



User Manual of Yaver

by

Korsan Yazılım

Department of Computer Engineering, Middle East Technical University

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1 Introduction

1.1 System Overview

Yaver is an application for helping a team leader to find his way in the map and accomplish his missions. In order to provide this, firstly, there is a map screen which can show where user is, what mission route is and information about surroundings. In addition, there is a section for taking missions and reading details of them and a section for message communication between command center and team leader. Most importantly, Yaver adapts changes in the environment by changing GUI such as, when user moves fast, application will increase size of important sections to make them more visible. User can determine which sections are important in certain environmental cases.

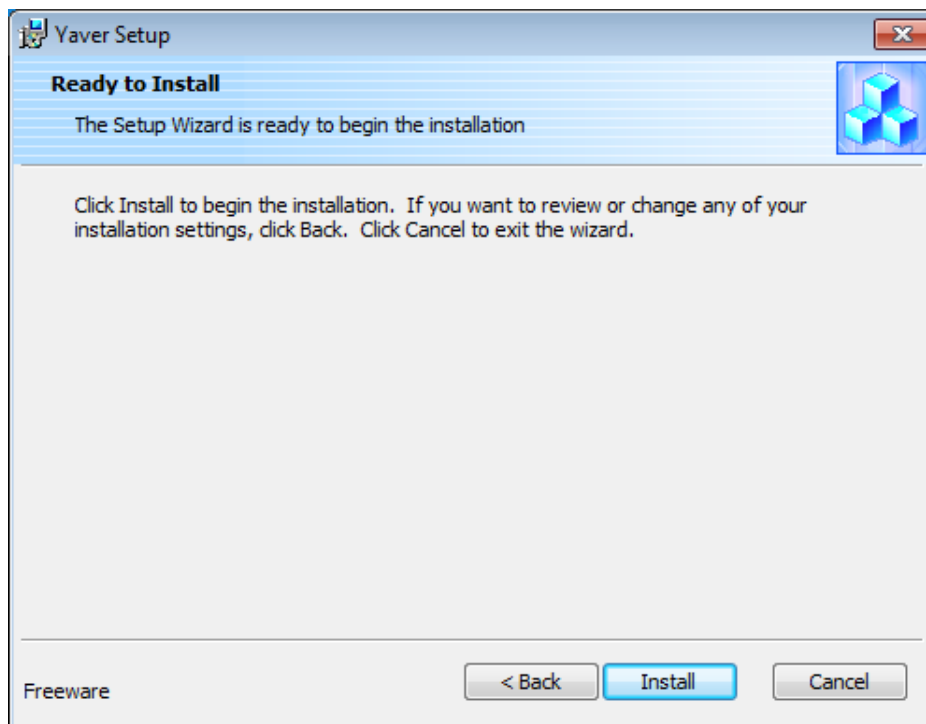
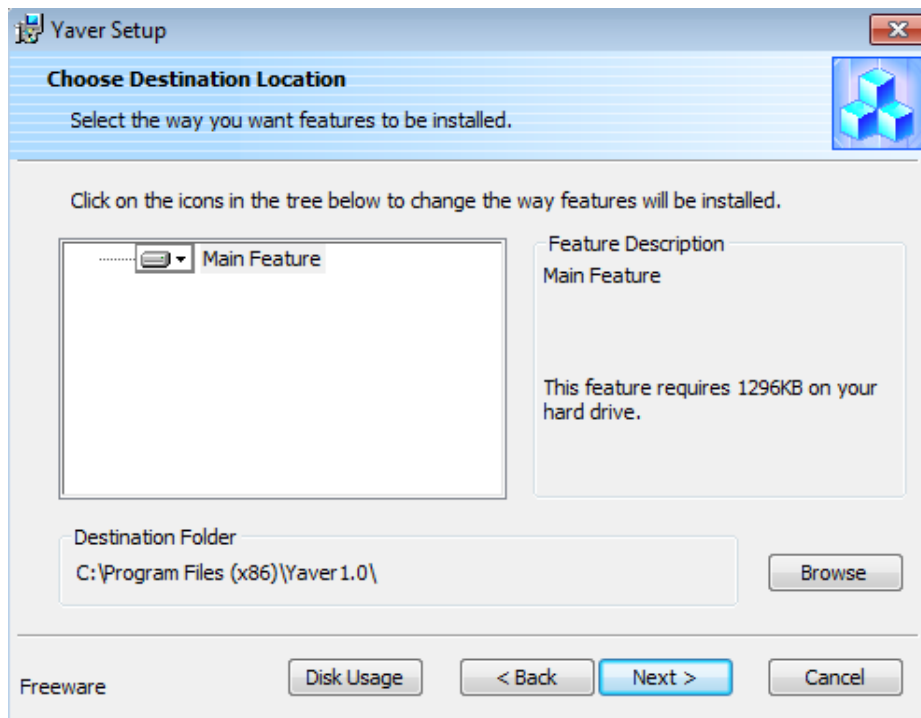
1.2 System Requirements

