Goat To Go

User Manual

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Goat to Go Overview

The goat to go application is here to help you navigate around the WPI campus. This will help you not only get from one place to the next but help you find a bathroom, office or other areas of interest around campus.
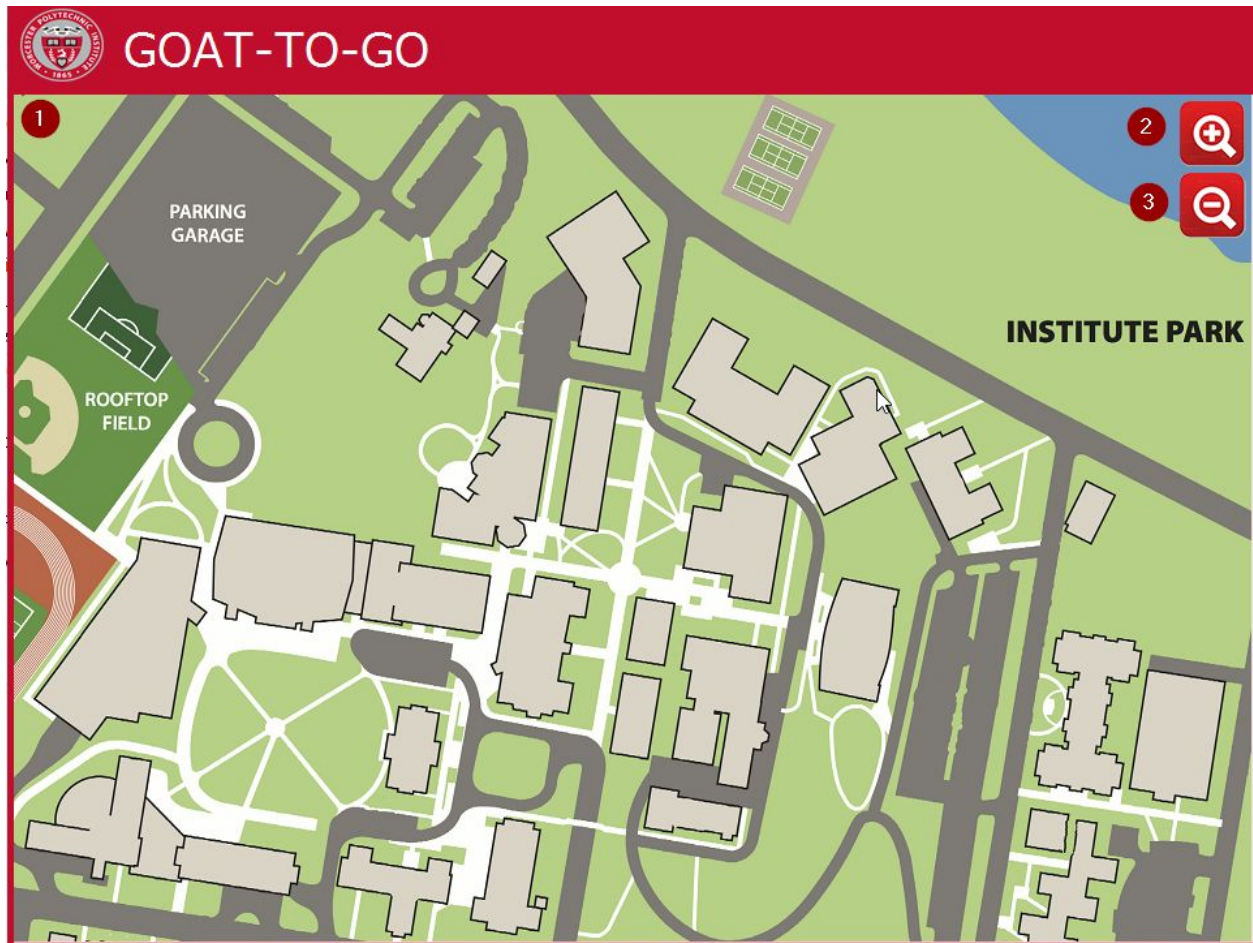
Welcome Page

1. Continue to enter the application

The following are the same on any page

2. Enter admin mode
3. Open the user manual pdf or help text if opening failed
4. Minimize application
5. Close application

User Functionality

Finding Directions

1. The map viewing panel where you can set a [start](#) or [end](#) point. The map can be dragged around to view the parts of the map currently hidden from view
2. Zoom in on the map
3. Zoom out on the map

1. [Select a building, floor or campus map to view](link)
2. The description of your starting location
3. The description of your final location
4. If you have both a start and end location set this will bring you allow you to [view your directions](link)
5. This will show all of the [points on the map](link)
6. Remove starting location
7. Remove final destination

