

User Manual

UASJ - Maps

Version 1.0

Table of Contents

1 Introduction 3

2 Requirements 3

3 Installation 3

4 Components 3

 4.1 Look up Location 4

 4.2 Routing 5

 4.3 Free Navigation..... 6

 4.4 Options 7

1 Introduction

The UASJ-Maps application is designed to help you navigate through the campus of the University of Applied Sciences Jena.

You can use it to get a general overview of the campus including the buildings, to look up particular locations or rooms. Its also possible to generate a route between two locations.

This manual will outline what you need to know to use UASJ-Maps properly and get the maximum benefit from it.

2 Requirements

Smartphone with Google Android 2.x operating system.

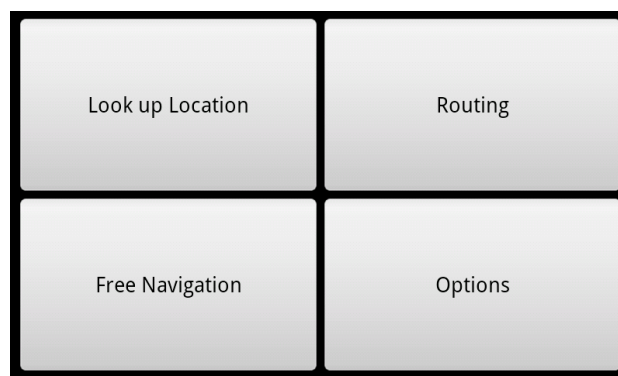
3 Installation

The application can be installed as any other application available at the Market for Android applications. If executed for the first time, it will take about a minute until the program is fully loaded. Afterwards it will take only a few seconds.

4 Components

In the view of the main menu you can see the four buttons:

1. Look up Location
2. Routing
3. Free Navigation
4. Options



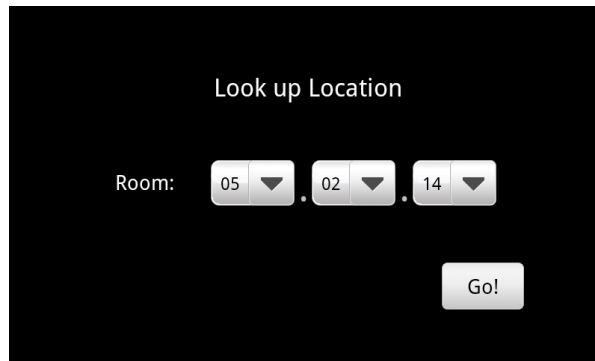
Picture 1: Main menu of UASJ-Maps

The functionality of these components will be described in the following passages.

4.1 Look up Location

The purpose of this component is, that you may come to the situation, where you need to know the location of a certain room in the University of Applied Sciences Jena, like an office or a seminar room.

By pressing the button “**Look up Locations**” you will be lead to a request window shown in **picture 2**.



Look up Location

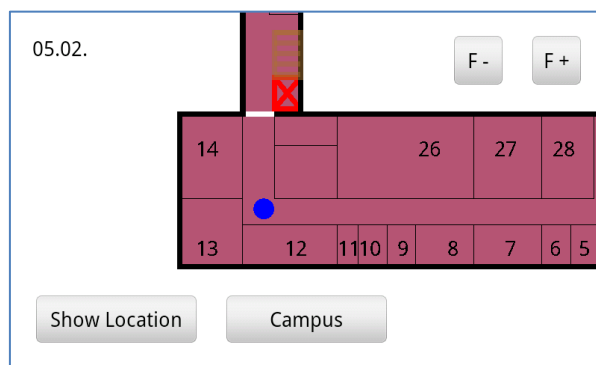
Room: 05 . 02 . 14

Go!

Picture 2: Look up Location request window

In this window you can choose a room and then press the button “**Go!**”. By doing so, a map and a marker of your requested location will be generated (**picture 3**).

