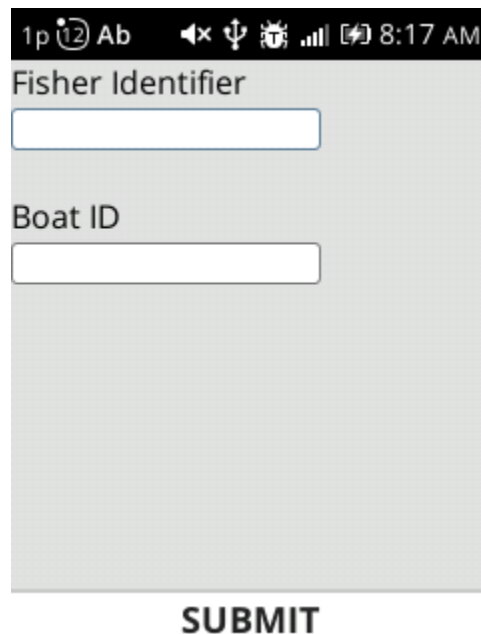


Basic Navigation

Navigation can be done in two ways. The first one is to use the keypad and the second one is to use the number pad which has been remapped to mirror the keypad(2 -> up, 6 - right, 8 -> down, 4 -> left, 5 -> enter). The number pad navigation only works when the focus is not on a text input field.

Registration

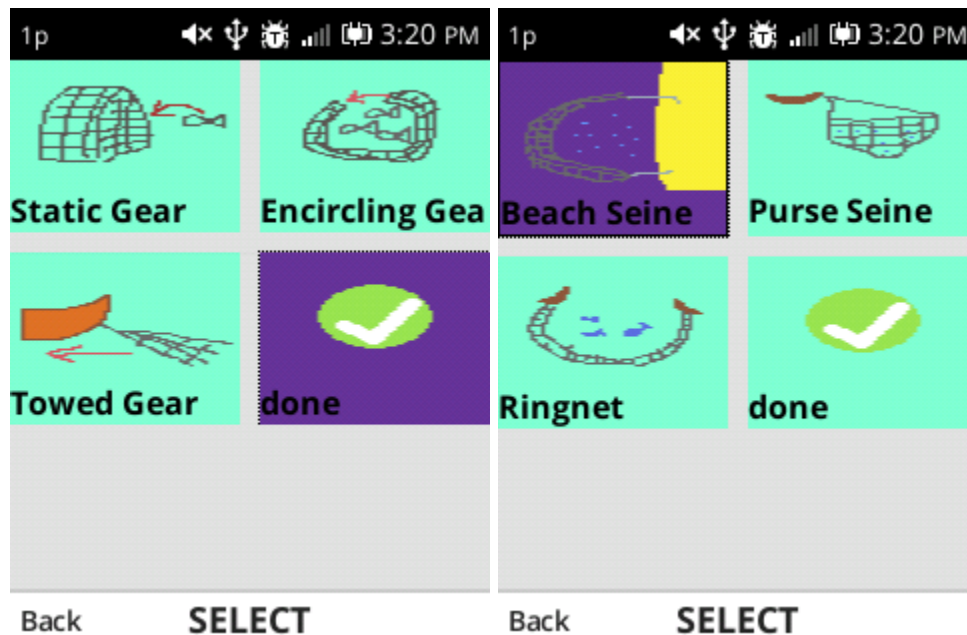
Text registration



The image shows a mobile application interface for registration. At the top is a black status bar with white text and icons: '1p 12 Ab', a back arrow, a USB icon, a battery icon, a signal strength icon, and the time '8:17 AM'. Below the status bar is a light gray rectangular area containing two text input fields. The first field is labeled 'Fisher Identifier' and the second is labeled 'Boat ID'. Both fields are empty. Below the gray area is a large, bold, black button labeled 'SUBMIT'.

On the registration view there are two text fields in which you can use the numpad to input the correct information. Pressing enter will only work when both input fields contain something. You can navigate between the two fields using up or down.

