

Buildingding: User manual

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Buildingding: purpose

The purpose of Buildinding is to help the user navigate Campus Proximus. Which is especially helpfull with the standing cirucaltion planning due to the pandemic concerning 'COVID-19'. This applicatoin was written as a graduation project for UCLL Applied Informatics in 2020 by order of Dr Vogels F.

The user can choose a starting location and destination by choosing from a list of available locations. Alternatively, the user could scan a QR-code presetn at the current location to set the starting location, but still has to choose the destination from a list.

Once the path has been calculated, the user can choose to see the path as a list of locations or as a 2D visualisation on a map.

The application does not use real-time tracking.

This application is suited for Android 10 and higher.

The supported languages are:

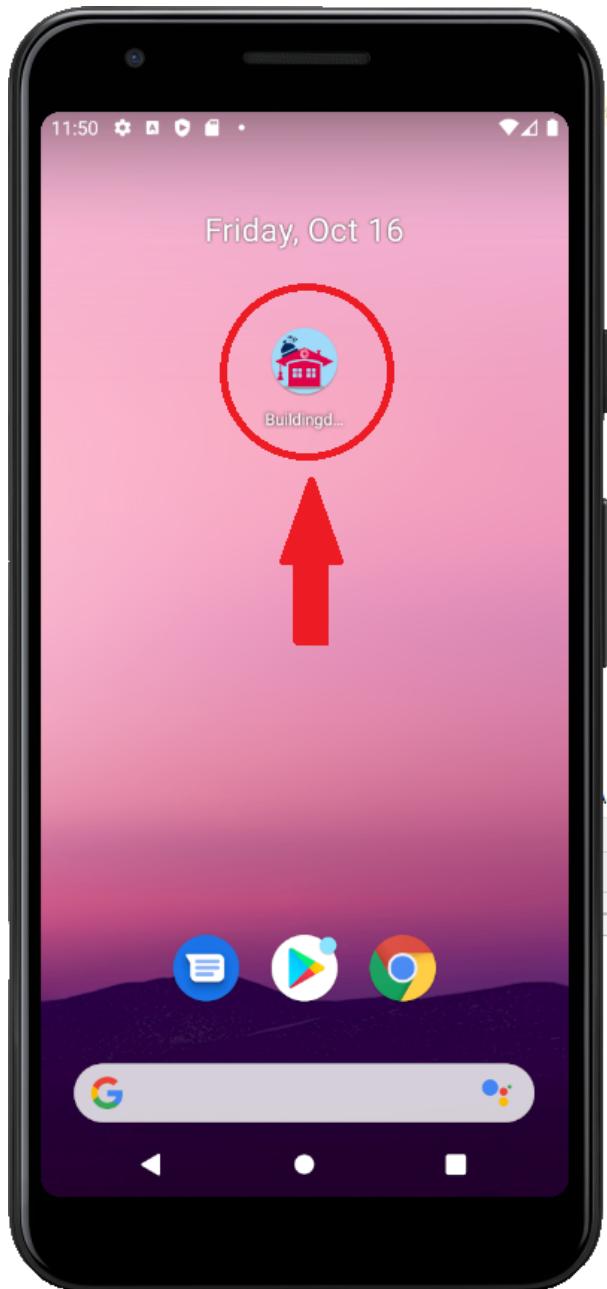
- English
- Dutch
- French

Installing Buildinding

To help you installing Buildinding, please refer to the installation manual.

