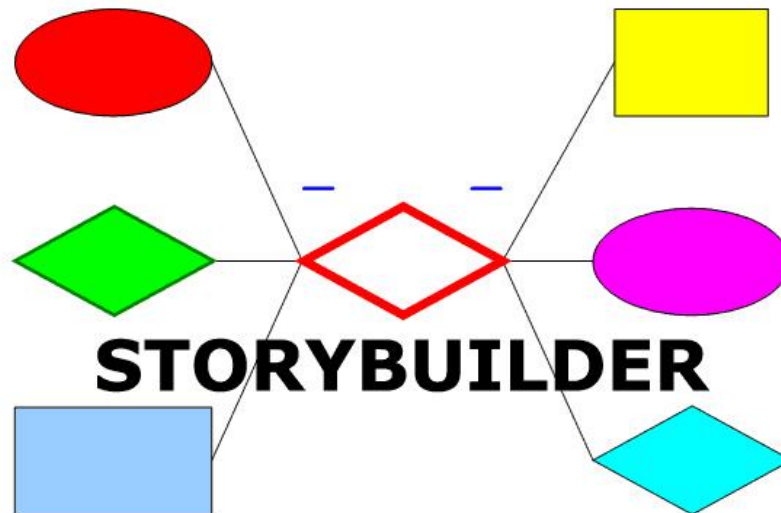


Storybuilder version 2.3.0.11

Release Notes



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1 INTRODUCTION

This document identifies changes in the Storybuilder™ program version 2.3.0.11 since release 2.2.21 and database .

With respect to functionality the most significant change is that instead of toolbars there is now a ribbon with tabs.

The supplied program files are:

 blank	sb	219,136	02/11/2009 20:02
 ChangeHistory	xls	136,192	10/12/2012 04:09
 SB Program Data	mdb	217,088	14/11/2011 17:44
 Storybuilder	chm	18,096,727	10/12/2012 03:07
 StoryBuilderv2.3.0.11	exe	5,169,152	09/12/2012 21:27
 zzzzz	sb	237,568	09/10/2012 17:46

The supplied database files are:

14 CREATIONS MOTHER SUPERFILE 121207v4_ANON.sb
14 CREATIONS MOTHER SUPERFILE 121207v4_BLANK.sb

The blank file contains no path.

2 KEY CHANGES

2.1 Ribbon

A ribbon has been introduced while maintaining the same functionality as before. Buttons have been organized into themes

This is covered in detail in an updated software help file

2.2 Statistics Window now a Statistics Button exporting to MS Excel

With the increased size of the database the statistics window was not functioning properly. The Statistics button on the Export and Analyse tabs exports the data directly to MS Excel instead.

NOTE: This information has been updated in the help file but not the User Manual

2.3 Demos

The demos (macros) have been overhauled. The old script demos have gone but the ability to record one's own demos remains and has been simplified. There is now an easy way to demonstrate a path.

2.4 Locking

The database opens locked. This prevents any accidental loss of information. Editing and building and entering paths is prevented. Unlocking enables all the functions.

WARNING! Paths entered in Lite mode, or old paths opened in Lite mode, and then viewed in Expert mode will not look exactly the same as paths entered in expert mode. This is a) because not all boxes are in the checklist e.g. Group boxes. B) Only the 1.1.2 Fall from height scaffold checklist has group boxes in the Lite Checklists (a test case). Also the path order is not good at dealing with multiple BFM failures in the same barrier block. Therefore opening paths in originally entered in expert mode via Lite mode is very dangerous. If the database is saved when paths have been opened in Lite some box data could be lost.

2.5 Hourglass/Timer

For operations that take a long time an hourglass function has been introduced to indicate that something is happening.

2.6 Box position

The user defined box position options have been removed from the box editor

2.7 Copying and importing bowties

Importing and copying a bowtie also copies the "creations" (checklists) and note

2.8 Warning messages

Warning messages have been added in numerous places to assist the user in avoiding errors e.g. with unlocking the database, opening the worm path demo, entering Lite mode.

