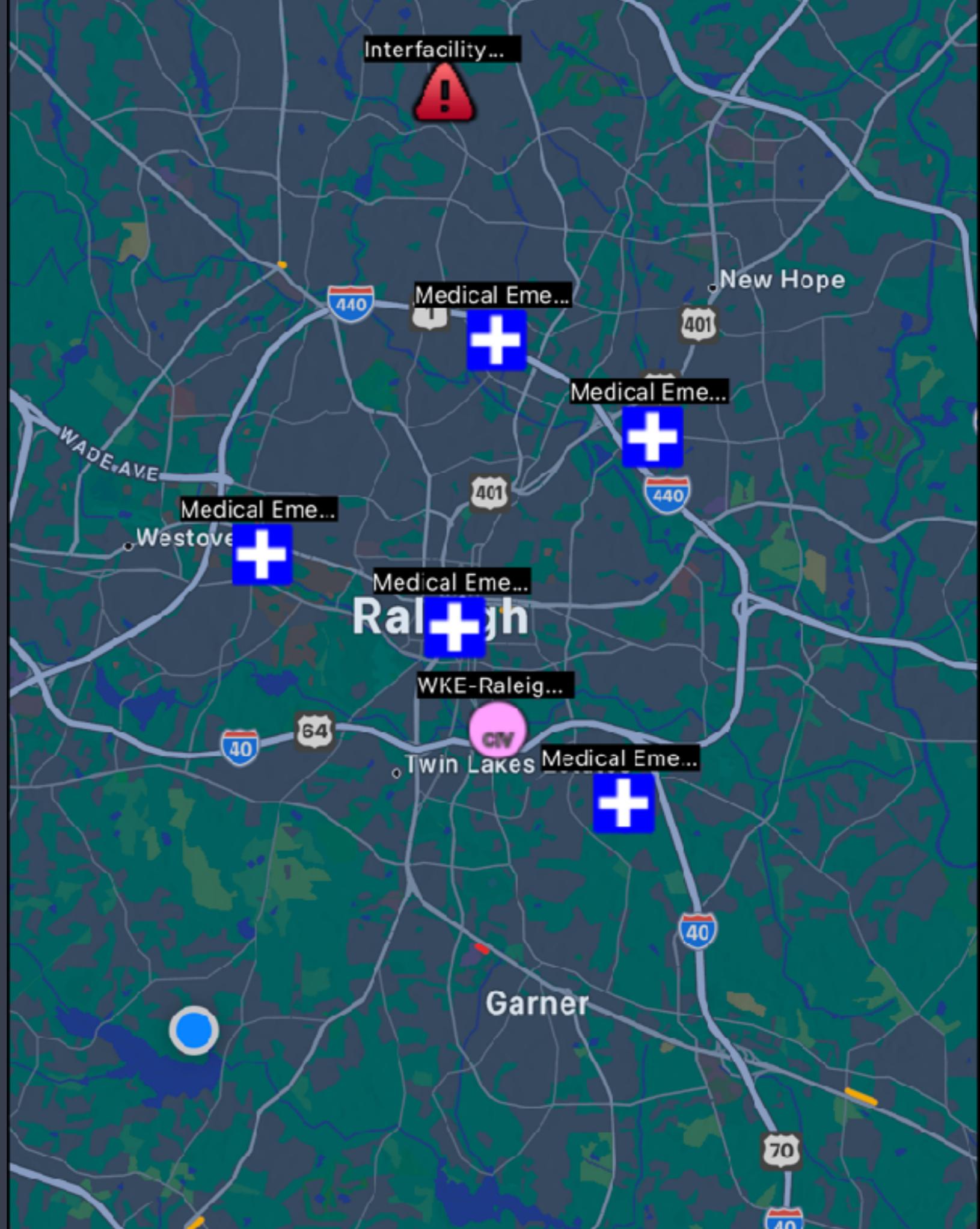


# TAK Aware User Guide

## v1.3



[flighttactics.com/takaware](http://flighttactics.com/takaware)



TAK Aware v1.3

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[flighttactics.com/takaware](http://flighttactics.com/takaware)

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# ONBOARDING

When first launching TAK Aware users will be presented with an onboarding screen. It is important for users to allow finding devices on the local network and sharing their location information. If users wish for the application to continue functioning in the background, they'll need to also enable the "Always Allow" permission as shown here

**Welcome to TAK Aware!**  
Let's start by granting permissions to track and broadcast your location

**Next**

**Allow "TAK Aware" to use your location?**  
Allow TAK Aware to access and share your location with teammates and connected TAK Servers for situational awareness

[Allow Once](#)

[Allow While Using App](#)

[Don't Allow](#)

**Welcome to TAK Aware!**  
You can also grant permissions for TAK Aware to continue to broadcast your information in the background

**Enable** **Skip**

**Allow "TAK Aware" to also use your location even when you are not using the app?**  
Allow TAK Aware to access and share your location with teammates and connected TAK Servers for situational awareness

[Keep Only While Using](#)

[Change to Always Allow](#)



# ONBOARDING

Next, users will set up their user information, including call sign, team and role. Optionally they can add a phone number which will allow other TAK users to call them directly

Note that 1.3 has a bug which shows this button as "Skip" instead of "Next"

**Welcome to TAK Aware!**

Location Permissions granted. Now let's set up your user information

**User Information**

Call Sign: TRACKER-760BD38D

Choose your team: Cyan

Choose your role: Team Member

Phone Number: Phone Number

**Skip** (bugged button)

**Next** (correct button)

- Blue
- Dark Blue
- Brown
- ✓ Cyan
- Green
- Dark Green
- Magenta
- Maroon
- Orange
- Purple
- Red
- Teal
- White
- Yellow