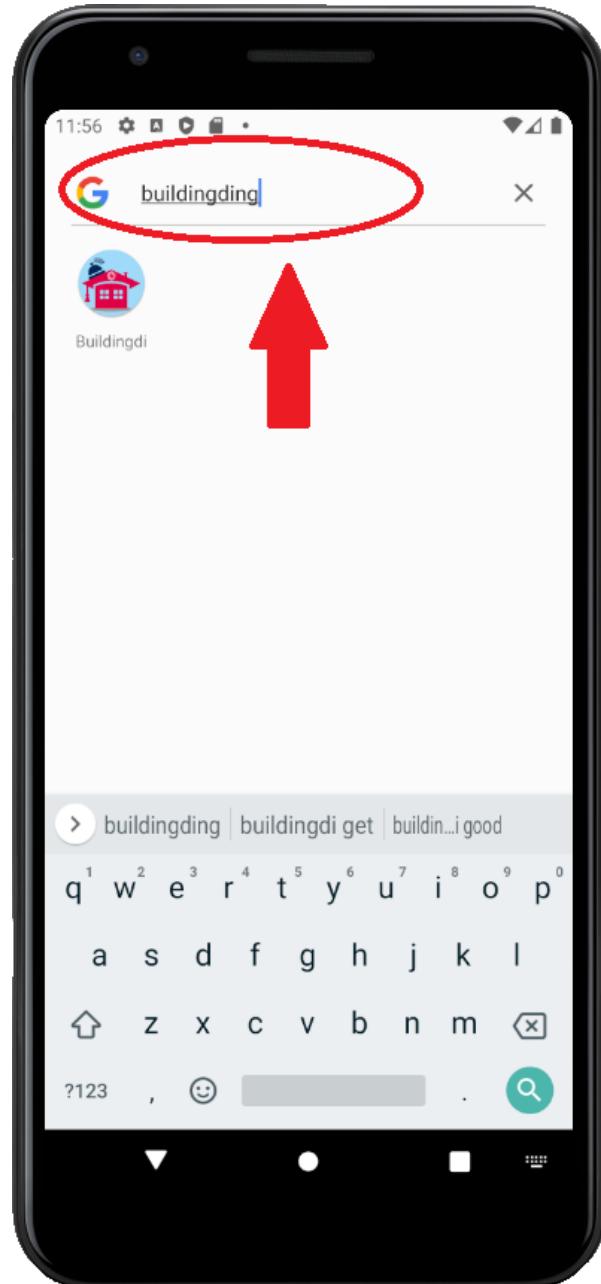
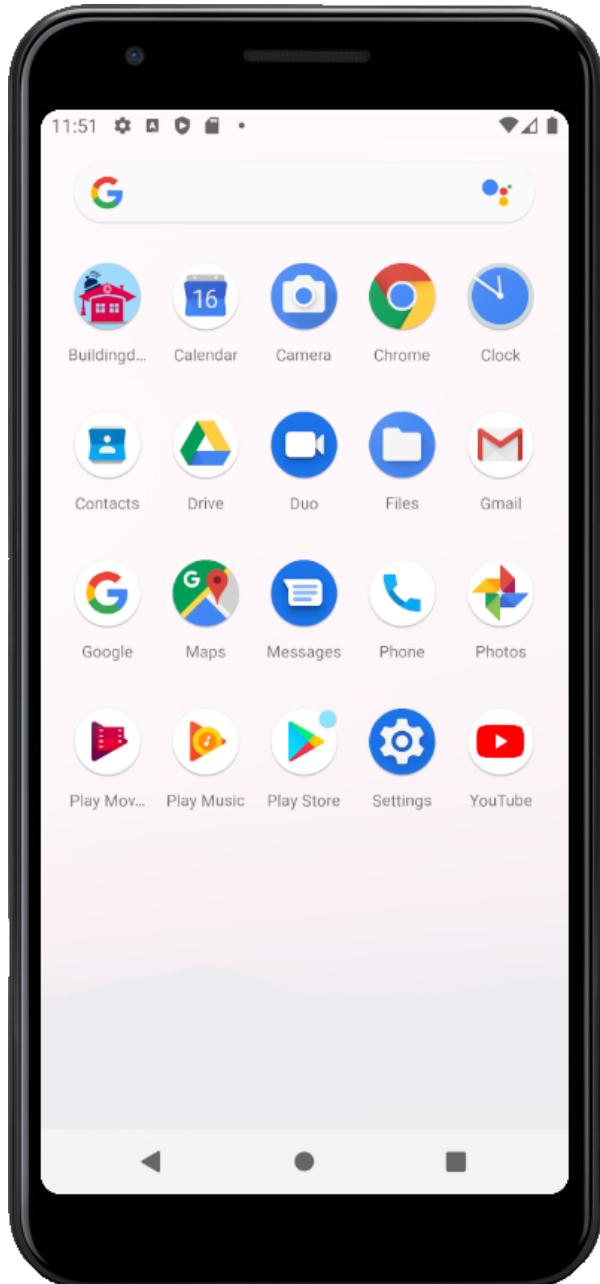
Starting Buildingding

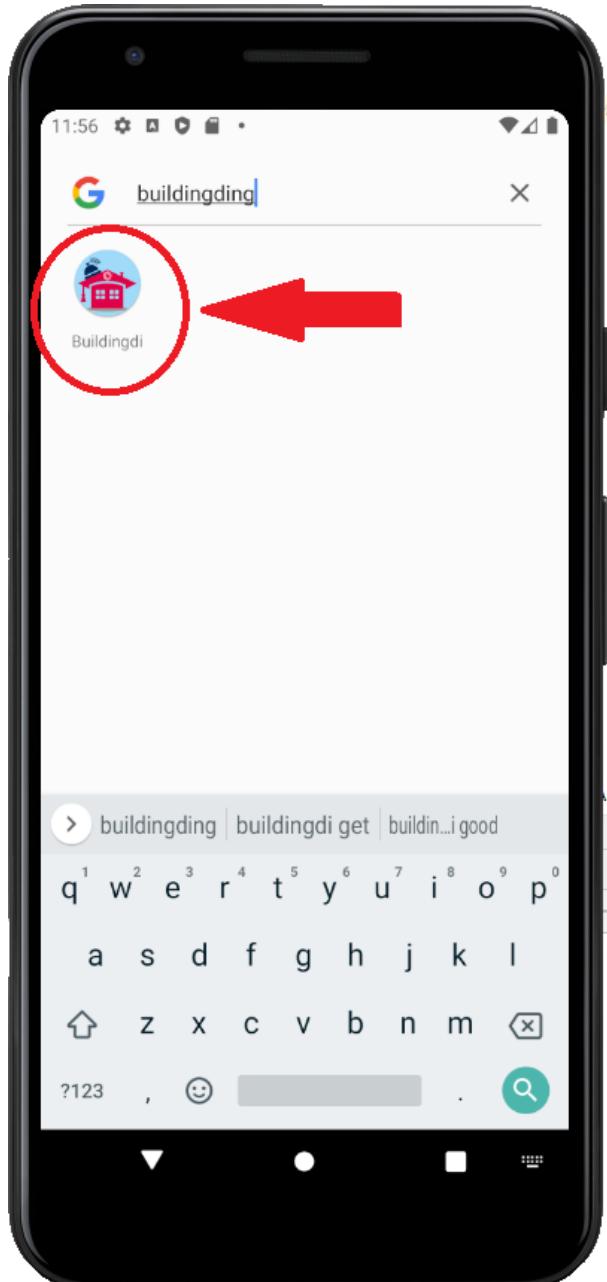
You can start the application by tapping the Buildingding icon on your screen. (Layouts may differ on your device)



