Wild.ID Instruction Manual

Version 0.7.5

Last Updated: 10/6/2015
Last Edited By: James MacCarthy

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Introduction

Welcome to Wild.ID! Wild.ID is an open-source platform for managing camera trap projects. This software allows users to store and manage multiple project objectives, personnel information, camera trap images and annotations, and ancillary data like temperature and moon phase that might be useful for later analysis.

Wild.ID allows the user to export their data in a format that is compatible with many common analytical platforms, including Excel and R.

A few benefits of the software are:

1) Easily view and zoom into images while annotating
2) Prevent misspellings—checks annotations against a list of valid IUCN species names.
3) Set confidence levels for identifications
4) Change annotations for entire groups of images
5) Automatically store environmental variables—reads camera trap image metadata
6) Store equipment lists and personnel information
7) Direct connection to the Camera Trap Federation data repository (coming soon)
8) Search previously annotated images and filter by project, time, photo type, genus, or species
9) Many more!

Please contact help@teamnetwork.org with any questions regarding Wild.ID that are not covered in this help documentation
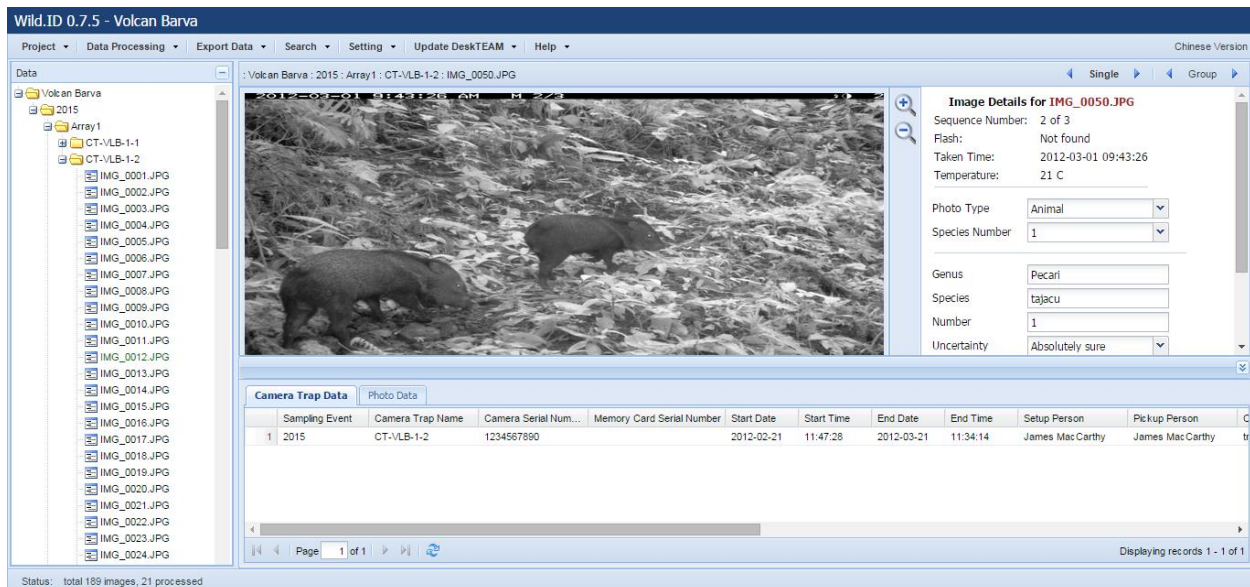

Getting Started

Installing Wild.ID is a two-step process. The user should make sure that they have the most recent version of Java on their computer. After Java is installed and updated, the installation for Wild.ID may begin.

Downloading and Installing Java

As mentioned before, the most recent version of Java (Version 7, Update 80) needs to be installed before installing Wild.ID. Follow these steps to ensure that the latest version of Java is running on your computer:

1) Open an internet browser (preferably Mozilla Firefox) and navigate to www.java.com/en/download/.
2) Click on the **Free Java Download** button to begin downloading the installation file.
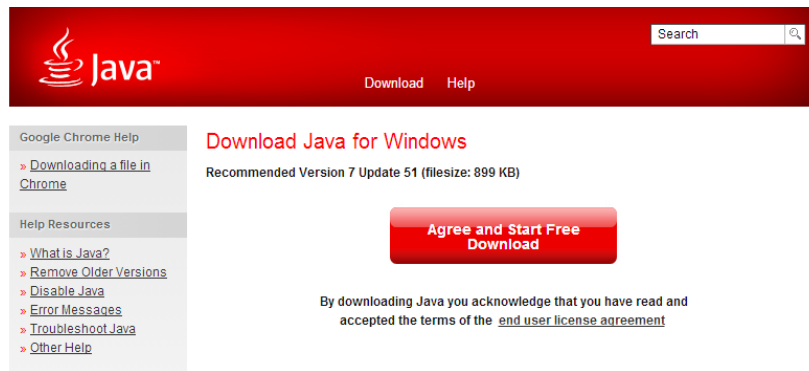
3) Once the file is downloaded, double-click on it to begin the installation.
4) Click the **Install>** button to continue.
5) Uncheck the boxes when prompted to install additional add-ons from Ask and other third-party vendors. You do not want to install these extras.
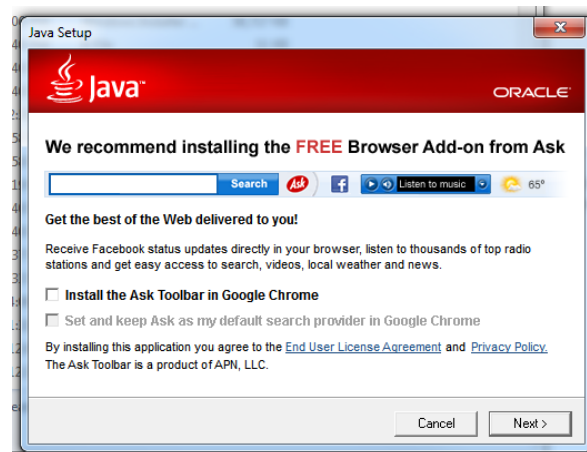
6) If you receive a message that says Java is already installed on your computer, click **Yes** to re-install it.
7) When the installation is finished, you should receive a message indicating that Java was successfully installed.
8) Click **Close** and you will be redirected to a webpage to verify whether or not the installation was successful. If you are not redirected to the verification webpage after the installation is completed, open an internet browser and navigate to www.java.com/en/download/installed.jsp.
9) To complete the verification process, click on the red button labeled **Verify Java Version**. The button might also say **Agree and Continue**. Either way, click the red button to verify your Java

version. If you get a message like the one below, click the **Run this time** button. Click **Run** if any other pop-up windows appear.
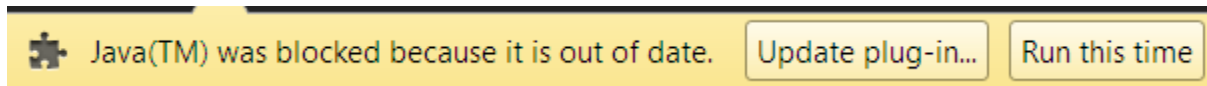
10) After your Java version has been verified, you should receive a message indicating that everything was installed correctly.

