

Android APP Usage Tutorial

1. Preparation before drawing

Before drawing, the device needs to be fixed in one place and powered by a stable 12V power supply, as shown below:



Then check the indicator light and wait for it to be green.

Indicator light status	Explanation
Red long bright	Booting up
Yellow flicker	Startup complete, waiting for initialization
Yellow long bright	System initialization completed, waiting for mapping

Green long bright	Mapping
Red flicker	Device exception
Green flicker	Pause mapping



2. Install Android app

Open the aurora-1.0.0-1-alpha software in the attachment to install it.



After successful installation, this icon will appear on the phone



App info



Aurora

Version: 1.0.0

Storage

69.32 MB >

Data usage

2.6KB >

Battery

0.9% >

Permissions

App behavior records

Running >

Autostart



App management



Permissions



Notifications

No >


Force stop

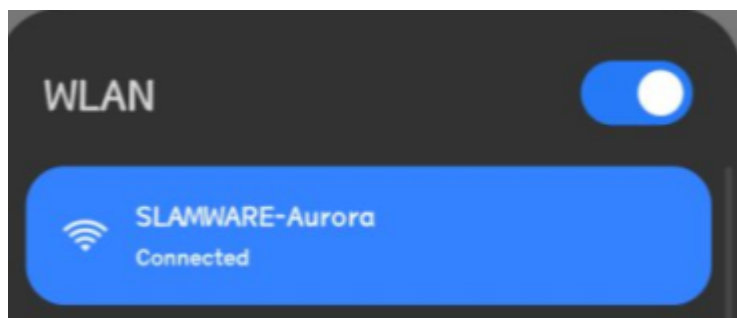

Uninstall


Clear data

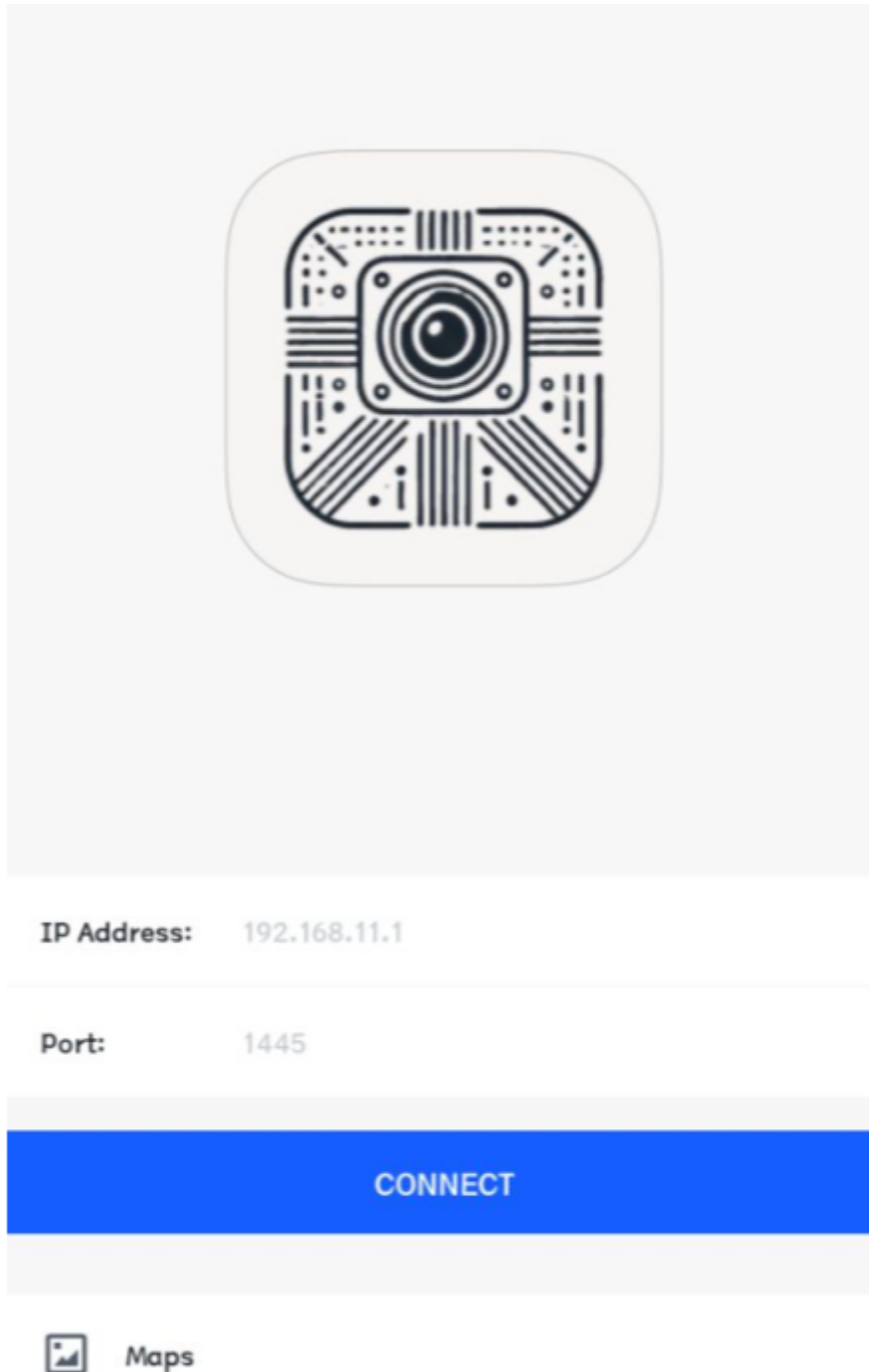

Report

3. Map creation steps

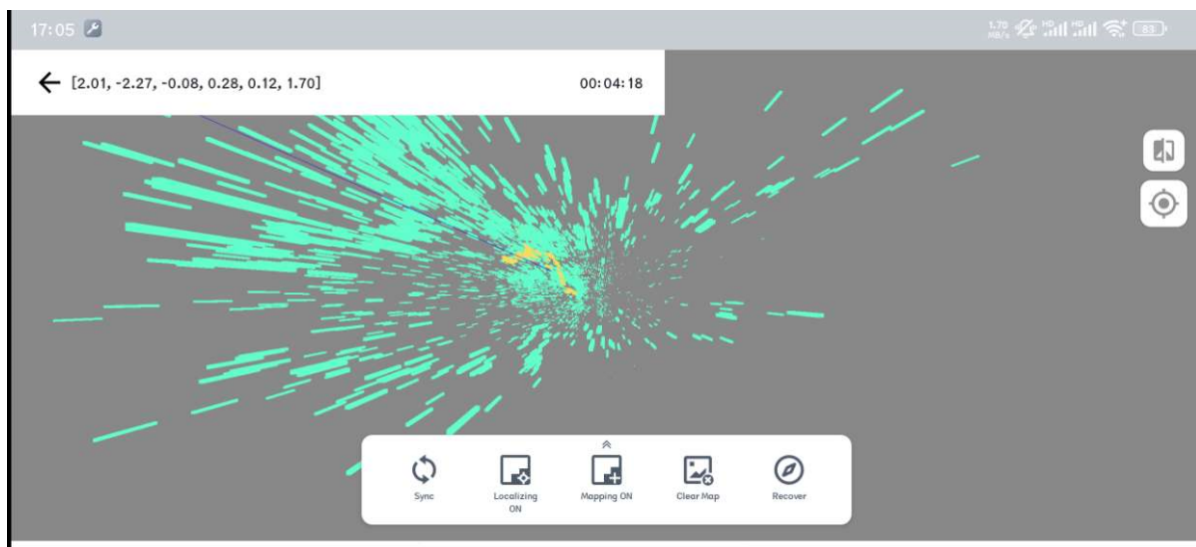
- Open the app software just now
- Connect the phone to the hotspot emitted by the device



