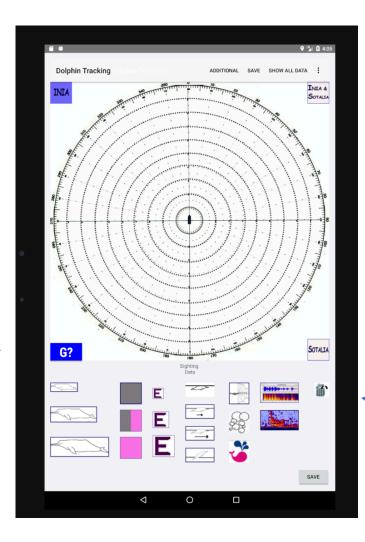


The first time the app is run on a device, the End User License Agreement screen is displayed.

If the user wants to use the app, they need to respond 'Accept' or the app will terminate and the question will be asked again next time the app is entered.

If the user hits 'Refuse', the app will terminate.



The initial screen once the End User License is accepted.

The default is the species Inia selected and Group flag off.

The polar map has 10 circles. Each circle is calculated to be 10 meters away from the previous circle. The distance from the center (boat) is calculated to the point the map is touched.

A red dot is drawn at the spot touched. If you slide away from that spot, a line is drawn in the direction it slid.

This is interpreted as the spot a dolphin is observed moving in the direction of the line drawn.

The trash can will reset all selections to the default state, i.e. Inia species with grouping off.

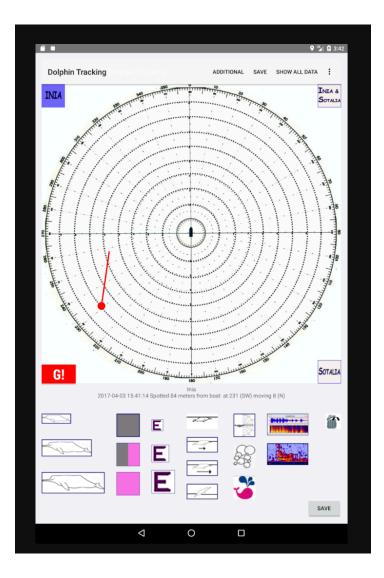
The blue 'G?' button indicates sighting is not a group sighting.

The Species selected will be set for the each save until changed.

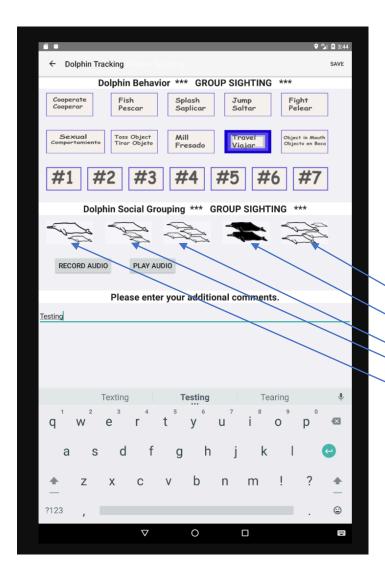
The attributes are grouped as:

Species Size Color Energy Activity Acoustics The buttons in each group toggles. Pressed once to select, press it again to deselect.

Within each group, if you press one image button, the other buttons in that group are automatically deselected.



Once the Group button is pressed, it turns red with 'G!'. This will create a date/time stamp used as the group code. The location on the map will be saved with each dolphin sighting while the G! button displayed. If the location on the map changes while grouping, that location will be set for subsequent saves until changed or grouping is turned off.



Record Audio is a toggle button that when pressed starts recording and stops recording when pressed again. The audio file is saved in the folder Audio in the Dolphin Tracking folder.

The Additional screen allows the user to select dolphin behavior, social grouping and additional comments.

There are 16 behaviors to choose from. 9 defined ones and 7 that can be defined as needed and marked from #1 to #7. These behaviors are mutually exclusive. Once one is selected the others are automatically de-selected.

There are 5 social groupings that can be selected from:

Mixed Adults and Juveniles

Multiple Adults

Multiple Juveniles

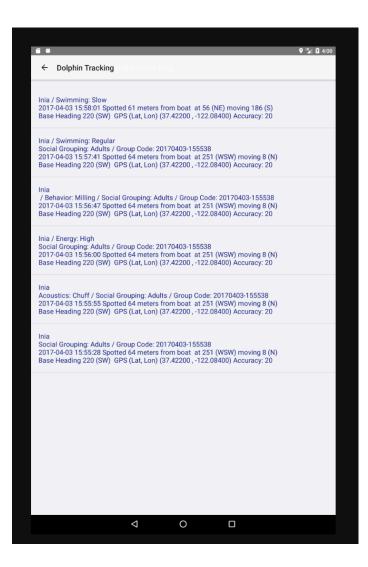
Babysitting

Mother and Calf

The user can enter additional comments by typing into it. The text typed will be saved with the dolphin sighting entry.

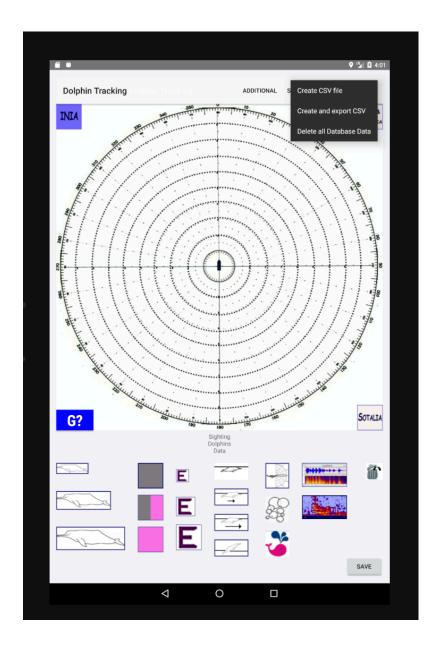
Some keyboards also have the option to convert speech to text by pressing the microphone.

Play Audio is a toggle button that plays a recording when pressed and stops the playback when pressed again.



All the data saved can be viewed in this screen.

It will display a formatted list of the data with the newest entries on the top of the list.



The heading lists the options to navigate to other screens or select other options.

Navigate to Other Screens by pressing these listed on top bar.

ADDITIONAL – access the screen for behavior, social grouping, audio recording and comments entry.

Show All Data – access the screen to display all the data already saved.

The options available from the top bar:

SAVE

save the data selected or entered. There is also a SAVE button on the bottom right which performs the same function when pressed.

Create CSV File creates an Excel accessible file of the data stored.

Create and Export CSV creates the Excel accessible file and allows it to be emailed.

Delete All Database Data

deletes all the data saved.

** Warning – This should only be done if the data was securely exported and saved elsewhere.