

All Hands on Deck Callout

When you select **All Hands on Deck** (All Hands) as the callout type, ARCOS displays some screens and options that are different from those you see during normal callouts. The following information pertains to running an **All Hands on Deck** callout.

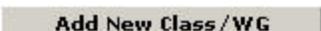
All Hands callouts are location-based, rather than roster-based callouts. Some companies also use an additional feature that allows them to add additional rosters from another location to their All Hands callouts. **All Hands** callouts consider all employees in the selected location(s) and roster(s), some employees may not be called because of their availability status.

The *Sub-Callout* table **Class/WG** displays **Query by Location** instead of the name of the class or workgroup. You may identify a roster as excluded from **All Hands** for employees you do not want called for **All Hands** and check the **ExAH** checkbox in **List Mnt>Roster List Ordering>Admin**, if your company has the [EXAH Roster Pref](#) option.

Depending on your company settings, when you are in **All Hands** mode, you may have a *Class/Workgroup* picker that allows you to specify any additional *Classes* or *Workgroups* to call out in a Workgroup-based **All Hands** sub-callout. Further, it may be possible for you to choose *specific Custom Messages* for each sub-callout that you add to the callout. This allows each *Class* or *Workgroup* to receive their own specific instructions. The sub-callout messages supersede the main message, so that the sub-callouts only hear the sub-message, not both messages.

2 Sub-Callout(s):										
CO Id	Class / WG	Location	# Avail	# Req	# Filled	Curr Att *	Attempts *	Sub Custom Msg	Status	Action
56190	Query by Location *	McLeod Department	2	3	0	1	2	for further instruct...	New	Delete
56192	Area Operator	McLeod Department	2	2	0	1	2	generator failure-co...	New	Delete
Add New Class/WG			Add Location(s)			Save		Refresh		Alternate Action

Creating an **All Hands** callout uses the same basic steps as creating a normal callout. The biggest difference is that the *Sub-Callout* table displays **Query by Location** in the *Class/WG* field instead of the name of the class or workgroup. Also, the *Roster Picker* changes to a *Location Picker*, because **All Hands** callouts are location-based, not roster-based. See [Creating a New Callout](#) for the step-by-step instructions on creating a callout.

Button	Explanation
	Accepts the location choices you made in the <i>Roster Picker</i> table.
	Displays other buttons for further choices of roster selections.
	Changes to the <i>Location Picker</i> table.
	Changes to the <i>Roster Picker</i> table.

[View Callout Screen for All Hands on Deck Callout](#)

Callout Edit Page ID: 0 - New		Created by: Brenda A. McGuire on Fri 08/24/2007 08:27:07 In: Test OpCenter		Loading Picker: Success				
Info	Type:	All Hands on Deck	Work Start:	Aug 24, 2007 08:27:07				
	Description:		Work End:	Aug 24, 2007 12:27:07				
Msgs	Reason:	Storm Related	Custom Msg:					
	Event loc:							
Attr	Blast Call:	<input type="checkbox"/>						
Ovrd	Rest 8 hour rule:	<input type="checkbox"/>	Light Duty:	<input type="checkbox"/>	Sick:	<input type="checkbox"/>	Vacation:	<input type="checkbox"/>
	Overtime Preference:	<input type="checkbox"/>	All:	<input type="checkbox"/> (9 items *)				
Save								

**Note: Not all companies have all of the items described in the Online Help.*

**Please note, the ARCOS online documentation is a living document that is always under review. If you see information that is inconsistent with the behavior in the application, or you do not see a page covering an ARCOS feature you would like to know more about, please contact the ARCOS Support Center.*

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