In this example room 05.02.14 is requested. The output window shows a mark near room 05.02.14 on the map of floor 2 in building 5.



Picture 3: Look up Location output window

For better orientation you can use the free navigation and look around the place. You can do this by pressing the buttons “**F+**” (one floor up) and “**F-**” (one floor down) or “**Campus**” (shows the map of the campus on which you can switch into the other buildings) and by zooming and moving the map with your fingers. For further information on how to use the free navigation read chapter 4.3 *Free Navigation*.

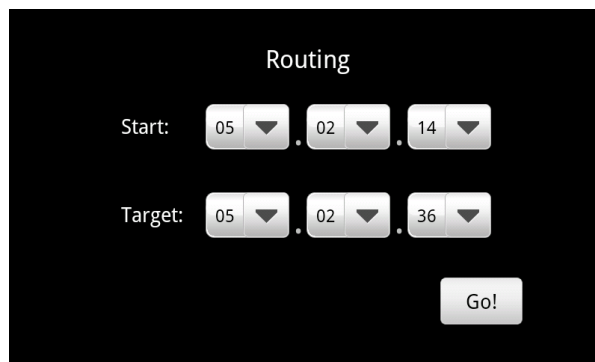
To return to your requested location press the button “**Show location**”.

4.2 Routing

The purpose of this component is, that you may come to the situation, where you need to know the route between two certain rooms in the University of Applied Sciences Jena.

Note: the routing function of this application is not based on the use of GPS. Its operating mode can be compared to Google maps. How it works exactly is explained in the following passages.

By pressing the button “**Routing**” you will be lead to a request window shown in **picture 4**.

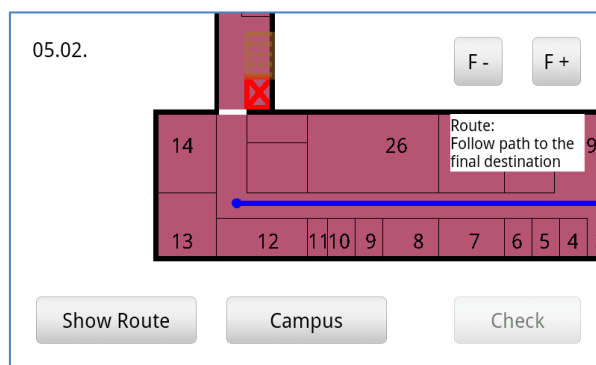


The image shows a 'Routing' window with a black background. At the top, the word 'Routing' is centered in white. Below it, there are two rows of input fields. The first row is labeled 'Start:' and contains three dropdown menus with values '05', '02', and '14'. The second row is labeled 'Target:' and contains three dropdown menus with values '05', '02', and '36'. To the right of these fields is a 'Go!' button.

Picture 4: Routing request window

In this window you can choose two rooms and then press the button “Go!”. By doing so, a map and a marker line of your requested route will be generated (**picture 5**). If the route leads through more than one floor, the map of the first part of the route will be generated.

In this example the route is located between 05.03.14 and 05.02.36. The output window shows a mark at room 05.02.14 on the map of floor 2 in building 5. Starting from this mark the route is displayed up to the last waypoint on the current floor.



Picture 5: Routing output window

If you are using the routing function as live navigation the recommended way of doing this is, that you start at the first marker and follow the route by moving the map and route bit by bit and walk on the path at the same time. Follow the route to the last waypoint on the current floor, perform the instruction that’s written on the right and press the button “**Check**”.

After this the next part of the route will be generated as a map, a marker line and an instruction of what to do at the end of this part. This procedure is repeated until you reach the final floor. When you have reached the floor, where your target is located you will notice that the button **“Check”** is no longer available. Follow the route to the end to reach your destination.

Of course you can use the routing function as it fits your needs. The application can provide you with routing information independently of whether you are on the campus or not.