Downloading and Installing Wild.ID

After Java has been installed on your computer and verified, you may install Wild.ID. Please follow the steps below to install the software:

1) Open an internet browser (preferably Mozilla Firefox) and enter the following URL: https://github.com/ConservationInternational/Wild.ID/archive/master.zip. The download for the installation file should begin immediately after the URL is entered. You can also download the newest version of Wild.ID from: wildlifeinsights.org.
2) Save the installation file to the "Downloads" folder on your computer.
3) Navigate to the location where the installation file was saved and double-click on the file to begin the installation wizard.
4) When prompted to select the installation folder, choose a location on the computer for which your user has read/write permissions. Click **OK** or **Next >** to continue the installation process.
5) When the installation is complete, click the **Finish** button to exit the installation wizard.

Configure Permission Settings for Wild.ID

Before using Wild.ID, please make sure that your administrative settings allow Wild.ID to read and write to the folder in which it was installed. To do this, please follow the instructions below:

1) Navigate to the Wild.ID installation directory using Windows Explorer and open the directory to view the contents.
   a. Directory path should be similar to: C:\Program Files (x86)\TEAM Network\Wild.ID_0.7.5
2) Right-click on the "apache-tomcat-6.0.20" directory and choose **Properties** from the menu that appears.
3) Click on the **Security** tab in the **Properties** window and then click the **Edit...** button.

4) Select "Users" in the top box (i.e., group or user names) by clicking on it and then make sure all of the boxes in the **Allow** column are checked. If any boxes are unmarked, click on the checkboxes to grant the program permission.
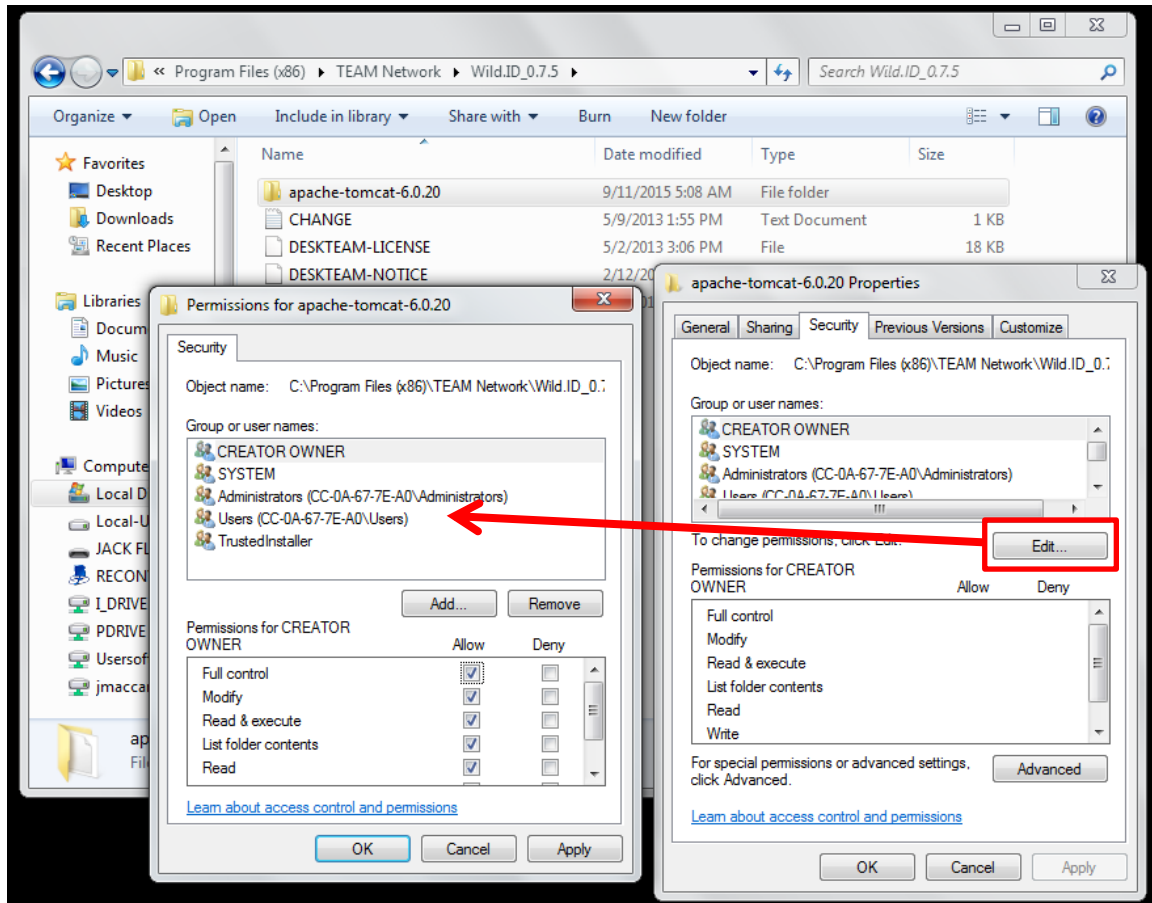

5) Click **OK** twice to save the security settings.

Note: If you are still unable to Wild.ID successfully, try right-clicking on the Wild.ID_0.7.5.exe" icon and clicking **Run as Administrator** from the menu that appears. If you still experience problems, please contact help@teamnetwork.org.

How to Use Wild.ID

Now that Java and Wild.ID are installed on your computer, you can start using the program to manage your camera trap projects.

Open Wild.ID by double-clicking on the icon or selecting it from the Windows Start Menu. The homepage of Wild.ID should look like the image below if this is the first time opening the program.
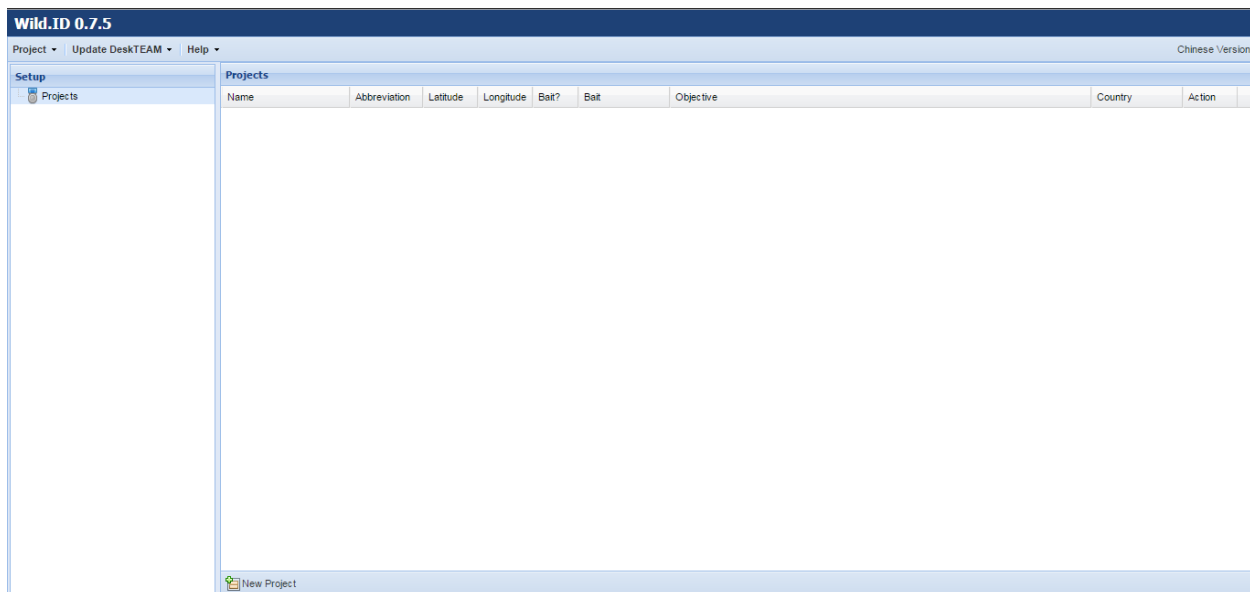
Choose Language Preference

