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Nearby Actors Widget

If you need to find the closest assets or closest landmarks to any one of your assets, you can use the Nearby Actors Widget on any map in OneView.

Nearby Actors Icon on Asset Map

When looking at an asset on the map within OneView, if you have the Nearby Actors Widget permission, you will see an icon that looks like a radar target. You will see this target icon on the top right if the map you are looking at only includes one asset.

If the map includes multiple assets, click on one asset and the summary pop-up will show the nearby actors target icon in the summary box. This icon, when clicked, will show you which assets/landmarks are the closest to this selected asset.
Configure Nearby Actors Selection

Once you click on the radar target/nearby actors widget, OneView will show a legend of the nearest assets and landmarks in each of your actor classes and landmark folders. If you have multiple actor classes assigned to your assets, you can narrow your selection with the configure wrench.

*Click on the wrench at the top of your Nearby list.*

**Configure Nearby pop-up window**

In this window you will see all of your assigned asset classes. Keep them all checked if you want to see all close assets, or only keep the actor class(es) checked that you do want to include.

Uncheck the Actor Classes box to uncheck all

Check the box next to the actor class(es) of the assets you would like to include.
Nearby Landmarks

Use the configure wrench to select the landmarks folder(s) of any nearby landmarked locations that you want to include in your nearby actors results.

Uncheck the Actor Classes box at the top of the Configure Nearby pop-up. Scroll to the bottom of the list where your landmark folders are located. Check or uncheck the boxes so that the folder or folders that you want included in the results are selected.

The nearby landmarks will appear in the map.
Find Nearby Actor to Landmark

If you need to find the closest asset to a landmark, you can use the landmark’s map to also click on the Nearby Actors widget.

1. Search for the landmark in the landmark search field.
2. Open the landmark’s summary page.
3. Click the nearby actors radar/target icon.

4. Narrow your actor classes to include the desired type of asset.

5. You will now see the assets that are closest to your landmark, and you will see the radar/target under the icon that is the landmark you initially used in your search.
Results Include Nearest Assets, Expand with [+]  
The map will show up to the closest five of any of the actor classes that you’ve narrowed your results to show. Use the [+] icon in the actor class header to show up to the nearest ten. This is the same for asset actor classes and landmark folders.

**Nearest Assets**

**Nearest Landmarks**
Assign a Job to Asset in Results List
In the results list, you will see how far each of your nearest assets or landmarks are away from your target asset. Also you will see an icon that allows you to create a job for this asset. For example, if it needs service, create a maintenance. Or if it is a dispatch job that you need to assign to the nearest asset, create that dispatch job using the icon next to the asset. Icons will only appear for assets that have a driver attached to the asset. If there is no driver, the system will assume that asset is not in use today. Create any jobs through the normal tools in OneView for assets that do not include the dispatch icon.