

Screen Writer

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To Create a New Sequence of Screens

It is easiest to first create [Groups of Database Items](#), and then to create a Screen for each Group.

- A Screen must be created for each Group of Database Items.
- The Screen Properties must be defined.
- The screens must be linked into a Screen Sequence.

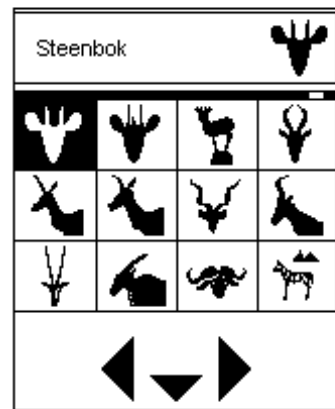
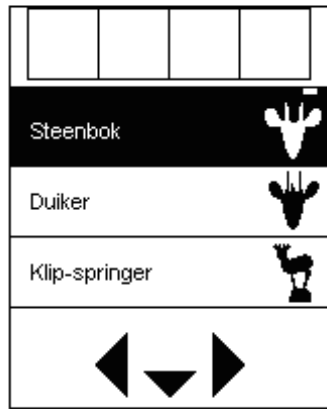
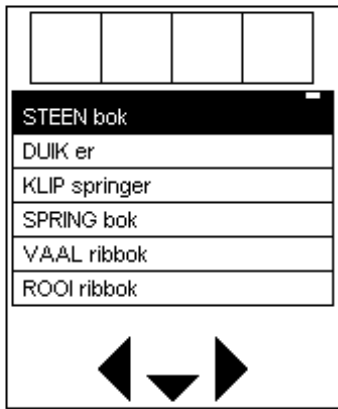
Types of Screens

The *type* of screen determines the way in which items are recorded. The type of screen determines what the interface looks like.

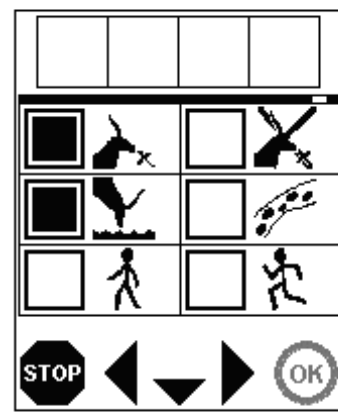
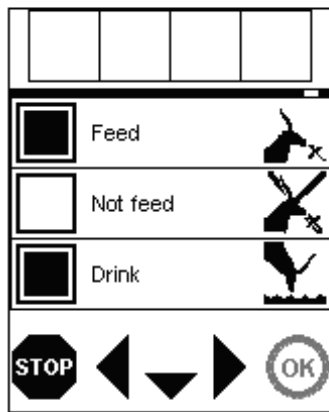
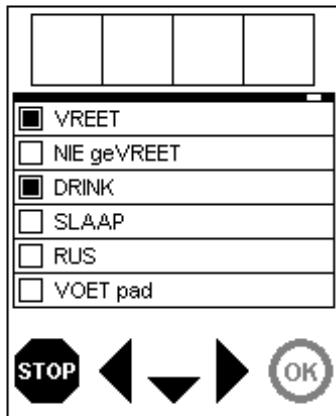
Types of Screens include:

- Radio Lists
- Check Lists
- Number Check List
- Number Screens
- Digit Number Screen
- Multiple Choice Screen
- Question Note Screen
- Title Screen
- Distance Sighting
- Notes Screen
- Bar Code Scan Screen

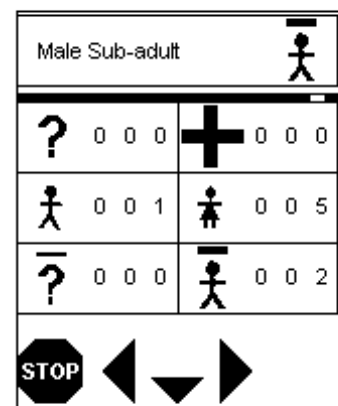
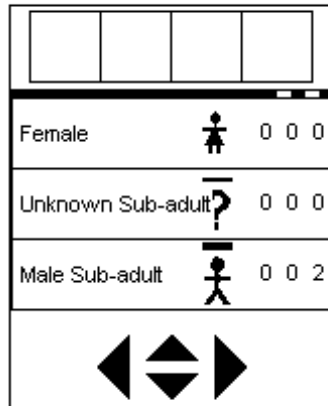
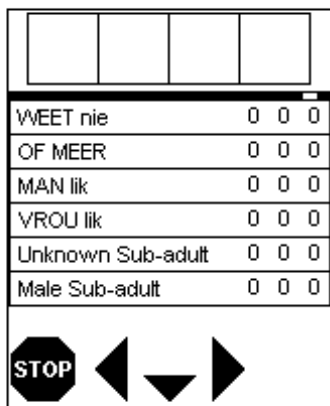
Radio List: Single-selection item list for mutually exclusive options.



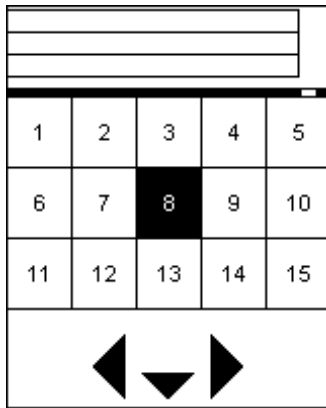
Check List: Multiple-selection item list for options which can occur simultaneously.



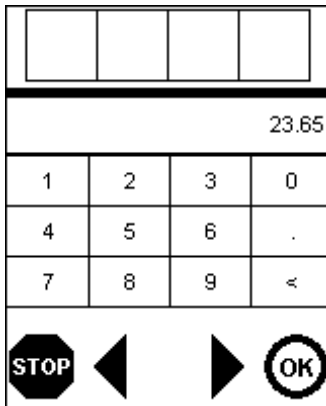
Number Check List: Numbers scroll up or down by touching top or bottom half of any of the integers. Can select any number of items, each of which has a number.



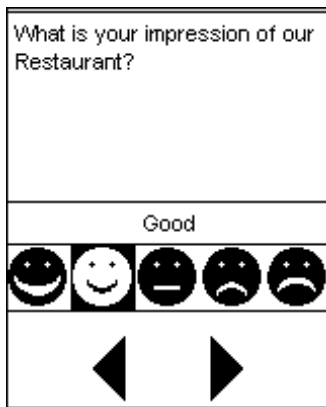
Number Screen: Grid of numbers allows easy selection of a number. This is the easiest way of recording numbers for fieldworkers with a low level of literacy.



Digit Number Screen: Allows you to enter a number with a decimal point with a key pad.

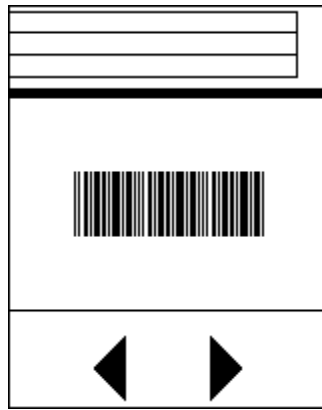


Multiple Choice Screen: A question box with a row of multiple choice icons. Multiple choice may have two ratings (yes/no), three ratings (good/fair/poor) or five ratings (excellent/good/fair/poor/unacceptable). Multiple choice screens need to be linked to TWO groups in the database (while all other screens are linked to only one group). For example for the question "What is your impression of our Restaurant?" you need to link the screen to the question "Restaurant" in the database, but also to the group in the database that gives the rating, for example "Excellent, Good, Fair, Poor, Very Poor". The "Result as Index" is linked to the rating group.



