

SeeYou Mobile



SeeYou Mobile Help for version 2.11

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1 Introduction

SeeYou Mobile v2.1

SeeYou Mobile is a stand alone application for the Pocket PC environment which will help glider pilots at all levels better understand soaring while it is happening.

Help section includes documentation on the following subjects:

- . [Map page](#)^[21]
- . [Statistics page](#)^[31]
- . [Information page](#)^[30]
- . [Menu](#)^[32]
- . [Settings](#)^[49]
- . [Windows Mobile tips and tricks](#)^[72]

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1.1 System requirements

There is a variety of options about which devices will run SeeYou Mobile.

Compatible Operating systems

- . Windows CE 3.0
- . Pocket PC 2002
- . Pocket PC 2003 (aka Windows Mobile 2003)

Compatible Processor types

- . MIPS
- . ARM
- . Strong ARM
- . X-Scale ARM

Compatible Displays

- . Monochrome
- . Color 240x320
- . VGA 640x480

Required Memory

Depends mostly on the size of the terrain map. Without the map it is ~500KB. You can control the size of the map through Mobile wizard in SeeYou.

If you have no clue about what the above means, let's try to break it down to what might be more familiar.

Compaq Aero 15xx and 21xx

SeeYou Mobile will run on these devices IF they are running Windows CE 3.0. It will NOT run on Windows CE 2.xx. It is generally possible to upgrade from Windows CE 2.xx to 3.0, however the availability of upgrade chips may be a problem.

These devices have monochrome or 256 color displays, old and slow MIPS processors. We suggest

turning off the terrain map through Menu > Settings > Map > Terrain > Off.

Compaq/HP iPAQ

They are not all the same. You should distinguish between series 19xx, 36xx, 38xx, 39xx, 41xx, 51xx and 55xx.

36xx and 38xx are older models with medium speed processors, but do have a color screen. SeeYou Mobile runs very well on these devices.

39xx, 22xx, 41xx, 51xx and 55xx have newest processors and brighter screens. They are the recommended choice for your device if you are buying an iPAQ.

19xx do not have a COM port available. They will only work with Bluetooth GPS. It will NOT work with most of the GPS devices, including all GNSS loggers we use in cockpits.

Other devices

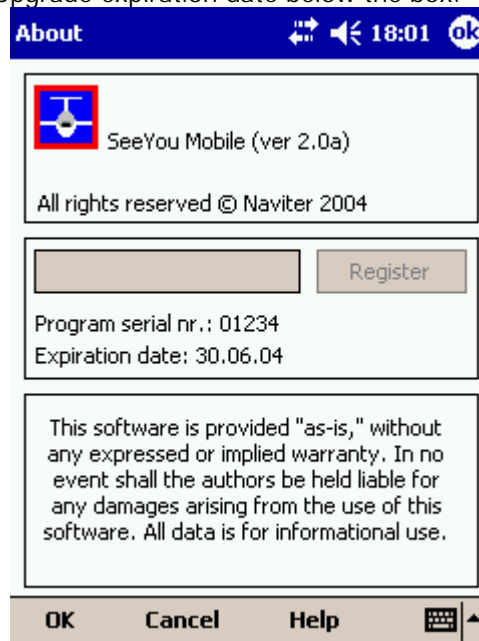
SeeYou Mobile will run on any of the other Pocket PC devices that have compatible hardware. In general, any device that came with at least Pocket PC 2002 operating system is compatible without a problem. Make sure it has a COM port, so you can use it in cockpit.

1.2 Registering SeeYou Mobile

Unregistered version of SeeYou Mobile is 100% functional. It will however pop-up a dialog to ask for the registration key every so often.

To be able to use SeeYou Mobile without interruption you should register SeeYou Mobile. A registration key can be purchased online (<http://Mobile.SeeYou.ws>) or through our distributors worldwide. The registration key allows you to install any upgrades free within the specified period. After this time, you can still use SeeYou Mobile without limitations. To upgrade after the expiration of the upgrade key, you need to purchase an upgrade to the original key.

To enter the registration key, go to the [About](#) dialog box in [Menu > ">>>" > About](#). Enter the key in the box and press Register. If the registration is successful, you will see the information about the Serial number and Upgrade expiration date below the box.



1.3 Starting SeeYou Mobile

The easiest way to start SeeYou Mobile is to place a shortcut to the Today screen of your SeeYou Mobile. You can do that through the [Menu > Settings > Miscellaneous](#)^[6] dialog.

SeeYou Mobile's default application folder is \Program Files\mSeeYou

1.4 About Naviter

Naviter is a Slovenia based company. We develop highly featured and easy to use software for glider pilots. We focus on the needs of glider pilots worldwide through our trademarks SeeYou and SeeYou Mobile.

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2 Getting started

This topic wants to cover some of the basic things you need to know in order to start using SeeYou Mobile. If this is your first time using SeeYou Mobile, take a few moments to follow these first few simple steps:

- [Installing and uninstalling](#)^[6]
- [Running SeeYou Mobile for the first time](#)^[7]
- [Copying files to SeeYou Mobile](#)^[8]
- [Learning to use SeeYou Mobile](#)^[10]
- [Connecting to the GPS Source](#)^[10]
- [Using profiles with SeeYou Mobile](#)^[12]
- [Flying badge, record and racing tasks](#)^[14]
- [Flying Assigned Area tasks](#)^[16]

2.1 Installing and uninstalling

Installing

The easiest way to install SeeYou Mobile on your Pocket PC is to download the installation file from <http://Mobile.SeeYou.ws>

Run the downloaded file on your desktop PC and follow the instructions on the screen. Unless you change something during the installation, it will be installed in \Program Files\mSeeYou folder on your device, while terrain, airspace and waypoint files will be in \My Documents\mSeeYou folder.

A shortcut to SeeYou Mobile will be placed on the Today screen of your device. Use this icon to quickly start the application.

Uninstalling

To remove SeeYou Mobile from your device, you should go to Start > Settings > System > Remove Programs. Select Naviter SeeYou Mobile and press the Remove button. It will remove the program

files, registry settings, terrain, airspace and waypoint files while recorded flights will remain on your device.

2.2 Running SeeYou Mobile for the first time

After successful [installation](#)^[6], use the SeeYou Mobile icon on your Today screen to start the application.

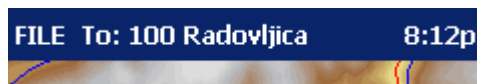
Unless you are connected to the GPS source already, it will inform you that a GPS input is unavailable and ask you to select a new input. Click Yes and the [Settings > Input](#)^[62] dialog will be opened. To run an already recorded demo flight, select File, then press OK in the command bar at the bottom of the screen.

What you get is the demo flight on a demo map with demo waypoints and demo airspace. The airplane will takeoff at a 20:1 accelerated replay and the Navboxes will start to show values which the pilot would have been looking at if he was flying with SeeYou Mobile on that particular flight.

The [Map page](#)^[21] display is divided into Header > Map with symbols > Command bar sections from top to bottom.

Header

gives you information on GPS Status, the waypoint you are navigating to, system information like low battery, volume control and lets you minimize the application (the X button). Note that the X does not close SeeYou Mobile, it just minimizes it. This is different than what you are used to in the desktop PC.



[Map](#)^[21] with symbols

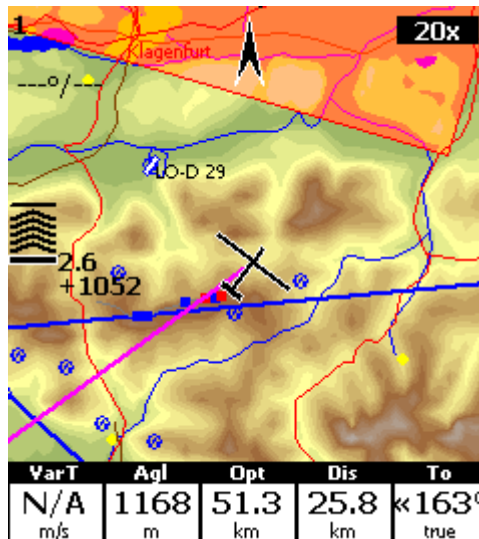
is where you will be looking for information all the time. You can tap the symbols to bring up additional dialogs for

- . [Wind](#)^[36] by tapping on the Wind vector
- . [Map orientation](#)^[34] by tapping on the North arrow
- . [Flight properties](#)^[37] dialog by tapping on the arrival altitude/MC symbol
- . Move the glider if you tap on the glider. This is also a sort of Pan function for the map.

Tapping on a waypoint on the map gives you a list of Waypoints, sorted on distance from the tap. This is a quick way to select a waypoint from a group of waypoints.

Dragging a line on the screen gives you a list of Waypoints, primarily sorted on the direction of the drag and secondly on the distance from the glider. This is useful for searching for a waypoint that is not on the screen, but you know it is in the specified direction.

The [Navboxes](#)^[55] are what you will use to display the information you need. Be it Final glide, Navigation, Optimization or another issue, use Menu > Navboxes to select which items you want displayed.



[Command bar](#)^[30]

holds 5 shortcuts to specific actions. In addition to the Command bar, actions are also assigned to any hardware buttons on the Pocket PC. You can select which buttons do which actions through [Menu > Settings > Commands](#)^[64].

The default actions for hardware buttons are

- . Up = Previous waypoint
- . Down = Next waypoint
- . Left = Previous page
- . Right = Next page
- . Calendar = McCready down
- . Contacts = McCready up
- . Inbox = Previous page
- . iTask = Next page

The default actions for software buttons from left to right (Command bar) are:

- . [Zoom](#)^[35]
- . [Display options](#)^[33]
- . [Goto](#)^[39]
- . [Task](#)^[42]
- . [Menu](#)^[32]



Try the functions of all of these buttons. Feel free to use the Help buttons on dialogs. They are context sensitive and will give you a much better idea about what is going on.

2.3 Copying files to SeeYou Mobile

Mobile Wizard connects SeeYou with SeeYou mobile to send files to the Pocket PC. Mobile wizard never expires. That means you don't have to have a registered version of SeeYou to transfer all of the

required data to the Pocket PC.

1. Connect your Pocket PC to PC through Active Sync
2. Run SeeYou
3. Go to File > Mobile Wizard

First page allows you to select the Items you wish to transfer to the device. You can choose from

- . Terrain (isolines)
- . Terrain elevations (for AGL reading)
- . Roads, Railroads, Rivers, Lakes and Towns
- . Waypoints and tasks
- . Airspace
- . Settings (Vector map color scheme, units, triangle properties, default observation zones)

Second page gives you the possibility to select basename and destination folder for the data you have selected to upload on the first page.

- . Files that are created on the Pocket PC (or disk) will have the same name as Basename and respective extensions CUB for airspace, CIT for vector maps and CUP for waypoints and tasks.
- . Destination folder can be either Pocket PC memory or local disk. Choose your preference through the radio buttons.
- . Use the Browse buttons to select the destination folder easily.

Third page asks you to draw a rectangle for the area you want to transfer to the Pocket PC. Use Ctrl+Up, Ctrl+Down to zoom out and zoom in. Click on the the borders of the map to move horizontally and vertically. This is the same procedure as in the other Map views in SeeYou.

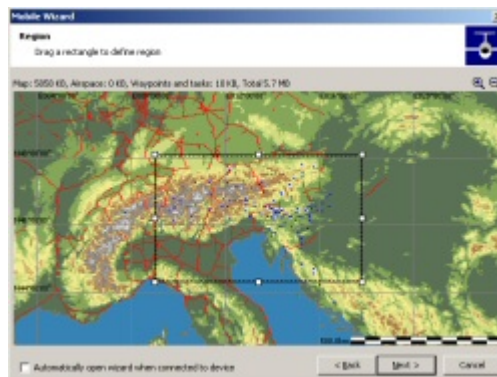
Fourth page shows progress in transferring or saving files.

Once the transfer has completed successfully, you may close Mobile wizard with the Finish button.

If you get a connection error, first check whether or not SeeYou Mobile was closed on the Pocket PC. It is important to understand the difference between the "X" button in Pocket PC and "X" button in desktop Windows. The "X" on Pocket PC works more like "minimize" in Windows. To really quit SeeYou Mobile you need to go to Menu > Next > "Exit".

You know SeeYou Mobile is not running when it is not listed under Start > Settings > System > Memory > Running programs. If it's there, stop it.

Then you will be able to communicate with SeeYou Mobile through Mobile Wizard.



2.4 Learning to use SeeYou Mobile

There is two recommended options to learn SeeYou Mobile before you get airborne.

File replay

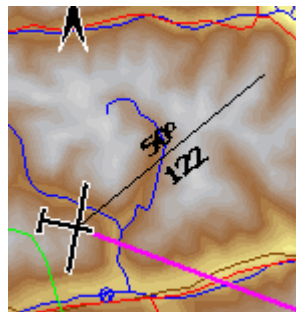
This is by far the most efficient way to learn SeeYou Mobile. What it does is it replays an already flown flight and enables you to see the data you would have been looking at if you had SeeYou Mobile with you on the particular flight. In order to set this up, copy some of your flights from the desktop PC through Active Sync' Explorer to Pocket PC.

Then go to [Menu > ">>>" > Input^{\[62\]}](#), then change input to "File". Press the "..." button and choose a flight you wish to replay. Now use the buttons to change Waypoints, McCready and pages. Tap on the screen to see what happens and setup Navboxes to what you want them to be. Note that you can setup [Navboxes^{\[55\]}](#) separately for each of the two Map pages.

Simulator

In the Simulator input mode, you can move the glider freely even without a prerecorded flight which enables you to go places you haven't visited in the air yet. To move the glider, tap on it, then drag a line out of the glider in the direction you want it to move. The longer the line, the faster it will go in the specified direction.

Learning SeeYou Mobile on the ground will give you time to think about gliding, task and scenery in the air rather than software.



2.5 Connecting to the GPS Source

In general - every GPS with an NMEA output is compatible with SeeYou Mobile. What you need is the correct wiring and correct settings in the GPS device. Below is a list of devices with particularities that you need to check before can make a successful connection.

To check whether or not Pocket PC is receiving data from the GPS, go to Menu > Settings > Hardware > Terminal. If you can see sentences being displayed in a once-per-second rate, then your Port Settings are setup correctly.

It is assumed that SeeYou Mobile is configured to communicate on COM 1, baude rate 4800, No Parity, 8 Bits and Stop bit 1. If not stated otherwise, these settings are assumed in Menu > Settings > Input > Port Settings. It is also assumed that the Pocket PC COM cable is the one you can use to connect the device to the PC through Active Sync. Note that proprietary cables can be made which can save you from having to use a null-modem adapter by reversing pins Tx and Rx.

EXTERNAL WIRED GPS UNITS

These units connect to the Pocket PC through a COM cable connected to the connector at the bottom of the Pocket PC device.

FLASH CARD/SLEEVE/BLUETOOTH GPS DEVICES

An overwhelming number of these devices is available worldwide. No standardization has been achieved between the manufacturers. That means that each device connects to the PDA with different settings, sometimes even by a single manufacturer. We therefore ask you to use this table as reference and help us build a better database by telling us how your device connects to SeeYou Mobile. Your best reference is the manual for your device.

Examples for external wired GPS units:

Garmin

- . Cables: Use the supplied Garmin PC cable, a male/male null-modem adapter and the Pocket PC COM cable.
- . GPS Setup: Interface must be setup to "NMEA Out".

LX Navigation / Filser

- . Cables: LX Navigation supplies cables, mounts and splitters to connect their instruments with PDA. We suggest you use these cables.
- . Setup: NMEA must be setup to output ONLY these sentences: GPRMC, GPGGA and LXWP_. LXWP_ is only available in newest firmware versions.
- . LX 1600 is delivered with all required cables from the factory. To communicate both ways with the unit you MUST setup Menu > Settings > Hardware > Device > LX 1600.

SDI Posigraph

- . Cables: LX Navigation supplies cables, mounts and splitters to connect Posigraph to the PDA. We suggest you use these cables.
- . Setup: Press Setup, then select Setup > Output. Select Output NMEA to Y, Output WINP to Y.

Volkslogger

- . Cables: Fa. Garrecht Avionik supplies cables and mounts to connect Volkslogger to the PDA. We suggest you use these cables.
- . Setup: SeeYou Mobile MUST be setup to communicate with Volkslogger by selecting Menu > Settings > Hardware > Device > Volkslogger.

Cambridge models 10, 20 & 25

- . Setup: SeeYou Mobile MUST be setup to communicate with Cambridge GPS-NAV by selecting Menu > Settings > Hardware > Device > Cambridge GPS-NAV

Cambridge 302

- . Cables:
- . Setup: SeeYou Mobile can communicate with 302 both ways. It MUST be setup to Menu > Settings > Hardware > Device > Cambridge 302. You can choose which data you wish to send and receive.

Printtechnik GR 1000

- . Setup: NMEA Output must be set to "NMEA A"

Examples of Bluetooth, Card or Sleeve GPS units.