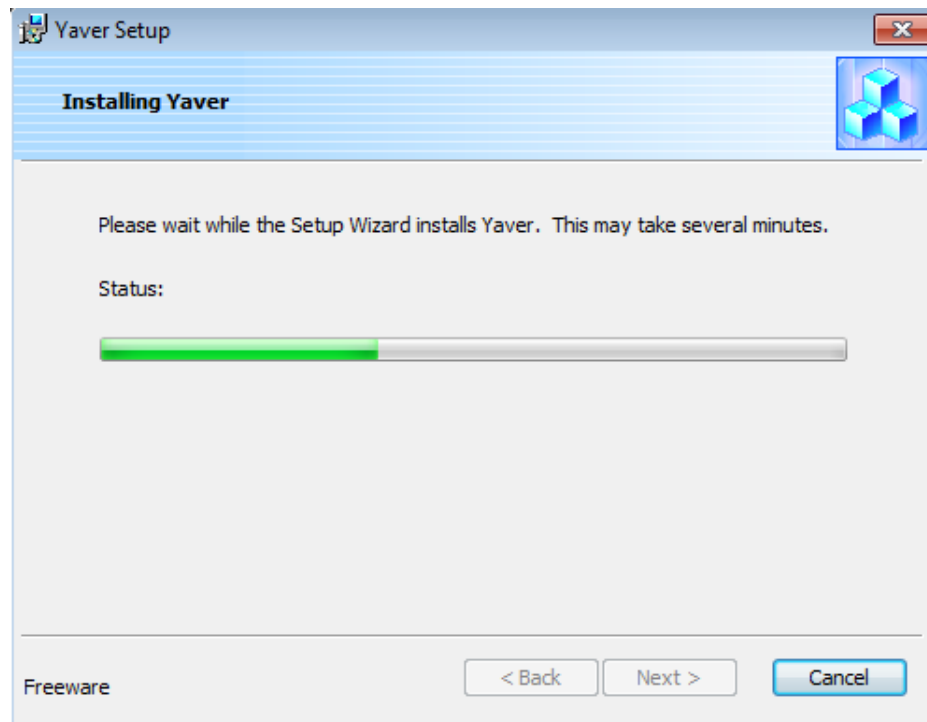
Yaver is designed to run on mobile devices, however, it can be used as a desktop application as well. For this reason, minimum system requirements is a desktop computer with a camera.

1.3 Installing Yaver

Yaver can be installed on Windows platforms easily by using the installation tool provided by Korsan Yazilim. Follow the instructions as shown in the below screenshots taken from the installer.