Show points by type

8. Cafe
9. Classroom
10.   Elevator
11.   Men's restroom
12.   Women's restroom
13.   Buildings
14.   Vending machine
15.   Parking lot
16.   Office
17.   Stairs

Selecting a map

Depending on what map you currently viewing the choices of what are in the drop down are different. Selecting a new map will bring that map into view so you can view or select points on it

Campus: The buildings where there are maps if the interior

Building: The floors of the building or the campus map
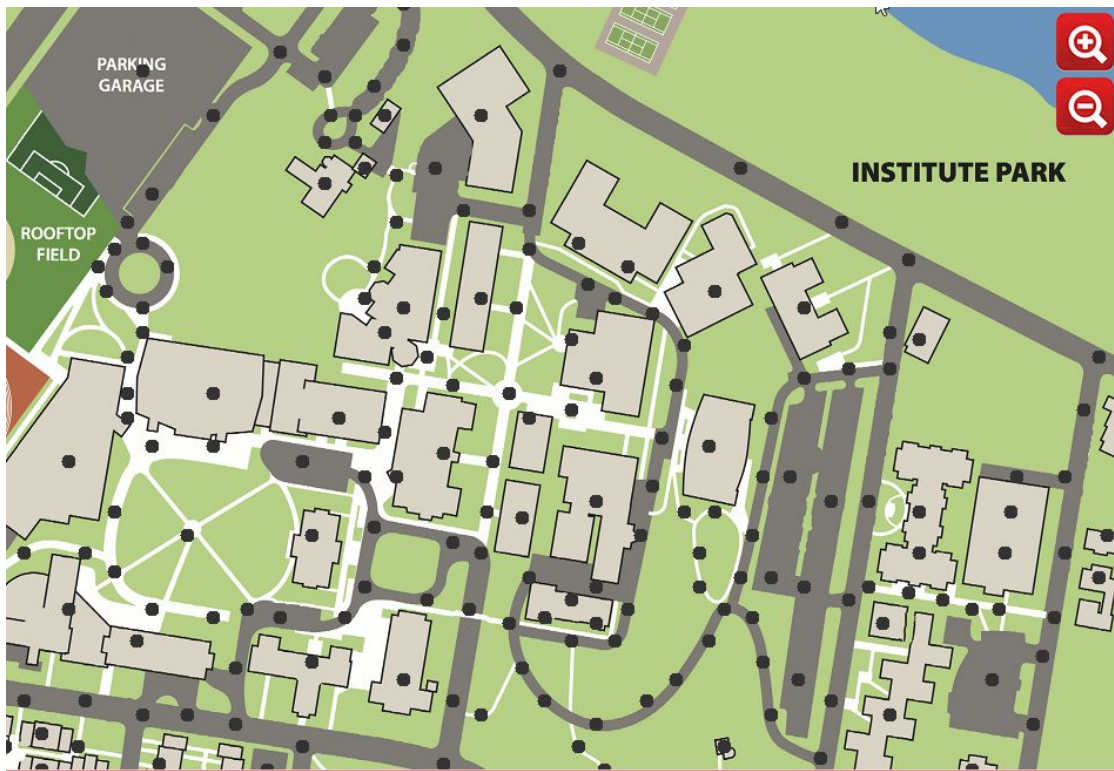
Setting a starting point

To choose a starting point right click on the map where you want to start and select set as start location

Setting an end point

To choose an end point right click on the map where you want to end and select set as end location

Viewing points

After you press the show locations button all available points on the map will be displayed. To remove them press the hide locations button. To view the details of a point right click on it and select show location info. This will bring up an info page with information about that point including the address and phone number associated with it.