If the icon is missing, you can search for Buildingding by

1. Swiping 'up' on your main screen.
2. Entering the term 'buildinding' in the searchbar
3. Tapping the Buildingding icon





You will then be shown a welcome screen for 2 seconds after which you will enter the main menu



Navigation

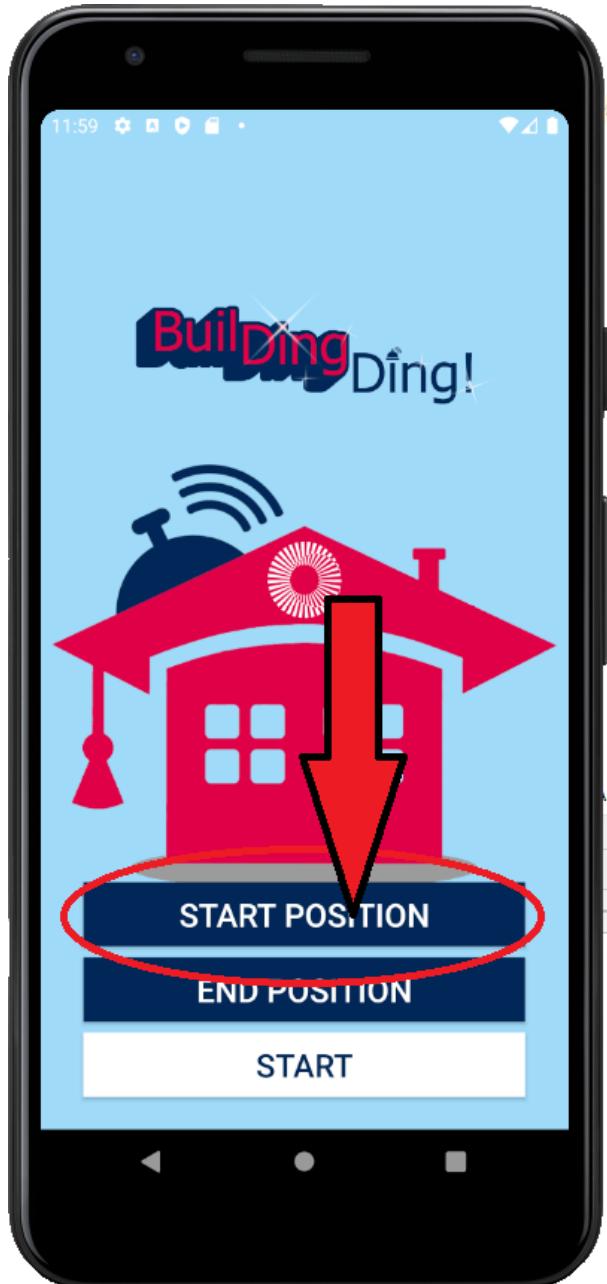
To start the navigation you should tap the navigation button in the main menu. After which you will be shown the main navigation screen.



On this screen can start choosing locations, or go back to the main menu

Choosing a starting location

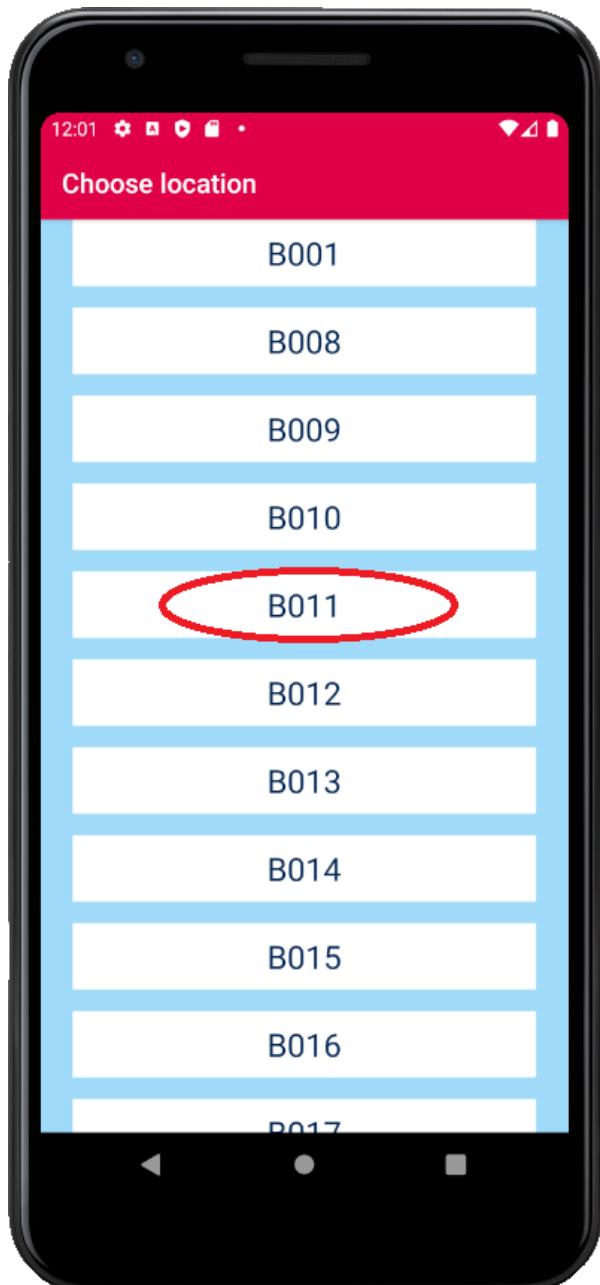
To choose a start location you have to tap the button marked "START POSITION"



Depending on the applied setting, you will have to choose a starting location from a list, or scan a QR-code. Afterwards you can alter the choice by tapping the button again, which now holds your previous choice.