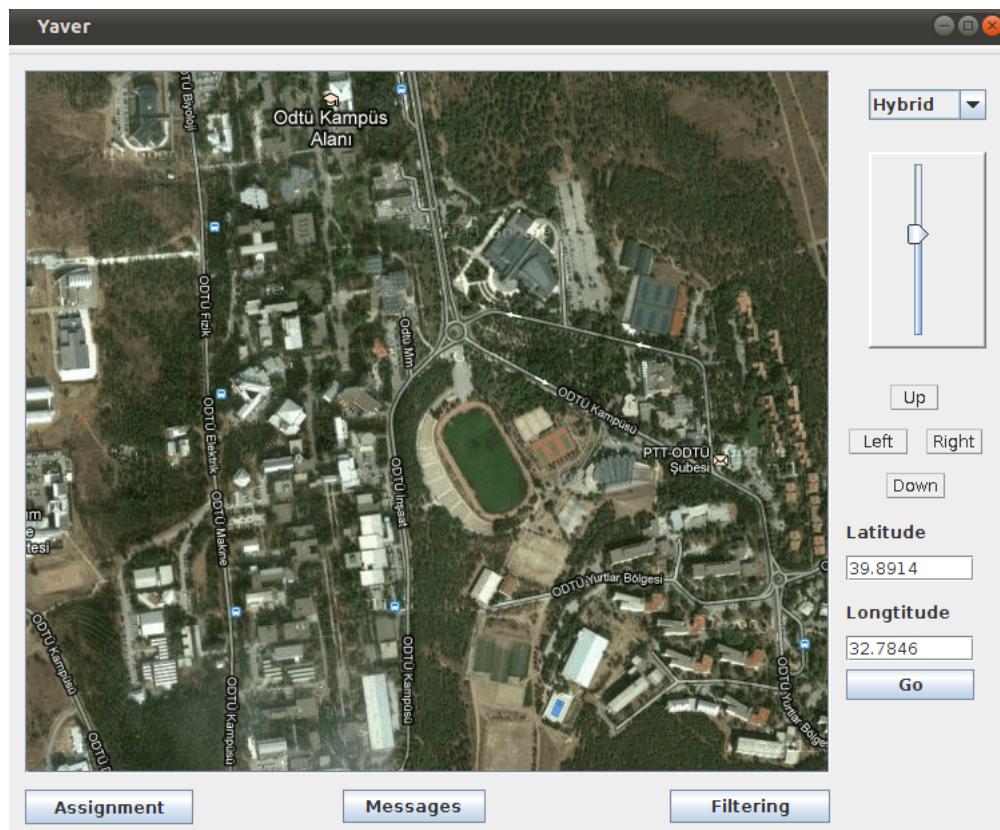






2 Using Yaver

2.1 Map

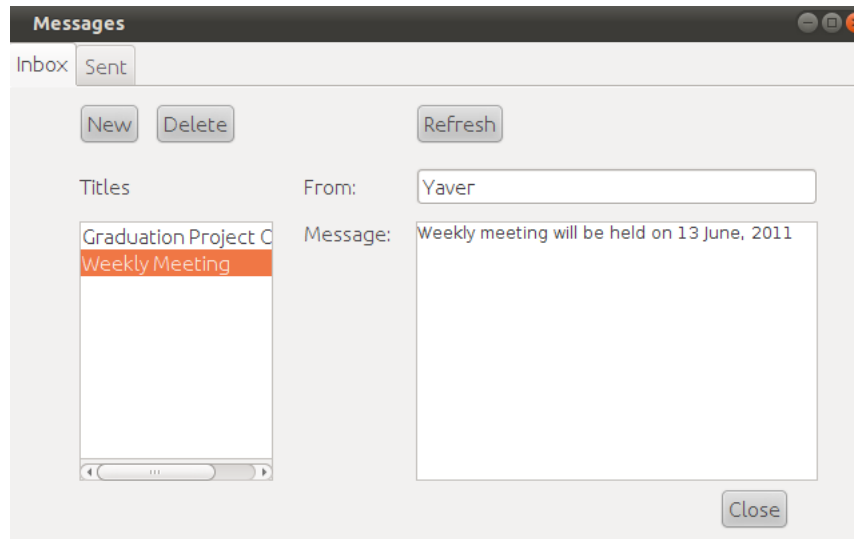


This is the main screen of Yaver. Toolbar at the right are for manipulating the map. Map style can be selected from the combobox at the right top corner. Also, zooming in/out, going left,

right, up and down on the map are other features of map screen. Go button can be used to see a specific place on the map after entering its coordinates into the fields latitude and longitude. At the bottom of the bottom, there are 3 buttons for opening other screens. Assignment button opens assignments screen, Messages button opens messages screen and Filtering button opens filtering screen.