Filter points by type

1. Available filter types

2. Current filter

3. List of locations of the specified type
   - Selecting one will display only that point on the map

4. Remove the points from view

5. Close the filter overlay

Viewing directions
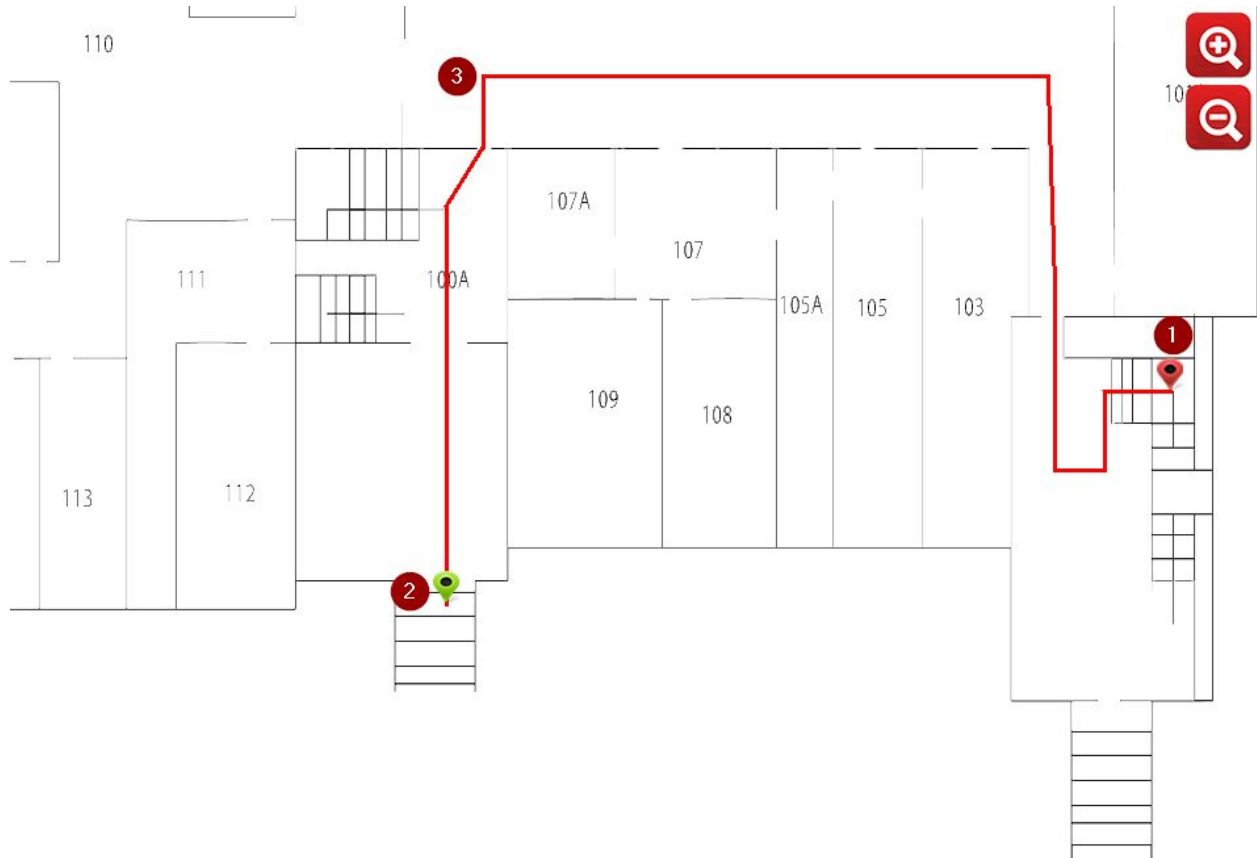

1. The starting point on the map is shown by a red indicator
2. The ending point on the map is shown by a green indicator
3. The path to follow is highlighted in red

FROM :
📍 STAIRS ①

TO :
📍 Front Door ②

③ BoyntonHall_2
④ 3 / 6
⑤ ⑥

Total Distan... 2400 Meters ⑦

Total Ti... 40 min ⑧

New Search
⑨

1. The description of the starting location
2. The description of the ending location
3. The building and floor that you are currently on
4. The current map you are on out of how many maps there are to traverse
5. View previous map
6. View next map
7. The approximate total distance of your trip
8. The approximate total time it will take you to walk
9. Create a new search
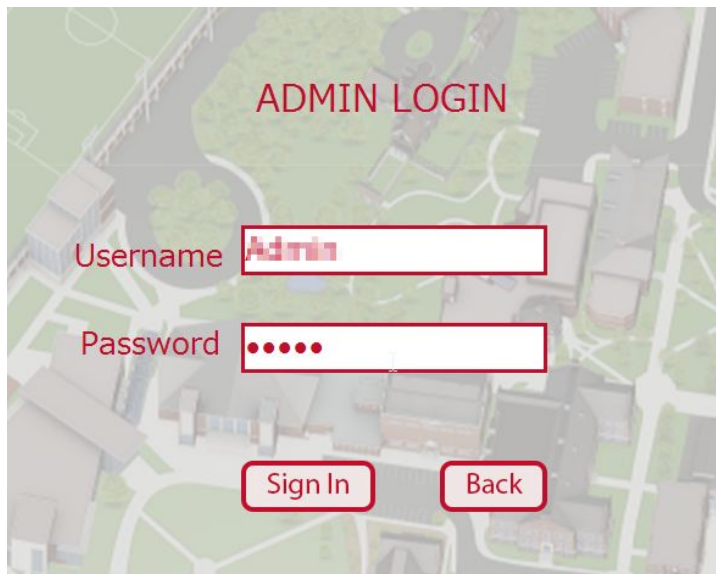
Admin Functionality

Accessing Admin mode

1. From any page click on "Admin" in right part of the header

   a.