Wild.ID currently supports two languages: English and Chinese (Spanish will also be added soon). To switch the language to Chinese, click the **Chinese Version** button in the upper right corner. To go back to English, click the 英文版 button in the upper right corner. Although the rest of the instructions use the English version of Wild.ID, the menu items should be the same across versions.
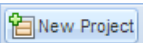
Start a New Project

Wild.ID allows the user to keep track of multiple camera trap projects in one location. Each project is made of four components: Camera Trap Arrays, Events, Cameras, and People. When a new a project is created, the information for these components must also be entered before importing any data into Wild.ID.

To add a new camera trap project, make sure you are on the project management page (refer to the image above for an example of an empty project management page). If you are not on the project management page, open the **Project** menu at the top and click **New Project**. Any projects that were created in the past are also listed in this menu.
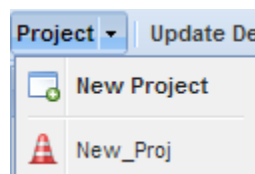
If this is the first project the user has created, Wild.ID will automatically open to the project management page. Follow these instructions to create a new project:

1) Click on the button at the bottom of the page.
2) Fill in the requested information, and then click the **Create** button. Not all of the information in the pop-up is required, but please fill out as much information as possible.

Note: The project name can only have a <u>maximum of 10 characters</u>; the project abbreviation must be three characters long.

Once the project has been created, it will be added to the explorer window on the left side of the screen. If you do not see the four project components seen in the below image, you may need to click the "+" next to the project name to expand its contents.
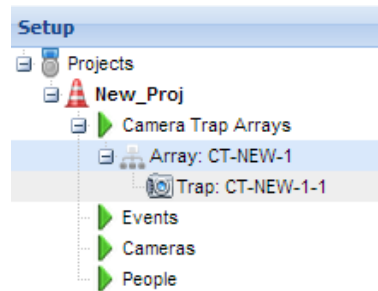
As you can see in the above image, a camera trap array with one camera trap is automatically added to new projects. Click the "+" next to **Camera Trap Arrays** and **Array 1** to expand those directories and see all camera traps currently entered in the project.

Wild.ID automatically names each array and camera trap using the following naming convention:

<div align="center">

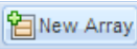**CT-[Project Abbreviation]-[Array Number]-[Camera Trap Number]**

</div>

Now that the project has been created, it is time to edit its components.
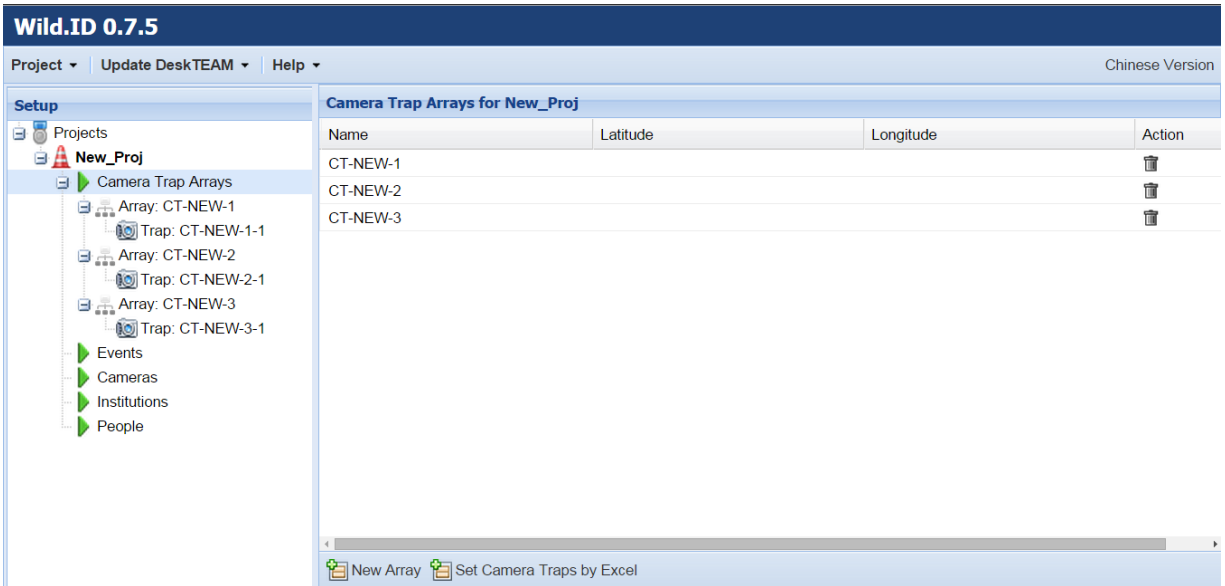
Adding Camera Traps and Arrays

Adding Arrays

Sometimes a project will have multiple groups of camera traps that are deployed during a single sampling period/event. These groups of camera traps are called arrays in Wild.ID and are very easy to create. If your project only has one array of camera traps, please review the "Adding Camera Traps" section of this document.

To add additional arrays to your project, click on the **Camera Trap Arrays** directory heading in the explorer window on the left.

Click on the [New Array] button at the bottom of the **Camera Traps Array** screen. Every time the **New Array** button is clicked, Wild.ID will add a new array to the project based on the naming convention mentioned above. No other information is required; however, you may choose to enter the latitude and longitude coordinates for the array centroids on this page.

To add the latitude and longitude coordinates to an array, double-click the appropriate cell, enter the coordinates, and then press the **Enter** key.

An example project with three arrays is shown below.

As you can see in the above image, each new array that is created automatically includes one camera trap.

Adding Camera Traps by Batch Upload

Wild.ID supports a batch upload function that allows users to upload a list of camera traps using the pre-defined template below.

Table 1. Template for Batch Upload Excel file. Pay attention to the strict formatting requirements for the array names. All other cells in the template are user-defined and do not have any formatting requirements with the exception of the camera trap names, which are limited to 25 characters, and latitude and longitude, which will only accept numeric values. Template files must be saved in .csv or .xls format.

Camera Trap Name	Latitude	Longitude	Array
Camera1	101	102	CT-NEW-1
Camera2	103	104	CT-NEW-1
Camera3	105	106	CT-NEW-2

The **Camera Trap Name** column contains a list of unique camera trap names, **Latitude** and **Longitude** are filled with the spatial data for the camera traps (this can come from a shapefile or GPS unit), and the **Array** column is used to assign camera traps to their arrays. Any Wild.ID versions prior to v0.7.5 must follow a strict formatting procedure (i.e., CT-[Three Letter Project Abbreviation]-Array Number) for the **Array** column.

