

The new TEF Logger version 5.0 now has its own map implementation, which, in addition to better interaction, also brings many other new features.



In contrast to older versions of the program, the map now opens in full-screen mode with fewer display elements, which provides significantly greater clarity. The new map also features a built-in caching mechanism that temporarily stores previously downloaded tiles. This reduces traffic and loading times, and also allows the app to display a limited graphical representation even in offline mode.

The map view is still accessed by clicking the TX MAP button. Like the URDS map, this map also displays the transmitter locations on the respective frequency using a size- and color-dependent symbol, which is based on the ERP of the program currently broadcast on the frequency.

- Low power (< 0.5 kW ERP)
- Medium power (≥ 0.5 kW ERP)
- High power (≥ 5 kW ERP)

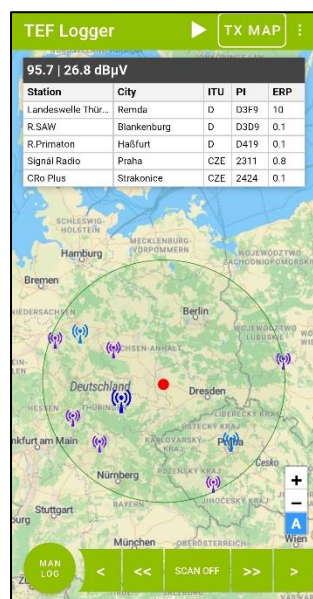
Position display & map zoom

The current position is always displayed with a red circle in the center. Each frequency change creates a blue dot on the map, so that a blue track line is drawn on the map whenever you move. As soon as a new log file is created, this line is also reset.

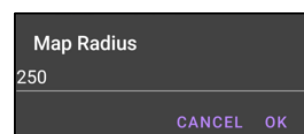


The map section can be zoomed in and out using the zoom buttons or gestures. The small A below the zoom buttons activates autozoom. This allows the map to automatically select the ideal map section to display both the current position and the determined transmitter location.

Map Radius



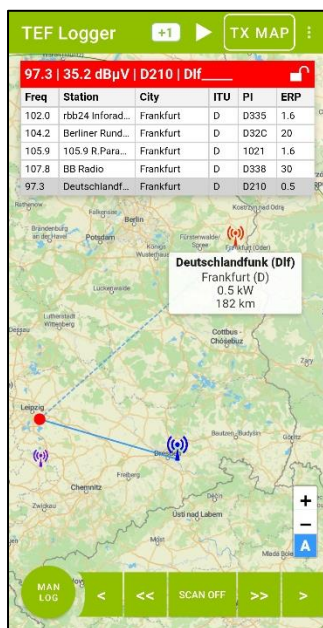
The map radius to be used can be individually adjusted via the selection menu depending on the reception situation and requirements. The default value when activating the app is 250 km.



➔ The radius defines the area within which the available transmitter locations on the current frequency should be displayed and which section the map should show when autozoom is activated and a transmitter is not identified

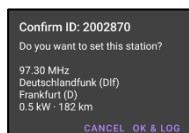
➔ The selected radius should not be set too high, as on the one hand the overview is lost and on the other hand the performance requirements for rendering the symbols increase!

Map display with transmitter location



If a PI code is received on the current frequency, a light blue dashed line connects the current position with all stations broadcasting programs with the Pi code on the current frequency. Once a more precise identification is possible using the PS information, an algorithm calculates the possible station location. This is displayed with a solid, light blue line and a tooltip with information about the location below the symbol.

If the transmitter location was determined incorrectly, it can be changed manually. To do so, simply click on the marker on the map or the relevant row in the table (the marker will turn red) and confirm using the **+1** icon that appears at the top of the menu bar. The next dialog will ask you to confirm the location change.