2. On the sign on page enter your admin username and password

   a.

3. Press the sign in page
   a. You will receive an error if:
      i. A field is blank
      ii. Your username or password is incorrect
4. You will now be brought to the map enter/edit page
5. Pressing the back button will return you to the welcome page

Adding a map

From the map enter/edit page press the add button in the middle of the page
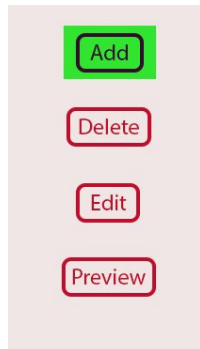
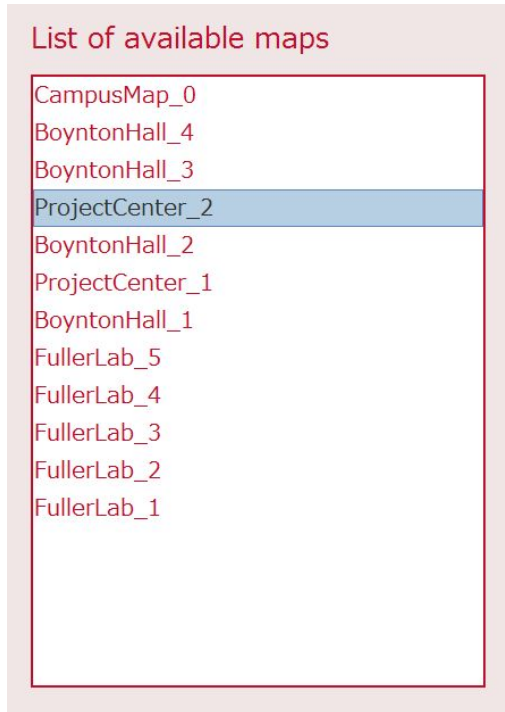This will open the Add new map dialog box

1. If this is the campus map select Yes, otherwise select No. Please note that there can only be one campus map
2. If campus map is set to yes then the building name will default into CampusMap. If not please add the name pf the building associated to the map you are adding
3. Select the floor of the map you are adding. The list goes from sub basement to fifth floor. If you are in campus mode this will bring in First Floor
4. To add the map image press the folder icon. This will bring up a dialog box for you to locate your image.
5. Press the OK button to save your map and return to the map enter/edit page
6. Press the cancel button to return to the map enter/edit page without saving
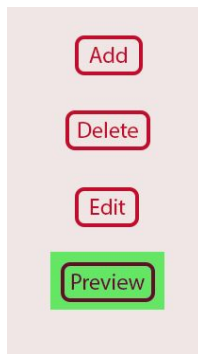
Edit a map

Accessing map edit mode

1. Select the map you would like to edit from the list of available maps (If the map you would like to edit is not on the list please add the map first)

List of available maps

CampusMap_0
BoyntonHall_4
BoyntonHall_3
ProjectCenter_2
BoyntonHall_2
ProjectCenter_1
BoyntonHall_1
FullerLab_5
FullerLab_4
FullerLab_3
FullerLab_2
FullerLab_1