Array names should be identical to the names of the arrays that were created and are present in Wild.ID. Using the project in the previous section as an example, the user would enter "CT-NEW-1" in the **Array** column for all cameras in array 1 and "CT-NEW-2" for

Note: Future versions of Wild.ID will include a simplified version of the batch upload feature. The new template will eliminate the strict formatting requirements for the array names in the template file.

cameras in array 2. If the project abbreviation was XYZ, the user would enter "CT-XYZ-1" to assign cameras to array 1.

Follow these steps to upload your list of camera trap names and spatial information:

1) Click on the Camera Trap Arrays sub-heading.
2) Click on the array for which you would like to upload data. a. For example, "CT-NEW-1"
3) Click on the Set Camera Traps by Excel button at the bottom of the window.
4) Select the file that contains the camera trap information from the pop-up window.
5) Check the names of the camera traps that were uploaded and delete any camera traps that will not be used, such as the camera trap names that were automatically created with a new array.
   a. Click the Trashcan icon next to a camera trap name to delete it.

Note: The batch upload file must contain the three headers: Camera Trap Name, Latitude, and Longitude (the Array header is optional). Please see the table in this section for an example of how to format the batch upload file.

Once the camera trap names are imported into Wild.ID, they can be edited following the steps on page 14 in the section entitled "Edit Camera Trap Name."

Adding Camera Traps Manually

Click on any array under the **Camera Trap Arrays** sub-heading (Array: CT-NEW-1 in the below image) to edit the camera trap information for that array. Similar to adding projects and arrays, new camera traps can be added to each array by clicking the **New Trap** button on the bottom of the screen. In the below image, I have added four camera traps to array 1 for a total of five camera traps in this array.
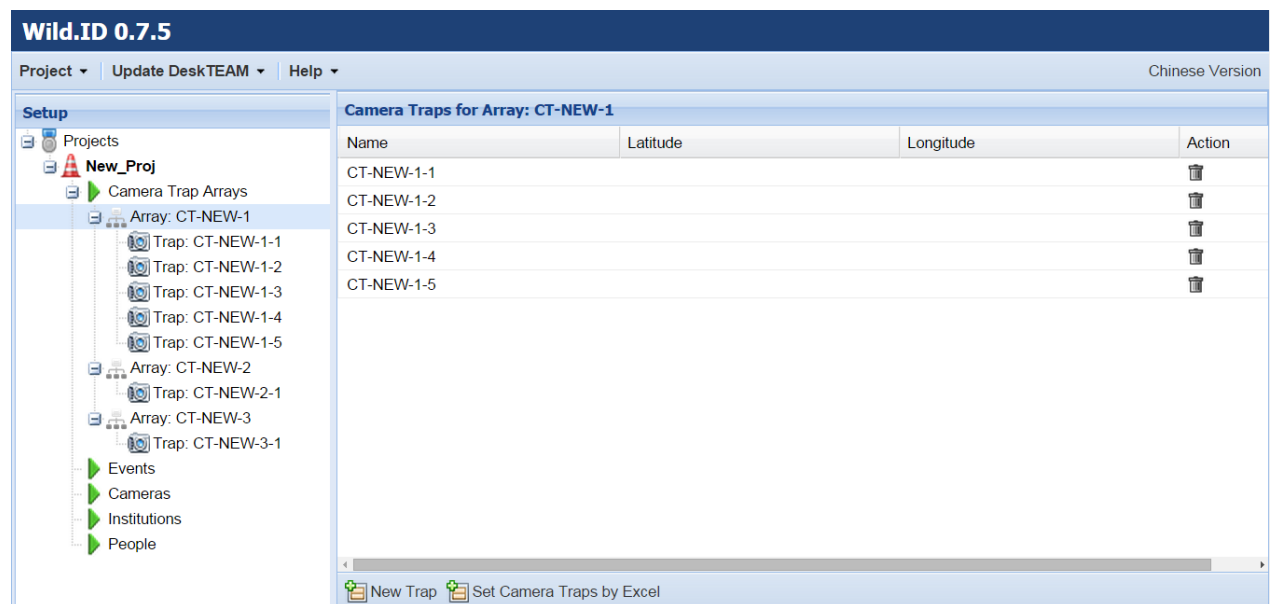
No other information is required; however, you may choose to enter the latitude and longitude coordinates for the camera trap locations on this page. To add the latitude and longitude for camera
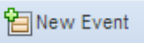
traps, double-click the appropriate cell, enter the coordinates, and then press the **Enter** key on your keyboard.

Note: When added manually, camera trap names are automatically generated from the project abbreviation, array, and camera trap number. These names can be edited by double-clicking on the name cell and entering a new name. Press the **Enter** key on your keyboard to save the new name. This will update the name of the camera throughout the software.

Adding Events to a Project

Adding events to a project are useful to researchers because it allows them to easily tag their data by camera trapping events (e.g., year, season, and sampling period). When data is imported from a memory card later on, the events listed here will appear in a drop-down menu for selection. Follow these steps to add an event:

Click on the **Events** directory heading in the explorer window on the left side of the screen. This page will be blank for new projects.

Click on the [New Event] button at the bottom of the **Events** screen. Every time the **New Event** button is clicked, Wild.ID will prompt the user for a name the event. The image below shows several examples for formatting the name of an event. Event names are currently limited to a <u>maximum of 50 characters</u>.
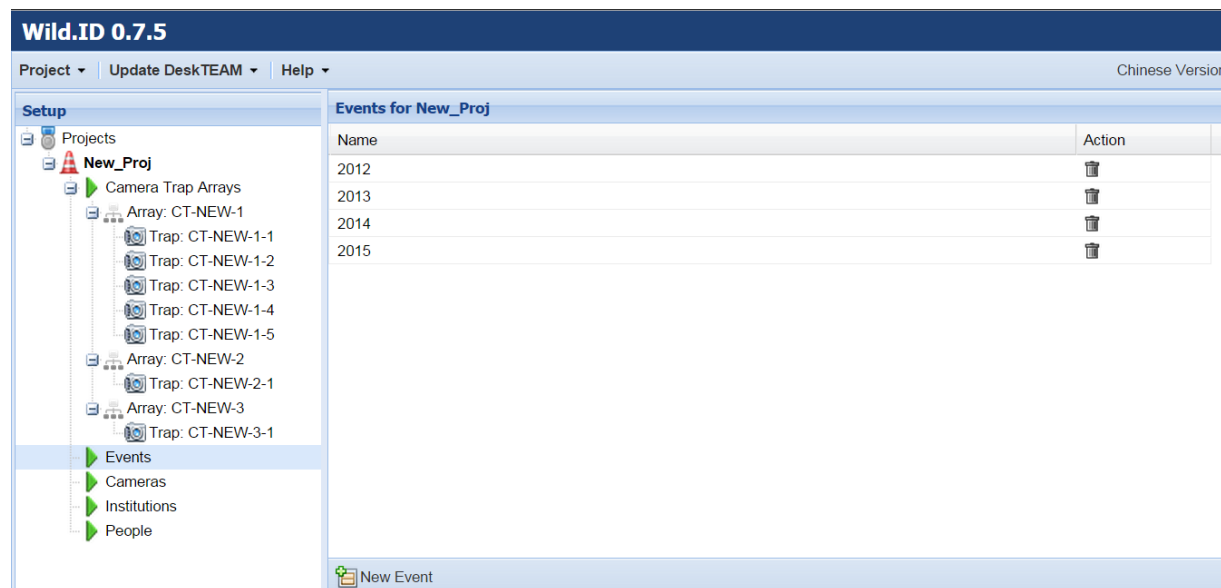
Adding Camera Trap Metadata

The **Cameras** sub-heading helps researchers keep track of their camera trap equipment information in case the camera traps are stolen or malfunction.