- ✓ Team Member
- Team Lead
- HQ
- Sniper
- Medic
- Forward Observer
- RTO
- K9

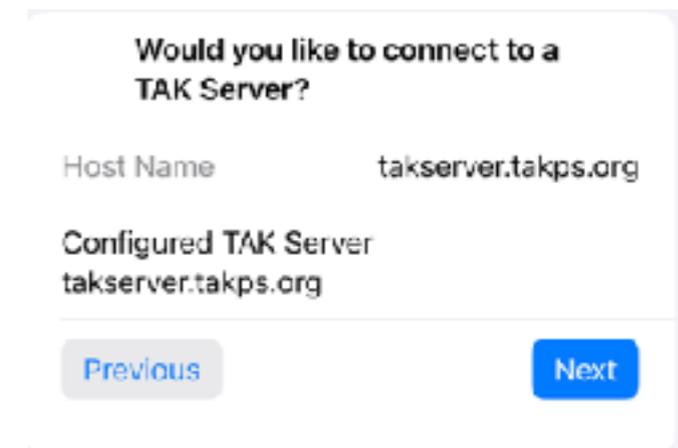
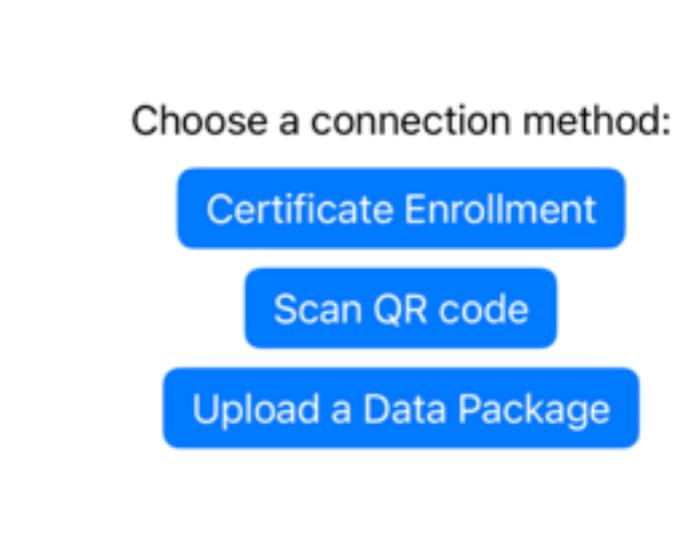
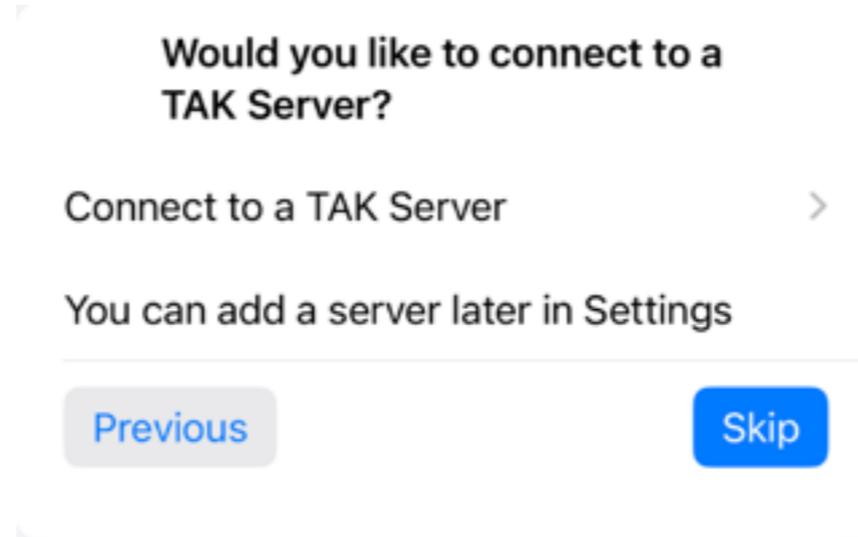


# ONBOARDING

Users can now choose to connect to a TAK Server. TAK Aware supports multiple options for connections, including Certificate Enrollment, Data Package Upload and QR code Scanning.

For Data Packages, TAK Aware supports both iTAK and ATAK Data Package connection files. For QR code, TAK Aware supports the iTAK style "name,url,port,ssl" style as well as the ATAK TAK Registration Plugin QR code which will automatically trigger a certificate enrollment.

Once connected (or if skipping connecting) users will be finished with the onboarding screen and can start using TAK Aware



And we're all done! You can update these settings at any time through the menu on the main screen. You'll also find the support contact information there if you have any problems. Happy TAK'ing!



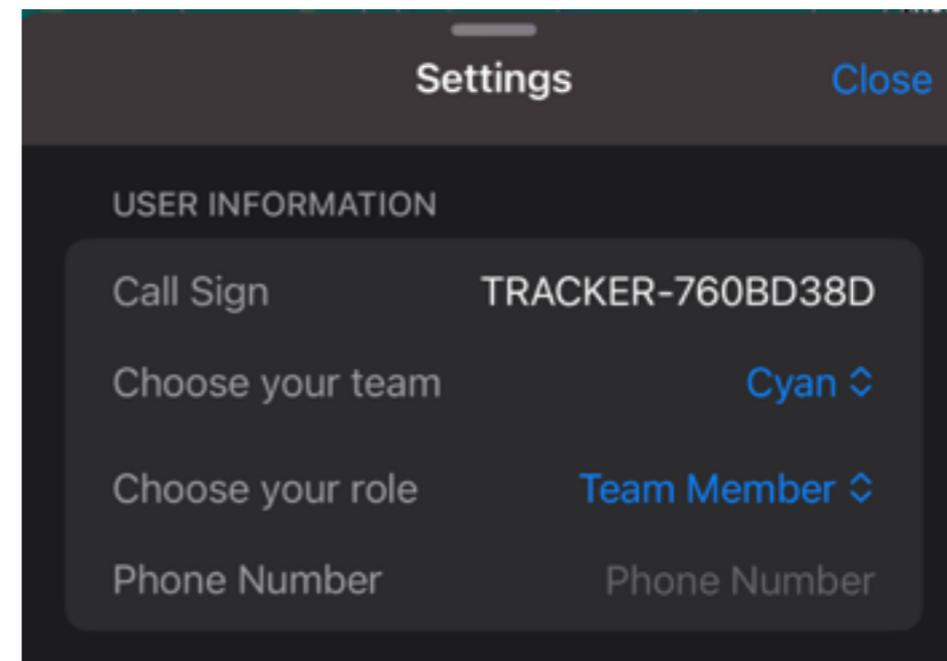
# CUSTOMIZATION

## Callsign, Team and Role

Users can edit their callsign, team and role from the settings screen. To access, tap the "Hamburger" menu in the upper right, and then edit the information in the "User Information" section of the settings screen. Changes take affect immediately and will be sent with the next broadcast.



