

# CTHmaps User guide

## 1. Introduction

Do you find it difficult to find your way on the campus of the Chalmers University och Technology?

Are you late for your lecture and do not have time to call a friend to ask the directions to where it is held?

Do you tend to forget in which building a particular group room is located?

If your answer to any of the questions above is yes the new CTHmaps application is just what you are looking for!

### 1.1 General

CTHmaps is a service where you as a user can choose lecture rooms and buildings at Chalmers University of Technology and get the direction as a route from your current location to your chosen destination. If you want to go to a place that is not included in the choices of lecture rooms you can also set your destination manually to anywhere on the map. Since your location is established automatically via the GPS receiver of your smartphone it is easy to get started right away.

When you want to enter a building you can change to an indoor view and navigate between the floors. This is useful especially when you are inside a building where the GPS signal is hard to get established.

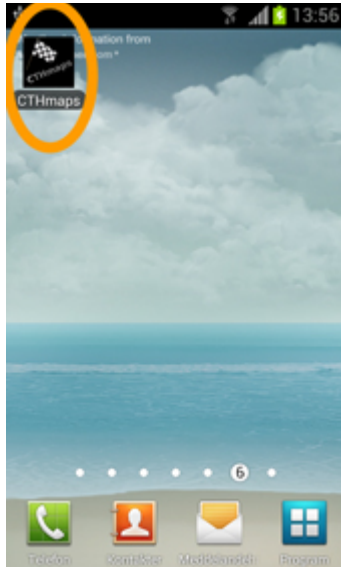
If you have trouble getting a GPS signal it is also possible to inactivate the GPS-location and set the location manually. This will, in the same way described above, give you the direction as a route from the location to the destination.

## Contents

- 1. Introduction
- 2. Using the application
  - 2.1 Start up
  - 2.2 Browsing for a manual destination
  - 2.3. Browsing for a destination-building
  - 2.4 Picking a destination-building from a list
  - 2.5 Changing the destination
  - 2.6 Removing the destination
  - 2.7 Establishing your location with GPS
  - 2.8 Getting directions to your destination
  - 2.9 Setting up a manual location
  - 2.10 Entering a building
  - 2.11 Additional functions

## 2. Using the application

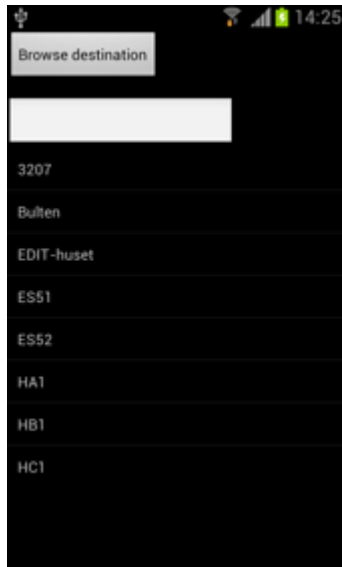
### 2.1 Start up



2.1.1 The user can launch the application from the homescreen or the application-list.

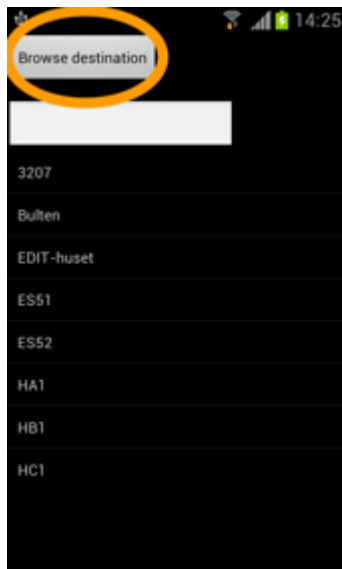


2.1.2 The application will start by displaying the splash-screen.



2.1.3 The app will now display the “Choose destination-view”.

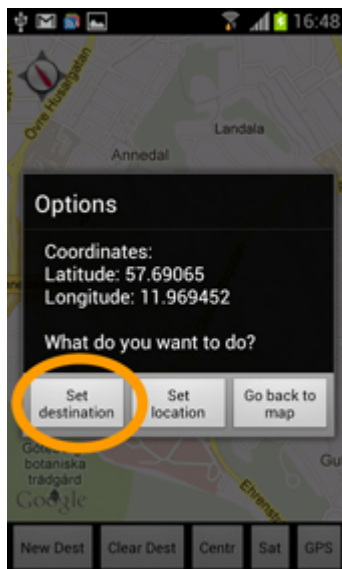
## 2.2 Browsing for a manual destination



