AIMSonScene server is known to be compatible with MS Windows 2000 (Pro), MS Windows 2000 Server, MS Windows XP (Pro or Tablet editions), and MS Windows 2003 Server operating systems. Wintel compatible server hardware such as CPU, RAM, and hard disk drive capacity need to be sized appropriately for the anticipated number of simultaneously active incidents and users that may be connected to the AIMS server software



480/899-2128 www.fieldsoft.com
PO Box 1378, Chandler, Arizona, 85244-1378
U.S.A.