

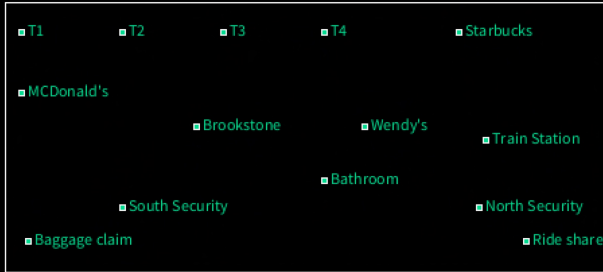
global timer

User Manual

Timer: 00:00:14

Mouse: (x: 0, y: 0)

Terminal T Map:



NAVIGATION MENU

Directional Tone Key

CHOOSE DESTINATION
T1
T2
T3
T4
SOUTH SECURITY
NORTH SECURITY
RIDE SHARE
STARBUCKS
MCDONALD'S
TRAIN STATION
BROOKSTONE
WENDY'S
BATHROOM
BAGGAGE CLAIM

START NAV SIM

RESET NAV SIM

NORTH

SOUTH

EAST

WEST

Current Destination: ...

Status: ...

Current Position: [-100000, -100000]

Direction to Travel: -1.0

LINE MENU

NORTH LINE

North Flag: ...

North Wait: -1 min

PLAY NORTH

PAUSE NORTH

SOUTH LINE

South Flag: ...

South Wait: -1 min

PLAY SOUTH

PAUSE SOUTH

CLEAR LINE

Clear Flag: ...

Clear Wait: -1 min

PLAY CLEAR

PAUSE CLEAR

PRE-CHECK LINE

PreCheck Flag: ...

PreCheck Wait: -1 min

PLAY PRECHECK

PAUSE PRECHECK

BAG MENU

PLAY BAG LOCATION SOUNDS

PAUSE BAG LOCATION SOUNDS

Bag Distance: -1.0

Select Mode Menu:

NAVIGATION

SECURITY TIME

BAG LOCATION

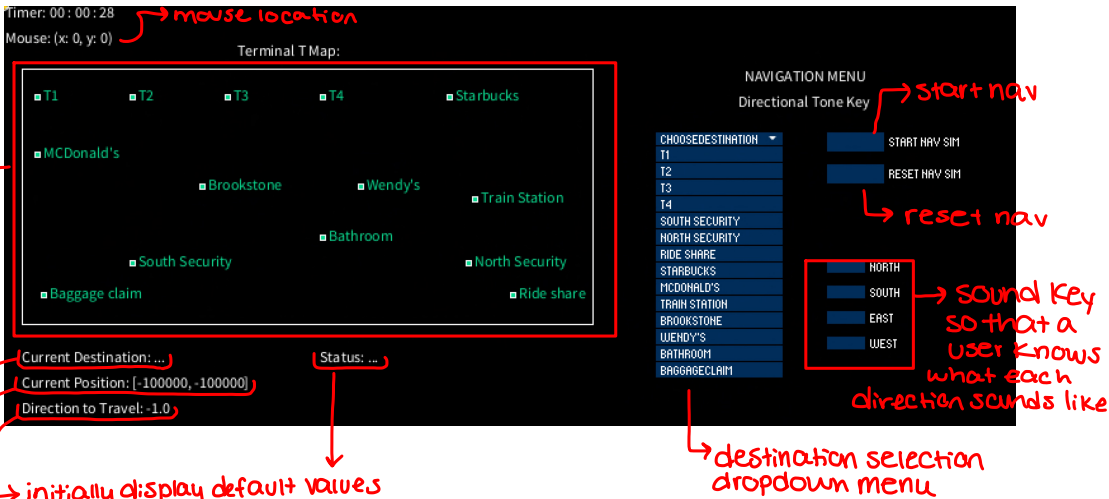
50.00

MASTER VOLUME SLIDER

Mode Selection Menu

- 3 modes: Navigation, Security Time, Bag Location
- Master volume slider
- You must select the button for the mode that you want to use before being able to use the buttons associated with that mode
- Switching between modes resets the global timer