"Hamburger" Menu



# CUSTOMIZATION

## Orientation

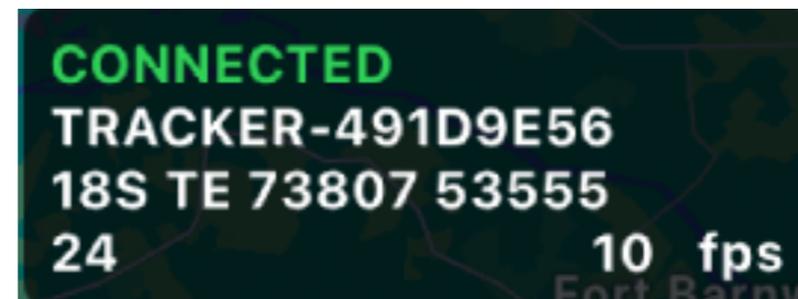
Users can change the orientation of the map without rotating their device by tapping on the "rotation" icon. They can also rotate their device if rotation is unlocked in the device settings

## Display Units

Users can also change the display units used by tapping on them in the information box located in the lower right. In the example here, coordinates have been changed to be MGRS, and the speed units are in feet per second. Note that this setting doesn't "stick" from run to run



Rotation Icon



# CUSTOMIZATION

## Map Type

The base map type can be changed in settings by going to "Situational Awareness" and choosing the base map type. Users can also show traffic automatically when available

## User Icons

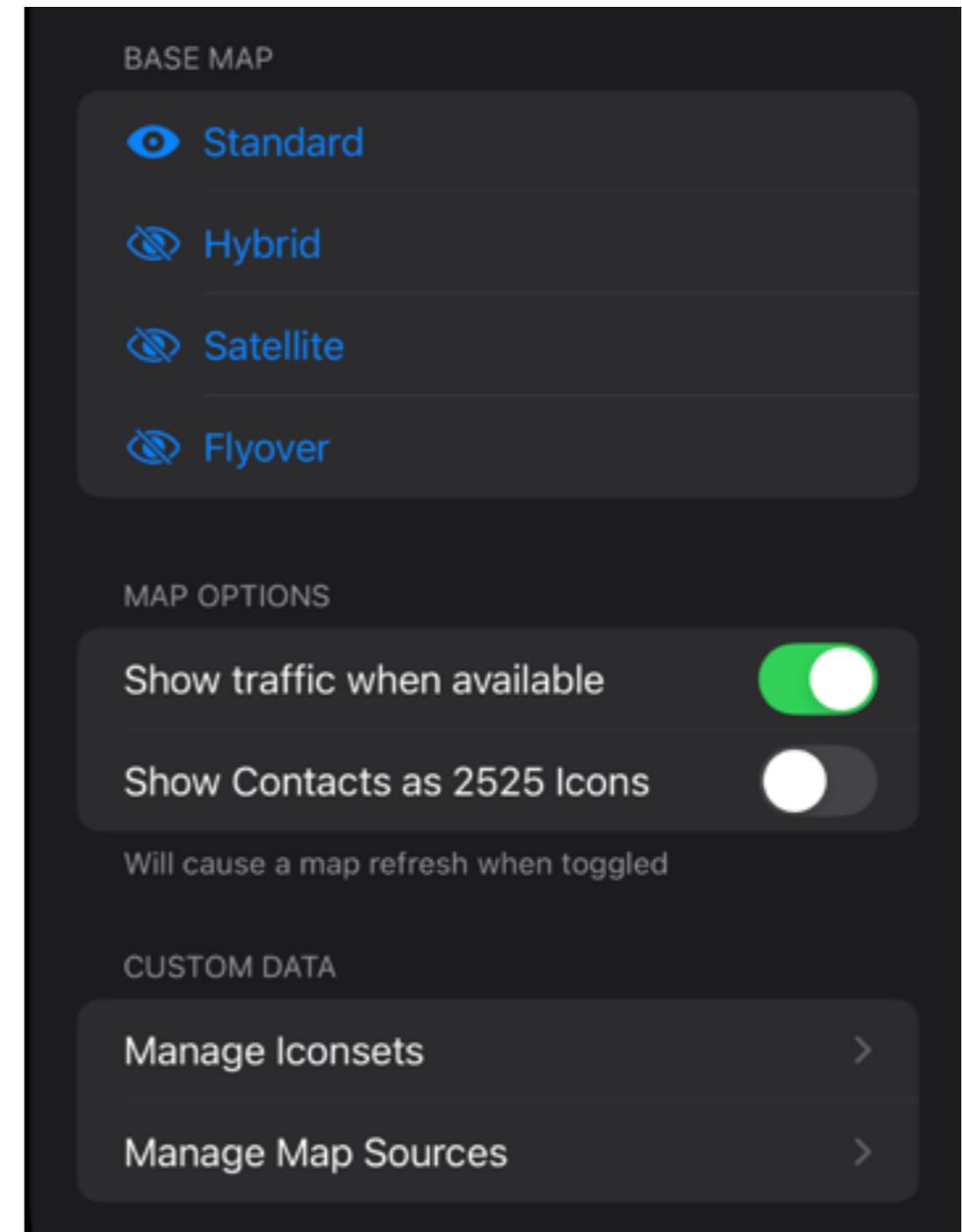
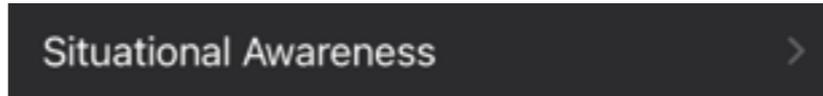
User can toggle whether to show user icons as standard user icons with team colors and roles, or as 2525 icons. Showing as 2525 is off by default.

## Custom Data

Users can upload custom iconsets and map sources. Map sources can be included in Data Packages as well



"Hamburger" Menu



# CUSTOMIZATION

## Advanced Settings

Users can edit how often their location is broadcast, as well as the default time for a marker to be considered stale. There is also an option to clear all markers and overlays from the map that can be used to quickly clear all items.



"Hamburger" Menu

Advanced Options >

Disable Screen Sleep

Yes

No

Broadcast Interval (sec)

10

Stale Time (mins)

5

DESTRUCTIVE OPTIONS

Clear All Markers



# CUSTOMIZATION

## Channels

The channels menu can be selected from the navigation bar as well as the Settings menu.

TAK Aware attempts to contact the Channels API for the TAK Server and will display any channels the users has access to. Users can choose to tap on a channel to show or hide data from it. Changing the visibility of a channel clears the map of any non-archived markers and notifies the TAK Server to send data from that channel (or no longer send it).

Note that like ATAK and iTAK, Channels are a server side filter which apply to every user with the same user certificate or login information.