Adding Camera Trap Metadata by Batch Upload

Wild.ID supports a batch upload function that allows users to upload a list of camera metadata that includes the manufacturer, model, and serial number for each camera trap used in the project. Follow these steps to upload your list of camera trap metadata:

1) Click on the **Cameras** sub-heading.
2) Click on the **Set Camera by Excel** button at the bottom of the window.
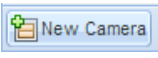3) Select the file that contains the camera trap information from the pop-up window.

Note: The batch upload file must contain the three headers: Manufacturer, Model, and Serial Number and be saved in a .csv or .xls file format. Please see the table below for an example of how to format the batch upload file.

Table 2. Template for camera information batch upload file. No special formatting is required for any of the cells in this file; however, the batch upload file must be saved in .csv or .xls format.

Manufacturer	Model	Serial Number
Bushnell	Trophy Cam Max HD	qwq12334353452
Reconyx	HC500	Jrh5564489423
Browning	Strike Force	Aasf372834

Adding Camera Trap Metadata Manually

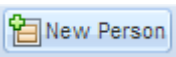After clicking on the **Cameras** sub-heading, follow these instructions:

1) Click on the button on the bottom of the **Cameras** screen.
2) Enter the requested information by selecting a supported manufacturer and model from the drop-down menus in the pop-up window.
3) Click **Create** to save the camera information.

If a mistake is made, double-click in the cell where you would like to make a change and edit the information. Press the **Enter** key on your keyboard to save the changes.

Adding People to a Project

Wild.ID also helps researchers keep track of the people involved on a project. To add people to your project, click on the **People** directory heading in the left side explorer window.

Click on the button and then fill in the fields on the pop-up menu (i.e., Name, E-mail, Role). An example of the **People** screen can be found below.
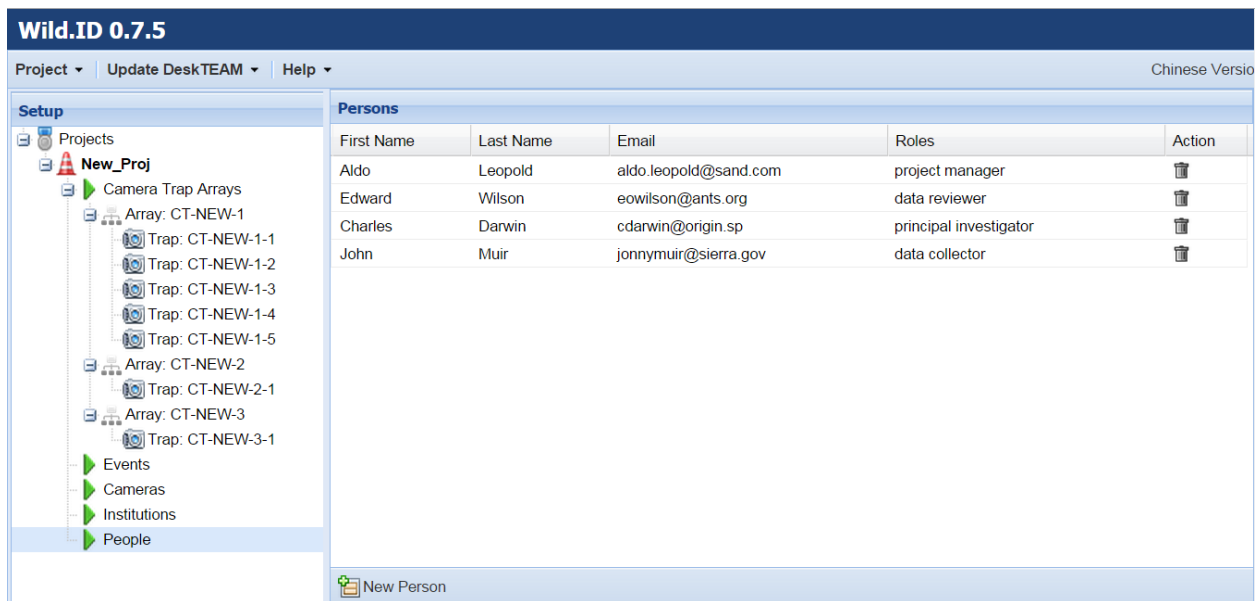
Once all of the project information is completed, you may begin importing images from your camera trap and start annotating!

Editing Project Information

Most cells in the project management window are editable after they have been saved. To get to the project management window, click the **Project ▾** button and click **Edit Project**.

Once in the project management window, click on the "+" next to the project you are trying to edit and then click on the sub-heading that contains the information that needs to be changed.

Edit Camera Trap Name

To change camera trap names, click on the Array that contains the camera trap and double-click on the name cell for that camera trap. Enter a new name and then press **Enter** on your keyboard to save the change. All instances will be updated.

Edit Event Name

To change event names, click on the **Events** sub-heading in a project and then double-click in the name cell for the event that needs to be changed. Enter a new name and then press **Enter** on your keyboard to save the change. All instances will be updated.

Edit Camera Metadata

To change camera trap metadata, such as the manufacturer, model, and serial number, click on the **Cameras** sub-heading in a project and then double-click the cell that needs to be edited. Enter the new information and then press **Enter** on your keyboard to save the change. All instances will be updated.

Edit People Information

To change the name, e-mail, or role of personnel on a project, click on the **People** sub-heading for that project and then double-click the cell that needs to be changed. Enter the new information and then press **Enter** on your keyboard to save the change. All instances will be updated.

Deleting Project Information

Any item in the project management window can be deleted if the user made a mistake or the item is no longer needed. To get to the project management window, click the Project button and click **Edit Project**.

Once in the project management window, click on the "+" next to the project you are trying to edit and then click on the sub-heading (i.e., Camera Trap Arrays, Events, Cameras, People) that contains the information that needs to be changed.

Click on any of the sub-headings to view their information or click on individual camera trap arrays to delete specific camera traps. Click on the trash can icon in the **Action** column to delete the item on that row from the project. Click **Yes** if you are sure that you would like to delete this item. You will be unable to restore the item once it is deleted.

Importing Camera Trap Images

Open Project Annotation Screen

If you just finished creating your first project, click the arrow on the Project button in the top left corner and then select the newly created project from the drop-down menu.

