

HARMFUL EVENTS IN VANESSA

2019.01.09.et

INTRODUCTION

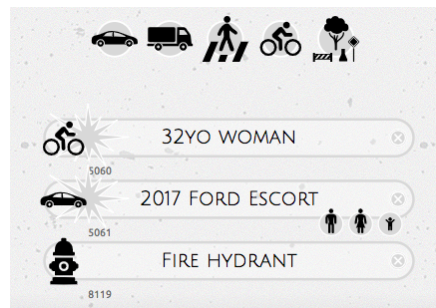
Recently to support the VIPA-500 project, a large number of cases were directly imported from the UD-10 data into Vanessa. The UD-10 data included *harmful event* data comprised of both *non-collision* (e.g. “lost control”, “crossed centerline”) and *collision* (e.g. “collision with vehicle in transport”) events.

Accommodating this harmful event data required changes in both the Vanessa database structure and in the user interface. As soon as the changes to the database structure had been completed, data were imported and an initial set of changes were made at the user interface level so that the new data could be viewed within the web application. However, editing of the new *harmful events* had not yet been implemented in a streamlined manner in the web application.

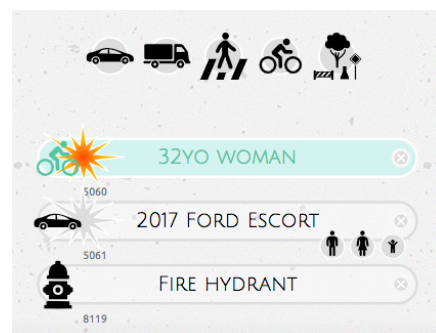
This document provides an outline of how to create, edit, and delete *harmful events* within Vanessa now that the code refactoring has been substantially completed.

CREATING NON-COLLISION EVENTS

Suppose we have an incident where a woman on a bicycle loses control on a downhill stretch of road, which results in her colliding with the rear of a Ford Escort. The flustered driver of the Escort then runs into a fire hydrant. We begin by creating the incident entities as follows:



Now we want to add the harmful events. Begin by clicking on the “impact” icon next to the woman on the bicycle icon:



This will bring up the *Create New Harmful Event* form:

CREATE NEW HARMFUL EVENT

SEQUENCE

Sequence: 1

IMPACTED OR DAMAGED ENTITY

Damaged: 5060

HARMFUL EVENT

Harmful Event:

DAMAGING ENTITY

Damaging:

SAVE

Let's add *lost control* as the first *non-collision harmful event*:

CREATE NEW HARMFUL EVENT

SEQUENCE

Sequence: 1

IMPACTED OR DAMAGED ENTITY

Damaged: 5060

HARMFUL EVENT

Harmful Event: loss of

1 Loss of control

DAMAGING ENTITY

Damaging:

SAVE

Since this is a *non-collision* event, we will only fill in a *harmful event* but we will leave *Damaging Entity* empty. In fact, the software will automatically disable the *Damaging Entity* input box as soon as we have tabbed out of the harmful event box:

CREATE NEW HARMFUL EVENT

SEQUENCE

Sequence: 1

IMPACTED OR DAMAGED ENTITY

Damaged: 5060

HARMFUL EVENT

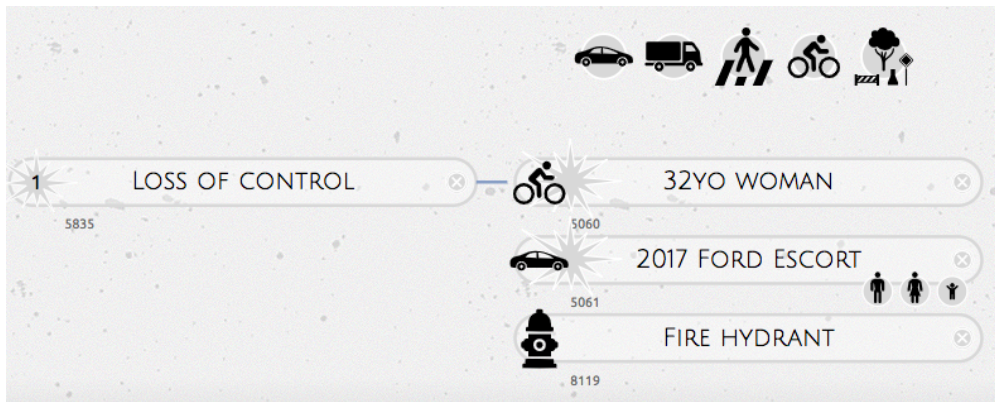
Harmful Event: 1

DAMAGING ENTITY

Damaging:

SAVE

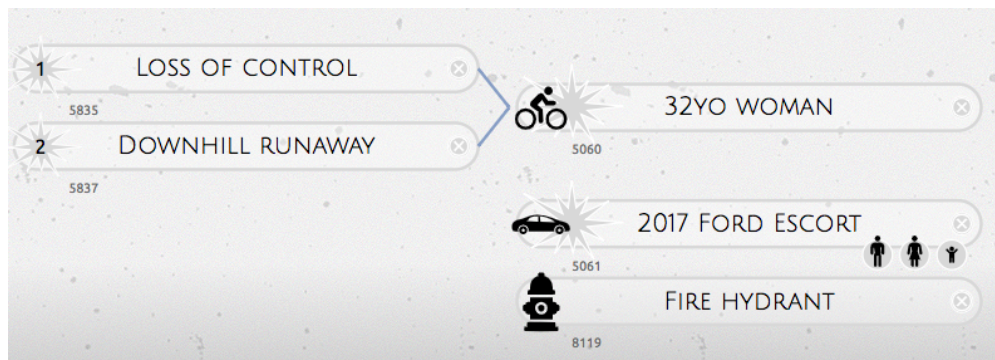
Clicking on Save then creates the non-collision event as expected:



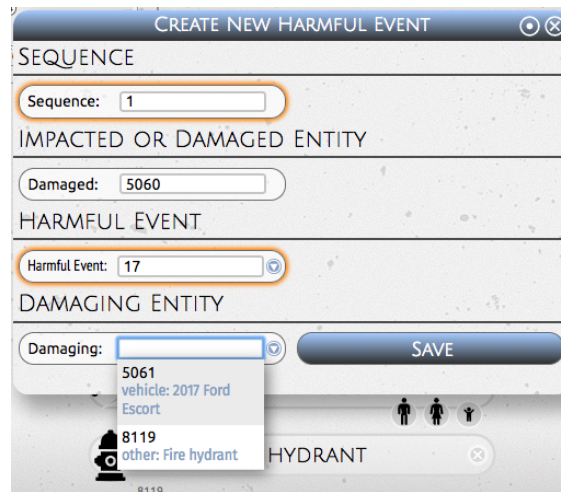
For the sake of example, we will add one additional non-collision event. Be sure to manually increment the sequence ordinal at the top of the form before saving, as these ordinals are *not* incremented automatically:

A screenshot of a web form titled 'CREATE NEW HARMFUL EVENT'. The form has several sections: 'SEQUENCE' with a text input containing '2'; 'IMPACTED OR DAMAGED ENTITY' with a text input containing '5060'; 'HARMFUL EVENT' with a dropdown menu showing 'down' selected and a sub-menu open with '11 Downhill runaway' selected; and 'DAMAGING' with an empty dropdown menu. A 'SAVE' button is at the bottom right.

Now we have:

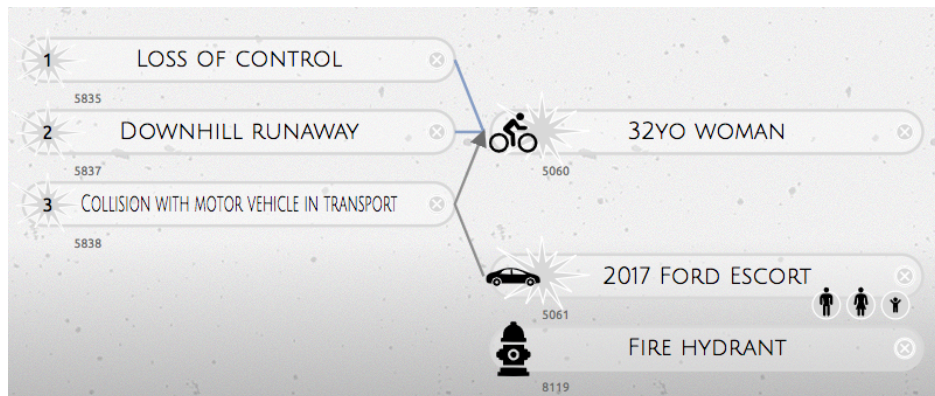


Now we will add the bicyclist running into the back of the Escort. Again, we start by clicking on the impact icon of the *bicyclist*. We then choose *collision with vehicle in transit (code 17)* and then we specify the Escort as the damaging entity:



Note that a *harmful event* code is now always required for *collision* and *non-collision* events alike. Also, it would be a good idea to change the *sequence* ordinal to 3.