Navman Sleeve

- . Setup: Go to Menu > Next > Input > Port Settings. Change Port to 4 or 6 (depends on the model), Speed to 57000, Parity None, Bits 8, Stopbits 1. Check Menu > Settings > Hardware > Terminal to see if Pocket PC is receiving sentences from the GPS.

TomTom

. Their devices are easy to connect in general. However, the TomTom application may not close the COM port properly on some devices. We suggest you make a soft reset before the flight and NOT use the TomTom software during the flight. See also our Support forum

Asus GPS Mouse

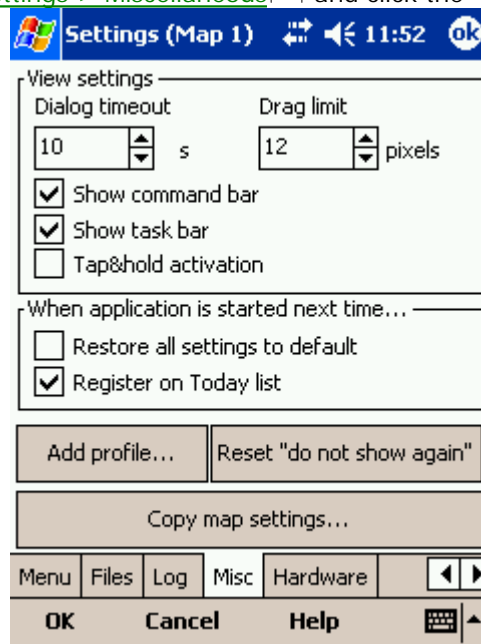
. Connects without setting up anything beyond the default settings.

2.6 Using Profiles

If you feel no need to make your application multi-profiled, ignore this feature and go read the next chapter.

If you fly several types of gliders or fly at different locations you are likely to be fed up with changing the polar, terrain, waypoint and airspace files each time before the flight. Profiles are new to SeeYou Mobile 2.0. You can have separate setups for each of your club's gliders plus one profile for the competition you are attending shortly. Here's how it works.

1. When you first ran SeeYou Mobile, a Default profile was created. Anything you have changed in the application was stored to this profile. Now comes a day when you fly the single seater of your club with a significantly different polar and GPS source than the one you have used previously. To avoid entering the polar, header and hardware data each time you go fly this glider, you may create a new profile by going to [Menu > Settings > Miscellaneous](#) and click the "Add Profile..." button.



2. You get to choose to either

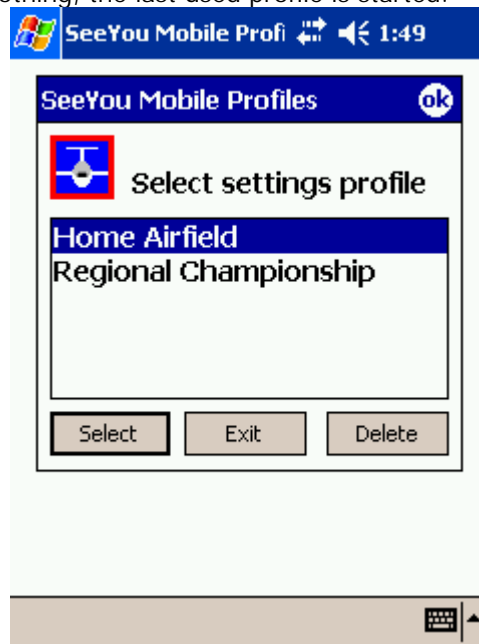
. Copy current profile (which makes an exact copy of your settings)

. Create a new profile (which creates a copy of the default settings)

You may give it a name according to what you are going to use it for. Be it "ASW 27", "LX 1600" or "World Gliding Championships 2004".



3. Next time you start SeeYou Mobile you will have two profiles to choose from. You have 10 seconds to select a profile. If you do nothing, the last used profile is started.



4. After you have loaded the profile for the first time you will want to set it up according to your preferences. Here is a handful of settings you will probably want to change before use:

[Links to Terrain, Airspace and Waypoint files](#)^[65]

[Pilot name and Glider type settings](#)^[66]

[Hardware that is connected to SeeYou Mobile](#)^[68]

[Navboxes for Map1](#)^[55]

[Navboxes for Map2](#)^[55] (they are separate, remember?)

2.7 Flying badge, record and racing tasks

To complete this type of tasks, you need to do some preflight preparation.

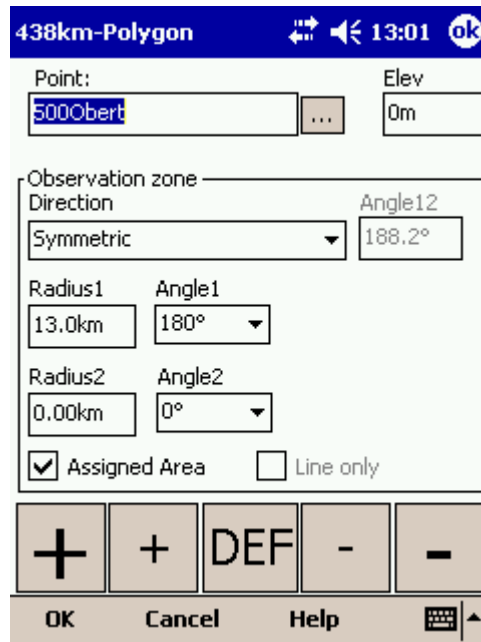
1. Enter the task you will be flying.

You will need to go to the [Menu > Task](#)⁴²⁾ dialog. Use the keypad to enter waypoint names in list view. Type first few characters, then use left and right keys to complete the selection.



After you have entered the task waypoints, check that waypoint sectors are setup correctly. At each of the waypoints, click on the Edit button to open [Edit point](#)⁴⁴⁾ dialog. Setup these values to fly FAI records or badges:

- . Start: Direction = Next, Radius1 = 0.5km, check Line only checkbox.
- . Waypoints 1-3: Direction = Symmetric, Radius1 = 3km, Angle1 = 45° (the rest is zero or not unselected)
- . Finish: Direction = Previous, Radius1 = 0.5km, check Line only checkbox.



2. Start the task in flight.

Look at the screen to see where the start line is in order not to miss it. You will get a sound warning telling you that you have successfully crossed the start line. After you have crossed the start line a box appears where the start time is displayed. To start navigating on the task, press the Start Time box. Navigation is moved to the first waypoint of the task and statistics runs.

To make a re-start. Change the target waypoint back to start point. The quickest way to do it is to open the Task dialog, select start point and press Goto. Statistics will be reset, when you cross the start line again.

3. Flying the task

To navigate during the task use all of the features that are made available to you through SeeYou Mobile:

- . [Map pages](#)^[21] to see where you are
- . [Navboxes](#)^[55] to see the flight parameters you are interested in
- . [Statistics](#)^[31] to see what you have done
- . [Airspace warning](#)^[28] to keep yourself out of trouble
- . [Goto dialog](#)^[39] to find nearest airports etc.



4. Final glide

Here's a suggestion. Flying final glides is the most comfortable when you use the Required L/D and Current L/D [navboxes](#)^[48]. What they do is they show the required L/D to the finish line and current L/D you are doing at the moment. You are on glide slope when Current L/D is higher than Required L/D. The calculation already includes reserve altitude. The nice part is that it is insensible of the MC setting, glider polar, wind calculation, setting for bugs and ballast. All of them can be wrong when you try to math through the glider polar.

Current L/D however is pragmatic - it tells you what you are doing. Required L/D is pragmatic as well. It tells you what you should be doing. If Current L/D is higher than the Required one you are doing good. If it looks like you can keep going like that, you are doing great.

Have fun making those final glides!

2.8 Flying Assigned Area tasks

In an Assigned Area task one has a choice of a large area where a turnpoint can be set. Speed is all that matters in an Assigned Area task. The pilot should have one fix in each area so, that he can maximize the given meteorological conditions. Assigned Area tasks can hardly be considered without using a Pocket PC device and its intuitive use of the touch screen.

1. Enter the task you will be flying.

You will need to go to the [Menu > Task](#)^[42] dialog. Use the keypad to enter waypoint names in list view. Type first few characters, then use left and right keys to complete the selection.

501km-Polygon			
Start: Sv. Peter			
	276°	177km	177km
1. Corvara			01:45
	57°	140km	317km
2. AAT-5000bert			03:08
	137°	142km	459km
3. Crnivec			04:33
	289°	41.7km	501km
Finish: Sv. Peter			
04:58			

Edit Insert Delete Goto

OK Cancel Tools Map

After you have entered the task waypoints, you must setup the properties for the Assigned Areas. Click on the Edit button of each waypoint to open [Edit point](#) dialog. To make the sector an Assigned Area, you should:

- . check the Assigned Area checkbox
- . enter Direction, Angle12, Radius1, Angle1, Radius2 and Angle2 values as assigned at the briefing.

To setup a "disc" shape sector, you should enter

Direction = Symmetric (not required)

Radius1 = a value in kilometers or miles, given at the briefing

Angle1 = 180°

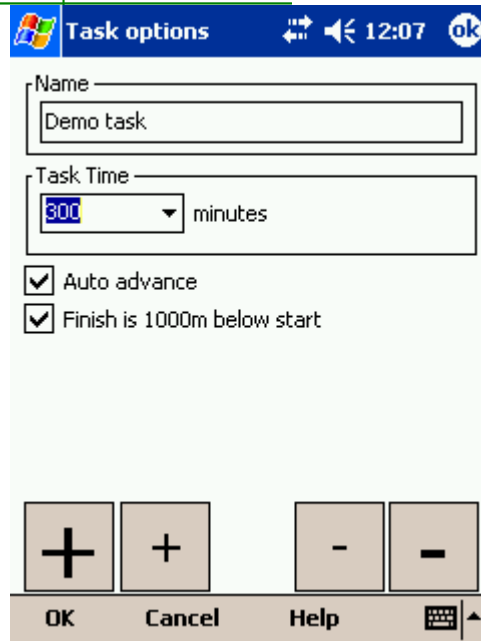
Assigned Area = Checked

438km-Polygon			
Point:		Elev	
5000bert		0m	
Observation zone			
Direction		Angle12	
Symmetric		188.2°	
Radius1	Angle1		
13.0km	180°		
Radius2	Angle2		
0.00km	0°		
<input checked="" type="checkbox"/> Assigned Area		<input type="checkbox"/> Line only	

+ + DEF - -

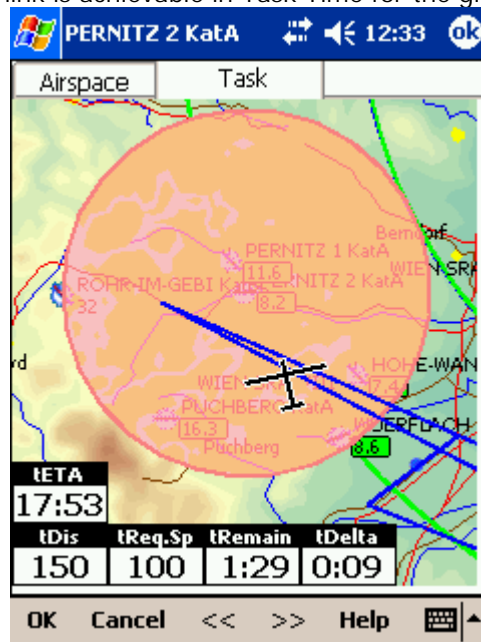
OK Cancel Help

The next thing to do is to setup the task time, also specified at the briefing. It is setup in minutes through [Menu > Task > Tools > Options > Task Time](#)^[46]



2. Before the flight

Turnpoints in each sector are setup to the center of each sector by default. But this is probably not where you are going to fly to given the latest meteo situation. If you have a rough idea about what you are going to do, go to [Menu > Task > Map](#)^[43] or tap on the screen and select the [Task tab](#)^[24] in Cursor Info dialog. Change the "navigate to" point in each sector to create a task of the desired length and speed which you think is achievable in Task Time for the given day.



3. Start the task in flight.

Look at the screen to see where the start line is in order not to miss it. You will get a sound warning

telling you that you have successfully crossed the start line. After you have crossed the start line a box appears where the start time is displayed. To start navigating on the task, press the Start Time box. Navigation is moved to the first waypoint of the task and statistics runs.

To make a re-start. Change the target waypoint back to start point. The quickest way to do it is to open the Task dialog, select start point and press Goto. Statistics will be reset, when you cross the start line again.

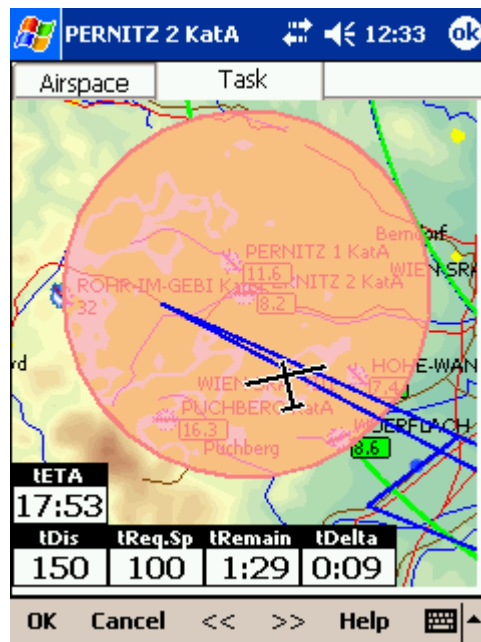
4. Flying the task

To navigate during the task use all of the features that are made available to you through SeeYou Mobile:

- . [Map pages](#)^[21] to see where you are
- . [Navboxes](#)^[55] to see the flight parameters you are interested in
- . [Statistics](#)^[31] to see what you have done
- . [Airspace warning](#)^[28] to keep yourself out of trouble
- . [Goto dialog](#)^[39] to find nearest airports etc.



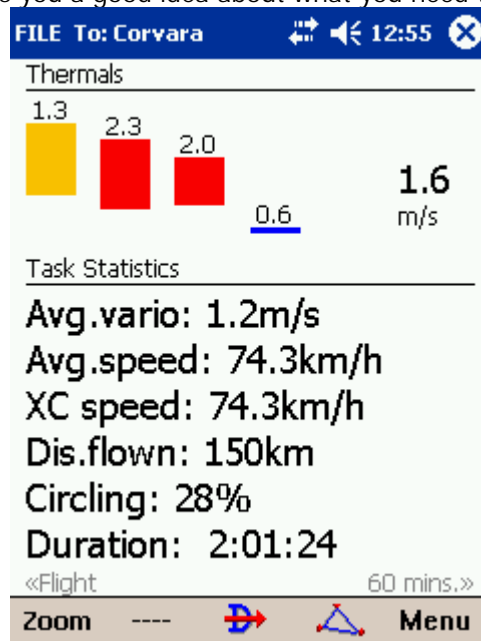
While on the task, you will get a much better idea about what the weather is doing for you. You will want to move the point in the next sector to optimize it for the speed you think is achievable for the rest of the flight.



Observe how the finish time indicators change as you move the point around. This will give you a very good idea about what you should be doing in the next couple of hours.

5. Statistics

While in flight, you will also be interested in the [Task Statistics](#) of what you have achieved. Two pages will help you understand what is going on. Task statistics gives you distance and speed achieved since crossing the start line while 60 minute statistics tells you how you are doing in the last hour. Comparing the two gives you a good idea about what you need to do to finish the task.



6. Final glide

Here's a suggestion. Flying final glides is the most comfortable when you use the Required L/D and

Current L/D [navboxes](#)^[48]. What they do is they show the required L/D to the finish line and current L/D you are doing at the moment. You are on glide slope when Current L/D is higher than Required L/D. The calculation already includes reserve altitude. The nice part is that it is insensible of the MC setting, glider polar, wind calculation, setting for bugs and ballast. All of them can be wrong when you try to math through the glider polar.

Current L/D however is pragmatic - it tells you what you are doing. Required L/D is pragmatic as well. It tells you what you should be doing. If Current L/D is higher than the Required one you are doing good. If it looks like you can keep going like that, you are doing great.

Enjoy Assigned Areas!

