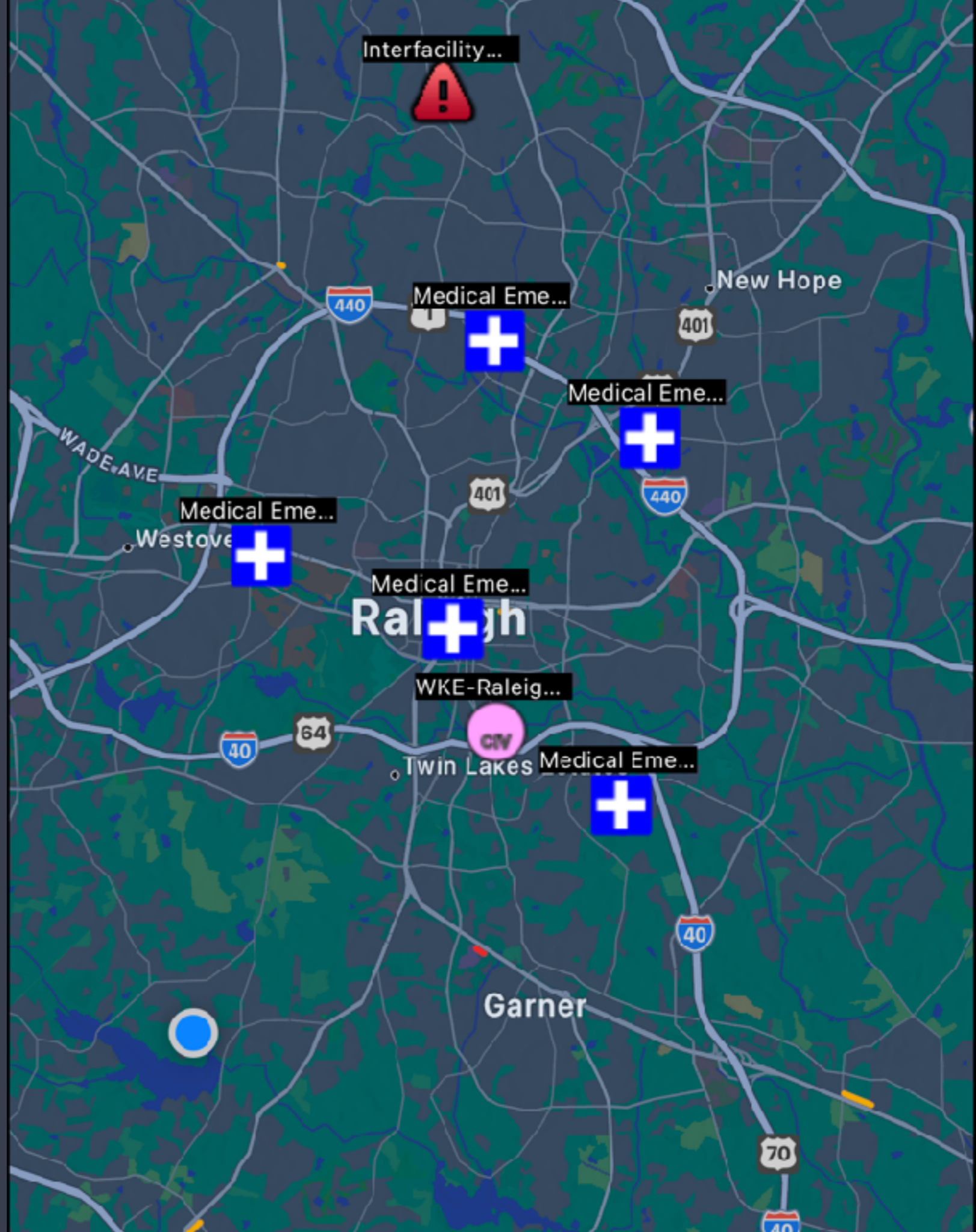


TAK Aware User Guide v1.1



flighttactics.com/takaware



TAK Aware v1.1

CONTENTS



flighttactics.com/takaware

Section	Page
Onboarding	3
Customization	
- Callsign / Team / Role	6
- Orientation	7
- Display Units	7
- Map Type	8
- Advanced Settings	8
Markers and Bloodhound	
- Viewing Markers	9
- Bloodhound Lines	9
- Adding and Editing Markers	10
TAK Server Connections	
- Connecting to a Server	11
- Deleting a Connection	11
- Channels	12
Packages and Overlays	
- Data Packages	13
- KML/KMZ Overlays	14
Emergency Alerts	15
Support and Roadmap	16