2.2.1 The user may press the “Browse destination-button” to browse the different destinations on the map.



2.2.2 The map-view will be shown. The user now has the opportunity to pan around and zoom on the map to find the desired destination. When a desired destination is found, anywhere on the map is possible, the user can select it by holding down a finger for 600 milliseconds on the position.

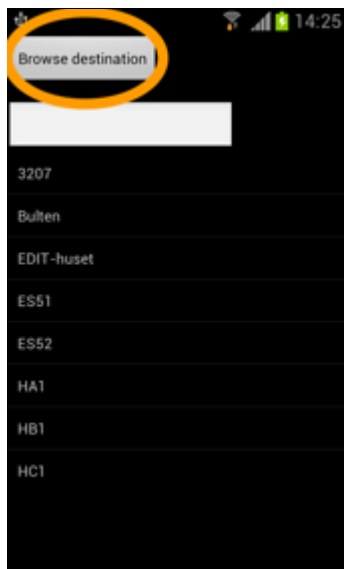


2.2.3 This will open the dialog shown above. The user may press the “Set destination-button” to set the position as destination.



2.2.4 The user gets visual confirmation of the destination being set, as a destination-marker (a goal-flag), appears on the selected position.

## 2.3 Browsing for a destination-building



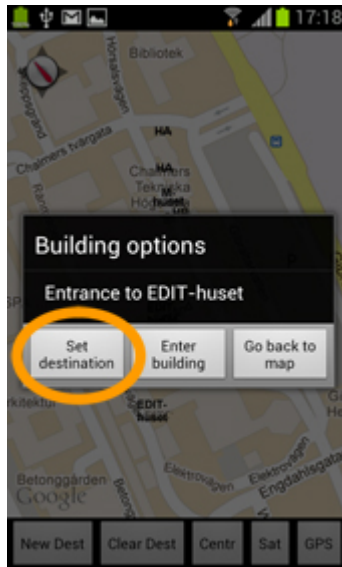
2.3.1 The user may press the “Browse destination-button” to be able to browse the different destinations on the map.



2.3.2 The map-view will be shown with all the possible destination-buildings displayed. The user now has the opportunity to pan around and zoom on the map to find the desired building.



2.3.3 Preferably the user can zoom in a little to easier distinguish the entrances of the different buildings. Here the user may click on an entrance, for example the northern entrance of “EDIT-huset”. The user has to make sure to only tap the entrance (if the entrance is held at for 600 milliseconds or more the option-dialog unrelated to buildings, shown in 2.2.3, will appear instead).

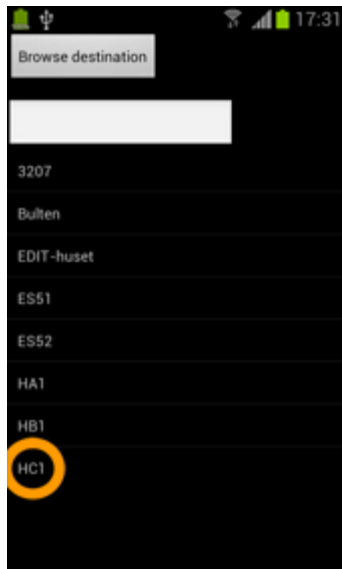


2.3.4 When a desired entrance is clicked on, the following dialog appears. The building is set as a destination as the user clicks the “Set destination-button”.



2.3.5 The user gets visual confirmation of the destination being set, as a destination-marker (a goal-flag), appears on the building.

