

FieldDay Mobile App Guide

Capstone Group 3

Spring 2020

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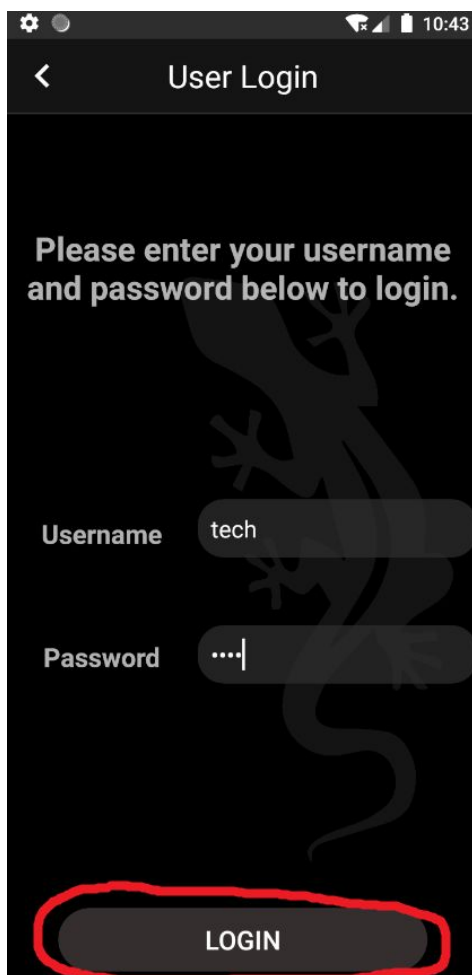
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Installation

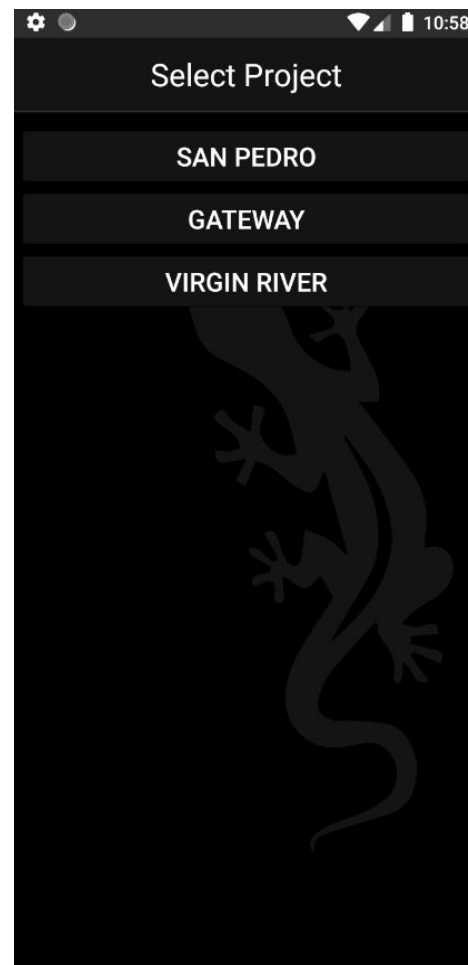
1. Uninstall any previous versions of FieldDay on your device.
2. Download the APK; it is best to do this by connecting your phone to the computer and saving the APK directly to your device.
3. Ensure that “install from unknown sources” is enabled.
 - a. For older Android devices, go to Settings > Security and enable “Unknown Sources”
 - b. For newer devices, go to Settings > Apps > Menu Button (three dots in the upper right corner) > Special access > Install unknown apps. Select “FieldDay” and enable “Allow from this source”
4. Locate the APK file in File Manager/My Files (depends on your device), under Internal Storage.
5. Tap the APK file to begin installation. If a dialog appears warning you about “Play Protect”, click “Install Anyway”.
6. Wait for the installation to finish, then tap “Open” to start the app.