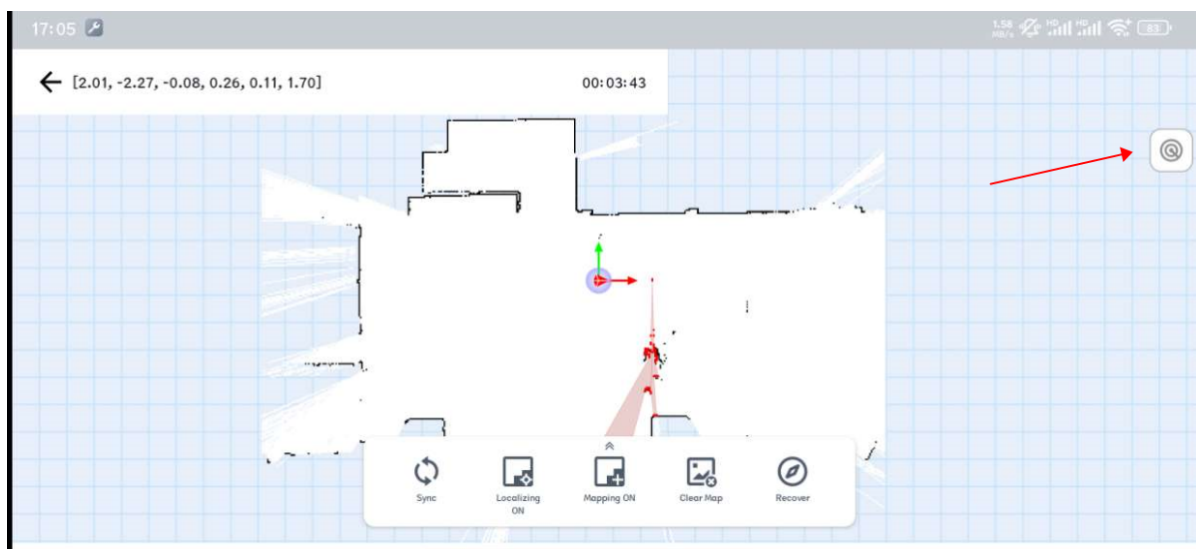
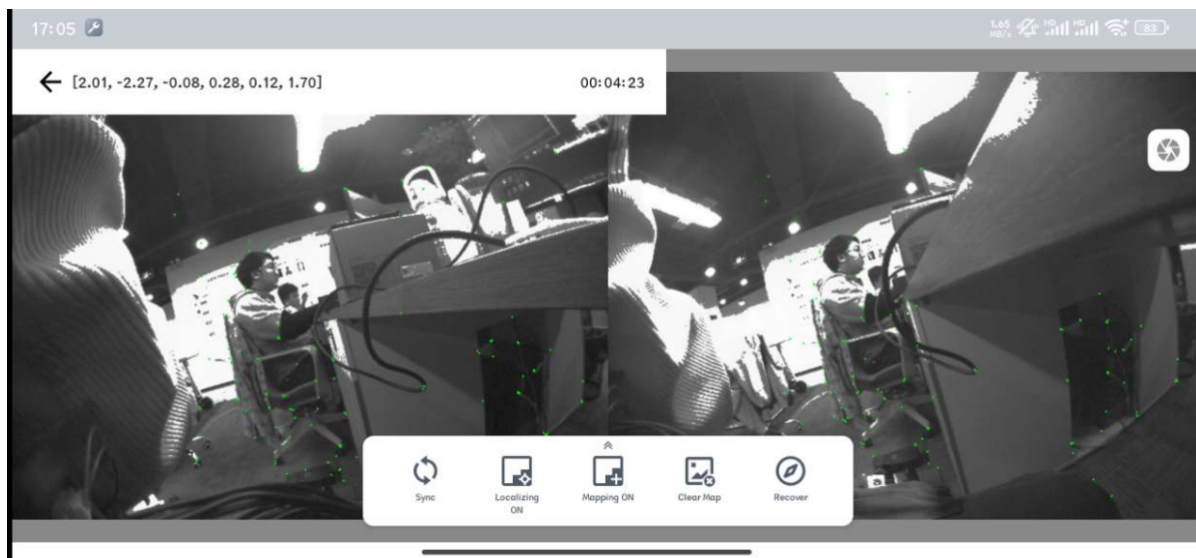
- Start the mobile app