Here is the result:



Finally, we can now click on the impact icon for the Ford Escort, specify *collision with fire hydrant* (code 43 results in the box), choose the fire hydrant as the damaging entity, and press save:

CREATE NEW HARMFUL EVENT

SEQUENCE

Sequence: 4

IMPACTED OR DAMAGED ENTITY

Damaged: 5061

HARMFUL EVENT

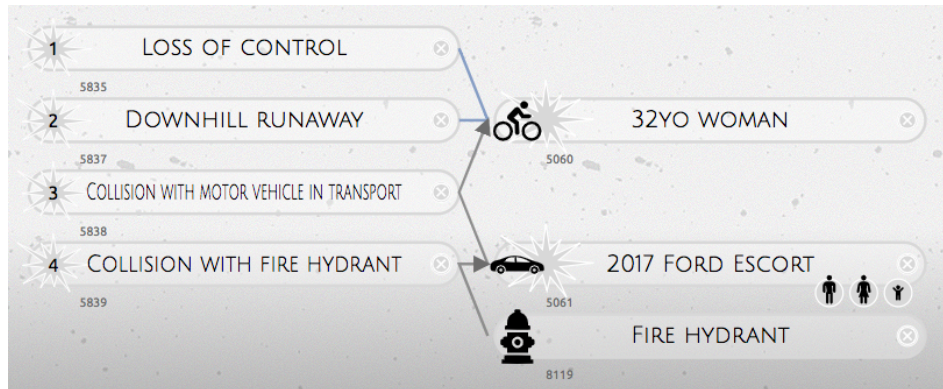
Harmful Event: 43

DAMAGING ENTITY

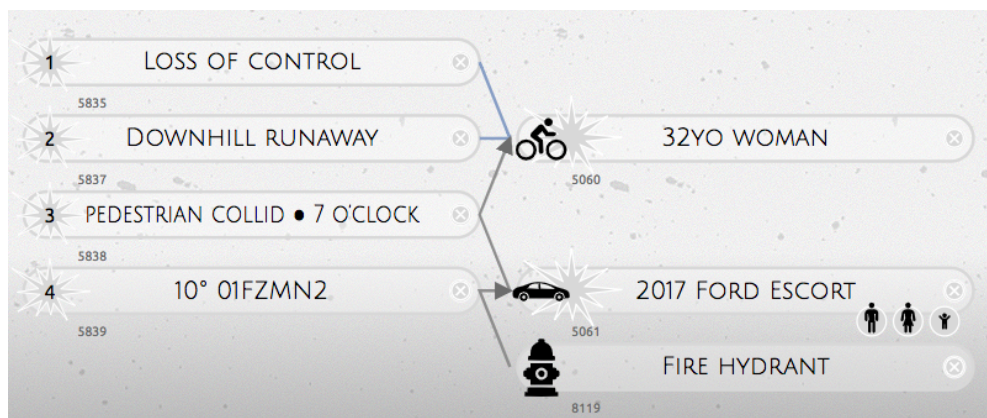
Damaging: 5060 person: 32yo woman
8119 other: Fire hydrant

SAVE

And we now have this:

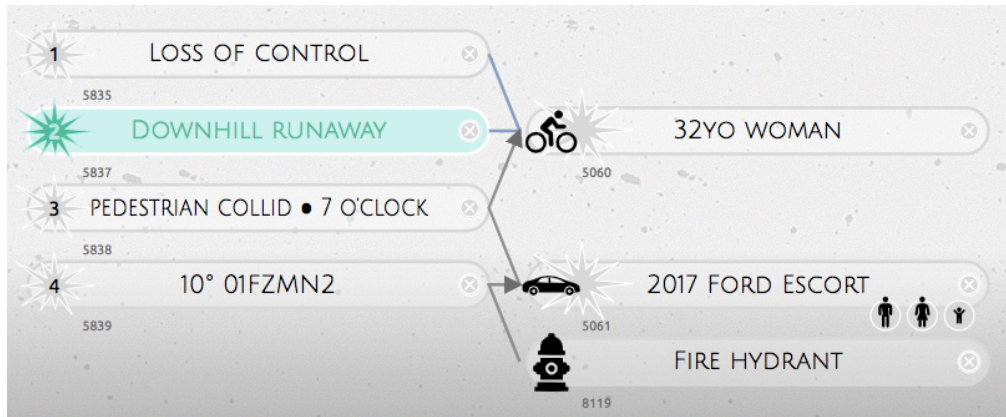


If we now click at the center of the collision labels, we can enter the *impact-on-pedestrian* (IOP) or *impact-on-vehicle* (IOV) entries respectively. Once we have added the relevant data in the respective IOP or IOV forms, then the labels on the diagram will respect this more specific information:



EDITING ENTRIES

To edit entries at the entity level, for example to change the *sequence* order, to change the code for the *harmful event*, or to change the *damaging entity*, just click on the impact icon containing the sequence number on the labels on the left. For example, to change the downhill runaway event to something else, click on the 2 highlighted in the image shown here:



This will bring up the same form we saw above, except now the title will say *Edit Harmful Event* instead of *Create New Harmful Event*.

DELETING ENTRIES

To delete an entry, just click on the small (X) on the right side of the labels. You will be asked to confirm the deletion twice:



*** *fin* ***