



# INSPI Mobile

## User Quick Guide

**Feature:** Damages

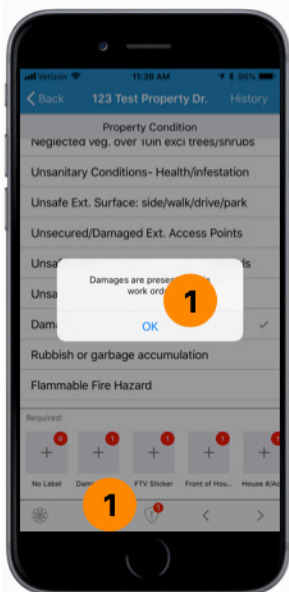
**Overview:** This guide provides an overview of existing and new damages in INSPI Mobile.

## Feature Details

- Damages will automatically be triggered and displayed on a work order if they were previously reported at the property address; damages can be pulled from both inspection results and maintenance orders at the property.
- If exterior damages are present at a property, they will appear in the work order after the inspector has deemed the property vacant.
- If interior damages are present at a property, they will appear in the work order after the inspector has stated he or she has gained access to the property.
- Newly stated damages may require both written and pictorial documentation along with an eyeball cost estimate.

## Script Questions - Existing Damages

### Triggering Damages

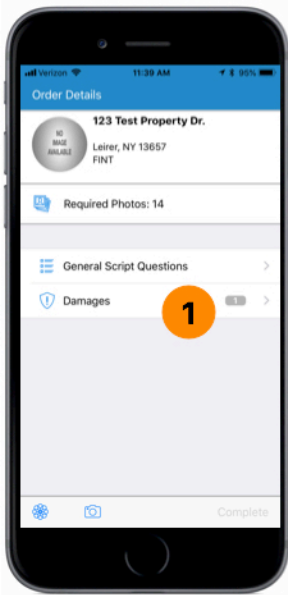


**1**

#### Damage Indicators

Existing damages are triggered by certain script responses; once triggered, damage indicators will display alerting the user of the additional damage documentation needed at the property.

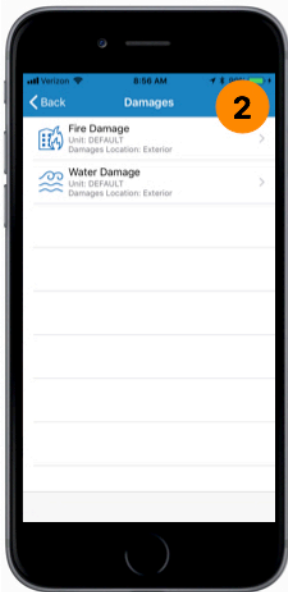
- Depending on the state and/or script, an in-script pop-up may appear.
- An active, clickable shield will always appear at the bottom of the script once damages are triggered. Linking to the Damages Section, this icon will also display in red the number of damage scripts that still need to be completed (e.g., just fire damage will display a “1”, fire and water damage will display a “2”).



- A link to the Damages Section and the triggered damages script(s) will also always appear on the General Script Questions Screen as a single "Damages" bar. This bar will also display the number of damage scripts that still need to be completed by the user.

**2 Damages Section**

Clicking on the shield icon or "Damages" bar will take the user to the Damages Section where all triggered damages will display (both exterior and interior).

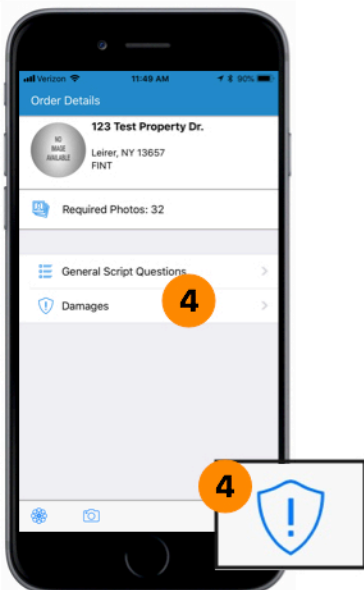


**3 Damages Script Questions**

Users must answer all questions and take all required damage documentation within the Damages Section.

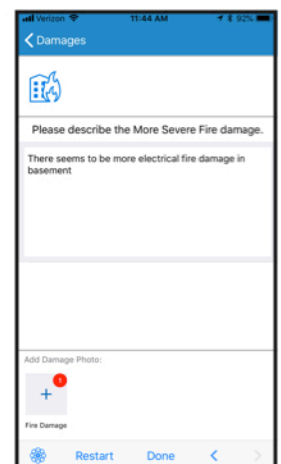
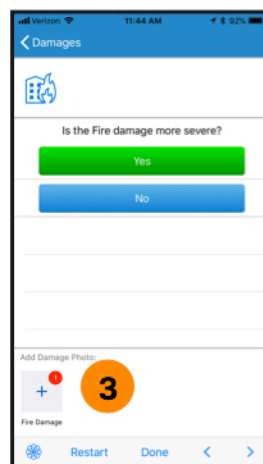
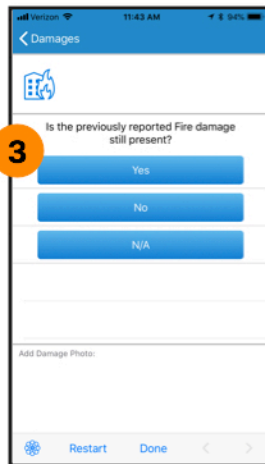
- Once a damage script is complete the right arrow in the script will no longer be active. The user must click "Done" to mark that damage script as finished.

- Clicking "Restart" will clear out the user's answers to that particular damage script and the section will need restarted and reanswered.

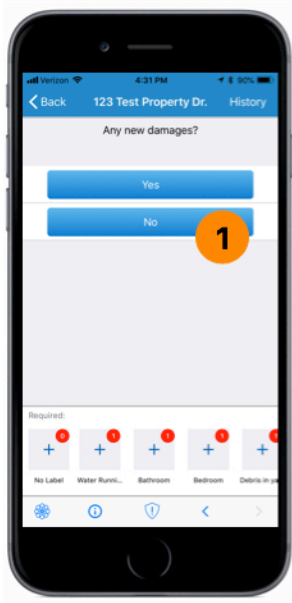


**4 Completed Damages**

Once all the questions have been answered and the documentation taken for the existing damage scripts, the script numbers will disappear from both the shield icon and the "Damages" bar.



# Script Questions - New Damages



## Stating New Damages

### 1 In-Script Reponses

Depending on the state and/or script, users will be able to state new damages at a property.

- Required additional documentation will depend on the type and severity of the newly stated damages.