2.9 Database

The bowtie definitions have been added and can be viewed in the bowtie tab field in Expert mode (r-click >Bowtie Info) and Lite Mode (r-click on bowtie name).

The database now contains 23.799 victims in 23.030 accidents for the period 1998-2009.

The database has been subject to improved structuring and consistency.

Bowtie 3.1 has now had a branch of Dose Determining Factors added, but there are no paths in in for the period 1998-2009.

2.10 Hints

Hints are provided for every button. A hint field is used in Lite mode for checklist items.

3 FAQs

Some key issues to be aware of are as follows:

3.1 Making and Saving changes

1. Why weren't my changes saved?

Nothing will save to the database unless it is unlocked and saved. This means that saving any newly made notes or macros, for example, will only save them to the temp file that is created whenever a database is opened. To save any changes permanently requires the database to be unlocked and saved or use Save As with a locked database.

2. Why doesn't the Build tab work?

The database has to be unlocked for this and for box editing.

3. Can I undo a mistake?

Unfortunately not. But if you have not saved the database you could try closing it and then reopening.

4. Why can't I delete boxes when editing paths in Lite mode?

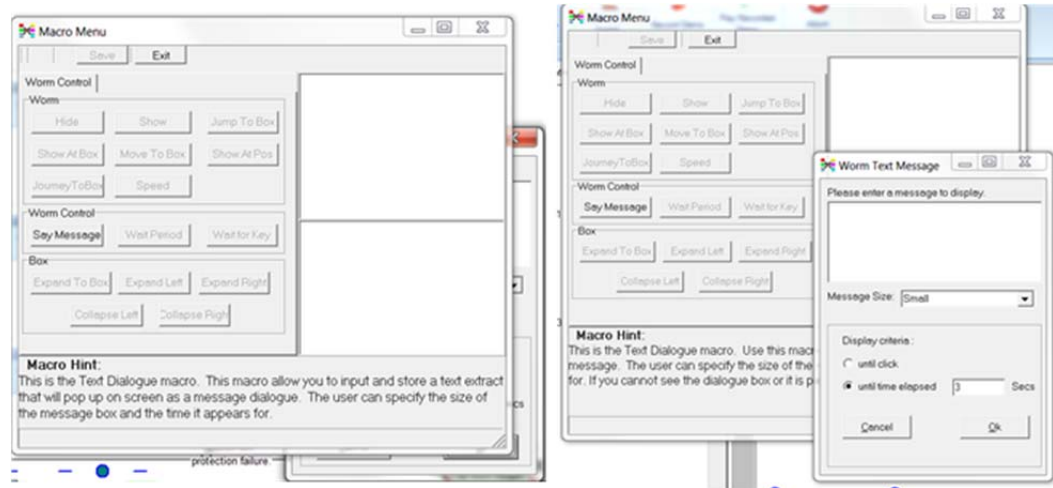
Make sure the database is unlocked.

If you uncheck a box beginning with a number and underscore, like 1_BFM for example, all the sub boxes that were chosen will also uncheck. If you do the same in a hierarchy where the step has Level 1, Level2, Level 3 etc unchecking a box at a higher level does not delete boxes at the lower level. This is a bug so to avoid it with levels uncheck the lower levels (2, 3 etc) first before unchecking level 1. [The change history suggests this is fixed but it is not].

3.2 Demos

5. I don't see or can't access a dialogue box for entering my information for recording a macro or for exiting

That is because the window is hidden behind the Macro Menu. There is no permanent fix for this yet. A trick is to use Alt+Esc held down together to bring the hidden dialogue box up front. If the focus goes to another window then while holding down Alt, repeatedly press Esc until the window reappears. It should then appear on top for the rest of the session.