Question Note Screen: A question box with a keypad to enter a written answer.

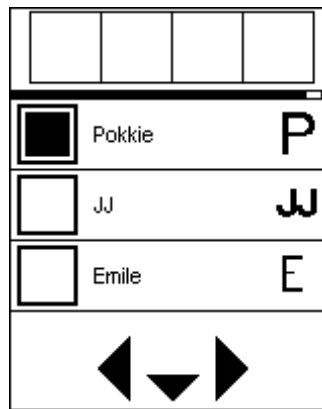
Bar Code Scan Screen: Allows you to read a Bar Code with a Symbol SPT 1700 Bar Code Scanner.



Special Types of Screens include:

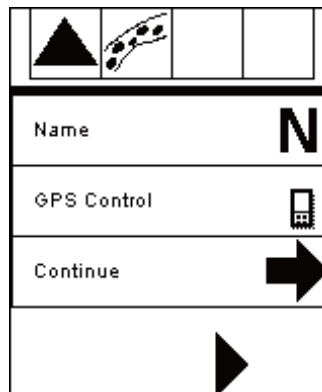
- State Screen
- GPS Timer Screen
- Patrol Type and Start / Continue / Stop Screens

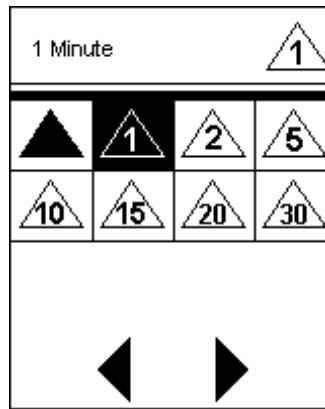
State Screen:



A **State Screen** always goes back to the Start Screen when the FORWARD button is pressed. A State Screen does not have a **STOP** or an **OK** button. A State Screen is a screen whose "next screen" link goes to the Start Screen in the sequence. A State Screen is used to record information that does not change often, but which is linked into the sequence in such a way that it is stored in every sighting. Every time the **STOP** button or (**OK** button) is pressed (on another screen at the end of the screen sequence) and it goes back to the **Start Screen**, it records what is on the State Screen. When that Field Computer is switched off, and then switched on again, it will record what was on the State Screen when it was switched off. Examples of State Screens include the Names of people recording data - the name is entered once at the beginning and linked to every observation made without the name being recorded every time.

Start Screen:



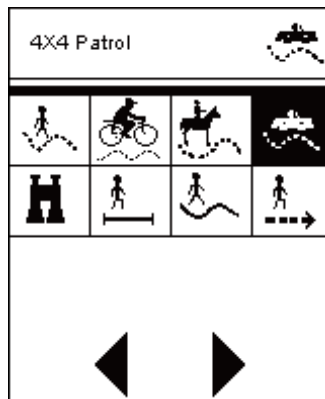
GPS Timer Screen:

The **GPS Timer** is a special type of State Screen. It allows you to set the frequency at which the GPS will automatically take a reading if no observations were recorded over a period of time. For example, it can be set so that the GPS takes a reading every one minute or every five minutes.

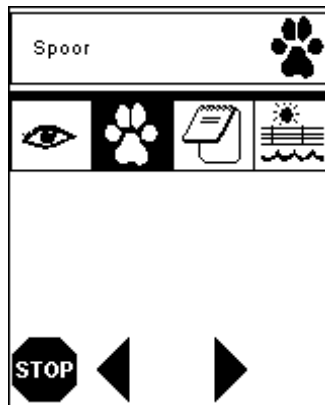
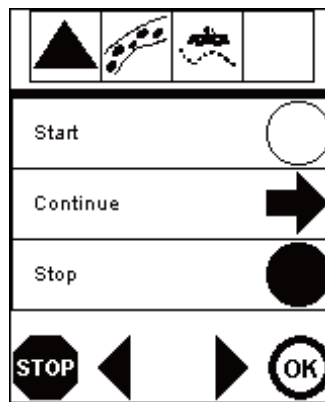
Patrol Type and Start / Continue / Stop Screens:

For statistical analysis of data, it is important to distinguish how data was gathered. For example, data collected on foot, from horseback, or from a vehicle need to be separated. It is also important to indicate when you start and stop collecting data using different methods of patrolling. You therefore need to create a "**Patrol Type**" screen and a "**Start / Continue / Stop**" Screen. The next version of CyberTracker will allow you to automatically calculate the "Effort of Patrol" as well as an "Index of Abundance" of data.

To demonstrate this we will use the [Wildlife Demo Sequence](#) as an example. The "**Patrol Type**" screen determines the method used to gather data. For example Foot Patrol, Bicycle Patrol, Horse Patrol, 4X4 Patrol, Fixed Point, Foot Transect, Foot Recce or Foot Tracking.



1. Select the patrol type, for example 4X4 Patrol, and press the "next screen" button. Next will take you to the "**Start / Continue / Stop**" screen. The "**Start / Continue / Stop**" screen will prevent you from going straight from *Start* or *Stop* to the "**Type**" screen.
2. Select *Start* and press *OK* to indicate the start of the 4X4 Patrol path.
3. By pressing *Start*, *OK* you will return to the "**Patrol Type**" screen. Again select patrol type, 4X4 Patrol, and press *next*.
4. Once again you will return to the "**Start / Continue / Stop**" screen, now select *Continue* and press *next* to proceed to the "**Type**" screen. The "**Start / Continue / Stop**" screen will allow you to do automatic statistical analysis.



5. Once the 4X4 Patrol is finished, select *Stop* on the "Start / Continue / Stop" screen and press *OK* to proceed to a new patrol type observation, for example Horse Patrol, or *STOP* to proceed to the "Start" screen.

The table below will demonstrate the result of using the "Patrol Type" and "Start / Continue / Stop" screen.

Table : Method Type							
	Time ▼	Method	Start/Continue/Stop	Type	Animal Type	Rhino	Rhino Activity
1	11:33:57	4X4 Patrol	Start				
2	11:34:35	4X4 Patrol	Continue	Spoor	Hoof		
3	11:34:47	4X4 Patrol	Stop				
4	11:35:04	Horse Patrol	Start				
5	11:35:40	Horse Patrol	Continue	Spoor	Pad		
6	11:35:52	Horse Patrol	Continue	Spoor	Pad		
7	11:36:09	Horse Patrol	Stop				
8	11:36:25	Foot Tracking	Start				
9	11:36:43	Foot Tracking	Continue	Spoor	Rhino	Katriena	Feed
10	11:36:48	Foot Tracking	Continue	Spoor	Rhino	Katriena	Walk
11	11:36:54	Foot Tracking	Stop				
12	11:37:39	Fixed Point	Start				
13	11:38:31	Fixed Point	Continue	Sighting	Bird		
14	11:38:57	Fixed Point	Stop				

The Screen Writer

The screen writer consists of the following tabs:

- Sequence
- Screen
- Screen Copy

Sequence

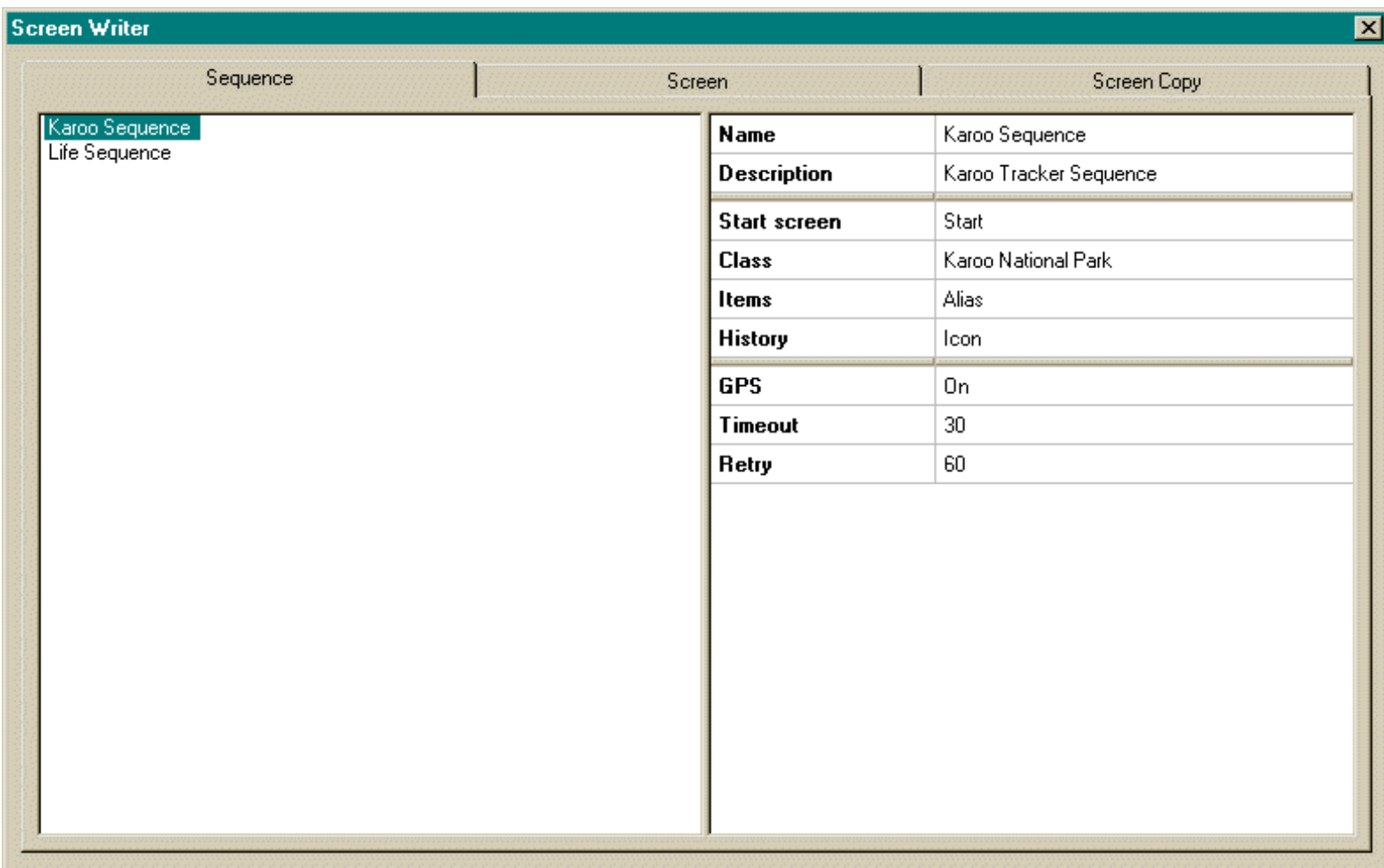
Before you can create new screens, you need to define the Sequence and Sequence Properties. The Sequence consists of a sequence of screens that are linked in a specific order.

Go to Screen Writer:

1. Select **New project** icon.
2. Open the database for which you want to create a Screen Sequence for.
3. Select **Tools, Screen Writer**.
4. Select **Sequence** tab.

To Define the Sequence Properties:

- **Name:** The name of the Specific Sequence. Right-click on left pane to pop up menu. Select **New** and rename Sequence. The name will appear on right hand pane. Note that you can create more than one Sequence for the same database.
- **Description:** An arbitrary description of the type of sequence, or Generic Sequence. Left-click in space to the right.
- **Start Screen:** The name of the first screen in the sequence must be identified so that the programme knows which screen to identify as the Start Screen. Note: This screen can only be selected after you have created a Start Screen in the Screen tab (see below).
- **Class:** Use drop-down menu to select the Class in the Data Manager, Classes.
- **Items:** Whether items on screen should appear as the Alias (Field Name) or the Scientific or English name.
- **History:** Whether the history list on the screen should appear as text or icons.
- **GPS:** The GPS can be switched On or Off.
- **Timeout:** After trying for this period of time, the GPS will switch off if it failed to take a reading. This is to save batteries in case the receiver is in a position where it cannot get a reading. (does the GPS physically turn off?)
- **Retry:** If the GPS switched off after the Timeout period, it will Retry after this period of time.



To Create a New Screen

On the Screen tab the separate screens are identified and defined and linked to one another.

Go to Screen Writer:

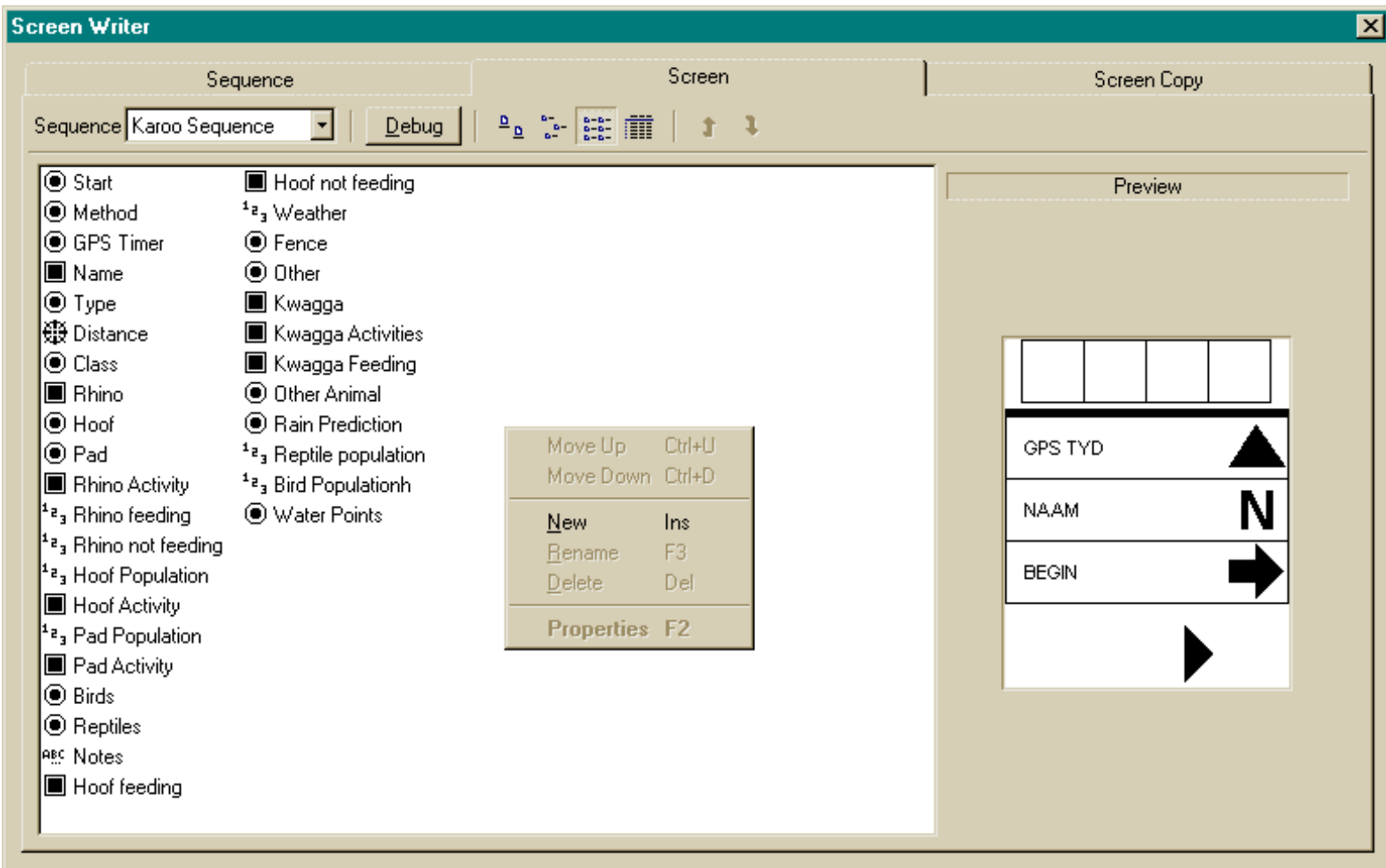
1. Select **Tools, Screen Writer**.
2. Select **Screen** tab.