Navigation Mode

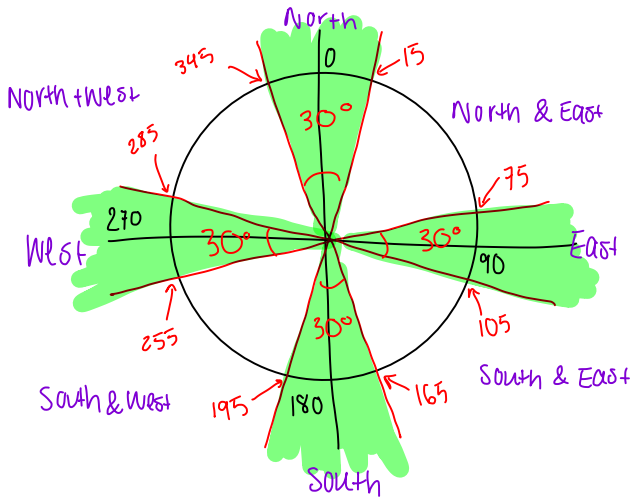


- initially display default values
- when navigation is reset, revert to default values.
- when another mode is selected in the main selection menu, they also reset to default values

- ① Select "Navigation" in the selection mode menu
- ② [optional] Click north, south, east, west buttons to familiarize yourself with what each direction sounds like.
- ③ Select the "start Nav sim" button
- ④ Select a destination in the "choose destination" dropdown menu.
- ⑤ Once steps ①, ③, and ④ are complete, the simulator will enable recording mouse clicks in the map area.
- ⑥ Click in the map area to symbolize the starting location of the "user"
- ⑦ Click with the mouse to simulate where the user walks next. Each "click" is an event that re-calculates variables and sound
- ⑧ The variables below the map will also populate at this point. "Status" will be "traveling to destination". Direction and distance will determine the sonification.
- ⑨ Distance is encoded with play rate. The furthest distance that the user is from the destination will be speed 0.5, and right next to the destination is speed 2. The closer the user gets the faster the speed in the [0.5, 2] range
- ⑩ When the user gets within 10 pixels of the destination, they will hear a "bloop", and the "status" variable will change to "arrived"

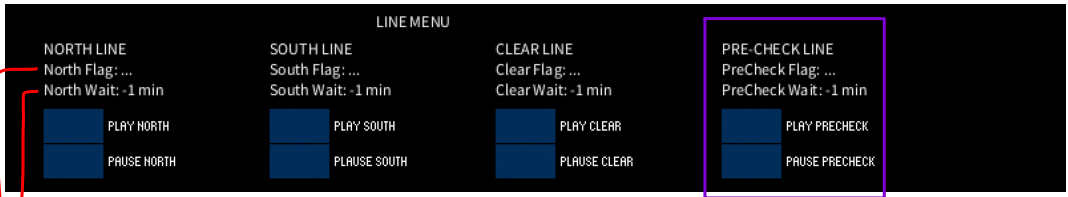
⑪ Encoding direction.

- There is a designated separate sound for North, South, East, West.
- 0° is true North, 90° is true East, 180° is true South, 270° true West.
- North, South, East, West $\pm 15^\circ$ is considered as that direction.
- The 60° window between cardinal directions is a mix of direction sounds: Northeast, Northwest, Southeast, Southwest.



- ⑫ If you're in the northeast, northwest, southeast, southwest angle ranges, listen carefully and actively for both sounds. Both should be audible.
- ⑬ Resetting the nav will clear the variables. Switching to another mode in the "selection mode menu" will also clear the nav variables.

Security Time Mode



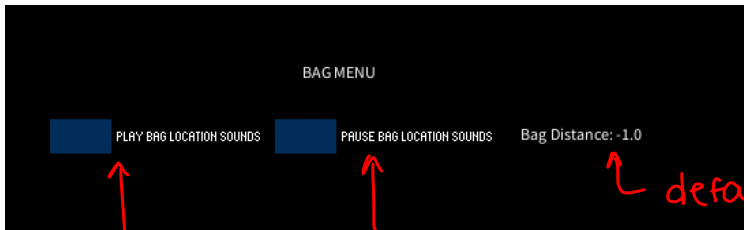
→ wait time in minutes

→ Flag for wait time. Fast (under 15 min),
Medium (15-30 min), Slow (30+ min)

*note, im having a UI error where the pre-check buttons are sometimes not clickable, I haven't solved the issue yet.

- ① Select "Security line" in the selection mode menu.
- ② Play rate (speed) encodes wait time
- ③ Security Line reports come every minute. (Kind of how weather updates are on-the-hour)
- ④ Click "play [Line-name]" to hear the noise.
- ⑤ Click "pause [Line-name]" or switch to another line to stop or hear another sound
- ⑥ When The global timer reaches the next minute, the line data will be updated if you click the buttons again.
- ⑦ Switching to another mode will also stop the line sounds

Bag Location Mode



click to play
sounds

click to pause
sound

default value -1

- ① Click play
- ② Beeping play rate will increase as the bag gets closer
- ③ Beeping rate will be the fastest when the distance is 0.