3 Map page

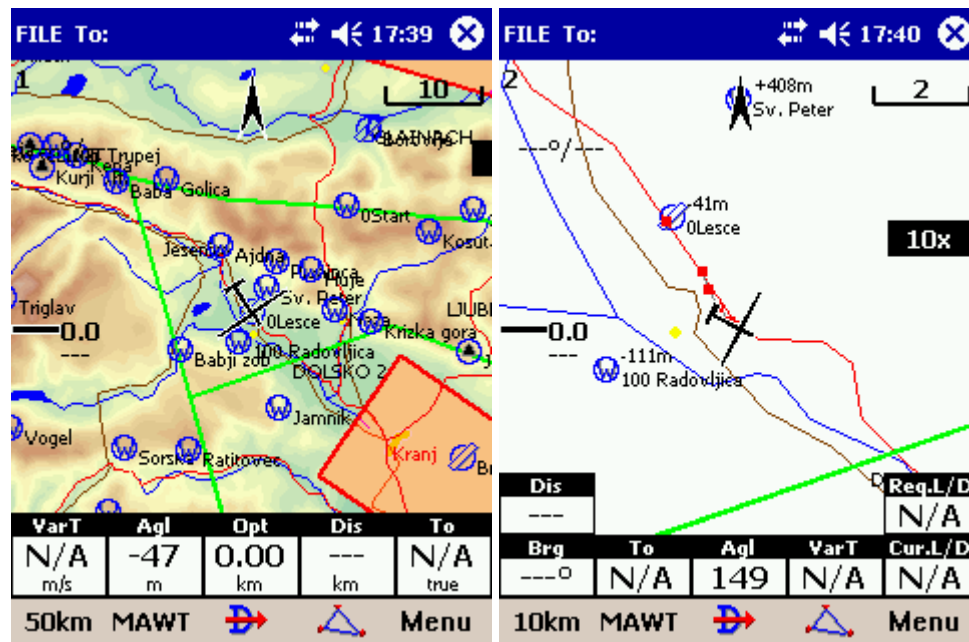
Map view is the main SeeYou Mobile window. It contains the following elements:

- . [Glider position](#)^[25]
- . [Arrow towards the North](#)^[25]
- . [Wind vector](#)^[25]
- . [Glideslope indicator](#)^[26]
- . [Speed to Fly indicator](#)^[26]
- . [Vector map](#)^[26]
- . [Flight trace](#)^[27]
- . [Terrain collision](#)^[27]
- . [Airspace warning](#)^[28]
- . [Navboxes](#)^[48]
- . [Animation speed](#)^[29]
- . [Header line](#)^[30]
- . [Command bar](#)^[30]

A function is assigned to each one of these elements. It is described in the chapters you will access by following the above links.

An important feature of the Map page is [Cursor info](#)^[22].

There are two Map views (Map 1 and Map 2) which are setup independently from each other. Each map view can be orientated differently, have different Zoom levels, details of the map and its own Navboxes. This is useful because you can switch from an overview map

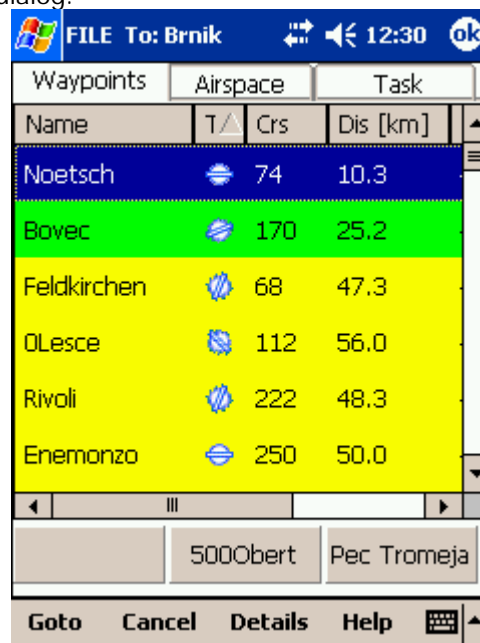


3.1 Cursor info

A tap on the map brings up a dialog with relevant information about

- . [Waypoints](#)^[23]
- . [Airspace](#)^[23]
- . [Task](#)^[24]

If either of the items above is present within the [Drag limit](#)^[67] distance from the tap, such information is presented in a dialog.

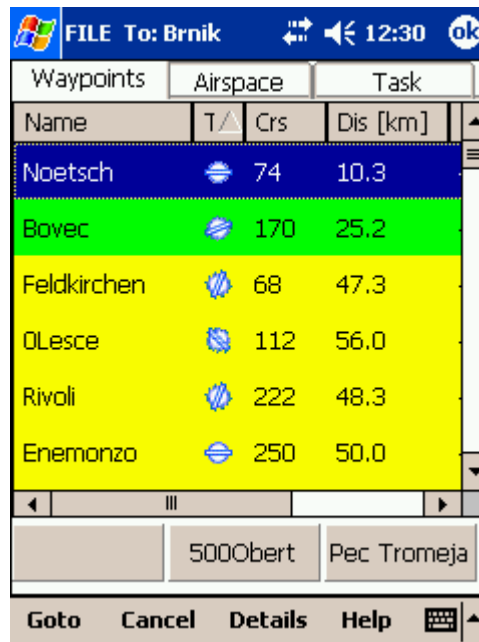


3.1.1 Waypoints

If a tap on the map occurred close to a Waypoint, cursor info dialog appears with Waypoints sorted on distance from the position where the tap occurred.

You can also get a list of Waypoints, sorted on direction. Tap the screen and hold it down, then move the finger in one direction. You will get a list of points sorted on distance (+-15 degrees from the direction of the drag)

Tap on a Waypoint, then tap OK to start navigating to the selected point.



3.1.2 Airspace

A tap on an airspace brings up a dialog where you can read the information on the airspace.

Select one or several zones and use the appropriate button to turn the selected zone off for

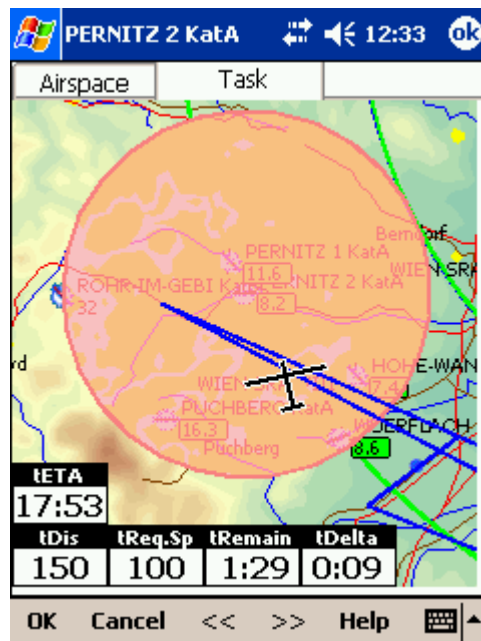
- . Always
- . Today



3.1.3 Task

A tap on the Assigned Area sector brings up a dialog where you can graphically move the navigation point to any place inside the area. Relevant information on the task is displayed below the sector.

To navigate to any place outside the Assigned Area which is not in the Waypoint database, use the Menu > Task > Map dialog.



3.2 Glider position

The symbol always represents the current position of the glider. The nose of the symbolic aircraft is pointed in the direction of the movement of the glider.

Tap and hold aircraft symbol to move its current position. You will want to do that if you wish to have a different view of the map.

Example. If you want to see far ahead in the direction of your goal, set up [Map orientation](#)^[34] as "Goal Up", then move the glider symbol as far down as practical. Change the [Zoom](#)^[35] to your preference and enjoy the view.

If the glider symbol is flashing, GPS reception is BAD. Have a look at what's wrong (connectors, cables, battery...)

You can choose from several airplane symbols through [Menu > Settings > Symbols](#)^[57]



3.3 Arrow towards the North

[Map orientation](#)^[34] in SeeYou Mobile is not always "North up" It can be anything, therefore the North arrow is always pointed in the direction of true North. By tapping the North arrow a menu will open up where you can select any of the other possible Map orientations.

North, East, South and West Up, will rotate the map so, that the selected orientation is towards the top of the screen.

Goal Up will put the direction of the Selected Goto Waypoint to the top of the screen. Track Up will put the direction of the current track towards the top of the screen. This option is intended for use with small Zoom levels (1, 2 and 5km) because rotating the map all the time is very processor intensive.



3.4 Wind vector

The wind vector gives you a graphical and textual orientation about the wind at current height. It is measured in different ways depending on what data is available to SeeYou Mobile.

A tap on the Wind symbol will open the Wind dialog. You can also access it through [Menu > Wind](#)^[36]



3.5 Glideslope indicator

The glide slope indicator displays whether or not the position the glider is navigating to is enough to reach the goal or not.

Tap on this control brings up the [Flight parameters](#)³⁷ dialog where Altitude, QNH, McCready, Bugs, Ballast and Altitude reserve can be set up.



1. Arrows indicate whether or not you are below or above glideslope. Each arrow presents 1 degree above or below glideslope.
2. Red number (not always visible) indicates how much altitude you are missing to fly over the terrain straight ahead of you.
3. Number in the middle is McCready setting.
4. Number below McCready tells you how much altitude is required to reach the selected waypoint. Negative values mean that you have to climb, positive values mean you have enough altitude.

In addition to that, two more squares are displayed on the Target line which help you understand how you are doing in the final glide:

1. Yellow square marks the position from which you can reach the selected Waypoint (or task finish) from your current altitude at McCready ring set to zero.
2. Green square marks the position from which you can reach the selected Waypoint (or task finish) from your current altitude at your current McCready setting.

These two squares represent final glide to task finish point if selected waypoint is part of the task.

3.6 Speed to Fly indicator

Speed to Fly indicator gives you a graphical display for Speed to Fly. Black line pointing down means you should fly faster while a black line pointing up means you should slow down.

Fly faster:  Fly slower: 

3.7 Vector map

SeeYou Mobile uses the CIT maps to display terrain and topographic features. These are the same maps also used in the desktop version of SeeYou. Map preferences can be setup through the [Setup Map](#)⁴⁹ dialog



3.8 Flight trace

The recently flown glider trace is optionally displayed behind the glider. Preferences can be set up through the [Settings > Flight dialog](#)⁵³. The trace can be colored in vario readings if "Show vario" option is checked in [Settings > Flight](#)⁵³ dialog.

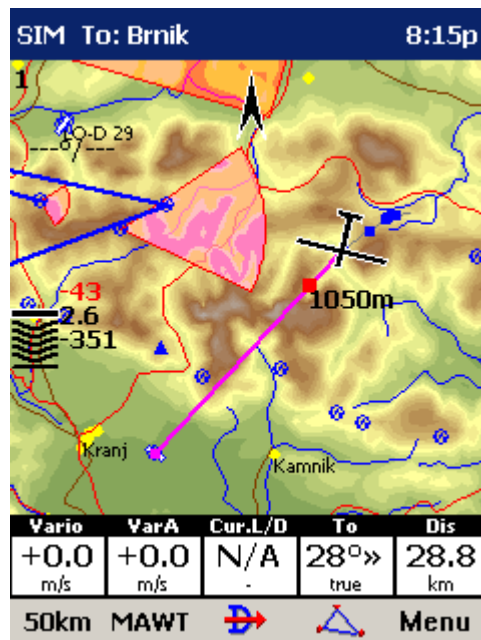
When trace is colored to "Show vario", colored boxes represent:

- . Red = climb better than the current MC setting
- . Yellow = climb less than MC, but between MC and MC - 0.5m/s
- . Blue = Climb less than MC - 0.5m/s



3.9 Terrain collision

SeeYou Mobile tells you whether or not you can fly over the terrain straight ahead of you. If you can't, the red square represents the point of collision with the rocks and the height at which you will reach the terrain. Red number above the McCreeady value tells you what altitude you are missing to clear the obstacle if you fly straight to the goal.

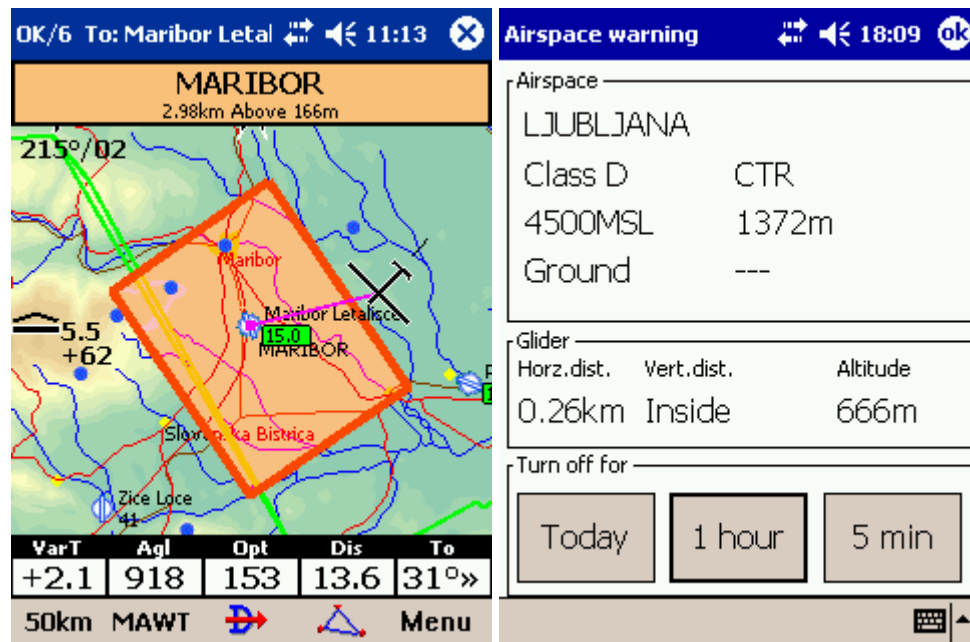


3.10 Airspace warning

SeeYou Mobile tries to estimate your position 120 seconds ahead and give you a warning before you enter airspace.

Any airspace that you are bound to interfere with is outlined with bold red. A beep warns you about the proximity of an airspace. If you fly closer to the airspace an Airspace alarm will fill the screen to tell you about the airspace. When the airspace warning appears, you can dismiss this airspace for Today, 1 hour or 5 minutes.

To avoid receiving alarms for airspace that is inactive, you should tap on an airspace. You can then dismiss airspace through the [Cursor Info > Airspace dialog](#)^[23]. Tapping on an airspace on the Map page allows you to dismiss any visible zones ahead of time. Control the appearance and warning parameters through [Menu > Settings > Airspace](#)^[51]. Tapping on the red Airspace warning banner will open the list of airspaces at present position where you can quickly dismiss some of them.



3.11 Navboxes

SeeYou Mobile supports several Navigation boxes. You have full control over which Navboxes you wish to display, how large they should be and where they should be located.

Navboxes are setup separately for Map 1 and Map 2 views. That is because normally you will want to use the two map views for two different reasons. One could be general navigation while the other one is approaching the waypoint where details are important. You will require two different settings for which Navboxes should be displayed in these conditions.

See Also

[Settings > Navboxes](#) ⁵⁵



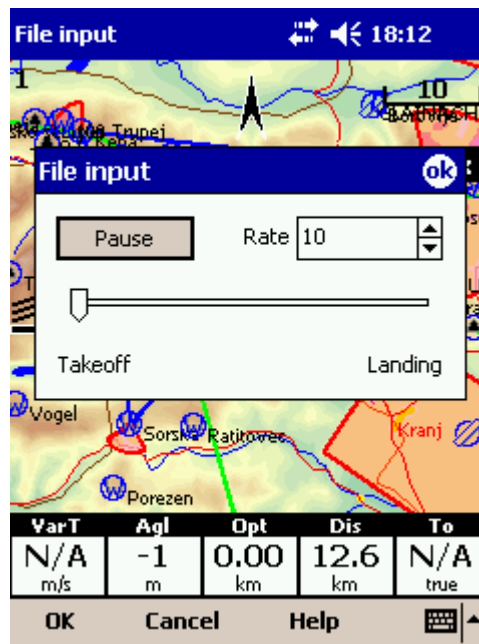
3.12 Animation speed

When in [File reader mode](#) ⁶², you can control the speed and position of the airplane symbol by jumping around the replayed IGC file. Tap on the animation rate box in the upper right corner of the Map page to open this dialog.

Pause button will pause the animation

Rate box controls the speed of the animation. The higher the number, the faster animation, the slower refresh rate for the Map page. Pocket PC reaches its limits here.

Slider allows you to quickly jump to a point within the flight.



3.13 Task bar

The header line displays several important information.

The first word tells you which Input mode you are in. It can be either Serial where GPS status is displayed. BAD means that no satellites have been caught, but there is connection to the GPS unit. 3D/X means that the GPS signal is good and X will tell the number of satellites. Note that not all GPS units send the data about the satellites through the NMEA output, so this number could be 0, but the application will still work as expected.

It can also be SIM or FILE depending on the settings in [Settings > Input](#)^[62] menu.



3.14 Command bar

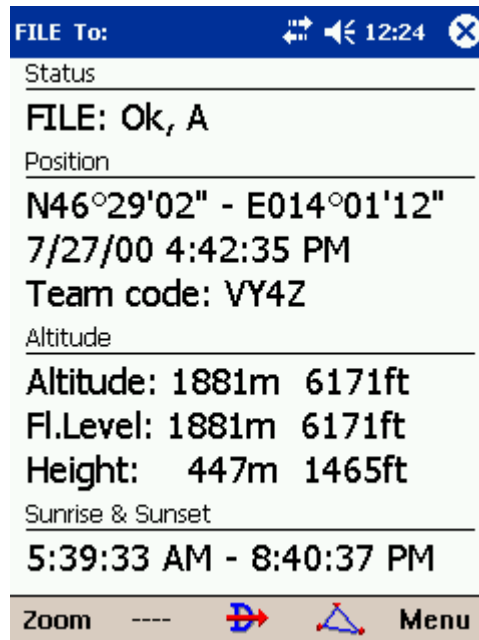
The bottom line of SeeYou Mobile window is the Menu. It is optional (it can be disabled through [Settings > Miscellaneous](#)^[67]).

