

QR-PTT PUSH TO TALK

USER GUIDE



A Push to Talk Application

QR – PTT USER'S GUIDE

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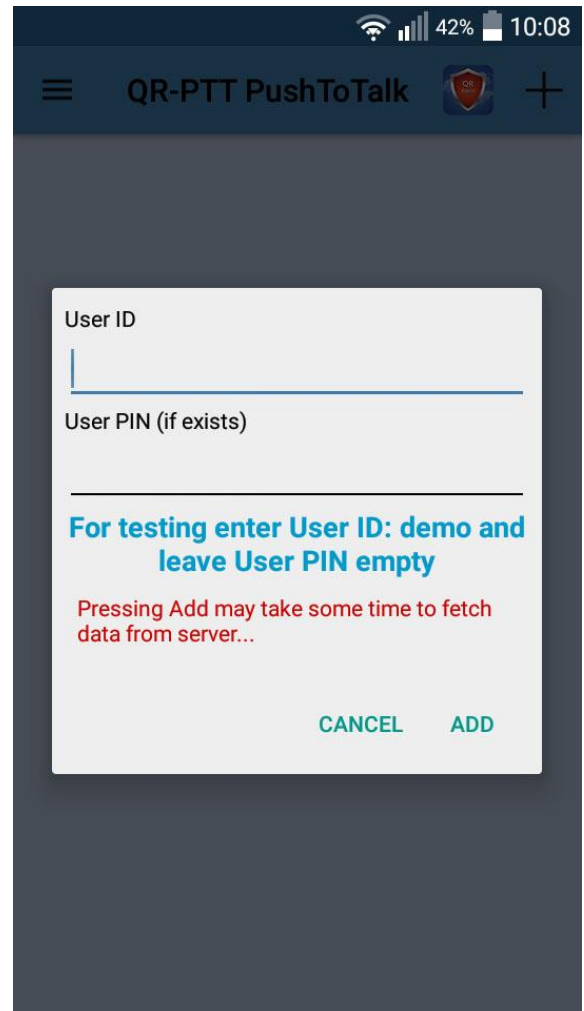
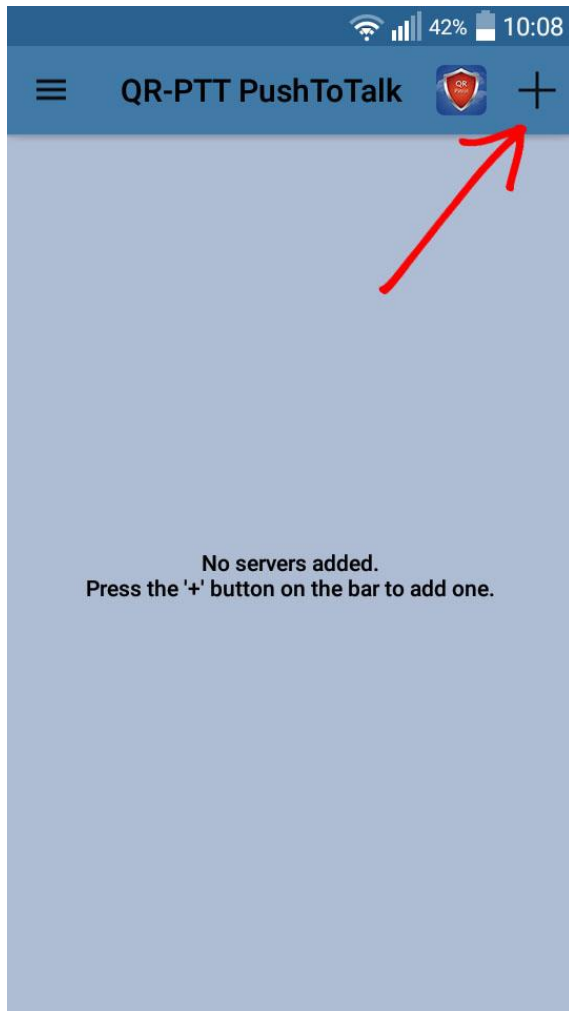
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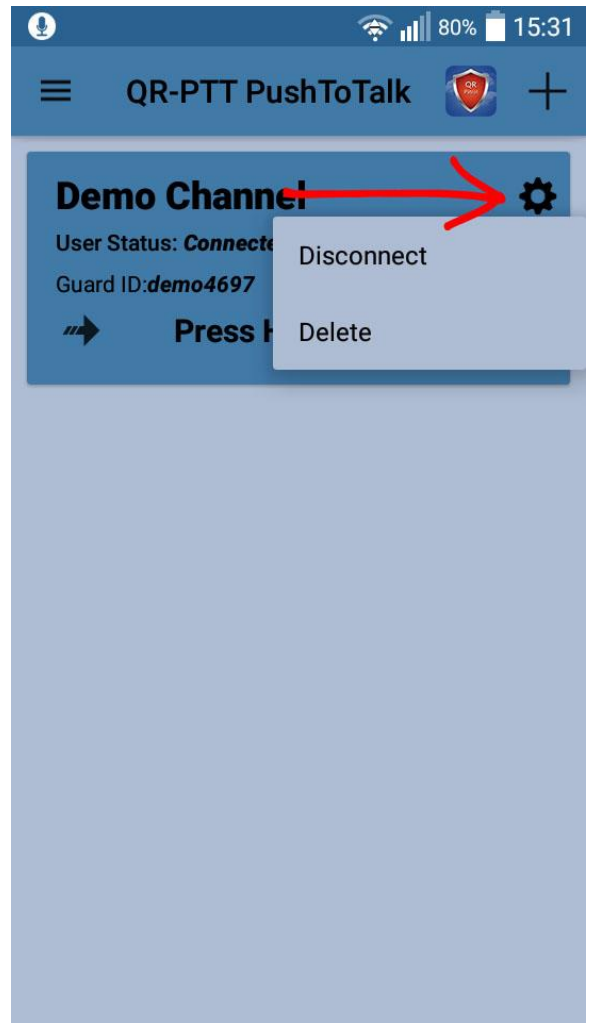