Choosing a starting location from the list

If the setting "List" is applied, you will be shown a scrollable list of possible locations. When you tap on a location, you will be taken back to the main navigation screen.





Scanning a QR-code

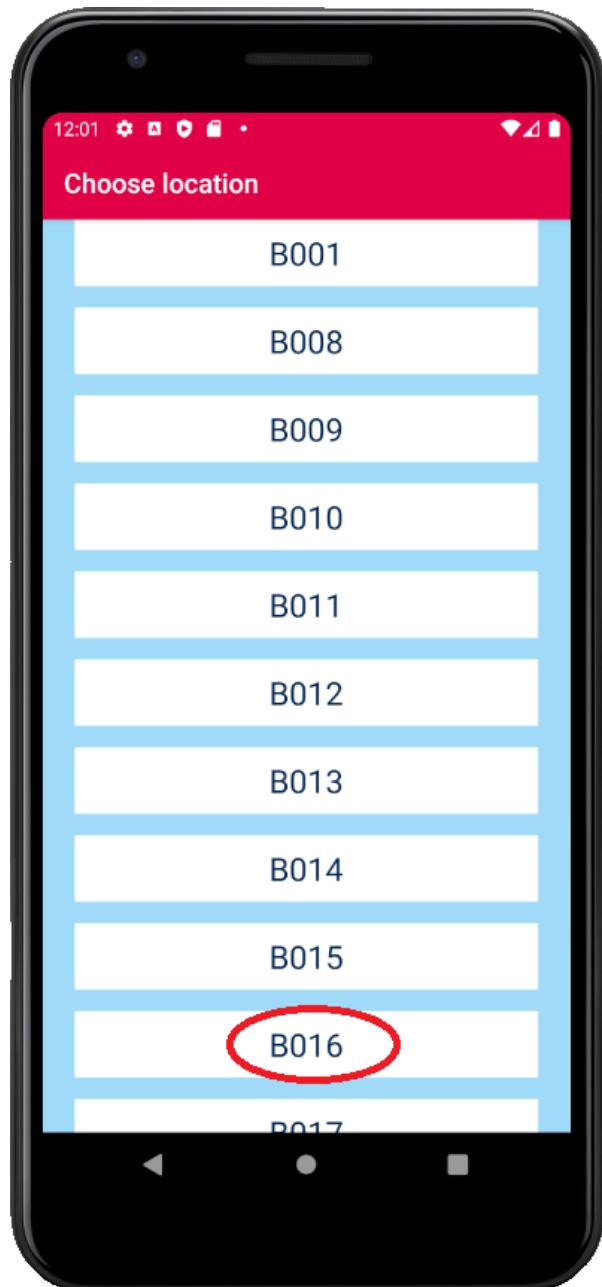
If the setting "Scan" is applied, you will have to scan a QR-code, after which you will be taken back to the main navigation screen.





Choosing a destination

After choosing the start position, you should choose a destination by tapping the button marked "END POSITION". Doing so will show you a scrollable list of possible locations. When you tap on a location, you will be back on the main navigation screen, where you can change the locations, or start the navigation.



