



# **VIRTUAL MARSHAL**

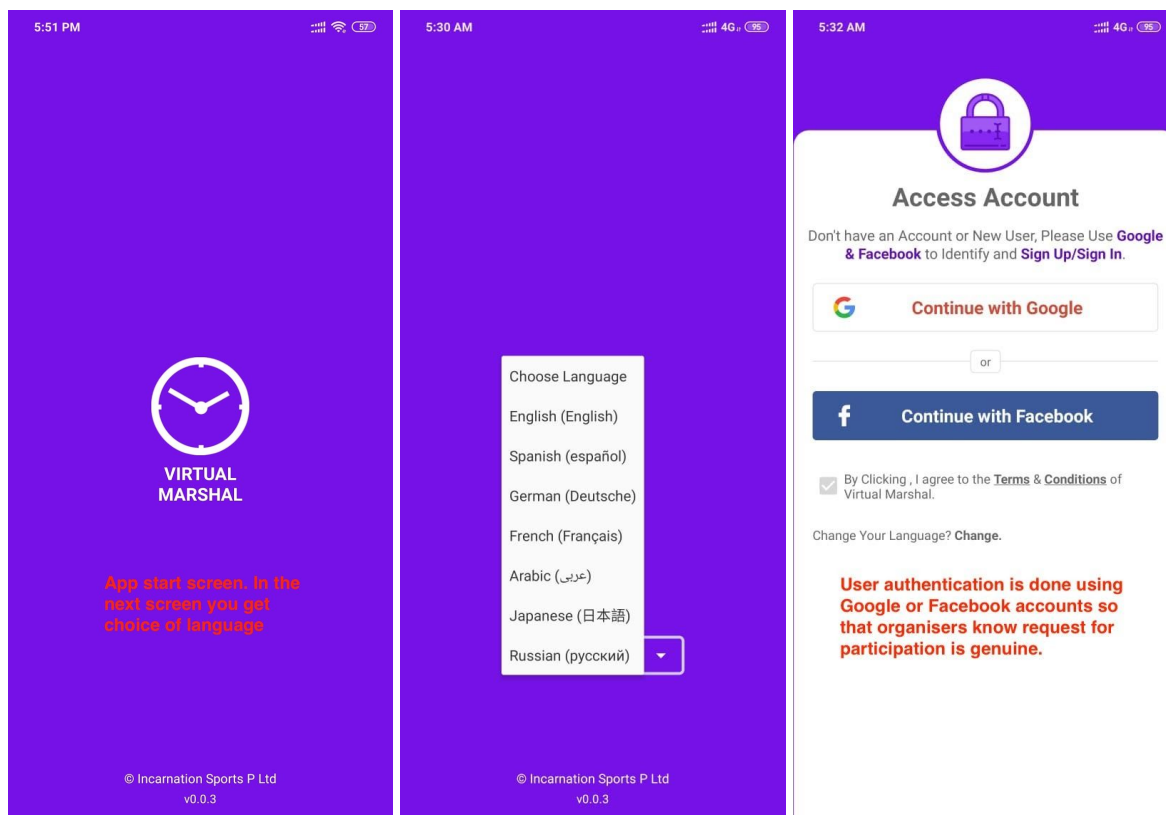
Virtual Marshal App User Guide

## App Download & Register

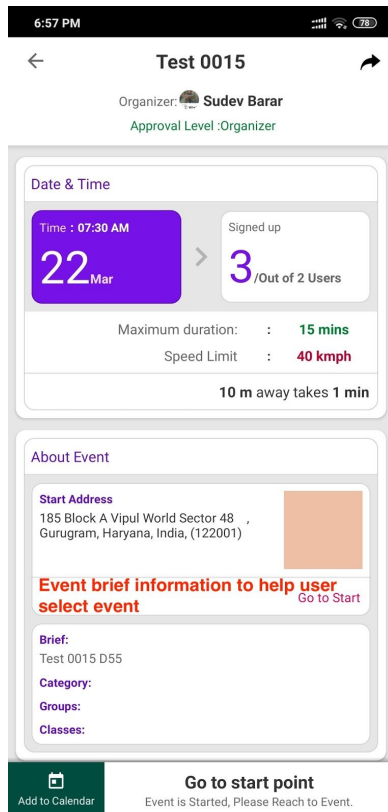
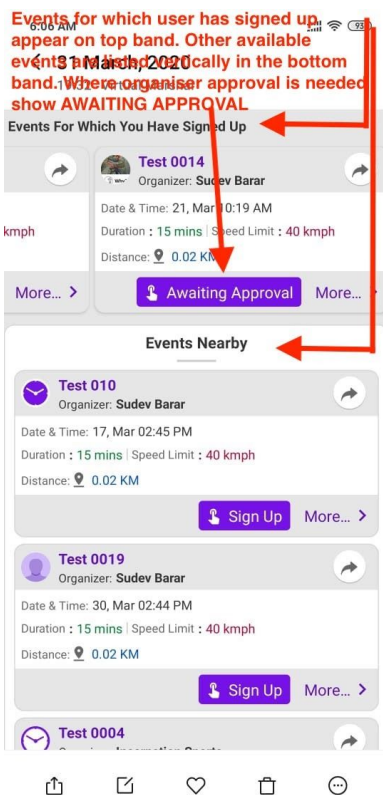
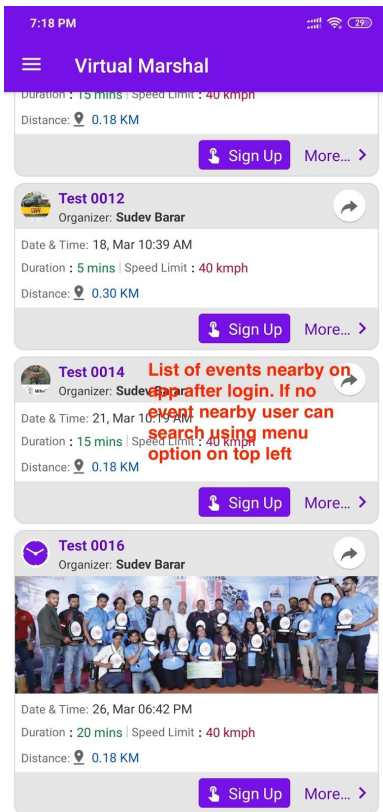
Virtual Marshal app is free to use for users and can be downloaded from Google Play Store for Android smartphones or from Apple Store for iOS smartphones.

*After download and installation the app requires the user to approve sharing location and app data files. Without these approvals the app cannot work.*

Running the Virtual Marshal app for the first time users are given the option to select language and authenticate their identity against Google or Facebook sign up. Authentication is only required once unless users sign out of the Virtual Marshal app.



# Event Listing Screen



After login the event listing screen comes up. Here all nearby events are listed in order of distance from the user.

Basic information about the event like name of event, organiser, date and time of start etc. are listed. Pressing the “MORE” link gives some more information about that particular event.

Users can browse all events listed and select the one they want to participate in by clicking on the “SIGN UP” button

below the event box. If a user has already signed up for any event it is listed on top with either “GO TO START” or “AWAITING APPROVAL” button.

Also on the top left of this screen is an app menu that allows access to changing registration information, language, give feedback about the app and review results from previous events.

## Sign Up Screen

6:03 AM

Test 0018  
Organizer: Sudev Barar

MY TEAMS (ADD or SELECT ONE)

Testers

CREW MEMBER  
Sudev Barar

CONTACT  
+91-9810028299

CREW  
2

EDIT AND ADD

ADD CREW

DETAILS

Cat1

G1

c2

Vehicle# (Optional)

Reference (Optional)

SIGN UP

Once the “SIGN UP” button is pressed the user is prompted for entering details that are needed by the organisers. Specially this is needed for approving their participation in events requiring admin authorisation.

### Team

Details of the crew members in the vehicle can be listed here. User can create different team combinations and all are stored in the app. If a new team is to be created then details need to be entered else the user can just choose one of the previously created team combinations.

### Category / Group / Class

These are defined by organisers from event to event and are used in creating sub-competitions within the overall event. Possible choices will appear in the drop down list and users can select as applicable.