If a project was created in an earlier session, Wild.ID will automatically bring the user to the annotation page for that project. The user can move between projects by clicking on the **Project** menu and selecting any one from the list. You can also edit your current or other projects by clicking on the **Edit Project** menu item (see image below).
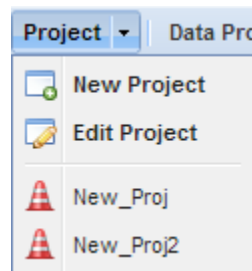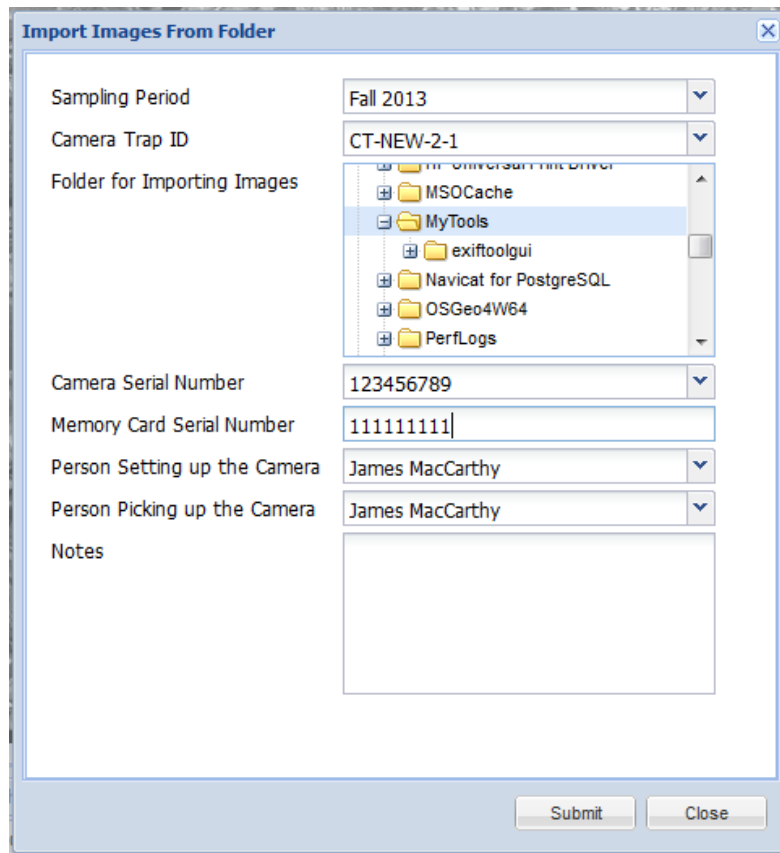

Importing from Folder

To import camera trap images from a specific folder, please follow these instructions:

1) Click on the Data Processing menu and click **Import from Folder**.

2) Fill in the required fields using the drop-down menus. These menus are filled with the data entered from the project management screen. If you notice any errors, go back to the project management screen and make the desired changes (please refer to the section entitled "Editing Project Information").

3) Select the folder that contains your images by clicking on it. You may need expand folders by clicking the "+" sign next to the parent directory.

4) Click the **Submit** button to finish importing the images.

Possible Error Messages:

If you receive this message, it means that the camera trap ID entered into the camera trap unit is different from the camera trap ID entered into Wild.ID. Click **Yes** to save the camera trap data in the Wild.ID naming convention.
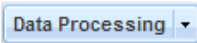
Another possible error message can occur if the camera trap serial number entered into Wild.ID differs from the serial number programmed into the camera trap. Both of these values will be saved. The user will also be told how many images are saved.

Repeat the importation process for the rest of the camera traps in your project. After at least one camera trap is imported, the user can start annotating the images.

Importing from Memory Cards

Before importing data, please make sure that the memory card folder hierarchy is correct. Although the memory card drive may have a different letter on your computer, below is an example of where camera trap images should located on the memory card. Store all the images in a folder called **100RECNX**.

[Memory Card Reader]/DCIM/100RECNX

To import data from a memory card, click on the `Data Processing ▼` menu and click **Import from Memory Card**.

Note: If you connect your memory card reader after starting Wild.ID, you may get an error message saying Wild.ID cannot find a memory card. Please restart your computer and then open Wild.ID again.

Fill in all of the required fields using the drop-down menus. These menus are filled with the data entered from the project management screen so if you notice any errors, go back to the project management screen and make the desired changes (see "Editing Items in Project Management" in the Addendum). Click the **Submit** button when finished entering all of the information. As you can see in the image below, a progress bar will appear at the bottom of the pop-up.

Possible Error Messages:

If you receive this message, it means that the camera trap ID entered into the camera trap unit is different from the camera trap ID entered into Wild.ID. Click **Yes** to save the camera trap data in the Wild.ID naming convention.

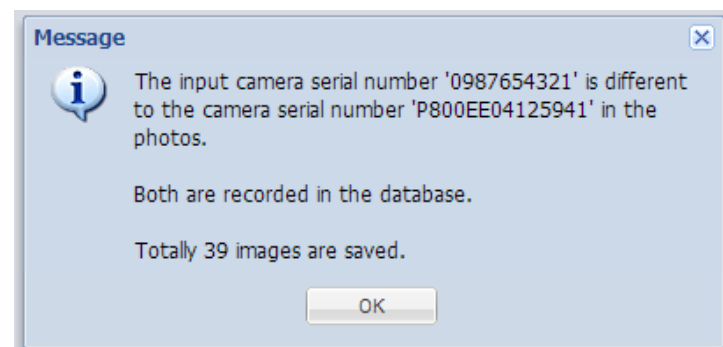Another possible error message can occur if the camera trap serial number entered into Wild.ID differs from the serial number programmed into the camera trap. Both of these values will be saved. The user will also be told how many images are saved.

Repeat the importation process for the rest of the camera traps in your project. After at least one camera trap is imported, the user can start annotating the images.

Annotating Images

Simple Annotation

After images from camera traps are added, the user can annotate images by pressing the "+" next to Array 1 and then the "+" next to the camera trap name. The list of images will appear.
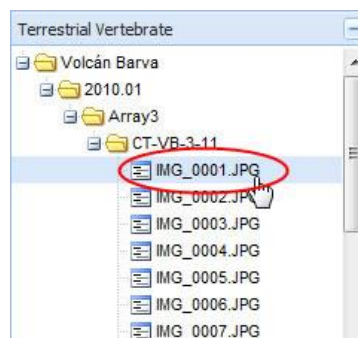
Click on one of the images in the camera trap folder and that image will appear in the center window. The screenshot below shows the basic setup for the annotation window after clicking on an image to annotate.
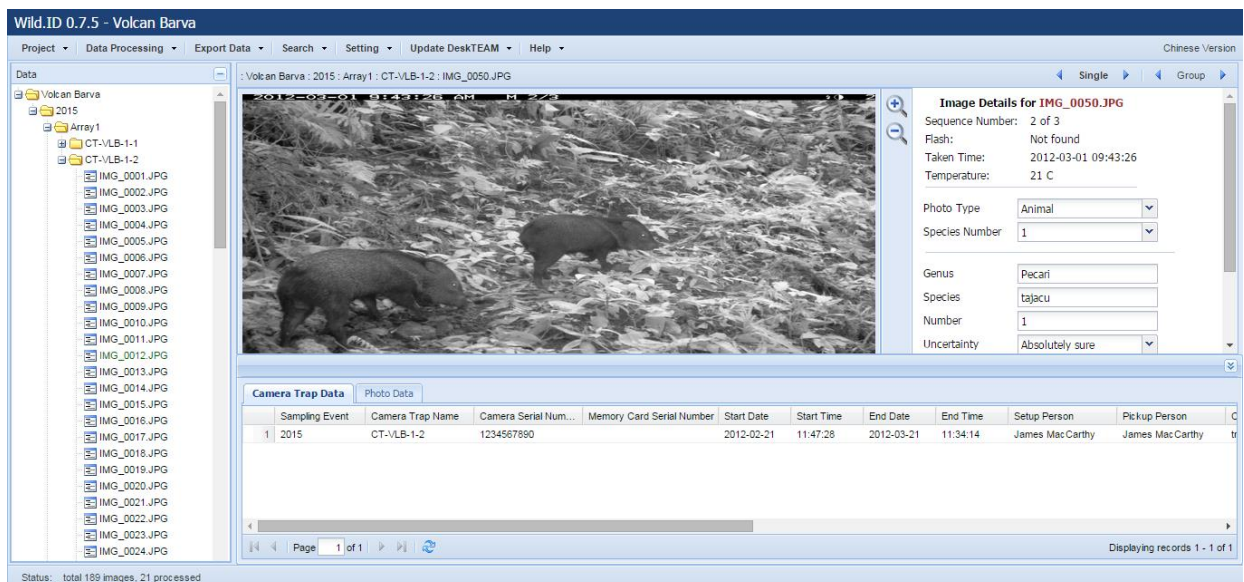
Use the drop-down menus in the annotation window on the right side of the screen to annotate the images. When choosing a photo type, please consider these guidelines:

- **Animal –** This photo type should be assigned when an animal can be identified by the user. If the genus and species of the animal in the image is known, fill in the fields in the annotation window on the right.
- **Setup/Pickup –** This photo type is used for setting up and picking up the equipment. There are often a series of photos of the deployment crew at the beginning and end of a camera trap deployment; these should be marked as **Setup/Pickup**.
- **Start or End –** Wild.ID should automatically determine the correct start and end images for each memory card, but it does make mistakes on. If Wild.ID makes a mistake you can manually change the automatically generated **Start** and **End** images.
- **Unidentifiable -** Sometimes you will be unable to identify a species in the image. You may be unable to identify a species because the image is too dark or because the animal is moving too quickly and is blurred beyond recognition. When this occurs, choose the "Unidentifiable" option
- **Unknown -** This photo type may sound similar to unidentifiable, but it is used in different scenarios. An image should be annotated as **Unknown** when the genus and species of the observed animal is unknown. It is for images where an animal is clearly distinguishable, but may require an expert to correctly identify it.
- **Blank –** In this scenario, there are no animals in the image and the camera trap misfired for some reason.

Finish filling in the remaining text boxes, including the number of species observed in the image, the number of individuals of each species, the degree of certainty about the annotation, name of the person who identified the animal, and any additional notes that might be relevant (for "Animal" photo types). Different photo types will require varying amounts of information to be entered. Click the **Update** button to save the annotation. The color for the name of the image should change from black to green in the left-hand explorer window.

Image Details for IMG_0020.JPG

Sequence Number:	2 of 3
Flash:	Not found
Taken Time:	2012-01-15 04:02:35
Temperature:	20 C

Photo Type	Animal
Species Number	1

Genus	Leopardus
Species	pardalis
Number	1
Uncertainty	Absolutely sure

Identified By	Charles Darwin

☑ Apply to the Group

Update

Note: Genus and species fields only accept a scientific name and will automatically fill in the name as you type. If Wild.ID does not recognize the name that is entered, please look for other possible scientific names. Wild.ID uses the IUCN Redlist as our taxonomic authority and is available online at www.iucnredlist.org.

Apply Annotation to a Group

You may want to apply a simple annotation to multiple images within the same photo group (all images within one minute of the current image). To do this, make sure to click the box next to the words "Apply to the Group." When this box is checked and the Update button is pressed, all images within the photo group will be updated with the current annotation. Please see the section called "Group Mode" for more advanced grouping options and to view the images that are included in a selected photo group.

Multiple Species

If there is more than one species in the image, click the Add 2nd Species button and enter information for that species.

When you are finished annotating the image, click the Update button to save the annotation. If you would like to annotate all the images in the image group (all images within one minute of the current image), then check the box for **Apply to the Group**. The other way to annotate images by group is to select the **Group** mode in Wild.ID (see "Group Mode" section below for more information).
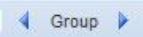
After clicking the **Update** button, the color of the image text in the explorer window on the left should change to green.

Note: Genus and species fields only accept a scientific name and will automatically fill in the name as you type. If Wild.ID does not recognize the name that is entered, please look for other possible scientific

names. Wild.ID uses the IUCN Redlist as our taxonomic authority and is available online at
www.iucnredlist.org.

Group Mode

Wild.ID is programmed so that you can view images individually ("Single" mode) or in groups ("Group" mode). The default mode for Wild.ID is single mode.

Access the "Group" mode by pressing the [◄ Group ►] button (clicking on the arrows will advance through images by group).

To return to "Single" mode from "Group" mode, either press the [◄ Single ►] button or double-click on one of the images.

"Group" mode is useful if many of the images in a group are the same. If this is the case, you can check the box next to where it says **Apply to the Group** in the annotation window and Wild.ID will annotate all of the images in the group the same way. Group mode is shown below.
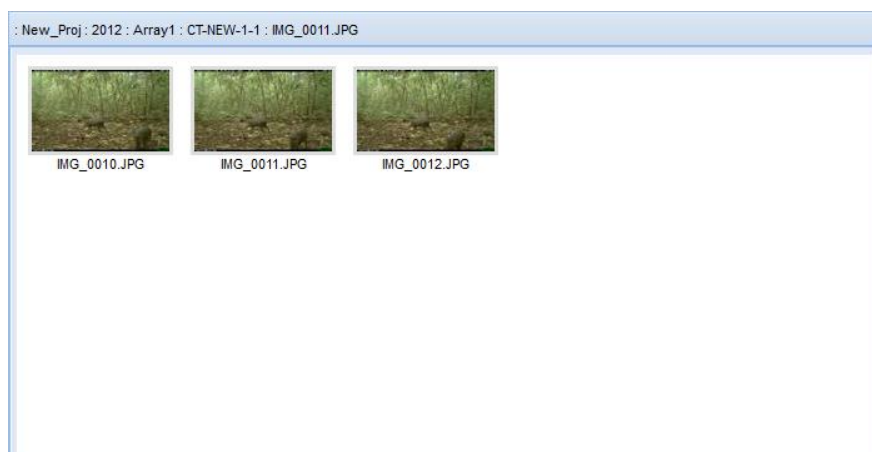

Wild.ID features a masking function, which can be used in "Group" mode by right-clicking on an image. All images default to unmasked, but masking can be helpful when there are a lot of images in a group, but some images are different from the rest. You can either select which photos to mask individually, reverse all masks, or mask annotated photos only. Only images that are unmasked will be annotated when the user checks the **Apply to the Group** box. In other words, masking an image will cause it to be ignored by the system when the user applies an annotation to the group.

