

Preferences properties

You can find these properties under the [Preferences](#) tab in the Settings screen.

Property	Description
Default Time References	This dropdown lets you choose the default time zone SAFE application must use to show time entries. Choose either UTC , Base time , or Local time .
Default Airport Code	This dropdown lets you choose the default format for the airport codes shown in the application. Choose either IATA , ICAO , or FAA . Not all airports have codes allocated to them. If the code is missing, no code will be displayed.
Default create roster visibility	This dropdown lets you choose the default visibility option that should be selected when you are creating a new roster. Choose either Public or Private . <ul style="list-style-type: none"> • A public roster can be viewed by anyone who is part of the company team that has an account to access this instance of SAFE application. • A private roster can only be viewed by the person uploading it and the administrator of this instance.
Show sleeps	This dropdown lets you choose whether to show the sleep data or hide it. Choose either Show sleeps or Hide sleeps .
Show fatigue	This dropdown lets you choose whether to show the fatigue data or hide it. Choose either Show fatigue or Hide fatigue .
Show risk	This dropdown lets you choose whether to show the Duty Risk Metric data or hide it. Choose either Show risk or Hide risk .
Email on Roster Upload Success	This dropdown lets you choose whether to send email notification to you after a roster is successfully uploaded to SAFE application. Choose either Send email or Do not send email .

Property	Description
Email on Roster Upload Failure	This dropdown lets you choose whether to send email notification to you if a roster could not be uploaded to SAFE application. Choose either Send email or Do not send email .
Email on Roster Shared	This dropdown lets you choose whether to send email notification to you when your roster is shared with anyone. Choose either Send email or Do not send email .