You need to create a new Screen for each of the Groups of database items created in the Data Manager. For each new screen that is created and listed on the left pane you need to:

1. *Right-Click* on the white space in the left pane to pop up a menu.
2. Select **New**.
3. Rename "New Screen".
4. *Right-Click* on screen name and select **Properties** (or *Double-click* on the screen name to open the **Screen Editor**).
5. Define properties of the screen (see **Screen Editor** below).

To Arrange the Order of the Screens:

1. *Left-click* to select name of screen.
2. *Left-click* on **Move Up** or **Move Down** buttons to move screen up or down the order of the sequence.



The Screen Editor

For each screen you need to define:

1. General Properties
2. Screen Specific Properties

The Screen Editor, General

Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen** tab.
3. *Double-click* on the name of the screen to open **Screen Editor**, (or *right-click* on screen name and select **Properties**).
4. **General** tab should be selected.

To Define the General Screen Properties:

- **Name:** Name of screen.
- **Type:** Use drop-down menu to select type of screen, for example Radio List, CheckList or Number Screen.
- **Use title:** Whether title should appear in history list.
- **Blink title:** Whether title in history list should blink.
- **Title:** An arbitrary title in the text history list for the screen.
- **Title alias:** Field name for title appearing in history list.
- **Icon:** Name of icon that appears in history list. Use button with three dots [...] to select icon.
- **Stop button:** Whether screen must have a Stop button. When the Stop button is pressed information (including GPS reading) will be recorded and you will return to the Start Screen.

- **Next button:** Only the Last Screen will NOT have a Next Button. All other screens should have a Next Button.
- **OK available:** Whether screen must have an OK button. When the OK button is pressed information (including GPS reading) will be recorded and you will return to the OK Destination Screen.
- **OK destination:** Whether screen is an OK destination, i.e. whether pressing an OK button on a subsequent screen returns to this screen. There can be only one OK destination screen in a sequence path.
- **Next screen:** The **Next Screen** applies if all the items on a screen are linked to the same "Next Screen". Click in space to use drop-down menu to select Name of the Next screen (Note that the Next screen can only be selected if the Screen name has already been created in the Screen tab). Fill in only if all items on screen go to same screen. The Next Screen does not apply if items on a screen link to different screens (See **To Link Screens into a Sequence**).
- **Last screen:** The **Last Screen** is where all the paths end up. It is always the last screen in the sequence (See **To Link Screens into a Sequence**). You will only be able to select the Last Screen after you have created a Last Screen that does not have a Forward button. It is useful to create a Note screen as a Last Screen and to do this before creating other screens.

After defining the Screen General properties, you now need to define the Screen Specific properties.

Screen Editor: Rhino Activity	
General	Screen Specific
Name	Rhino Activity
Type	Check List
Use title	No
Blink title	No
Title	
Title alias	
Icon	-unassigned-
Stop button	Yes
Next button	Yes
Ok available	Poly modes only
Ok destination	Yes
Next screen	
Last screen	

Preview

Preview area showing a grid of icons and navigation buttons (STOP, left arrow, down arrow, right arrow, OK).

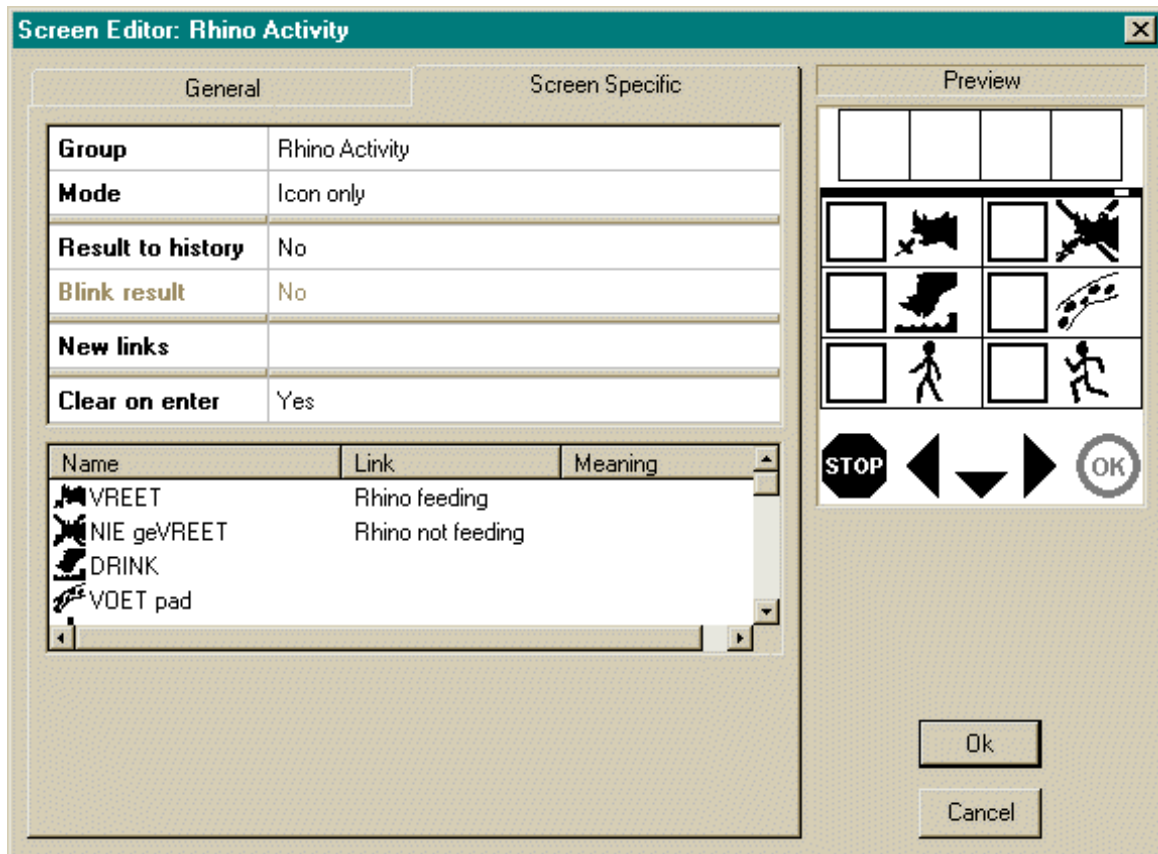
Buttons: Ok, Cancel

The Screen Editor, Screen Specific

Screen Specific Properties depend on the Type of Screen:

- Radio List
- Check List
- Number Check List
- Number Screen
- Digit Number Screen
- Multiple Choice Screen
- Question Note Screen
- Title Screen
- Distance Sightings
- Notes Screen
- State Screen
- GPS Timer Screen
- Bar Code Scan Screen

The **Screen Editor**, **Screen Specific** also makes it possible to define the **Screen Item Properties** by *Double-clicking* on the item name.



To Create a Radio List Screen

Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen** tab.
3. *Double-click* on the name of the new screen to open **Screen Editor**.
4. Under **General** tab, select **Type: Radio List**
5. Select **Screen Specific** tab.

To Define the Screen Specific Properties:

- **Group:** Select (click on icon with three dots) the Group to which the screen items belong to in the Data Manager, Explorer. The items of the Group with their icons will automatically appear in the preview window as set up in the Explorer tab of the Data Manager.
- **Mode:** The mode in which items appear on the screen. For example, Text and Icon, Icon only, Text only (one column), or Text only (two columns).
- **Result to history:** Whether result of screen should appear in history list.
- **Blink result:** Whether result in history list should blink.
- **New links (Default Link for New Items):** Select one of the screens from the drop-down menu to serve as default link to the next screen in the sequence for new items added in Data Manager, Explorer. This makes it possible to add items using Explorer without using the Screen Writer, Screen Editor. (See **To Link Screens into a Sequence**).
- **Clear on enter:** Whether item selected should be cleared when entering screen again. Click on space for drop-down menu.

To Define Screen Item Properties *Double-click* on database item name:

- **Name:** Name of database item.
- **Alias (Field Name):** Alias for database item
- **Link:** The screen to which this item is linked. Applies when items on one screen lead to different screens and Next Screen does not apply. It creates a link from screen item selected to the next screen in the sequence that it leads to. Click on space to select screen from drop-down menu. The next screen in the sequence should already be created. (See **To Link Screens into a Sequence**).

- **Meaning:** Click on space for drop-down menu and select Geometry, Acquire Position (or None)..
- **Value:** Depends on what is selected in **Meaning**. If Meaning = Geometry, then click on space to produce drop-down menu and select Point, Path, Line or Polygon. If Meaning = Acquire Position, then Value = time (how often it takes a GPS reading).

QuickTip:

The meaning option is important, as this is where you determine what action will happen when the ok button is pressed. Usually you will use the GPS frequency setting on a state screen, where the user is initialising the GPS before embarking on a trip / patrol. The thing to remember with the Geometry: Point option is that you only need to set it once in a sequence. If you find your GPS readings aren't being recorded, the chances are good that you are missing the Point Meaning from your sequence.

- **Dependants (Screens to clear on change):** Dependants are Number Screens with markers that must be cleared when the result of the screen they are dependant on changes. For example, when the orchard number is changed, then the markers on the tree numbers and trap numbers, (of the orchard just completed), must be cleared when going on to next orchard. (See **To Link Screens into a Sequence**).

To Create a Check List Screen

Under **General** tab, select **Type: Check List**. As with Radio List, except that a Check List Screen cannot have Dependants (See above).

- When you create a table for a checklist, you need to create a column for each item in the checklist. If you only create a column for the Group, it will only show the first item checked (because it cannot show more than one item at a time). In "Edit Table Template" select "Columns" tab, then select "Type: Custom" and "Match type: Item" for each item in the checklist Group.

To Create a Number Check List Screen

Under **General** tab, select **Type: Number List**. As with Radio List, except that a Number Check List Screen cannot have Dependants (See above).

To Create a Number Screen

Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen**.
3. *Double-click* on the name of the new screen to open **Screen Editor**.
4. Under **General** tab, select **Type: Number**
5. Select **Screen Specific**.

To Define the Screen Specific Properties:

- **Result item:** Select the item which is given the numerical value. For example, number of males, number of females, etc.
- **Use markers:** Whether markers should be used to indicate which numbers have been selected. For example, the tree numbers in an orchard may be marked to indicate which trees have been completed.
- **Clear on enter:** Whether Number Screen should be cleared when entering it. For example, if the number screen was used in a sequence to record number of males, then the number screen should be cleared on enter when recording the number of females. On the other hand, if markers are used to indicate the tree number selected in an orchard, then the number screen should not be cleared on enter when selecting the next tree number in the same orchard. The tree numbers in an orchard are only cleared when entering a new orchard number. (See **To Link Screens into a Sequence**).
- **Zero base:** Whether the numbers should start with zero (explicit zero) or start with one (implicit zero). For example, when counting the number of males, females and juveniles in a herd of kudu, the number screen will start with one. If only the number of males are recorded, then the number of females and juveniles are implicitly zero (it is not necessary to record zero for animals that are not there). On the other hand, if it is important to know that the number of Codling moths in a trap is zero (and the fact that the trap was checked but found to be empty), then the number zero need to be recorded (explicitly zero).
- **Number:** The highest number that may need to be recorded. The Number Screen will scroll up to this number but no further (if the highest number is infinitely large the Number Screen will take up all the memory space on the Field Computer).
- **Dependants (Screens to clear on change):** Dependants are Number Screens with markers that must be cleared when the result of the screen they are dependant on changes. For example, when the orchard number is changed, then the markers on the tree numbers and trap numbers, (of the orchard just completed), must be cleared when going on to next orchard. (See **To Link Screens into a Sequence**).

To Create a Distance Sighting Screen

Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen**.
3. *Double-click* on the name of a (new) screen to open **Screen Editor**.
4. Under **General** tab, select **Type: Distance**
5. Select **Screen Specific**.