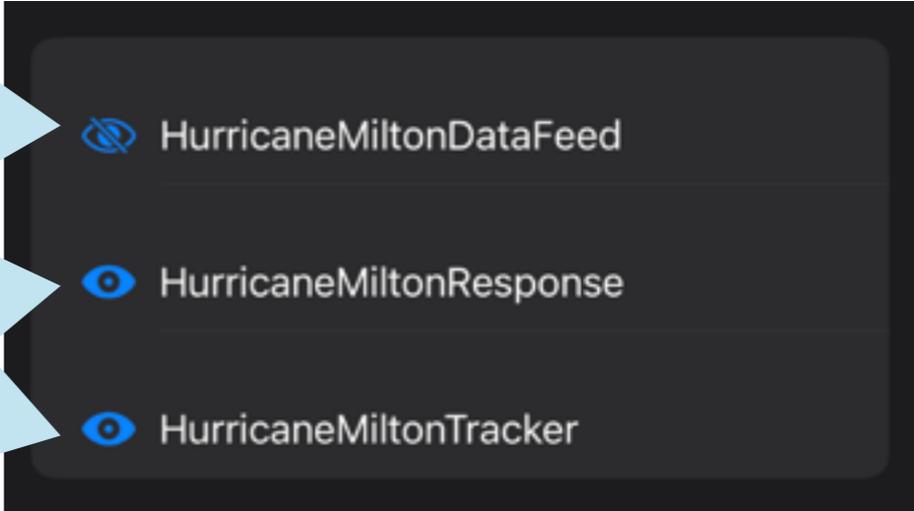


Channels



Inactive Channel

Active Channels



# CUSTOMIZATION

## Data Packages

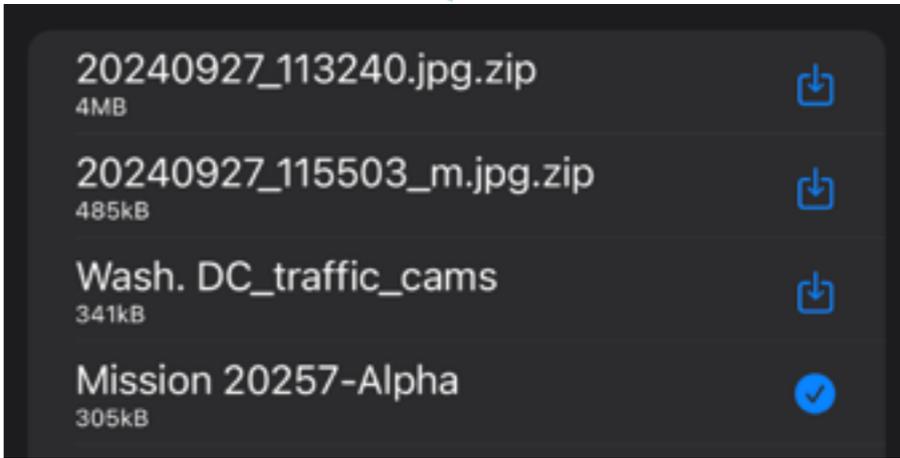
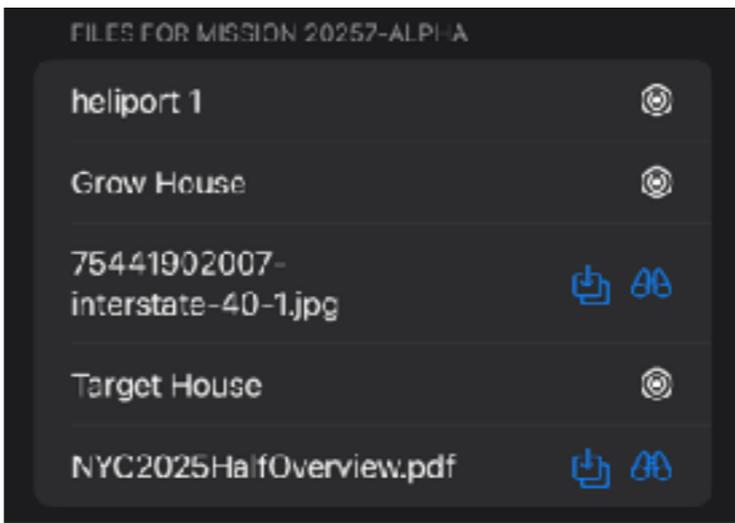
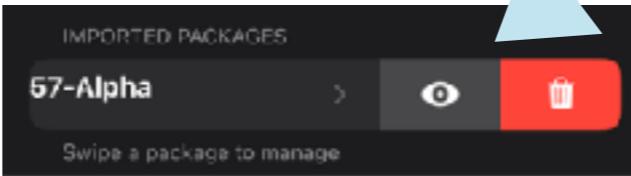
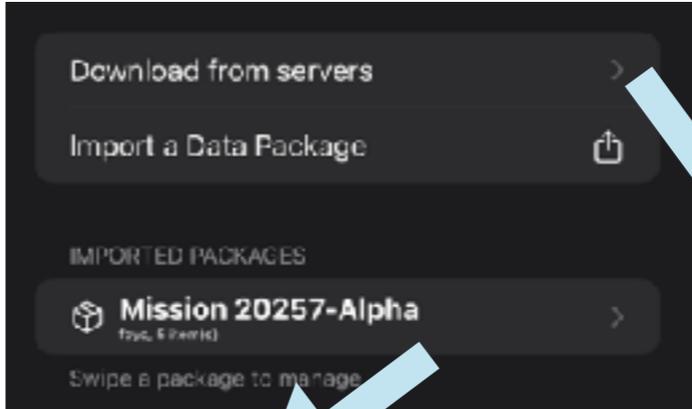
Data Package options can be selected from the nav menu or the settings screen.

Data Packages can either be imported locally or downloaded from a connected server. Packages already downloaded will be indicated in the list as well as displayed on the main screen

Individual package can have visibility toggled or be deleted by swiping on the package. Tapping on the package shows the package contents. For markers, tapping on the entry will scroll the map to it. For documents, tapping the share button will open the share screen, and tapping binoculars will quick preview it