## 2.4 Picking a destination-building from a list



2.4.1 If the user is certain of the desired destination it can be selected from the list shown above, for example HC1.



2.4.2 This will display the available entrance/entrances of the chosen lecture hall. This entrance/ these entrances can now be clicked on and set as destination, as described in 2.3.3 and forward.

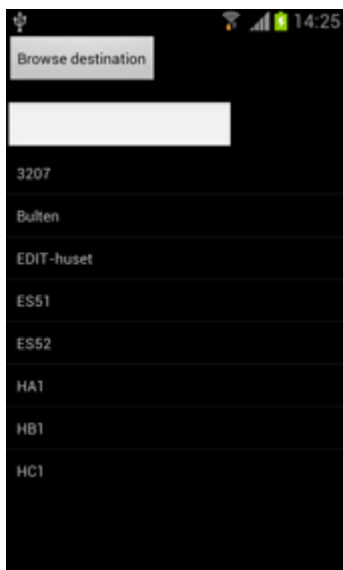


## 2.5 Changing the destination

It is always possible to change a previous chosen destination to a new one. This can be done in the following ways:



2.5.1.1 The user can change the destination by clicking the “New Destination-button”.



2.5.1.2 Now the user will get back to the “Choose destination-view”. The user now can choose a new destination (as described in 2.2, 2.3 or 2.4).



2.5.2 The user can change the destination by pressing and holding anywhere on the map, as described in 2.2.3 and 2.2.4. The previous destination-marker (goal-flag) will now be replaced by the new one.



2.5.3 The user can also change the destination by clicking on another building and setting it as a destination, as described in 2.3.3 and 2.3.4. The previous destination-marker (goal-flag) will now be replaced by the new one (the user may here observe that the “Browse destination-button” must be clicked in the “Choose destination-view” for the possibility to see and choose between all entrances).

## 2.6 Removing the destination



2.6.1 A previously chosen destination-marker can easily be removed from the map-view by pressing the “Clear”-button.

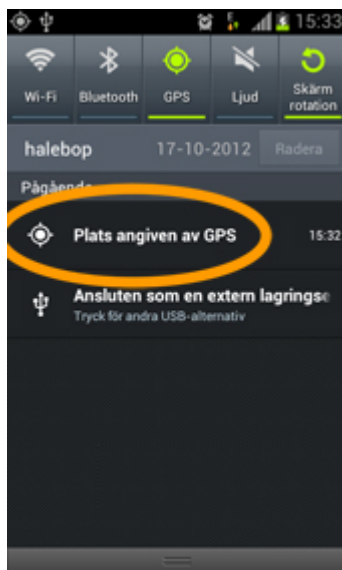


2.6.2 As seen in the picture the destination-marker is now removed.

## 2.7 Establishing your location with GPS



2.7.1 To establish the location the user has to receive the position via the GPS-receiver. The activation of the GPS-receiver differs between different smart phones (as for Samsung Galaxy S2 in the picture the GPS can be activated with the “GPS-button”). The activation of the GPS-receiver is confirmed by a message saying: “GPS Enabled”.



2.7.2 When the GPS-signal is established the application will be able to use it.



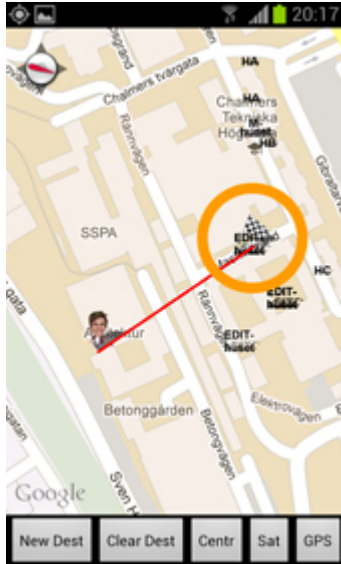
2.7.3 When the application has received the users position via the GPS, the user position will be marked on the map with an avatar. The avatar will move around on the map accordingly to the users geographic position as long as it keeps receiving GPS-signals. If the GPS-signal is lost the avatar will stop at the position where the last GPS-signal was obtained.