What it does is it adds 5 more shortcut buttons available in addition to all the hardware buttons on the PDA device. You can setup what each of the buttons in the Menu does through the [Settings > Commands](#)^[64] dialog. Change the actions for Toolbtn1 through Toolbtn5.



4 Information page

This page gives you some very general information about your position. Use it to report your landing position or check if everything is setup OK.



5 Statistics page

The statistics page gives you detailed information on Thermals and the flight. To change the content of the statistics pane, tap on it to switch between

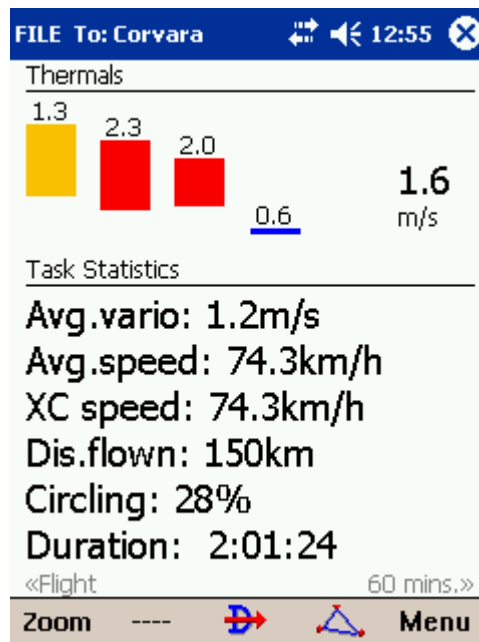
- . Flight statistics
- . Task statistics
- . last 60 minute statistics

Thermals panel graphically displays the last four thermals where the left most is newest. At the top of each bar you can see the Thermal average. The height of each bar represents the entrance and departure from each thermal relative to the other four. The number on the right is average for the last four thermals. Use it for your McCready setting if you wish.

Flight statistics gives averages for the Lift, Average speed, Distance flown, circling percentage and duration of flight. Distance is the same as Optimized distance in the "Opt" navbox.

Task statistics gives averages achieved since the start of the [Declared task](#)^[14].

Last 60 minutes statistics gives averages achieved on the [Declared task](#)^[14] or the Optimized task in the last hour.



6 Menu

The menu offers shortcuts to many features a pilot will want to access quickly. Buttons are large and well readable. There are two pages of the menu located one next to the other:

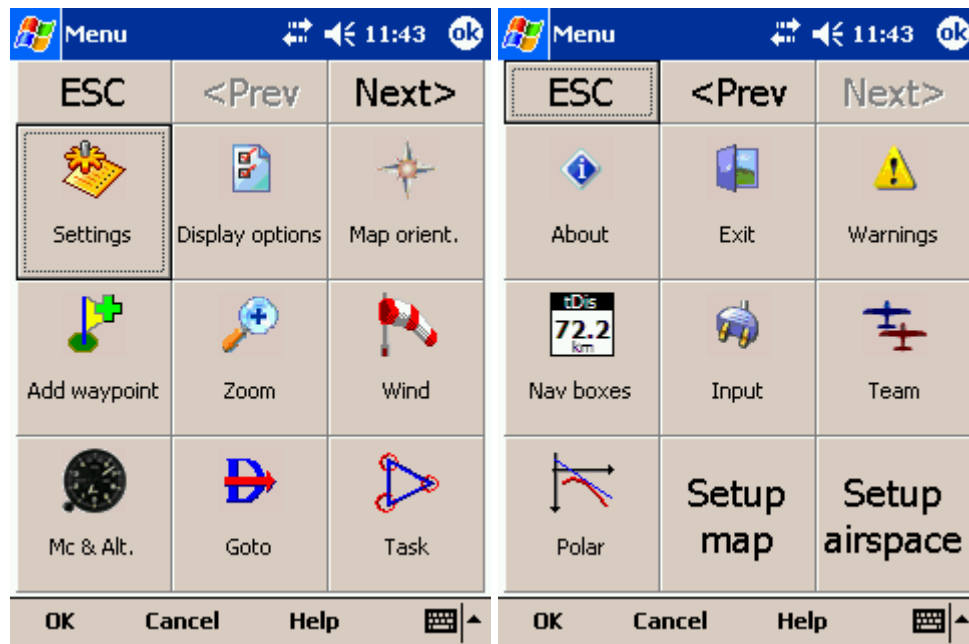
Page 1:

- . [Esc](#)^[33]
- . [< Prev and Next >](#)^[33]
- . [Settings](#)^[49]
- . [Display Options](#)^[33]
- . [Map orientation](#)^[34]
- . Add Waypoint
- . [Zoom](#)^[35]
- . [Wind](#)^[36]
- . [McCready & Altitude](#)^[37]
- . [Goto](#)^[39]
- . [Task](#)^[42]

Page 2:

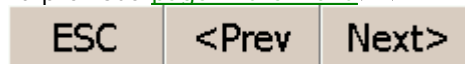
- . [About](#)^[46]
- . [Exit](#)^[47]
- . [Warnings](#)^[58]
- . [Nav boxes](#)^[48]
- . [Input](#)^[48]
- . [Team](#)^[48]
- . [Polar](#)^[49]
- . [Setup Map](#)^[49]
- . [Setup Airspace](#)^[49]

Note that this is the default order of the Menu. It can be changed through the [Settings > Menu](#)^[65] dialog.



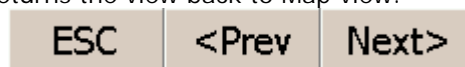
6.1 < Prev and Next >

These buttons show the next and previous [page in the Menu](#)³²¹.



6.2 Esc

The ESC button in the menu returns the view back to Map view.



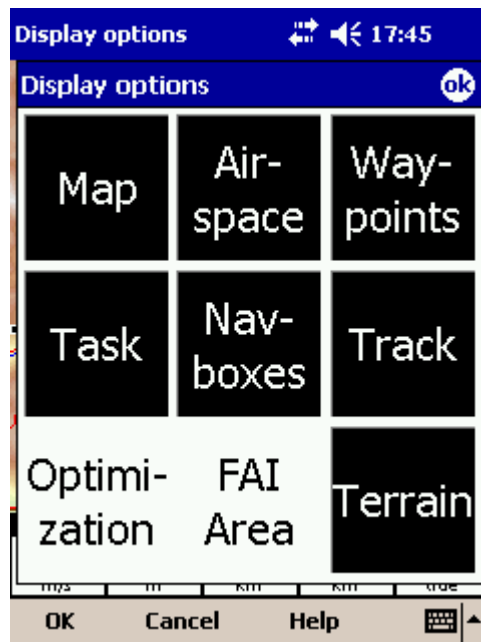
6.3 Settings

The Settings button in the Menu opens the [Settings dialog](#)⁴⁹¹ where all of the preferences of SeeYou Mobile can be setup.

Note that some settings like Map and Navboxes are separate for Map 1 and Map 2 views while others like Units, Commands etc. are unique through the whole application.

6.4 Display options

You can control what is visible on the [Map page](#)²¹¹. By default, a shortcut to this dialog is placed on the Command bar which shows the first letters of some items (MAWT).



6.5 Map orientation

Opens a dialog which lets you choose from these different map display options:

- . North Up where top of the display is always true North
- . East Up where true East is at the top of the screen
- . South Up where true South is at the top of the screen
- . West Up where true West is at the top of the screen
- . Goal Up sets up the display so, that the point you are navigating to is always at the top of the screen
- . Track Up puts your current track towards the top of the screen

There is a shortcut for this dialog if you tap with your finger on the North Arrow indicator.



6.6 Add Waypoint

You may edit and delete waypoints on this screen.

This window opens when you tap Menu > Add Waypoint or use the shortcut on a hardware or software button. By default, add waypoint is connected to the Enter command on the 5-way Navigation button which is present on most of the Pocket PCs today (not so on old Aero 1550).

Use the ++, +, - and -- buttons to change values quickly and without the use of the keyboard.

See also:

[Edit Description](#) ⁴¹
[Details overview](#) ⁴⁰

6.7 Zoom

The Zoom dialog lets you choose from several predefined values (depending on the units). The value represents the width of the SeeYou Mobile window.

2km, 5km ... 35km, 50km ... are fixed zoom settings. Setting represents the width of the Map window. Depending on the units, it can be in either kilometers, statute or nautical miles.

Target is a special kind of Zoom where the application determines what width of the Map window to use to keep the target and the sailplane on the screen all the time.



6.8 Wind

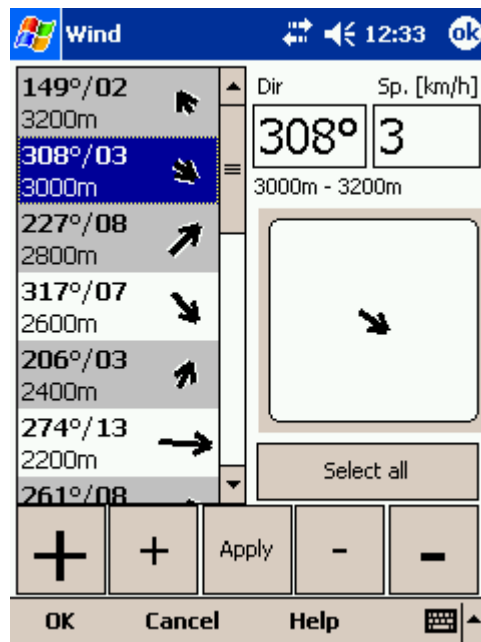
This dialog lets you see the wind in the third dimension as well as quickly adjust the wind for either one or several layers.

To change the wind,

1. select a layer or several layers by dragging over the left side of the dialog
2. draw a wind vector in the square in the lower right corner
3. longer line means stronger wind. Direction of the movement determines direction of the wind
4. If needed, adjust Direction and Speed with the buttons in the lower part of the display
5. tap Apply, then OK.

Wind is calculated using three methods in SeeYou Mobile

- . Position drift when Lat/Lon are the only available data
 - . Groundspeed difference when groundspeed and track are received from the GPS
 - . Combination of Groundspeed and straight flight when true air speed is received from the instrument.
- In this case, the wind is updated in straight flight as well.



6.9 McCreedy & Altitude

This menu item opens the Flight Properties dialog box which lets you enter

- . Current altitude
- . QNH
- . McCreedy setting
- . Bugs
- . Wing loading
- . Altitude reserve

Take-off altitude

By changing this setting you can change your take-off altitude. Setting up this value correctly is essential for correct final glide indications. When there is a waypoint or the terrain map with elevations in vicinity, there is a suggestion at what to set up in the top line of this dialog.

QNH

By changing the QNH value you can change the pressure at start or change the QNH in flight to correct the change in pressure

Linked

This check box links/unlinks the Altitude and QNH values. You will want to setup the two before takeoff independently (unlinked). As soon as you are airborne you don't want to change that anymore. You want them linked, so that when you change one value, the other one changes accordingly. For example. When the weather report states QNH 1015 while your setting is 1020 you can change QNH setting to the correct value 1015 and simultaneously change the Altitude to the correct value. When only GPS altitude data is available it is not possible to change the values in the ALT field.

McCreedy

You can setup the MC setting here. The optimum value for the MC setting can be derived from the statistics page and other Navboxes.

Bugs

By changing the Bugs value you can degrade the performance of the polar by a certain percentage.

Load

This value sets up the wing loading parameter. Next to the brackets you can read the "overload" value.

Altitude reserve

All final glide calculations are subject to correction of the altitude reserve. If this value is greater than 0, then your arrival altitude to the waypoint will be this much above the altitude of the waypoint elevation from the waypoint database (this may not be its actual altitude, so use at own risk, needless to say).

Volume

This property is only used when connected to a variometer which is capable of receiving commands for changing the Vario volume. Such instruments are LX 1600 and Cambridge 302.

ETE

Pressing the button you may choose from four different ways to calculate estimated time of arrival to the airport. Calculation is always divided into straight flight and climb time calculations.

1. MC uses the Polar data and McCready setting to calculate speed to fly and climb rate.
2. Vario uses the last four thermals average to compute climb rate and uses this value to calculate speed to fly.
3. Avg Speed & Vario uses the average groundspeed over the last 5 minutes for distance and Vario statistics for climb rate.
4. Avg Speed & MC uses the average groundspeed over the last 5 minutes for distance and McCready setting for climb rate.

You may disable "use altitude difference" if you know you will not climb anymore.

Soaring time

Lets you enter your soaring begin time manually. This is useful for motorgliders, since none of the instruments send ENL data over NMEA.

Buttons at the bottom will help you enter the correct values by simply using your fingers.

6.10 Goto

The goto dialog allows you to select the "Navigate to" point quickly. There are several ways to access this dialog:

Tap on the map

Brings up the Goto dialog. Waypoints are sorted on distance from the point where the tap happened on the Map screen. This way it is easy to select the waypoint you were trying to "tap" even though you couldn't tell them apart in the Map view due to the Zoom level.

Through the menu

If the Goto dialog is accessed through Menu > Goto, waypoints are sorted first on type, then distance. This is the Near Airport function of SeeYou Mobile.

Through the Command bar

By default, the Goto icon is displayed in the Command bar. 

Landable waypoints which can be reached with the current McCready setting are colored green.

Landable points which can be reached with McCready setting zero are colored yellow while the others are not colored. The glideslope calculation considers the altitude reserve if entered in the [Flight Properties](#)^[37] dialog.

There is more columns available than they are seen by default. Arrival height and L/D to the point are not visible. Make the existing columns thinner to see the others. You may then reorder them by dragging the column header to a new location.

Pressing the Details button will open a new window where you can read waypoint details and edit waypoint properties. It will close automatically after 10 seconds or when you press the OK/Goto button.

Name ▲	T	Crs	Dis [km]
100 Kosuta	●	52	16.7
100 Radovljica	●	251	11.6
100 Trupej	●	299	34.5
300 CP O	●	109	36.1
300 CP S	●	290	114
300 Katschb...	●	326	84.7
300 Linzr	?	287	132

Krizka gora

Goto Cancel Details Help

6.10.1 Details overview

This window opens when you click on the Details menu option in the [Goto](#)^[39] dialog or [Cursor Info - Waypoints](#)^[23] dialog. It displays the general information about a waypoint.

It also allows you to edit and delete waypoint properties on pages [Edit Waypoint](#)^[41] and [Edit Description](#)^[41]. You can access these pages with the ">>" and "<<" buttons in the command bar.

0Lesce 504m

Dis: 141km Brg: 104°

Mc 2.6: -2525m Mc 0: -344m

Req.Mc: -2525 Req.L/D: 58

Runway info

13/31 1150m Freq: 123.500

Description
FLUGPLATZ

OK Cancel << >> Help

6.10.2 Edit Waypoint

You may edit and delete waypoints on this screen.

This window opens when you click on the Details menu option in the [Goto](#)^[39] dialog or [Cursor Info - Waypoints](#)^[23] dialog and press the ">>" button once.

Use the ++, +, - and -- buttons to change values quickly and without the use of the keyboard.

See also:

[Edit Description](#)^[41]
[Details overview](#)^[40]

Point edit		
Name	Code	
0Lesce	0Lesce	
Style	Elevation	
Grass airfield	504m	
Longitude	Latitude	
E014°10'20"	N46°21'40"	
RwyDir	RwyLen	Frequency
130°	1.15km	123.500
+	+	Del
-	-	-
OK	Cancel	<< >> Help

6.10.3 Edit Description

You may edit waypoint description on this screen.

This window opens when you click on the Details menu option in the [Goto](#)^[39] dialog or [Cursor Info - Waypoints](#)^[23] dialog and press the ">>" button twice.


Use the ++, +, - and -- buttons to change values quickly and without the use of the keyboard.

See also:

[Edit Description](#)^[41]
[Details overview](#)^[40]

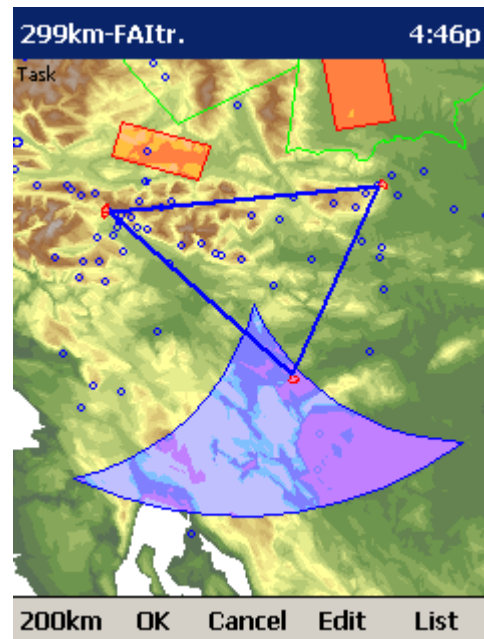
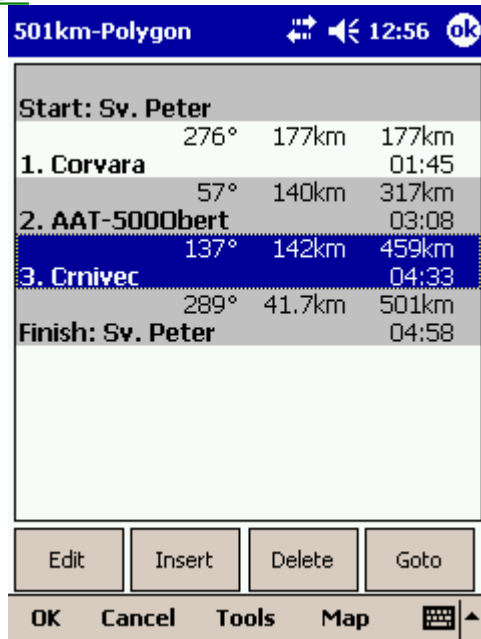


6.11 Task

The task dialog allows you to edit and enter the task in list view. There is a shortcut to this dialog in the Command bar. 