      a.
2. To preview the image first in the preview area, press the preview button

Add

Delete

Edit

Preview

      a.
3. To enter edit mode press the edit button

Edit map mode
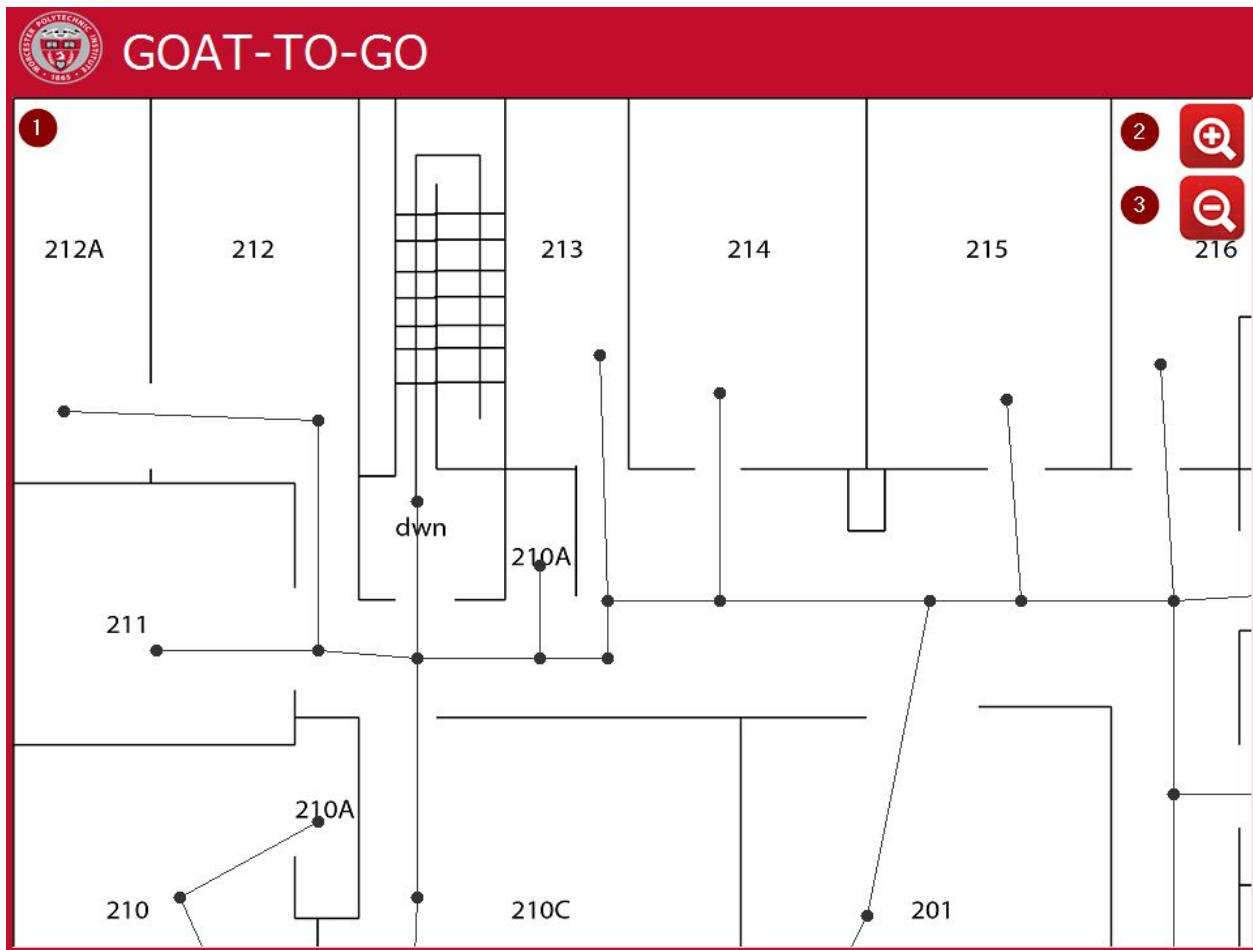
1. Map editing area
2. Zoom in on map
3. Zoom out on map

4. The name of the map you are currently editing
5. The building of the map you are editing
6. The floor of the map you are editing
7. Select to enter create point mode if you want to <u>add</u>, <u>delete</u> or <u>edit</u> an existing point

8. Select to enter [create path] mode to add a series of waypoints with defaulted values that are all connected
9. Select to enter create neighbors mode to [create] or [delete] edges between points
10. The clear button will delete all of the points and edges on this map. You will be asked to confirm that you want to delete everything
11. The save button will save the current version of the points and edges to the file for that map overwriting the current version.
12. The back button will take you back to the add map page

Creating paths

Creating/Editing a point

- To add a point left click on the location where you want to add a point
- To edit a point left click on the point you want to edit
- This will bring up the point edit dialog shown below

1. The name of the building this point corresponds to. This is only editable on the campus map, this will default into the building of what map you are editing

2. The floor of the building of the map you are on unless you are on the campus map, then if the this is an entrance into a building it should be set to floor of that building that the entrance is to.
3. The entrance ID is what links maps together. If the point does not let you get to a different map (building entrance, stairs or elevator) then it should be 0. If is is a link then it has to be the same number and building of where it links to.
4. The point type is what kind of area this point is. This is allows the user to be able to filter points.
5. The description is the name given to the point that shows when you select the point
6. OK will save the point
7. Cancel will not save the point or any edits you have made to it

Creating neighbors

To connect two points click first click on the point you want to start from and select from, then click on the point you want to connect to

Deleting a point

If you are in any mode left clicking on a point will delete that point and any edges going to it

Deleting neighbors

If you are in any mode left clicking on an edge will delete it