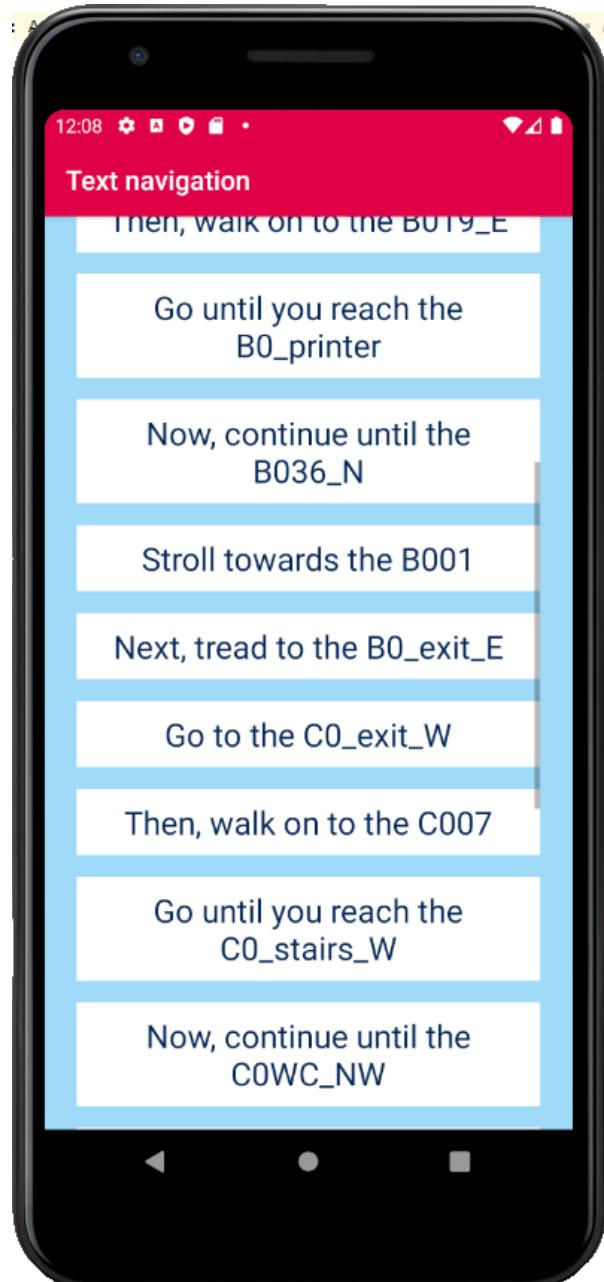
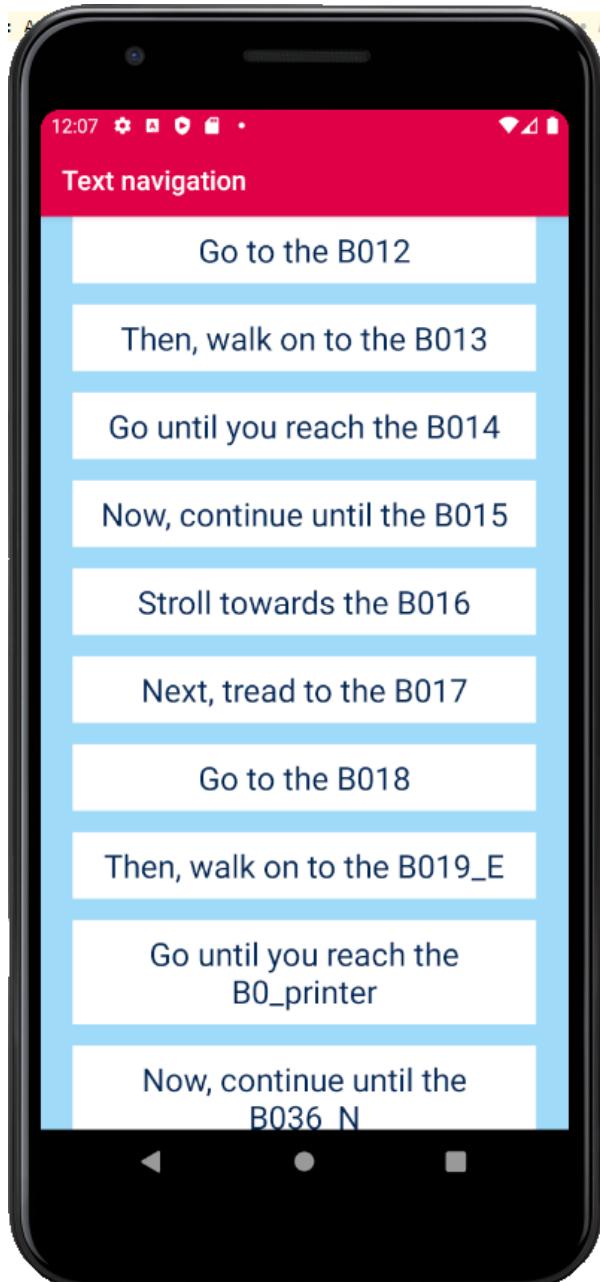


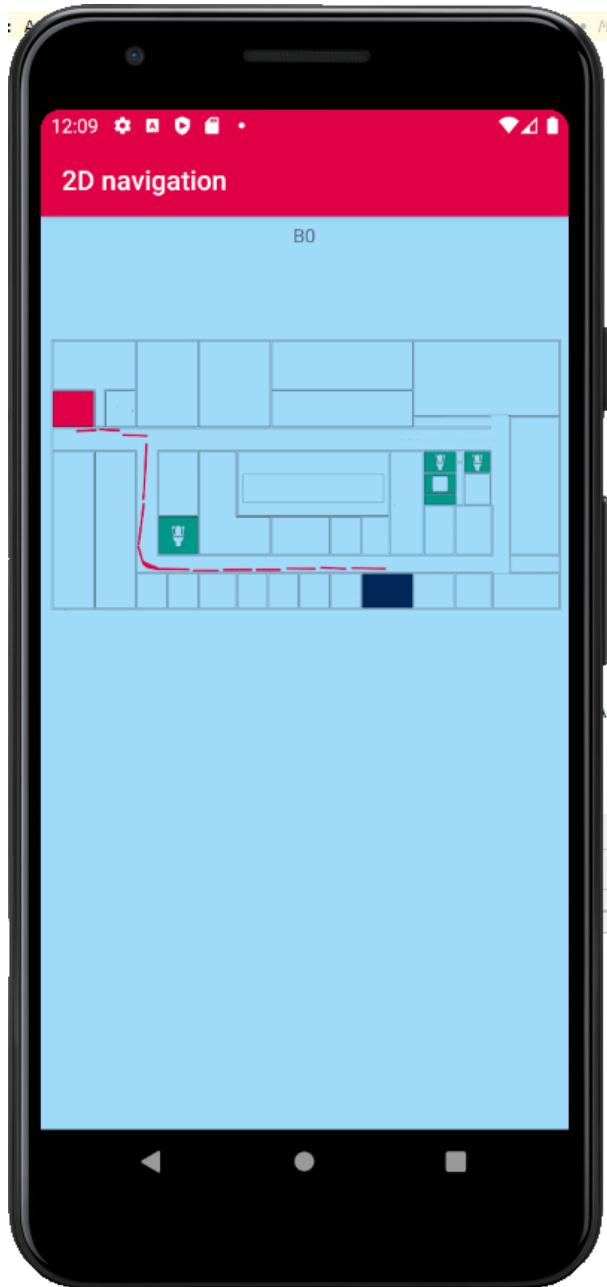
Starting the navigation

To start the navigation you should then tap the button marked "START"