Data Packages Menu



# CUSTOMIZATION

## KML Overlays

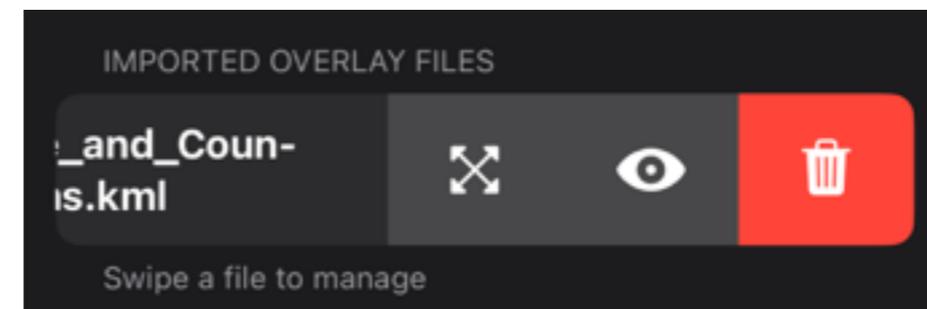
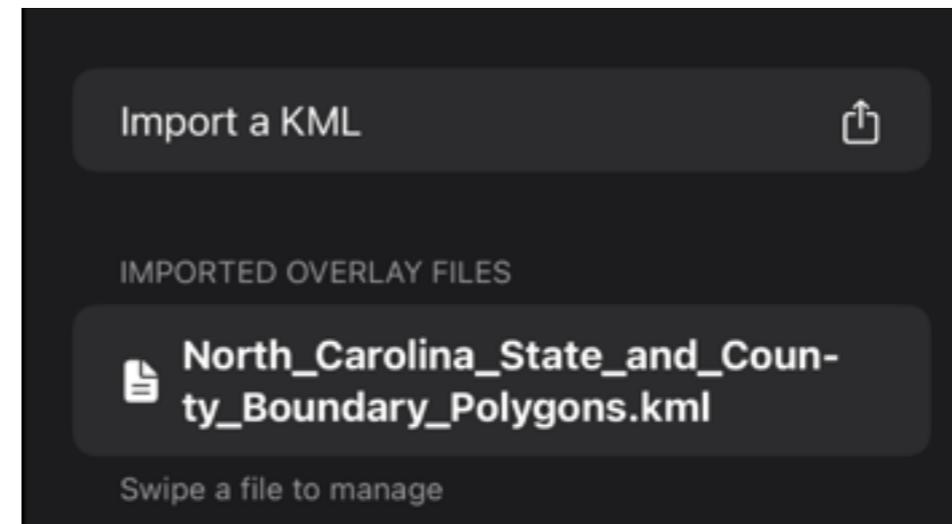
KML and KMZ files can be imported directly from this screen, or imported via DataPackages. Swiping on an individual package will show options to scroll the map to the center of the KML, hide the KML, or delete it.

Note that KML/KMZs imported via data packages will not be deleted when removing the data package from the data package screen and will need to be removed from this screen to be removed from the device.

KML/KMZ imports from DataSync is not yet supported in 1.3. PDF and image overlays outside of KML GroundOverlays is also not supported yet in 1.3



"Hamburger" Menu



# CUSTOMIZATION

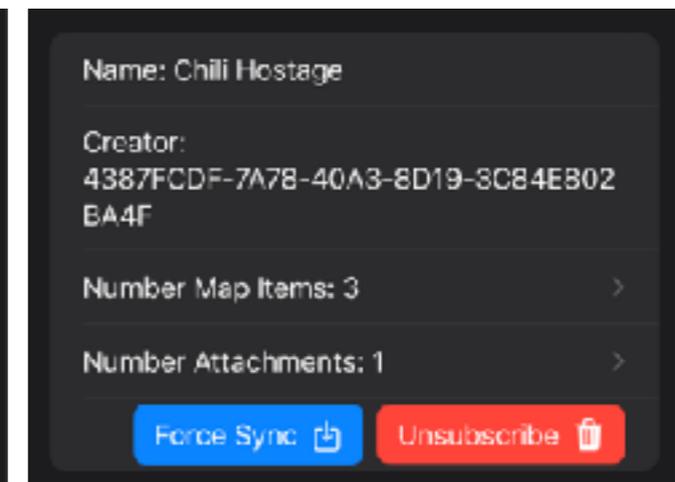
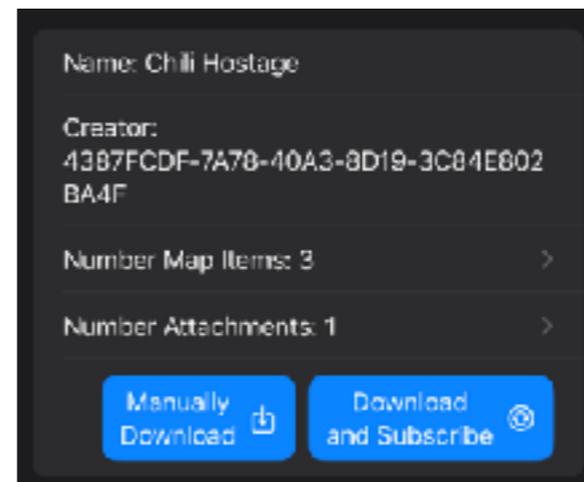
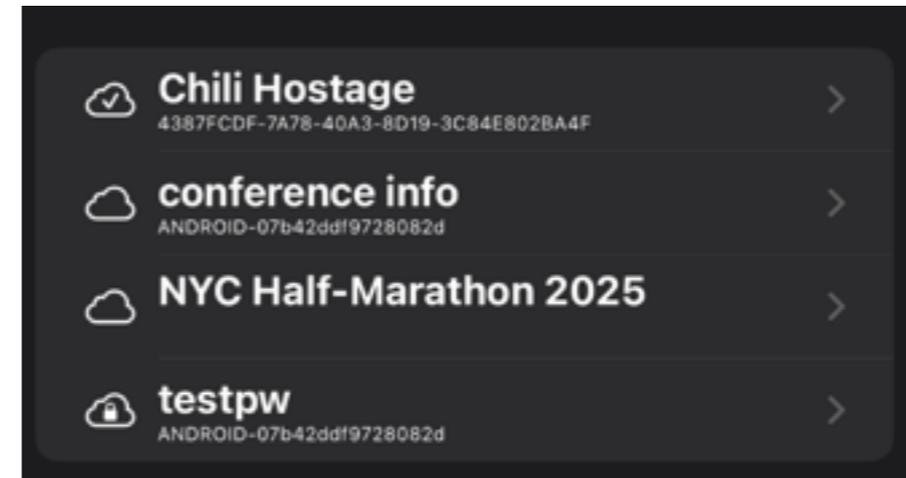
## Data Sync

1.3 introduces basic support for DataSync. Users can subscribe to DataSync missions (including password protected missions) and CoT markers and shapes will be sync'd to the user's device. Attachments and other documents are not supported in DataSync, nor is broadcasting points from TAK Aware to the DataSync mission yet.