It is also possible to go into the free navigation, which can be useful to get better orientation of the place. You can do this by pressing the buttons **“F+”** (one floor up) and **“F-”** (one floor down) or **“Campus”** (shows the map of the campus on which you can switch into the other buildings) and by zooming and moving the map with your fingers. For further information on how to use the free navigation read chapter 4.3 *Free Navigation*.

To return to your requested route press the button **“Show Route”**.

*Note: The buttons **“F+”** and **“F-”** do not increment the progress of your route. If you're currently using the free navigation and press the button **“check”** the function of this button will be executed as described above.*

4.3 Free Navigation

The purpose of this component is that you may come to the situation, where you need to acquire a complete picture of the campus of the University of Applied Sciences Jena including the inside structure of the buildings.

The free navigation function of this application refers to the very general meaning of navigation. It includes spatial orientation, which can be defined as the ability to orient oneself in a topographic map of an area to reach or find a certain location.

This function is provided in the three main menu components **“Look up Location”**, **“Routing”** and **“Free Navigation”**. How this function is to be initiated in the modes **“Look up Location”** and **“Routing”** is described in chapters 4.1 and 4.2.

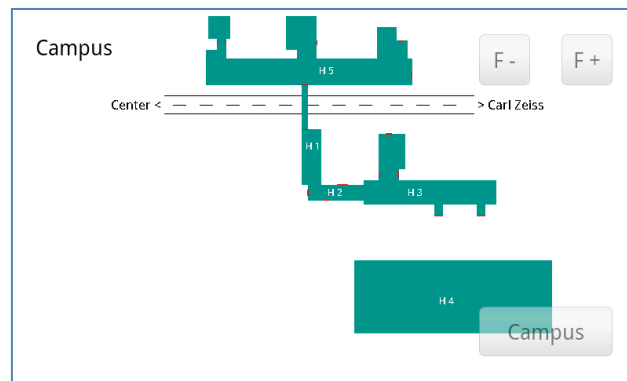
When you press the button **“Free Navigation”** a map of the campus (**picture 6**) will be generated. Afterwards you can navigate freely through the campus.

In **picture 6** you can see the whole campus, including building 1, 2, 3, 4 and 5. By pressing on one of the buildings you can switch into it. The ground floor will be displayed. Now you can navigate through the building by using the buttons **“F+”** (one floor up) and **“F-”** (one floor down).

Note: Building 4 is not yet available in this version.

Also you can zoom in, to get a better look at the rooms, or zoom out, to see the complete floor. Do this by touching the screen with two fingers and increasing the distance between them. To slide the map back and forth put one finger on the screen and move it.

If you want to switch buildings again you have to return to the campus view by pressing the button **“Campus”**.



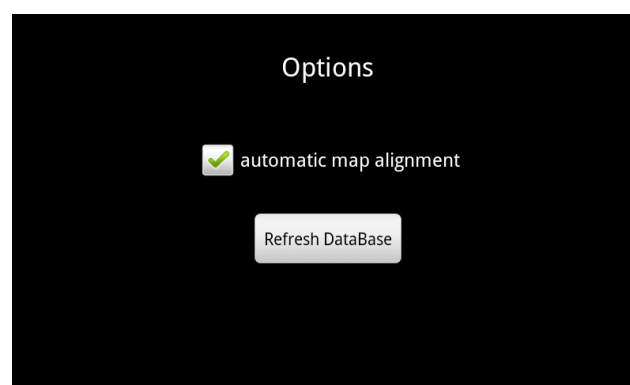
Picture 6: Free Navigation output window

4.4 Options

You will get into the options menu by pressing the buttons **“Options”** in the main menu. As you can see, there are two elements in the options menu (**picture 7**).

By setting or resetting the checkbox near **“automatic map alignment”** you can activate or deactivate the compass.

By pressing the Button **“Refresh Database”** the current database will be deleted and a new one will be created. The purpose of this option is, that the database file may be updated from time to time.



Picture 7: options menu