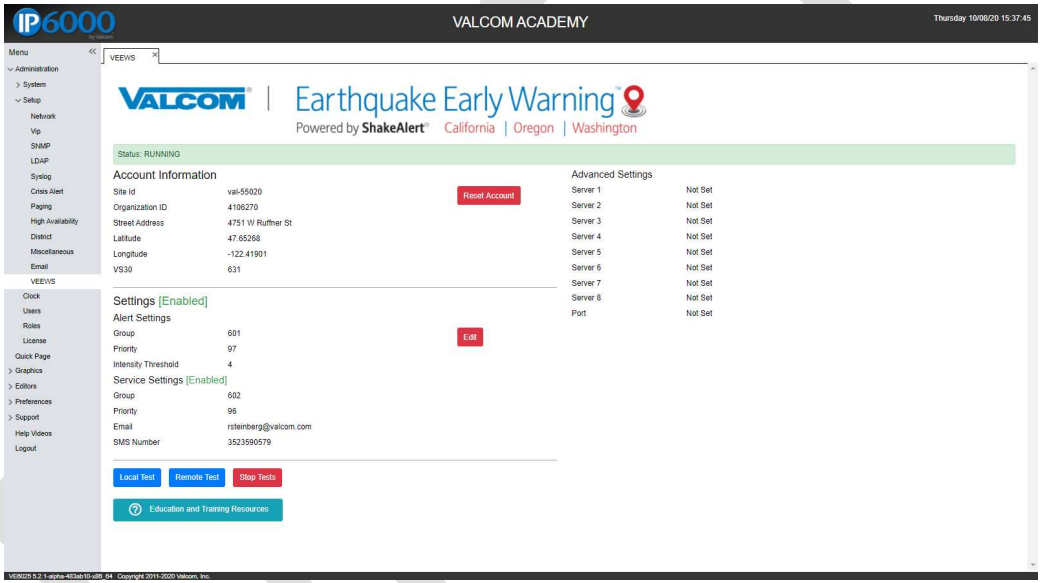
VALCOM EARTHQUAKE EARLY WARNING SYSTEM (VEEWS): Overview & Definitions

Application Server Pro – VE6025 *(64-bit systems only)*

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. You should always take protective actions when shaking is felt, regardless of whether a message has been 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
Street 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 to help determine when earthquake alert messages are played

VALCOM® | Earthquake Early Warning™

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

Settings – Care should be exercised in editing your settings to ensure continued receipt of alerts and notifications; access with <Edit>

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

Group: Group Code (typically an "Emergency All Call") for endpoint mechanisms (audio and visual) to activate upon VEEWS receiving **ShakeAlert®** data meeting *Intensity Threshold* criterion
Priority: Priority at which VEEWS alert mechanisms will activate; default is 97, meaning VEEWS will overtake all other messages below this priority value
Intensity Threshold: *NOT MAGNITUDE*, this is the anticipated shaking for the event from 1 (Not felt-no damage) to 10 (Extreme-very heavy damage) determined by the Modified Mercalli Intensity Scale; default value is 4 (light shaking); alerts at/above this value will play

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

Group: Group of on-premise endpoint mechanisms (audio and visual) to broadcast service status alerts (typically Administrative, Security, and/or IT offices)
Priority: User pre-determined priority at which service notifications will play, default is 96; overtaking all messages below this priority value
Email: Address to receive service status notification emails; only one address allowed; recommended to use a group email alias
SMS Number: 10-digit number to receive status notification text messages; only one SMS number allowed

Additional Features

Edit: Opens access to Alert Settings, Service Settings, and Advanced Settings

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

Remote Test: Test to ensure messages are received and *played from VEEWS cloud-service*, through identified Alert Settings-Group Code; also useful for earthquake drills

Stop Test: This button cancels a Local or Remote Test that is in progress

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

Advanced: This functionality is under development at this time. To learn more, contact earthquake@valcom.com; access with <Edit>

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