Logging in and Syncing

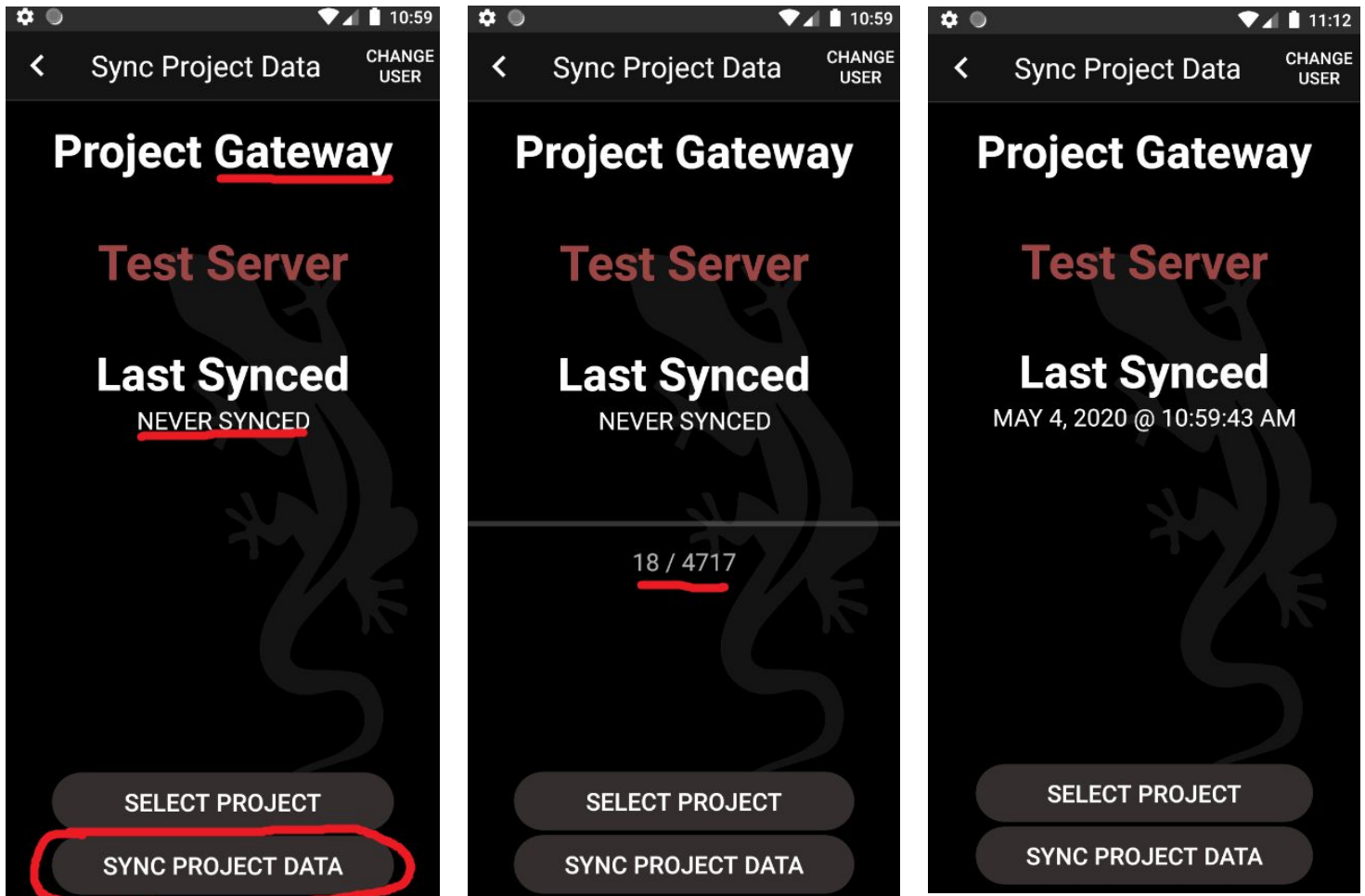
1. Open the application and tap the “Sync Data” button.
2. Screen will say “No Server Found”. At the bottom of the screen, press “Login”.
3. Enter your username and password, and press the “Login” button again.



4. You should be returned to the main screen and see “No Project Selected.” If you are logged into the tech (development) account, you will also see the words “Test Server” indicating you are connected to the test database. Press “Select Project” and choose the project you will be working on.



