

Locations Overview

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In Dispatch, locations are used primarily to:

- select the whereabouts of a dispatch, including dispatches or 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 in order to be saved in Dispatch. This is because 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, if you have the **Allow add Locations on the Fly** option enabled in your profile, you can quickly 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, dispatchers can click an address generated from the map to create a temporary location.

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 in the **Location Details** field in the associated activity object in Command Center.