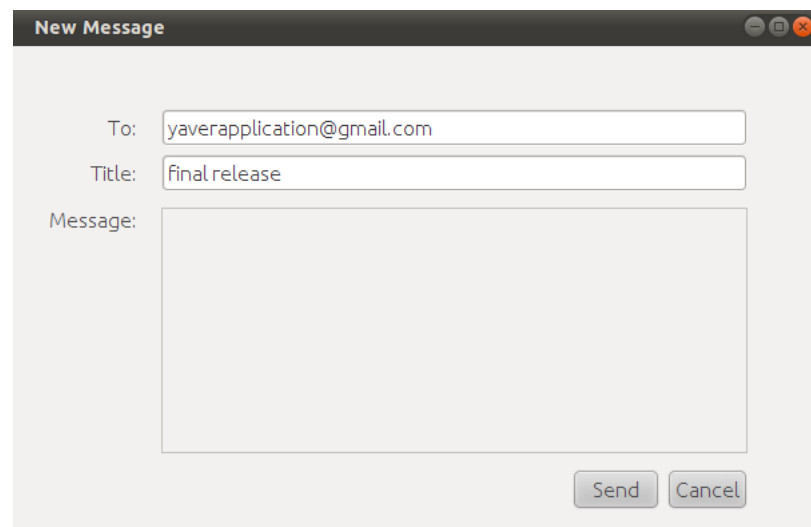
2.2 Messages

2.2.1 Incoming Messages



When messages button clicked on the main window, messages screens opens. In this screen you can see the received messages with their sender name, message title and the message itself. At the top there are three buttons. When refresh button is pressed messages list is updated. Pressing delete button, deletes the selected (highlighted) message from the list. Close button closes this window. New button can be used to create new messages.

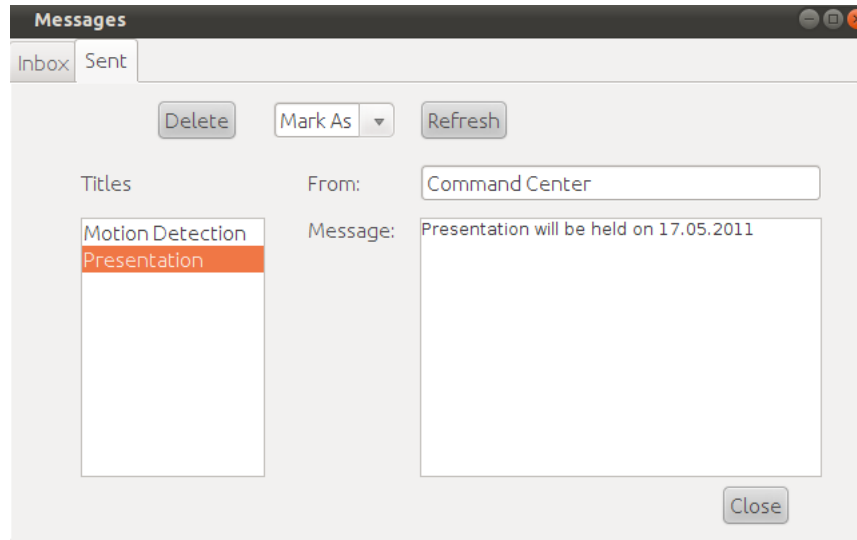
2.2.2 Sending Messages



When new button is pressed in the messages screen, new messages screen is opened. "To" field is the address where the message will be sent. You can write a valid e-mail address in this field.