You can edit the task either in

- . [List view](#) ⁴³
- . [Map view](#) ⁴³



6.11.1 List edit

Entering the task is best done in list view. You may enter waypoint names using the Pocket PC keyboard. Open the keyboard (or letter recognizer) to start entering waypoint name. SeeYou Mobile will automatically suggest the first waypoint in alphabetical order. Use the right/left button to change waypoint name in alphabetical vicinity of what you had entered. Up and down keys change between turnpoints.

By pressing the enter key or tapping on the Edit button [Edit point](#)^[44] dialog opens where you can setup preferences of the observation zone. Use Insert and Delete buttons to change the Task.

From the command bar you can choose

- . OK to accept any changes
- . Cancel to discard any changes
- . Tools to [Edit point](#)^[44], Delete point, Insert point, Move point up and down, Invert task, [Load task](#)^[45], Save task, Delete task or setup [Task Options](#)^[46].
- . [Map](#)^[43] to change to graphical view.

A warning dialog will be issued if finish altitude is set to zero. This is to protect you from making final glides to the wrong altitude.

501km-Polygon			
Start: Sv. Peter			
	276°	177km	177km
1. Corvara			01:45
	57°	140km	317km
2. AAT-5000bert			03:08
	137°	142km	459km
3. Crnivec			04:33
	289°	41.7km	501km
Finish: Sv. Peter			
			04:58
<div style="display: flex; justify-content: space-around;"> Edit Insert Delete Goto </div>			
<div style="display: flex; justify-content: space-between;"> OK Cancel Tools Map ⌨ ⬆ </div>			

6.11.2 Map edit

The same simple philosophy from graphical task editing in SeeYou has been implemented in the pocket software.

Tap & Move anywhere except on a waypoint to move the map.

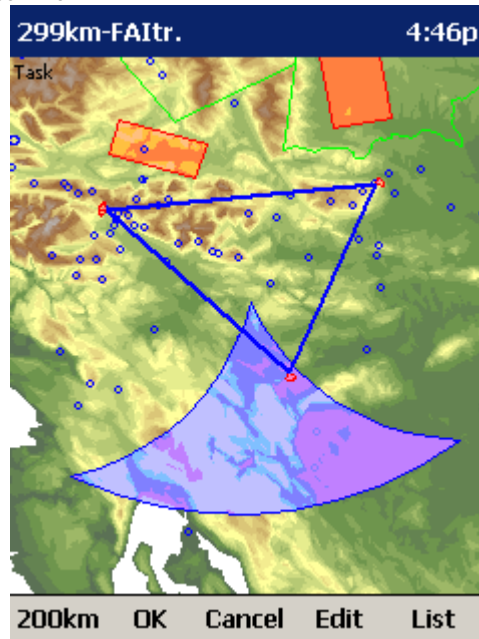
Tap & Move on a Waypoint to move it. FAI Area is drawn to easily fly an FAI Triangle

Tap & Hold on a Waypoint to delete it from the task.

Tap & Hold on a Leg to insert a point to this leg.

Tap & Hold anywhere on the map except on a leg and on a waypoint to append a waypoint to the end of the task.

- . Use Zoom (200km) to change zoom, then Tap&Move the map to pinpoint the position of the free waypoint.
- . OK to accept any changes
- . Cancel to discard any changes
- . Edit to [Edit point](#)^[44], Delete point, Insert point, Invert task, [Copy task](#)^[45], Delete task or setup [Task Options](#)^[46].
- . [List](#)^[43] to change to graphical view.



6.11.3 Edit Point

Point

Choose the waypoint name. Note that the easiest way to do this is by typing its name in [List view](#)^[43].

Elev = Elevation

This is the reference altitude for the point in question. This is the altitude that is taken into account when calculating the final glide.

Direction

This option changes the direction of the observation zone. It can either be towards the Next or Previous point, a Fixed value (Angle12) or Symmetric to the courses in and out of the waypoint.

Angle12

If Fixed value is selected from the Direction combo box, a direction of the sector will be symmetrical to this value.

Radius1, Angle1, Radius2 and Angle2 will setup the sector in the same way as already used to in the desktop version of SeeYou.

Assigned Area check box tells SeeYou Mobile the type of task

Line only can be selected for start and finish points only.

Buttons at the bottom will help you enter the correct values quickly with your fingers. The DEF

button will change values to the default ones.

438km-Polygon 13:01

Point: 500Obert Elev: 0m

Observation zone

Direction: Symmetric Angle12: 188.2°

Radius1: 13.0km Angle1: 180°

Radius2: 0.00km Angle2: 0°

Assigned Area Line only

+ + DEF - -

OK Cancel Help

6.11.4 Load task

Load task dialog is accessed through Menu > Task > Tools > Load task... You can access it through both [List](#)^[43] and [Map](#)^[43] view of the Task.

Select a task from your database and press OK to make it your active task. Press Cancel to discard any changes. You pressed Help to get here.

Start 5:25p

903km-FAItr. (897km)
Sv.Peter-900Unterwossen-900Maloja-Menina-Sv.

751km-Tri. (749km)
Sv.Peter-750Kufstein-Zemez-Javorjevvrh-Sv.Peter

501km-Out&Return
Javorjevvrh-Maiem-Javorjevvrh

501km-FAItr. (500km)
Sv.Peter-Corvara-500Obert-Cmivec-Sv.Peter

499km-FAItr. (499km)
Sv.Peter-Golica-Hodos-Vinica-Sv.Peter

309km-Out&Return
Sv.Peter-MurskaSobota-Sv.Peter

302km-Polygon
Cmivec-PecTromeja-Cmivec-Trupej-Cmivec

301km-Tri.
Sv.Peter-Maribormesto-PecTromeja-Sv.Peter

300km-Out&Return
300CPS-300CPO-300CPS

299km-FAItr.

OK Cancel Help

6.11.5 Task options

Task options dialog is accessed through Menu > Task > Tools > Options...

You can name a task. This is particularly useful at a competition briefing where you can name it Task A and Task B.

Task time is essential for flying the Assigned Area tasks. It is used to calculate required speed to finish as well as time difference on task.

Enter Planned speed to get a time plan in the [List view](#)⁴³.

The Auto advance check box will automatically move the navigation point to the next point from the Task if checked. In case of an Assigned Area sector, the "Navigate to" point will remain the same, but statistics and distance to finish will be moved to the next point.

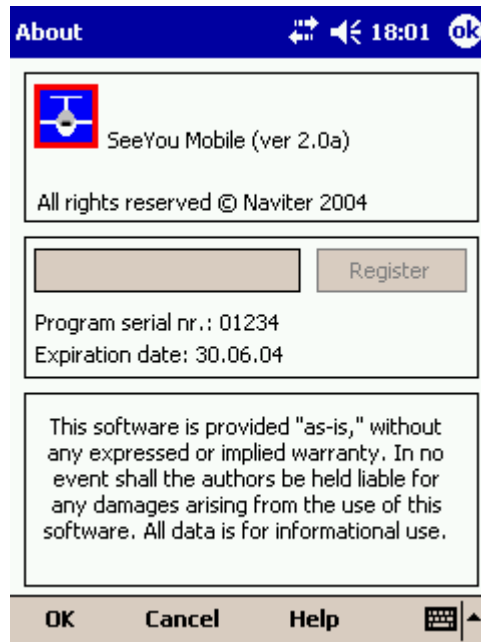
When Finish is 1000m below start is checked, the altitude of the finish point is automatically moved to Start altitude less 1000m. This is useful when flying FAI badge and record flights.

Use the + and - buttons to quickly change values.

The screenshot shows the 'Task options' dialog box. The title bar is blue and contains the Windows logo, the text 'Task options', a speaker icon, the time '12:07', and an 'ok' button. The main content area is white and contains the following elements: a text box labeled 'Name' containing 'Demo task'; a section labeled 'Task Time' with a numeric input box containing '300' and a 'minutes' label; two checked checkboxes: 'Auto advance' and 'Finish is 1000m below start'; and four buttons: two '+' buttons and two '-' buttons. At the bottom of the dialog is a grey bar with the labels 'OK', 'Cancel', 'Help', and a keyboard icon.

6.12 About

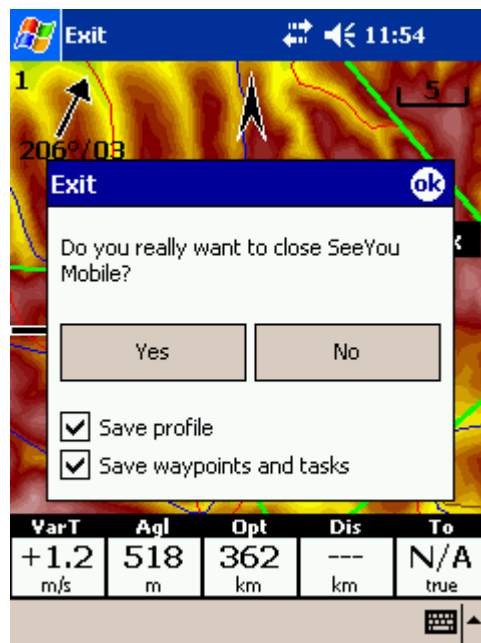
Through the About dialog you can enter the registration key. It will then display your serial number and the date until you can upgrade SeeYou Mobile free. Upgrades are available through <http://Mobile.SeeYou.ws>



6.13 Exit

Pressing this button quits the application.

Before you exit, the program will ask you if you want to save changes to the profile and waypoints. Save waypoints option is enabled only if there was a change to the waypoint database.



6.14 Warnings

Tapping on this menu item will open the [Settings > Warnings](#) ⁵⁸ dialog

6.15 Nav boxes

Navigational boxes are one of the most important parts of SeeYou Mobile. They will let you know all you need about the parameters of flight. You have full control over which Navboxes you wish to display, how large they should be and where they should be located.

Navboxes are setup separately for Map 1 and Map 2 views. That is because normally you will want to use the two map views for two different reasons. One could be general navigation while the other one is approaching the waypoint where details are important. You will require two different settings for which Navboxes should be displayed in these conditions.

Tapping on this menu item will open the [Settings > Navboxes](#)^[55] dialog

6.16 Input

Pressing this button will open [Settings > Input](#)^[62] dialog where you can select what kind of input SeeYou Mobile should be using.

It can be either

- . Serial (NMEA sentences from the GPS or PC)
- . Simulator
- . File reader

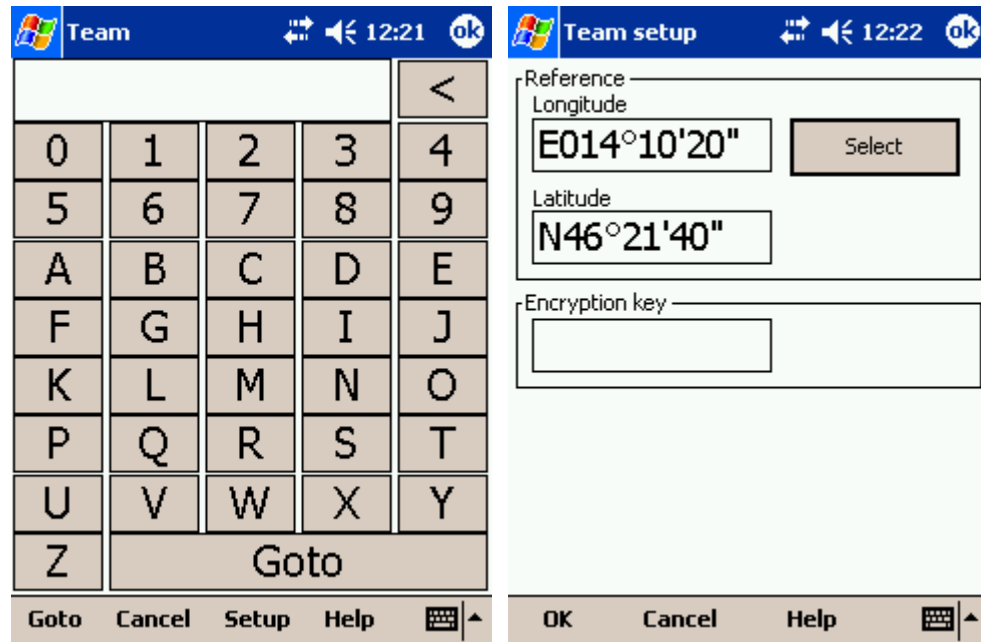
6.17 Team

The Team feature in SeeYou Mobile will help you find or hide your teammate. It lets you share your position with other pilots and even encrypt this information so that your competitors won't be able to decode it.

To use it:

- . Enable the "Team Position Code (Team)" Navbox in [Menu > Next > Navboxes](#)^[55]. Or use Menu > Next > Team from the main menu.
- . Go to the map view and tap on the Team navbox.
- . Team dialog opens. You need to press Setup before first use.
- . Press Select to select a source waypoint for the calculation. It is imperative that your teammate does the same.
- . If you would like to hide the information from others, enter the Encryption key. Again, both or all pilots have to share the same key.

Go fly. When asked about your position, answer "One-Kilo-Bravo-Yankee". Your teammate will tap the Team navbox, enter the code and say "Thanks" while others won't have a clue unless they have the key :)



6.18 Polar

Pressing this button will open [Settings > Polar](#)^[59] dialog where you can setup preferences of your aircraft.

6.19 Setup Map

Pressing this button will open [Settings > Map](#)^[50] dialog where you can control appearance of the Map in [Map view](#)^[21].

6.20 Setup Airspace

Pressing this button will open [Settings > Airspace](#)^[51] dialog where you can control the appearance of the airspace and airspace warnings.

7 Settings

The Settings dialog has an array of Pages where all of the SeeYou Mobile preferences can be setup. Note that some settings like Map and Navboxes are separate for Map 1 and Map 2 views while others like Units, Commands etc. are unique through the whole application.

Available pages are

- . [Map](#)^[50] where display of the vector map is setup
- . [Airspace](#)^[51] where display of airspace and airspace warning is setup
- . [Waypoints](#)^[52] page controls the way waypoints are displayed
- . [Flight](#)^[53] page sets up the trace, vario colors of the displayed trace and OLC/FAI Area settings
- . [Task](#)^[54] page sets up the observation zones and other task options
- . [Navboxes](#)^[55] page lets you choose which navboxes to display and control their appearance
- . [Symbols](#)^[57] page allows you to choose from symbols for the map display
- . [Warnings](#)^[58] page sets up airspace and altitude warnings
- . [Polar](#)^[59] page has all the controls to choose the polar for your glider

- . [Units](#)^[60] by your preference
- . [Fonts](#)^[62] page changes the appearance of the text on the screen
- . [Input](#)^[62] page lets you select between GPS, Simulator and File replay mode
- . [Commands](#)^[64] page reassigns tasks to all buttons of your PDA and SeeYou Mobile
- . [Menu](#)^[65] page lets you control the content of the main Menu
- . [Files](#)^[65] page has shortcuts to the terrain, waypoint and airspace files
- . [Log](#)^[66] page sets up the header for the IGC file
- . [Miscellaneous](#)^[67] page has all the rest
- . [Hardware](#)^[68] page controls communication to GPS with proprietary sentences
- . [LX 1600](#)^[70] pages control preferences of the LX 1600

7.1 Map

This dialog allows you to setup the appearance of the map in [Map view](#)^[21]. SeeYou Mobile uses CIT maps for rendering the terrain. It is the same map as in the desktop version of SeeYou.

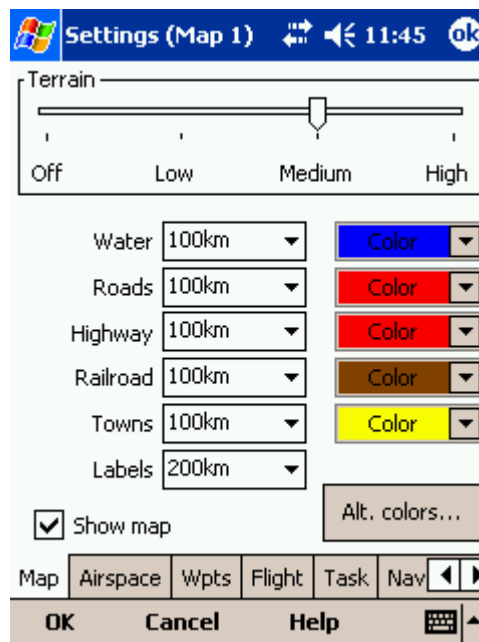
Terrain

You can choose from several levels of detail of the terrain which is being rendered. When terrain is Off, you will still have Water bodies, Roads, Railroads, Towns and labels on the screen. With the setting at Low isolines will appear at approximately 300m each. With the setting at Medium, isolines appear at about 100m. With the setting at High, you get exactly what you are used to in the desktop version. We recommend using Medium setting for the older 200MHz processors while the new 400MHz processors are fine with the setting at High.

