

Blind Match Race Instructions:

Admin:

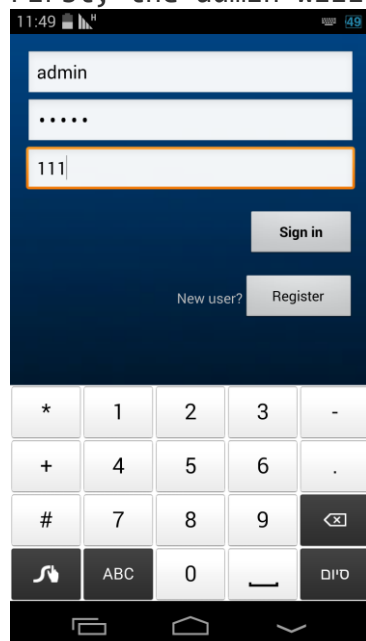
- In order to start a new event, sign in as admin with the desired event number.
- Now, the admin screen will show.
- In this screen, set the buoys location by sailing to their destination, placing them and pressing the respective buoy button on your screen.
- After placing the buoy, he will appear on screen as a red buoy and it's button will be pressed.
- Once all buoys are set in place the sailors can sign in with their username, password.
- The event number is what was set by the admin.

User:

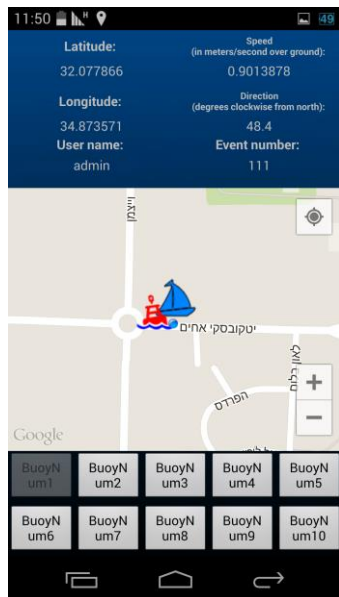
- After signing in a menu will appear.
- "Open Map" will open the race map in which the sailor will appear as a blue boat and the competitors as orange boats.
- Upon finishing a race it is possible to create a KML file, by pressing the appropriate button.
- It is recommended to use timestamps, but not mandatory. The generated KML file will be saved on the device under "BlindMatchRace\KMLFiles" once the message "KML File Created" appears.
- It is possible to open the KML file inside Google Earth.

Example of use:

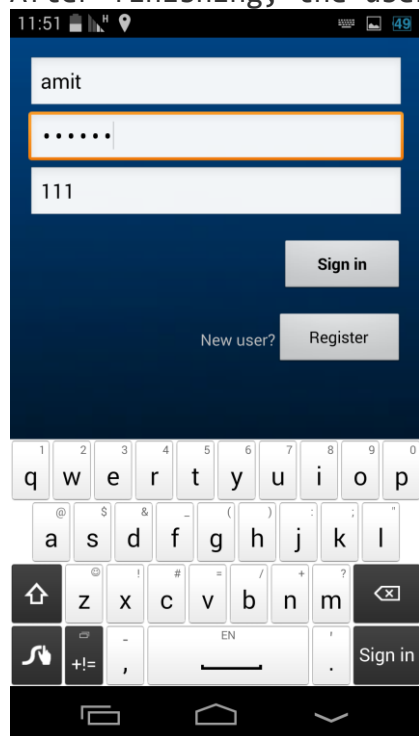
1. First, the admin will login and create an event:



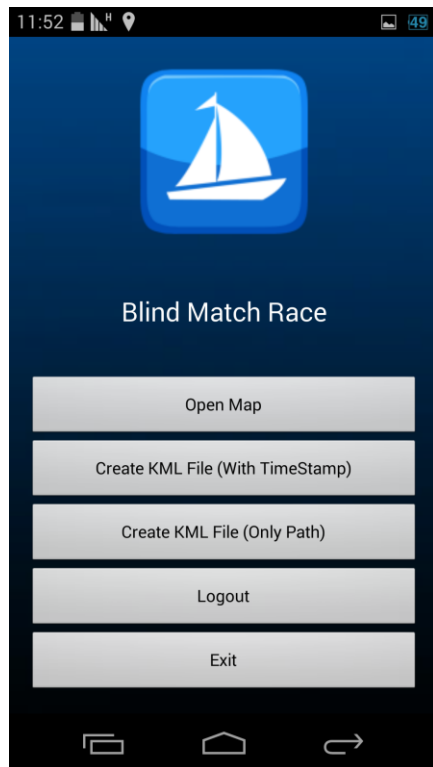
2. Then he will start placing the bouy:



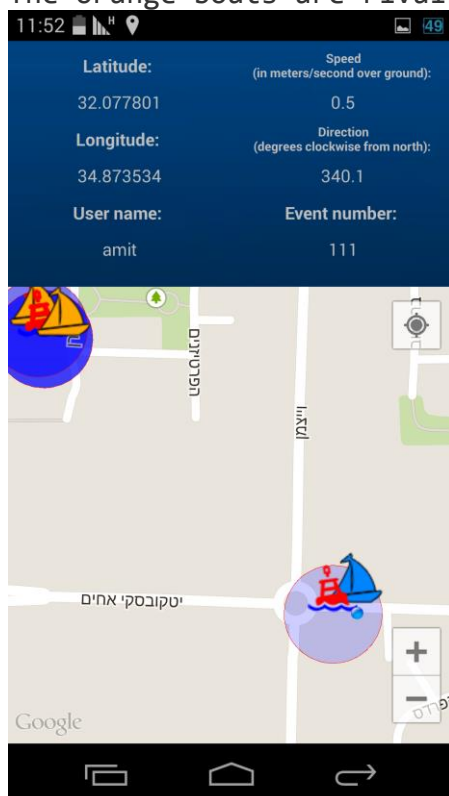
3. After finishing, the users can login!



4. They will see this menu, by pressing open map they could start sailing!



5. The orange boats are rivals and the blue is the user.



6. After finishing the user could import a KML file the see with Google Earth later:

