

# TMJ-Mobile Tutorials

## Getting Started

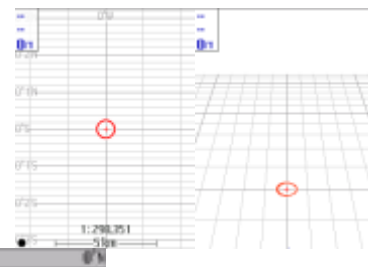
Hopefully by now you've downloaded and installed TMJ-Mobile on your phone and it should be available in the phones 'Applications' list. The first time the program is run it will briefly display the splash screen followed by the default POSITION information page. Initially it won't know where you are, so will just display 0,0 as your location.

POSITION	
Latitude [0°S]	
Longitude [0°W]	
Altitude 0m	
Satellites 0in use	HDP/VDDP -/-
Time 18:55:42*	Date 22 Sep 2008

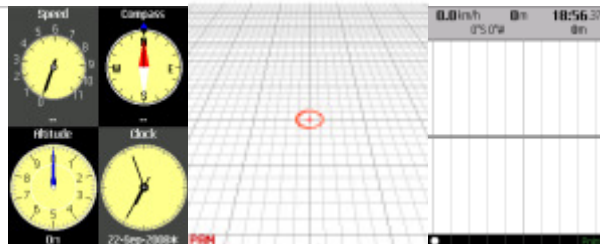
There are nine main screens, each accessed via the number keys [1]-[9]. Many of the screens will initially seem empty or inaccessible the first time they are viewed since no data has yet been added or recorded.

POSITION	
Latitude [0°S]	
Longitude [0°W]	
Altitude 0m	
Satellites 0in use	HDP/VDDP -/-
Time 18:55:42*	Date 22 Sep 2008

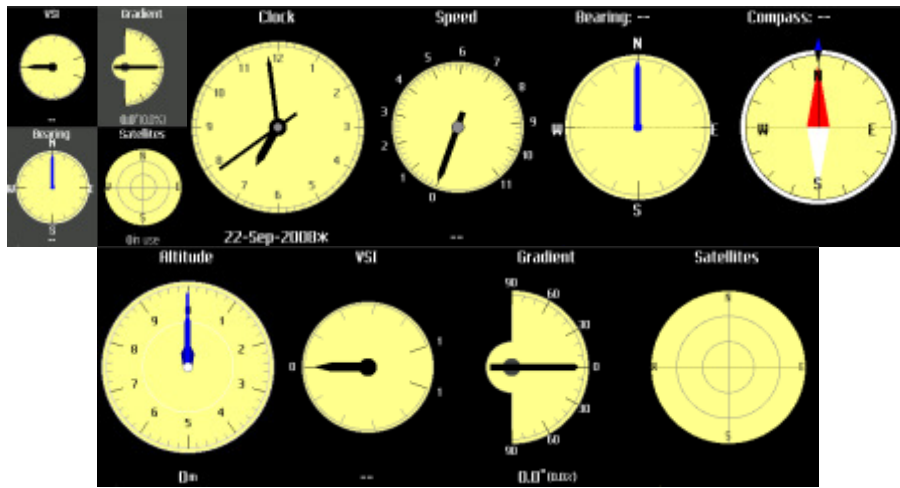
NO ROUTE  
LOADED!



NO MAPS  
LOADED!



Some screens also have multiple 'sub-pages' which are accessed by repeatedly pressing the associated number key, or via the [left] and [right] cursor keys. For example, pressing [7] repeatedly cycles through the different gauges:



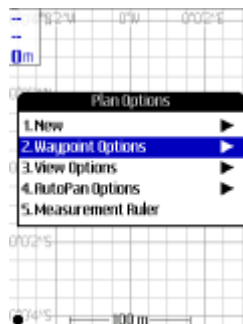
## Menus

The Main Menu is accessed via the [Select1] key. This key may differ between various handsets, but on most 'standard' phones it is the main left-hand key just below the screen.



To navigate the menus use the [up],[down],[left] and [right] cursor keys. The [Select1] or [fire] keys are used to 'click' a menu option. You can also press the [1]-[9] keys to jump straight to a menu option. Press [Select2], [0] or [left] to close the menu.

Most screens also have a Context Menu accessed via the [Select2] key. This menu varies depending which screen is active - it is analogous to the Windows 'right-click' menu.



## Set TMJ Device Code/Password

Before going any further you should now enter your TrackMyJourney account details into the [TMJ-Mobile 7.Settings / 5.More Settings / 1.Set TMJ Device Code...](#) page so that the phone can be identified when communicating with the website. Enter your TMJ User Name, Device Code and Device Password (these last two items can be found in the MY ACCOUNT/SETTINGS/Devices page on the website). Alternatively, the latest version of TMJ now displays a 'Login' prompt at startup. Enter your usual TMJ

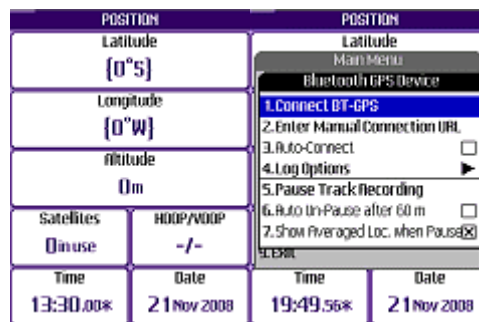
Username/Password and it'll connect to the website and set your Device Code and Password as necessary.

## Connecting to a GPS Device

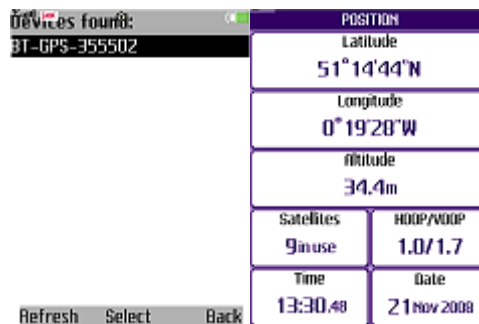
There are three ways in which TMJ-Mobile can receive a GPS Signal: via an external Bluetooth GPS Device, via the phones built-in GPS Device, or via a wired 'Serial Port' GPS Device. The method for connecting is slightly different for each, so we'll look at each method individually...

### Bluetooth GPS Device

Ensure that the bluetooth device is switched on and has a GPS signal (sometimes indicated by a flashing or steady green LED, depending on the model). Also ensure that the phones bluetooth is switched on (though some phones will turn this on automatically when required).



Select [Main Menu / GPS / Connect BT-GPS](#) option. The phone will begin searching for bluetooth devices within range, which may take a few seconds. Once the GPS device is listed scroll down to it and press the Select key. The phone should then connect to the device and begin receiving the GPS location data. (Note: If the GPS device doesn't appear in the list use the 'Refresh' menu option to start the search again. Occasionally this may need to be repeated a couple of times).



If you would like TMJ-Mobile to automatically connect to the device each time it is started select the [Main Menu / GPS / Auto-Connect](#) option.

### Internal GPS Device

This option is used for phones that have an internal GPS device and support the Java 'JSR-179 Location API', for example Nokia Series 60 phones, most BlackBerrys, Sony Ericsson C702, C905 etc. (Windows Mobile users should probably use the Serial Port Connection method, detailed below).

Firstly we need to make sure that the Internal GPS Device connection method is enabled. For phones which support both Bluetooth and Internal GPS options the [Main Menu / GPS / GPS Options / Switch to xxx GPS](#) menu is used to switch from one to the other. To enable the Assisted-GPS (if the phone supports it) tick the [Main Menu / GPS / GPS Options / Allow Costs \(Assisted-GPS\)](#) option. This uses the internet to download information on the currently available satellites, which can speed up the time that it takes for the phone to achieve a good GPS 'fix'. Some phones (Sony Ericssons with Internal GPS in particular) may work better with the [Main Menu / GPS / GPS Options / Basic Connection](#) option ticked.

POSITION		GENERAL		Main Menu
Latitude {0°S}		Wpts/Rds/Urs 172/0	Snt/Rcd/Fid 0/0/0	Internal GPS Device
Longitude {0°W}		Bytes Sent 0bytes	Bytes Recd 0bytes	1.Connect Int.GPS
Altitude 226.4m		TotBytes Snt 1033bytes	TotBytes Rcd 103kB	2.Auto-Connect
Time 20:11:05*	Date 21 Nov 2008	Total Dist 5695km	Total Memory n/a	3.Log Options
		Memory Used n/a	Memory Free n/a	4.Pause Track Recording
		GPS Status (B5827) GPS Not Connected		5.Auto Un-Pause after 100 m
				6.Show Averaged Loc. when Paused
				9.Exit

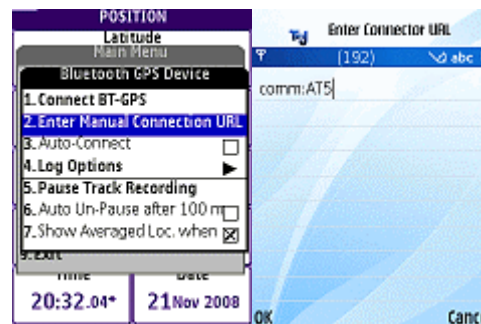
You can now select **Main Menu / GPS / Connect Int.GPS** to start the internal GPS. The Text Page/GENERAL subpage (press [1] to cycle between pages) shows the status of the internal GPS. If it does not currently have a signal it may say *Int GPS Signal Invalid*. Once you are outside with a good view of the sky this should change to *Int GPS Signal OK*.

POSITION		GENERAL	
Latitude 51°14'58"N		Wpts/Rds/Urs 172/0	Snt/Rcd/Fid 0/0/0
Longitude 0°18'03"W		Bytes Sent 0bytes	Bytes Recd 0bytes
Altitude 231m		TotBytes Snt 1033bytes	TotBytes Rcd 103kB
Time 20:01:28	Date 21 Nov 2008	Total Dist 103km	Total Memory n/a
		Memory Used n/a	Memory Free n/a
		GPS Status (2002:05) Int GPS Signal Ok ✓	

You can also now set the **Main Menu / GPS / Auto-Connect** if you would like TMJ-Mobile to automatically connect to the GPS each time it is started in future.

## Serial/Communications Port GPS Connection

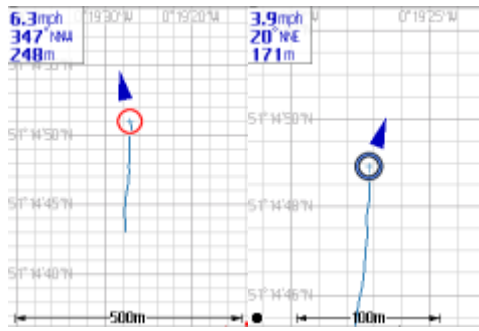
Some phones use this third method to connect to their internal or wired GPS. This is achieved by inputting a 'connection URL' that TMJ-Mobile then uses to connect to the GPS hardware. This is entered via the **Main Menu / GPS / Enter Manual Connection URL** function. The exact URL will differ between handsets but should always start with the text "comm:" followed by the name of the communications port to connect with, eg: comm:COM5. The port name will vary depending on the phone/GPS combination, but the currently available ports are listed in the **Main Menu / About...** screen.



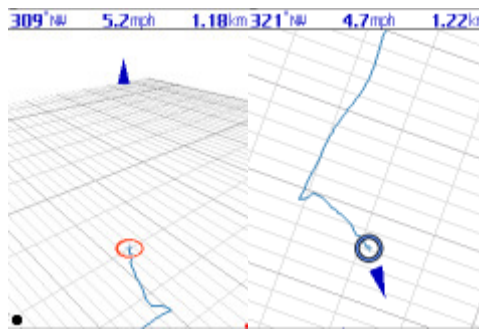
NOTE: For Sony Ericsson users with an HGE-100 'GPS Enabler' device, the URL should be entered as "comm:AT5".

## Recording a Track

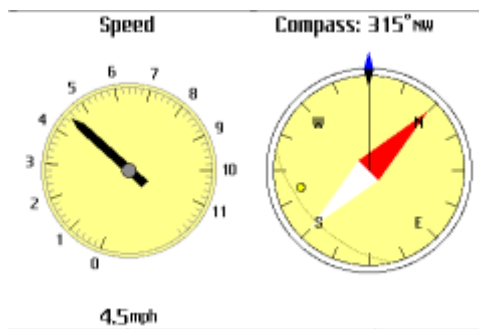
Its probably about time to go out for a walk to best see TMJ-Mobile in action! As you walk along, a track of where you have been is recorded and displayed as a blue line on the Plan page (key [4]). Press the [fire] key to turn on 'AutoPan' (shown by a black dot in the lower left corner). This locks the Plan to keep your current location in view. Use the [\*] and [#] keys to zoom in and out. With AutoPan off the [up],[down],[left] and [right] cursor keys pan around the view. Press [4] to jump back to your current location, then [4] again to zoom out to view the entire track.



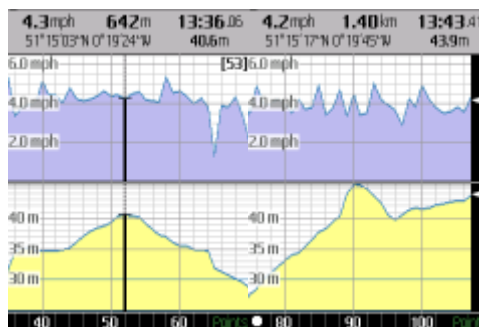
Try the Navigation page (key [5]). This shows a rotated perspective view, locked to your current position. Pressing [fire] locks the view rotation to your current direction of travel. Press [fire] again to unlock the view, the [left] and [right] keys can then be used to rotate, and the [up] and [down] keys to tilt the view.



On to the Gauges page (key [7]). Each gauge should be fairly self-explanatory. Press [left]/[right] to switch between the full-screen gauges and [up]/[down] for the quarter-screen gauges.

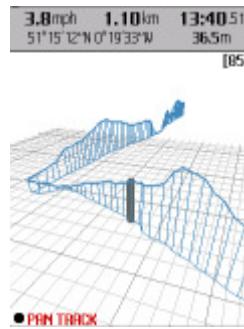


The Graphs page (key [9]) shows your speed and altitude profile as you move along. Press [fire] to lock the graph to your current location, or [fire] again to unlock the graph allowing the [left]/[right] keys to manually scroll. The [\*]/[#] keys zoom in and out, whilst the Context Menu [Select2] gives further options for selecting the x-axis (Points, Distance, Time, etc).



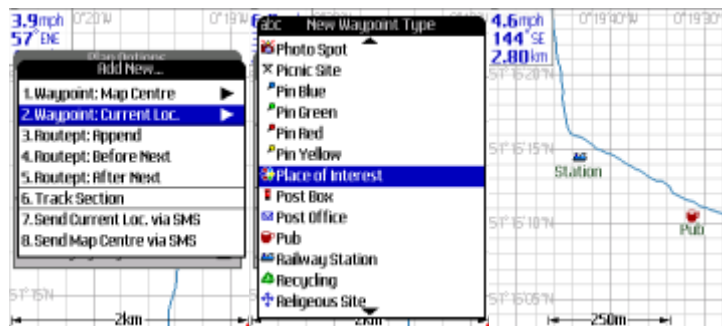
Finally try the Visualisation page (key [8]). This can be used to intricately examine the track point-by-point. As with many of the other screens the [fire] key locks/unlocks the view to the track. When locked the view will always be centred on some point along the track, when unlocked the view is able to be

freely panned around. On this screen the [8] key is also used to switch between Walk, Pan and Rotate modes, which control how the cursors keys function.



## Waypoints

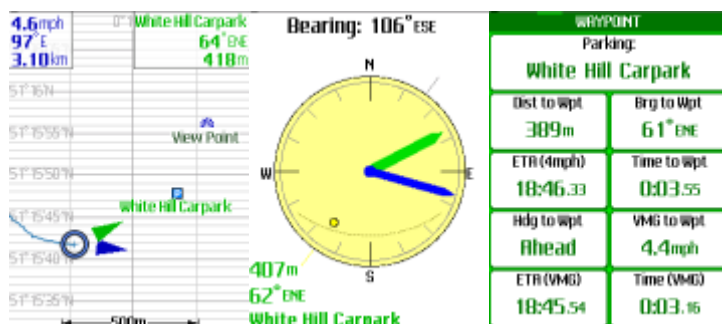
A Waypoint is any form of 'Point of Interest' or location that you want to store for future reference, eg: Home, Office, Pubs, Railway Stations, Supermarkets, etc.



Try adding a Waypoint at your current location [Plan Page Context Menu / New / Waypoint: Current Location](#). Select a Type/Icon then Enter a name for the waypoint. You can also scroll around the Plan or Map pages to add waypoints at other locations ([Plan page context menu / New / Waypoint: Map Centre](#))



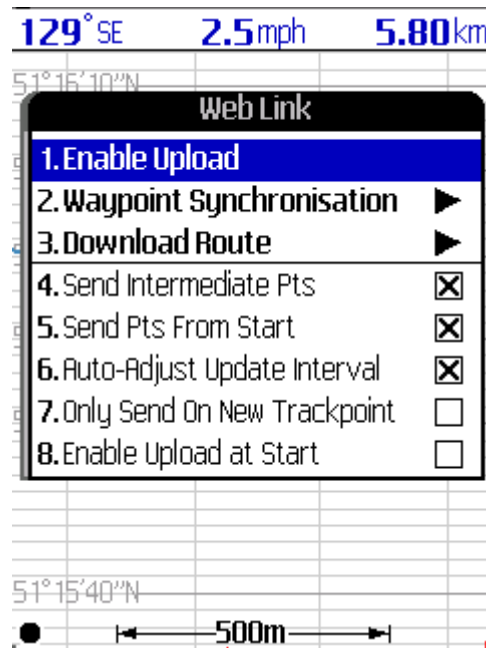
The Waypoints are listed on the Waypoints page (key [2]). Use [up]/[down] to scroll the list and [left]/[right] to switch the currently displayed Waypoint Group. To select a Waypoint press [fire] - the Waypoint becomes active and is highlighted in green. It is also highlighted on other screens:



## Live Tracking

Hopefully in the Getting Started tutorial you entered your TMJ User name, Device Code and Device Password into the Settings screen. If not then you should do this now as the web-based features need this information in order to identify your phone to the TMJ website.

The web features require internet access on your phone. This will probably have been setup when the phone was first purchased, but you may need to check with your provider to verify this.

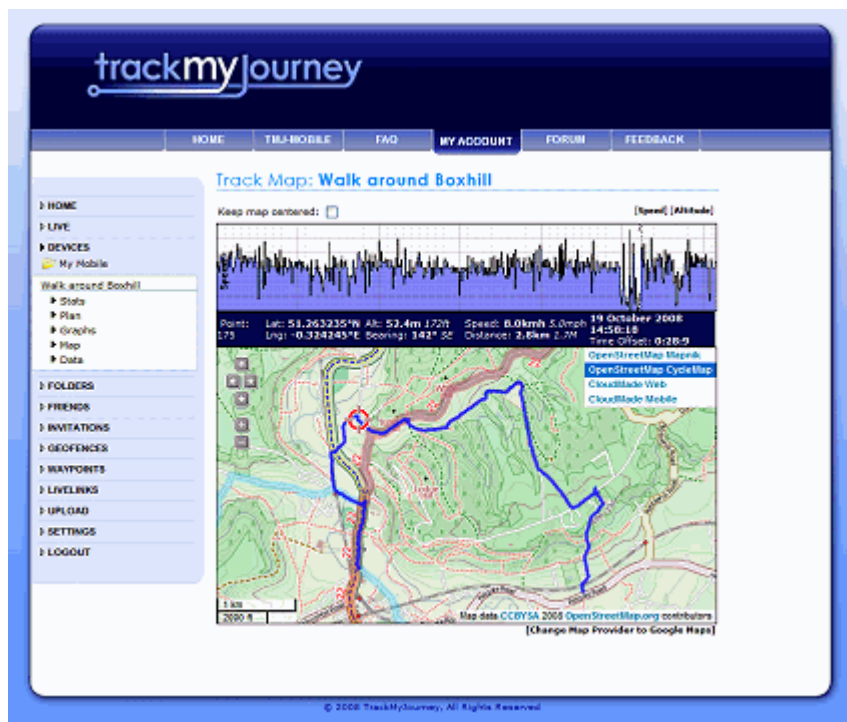


To enable the live tracking select the [Main Menu / Web / Enable Upload](#) function. The phone may then display a security prompt asking whether you want to allow TMJ to access the internet (this is simply to prevent unauthorised applications from using up your internet data allowance). Accept this message and phone will send the current track and live location to the TrackMyJourney website, and will then repeat this every few seconds (the interval can be changed via [Main Menu / Web / Transmit Interval](#)) until you select [Main Menu / Web / Disable Upload](#) or exit the program.

Now log-in to your TrackMyJourney account on the website and visit the LIVE page (click the link on the left-hand menu bar) - if everything has worked correctly you should see a map showing your location:

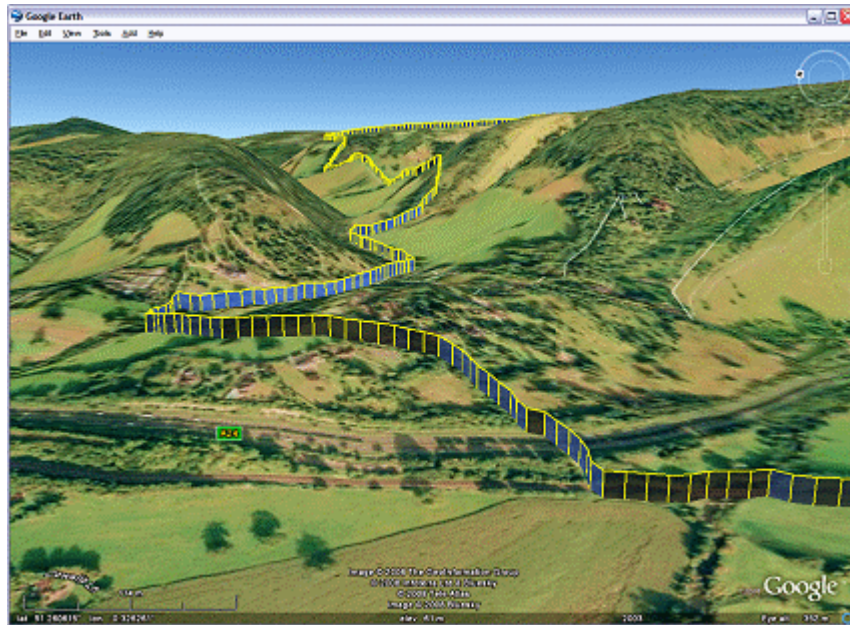


The website also stores the entire track sent from the phone, which can be viewed via the DEVICES/My Mobile page. Tracks can be edited on the website, moved into other FOLDERS in order to better categorise them (eg Driving for Work, Walks, Holidays, etc), analysed and displayed on a map:



They can also be viewed in Google Earth:



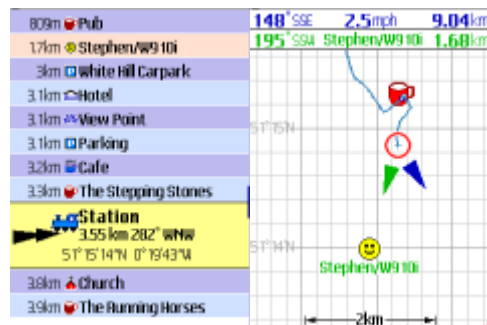


## Sharing Your Location

Once you have got the live tracking working you can share your location with friends and other TMJ users of your choice. There are a number of ways that you can share your location:-

### Shared with Other TMJ Users

By assigning other TMJ users permission to access your location and/or tracks they will then be able to view your location as a 'Live' waypoint within TMJ-Mobile on their phone, and/or have access to view your stored tracks on this website (via the FRIENDS page).



Access permissions are based on *Users* and *Groups*. Your account has three Groups into which you can add other TMJ users via the SETTINGS/Friends page (they will need to tell you their TMJ Usernames to do this). For example you could use one group for close friends, another for family members, another group for work colleagues, etc.

**Group: Friends1**

X Bob Smith    
 X Joe Bloggs    
 X John Bull    
 X Fred White

(4 Users)

Add New User to Friends1:  <or Select From List> v

The SETTINGS/Permissions page is then used to assign permissions to each group, eg whether the group

should be able to see your live location, or which folders containing stored tracks they should have access to.

**Permissions for Viewing Live Data and Geofences:**

Devices	Public	Friends1	Friends2	Friends3	Invites
My Mobile	No	Yes	No	No	No

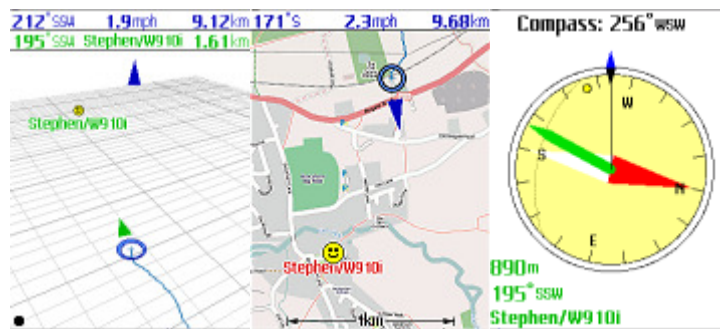
**Permissions for Viewing Stored Tracks:**

Devices	Public	Friends1	Friends2	Friends3	Invites
My Mobile	No	Yes	No	No	No

Folders	Public	Friends1	Friends2	Friends3	Invites
Routes	No	Yes	No	No	No
Uploaded Tracks	No	Yes	No	No	No

Update Permissions

Note that if you want to be able to view a friends location on your phone, and also allow them to see your location on their phone, then both accounts need to have the permissions set to allow the other person to have access.

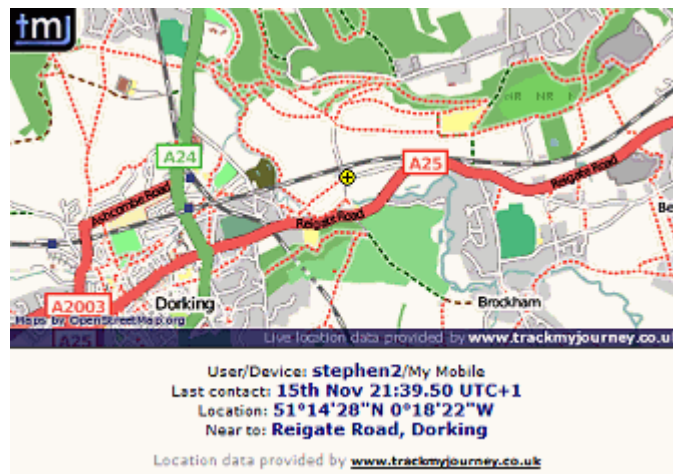


## Invitations

These are a simple way to allow somebody else to be able to view your location/tracks via the website, also with an option to limit their access for a period of time. Click the INVITATION/Send New Invite link and enter a friends name/e-mail address into the form. They will then be sent a unique URL allowing them access to the website. (You might want to initially see how it works by sending an Invitation to yourself).

## LiveLinks

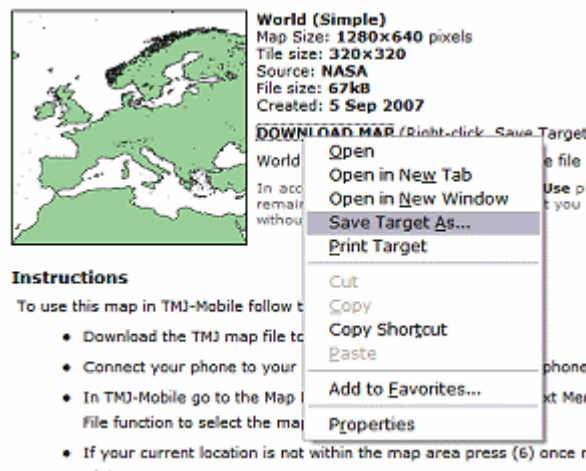
These are pre-configured snippets of HTML code that can be embedded into your own website to display your live location sourced from the TMJ website.



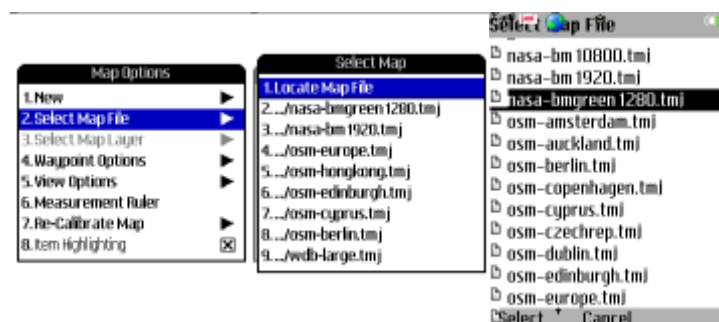
## Displaying Raster Maps

Screen [6] in TMJ-Mobile allows your location to be displayed on a raster map loaded from the phones memory card. Maps need to be stored in the TMJ file format - if you have JPEG or PNG maps in the right projection these can be converted using the [TMJ-MapOrganiser](#), but for the moment lets begin by loading a pre-converted map from the [Map Library](#).