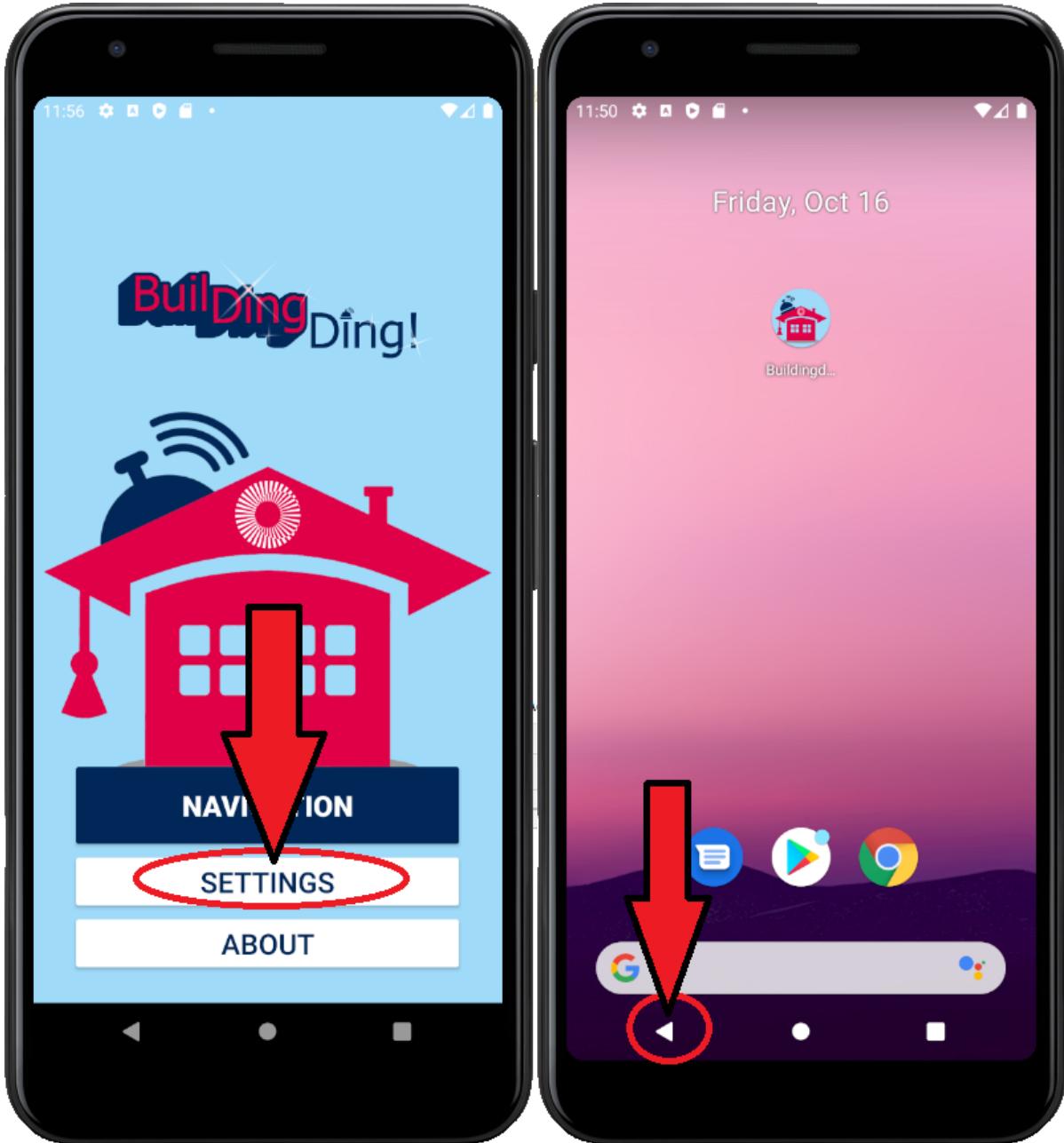
After tapping this button you will see a scrollable list of locations, which you have to follow to reach your destination. If you tap a location in this list, you will be shown a map of the floor with the highlighted route. The starting location will be marked green and the destination will be red. If you tap this map, you will return to the list overview.