## 2.8 Getting directions to your destination

If CTHmaps has received a GPS-signal and a destination is chosen (as in the picture) a route of the direction will automatically be drawn on top of the map. If the user moves and/or the destination is changed the route will be updated and redrawn accordingly.



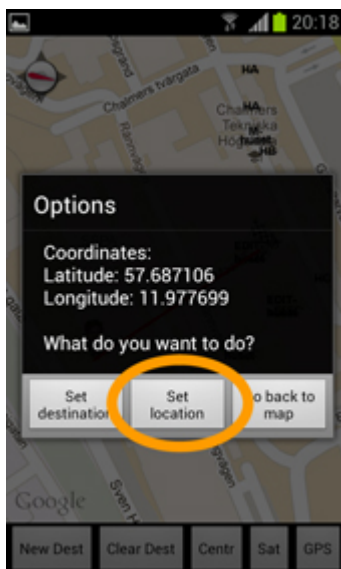
2.8.1 If a destination is set (as described in 2.2, 2.3 or 2.4) the directional route to the destination will be drawn automatically.



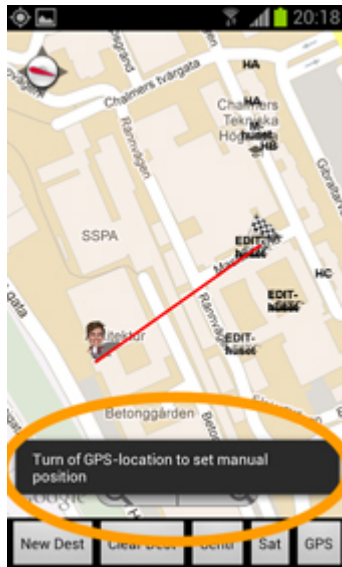
2.8.2 If the destination is changed (as described in 2.5) the directional route to the destination will be updated and redrawn automatically.

## 2.9 Setting up a manual location

If there is no GPS service available in the area or the user just prefers to set his/her own location it can be set manually.



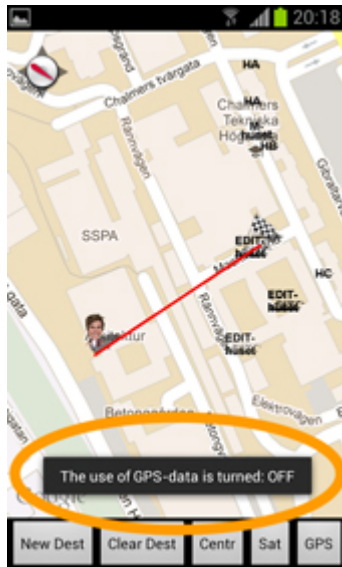
2.9.1 To set a manual location the user may hold (for 600 milliseconds or more) at the desired position to get the options-dialog, and then press the “Set location-button”.



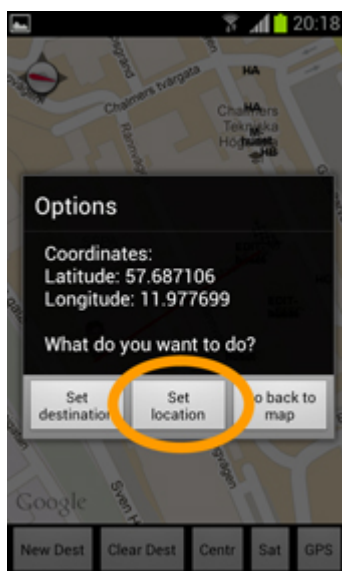
2.9.2 The user must note that a manual location can not be set if the app is set to use GPS-data.