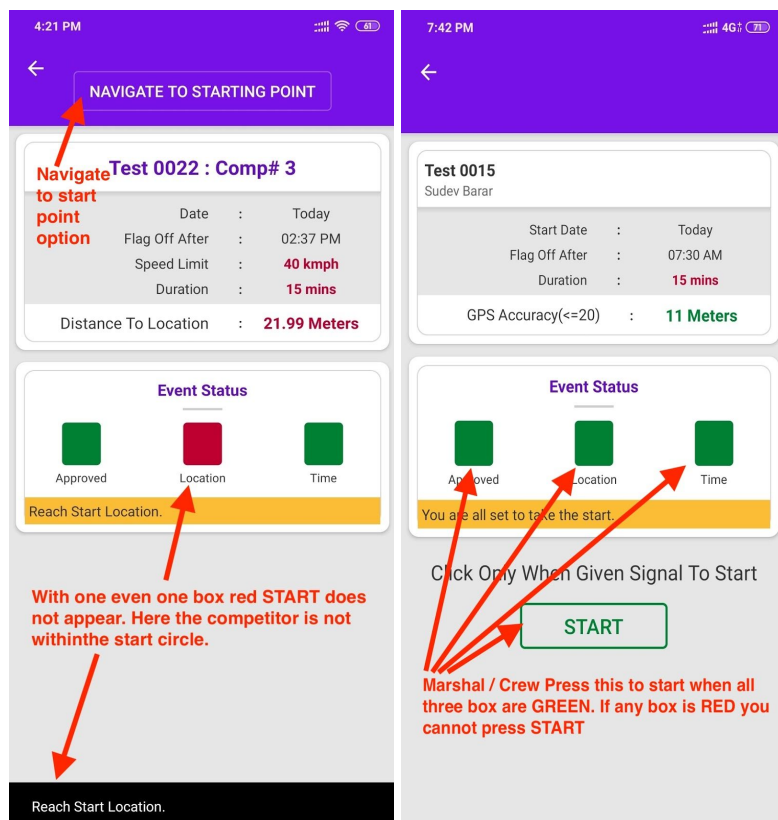
### Vehicle Registration (optional)

The vehicle identification details are to be entered here. Though this is optional and can be left blank but in that case organisers may not allow you to take the start.

### Reference (optional)

If the organiser has given your entry any reference code or number you need to enter it here. Else it can be left blank.

## Event Start Screen



After the user has signed up for any event he can press “Go To Start” or “Awaiting Approval” button and get the “START” screen on the app. The two screenshots above show this screen.

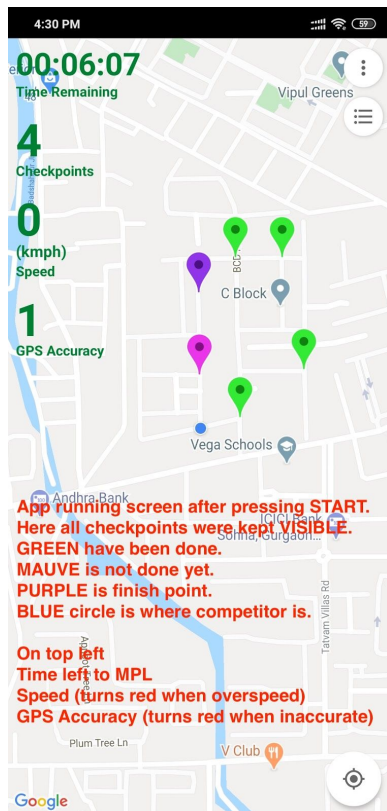
If the competitor is not at the exact start location the top of the screen shows a “Navigate to start” button that can be used to initiate Google Maps navigation and get navigation guidance to reach the location of event start. This is shown in the first screenshot above.

Before the start the app shows three information BOXES in the middle of the screen. They can be either RED or GREEN. The START button appears only once all three boxes turn green. In effect

1. When the competitor has admin approval to start
2. When competitor is at the exact start location
3. When it is past the start time of even

Once these three conditions are met the START button appears and competition can start. After the start button is pressed the app shows a map or “RUN” screen described next.

## Event Run Screen:



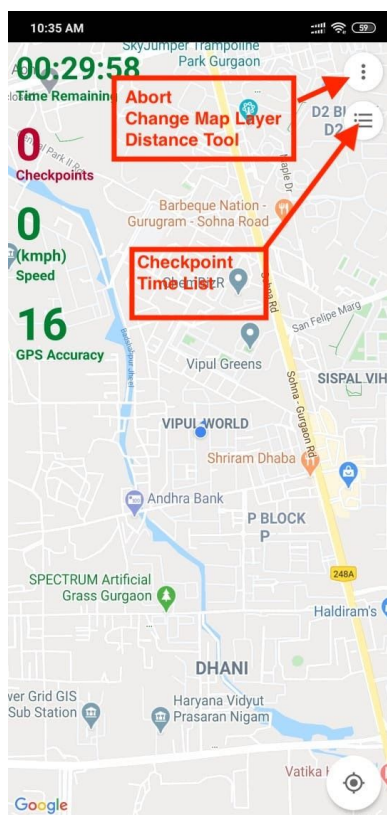
Once START is pressed the screen on left appears till the user finishes the event. The information on the screen is described below.