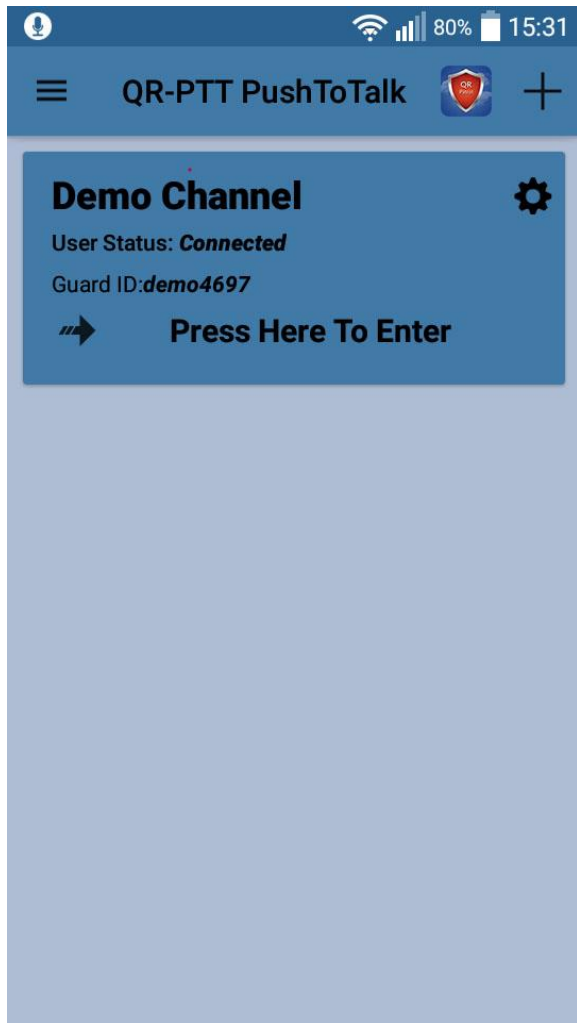
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1. Channel Log In



When the user presses the plus (+) icon, a dialog window appears. In this dialog user has to insert his credentials and then press 'Add' in order to log into the server.

If the user is already logged in, and follows the same procedure as before, the previous channel card will be deleted and it will be replaced by a new one.



If the credential validation is successful, the channel's card will be displayed, along with some details. The user has three options:

- 1) Enter the Channel: In order to enter channel user has to press on channel's card.
- 2) Disconnect: User disconnects from the server but the server's card remains.
- 3) Delete: User disconnects from the server, but also deletes the channel's card.

2. Action's Bar icons



Figure 2.1

If the user presses the expand button as shown on **Figure 2.1** then a menu with 2 options appear. The two options are "Mute" and "Deafen".

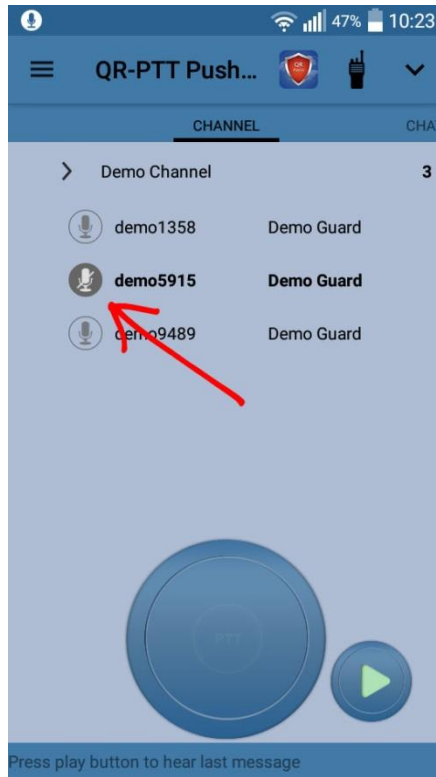
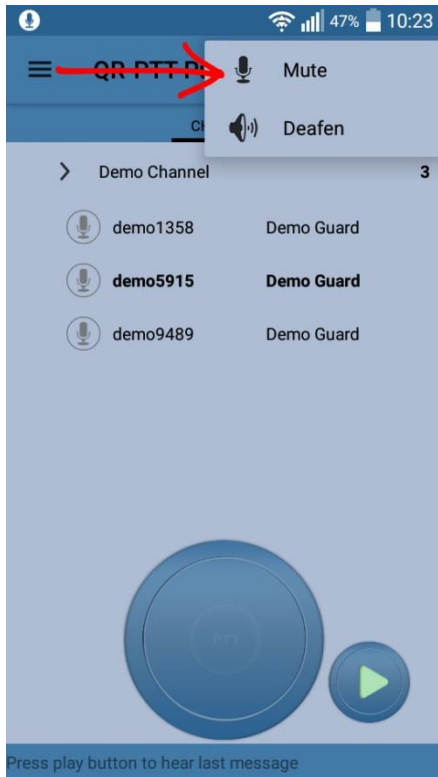


Figure 2.2

If “Mute” icon is pressed then the user mutes himself from the rest users in the channel; additionally the icon in front of the target guard’s id turns from microphone to a microphone with an oblique line as shown on **Figure 2.2**.

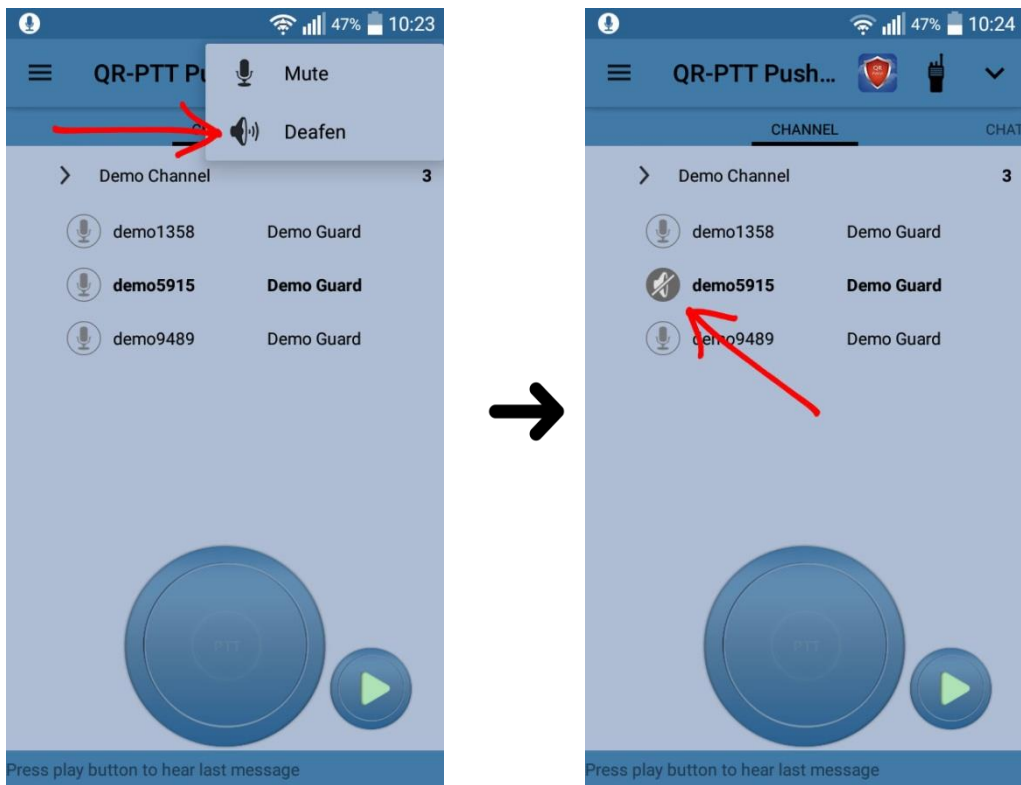


Figure 2.3

If the user presses “Deafen”, he isolates himself from the channel (i.e. cannot talk or listen to the channel); additionally the icon changes as shown on **Figure 2.3**.

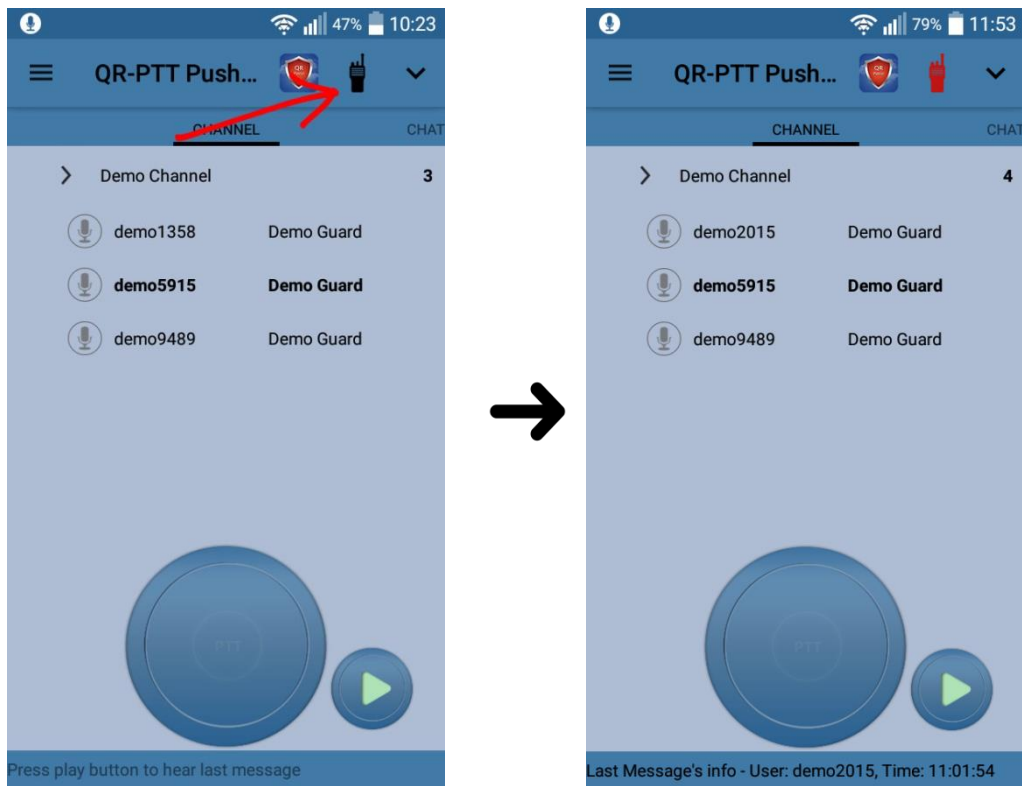


Figure 2.4

If the user presses on the walkie talkie icon then the color of the icon turns red (**Figure 2.4**) and the user can use the volume button of his device as PTT button.



Figure 2.5

Finally, if the user presses the QR – Patrol icon (**Figure 2.5**) then QR – Patrol app opens and QR – PTT continues to run on the background.

3. Chat

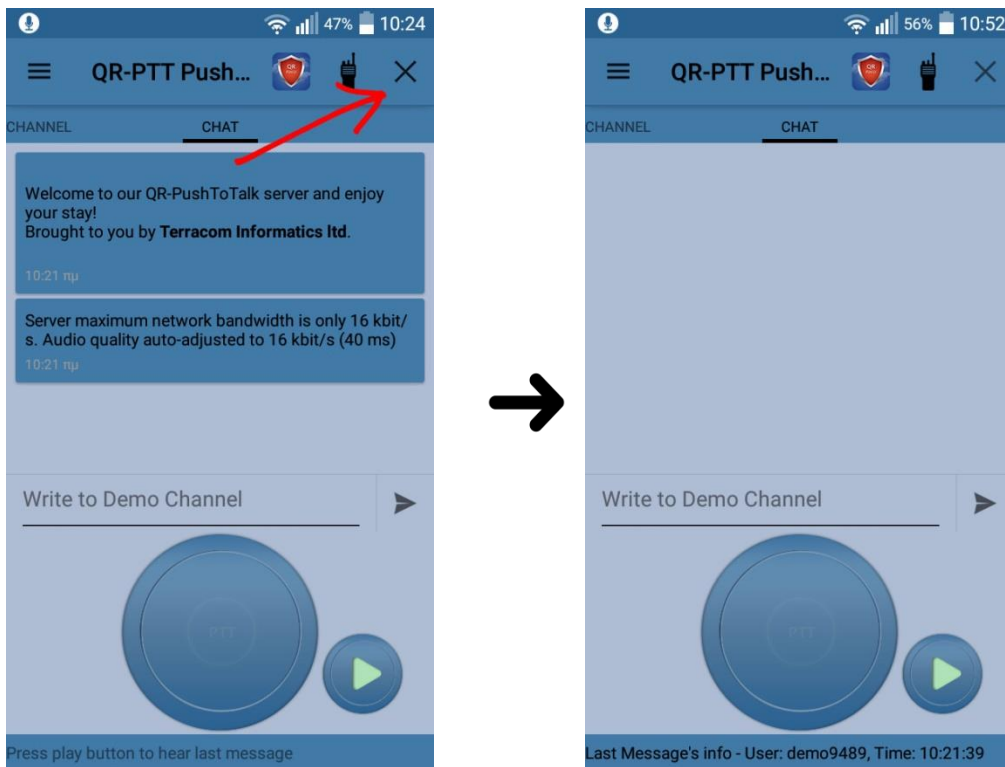


Figure 3.1

When user press “x” button all the messages from the chat are deleted (**Figure 3.1**).

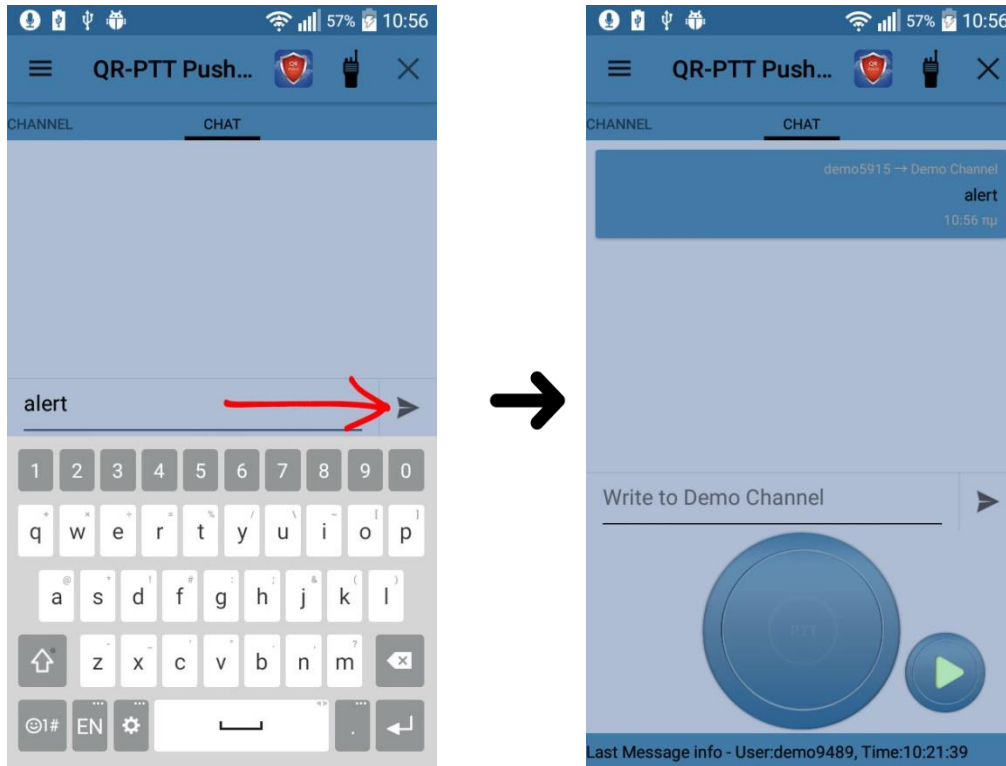


Figure 3.2

The user can send a message to everybody in the channel. Every text message sent includes information on the message sender, receiver as well as the message sending timestamp (**Figure 3.2**).

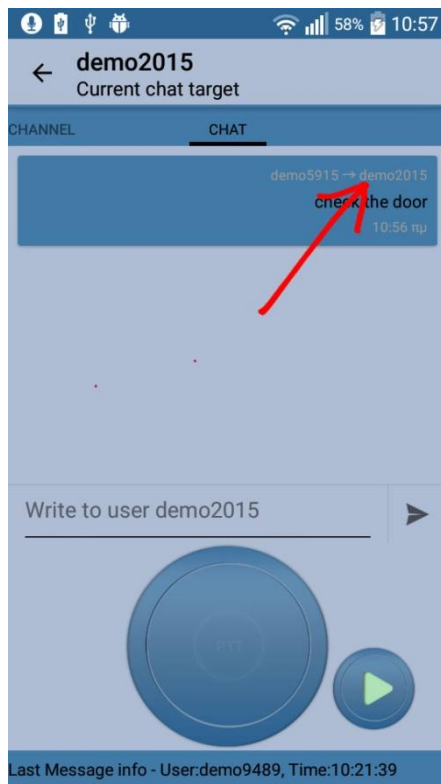
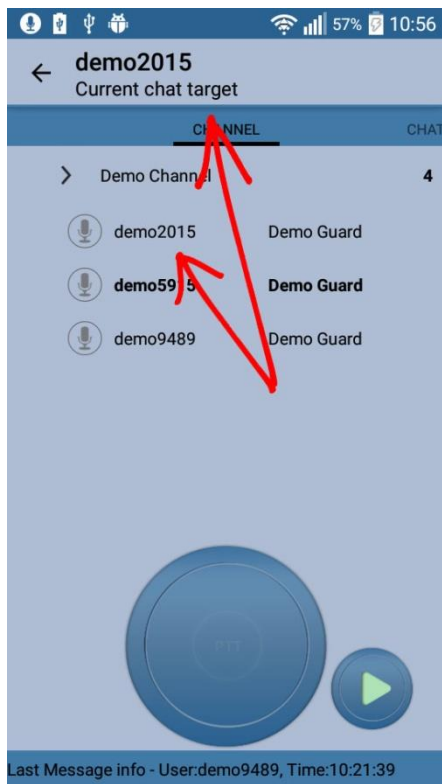


Figure 3.3

A guard can also send a private test message to another guard (**Figure 3.3**). First he has to select a guard and then send the text message.

4. PTT Button and Last Message



Figure 4.1

In order to talk to the channel, the guard has to press the PTT Button (**Figure 4.1**). When the guard is talking the icon in front of his guard id becomes red and the PTT Button becomes lighter. In addition his icon in front of his guard id becomes red (also visible to the rest of the guards in the channel).

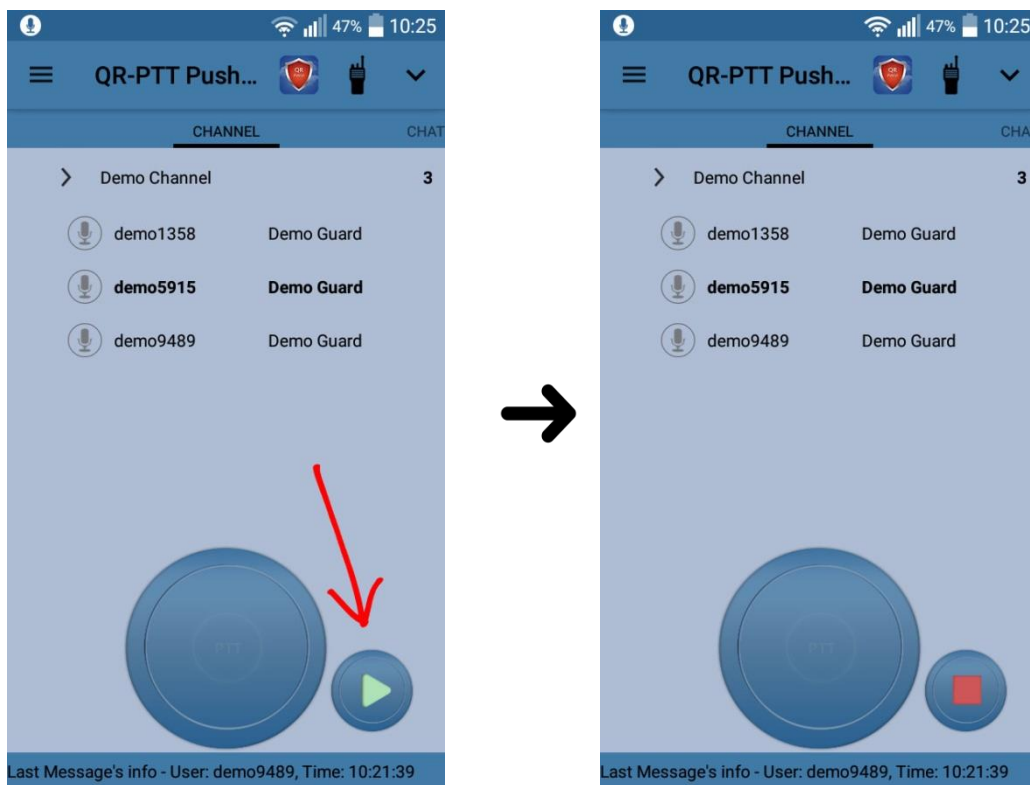


Figure 4.2

The Last Message's (i.e. the message that has been sent last to the channel) info can be seen at the bottom of the application main page (**Figure 4.2**). If the guard wants to hear the Last Message sent, he has to press the play button. The play button changes to stop button, while the message is being reproduced. If the stop button is pressed reproducing of the last message stops.

Note: If someone talks to the channel while the guard hears the last message, then the guard first listens to the last message and afterwards to the other guard who spoke.