• Figure 3.1 Hidden box on the left is brought to the front on the right with Alt+Esc

6. When I play recorded demo I do not see what I expect

There are several possible reasons for this

- 1) You are not in the same bowtie as the demo was made for. When you give a demo a name include the bowtie number
- 2) The bowtie is correct but the view is different. It isn't open/closed in the same way as when the recording was made. Try to make it the same.
- 3) The Macros are an old component of Storybuilder and it is not always easy to get a good match with the recorded location requirements. Anything requiring coordinates can vary according to expectations. It may be a case of trial and error to get what you want. Use the demo button if you want to get the worm to travel the path.

3.3 Editing and making paths in Lite mode

7. When I edit the path in Lite mode the boxes as lower levels in the tree don't uncheck. They are still there in the diagram. How do I get rid of them?

If you edit barrier failure modes the linked events (e.g. beginning 1_, 2_ etc.) will also be unchecked. However in a hierarchy of levels, such as might be found in Activities (A), equipment (ET) and Dose determining factors (DDFs), lower level checks will not be removed for higher level edits. They should be removed before editing the higher level or they won't be accessible afterwards.

8. My newly entered path data in Lite mode has disappeared. Where is it?

If you don't click New Path on the paths tab before entering path data the data can be lost. Always start a new path with New Path. There is a message there to warn you every time you enter lite

3.4 Paths in Expert mode

9. Why don't all the paths go through all the fields?

Not all the fields were present when the earlier paths were added:

1. Victim nationality and language skills and Human Error (TIFs) have not been analysed for all years but only for March 2004 – 2009 inclusive. Some years 2000-2002 have a few records (19 victim records in total). The Group Box 'Victim Nationality' contains the total paths in this category for each bowtie.

2. The analysed TIFs are only analysed when there is a Barrier Task (T) Use failure

3. A dose determining factors branch (DDF) has been added to BT3.1 from which was missing and so contains no paths, but is available for entering new paths.

10. Paths can be deleted when the database is locked

It is a bug – Do not unlock and save unless you want these deletions.

11. The path made or edited in Lite looks strange in Expert mode

Paths entered in Lite Mode do not go through the group boxes as the expert mode entered paths do (Fall from height scaffolds is an exception). Paths entered in Expert mode and then opened in Lite could lose boxes and a good path order because not all the boxes are in the checklist. Be careful when the database is unlocked. Don't save the database when expert entered paths have been opened in Lite mode as they will be changed permanently.

3.5 Flitering

12. Is it possible to filter the paths for specific sectors, years, jobs, victim age etc?

Yes. Just send a request to Storybuilder@rivm.nl and you will be sent an *.sfp file adapted to your needs. Import the file with Analyse>Import filer.

3.6 Exporting

13. What are those #### signs?

Yes, unfortunately sometime the paths in the cell are not shown. The sequence of comma separated numbers is interpreted as a single number. This is a bug not yet fixed.

0	
53	11340,11499,11530,11651,11771,12138,12297,12465,13289,13370,13655,13804,13923,
28	#####
20	#####
16	10345,11651,11771,12138,13289,13923,14007,16087,16298,16804,18090,37_2,4130,89
3	11044,22927,7704_2

• Figure 3.2 Path names appearing as hash signs

If you want to know which paths belong to a box you can always use the Paths-boxes matrix or the Selected boxes in Path Search under the Export tab.

14. Why is the “linked boxes” column empty in the exported data?

It is a bug. They should be there but are not.

3.7 Bowtie list

15. Why doesn't the bowtie order update when I change it (Bowties button on Database tab)

It is a bug – it only updates if you save the database and after closing and reopening it.

3.8 Response time

16. Why is it so slow to respond?

- The splash screen can be clicked closed
- With a bigger database everything has slowed down a bit.
- Do not use scrolling when paths are selected in big bowties like 8.1. Deselect before moving.
- Hourglasses or bars will indicate if there is processing going on.
- Some users experience exceptionally slow response times even on changing the settings but it is not known why. E.g. Normally settings changes should happen straight away but these users experience exceptionally long settings change times.