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

Note that 1.1 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

Skip

User Information

Call Sign TRACKER-491D9E56

Choose your team Cyan

Choose your role Team Member

Next

- 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

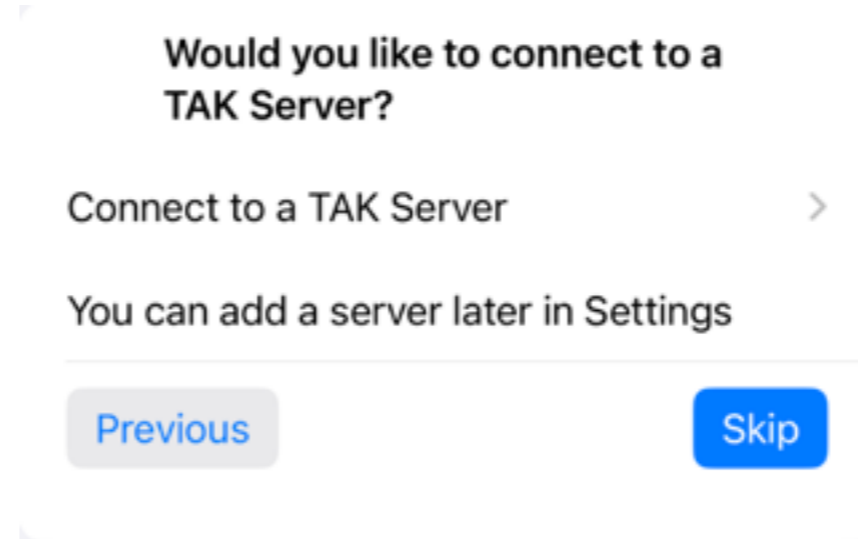


ONBOARDING

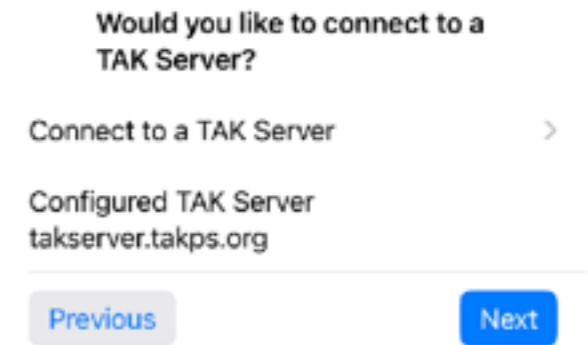
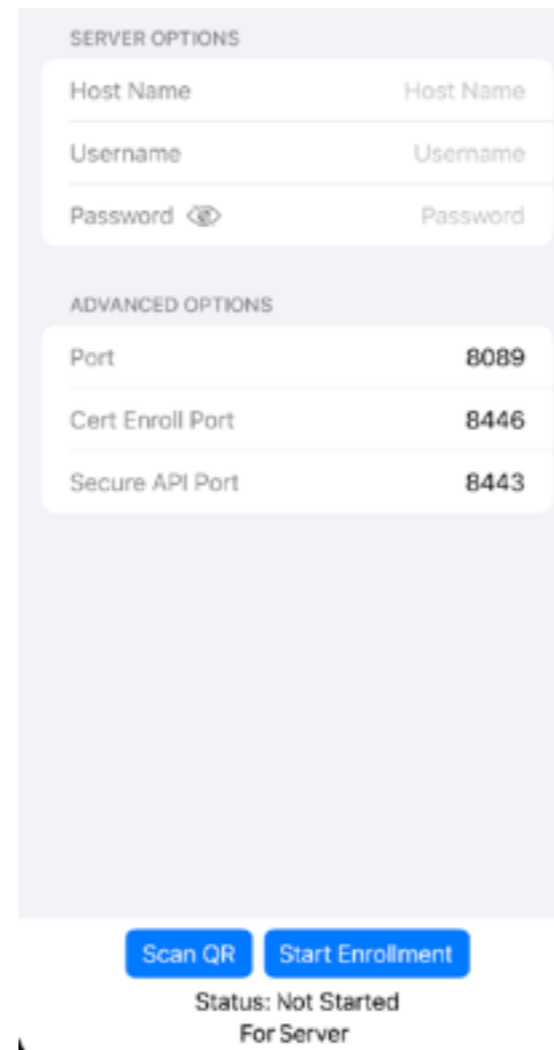
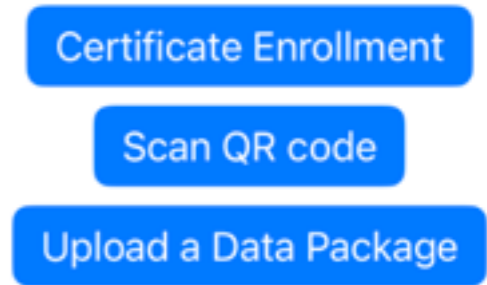
Users can now choose to connect to a TAK Server. TAK Aware supports multiple options for connections, including Certificate Enrollment, Data Package Upload and QR code Scanning.

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



Choose a connection method:



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!



