Locations Overview

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In Dispatch, locations are used primarily to:

- select the whereabouts of a dispatch, including alarms created by Connect;
- select the whereabouts of a dispatch-related task; and
- set an officer's last known location in the **Officers** panel.

Locations must have unique GPS coordinates so that when a location is selected for a dispatch, task, or officer, that location will be shown on the **Map** panel, using the coordinates saved to the location.

Locations are created through Location library objects in the Command Center app. However, when users with dispatcher rights have the **Allow add Locations on the Fly** option enabled in their profiles, they can quick add **temporary** locations through the **Create Dispatch** and **Dispatch Details** panels by clicking the ⊕ icon in the locations field, placing a pin on the map, and entering a name for the location. If global address search results are enabled in the System Settings, dispatchers can click an address generated from the map to create a temporary location.

> ℹ️ If the Location object in the Command Center app uses Geolocation data to pinpoint a location, Dispatch will prioritize using that information over the data in the object's **Latitude** and **Longitude** fields.

Once the dispatch associated with this location type is closed and cleared off the **Closed Dispatches** panel, it's removed from Dispatch, but its details are recorded are recorded in the **Location Details** field in the associated activity object in Command Center.

Locations settings.