



OVERVIEW & DEFINITIONS Emergency Communications Panel

VEEWS was designed in partnership with the USGS and is powered by their **ShakeAlert**[®] system to quickly deliver site specific, early earthquake warnings seconds ahead of shaking. VEEWS is *NOT* earthquake prediction. It is early notification when earthquake activity has been detected. Alerts may be received before, during, or after shaking has started, depending upon your distance from the epicenter and other factors. You should always take protective action when shaking is felt regardless of whether a message has be played.



Account Information

Site ID: Unique value assigned to each VEEWS account at purchase; primarily for Valcom internal use purposes

Organization ID: Unique value assigned to VEEWS account at purchase; primarily for Valcom internal use purposes

Address: Site-specific value for each VEEWS account that determines latitude, longitude and VS30 values

Latitude/Longitude: Specific geographic coordinates associated with each VEEWS account's street address that helps determine when earthquake alert messages are played

VS30: Time-averaged shear-wave velocity (VS) in the upper 30 meters of soil at a site's latitude/longitude that helps determine when earthquake alert messages are played





Powered by **ShakeAlert** *California | Oregon | Washington

Configuration Settings - Care should be exercised in editing your settings to ensure continued receipt of alerts and notifications

Alert Settings are user pre-determined values for when, where, and how VEEWS earthquake alert messages will be played on-premise

Enable: This check-box turns VEEWS on and off.

Alert Threshold: *NOT MAGNITUDE*, this is the anticipated shaking for the event from 3 (Weak-noticeably felt indoors) to 10 (Extreme-very heavy damage) determined by the Modified Mercalli Intensity Scale alerts at/above the value set here will play; the default value is 4 (Light-felt indoors by many)

Alert Group: Group Code (typically an "Emergency All Call") for endpoint mechanisms (audio and visual) to activate upon VEEWS receiving a **ShakeAlert**® data meeting Intensity Threshold criterion

Alert Priority: Priority at which VEEWS alert mechanisms will activate; default is 97, meaning VEEWS will overtake all other messages below this priority value

Service Notification Settings are user pre-determined values for service notifications (Up/Down); sent within 15 min. of status change; repeated hourly

Service Notification Email: Address to receive service status notification emails; only one address allowed; recommended to use a group email alias

Service Notification Phone Number: 10-digit number to receive status notification text messages; only one SMS number allowed

Service Notification Paging Enable: This check-box turns service notification pages on and off

Service Notification Page Group: Group of on-premise endpoint mechanisms (audio and visual) to broadcast service status alerts (typically Administrative, Security, and/or IT offices)

Service Notification Priority: User pre-determined priority at which service notifications will play, overtaking all messages below this priority value; default is 96

Advanced Settings

Deactivate: *EXERCISE CAUTION*, this functionality will disable VEEWS, clear all user determined settings, and require an Activation Key to restart service

Advanced: This functionality is still under development. To learn more, contact earthquake@valcom.com

Status, Testing, and Resources

Status: This indicates VEEWS current operational status (Up/Down)

Local Test: Use this functionality to ensure that identified Alert Settings-Group Code broadcasts a simple, local test message, as intended, on-premises

Remote Test: Use this functionality to ensure messages are received and played from VEEWS cloud-service through identified Alert Settings-Group Code on-premises; also useful for earthquake drills

Education & Training Resources: A link to just-in-time resources for implementing VEEWS service and training those who will receive early warnings to respond properly