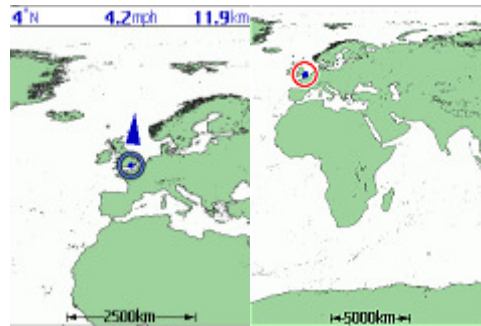
Download the [World \(Simple\)](#) map - this is a useful map to start with as it is very small in filesize (<70kB) and covers the whole world. Transfer the file to your phones memory card (the exact procedure will depend on your phone model, but should be possible via bluetooth, USB cable or separate memory card reader). It may be worth creating a folder called TMJMaps (or similar) in the root of the memory card to keep all the maps in one place.



Start TMJ-Mobile and switch to screen [6], then use **Context Menu / Raster Map Source / Offline - Open Local File / Locate Map File** to find the file on the memory card. Depending on your phone model, the Internal memory may be listed as the C: drive and the Memory card as the D: or E: drive.



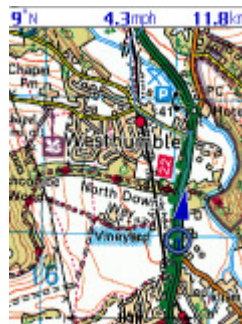
Some phones may display security prompts requesting permission to read from the phones memory card, but after accepting them the map should display on screen. If the screen stays all grey this probably indicates that the map doesn't cover the location that is currently being displayed; press [6] a second time to jump to the map's centre.



Maps can contain more than one 'layer' - the MapOrganiser allows different levels of zoom to be stored as separate layers - press the [\*] and [#] to switch between them.

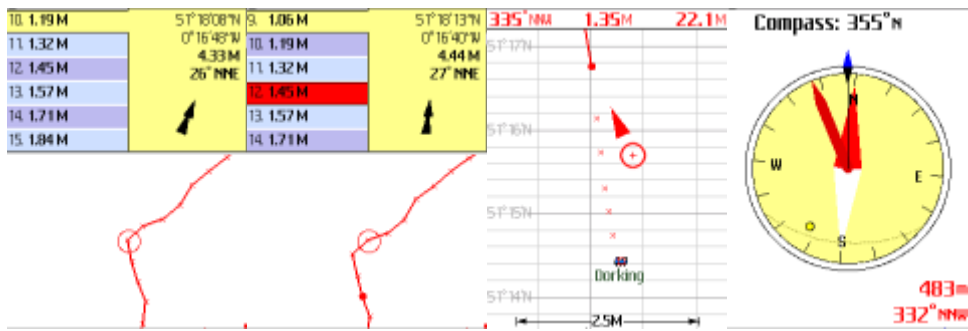


Try some of the other maps from the Map Library, or have a go at creating your own using the MapOrganiser. The [OSConverter](#) can also be used to convert maps in UK National Grid Projection, for example scans from Explorer or Landranger maps.



## Routes

A Route is a pre-defined list of points that TMJ-Mobile will attempt to guide you along; as you reach the currently selected point the subsequent one will become the 'live' one, and so on, until the end point is reached. Routes are managed via the Route Screen (press [3]). Once a route has been created pressing [3] a second time will select the nearest routepoint and make the route active - other screens will then show arrows/information (in red) about the route progress.

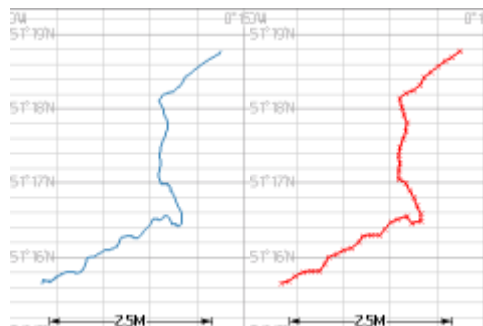


## Creating a Route

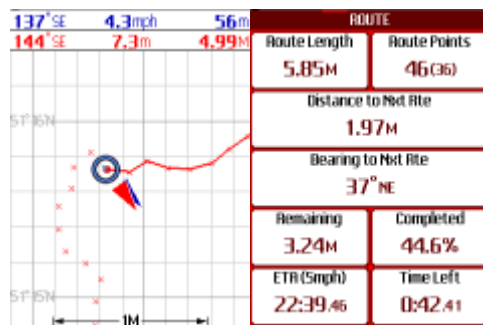
Although TMJ-Mobile can't automatically generate a route from one place to another there are several ways to create a route manually, which is useful for cross-country walking, rambling or similar outdoor activities:

### Converting a Track To a Route

Lets suppose you've gone for a walk and have got lost. The [Menu / Tools / Convert Track To Route](#) function can be used to create a route from the existing track. The [Screen 3 Context Menu / Reverse Entire Route](#) function will then reverse the route enabling TMJ to guide you back the way you have come, right back to the original starting point.