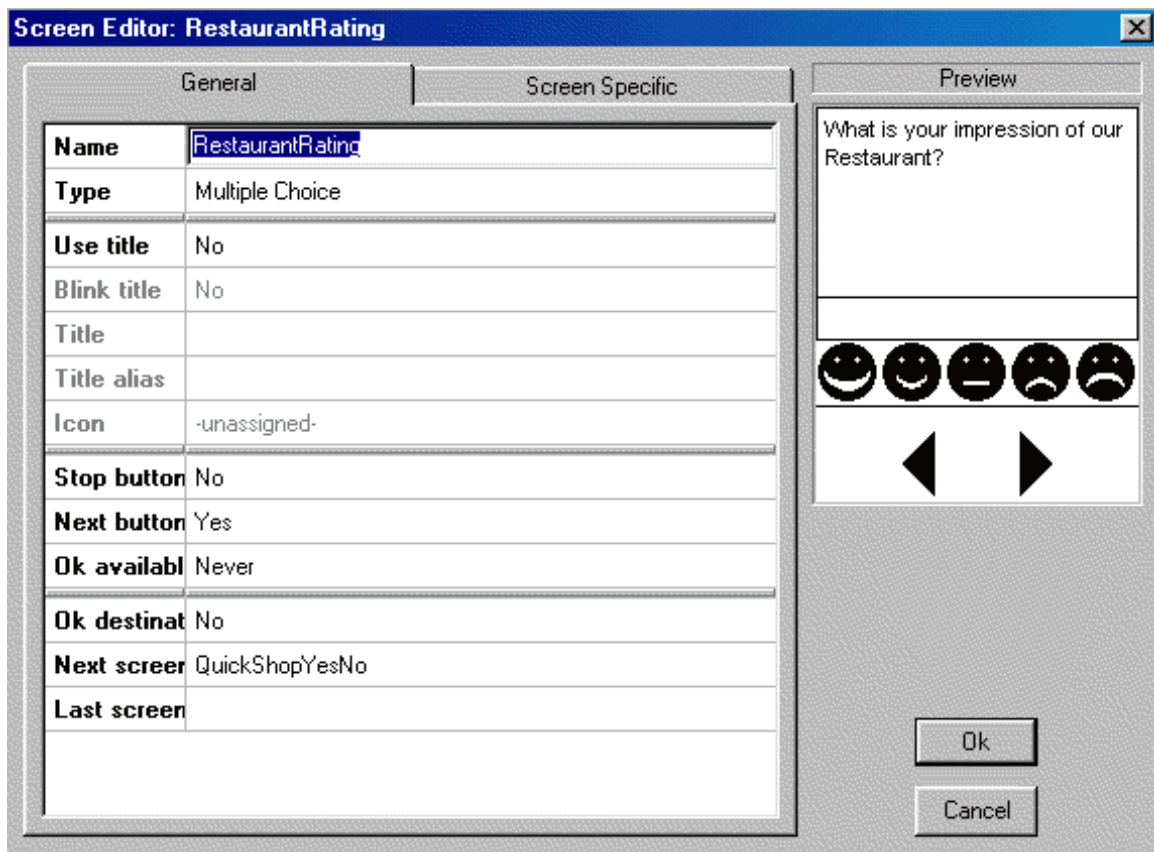
To Define the Screen Specific Properties:

- **Degrees item:** For example, the number of degrees from magnetic north.
- **Distance item:** For example, the distance in meters.

To Create a Multiple Choice Screen

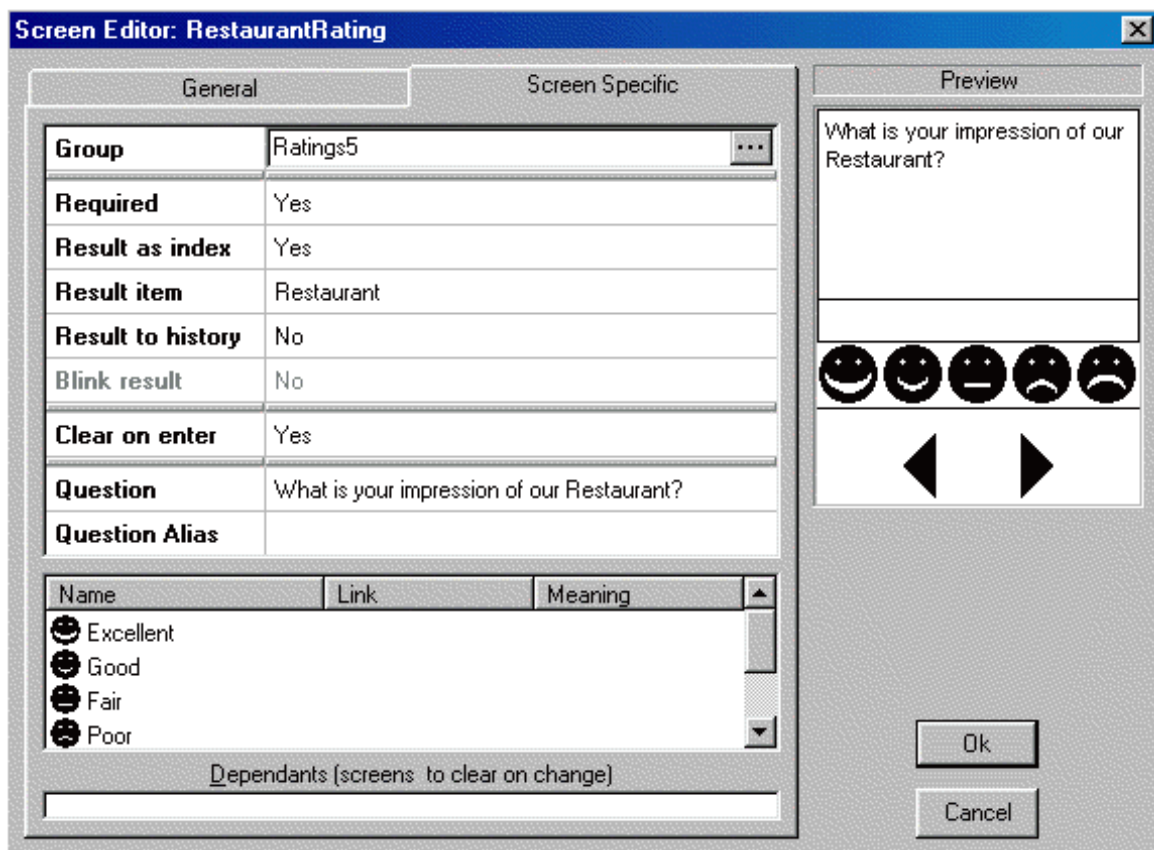
Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen**.
3. *Double-click* on the name of a (new) screen to open **Screen Editor**.
4. Under **General** tab, select **Type: Multiple Choice**
5. Select **Screen Specific**.



To Define the Screen Specific Properties:

- **Result as Index:** Multiple choice screens need to be linked to TWO groups in the database (while all other screens are linked to only one group). For example for the question "What is your impression of our Restaurant?" you need to link the screen to the question "Restaurant" in the database, but also to the group in the database that gives the rating, for example "Excellent, Good, Fair, Poor, Very Poor". The "Result as Index" is linked to the rating group.



To Create a Notes Screen

In Data Manager, you need to create a Notes folder containing one database item "Note"

Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen**.
3. *Double-click* on the name of the new screen to open **Screen Editor**.
4. Under **General** tab, select **Type: Note**
5. Select **Screen Specific**.

To Define the Screen Specific Properties:

- **Result item:** Select (click on the icon with the three dots) the database item "Note" in the Notes folder.

To Create a State Screen

A State Screen allows you to enter data once which will then be linked to all observations without having to enter it every time. For example, the person collecting data can enter his/her name when starting, and then do not have to enter it again. But the name will be added to every observation recorded.

A State Screen always goes back to the Start Screen when the FORWARD button is pressed and it does not have a STOP or OK button. A State Screen is a screen whose "next screen" link goes to the Start Screen in the sequence. A State Screen is used to record information that does not change often, but which is linked into the sequence in such a way that it is stored in every sighting. Every time the **STOP** button is pressed and it goes back to the **Start Screen**, it records what is on the State Screen. When that Field Computer is switched off, and then switched on again, it will record what was on the State Screen when it was switched off.

Go to Data Manager:

Create a Group called Name (by right-clicking on left pane), with database elements (new items created by right-clicking on right pane) consisting of a list of names for people who will be collecting data. New names can be added when new people start to collect data.

Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen**.
3. *Double-click* on the name of the new screen to open **Screen Editor**.

