



# SCOUTS | TERRAIN

## The latest news and information

August 12<sup>th</sup>, 2021

As part of the ongoing commitment to Scouts | Terrain, there are two streams of work that will happen from time-to-time, resulting in releases of differing natures.

The first of these is an ongoing time allocation, per month, that enables background work to occur in the form of support and maintenance. Each month, this might look slightly different, and some items will be fixes to specific user issues, whilst other items might be more wide-ranging. It is more efficient for any of these fixes to be grouped for testing and release, so whilst work is steadily occurring, we won't always see evidence of this on a routine basis.

The second stream of work is a concentrated stint of development work, with the potential to occur once each year. This will see significant enhancements to, or adjustment of, a feature (or multiple features) as a result of user feedback.

This month, there are quite a few items that have been bundled together from work that has occurred in the last two months from the support and maintenance stream. Some of this is addressing bugs, and other aspects are maintenance to update program additions or changes. The release occurring today includes:

- Additional Awards page updates
  - Earth Tribe badges have been added. These are:
    - Champions for Nature Challenge
    - Scouts Go Solar Challenge
    - Tide Turners Plastics Challenge
  - World Scout Environment Badge has been moved to display as a retired award – it should be evident for those who have achieved it, but it will have moved on the page.
  - International Ambassadors badge – check in with your Branch International Commissioners for additional information
  - Scouts4SDG Challenge – engage in projects to contribute towards the Sustainable Development Goals, and record them on [scout.org](https://scout.org)
- Programming updates
  - Risk Management and Risk Identification have been added to the planning phase

- Partial resolution to time zone display issues, where an event is created in a different time zone to which it is occurring, especially as it pertains to daylight savings.  
Note: the calendar will display correctly, but within the event it still may display an hour out
- Sorting attendance list alphabetically when viewing the list of members for an event
- Refining event credit processing to apply only to youth members in the matching group/unit/patrol

These are due to be released on Thursday 12<sup>th</sup> August.

Additionally, there are functions being developed to enable greater support scope in the form of automations that the support team can utilise. The most recent additions include:

- Merge member data
  - If you have a member who has moved Branches/states, we can now migrate the achievements so that the new Group does not need to re-enter everything. This can be requested via support within Scouts | Terrain, and requires the membership number and Branch for both ends of the move.
- Re-run event credit
  - Do you have an event that hasn't seemingly loaded the achievement data properly? Send a support request with the event-id and impacted member numbers (if only some attendees were missed) and the team can attempt to re-run the event to apply these credits.

Please note: at this point we understand there is still a limitation that if the credit has been successfully applied, even if it is to the incorrect section, it will not apply to that member again. More work is occurring to support rectifying that issue.

The team looks forward to being able to provide you with another update shortly!