Users can subscribe or manually download a mission. Once subscribed, they can force a download or unsubscribe from the mission. They can also view the contents, though interaction is not yet enabled for individual items. Subscribed missions will have a checkmark in the mission list



"Hamburger" Menu

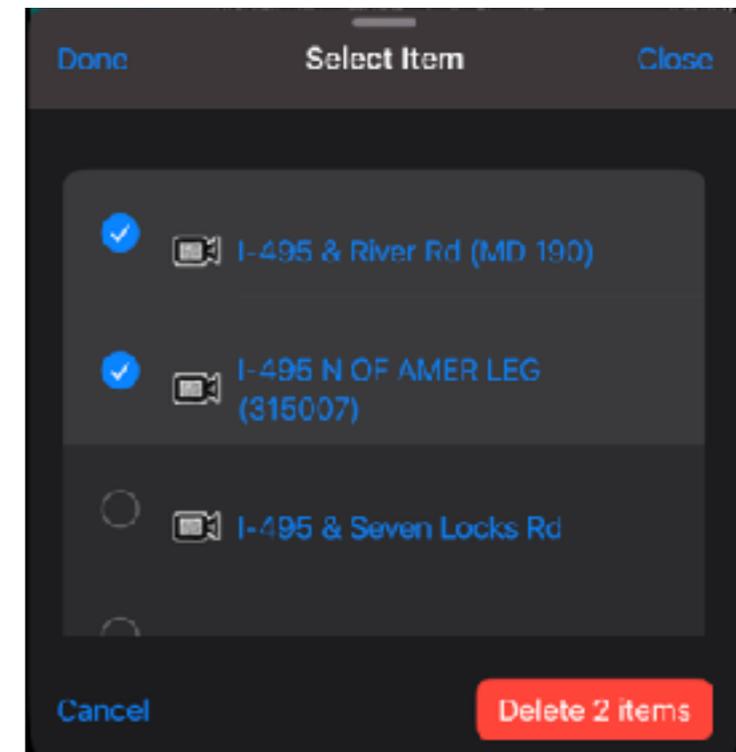
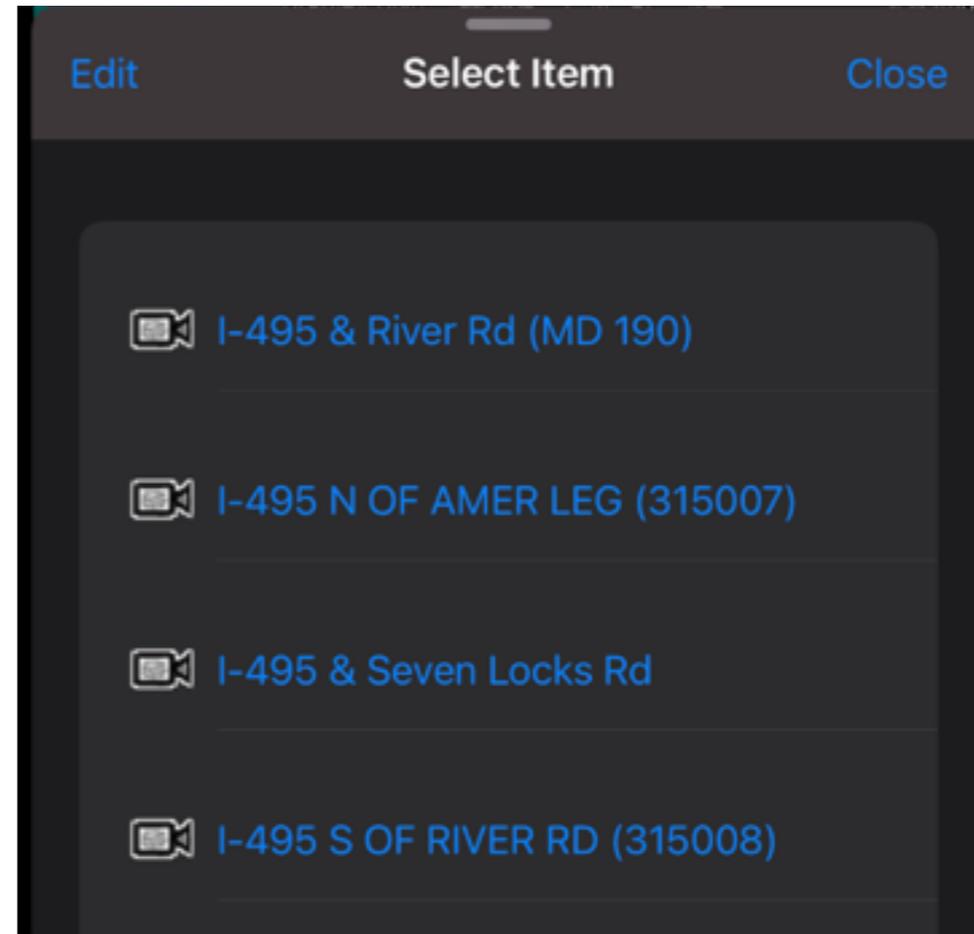


# MARKERS AND BLOODHOUND

## Deconfliction Screen

If tapping on the screen would potentially trigger more than one marker, a deconfliction screen will be automatically populated. Users can tap on an individual item to bring up the quick actions menu for that item.

New in 1.3 is the multi selection feature - by tapping on Edit users can rapidly multiselect and delete markers from the map. Future versions will allow sharing of these markers to missions, packages and users.



# MARKERS AND BLOODHOUND

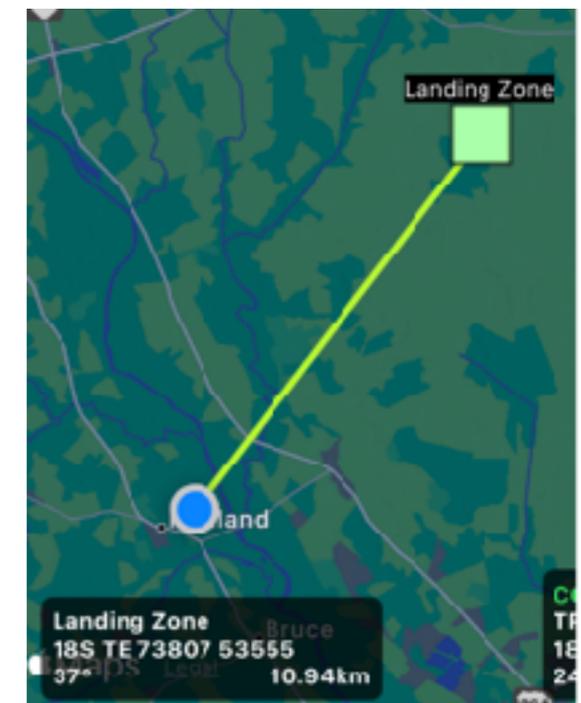
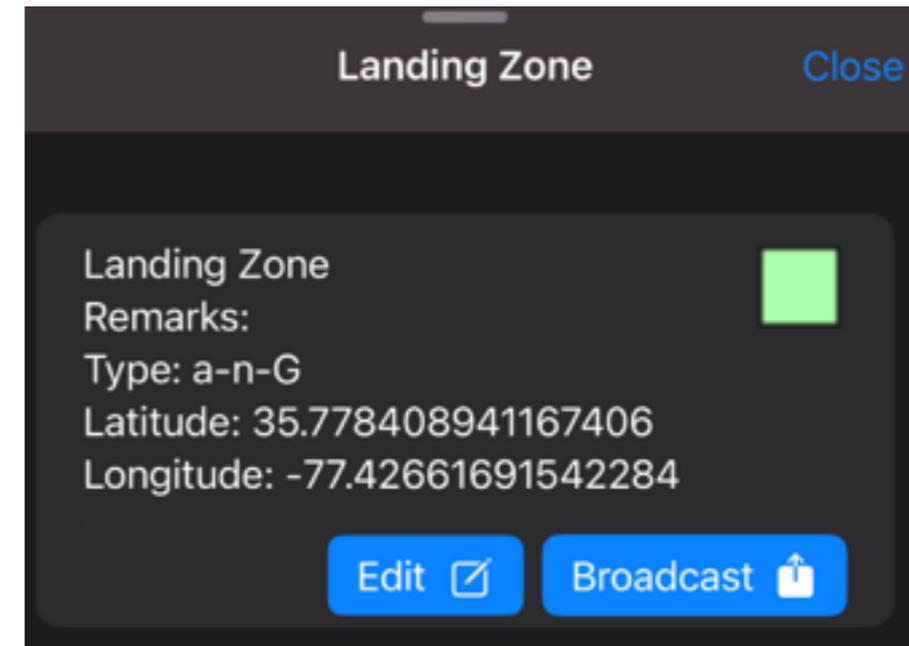
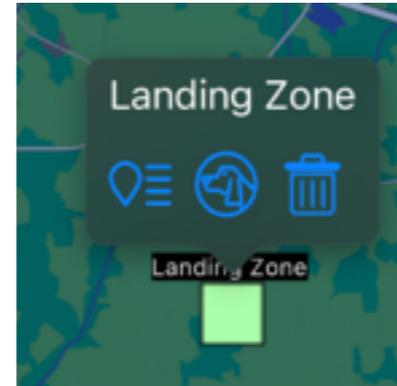
## Viewing Markers