You can setup land features separately. Choose until which Zoom level a feature is visible from the combo-box. Choose its color from the other drop down list. You can distinguish between Water, Roads, Highways, Railroads, Towns and town Labels.

[Alt. Colors...](#)^[51] dialog lets you change the color scheme for Vector map elevations.

Show map check box will enable the display of the Vector map if checked.



7.1.1 Altitude Colors

Altitude Colors dialog lets you change the color scheme for Vector map elevations.

Due to the very faint Pocket PC screens we have designed some extra bright schemes which should let you help see the valleys and mountain tops better. Note that you can also copy Altitude color settings by transferring them through the [Mobile Wizard](#).

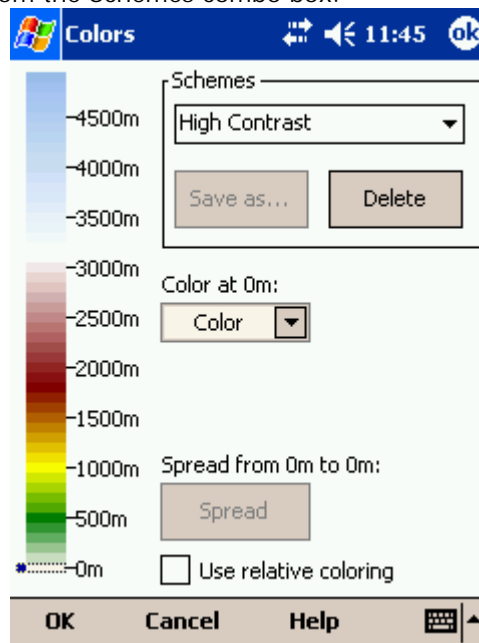
Schemes combo box lets you choose from saved color schemes. Use Save As... button to save changes to your color scheme. Use the Delete button to delete the selected scheme.

Changing the color scheme should be process:

- . Click on an altitude bar on the left
- . Change its color through the "Color" combo box.
- . Repeat this for about 4-6 different altitudes
- . Use the stylus to drag from one selected altitude to another
- . Press Spread
- . Repeat this for all of the intervals you have designed.

Google the internet to find out more about color coding the maps. It is a science of its own.

Use Relative coloring checkbox will allow you to color your present altitude in always the same color. This feature is really a sort of graphical ground collision warning. To see how it works, select the "Relative" color scheme from the Schemes combo box.



7.2 Airspace

In this dialog, you can setup airspace display and Warnings.

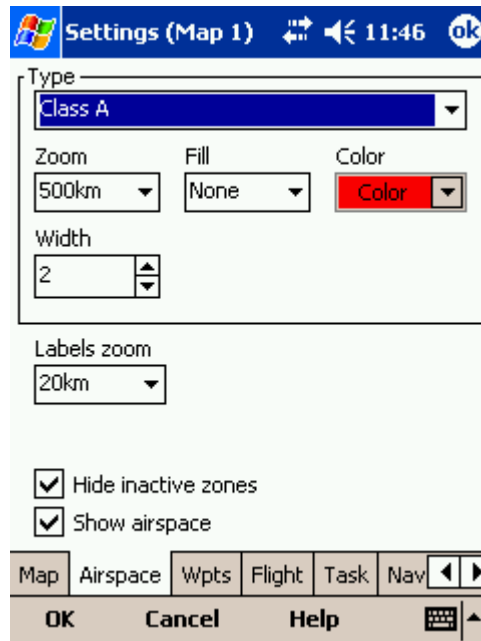
In the Type panel you can setup how airspace is displayed. You should setup each type of airspace separately. Choose an airspace type from the drop down list. Choose until which zoom level it is visible from the Zoom drop down list. By checking the Warn me check box you will be warned before entering this type of zone. Choose whether or not a zone should be filled from the Fill drop

down list. Chose a Color for the airspace type from the drop down list.

Each airspace may be presented with its label (name). Choose until which zoom this label is visible from the Labels zoom drop down list.

If Hide inactive zones option is checked, then an airspace zone will be hidden from the Map page when dismissed.

If Show airspace check box is checked, then airspace will be displayed in the [Map view](#)^[21].



7.3 Waypoints

The Waypoints dialog allows you to control how waypoints are displayed. Each waypoint consists of

- . Waypoint symbol
- . Label one
- . Label two

Type panel allows you to select the type of waypoint. Several types are available. Each type has its own waypoint symbol.

Zoom sets up until which zoom a waypoint label is visible.

LabelOne chooses what parameter is displayed in the Label one caption. LabelTwo chooses what parameter is displayed in the Label two caption.

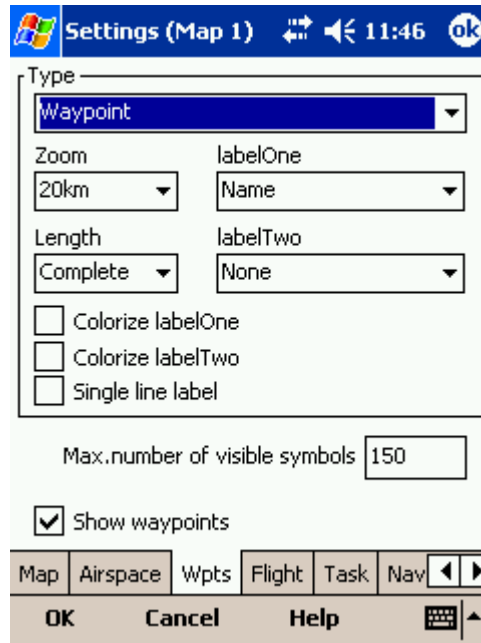
Length chooses how many characters of each waypoint name are displayed in Label one or two.

Colorize label one/two will color the selected label with green or orange depending on whether or not this waypoint is within glide slope. Green if it is within glideslope of the preset MC value. Orange if it is within glide range of MC set to zero.

Single line label will display the label one and two in a single line.

Max number of visible symbols lets you setup how many waypoint symbols you wish to have displayed with their icons before they become points.

Show waypoints checkboxes lets you turn waypoints on/off.



7.4 Flight

Setup the appearance of the flight on Map page.

Track panel

lets you choose the color for the trace of the flight through the Color combo box.

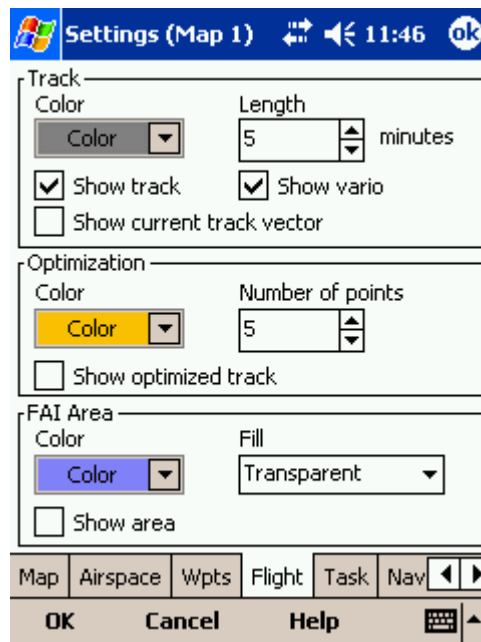
Choose the tail Length in minutes.

If Show vario check box is checked, then the flight track is colored with vario readings.

Show current track vector lets you draw a gray line ahead of the glider to show your projected path if you continue to fly the current track.

Optimization panel lets you select the Color of the optimized track, number of Legs (5 is for Online Contest, 3 for Net Coupe) and whether or not the Optimized track is shown.

FAI Area panel lets you choose its Color, Fill style and whether it should be drawn or not.



7.5 Task

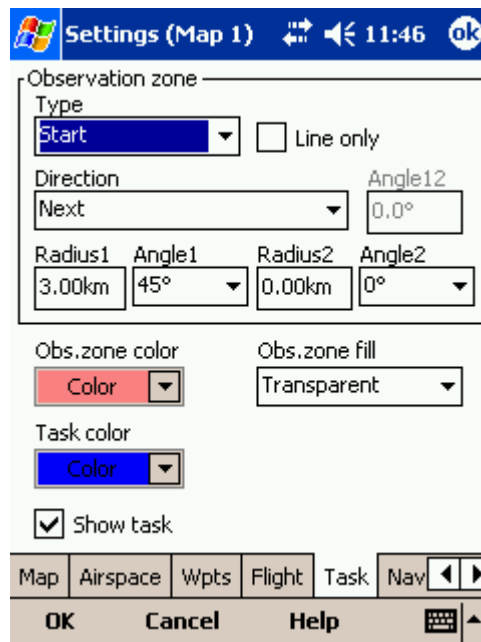
Observation zone properties are setup with the same philosophy as in SeeYou. You can setup Fill and Color properties for the display of the observation zone on the Map page.

You can separately design the Line only, Direction, Angle12, Radius1, Angle1, Radius2, Angle2 properties for the Start, Waypoint and Finish points.

Observation zone color selects the color for the waypoint sector. Observation zone fill determines whether or not the sector should be displayed filled or outlined.

Task color determines the color for the line connecting the waypoints.

Show task will show or hide the task from the Map page.



7.6 Navboxes

Navigational boxes are one of the most important parts of SeeYou Mobile. They will let you know all you need about the parameters of flight. You have full control over which Navboxes you wish to display, how large they should be and where they should be located.

Navboxes are setup separately for Map 1 and Map 2 views. That is because normally you will want to use the two map views for two different reasons. One could be general navigation while the other one is approaching the waypoint where details are important. You will require two different settings for which Navboxes should be displayed in these conditions.

Through this dialog you can select which of the available Navboxes you wish to display on the active map:

- . Vario (Vario) = current vario reading
- . Average vario (VarA) = average vario for the last 20s
- . Thermal vario (VarT) = average vario since beginning of circling
- . Altitude QNH (Alt) = Altitude above sea level
- . Ground elevation (Gnd) = Terrain elevation vertically below the glider position
- . Height above ground level (Agl) = Altitude above the ground elevation vertically below the glider position
- . Flight level (FL) = Altitude above standard atmosphere pressure
- . Speed over ground (GS) = Groundspeed
- . True airspeed (TAS) = Groundspeed corrected with indicated wind
- . Track over ground (Trk) = Direction of the flight (true)
- . Flown L/D (Cur.L/D) = Current glide ratio
- . Local time (Time) = UTC time from GPS corrected by time zone set in the Pocket PC
- . Optimized distance (Opt) = Optimization over a preselected number of waypoints (default is OLC optimization)
- . FAI Triangle distance (FAI) = Triangle optimization. It displays "FAI Tri" when proportions are correct
- . Distance to target (Dis) = Distance to the selected waypoint

- . Arrival altitude (Arrival) = Expected Arrival altitude at the selected waypoint calculated by taking the distance, MC, wind, glider polar, bugs and ballast into account. It is corrected for reserve altitude. "Arrival altitude" will be positive when the glider is above the calculated glide slope, and negative when it is below the calculated glide slope.
- . Bearing to target (Brg) = Direction towards the selected waypoint
- . Steering course (To) = Difference in degrees between Bearing to target and Track over ground
- . Arrival time (ETA) = Estimated time of arrival to the selected waypoint
- . Established time (ETE) = Estimated time to go to selected waypoint
- . Required L/D (Req. L/D) = Required glide ratio to reach the selected waypoint
- . Current wind (Wind) = Current wind measurement
- . Task remaining distance (tDis) = Distance remaining on the task
- . Task arrival altitude (tArr) = Altitude required to complete the task
- . Task established time (tETE) = Estimated time to go on task
- . Task arrival time (tETA) = Estimated time of arrival to the finish
- . Task Delta time (tDelta) = Task remaining time - Task established time
- . Task remaining time (tRemain) = Remaining time until task time elapses
- . Task required L/D (tL/D) = Required glide ration to complete the task
- . Task speed (Tsk.Sp.) = Speed on task until the present position
- . Leg speed (Leg Sp.) = Speed on the current leg
- . Speed to Fly (STF) = Speed to fly according to MC theory which takes MC setting and sink into account.
- . GPS Status (GPS) = It displays the status of the GPS signal. It can be either NODATA, BAD, OK, 2D, 3D/x
- . Target name (Target) = Name of the selected waypoint
- . Distance to airspace (As.Dis) = Horizontal and vertical distance to the nearest airspace
- . Required Mc (Req.Mc) = McCready ring setting which will allow you to final glide exactly to the Target. It shows Arrival Altitude when Arrival altitude for MC=0 is less than zero
- . Task required speed (tReq.Sp) = Average speed you need to achieve to complete the task inside the Task time
- . Netto vertical speed (Netto) = Variometer reading corrected for the sink of the glider according to the selected polar
- . Current wind component (cWind) = Wind component in current direction of the flight. Positive values are tailwind, negative values are headwind. Two numbers are displayed. First number is difference between groundspeed and true airspeed. The second one is wind component derived from the calculated wind at current altitude. When the two are significantly different you will know not to rely on the calculated wind strength
- . Required Altitude (ReqAlt) = Altitude required at current position to reach the Target at current MC, bugs, ballast and wind settings
- . Team position code (Team) = Code you need to tell to your [teammate](#)^[48] so he can locate you easily

When Continue selection is checked you can tap on a single navbox to select it and keep selected the ones that were already selected. To select a number of navboxes at once, tap, hold and move the stylus. Select All quickly selects all navboxes, so you can use the Edit button.

Edit... button allows you to change common values of the navboxes. Select single or several navboxes by dragging the stylus over the navbox names. Then press Edit to select the Number of lines you wish them to have and whether or not you want the selected navboxes to be Transparent.

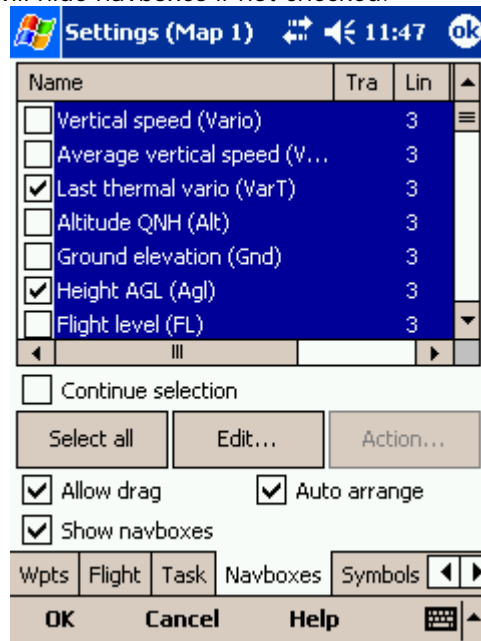
You can assign an Action to each of the Navboxes. Action is performed when you tap on a specific navbox. By default, only Team navbox has an action assigned to it. Tapping on the Team navbox will

open the [Team](#)^[48] dialog where you can enter your teammate's position code.

Allow drag check box if checked will allow you to place any Navbox anywhere on the screen. To move it, Tap on the Navbox in question, then move it to a new spot. Note that you can move the North Arrow, Glider symbol, Wind indicator and Glideslope indicator in the same way.

Auto Arrange check box will rearrange new navboxes so, that they stack at the bottom of the screen.

Show navboxes check box will hide navboxes if not checked.



7.7 Symbols

You can choose the preferences for these symbols:

- . Airplane
- . Wind
- . Orientation
- . Final glide
- . Scale
- . Task button
- . Speed to Fly

Visible property shows or hides a specific symbol.

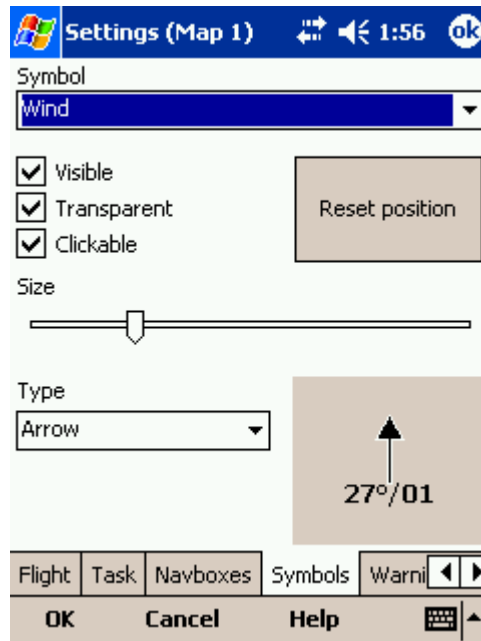
Transparent property makes the symbol outlined if checked.

Clickable property lets you select if a symbol can be clicked or not. Some symbols (like Wind, Nothr arrow etc.) are linked to actions if they are clicked. If this is disturbing for you, you may uncheck this with this property.

