

# B3P Tracker App

## Download the app

In order to download the app go to the website [www.b3p.hu](http://www.b3p.hu). At the very bottom of the page there is the link "Download link for Android devices".

After you have downloaded the file install it. You will need to allow third party applications to be installed in order to do so.

## First time login

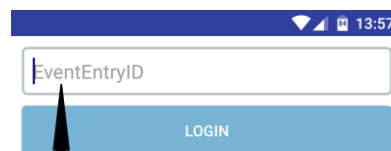
When you first start the tracker app, you are going to have to input your special event identifier code that you were given, then press LOGIN.

If it does not proceed to the main screen you either entered something wrong or have no internet connection.

Please make sure you enter your own ID.

You only need to do this once during the event.

Please make sure you have your internet connectivity and GPS enabled.



Special identifier code goes here

## Main screen

On the main screen you will see a static image of a balloon and four buttons.

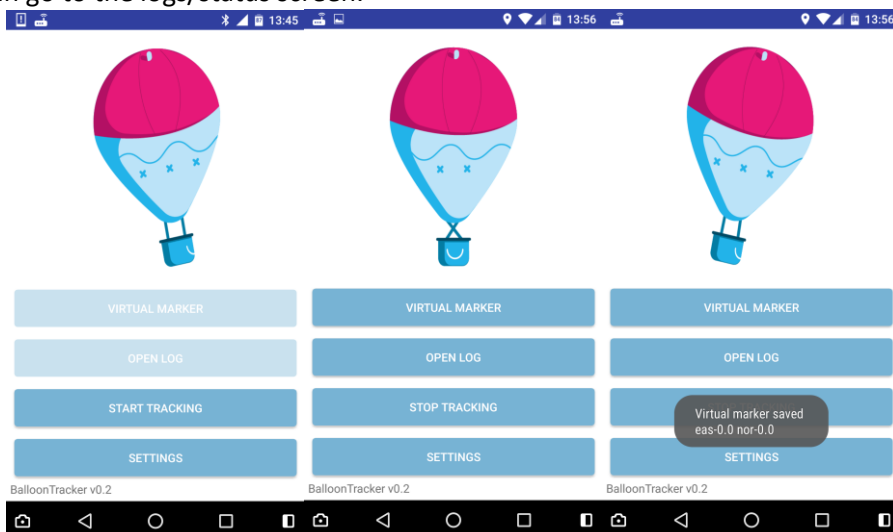


The START TRACKING button starts the tracking, and the image starts moving in order to let you know that it is recording the flight. When the tracking is on the status bar on the top of the screen will have a special icon, if you pull down the menu you can see how many points are not synced to the server. These are being sent as long as the phone has internet connection. You can stop tracking with the STOP TRACKING button that appeared. Please do not stop tracking before landing.

With the VIRTUAL MARKER button you can drop a virtual marker, it will be noted with a popup when you did so, as it is seen on the right picture.

With the OPEN LOG button you can go to the logs/status screen.

The SETTINGS menu is unavailable for pilots right now.



## Logs / status screen

On this screen you can see your current coordinates GPS altitude and speed. On the right a circle is flashing to let you know that the tracker is on.

With the START RECORDING button you can do a voice recording for 10 seconds that saves your current northing and easting coordinates and the timestamp it was recorded at. With this you are able to do goal declarations (PDG, FON). These records are going to be extracted by the scorers.