Users can tap on a marker to bring up a menu allowing them to view, delete or bloodhound to it. If the marker supports video feeds, they will also see a video icon to let them pull up the video feed.

Tapping on the view icon brings up the details of the marker. For KML Placemarks, the view screen supports embedded HTML. Users can also Broadcast a marker to the server. If a marker has a video feed or a phone number attached, additional interaction icons will show up in the quick menu.

## Bloodhound

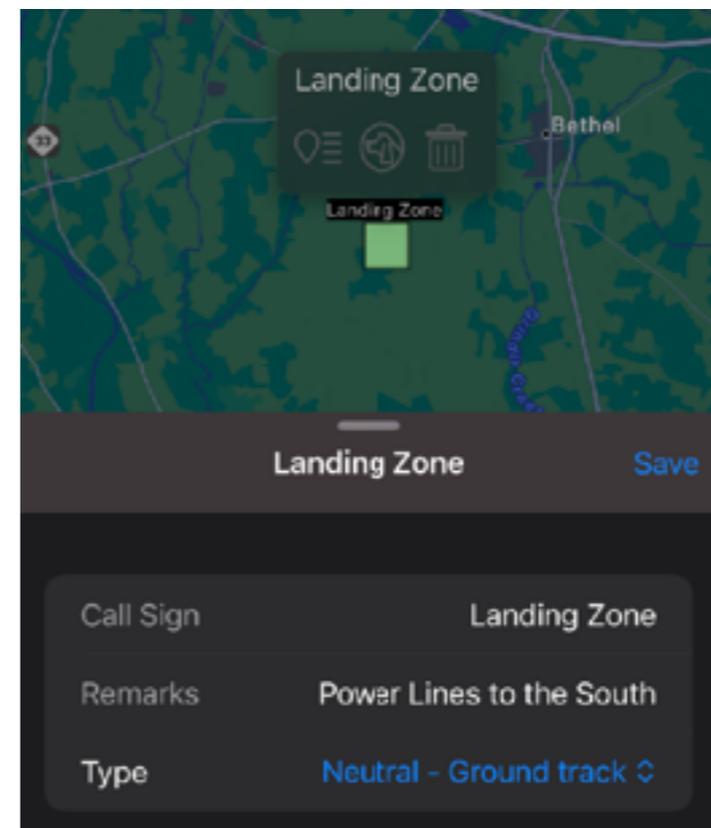
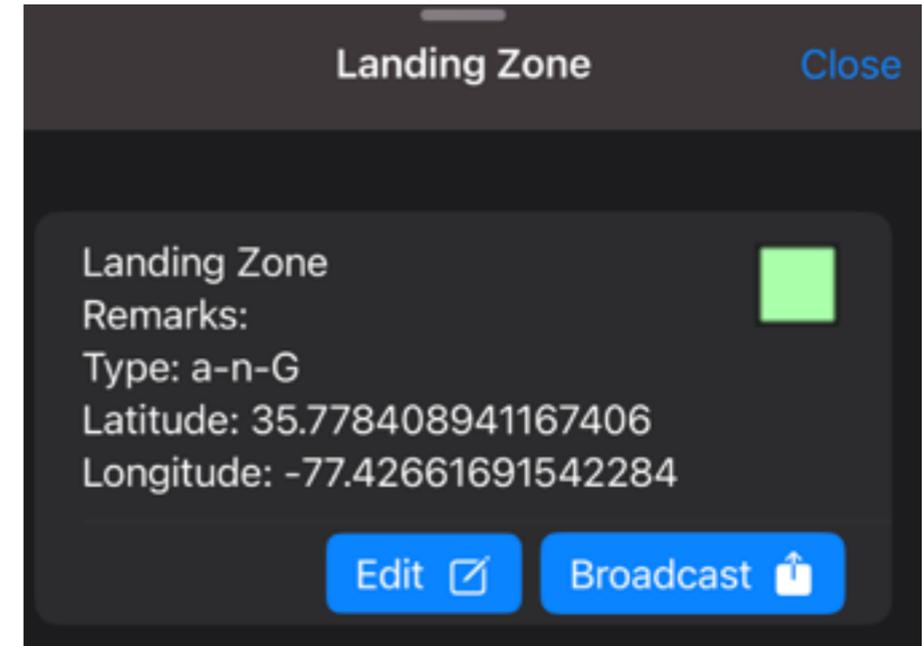
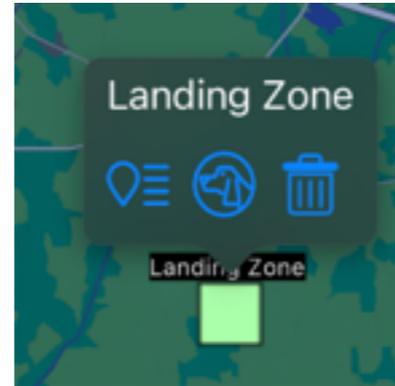
By tapping on the Bloodhound icon for a marker, the user will get a bloodhound line and info box. They can remove the line by tapping on the Bloodhound icon in the main menu bar



# MARKERS AND BLOODHOUND

## Adding and Editing Markers

Users can add a marker by long-pressing in the spot they want the marker to show. They can then view the marker details and tap the "Edit" button to bring up an edit screen allowing them to change the type of icon, callsign and remarks.



