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# **QField Documentation**

***Release 0.5.2 - Elbrus***

**The QField Project/[OPENGIS.ch](http://OPENGIS.ch)**

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QField is an alternative and simplified user interface for QGIS. It is built with focus on mobile, touch driven devices.



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## **1.1 QField Installation Guide**

### **1.1.1 Android Version**

QField can safely be used with any version later than android 4.3.

### **1.1.2 Get it on GooglePlay**

You can download the app directly from GooglePlay.



### **1.1.3 Get a pre-built apk**

We also offer a pre-built apk for you to download if you are not able or do not want to use Google Playstore. Download the [qfield.apk](#).

### **1.1.4 Karma edition**

If you bought the [QField Karma edition app](#), we thank you a lot for your support. To get QField you will also need to install it as explained above.

## **1.2 Concepts**

QField was designed with a few key concepts in mind.

### **1.2.1 Keep it simple**

The requirements on the field are not the same as on a desktop. The screen is smaller, the input devices are different and the tasks are different.

QField aims to help the user to perform the tasks he needs to do without cluttering the user interface. This means, that only tasks which need to be done on the field are available from the interface. Everything else is not.

This means that everything like layer styling, form definitions and other project setup steps should be done on a computer with QGIS installed first.

## 1.2.2 Be compatible with QGIS

QField is based on QGIS. It is not a rebuild of QGIS it really *does* use QGIS libraries. The rendering engine is exactly the same as in QGIS for desktop and your project will therefore look exactly the same on your mobile device as it does on your computer.

If something is already available as a configuration option in a QGIS project, it should not be re-invented. QField therefore uses the same edit widgets as QGIS desktop does. If a project is already configured for the desktop, it should just run on mobile as well.

Remember, this is just the *concept*. This is what we have in mind when we develop QField. It does not mean that it is already completely there yet.

## 1.2.3 Mode based

QField is built around *modes*. Modes are similar to a *map tool* in QGIS desktop. A mode defines the task which a user is currently doing. Either a user is *browsing* through the data or he is *digitizing* something new.

## 1.3 QField Project Management

You will need a portable version of your QGIS project file (.qgs). Portable means that all paths are relative and datasets are reachable from the device. We suggest having a look at the QConsolidate plugin and the Offline Editing plugin.

### 1.3.1 Data sources

While many data providers are supported, there are still some stability issues with the OGR provider (E.g. Shapefile). For best stability you should use spatialite files or a postgres database.

## 1.4 QField User Guide

### 1.4.1 Opening a project

### 1.4.2 Identifying features

A long press on a feature will identify it. Pressing the back button will close the identify window.

### 1.4.3 GPS

A long press on the GPS button will show the GPS menu.

### 1.4.4 Custom SVG symbols and settings

In the about dialog you can see where the shared folders are in your device. If you need to use custom symbols you need to put them there using a file manager.



### 1.4.5 Digitizing

To start digitizing new features, click on the menu button and choose *mode > digitize*.

A new combobox will appear next to the menu button which lists the layers available for digitizing. At the moment (QField 0.5), QField only supports point layers.

navigate the crosshair in the center of the screen to the desired location and click the check at the lower right of the screen to confirm the creation of a new point feature. If the feature form is not suppressed (in the QGIS project vector layer properties), the user will be asked to enter the attributes for the new feature.



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## Indices and tables

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