Report Damaged Equipment

Every once in a while a camera trap will become damaged or go missing out in the field. This is due to a range of reasons—a tree could fall on it, an animal can cause damage, or a poacher might remove it. If this happens, the event can be reported in Wild.ID by clicking New Data → Report Damage from the Data Processing Menu (see screenshot below).
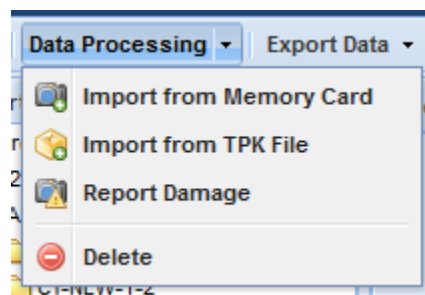
The user will have to fill out a pop-up form describing which camera trap was damaged/missing, when the it was discovered, and what was wrong with the camera trap.

Fill out the required and choose a damage type based on the descriptions below:

- **Trap Missing:** Camera trap was missing when the field crew went to retrieve it.
- **Case Damaged:** There was some damage to the outer case, but the camera and memory card seem to be functioning properly.
- **Camera Damaged:** There is a problem with the camera. It either misfires continuously, doesn't fire when there is movement in front of it, or doesn't save images to the memory card.
- **Card Damaged:** The memory card used in the camera trap doesn't work or is unreadable by the computer. Damage to the memory card can be determined by inserting a new memory card in the camera trap and seeing if images are written to it that are readable by a computer.

Click **Submit** when all of the fields have been filled. See an example of a completed damage report below.

Delete Camera Traps

At one point or another you may need to delete a camera trap from Wild.ID. To do this, select the camera trap you want to delete in the explorer window on the left, open the **Data Processing** menu, and then click **Delete**. Wild.ID will ask you to confirm the deletion. Click **Yes** to delete the camera trap.
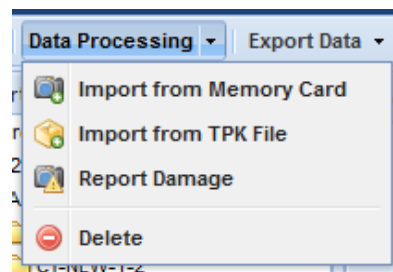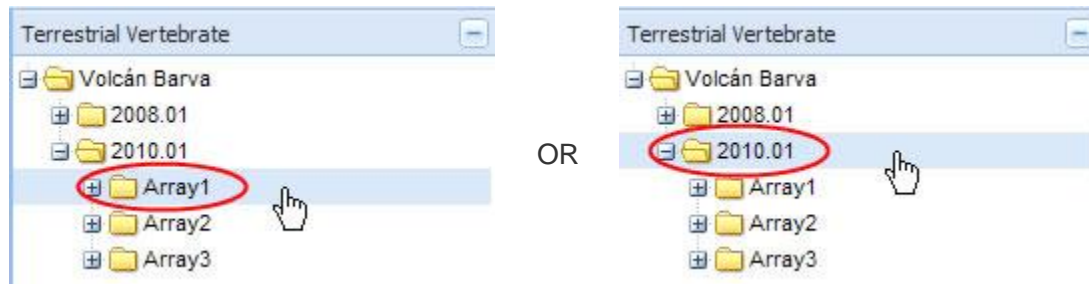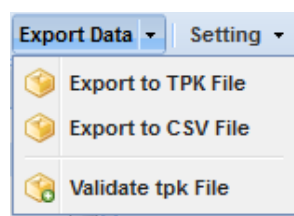
Exporting Data

Export to CSV

Once all of the images have been annotated correctly, it is time to export the data. This can be accomplished by selecting either an array or sampling event in the explorer window on the left.

Click **Export Data → Export to CSV File** from the Menu Bar at the top of the screen and then choose a location to save the file. Look for your file in that location after the export is completed.

Export to TPK File

Once all of the images have been annotated correctly, it is time to export the data. This can be accomplished by selecting either an array or sampling event in the explorer window on the left.
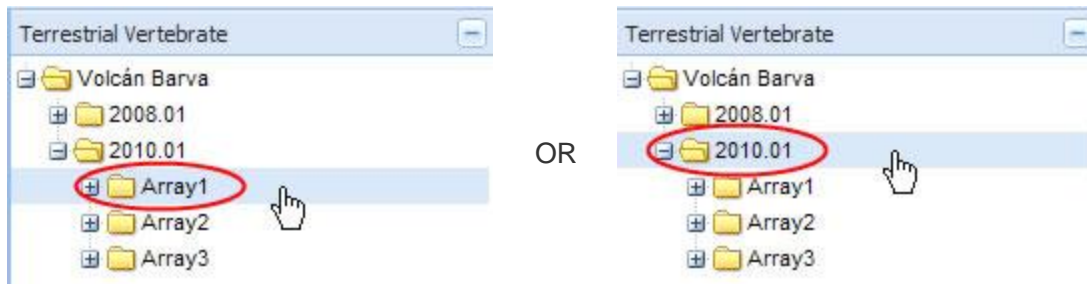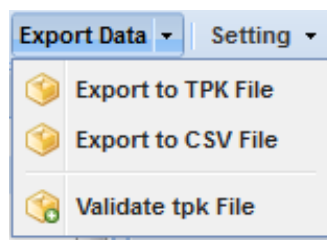
Click **Export Data → Export to TPK File** from the Menu Bar at the top of the screen and then choose a location to save the file. Look for your file in that location after the export is completed.

Note: TPK files are compressed archives that contain all the images and data. CSV files will just contain the data.

Export to Camera Trap Federation Repository

Under Construction…

Change Working Directory
To change the working directory--the default location to save data--click on the **Setting** menu and select **Preferences**. Choose the location that you want to be the new working directory and click **Setup**.

Update Wild.ID
Wild.ID continues to be a work in progress so please update frequently. To update Wild.ID, click on the **Update DeskTEAM** menu and select **via Internet.**
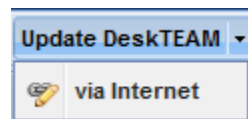
Troubleshooting
Access Denied Errors

**Still need to fix lat/long field, should be able to handle at least 10 decimal places

Send eric a zip of camera trap images

Glossary

Camera Trap – A camera trap is a single sampling unit used to collect images of wildlife.

Array – An array is a group of camera traps deployed at the same time.

Project – Projects contain all information about camera trap efforts in a particular country. Each project may have multiple arrays of camera traps and sampling periods/events. The user might also choose to have multiple projects for one country if the objectives of the projects are different from one another.

Events – Events are specific time periods when camera trap arrays are deployed. For example, if one array is deployed each year, each year would be an event (e.g., 2012, 2013, 2014). Alternatively, multiple events in a year could be annotated Spring '13, Fall '13, etc.

People – These are all of the people involved in the camera trap project, including principal investigator, data collector, project manager, etc.

Principal Investigator – The principal investigator is the person who designed the study and has final control over the project.

Technician

Project Name – This is the name of the project and is only limited to 10 characters at this time.

Project Abbreviation – This is a three letter abbreviation for your project and is used to store information in the database.

Bait? – Select Yes if your project uses bait at the camera trap locations.

Bait Type – Enter the type of bait that is used for each camera trap location.

Objective – This is the objective of the selected project. What does the researcher hope to learn from this camera trap project/study?

Country – This is the country in which the camera trap project is located.

Action – This column indicates available actions that can be performed on that particular row. The majority of the time, this action will delete the current row.