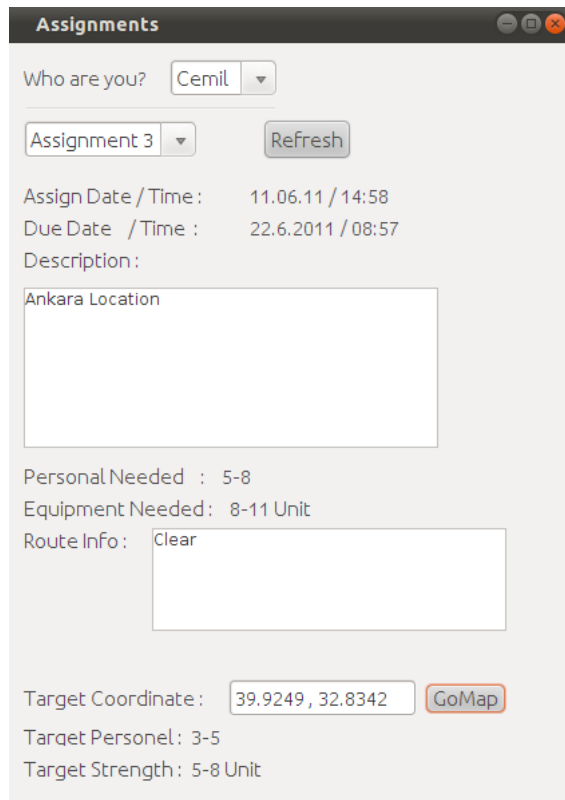
Also, you can write “command center” instead of an e-mail address to send the message to the command center. “Title” field is for the message title and “Message” field is for the message itself. After pressing send button, message will be sent to the given e-mail address or to the command center. You can also cancel sending and quit from this screen.

2.2.3 Sent Messages



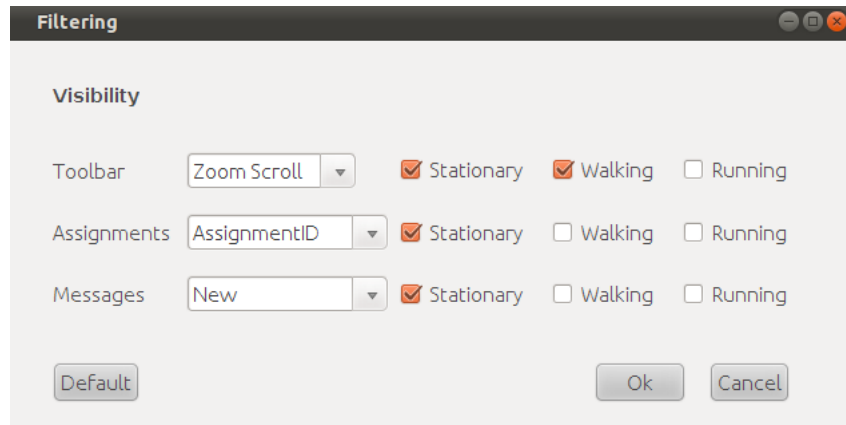
In this screen, sent messages is shown with their titles, message contents and sent addresses. Pressing refresh button updates the list of sent messages and delete button deletes the selected (highlighted) message from the list.

2.3 Assignments



Assignments screen shows the assigned assignments from the command center. Pressing refresh button updates the list of assignments. Using the comboboxes at the top of the assignments screen, assignments can be selected for each team member. For each selected assignment, information such as assign date/time, due date/time, description, personal and equipment needed, route info, target coordinate, personel and strength are shown. Moreover, given target coordinate can be marked and seen on the map via using GoMap button.

2.4 Filtering



Filtering is the screen where you can decide which entities of the Yaver will be visible or invisible while you are in stationary mode, walking or running. Entities of map screen, assignment screen and messages screen can be selected from the comboboxes. For each selected entity, checking a mode will make the entity visible for the selected modes. For instance, as it can be seen in the figure above, zoom scroll will be visible when you are in stationary mode and walking, whereas it will be invisible while you are running.