2.9.3 To toggle the use of GPS-data the user may click the “GPS-button”.



2.9.4 A message is shown telling the user that the use of GPS-data is turned off.



2.9.5 The user may now choose a manual location (as described in 2.8.1).



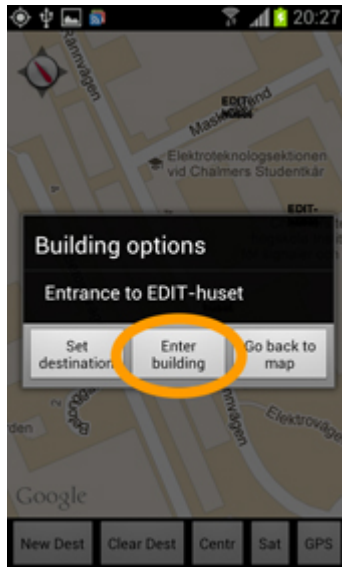


2.9.6 The location is now changed to the chosen location and the route direction is updated and drawn accordingly.

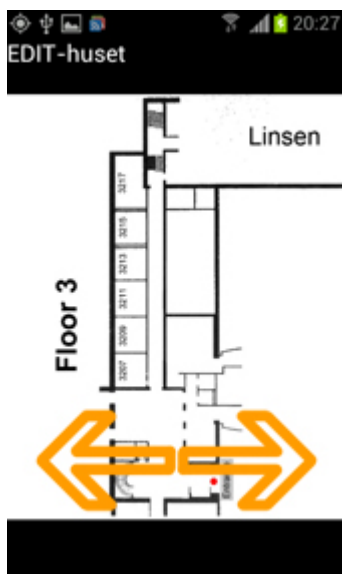
## 2.10 Entering a building



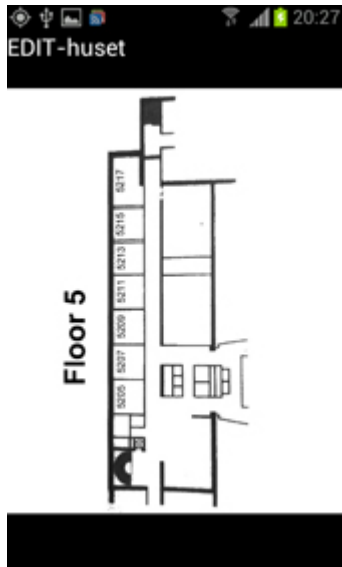
2.10.1 To enter a building the user may first click on an entrance of the building he/she wants to enter, for example “EDIT huset”.



2.10.2 The dialog of building options appears. To enter the building the user may press the “Enter building-button”.



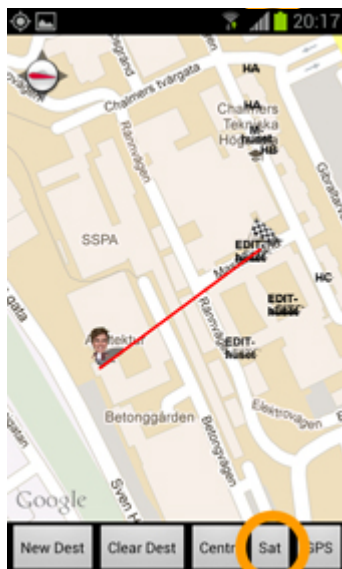
2.10.3 The indoor-view of a the bottom-floor of the building is shown. For better visibility it is shown in landscape mode. To switch floor the user may swipe the screen horisontally (see the arrows).



2.10.4 The swipe movements will take the user to the other floors of the building.

## 2.11 Additional functions

### 2.11.1 Toggling satellite-view



2.11.1.1 By default the map is set to normal view. The view is switched to satellite-view if the “Sat-button” is pressed by the user.



2.x.1.2 The view is switched to the satellite-view. The user may press the “Sat-button” again to switch back to the normal map-view.

## 2.11.2 Centering the view



2.11.2.1 If the user is panning around and getting lost and wants to centre back to the Edit-house the user may do that instantly by pressing the “Centr-button”.



2.11.2.2 The view is now automatically panning back to Chalmers with the Edit-house in the center of the screen.