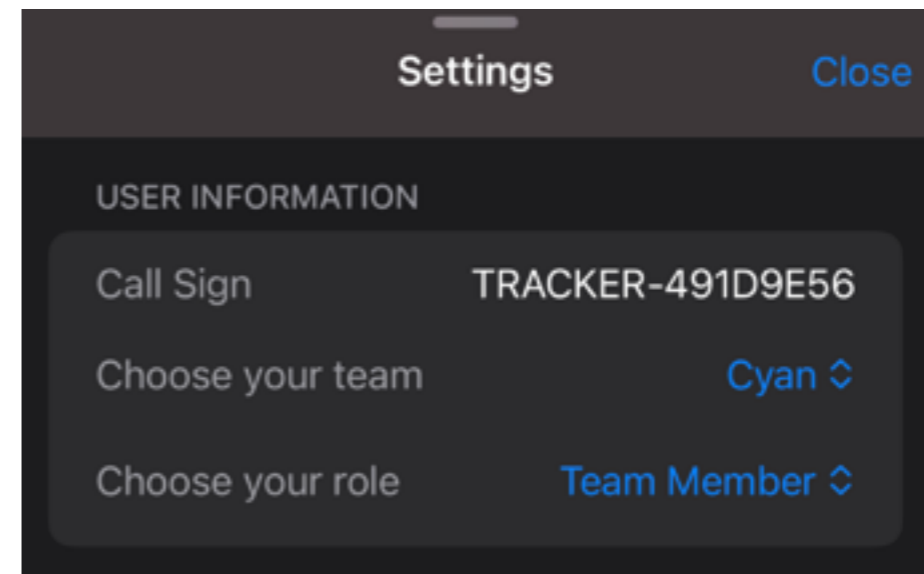
CUSTOMIZATION

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, but will be an option in version 1.2



Rotation Icon



CUSTOMIZATION

Map Type

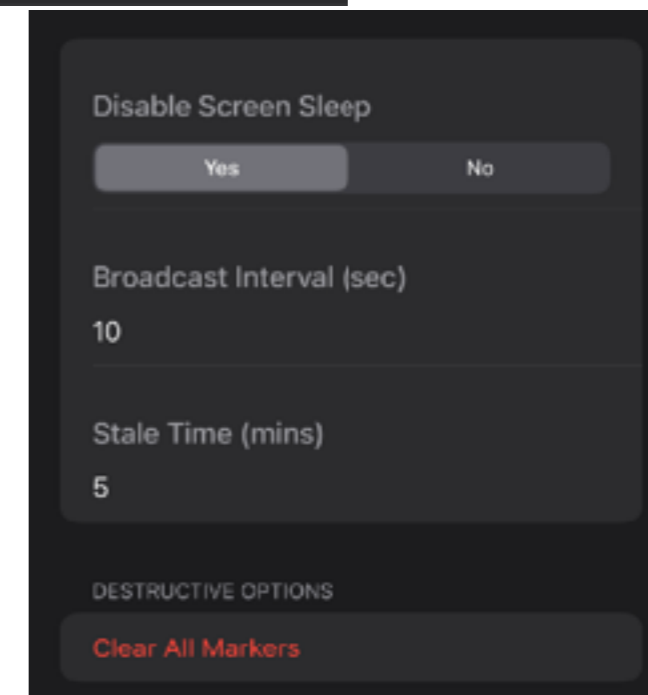
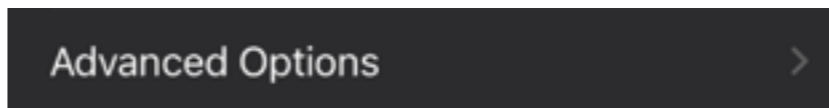
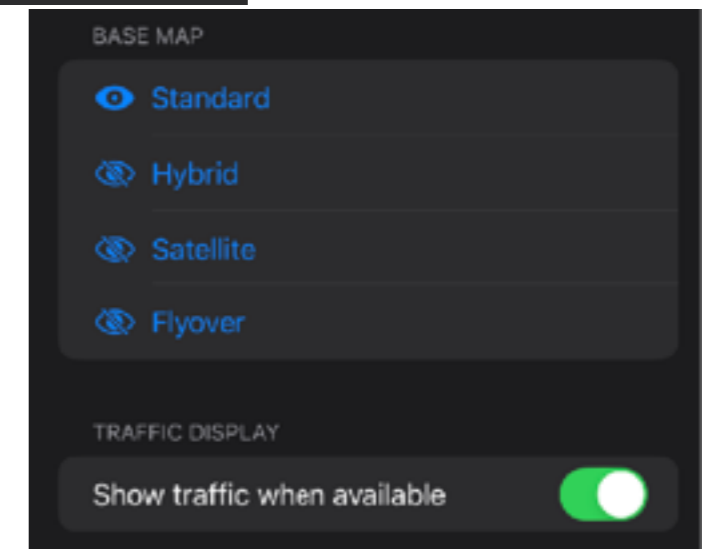
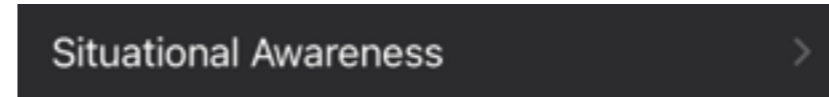
The base map type can be changed in settings by going to "Situational Awareness" and choosing the base map type. Users can also show traffic automatically when available