### Countdown Timer

Organisers fix the maximum time allowed for competitors to finish the event. This countdown informs the user time left before he has to reach the finish point. In case users go beyond the time allowed they are given the option to ABORT or CONTINUE to the end. Even if they continue their result is marked as exceeding maximum permitted lateness (MPL).

### Speed Indicator

Shows GPS speed. The indicator turns RED if users are going beyond the maximum limit fixed by organisers. There could be penalty for exceeding limit for continuous period as per directions set by organisers.



### GPS Accuracy

If the accuracy goes beyond acceptable levels the indicator turns RED. It is not advised that users use a smartphones where this turns RED continuously or for long periods

### Checkpoints

Finish checkpoint is visible in PURPLE on the app screen. Other checkpoints may or may not be visible and in different colours as set by organisms based on the type of event. If set to show checkpoints after they have been reached GREEN icons show up on the app screen.

The event organisers will detail this to participants from event to event.

There are two more information buttons on the top right hand of the screen and their function is described below.

## First Menu

### **Withdraw or Abort**

Users can Abort if they are withdrawing from the event without reaching the finish point. This will update the organisers on their status and not needlessly activate any safety search.

### **Map Layer**

Users can toggle between normal and satellite map layers.

### **Distance Measure Tool**

Users can use this tool for finding direct line distance from their location to any point shown on the map. This is a useful tool for competitions which go away from roads.

## Second Menu

Pressing this shows a list of checkpoints cleared by the users and their time stamps at those checkpoints.

## Results Screen

Once the competitor reaches the finish line a message pop-up informing them that the event is over. On pressing “SHOW RESULTS” a screen like shown on the right appears.

A list of checkpoint names and time stamps is shown along with few more highlights about their performance.

Consolidated results across all competitors are prepared by the organiser based on this data which has already been transmitted to their server.

The timing data for all events can be accessed by the user at any time from using the menu on event list screen at the top left.

4:36 PM

✓ FINISH

TH 0001  
Organizer: Sudev Barar

PRESS TO EXIT

Serial/#	Checkpoint	Time
1.	Checkpoint 01	16:34:10
2.	Checkpoint 02	--:--
3.	Checkpoint 03	16:34:49
4.	Checkpoint 04	--:--
5.	Checkpoint 05	16:36:13

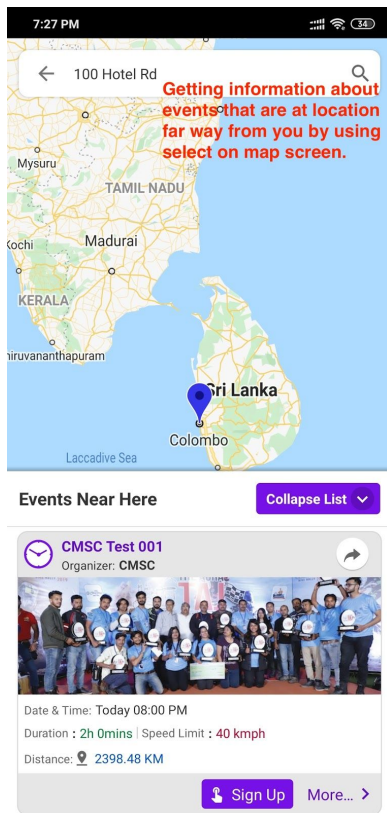
**Your Performance**

Start Time : Today 16:34:10  
End Time : Today 16:36:13  
Checkpoints : 1  
Bonus : +4100  
Speed Penalty : 0  
Time Taken : 00:02:03

Status : FINISH

At finish all checkpoints timing is shown along with few other performance parameters.





## Finding Events At Different Location

Normally only events that are nearby (~50 kilometres) are shown in the app listing. However if users want to sign up for an event that is far away they have the option of searching for an event using a search tool that displays a map in the background. Users can move the pointer to any location across the world

Users also have the option of entering town names or geo-coordinates to find events.

If there are any events near to that location it will show up as illustrated in the screen shot. Users can then browse information about the event.

## Becoming An Organiser

A user can apply to become an organiser from the event listing screen itself. The user in this case has to become more familiar with the Virtual Marshal system

and its operations by reading information at [www.virtualmarshal.com](http://www.virtualmarshal.com)