

Track Player

Track Player is an application, which serves to build tracks on the map and play them. The app provides a possibility to play several tracks simultaneously. Besides, you can view photos sent by equipment as well as events and violations registered on the interval.

Interface

There are several elements in the application interface. The central part is occupied by the map where units' tracks are built. Go to the left top side of the map to find track building panel where the initial parameters to be set. A list of tracks with general information about them is placed below the track building panel. The bottom part of the screen is occupied by the player control panel.

Track Building

To begin working with tracks, go to the track building panel. Choose any time interval and unit in the dropdown list, and a track's color in the color box. Different types of intervals could be chosen in the dropdown menu: established ('Today', 'Yesterday', 'Current week', 'Current month', '7 days', '30 days') and adjustable ('Custom') where any dates could be indicated.

The established intervals are applied instantly. In order the custom interval to be applied it is necessary to click on the button 'Change interval'.

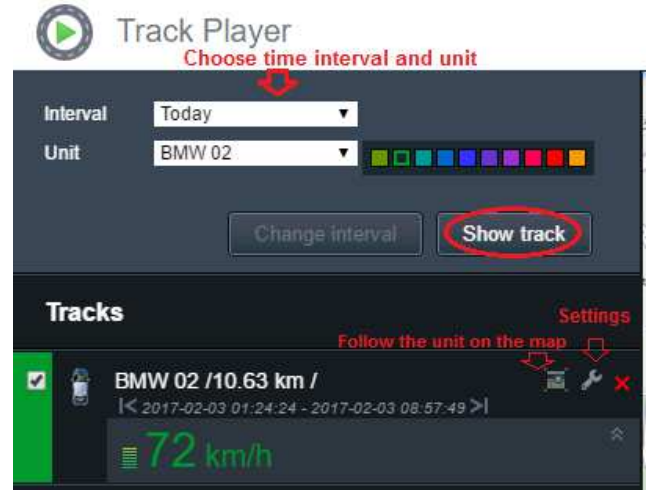
After all the initial data (time interval, unit, and color) have been indicated, it is necessary to click on the button 'Show track'. The corresponding track appears on the map and in the track list.

Clicking on the unit's icon the map will be centered on a current location of the unit. Opposite to every track in the list there are buttons of different adjustments (up to 4 buttons): 'Show/hide photos', 'Follow the unit on the map', 'Settings'. Their purpose is described below.

Map

Scaling buttons are situated in the top left corner of the map. There is a possibility to choose map layers (Gurtam Maps or OpenStreetMap). The corresponding menu is situated in the right top corner.

After clicking the button 'Follow the unit on the map' in the list of tracks the map will always be centered on the unit, i.e., the unit will not leave the vision area while playing a track.



Track Playing

In the bottom all the width of the screen is occupied by the player control panel. Click the 'Play' button to start. Click it again to pause. To the left of the 'Play' button you can choose an appropriate playback speed (it could be changed even during playback).

While playback is on you can not only follow a unit's position on the map, but also observe the dynamically changing parameters' values (speed, sensors). The values will be displayed in the track list (left panel). To choose these parameters click the 'Settings' button opposite the track and indicate the necessary items.

The upper part of the player control panel is the chronological scale corresponding to the chosen time interval. Trips on the scale are shown with color stripes. By clicking the 'Show/Hide photos' button, you add to the scale the smaller-sized photos sent by a unit. Presence of such a button and photos depends both on whether this function is available on the equipment and whether these photos been received on the chosen time interval. Point the cursor on a photo to view it enlarged.

White marks on the scale mean events registered in the unit history. Point cursor on such a mark and a tooltip with event description appears. Corresponding marks are also shown on the track.

The scroll bar is situated below. Dragging the slider you can easily move on the map to the location of a unit in a particular moment of time (either playing a track or staying on pause). Any part of an interval could be viewed in detail. Borders of the chosen part are indicated by clicking on the play bar. You can drag the borders with cursor. If any part is chosen, the chronological scale will be reconsidered according to it, and only this part could be played.

Using single arrows 'Back'/'Forward' it is possible to skip from 1 to 9 seconds depending on the indicated playback speed. Using double arrows it is possible to move to the beginning/end of the chosen interval.

Clicking on the spanner button in the right corner of the panel, the 'Skip intervals between trips' option could be activated. In this case only the unit's messages defined as trips will be played.