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



MARKERS AND BLOODHOUND

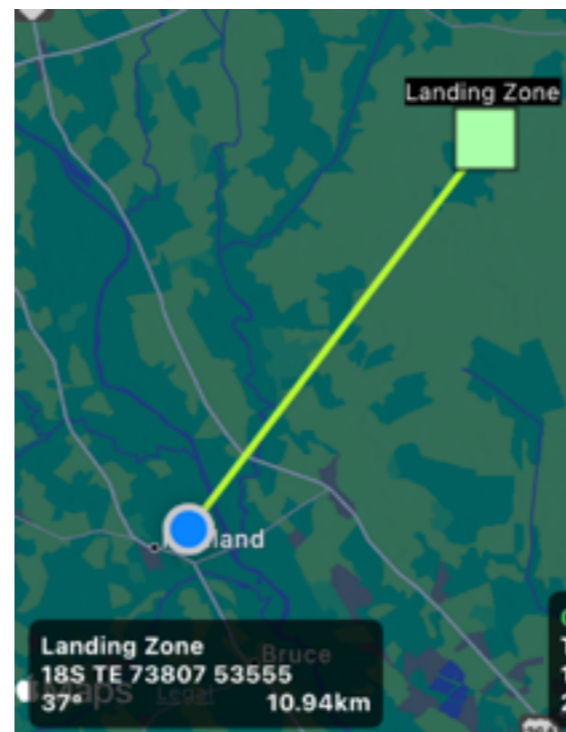
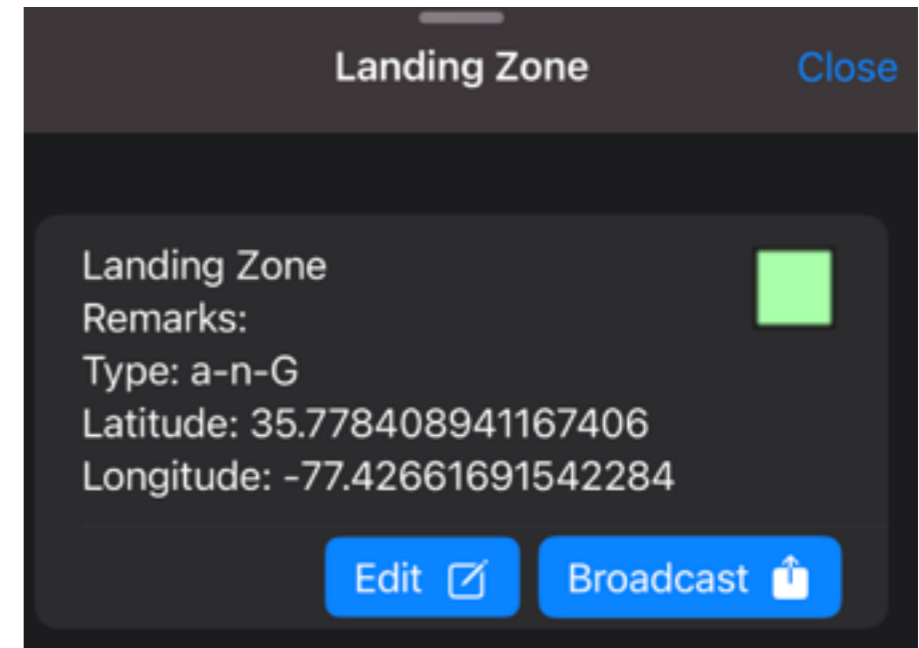
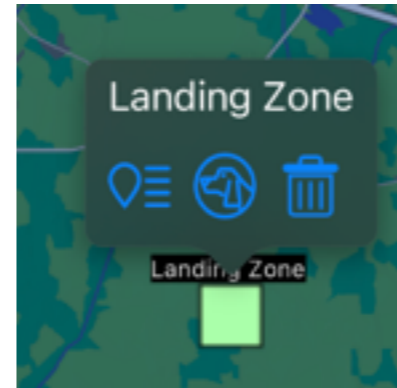
Viewing Markers

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.