Reset position button will bring the selected button back to its default position on the screen.

The Size slider selects the size of each symbol.

Type combo box lets you choose from several options for a particular symbol.



7.8 Warnings

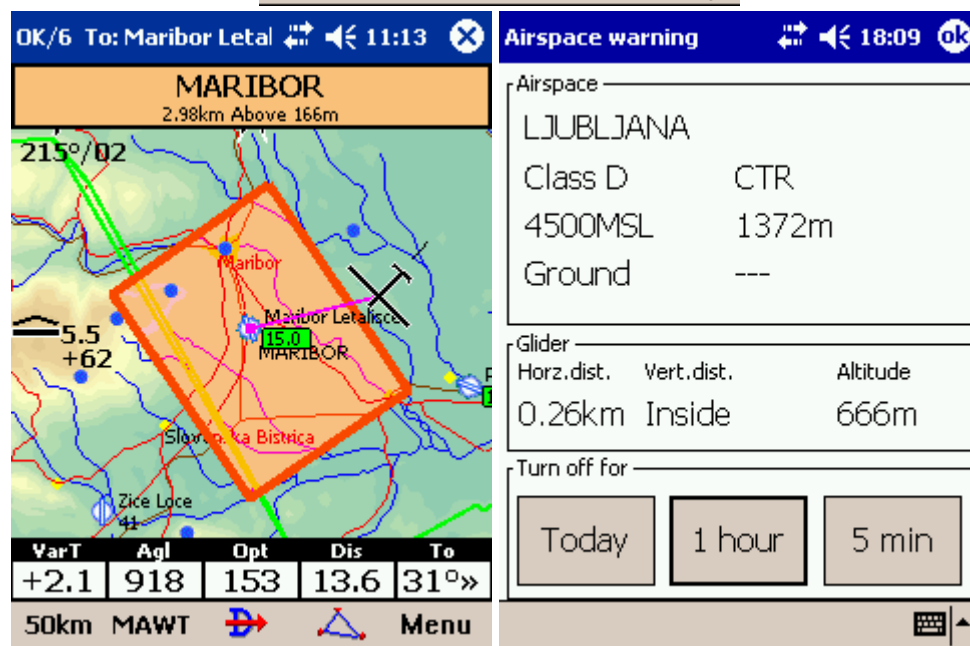
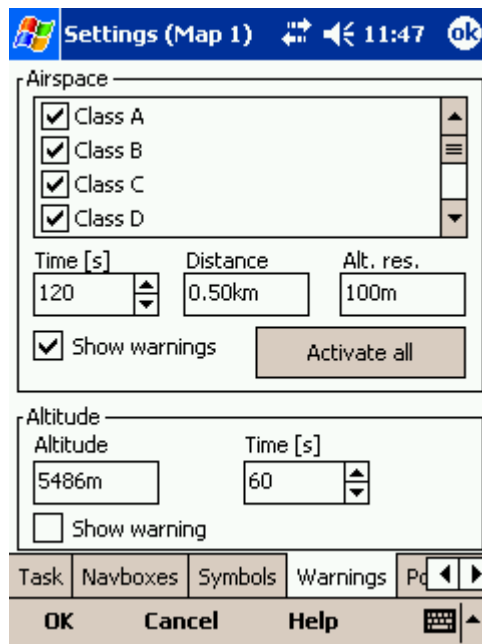
There is two types of warnings in SeeYou Mobile

1. Airspace warnings
2. Altitude warnings

Airspace Warning is activated by two triggers. First warning is when the projected point of the flight is inside a sector. Sector is outlined bold red, so you can clearly identify it on the screen. The position of the glider is projected for the value in secons ahead of the current position. This value is setup in Time [s] setting.

Second Airspace warning appears when you fly closer than the preselected Distance from the Airspace or when your altitude is less than Alt.res different from the airspace boundaries. A continous sound warning and whole-screen warning appears.

Altitude warning is a general warning, useful for example when there is a maximum altitude set for a competition day or 18.000ft for the USA. When you come close to the airspace, you get a beep and the red banner much like the airspace warning.



7.9 Polar

The Polar dialog lets you enter your glider polar data into SeeYou Mobile. These data is essential for performing the final glide calculations.

Saved polars combo box lets you choose from several predefined polars.

Name field lets you enter a name for the polar.

Min. load sets up the minimum wing loading of the glider while Stall speed tells SeeYou Mobile about the assumed stall speed of the glider.

a, b and c are parameters of the quadratic equation which is a mathematical approximation of the glider's actual performance.

By checking the User polars only checkbox, only polars entered by the user will be displayed in the Saved Polars combo box.

Info panel gives you a basic information about what has been setup.



7.10 Units

SeeYou Mobile speaks several languages. You may select your language through the Language combo box. Managing installed language files is possible through the [Manage...](#) dialog. Note that you need to have installed the Multilingual version of SeeYou to have other languages than English available.

Setup the units you are used to in the Units dialog. You can choose the units for

Distance - km, nm, ml

Altitude - m, ft

Speed - m/s, km/h, kts, mph

Vertical speed - m/s, kts, fpm

XC Speed (cross country speed or average speed) - m/s, km/h, kts, mph

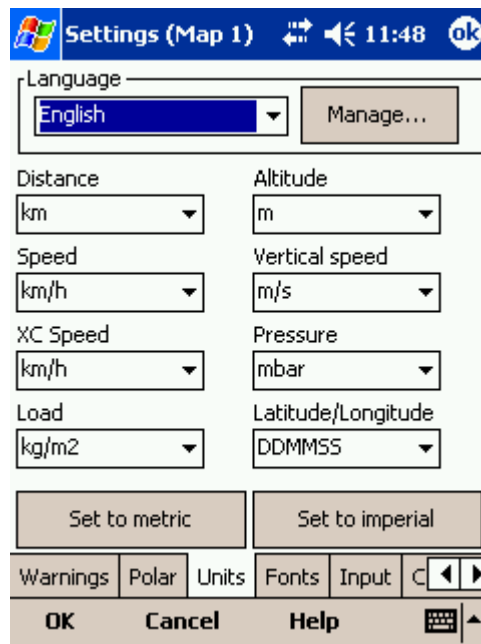
Pressure - mbar, hPa, mmHG, inHg

Load (wing loading) - kg/m2, lb/ft2

Latitude/Longitude - DDMMSS, DD.MMmm, DD.dd

Set to metric sets up km, m, km/h, m/s, km/h, mbar, kg/m2 and DDMMSS

Set to imperial sets up ml, ft, mph, kts, mph, inHg, lb/ft2, DDMMSS

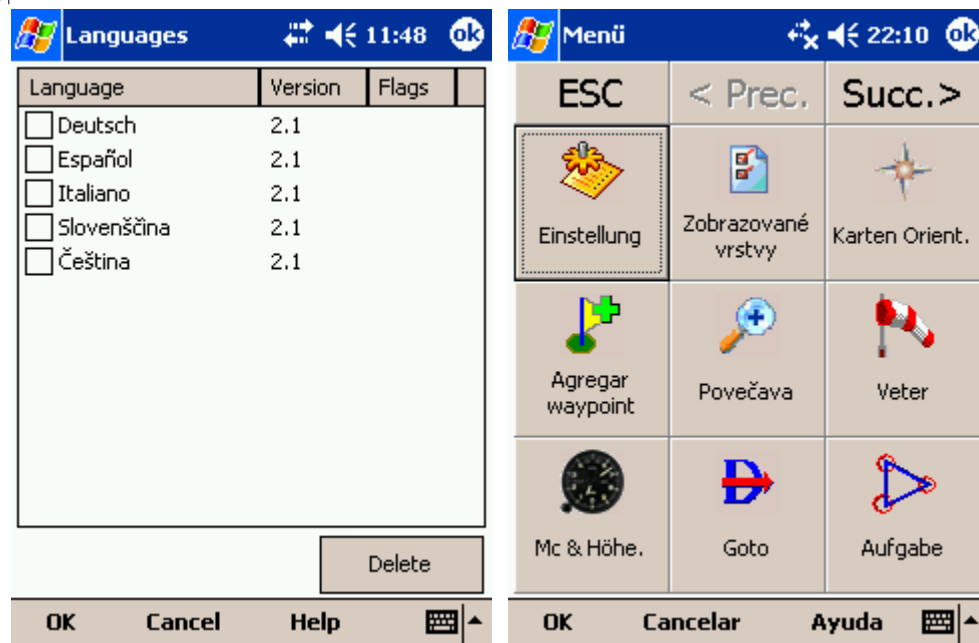


7.10.1 Manage languages

In this dialog you can see which language files are installed on your Pocket PC and what versions they carry. A language file version must be the same as the installed application version or else, the translations won't work. You will need to download the Multilingual version each time you upgrade SeeYou Mobile to be able to use SeeYou Mobile in a language other than English.

The Delete button lets you delete any unwanted language files to save storage space on the device.

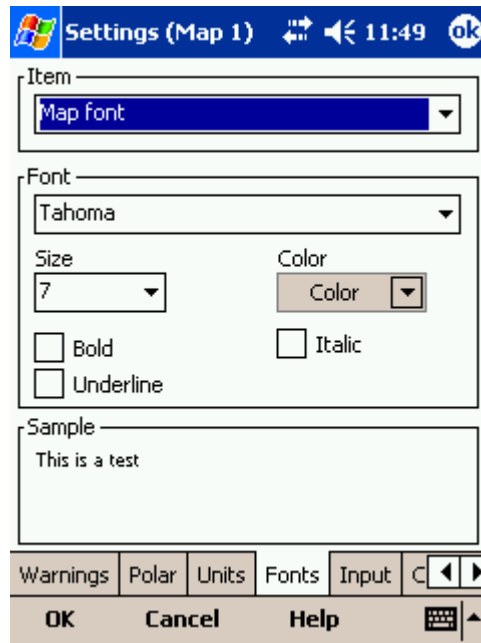
See also
[Units](#) ^[60]



7.11 Fonts

The fonts dialog allows you to change preferences of the fonts in SeeYou Mobile.

Choose one Item, then change Font, Size, Color, Bold, Underline and Italic preferences. See an example in the Sample panel at the bottom of the dialog.



7.12 Input

The input dialog lets you choose from three different input methods for displaying a flight in SeeYou Mobile.

Serial

is what you will want to use in the air. In normal circumstances all you need to do is attach a GPS to the serial port of your PDA and enable the Serial radio button and the communication will run automatically. Make sure that your GPS is sending the correct NMEA data.

The header line of the [Map view](#)^[21] will display 3D/X, 2D/X or BAD in the top left corner when in Serial input mode.

The Port Settings... button will let you choose [preferences for the GPS](#)^[63].

Ignore Checksum will not control the checksum at the end of NMEA sentences. Do not turn this option on unless you have a good reason to do so.

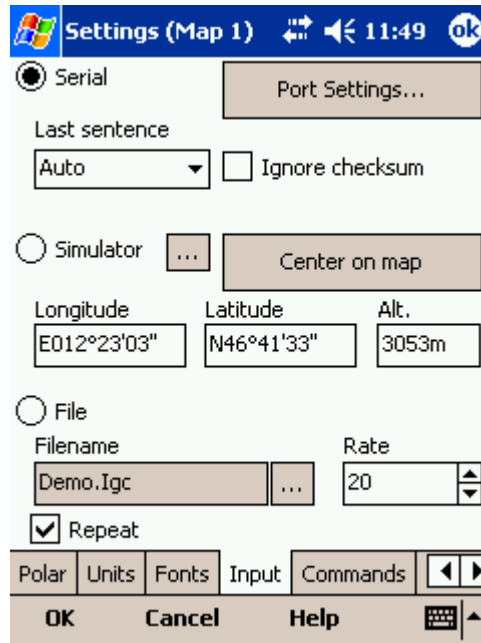
Simulator

In this mode a glider is controlled by dragging a line out of the glider thus telling it in which direction to move and how fast. You can specify a start Latitude and Longitude through the edit boxes if you wish.

File

This mode takes an IGC file and animates an old flight. This is the most perfect way to test the application. You will be able to rely on own feelings from the actual flight and observe what SeeYou Mobile would have been telling you if you had it with you in the air at that time. Use the "..." button to select a flight you wish to animate and the Rate spin do select how fast the animation should run.

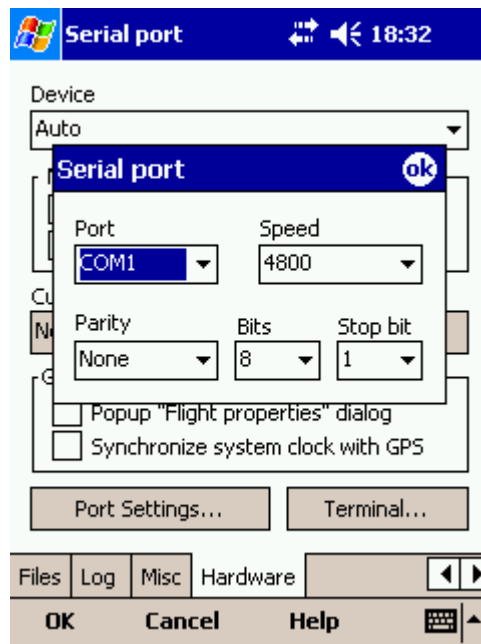
Automatic mode will put you in Serial mode if NMEA input is detected on the COM port.



7.12.1 COM Options

This dialog sets up preferences for the GPS input like COM port, COM speed, Parity, Bits and stop bit.

Most GPS devices will be happy with Port Settings "COM 1, 4800bps Speed, no Parity, 8 bits and 1 stop bit", however there is some (like the Navman Sleeve GPS, Bluetooth GPS devices and CF card GPS devices) that require different COM port settings. Please refer to the documentation of the GPS in question or our Support pages to get the correct help.



7.13 Commands

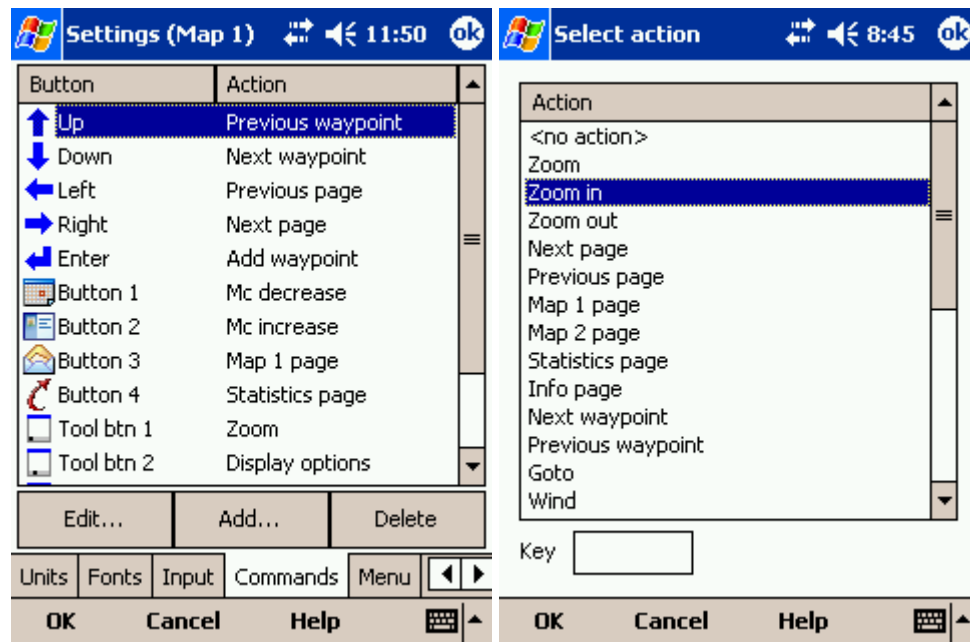
You can fully customize which button takes over which action through the Commands dialog.

There are three groups of buttons available through SeeYou Mobile. Note that each PDA may have different buttons, located at different places and some will not have all of the buttons at all. This is all no problem for SeeYou Mobile. It will detect which buttons your PDA has and will operate accordingly.

- . 5-way navigation button (arrows and enter)
- . Buttons on the casing of the PDA
- . 5 software buttons in the Command bar of the SeeYou Mobile window.
- . Keyboard letters

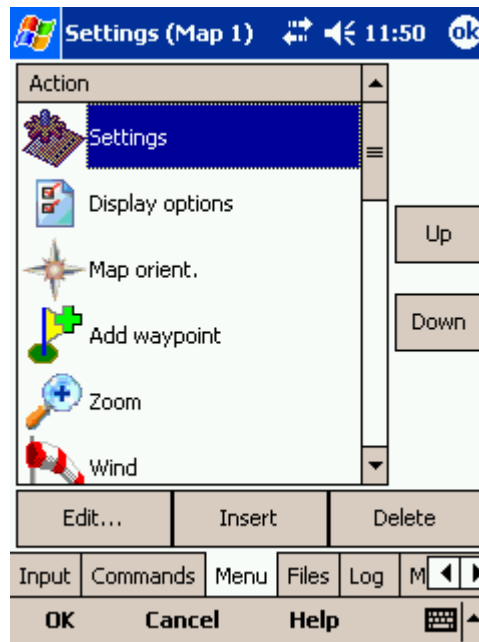
This way you are sure to be able to setup your PDA to match your preferences. Select a button, then choose an action for this button through the Edit button.