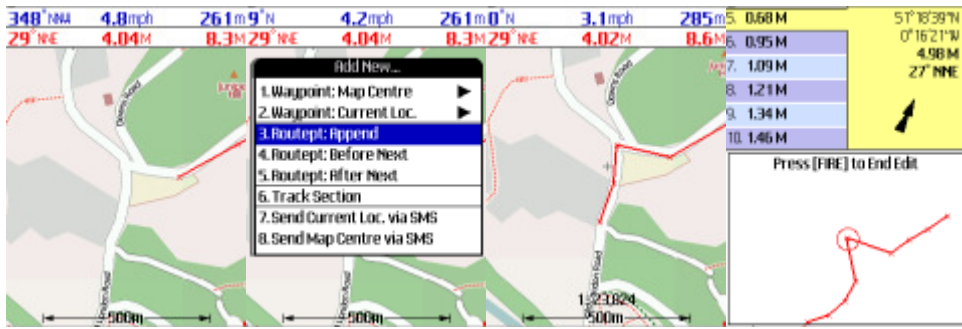


Another use for converting the track to a route is to save the route for frequently-used journeys, for example driving, cycling or even catching a train to work. When the route is then used the following day TMJ will be able to give a more accurate ETA, based on your current average speed, along with an accurate 'distance to destination' readout.



## Manually Creating/Editing a Route in TMJ-Mobile

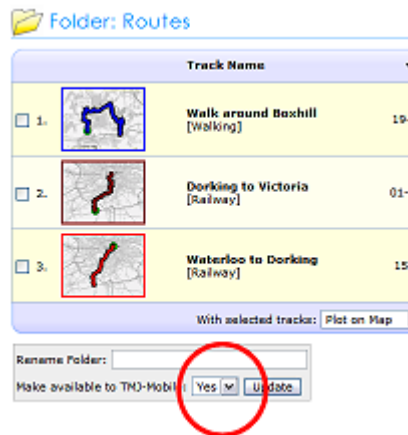
The Plan [4], Map [6] and Visualisation [8] pages can each be used to add new routepoints via [Context Menu / New / Routept.](#) If a routepoint has been entered incorrectly then the [Route page context menu / Edit Point Location](#) function allows its location to be adjusted.



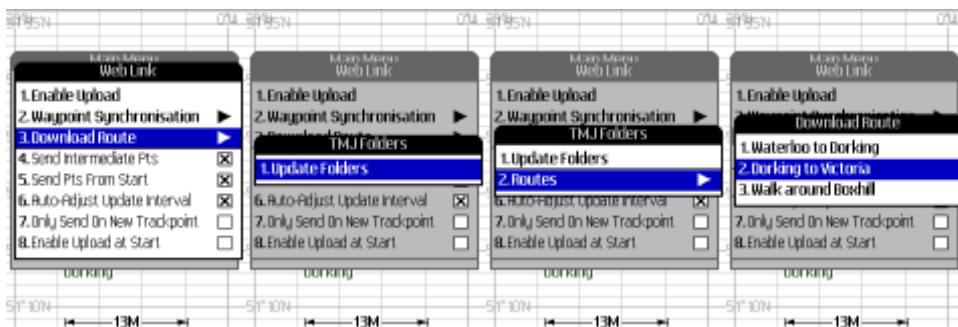
## Downloading a Previously Recorded Track from the Website

By using the Web Upload function to upload your live track to the TrackMyJourney website this will then be stored on the website and can then be downloaded back to the phone in the future for use as a route. The procedure is as follows:

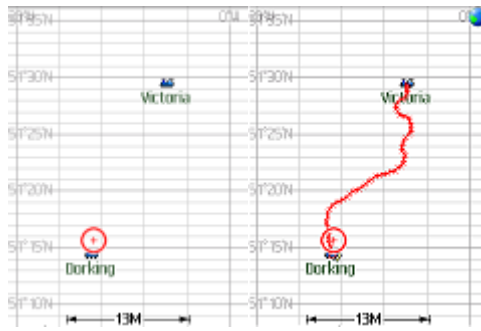
1. When out and about use the [Menu / Web / Enable Upload](#) function to upload your current track to the website.
2. On returning home login to the website and move the track to the Routes folder, or to any folder which has the 'Make Available to TMJ-Mobile' option enabled.



3. Next time you're out and about with TMJ-Mobile use the [Main Menu / Web / Download Route / Update Folders](#) function - this will download the current list of available folders and routes from the website.



4. Return to [Main Menu / Web / Download Route](#) to see the updated folder list. Select a folder and choose the route to download.



## Manually Creating a Route from Scratch on the Website

Similar in use to the 'Download a Previous Track' option above, the website has a (currently quite basic) page for drawing a route directly onto a map, which can be quicker than doing this manually in TMJ-Mobile itself. This route can then be downloaded to the phone by following steps 3 and 4 above. The Create Route page can be found at the bottom of any folder list.

Date	Start-Finish Times (UTC+1)	Length	Points
19-Oct-2008	14:30 - 16:45 (2:15:22)	9.96km 6.19M	616
01-Dec-2007	15:22 - 16:16 (0:53:44)	38.1km 23.7M	195
15-Jul-2006	22:05 - 23:01 (0:55:57)	36.0km 22.4M	200

Plot on Map  **Create New Route**