Gear Registration



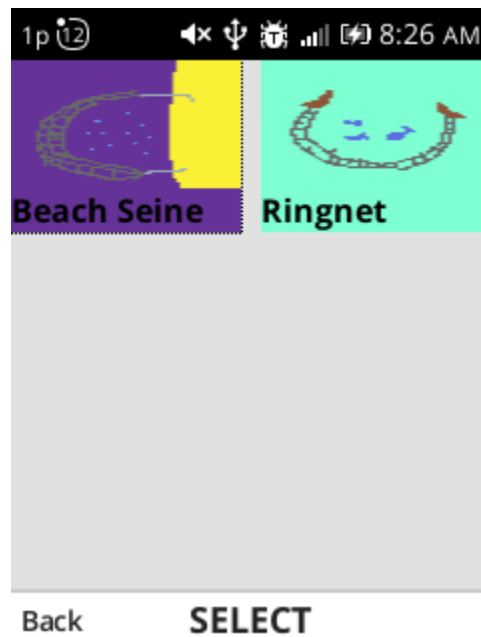
Gear registration has been implemented hierarchically. Which means specific gears are split into categories which you need to click into to select. The focused navigation item will be highlighted purple, while a gear selected for registration will have a thin black border around it.

You can navigate from the gear types to the specific gears by pressing enter on a gear type. The softleft or back button will take you back to the text registration view. Selecting the done button with some gears selected will send you to the next view.

In the specific gear views, pressing enter on an unselected gear will select it, and vice versa. You can navigate back to the gear types view by either selecting the done button or by pressing the back button.

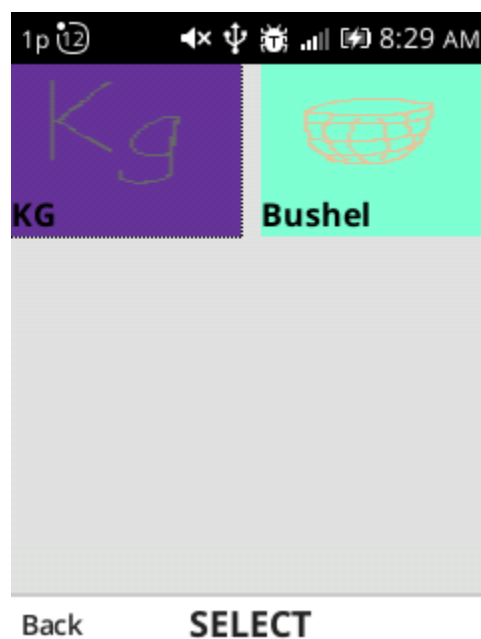
Recording a Catch

Recording Gear



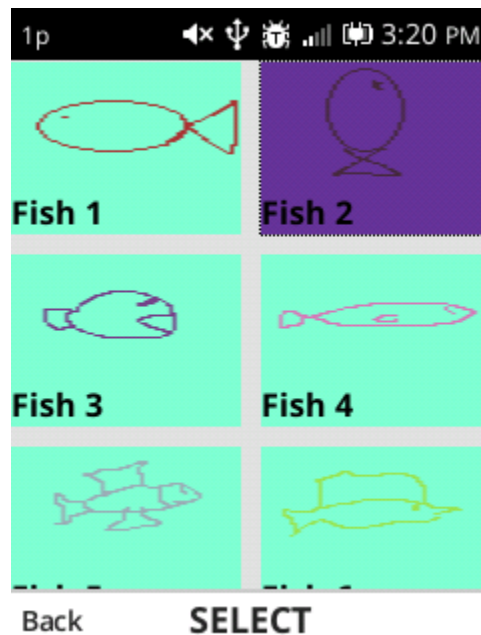
On the gear record view, you will be given the registered gears as options to pick from. Press enter on one of the gears to select it as the gear used for this catch record.