Click Connect and the following interface will appear, indicating that the connection is successful. If you cannot connect to the device, check whether you are connected to the device hotspot and turn off the network data of your phone)

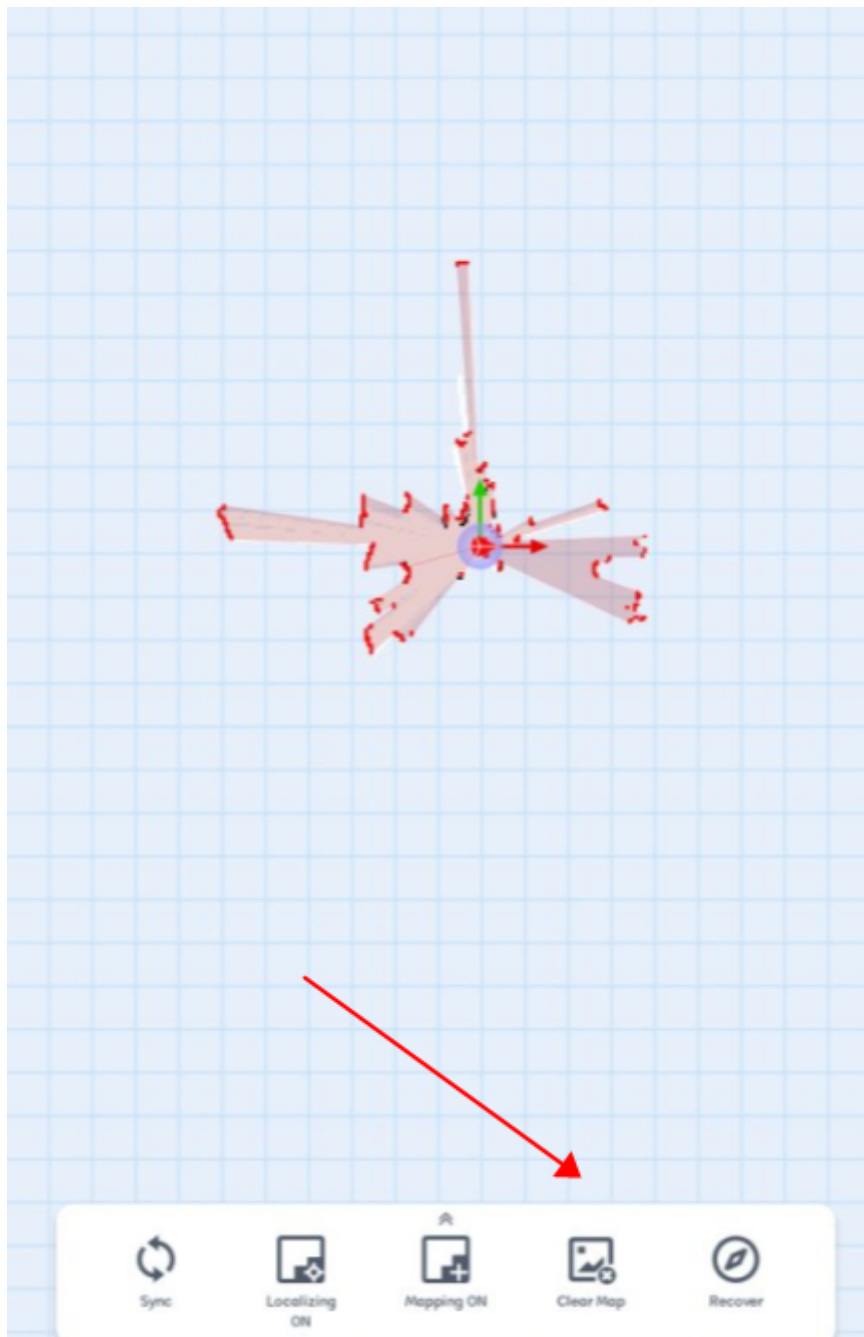


Click the icon in the upper right corner of the app to switch views,

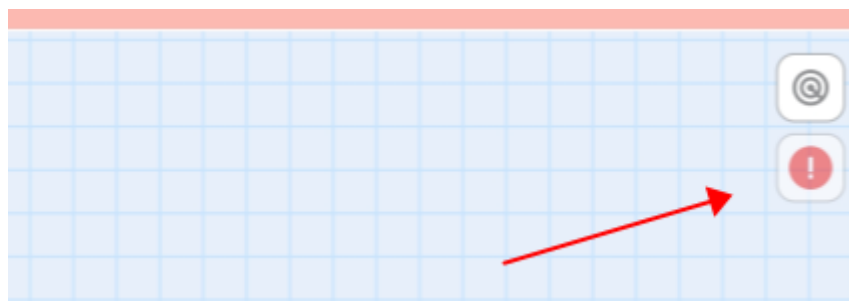


- Clear the map

In the two-dimensional view, you can click Clear Map below, and the following interface will appear if successful.