Changing the Settings

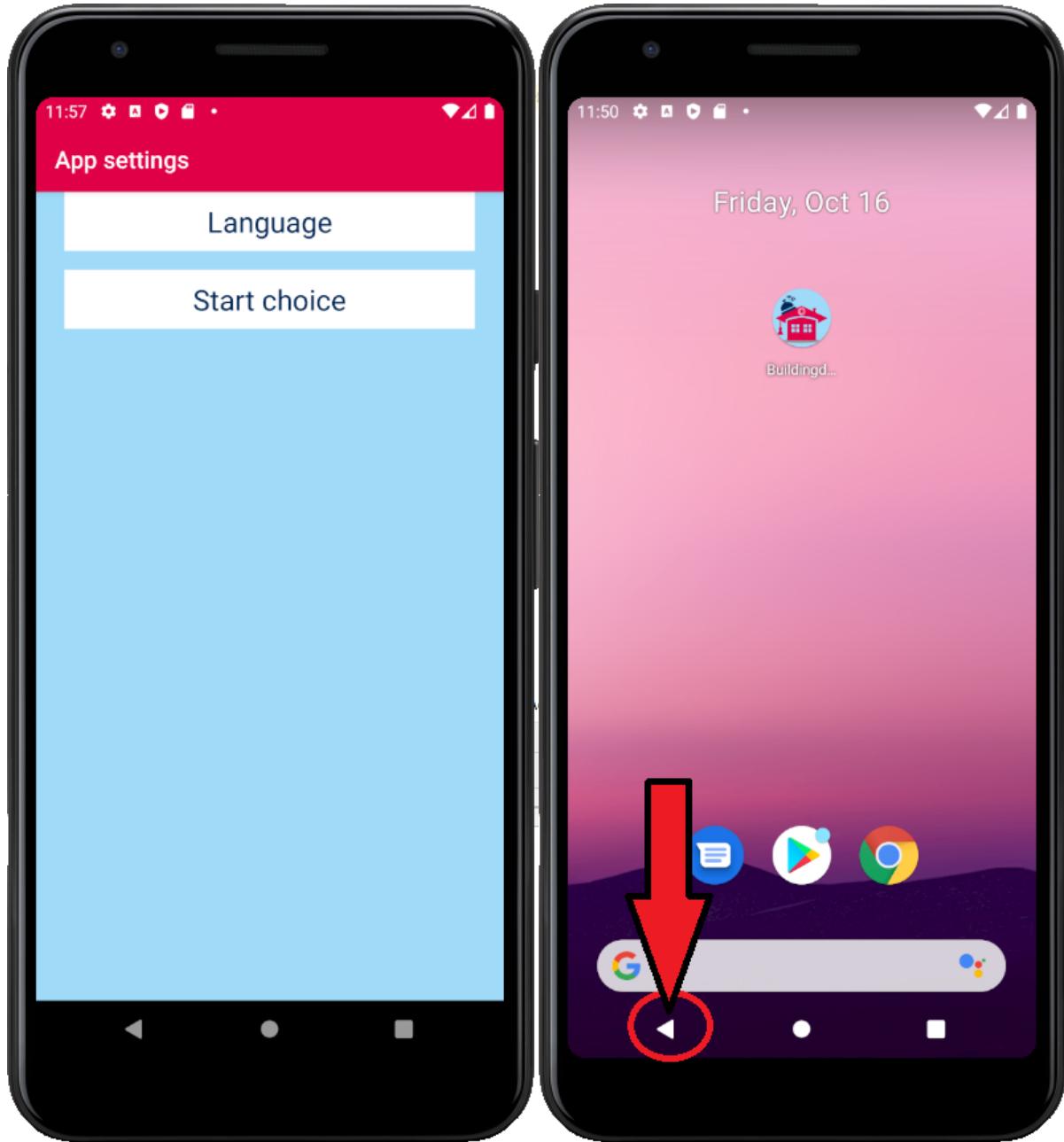
To change the settings you should tap the button marked "SETTINGS" on the main menu. To reach the main menu, you can use the back button on your mobile device. (image may differ on your device.) It could be possible you need to tap the back button multiple times.



When you tap on the "SETTINGS" button, you will be shown a list of possible settings. At the moment these are:

- Language: this will change the language used in Buildinding
- Start choice: this will change the way you can set the starting point.

To change the desired setting you can tap the correct button, otherwise you can cancel by tapping the back button (image may differ on your device.) When you have made a choice, you will be returned to the main menu.