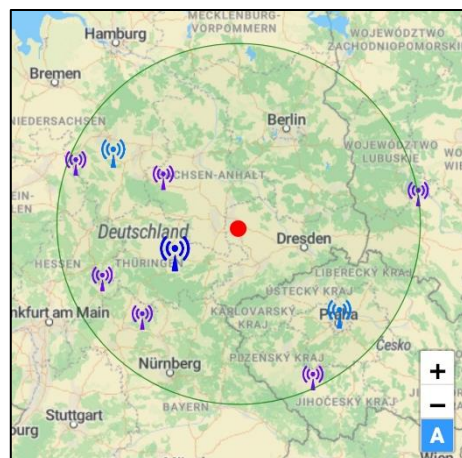


Clicking OK & Log applies the change to the current logbook. A solid line visually confirms the change on the map.

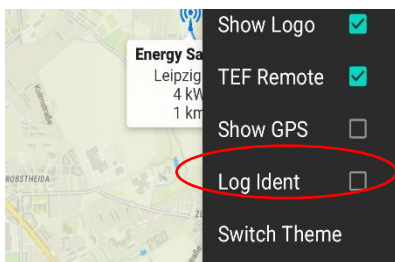


Audio adjustment

If no PI code is received, the map will always zoom back to the radius preset in the menu. The surrounding stations can now be identified using manual audio matching. To do so, simply activate the play button **▶** in the menu bar and click on the desired map marker. After a brief moment, the assigned audio live stream will start and can be compared with the currently received FM signal, taking the time offset into account. If the station location and program match, the **+1** button can be used to transfer the station location and program to the logbook. Otherwise, simply click on the nearest available location, and so on. This process can also be performed by selecting the corresponding location from the table.



Log Ident



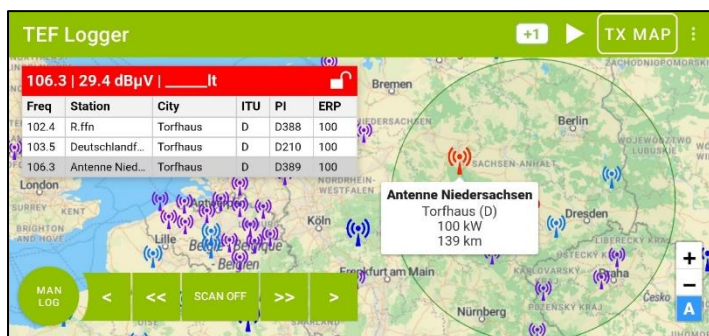
If you wish, you can use the manual reassignments described in the paragraphs above for repeated location determination. To do so, activate the "Log Ident" function in the menu. The activated mode is indicated by a flashing **⌚** icon in the menu bar. For the received Pi code and/or frequency, the last location assignment stored in the current log file is now always used as the primary location assignment. If no entry exists, a normal determination is performed using the algorithm.

Examples:

- 1) If the transmitter location has been manually corrected for a PI code, then with the Log Ident function activated on the respective frequency, the changed transmitter location will be displayed instead of the calculated position upon receipt of the corresponding PI code.
- 2) If a manual transmitter assignment was made and saved on a frequency via audio calibration, then with the Log Ident function activated on the frequency, this transmitter will always be displayed, provided no PI code from another transmitter is received.

Working with the table

At the top of the map is a table, with the current frequency, signal strength, PI code, and PS information displayed in the header. The table rows below list all programs with their transmitter location, PI code, and ERP, sorted by distance. Once identified, the corresponding table entry is highlighted in light blue. The entire table can also be searched using the scroll function. Clicking on a table row highlights it in gray, and the corresponding transmitter location is displayed on the map. If live stream mode is active, the selected station will be played immediately.



If you click on a station symbol on the map, it turns red, and the table now shows the programs broadcast from the clicked location, along with their PI code and ERP. In this mode, the table header also turns red. By clicking in the table, the TEF can now be directly tuned to other programs/frequencies. A closed lock in the top right corner of the header indicates lock mode. To exit lock mode, simply click on the map; the table resets, and the tuner returns to the original frequency.

Display on tablets

Due to the larger display, Android tablets are ideal for displaying the interactive map and listing in the table.