Recording Units



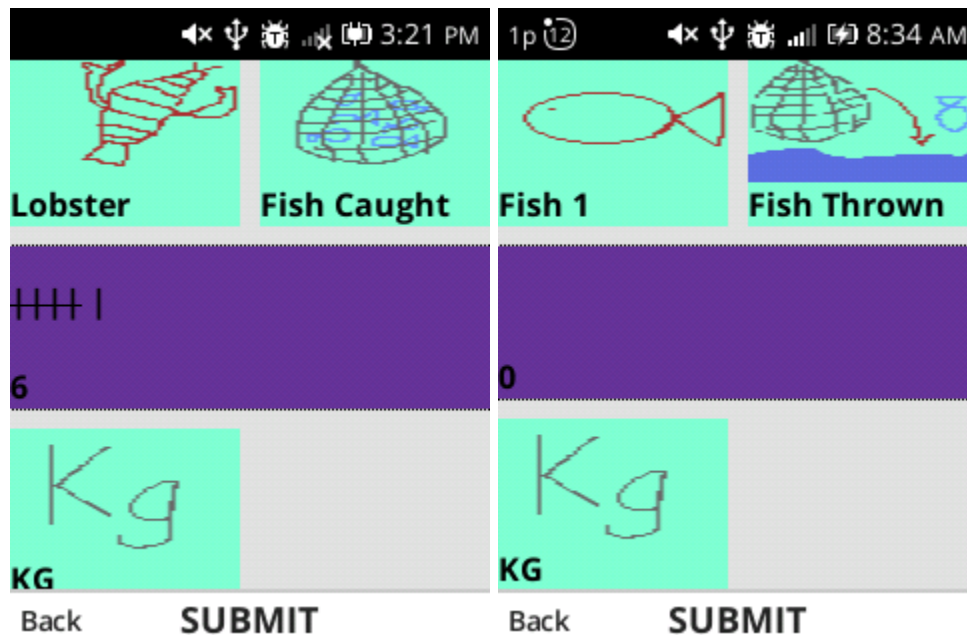
On the unit view, you'll be asked to select the unit of fish that your catch is counted in.

Recording Fishes



For recording fish types, you need to select more than one fish to add to the current catch record. The done button is the last item so you will need to navigate down to find it. A selected fish will have a thin black border around it.

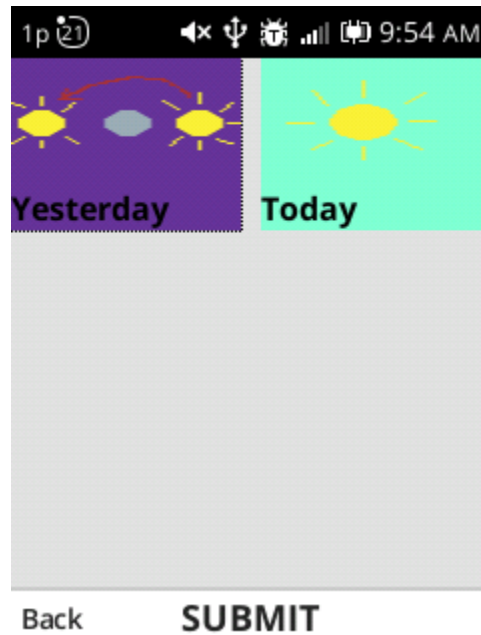
Recording Volume of Catch



In this view, you need to input what number of units you have caught and thrown back into the sea. The fish type you are recording for and the unit you are recording are displayed. The

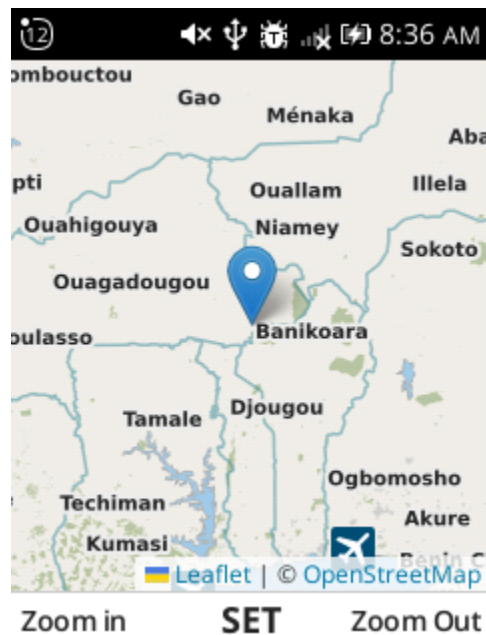
amount you are recording is given both in a tally numeric form. Up and down changes the number by one while left and right changes the number by five. Press enter when done with the current record. This view will cycle through all the previously selected fish and collect the total caught and total returned to sea for each.

Recording Date



On the unit view, you'll be asked to select whether it was today or yesterday you made the catch.

Recording Map



On the map view you are asked to enter approximately where you landed the catch. If a GPS location ping was successful, the map should be centered at your last known location, you can navigate around the map using up, down, left, and right. To be more or less specific, you can zoom in or out using the softleft and softright keys. The coordinates of the center of the map where the marker is will be the coordinates saved when the enter key is pressed.