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



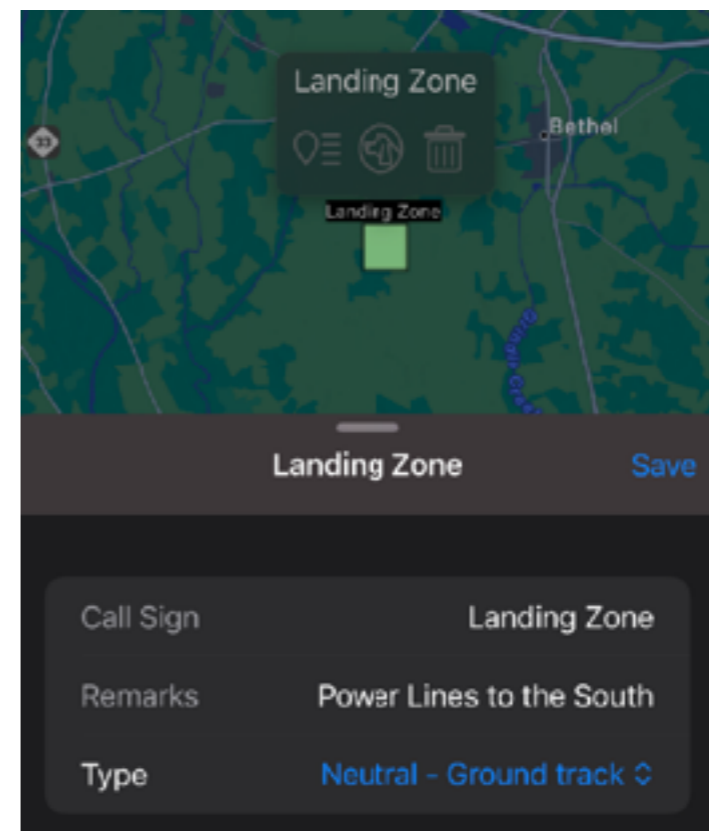
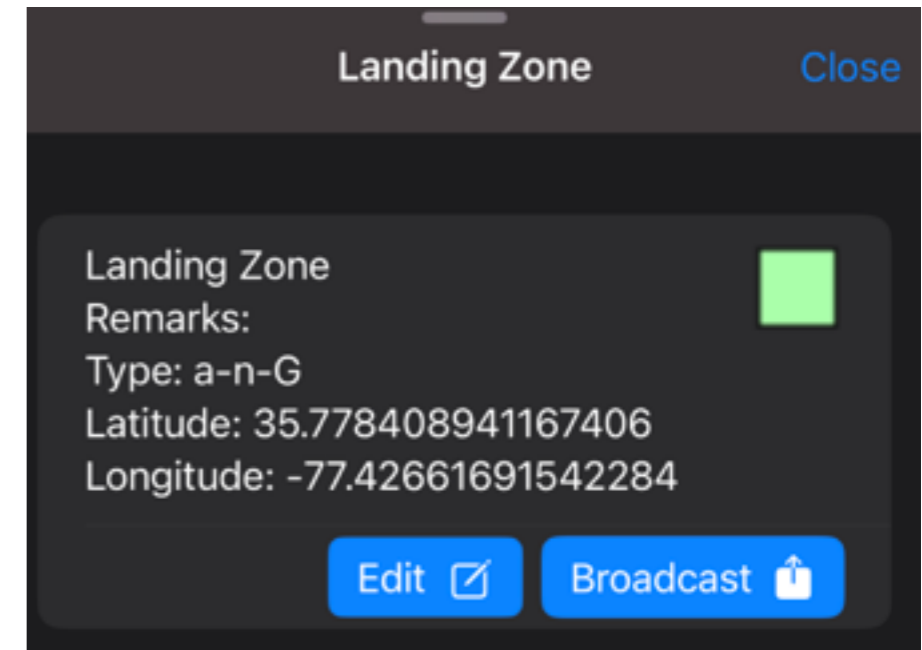
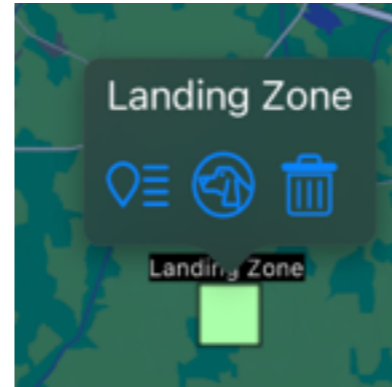
Bloodhound Active



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.