5. The selected project name will now appear on the screen.
Press “Sync Now” to sync the project data to your phone.
Once the sync is complete, you can start collecting data.



6. If, at any point, you would like to log in as a different user, press the “change user” button in the upper-right corner and log in again.

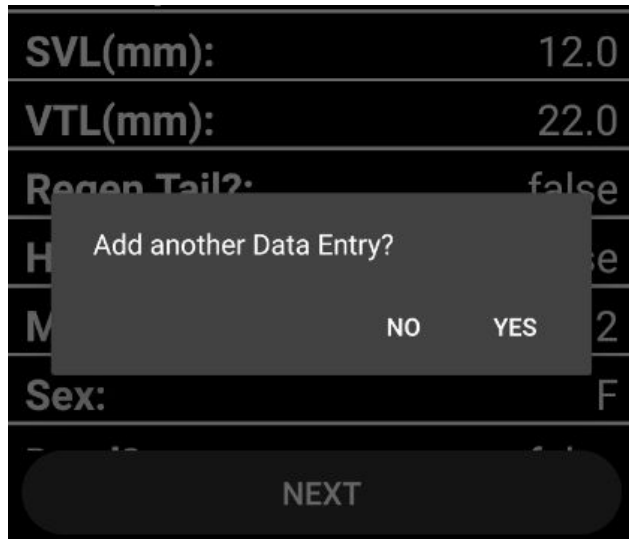
Collecting Data

1. Tap the “Collect Data” button on the home screen.
2. Enter the details for the current session, then click “Next”.
3. Choose the appropriate form, then click “Next”.
4. Once you have finished entering the information, click “next” to move to the verification screen. When you are done looking over your data, click “next” again.

< New Data Entry	
Code	A3
CAPTURE HISTORY	
SVL(mm)	12
VTL(mm)	22
Regen Tail?	<input type="checkbox"/>
OTL(mm)	
Hatchling?	<input type="checkbox"/>
Mass(g)	12.2
NEXT	

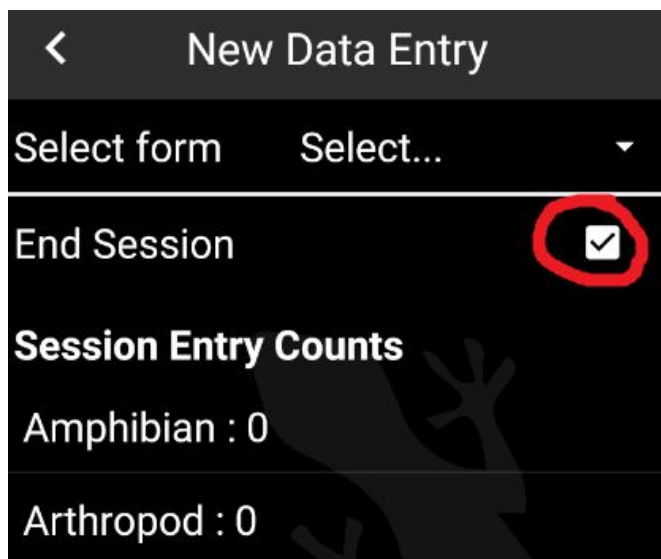
< Verify	
Species Code:	ASTI
Fence Trap:	A1
Recapture:	true
Toe-clip Code:	A3
SVL(mm):	12.0
VTL(mm):	22.0
Regen Tail?:	false
Hatchling?:	false
Mass(g):	12.2
Sex:	F
NEXT	

5. A dialog box will appear asking you if you'd like to add another data entry. Click "yes" to return to the data form selection screen, or "no" to end the session.



A screenshot of a data entry form with a dark background. The form contains the following fields: SVL(mm): 12.0, VTL(mm): 22.0, Regen Tail?: false, H: se, M: 2, Sex: F. A gray dialog box is overlaid in the center, asking "Add another Data Entry?" with "NO" and "YES" buttons. At the bottom of the form is a "NEXT" button.

If you return to the data form screen and decide you want to end the session, you can click the "End Session" checkbox and click "Next"



A screenshot of the "New Data Entry" screen. At the top is a back arrow and the title "New Data Entry". Below is a "Select form" dropdown menu showing "Select...". Underneath is the "End Session" checkbox, which is checked and circled in red. Below that is the "Session Entry Counts" section, showing "Amphibian : 0" and "Arthropod : 0".