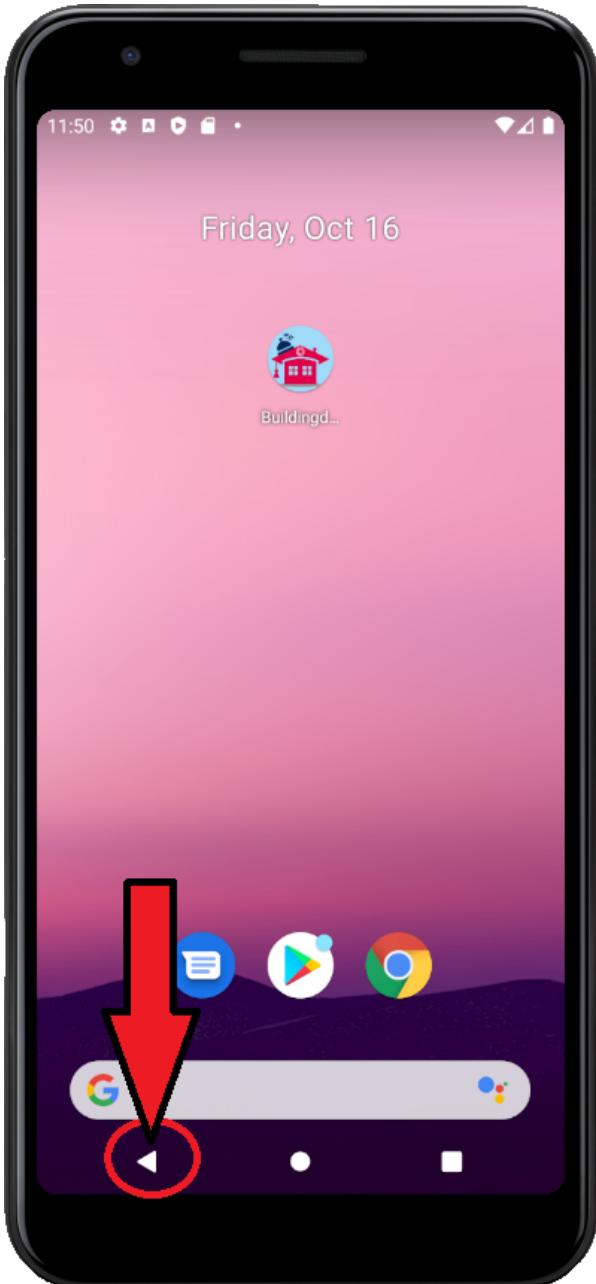


Changing the language

If you chose to change the language, you will be shown a list of the implemented languages. To choose a language, you can tap the button marked with the appropriate text. To cancel a change, you can utilise the back button (image may differ on your device.) At the moment the choices are:

- English
- Nederlands
- Francias

If one of these languages is the main language of your device, Buildinding will default to this language. When you have made a choice, you will be returned to the main menu in the appropriate language.



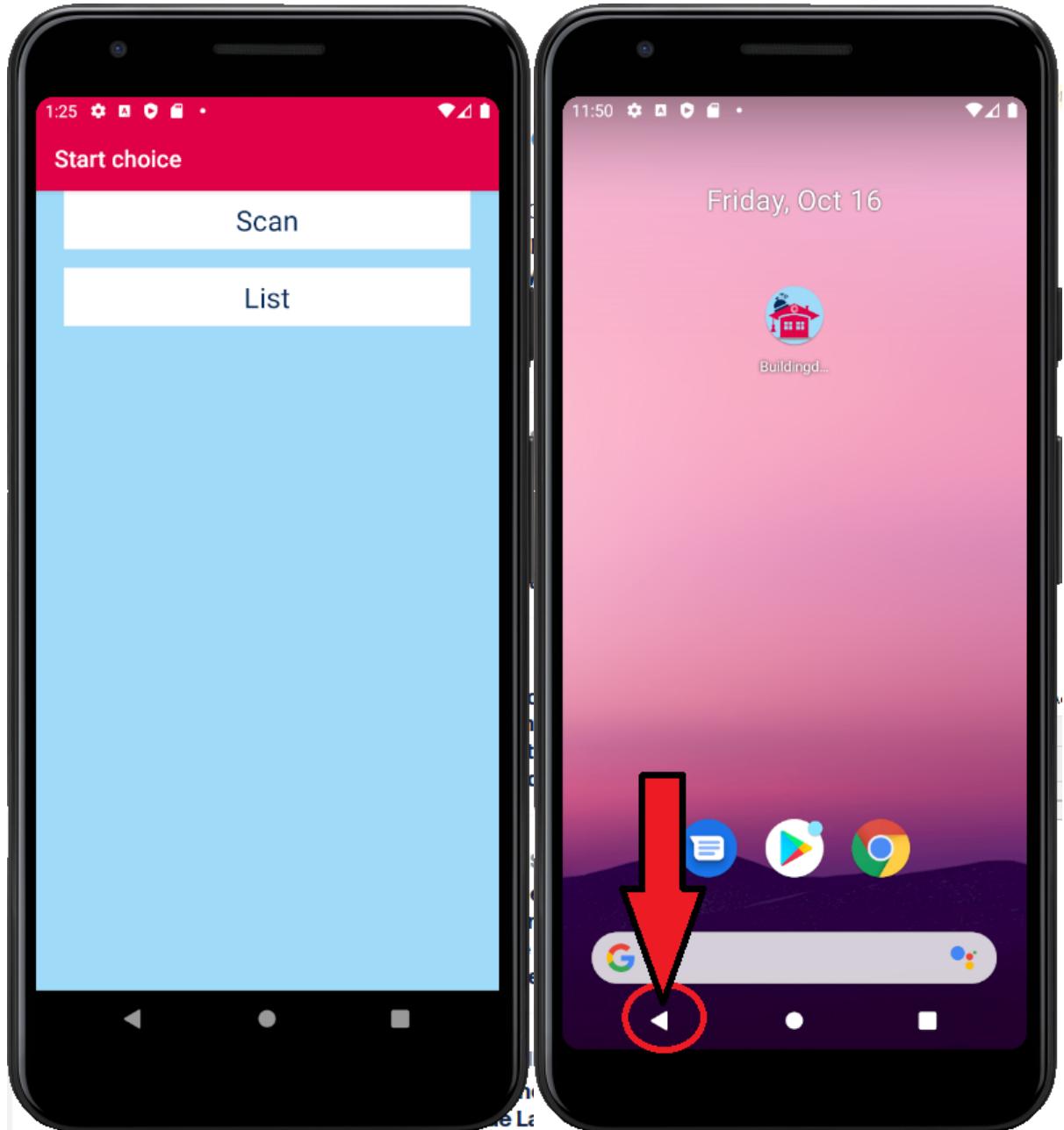


Changing the start location input method

To change the input method, you should tap the corresponding button. To cancel a change, you can utilise the back button (image may differ on your device.) At the moment the choices are:

- Scan
- List (default)

When you have made a choice, you will be returned to the main menu.





About screen

The third option on the main menu will show you a brief information about the application. You can exit this using the back button.