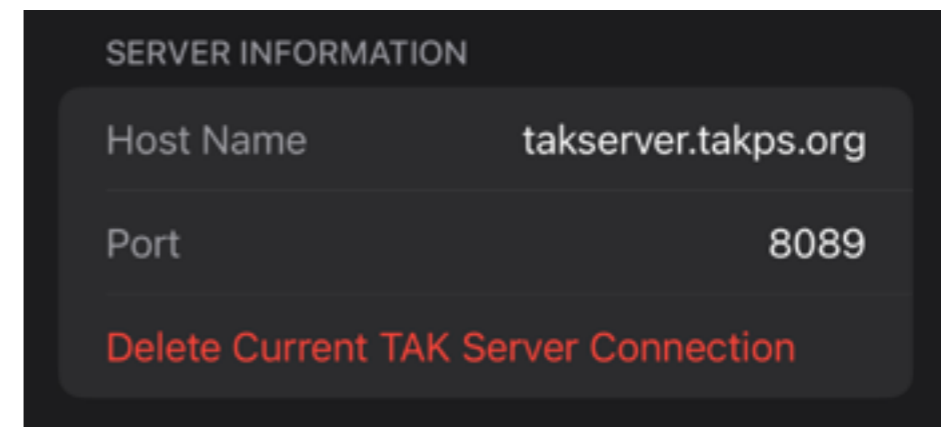
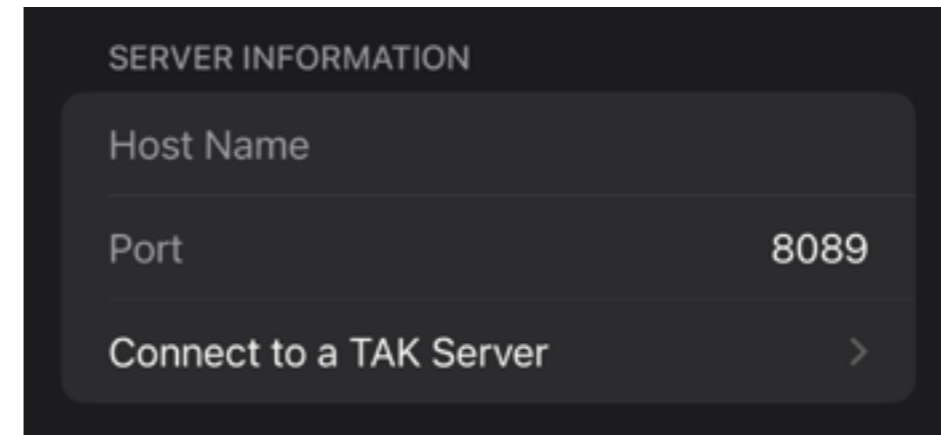
SERVER CONNECTIONS

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.

Deleting a connection

If a user is already connected to a TAK Server, they will see an option to Delete the current connection. This is currently the only way to edit the information - delete the current connection information and reconnect (but will be improved in 1.2)