6. Set the status of the trap. Click “Finish”, then “Yes” on the dialog that appears to end the session and return to the home screen.

The details for your saved session will now be visible under “Unsynced History”.



The screenshot shows a mobile application interface with a dark background. At the top, there is a header bar with a back arrow icon and the text 'Unsynced History'. Below this, the session details are listed in a light-colored font. A faint, stylized illustration of a lizard is visible in the background of the session details area.

Session #1: Session	
Project:	Gateway
Date:	May 4, 2020 at 11:25:14 AM
Entry Tallies:	Arthropod: 1 Lizard: 1
Recorder	ABC
Handler	DE
Site	GWA1
Array	1
No Captures	false
Trap Status	CHECKED
Comments about the array	null

7. Once you have access to the internet again, go to “Sync Now” and click “Sync Project Data” to upload your session.

Toe-clip Codes


1. To generate the next available toe-clip code for a lizard, first select the species, then press the “generate” button.

New Data Entry

Species Code ASTI

Fence Trap A1

Recapture ☐

Toe-clip Code A4 


2. To view the capture history of a recaptured animal:
 - a. Make sure “Recapture” is checked
 - b. Enter the animal’s toe-clip code
 - c. Click “Capture History”

New Data Entry

Species Code ASTI

Fence Trap A1

Recapture ☒

Toe-clip Code A3 

CAPTURE HISTORY

History

Identifying Values

Site: GWA1 Species Code: ASTI Toe-clip Code: A3

Previous Records

Date	Species Code	Array	Recap
10/31/2018 06:50	ASTI	2	false

3. The “lizard image” button next to the “generate” button will pull up a diagram of a lizard with the feet and toes labeled. The toe-clip code can be entered while viewing this.


Settings icon, Signal strength, Wi-Fi, Battery, 11:32

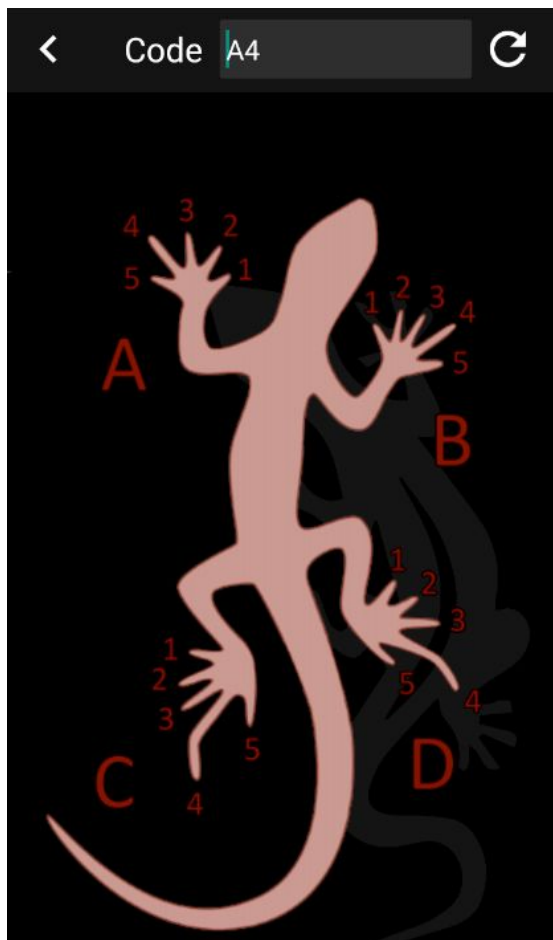
< New Data Entry

Species Code ASTI

Fence Trap A1

Recapture ☐

Toe-clip Code A4 



How to: enter a new data entry on your computer

1. Log into the website by entering your username and password and selecting a project.
2. At the bottom of the toolbar on the left, click “new data entry”.
3. Select the session that the data entry will belong to.
4. Select the appropriate data form from the drop-down list.
5. Enter the data into the fields.
6. Press “submit” to add the data entry to the database.