To Define the General Screen Properties:

- **Name:** enter "Name"
- **Type:** Check List.
- **Use title:** No
- **Blink title:** No.
- **Title:** leave blank.
- **Title alias:** leave blank.
- **Icon:** leave blank.
- **Stop button:** No.
- **Next button:** Yes.
- **OK available:** Never.
- **OK destination:** No.
- **Next screen:** Start.
- **Last screen:** leave blank.

To Define the Screen Specific Properties:

- **Group:** Select the Name Group which you created in the Data Manager, Explorer.
- **Mode:** Text only (one column).
- **Result to history:** Yes.
- **Blink result:** No.
- **New links:** leave blank.
- **Clear on Enter:** Yes
- **Name:** Names of people
- **Link:** leave blank.
- **Meaning:** leave blank.
- **Dependants (Screens to clear on change):** leave blank.

To Create a GPS Timer Screen

The GPS Timer is a special type of State Screen. It allows you to set the frequency at which the GPS will automatically take a reading if no observations were recorded over a period of time. For example, it can be set so that the GPS takes a reading every one minute or every five minutes.

Go to Data Manager:

Create a Group called GPS Timer, with database elements: Off, 1 Minute, 2 Minutes, 5 Minutes, etc.

Go to Screen Writer:

1. Select **Tools, Screen Writer**.
2. Select **Screen**.
3. *Double-click* on the name of the new screen to open **Screen Editor**.

To Define the General Screen Properties:

- **Name:** GPS Timer.
- **Type:** Radio List.
- **Use title:** No
- **Blink title:** No.

- **Title:** leave blank.
- **Title alias:** leave blank.
- **Icon:** leave blank.
- **Stop button:** No.
- **Next button:** Yes.
- **OK available:** Never.
- **OK destination:** No.
- **Next screen:** Start.
- **Last screen:** leave blank.

To Define the Screen Specific Properties:

- **Group:** Select the GPS Timer Group which you created in the Data Manager, Explorer.
- **Mode:** Select Text and Icon, Icon only or Text only (one column).
- **Result to history:** Yes.
- **Blink result:** No.
- **New links:** leave blank.
- **Clear on Enter:** Yes
- **Name:** GPS Frequency (OFF, 1 Minute, 5 Minutes, etc.)
- **Link:** leave blank.
- **Meaning:** Select Acquire Position for GPS frequency (Acquire: Off, Acquire: 1 min, Acquire: 5 min, etc).
- **Dependants (Screens to clear on change):** leave blank.

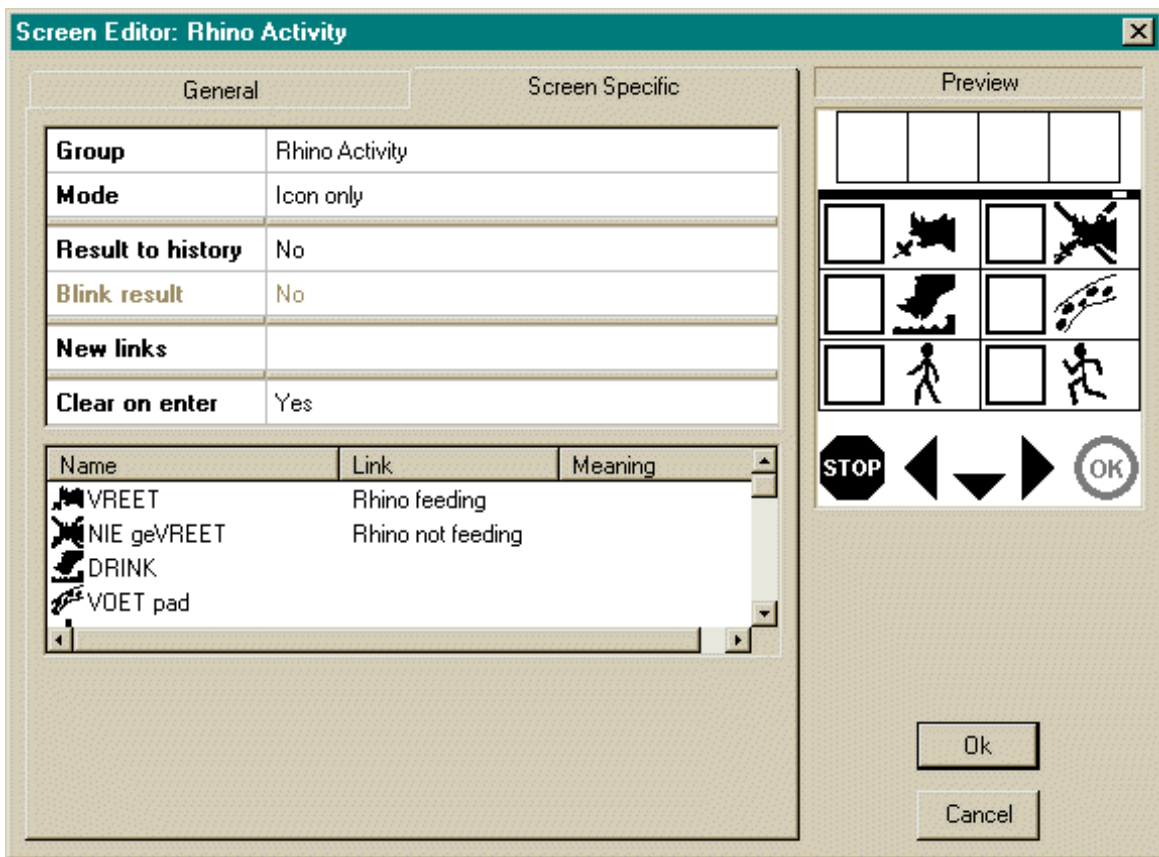
To Define Screen Item Properties *Double-click* on screen item name:

- **Name:** GPS Frequency (OFF, 1 Minute, 5 Minutes, etc.)
- **Alias (Field Name):**
- **Link:** leave blank.
- **Meaning:** Select Acquire Position for GPS frequency (Acquire: Off, Acquire: 1 min, Acquire: 5 min, etc).
- **Value:** Depends on what is selected in **Meaning**. For example, if Meaning = Acquire Position, then Value = time (how often it takes a GPS reading).

To Interchange Icons and Text

Go to Screen Editor:

1. Select **Tools, Screen Writer**.
2. Select **Screen**.
3. *Double-click* on screen name to open **Screen Editor**.
4. Select **Screen Specific**.
5. *Left-click* on the **Mode** pane or arrow to show options.
6. Select option (Icon only, Text and icon, Text 1 column, etc.).
7. *Left-click* on **Ok** button.



To Link Screens into a Sequence

To visualise how a screen sequence works, it is easiest to go through one path, following it link by link. Each branch can be followed through one line at a time, rather than trying to visualise the whole branching structure with all the links at the same time.

The underlying meaning of the screen within a sequence is determined by the screen *category*.

Screen Categories that are useful conventions include:

- Structural Screen
- Data Screen

A **Structural Screen** forms part of the structure of a sequence of screens. For example the Structural Screen "type of animal" leads to a Data Screen with a list of specific animals. The Structural Screen makes it possible to get to the Data Screen required in the most efficient way possible.

A **Data Screen** is a screen that records data, as opposed to a Structure Screen that lead to a Data Screen. A Data Screen contains items that describe the basic data that needs to be recorded.

Screen Groups whose meaning are determined by the program include:

- Start Screen
- State Screen
- Next Screen
- Dependants
- Last Screen

The **Start Screen** is the first screen in a sequence of screens, from where all the other screens branch out. The **Stop** button always goes back to the **Start Screen**. The Start Screen may have links to State Screens and the rest of the Sequence.