SERVER CONNECTIONS

Channels

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

 HurricaneMiltonDataFeed

 HurricaneMiltonResponse

 HurricaneMiltonTracker



PACKAGES AND OVERLAYS

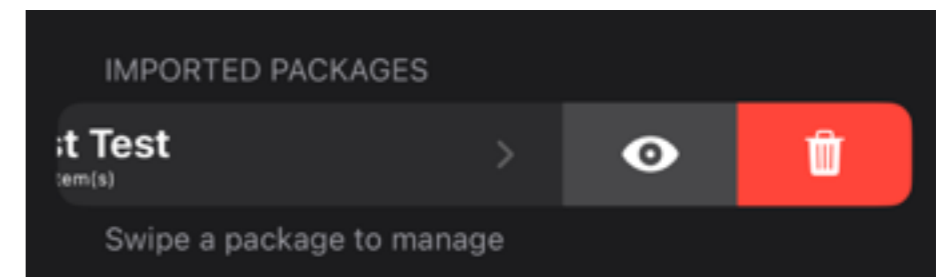
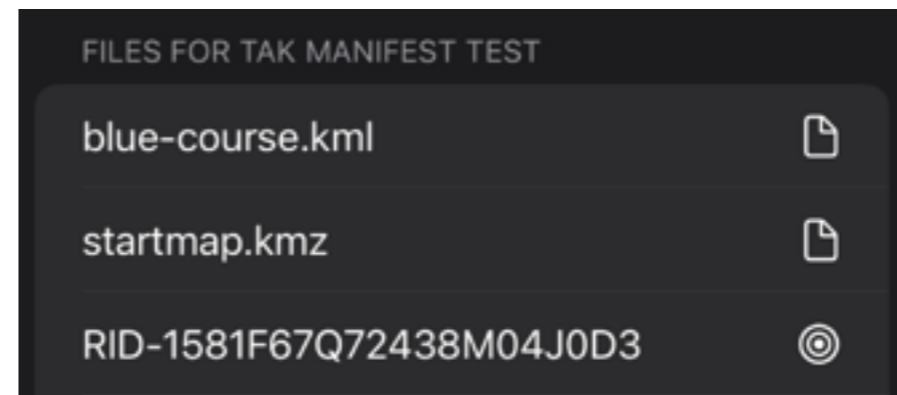
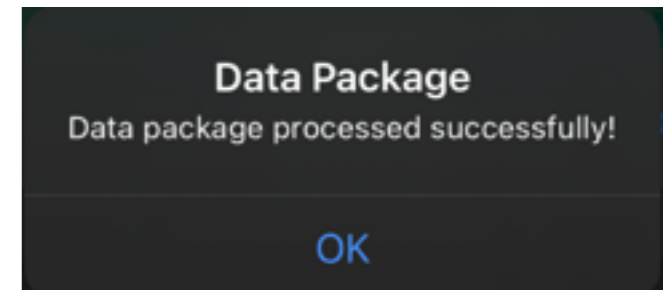
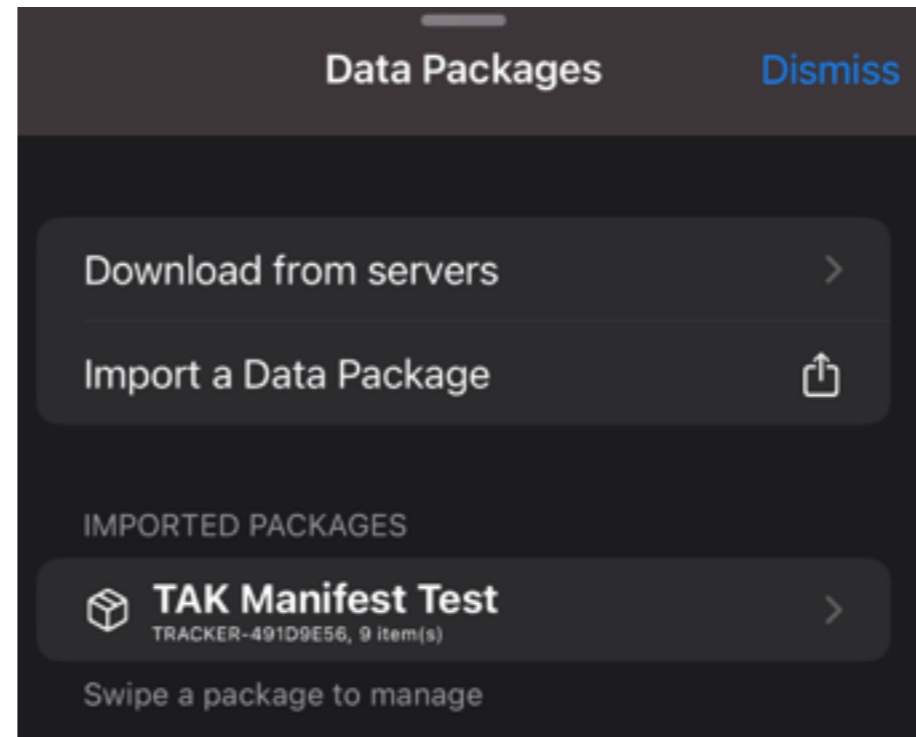
Data Packages

Users can import data packages which contain COT files, KML/KMZ files as well as PDFs or other documents. Note that at the current time only COT and KML/KMZ files will show as overlays - PDF and image overlays are not supported in 1.1

Users can browse their local filesystem or download a data package from the server. Once downloaded, users can view the contents, hide the package and contents, or delete the package. Note that KML and KMZ files will still show in the KMZ overlays even once the data package has been deleted