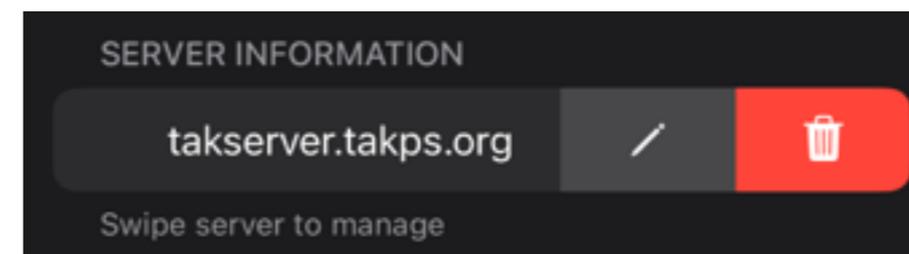
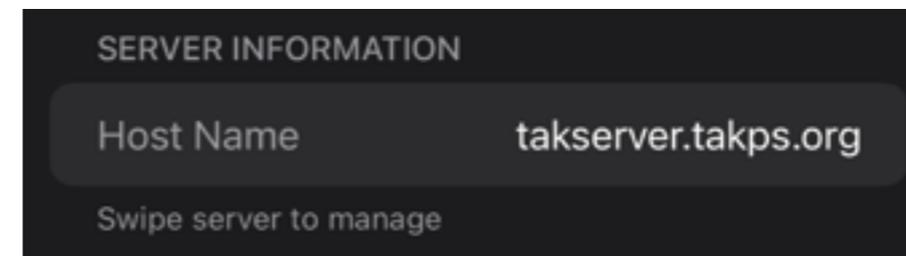
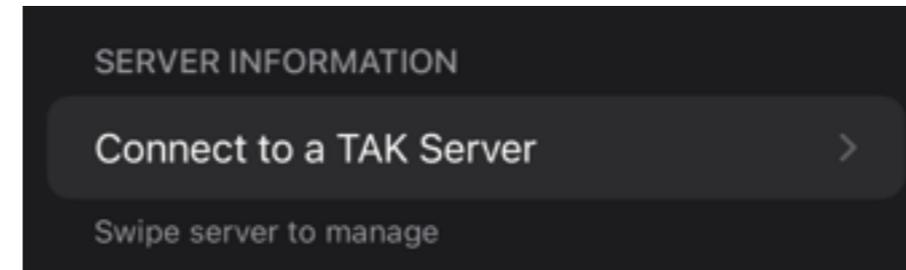
# SERVER CONNECTIONS

## Connecting to a TAK Server

If a user did not connect during the onboarding, they can go to the Settings page and tap on "Connect to a TAK Server" to bring up the connection workflow.

## Editing and deleting connections

If a user is already connected to a TAK Server, they can swipe the server name to bring up edit and delete options. Tapping the pencil allows the user to update the server name and port, while the delete icon deletes the connection.



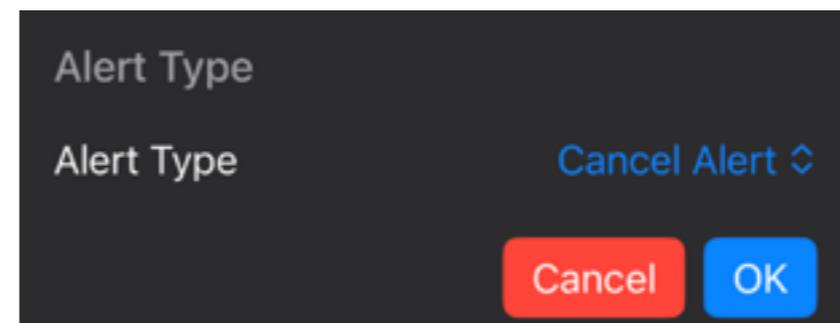
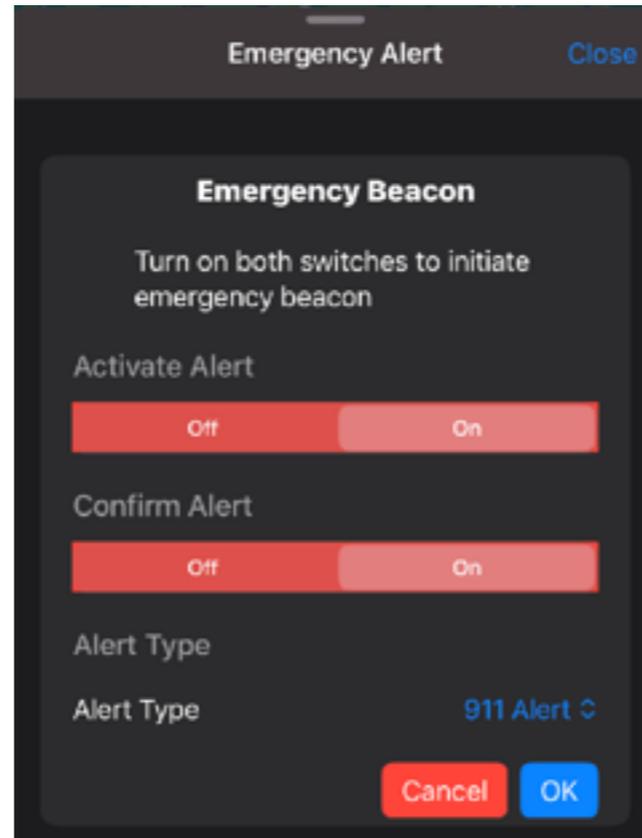
# EMERGENCY ALERTS

Emergency alerts can be broadcast from TAK Aware. Similar to ATAK, the user must turn on both switches and click OK. The user can choose the Alert Type to send.

Once activated, the Alert symbol will change to red in the main menu bar. Tapping on it will default the user to the Cancel Alert dialog, where they'll need to again toggle both switches and tap OK



Alerts



# SUPPORT

TAK Aware support is provided on a best-effort basis for agencies or individuals using the software without a support contract. Issues can be entered at GitHub issues

<https://github.com/flighttactics/TAKAware/issues>

or you can reach out to [support@flighttactics.com](mailto:support@flighttactics.com).

For more information, please visit

<https://flighttactics.com/takaware>