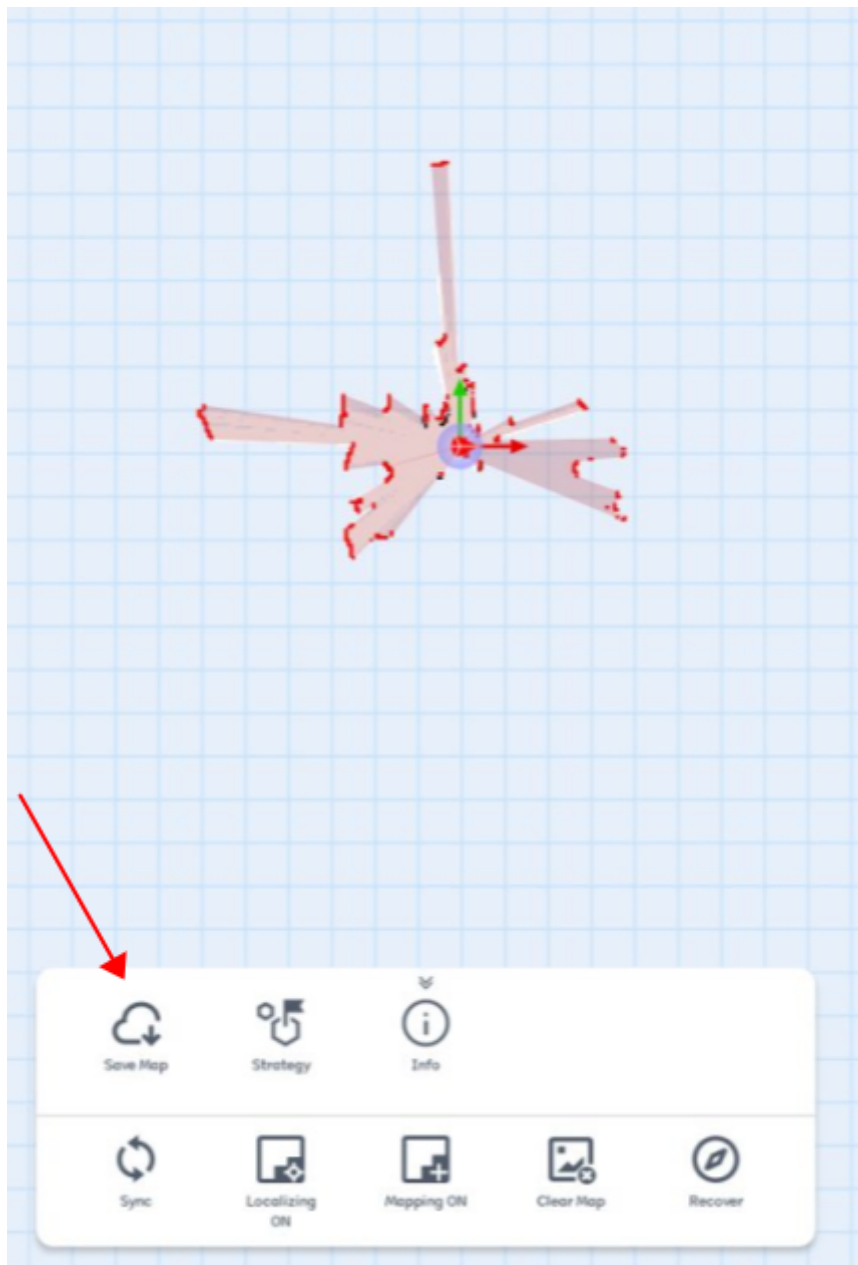


We need to wait for the exclamation mark in the upper right corner to disappear, and then we can build the map normally.

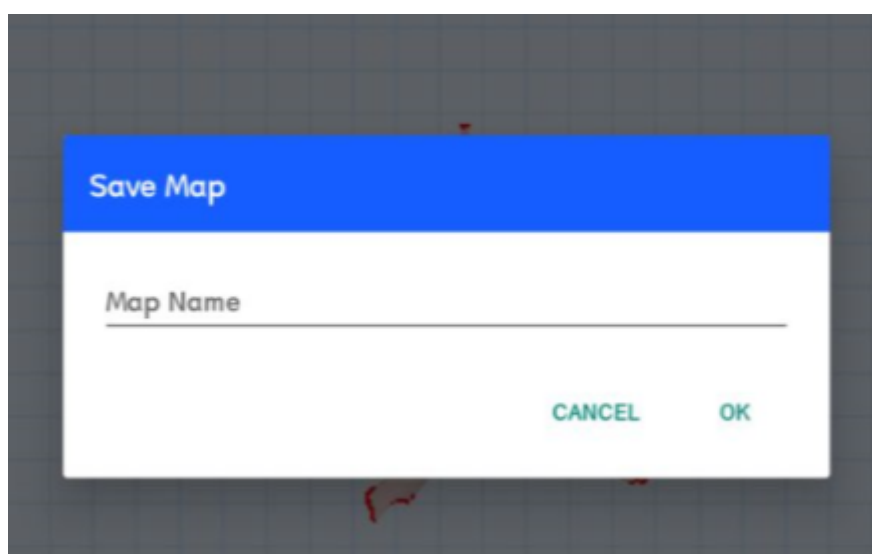


- Save map

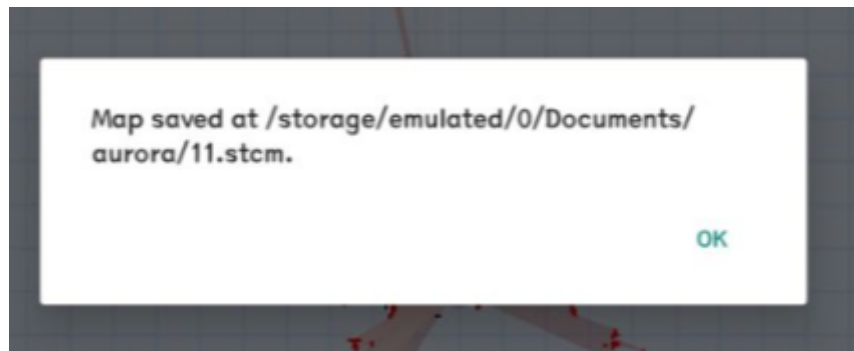
In the two-dimensional view, you can click Save Map below, and the following interface will appear successfully.



Enter the name of the map to be saved,



Click OK and the saved path will appear



You can view the file in the path,