Data Packages



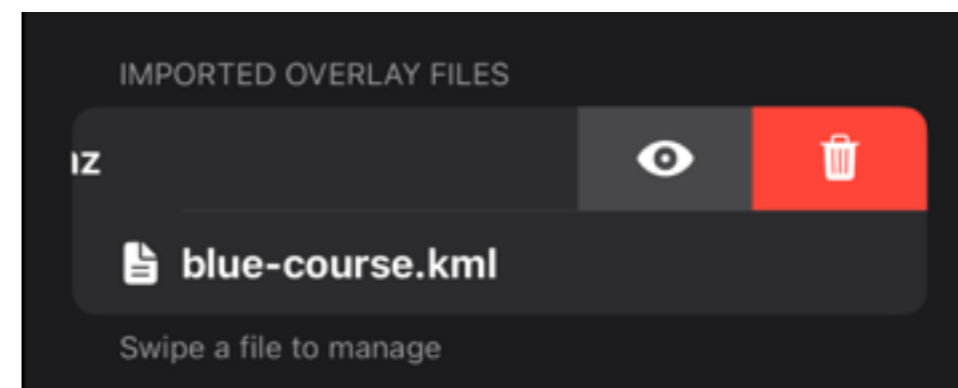
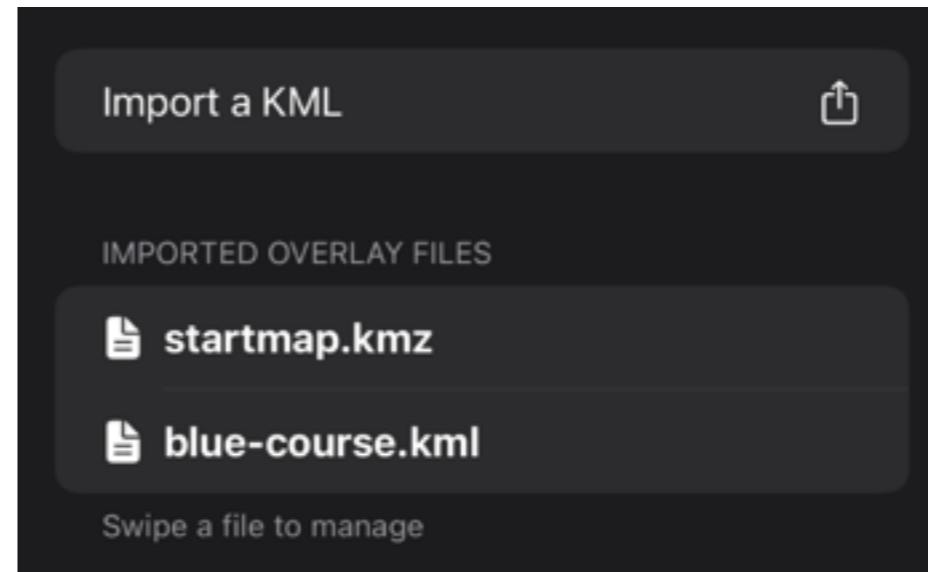
PACKAGES AND OVERLAYS

KML/KMZ Overlays

KML Overlays can be accessed from the Settings menu. They can be imported from the local device, and will also display any files imported from data packages. Similar to Data Packages, KML overlays can be hidden or deleted.

Note that KML or KMZ files that are part of a data package are separately managed from the Data Package, and will also need to be removed when removing the data package.

Currently KMLs do not support Icons or Styles, nor support GroundOverlay or MultiGeometry, but do allow for HTML in the remarks of Points



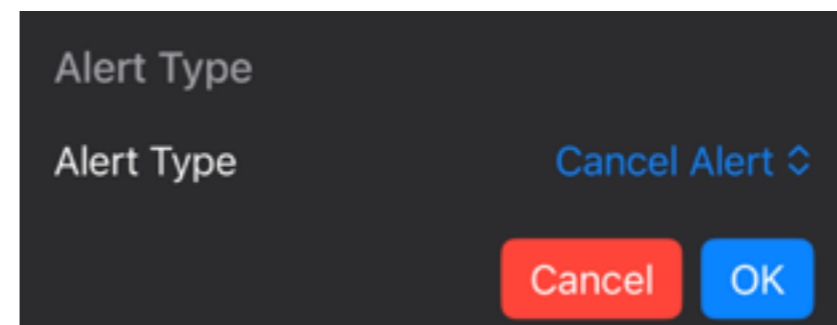
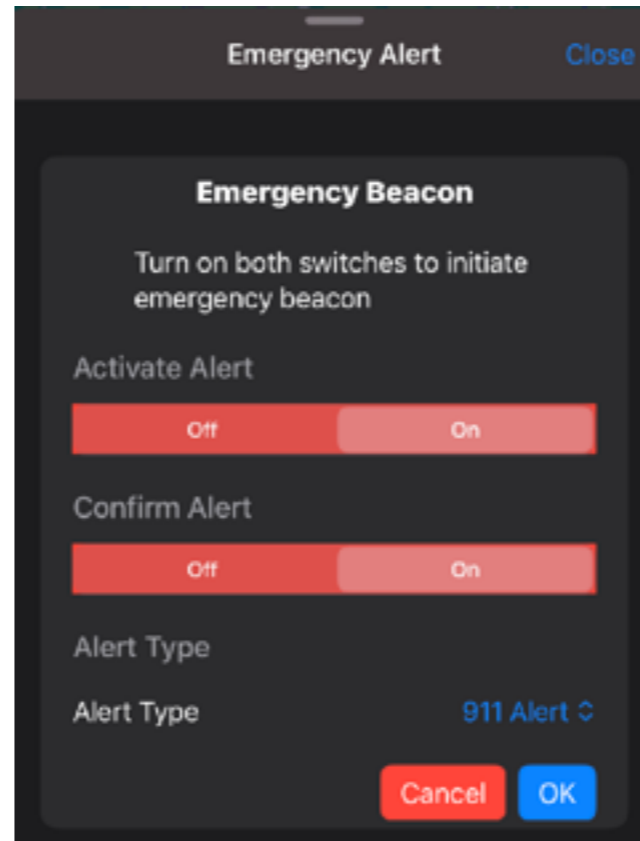
EMERGENCY ALERTS

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.

For more information, please visit

<https://flighttactics.com/takaware>