Add button lets you add actions for keyboard keys. This is particularly useful for devices with built in keyboard like HP iPaq 4350.



7.14 Menu

You can fully control the content and order of the buttons in the menu. Use the Up/Down and Edit/Insert/Delete buttons to change the main menu.

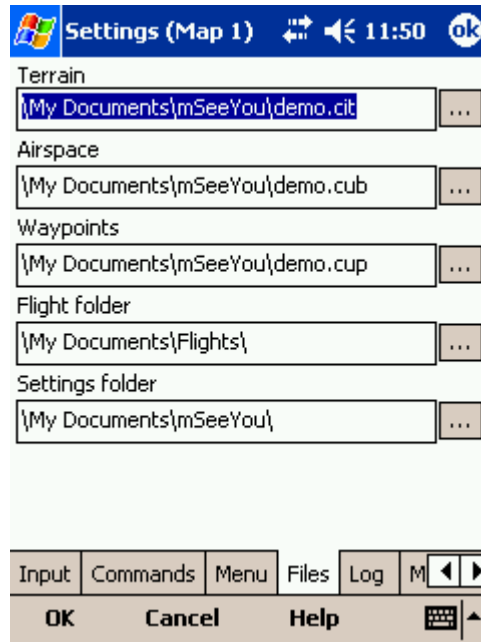


7.15 Files

Setup the default file locations for SeeYou Mobile through this dialog. To read about how to transfer your terrain, waypoint and airspace files to SeeYou Mobile, please read the chapter [Copying files to SeeYou Mobile](#)⁸¹.

Note that any of the files can be stored either in Pocket PC internal memory or Storage Card. While internal memory is slightly faster, Storage card is safer when the battery drains out.

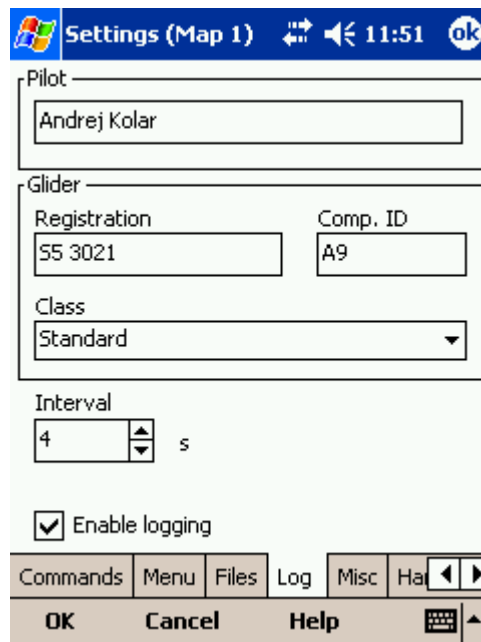
It is possible to change files during runtime.



7.16 Log

SeeYou Mobile does also log a flight and produces an IGC file. Note that this IGC file is not secure by GFAC (IGC) standards and therefore can't be used for claiming badges and records. It can however be analyzed in SeeYou or similar software after the flight.

This dialog lets you enter the Header information for the flights recorded with SeeYou Mobile. Information on Pilot, Registration, Competition ID and Class is collected here. Interval spin box lets you select the interval between consecutive fixes that are recorded while Enable logging check box turns logging on and off. The location of the stored IGC file is determined through the [Settings > Files](#) dialog.



7.17 Miscellaneous

The Miscellaneous dialog takes care of all the rest of the options, not covered in other parts of the application.

Dialog timeout sets up how long a dialog will wait for you to press something before it quits and returns back to navigation. Dialogs subjected to this are Zoom, Flight Properties, Wind, Map orientation and similar. Note that the Settings dialog is not a subject to disappearing as we consider you know what you are doing when you are going through the Settings.

Drag limit is an area of pixels within which the control will not move even if you move the stylus or your finger. This is required for using the display with fingers because it is difficult to keep still in a shaky environment of the glider.

Show command bar will show the command bar with Tool buttons at the bottom of the [Map view](#)^[21].

Show task bar will show the task bar at the top of the [Map view](#)^[21].

Tap & Hold activation will force you to tap and hold a symbol on the Map page to bring up a dialog like the [Wind](#)^[36], [Map direction](#)^[34], [Flight properties](#)^[37].

If all goes wrong, you can Restore all settings to default by checking this check box and restarting the application.

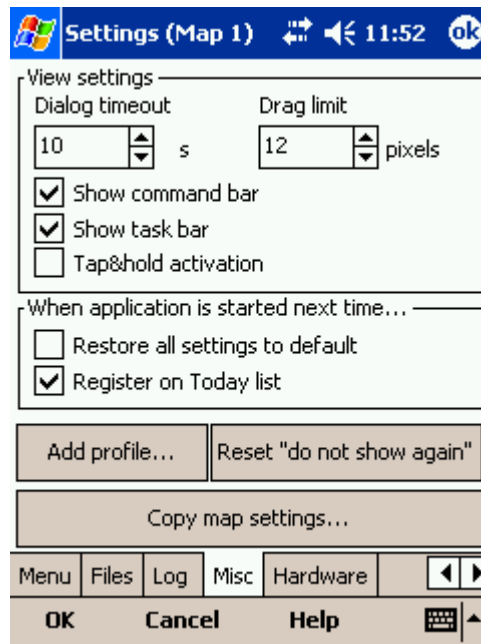
Register on Today list will place a shortcut on your main page of the Pocket PC.

Add profile... button allows you to add new profiles to SeeYou Mobile. One application for several profiles is when you fly different club gliders and need different setups for them (different loggers, aircraft make and model etc.) Second reason to have more profiles is when several people use the same Pocket PC in one glider. When there is more than one profile available, you get to choose it

when starting the application.

Reset "do not show again". There are several dialogs with "do not show again" labels at the bottom. If you would like to see them all again, press this button.

Copy map settings... will replace settings of one map with settings from the other map. Please read the message in the dialog carefully, so you don't accidentally replace the wrong map settings.



7.18 Hardware

Some GPS or Variometer devices send out proprietary NMEA data. In order to work with these, you will need to tell SeeYou Mobile which GPS is connected through this dialog.

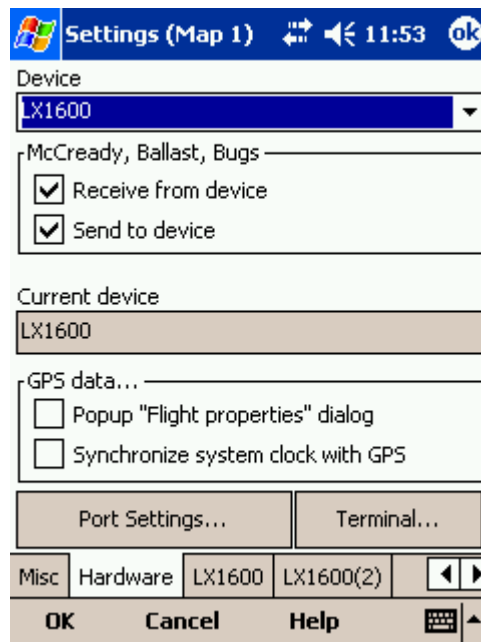
You should tell SeeYou Mobile which GPS is at the other end of the Serial cable for some devices in order to be able to communicate with it. You can do that with the Device drop down list. Note that some devices are recognized automatically. A dialog will pop up in that case to let you know that a device was recognized.

McCready, Ballast, Bugs settings may be sent or received to some devices. Uncheck Receive from device if you don't want the device to change these settings in SeeYou Mobile. Uncheck Send to device if you don't want to change settings on the device through SeeYou Mobile.

Current label tells you which device was recognized. A caption Generic GPS means that the device was not recognized as one of the special devices.

Port settings... opens up the [COM Options](#)^[63] dialog.

[Terminal...](#)^[69] button opens up a dialog where NMEA input can be monitored.



7.18.1 Terminal

This dialog allows you to see what data SeeYou Mobile is receiving through the COM port. It may be very useful for debugging any problems related to GPS input.

The upper edit box allows you to enter commands and sending them with the Send... button.

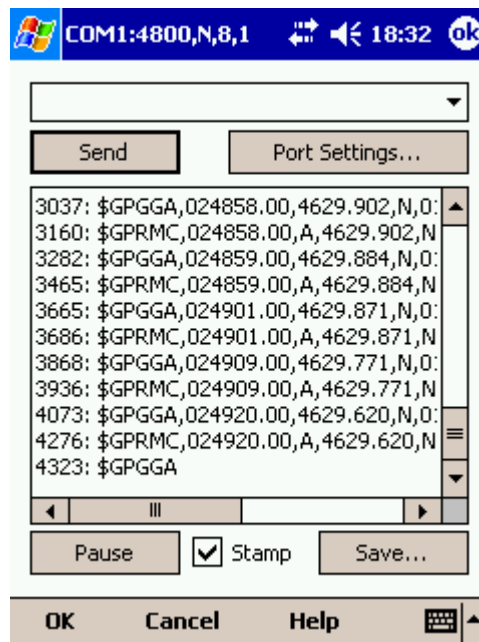
Port settings... opens up the [COM Options](#)^[63] dialog.

The largest section of the screen shows NMEA input when GPS is connected.

Pause button pauses receiving of NMEA data.

Stamp will add a timestamp to each NMEA sentence which makes it easier to debug.

Save... button will save the log which you would perhaps like to send to support@seeyou.ws if there is a problem you are debugging.



7.19 LX 1600

This dialog only appears when SeeYou Mobile is connected to the LX 1600 variometer. For more information on LX 1600, visit www.lxnavigation.si

LX 1600 is a simple variometer with only a few knobs. You can use SeeYou Mobile change the volume and McCready settings through the [Flight Properties](#)^[37] dialog. You may also use the [Commands](#)^[64] dialog to set McCready increase/decrease and Volume increase/decrease actions to the available buttons.

There are four panels available on two LX 1600 settings dialogs. Panels are for setting up the Variometer, Speed to fly, Audio and LCD Indicator settings.

Vario panel allows you to control the properties of the variometer needle.

- . Filter affects sensitivity of the vario. The higher the number, the slower vario needle and audio signal respond.
- . Range selects max and min values for the vario needle. They can be 5 or 10m/s, 10 or 20kts, 1000 or 2000fpm.
- . Avg selects the averaging interval for the integrator.
- . TE Filter selects the filter for Total Energy compensation. The higher the number, the longer it takes for the vario to show the change in Total energy altitude of the glider.
- . TE Level allows you to compensate for inaccuracies in static pressure/TE tubes. See the LX 1600 manual (chapter 3.2 - Pneumatic Connection) about how to connect the tubes in order to have electronic compensation (it is different than the tubing when connected to TE pressure compensation).
- . Smart filter is a dynamic filter and controls the rate at which the vario indication moves. Higher number is slower, more filtered. (see LX1600 documentation for more on this)
- . Autozero is used when you notice that the needle is not exactly zero on the ground when nothing is moving and the wind is calm. Press autozero in a calm environment to re-calibrate vario parameters to zero.

Speed to fly panel

- . Mode selects when the vario sound changes from vario to speed to fly. When set to External it will use the information from an external switch which you must have installed somewhere in the cockpit. In the On circling mode it will change to vario when the glider is circling while it will be in Speed to fly mode while cruising. Auto speed mode will switch to speed to fly mode when the airspeed becomes greater than the Spd. value on this same panel.
- . Switch style allows you to "invert" the switch operation through the software. Taster option will change the modes each time the taster is pressed.
- . TAB allows you to select how deep the silent are is (this is an area around zero where speed to fly indication will not beep).

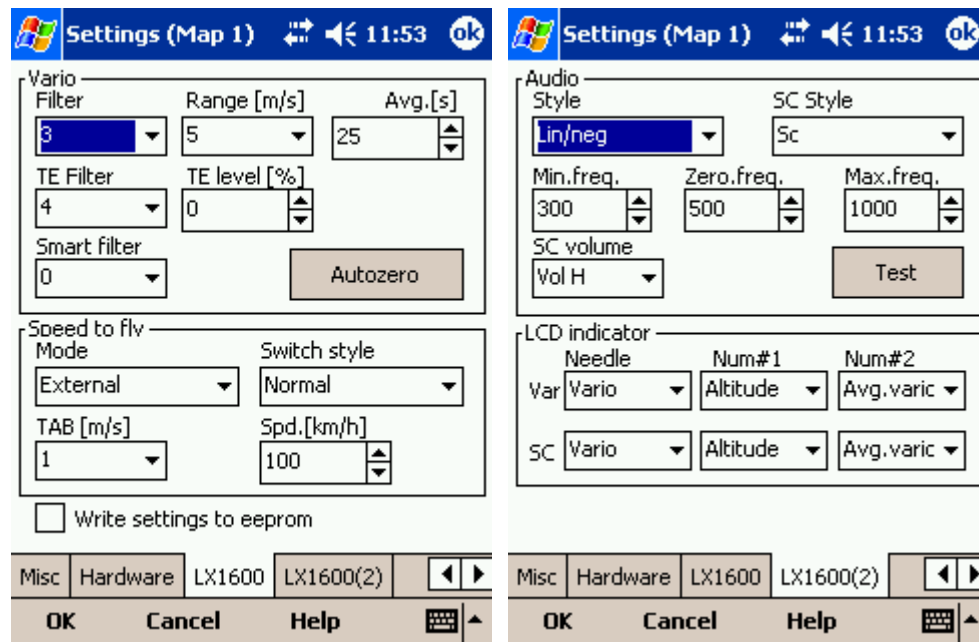
Write settings to eeprom will save your current settings from both pages (LX 1600 and LX1600-2) to LX 1600, so they are used even if the PDA is not connected to LX 1600, which can happen in case of power failure of the PDA.

Audio panel is at the second settings page - LX1600(2).

- . Syle lets you choose between the following types of variometer sounds:
 - .. Lin/neg = The sound changes in linear correlation to the vario reading. It is intermittent at negative vario values.
 - .. Lin/pos = The sound changes in linear correlation to the vario reading. It is intermittent at positive vario values. This is the default setting.
 - .. Linear = The sound changes in linear correlation to the vario reading. It is not intermittent.
 - .. Dig/neg = The sound changes in discrete steps. It is intermittent at negative vario values.
 - .. Dig/pos = The sound changes in discrete steps for each X.Xm/s. It is intermittent at positive vario values.
 - .. Digital = The sound changes in discrete steps for each X.Xm/s. It is not intermittent at any vario values.
- . SC Style lets you select between SC pos, SC neg and SC. SC pos beeps at positive values, SC neg beeps at negative values while SC gives a continuous sound at positive values, so you won't mistaken its beeps with vario sounds.
- . Min.freq. is the sound you will hear when the vario is pegged at -10m/s.
- . Zero freq. is the sound you will hear when vario equals zero.
- . Max.freq. is the sound you will hear when the vario is pegged at +10m/s
- . SC Vol allows you to select between noisy (Vol H) and more silent sound (Vol L) in Speed command
- . Test button allows you to see and hear what you have setup. You must be positively connected to LX 1600 in order to test its audio settings.

LCD indicator is found on the second settings page - LX1600(2). It allows you to setup the upper and lower numbers in the LCD separately for vario and speed command modes.

- . Needle lets you setup what the needle on the indicator shows (Vario, Speed Command, Netto vario or Relative vario)
- . Num#1 lets you setup what the bottom number on the display shows (Altitude QNH, Distance to target, Glide slope difference, Indicated airspeed or Leg speed)
- . Num#2 lets you setup what the upper number on the display shows (Average vario, Current time, Flight time or leg time)



8 Windows Mobile tips and tricks

There are some tricks in using the Windows Mobile and PDAs. Here's some which you will want to use with SeeYou Mobile.

Using PDA with your fingers

Usually in office conditions, you will be using your PDA with the included stylus. However inside the glider this is a pain. Stylus is small, PDA is shaking, so taping the screen is pretty inaccurate. The stylus could get lost really quickly. SeeYou Mobile is therefore designed to be used with fingers rather than the stylus.

Tap

This is similar to mouse left-click in desktop Windows. Press your finger or nail anywhere on the screen to create a "Tap". This way you can navigate through the menus or tap on the map to get the Goto and Airspace menu for example.

Tap and Hold

Tap and hold is something similar to the mouse right-click in desktop Windows. There are few uses for a pop-up menu in SeeYou Mobile, so Tap and Hold is normally used to perform special tasks on the map. An example is moving the Nav-boxes or accessing the Flight parameters by tapping and holding the Glideslope indicator. Similar use is assigned to tapping and holding the Wind and North indicators.

Using the PDA buttons and 5-way Navigation button

All buttons in SeeYou Mobile are customizable. You can assign any command to any of the buttons which are manufactured on your PDA through the [Commands](#) ^[64] menu. In addition to the hardware buttons, the same application is intended for the 5 available buttons on the screen in the Command bar section.