A **State Screen** can only be reached from the Start Screen and always goes back to the Start Screen when the FORWARD button is pressed. The Start Screen therefore needs to have a link to the State Screen. A State Screen does not have a STOP or OK button. A State Screen is a screen whose "next screen" link goes to the Start Screen in the sequence. A State Screen is used to record information that does not change often, but

which is linked into the sequence in such a way that it is stored in every sighting. Every time the STOP button is pressed and it goes back to the Start Screen, it records what is on the State Screen. When that Field Computer is switched off, and then switched on again, it will record what was on the State Screen when it was switched off. You may have more than one State Screen. Examples of State Screens include Names of observers using the CyberTracker, GPS Timer settings, Patrol Number, etc.

The **Next Screen** applies if all the items on a screen are linked to the same "Next Screen". The Next Screen does not apply if items on a screen link to different screens.

Links: The screen to which this item is linked. Applies when items on one screen lead to different screens and Next Screen does not apply. It creates a link from screen item selected to the next screen in the sequence that it leads to. Click on space to select screen from drop-down menu. The next screen in the sequence should already be created. (See **To Define Screen Item Properties**)

Dependants (Screens to clear on change): Dependants are Number Screens with markers that must be cleared when the result of the screen they are dependant on changes. For example, when the orchard number is changed, then the markers on the tree numbers and trap numbers, (of the orchard just completed), must be cleared when going on to next orchard.

Clear on Enter: A previous record entered on this screen must be cleared the next time you go to this screen. If you need to keep a record (for example a marker indicating a trap number already recorded), then you do not clear on enter.

Separate Paths cannot share the same screen: When two paths have separated, they cannot share the same screen after they have branched off. If separate paths go to the same screen, the sequence will not "know" how to get back onto the correct path.

For example, if mammals branch into hoofed mammals and predators, then they can't both go to the same "population" (numbers of males, females, etc.) screen if "hoofed activity" is different from "predator activity". Hoofed mammals must go to a "hoof population" screen in order to get to "hoof activity". And predators must go to a separate "predator population" screen in order to get to "predator activity". If both hoofed mammals and predators went to the same population screen, the sequence would not know how to go from the "population screen" to the separate "hoof activity" or "predator activity" screens.

The same screen cannot appear twice in one sequence: When the STOP button is pressed, the results of all the screens in the sequence are recorded. Each screen can only have one result. If the same screen appeared twice in the same sequence, then the information recorded the first time will be lost, since it will be over-written the second time the screen was used.

For example, if a predator eats another animal, then the same animal screen cannot be used in one sequence to record the predator animal as well as the prey animal. The sequence needs two separate screens for "predator animals" and "prey animals".

Or if a sequence needs to record which plants an animal was feeding on as well as the plants it did not feed on, then the same screen cannot be used to record both "plants eaten" and "plants not eaten". The sequence needs two separate screens for plants eaten and plants not eaten.

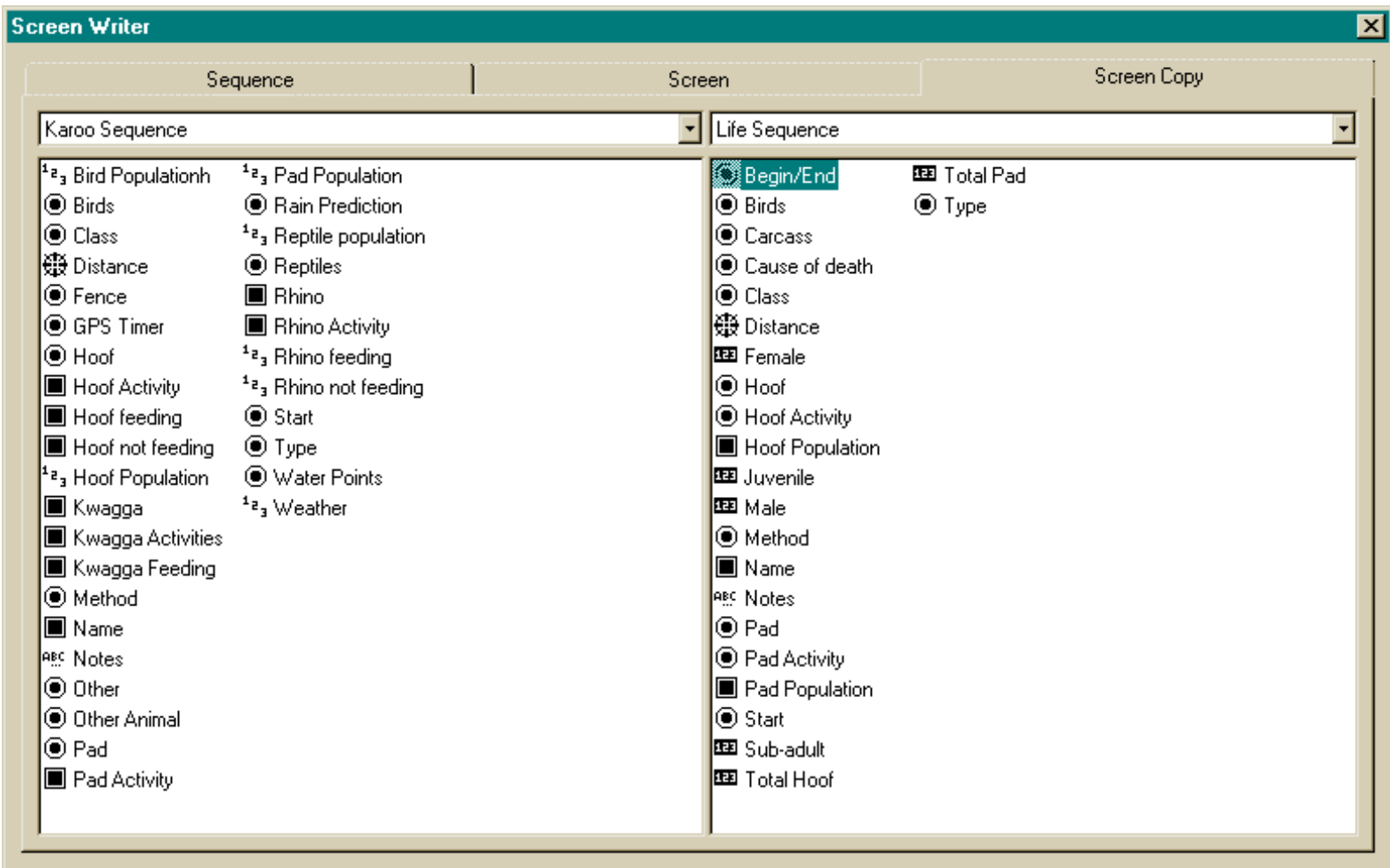
The **Last Screen** is where all the paths end up. It is always the last screen in the sequence. The Last Screen does not have a Next Button. It is useful to have a Note screen as the Last Screen in a sequence, since it allows you to enter any observation that may not be covered by the previous screens.

To Test Screen Sequence

Select **Tools, Screen Writer** and click on **Debug** to test Screen Sequence. Click on the **Simulator** icons and buttons as if the simulator is the Palm computer to run through the sequence. The Message Box will indicate if you have made a mistake.

Screen Copy

The screen copy tab is used to copy screens from one sequence to another.



Note

When you close CyberTracker all customisation will be saved automatically.

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