

USING THE MAPRUN APP AT A SMARTPHONE EVENT

1. Download the free APP onto your phone. Use the following QR Codes or hyperlinks:

For Android



For iPhone



Android URL: <https://play.google.com/store/apps/details?id=au.com.fne.maprun>

iPhone URL: <https://itunes.apple.com/au/app/maprun/id1131196832?mt=8>

2. Downloading the APP will use 2MB's of Data. To download the Map and Course will use approx. 0.5 to 1MB's of data. Best to do these on your home WIFI.
3. On the day, the App does not even need data switched on while running, or, if it is, Google Maps will use very little. SO YOU'LL HARDLY USE ANY OF YOUR DATA.
4. Once you've downloaded the APP, be sure to click on "Name" and register your User details on the App before you compete. You only have to do this once.
5. Make sure your phone is charged enough to last a few hours.
6. Be sure to check that the GPS is enabled on your phone.
7. If you haven't preloaded the map and event yet, open the App and click on "Events near me". The map you want may show. If not, click on "Select Event", then the folder "Queensland", followed by the folder called "Darling Downs". You'll see the events listed there. Select the one you want to do.
8. If you preloaded the event at home, when you get to the event, click on the "reload" button to see your list of cached events.
9. Click on "Go to Start" and zoom in to the map and course. It will be similar to the hard copy of the map downloaded. You may prefer to just use your phone to run the course.
10. If you get a "Waiting for GPS signal" notification box, wait a few minutes until it disappears. You may have to go into an open area to allow the GPS satellite to lock on.
11. Press "Start the GPS" on the APP and give the GPS time to lock on. You will get a warning on the screen if the GPS is not locked on.
12. Now proceed to the starting triangle on the map. As soon as you get close to the start, the App will "punch" the start with a beep and the timer will start.
13. The events are all "Score" events, which means you go around and collect as many controls on the course as you can in "any order" in the allowed time of 40mins. The control number indicates the points collected, rounded down to the nearest multiple of ten. E.G. control 44 will earn you 40 points.

14. As you approach the control site, you'll hear a beep if you pass the right spot. There's a 5m buffer zone to allow for GPS/mapping discrepancies.
15. If you don't hear a beep, you may have to try passing again, then double check you're in the right spot. A lot of the control sites are on light poles to accommodate night navigation.
16. As you approach the finish, the App will beep and "punch" the finish and the timer will stop. This should also automatically load your result onto the Maprun website.
17. NOTE: Be careful not to pass the finish control BEFORE you've finished visiting all the control sites. In some of the maps, the start and finish are in the same location.
18. TAKE NOTE: you lose 30 points for every minute or part minute that you're over 40 minutes, so keep an eye on your time.
19. If you click on "Show Results", you can then see how you went on "My results". Your recorded results should be listed at the top of the page. If it's not there, possibly because you don't have any data on the phone, you may need to "Upload Results" again at home with your Wi-Fi. Unless you can find a hotspot nearby.
20. Click on "All Score Results" to see how you went against other competitors that have done this course. You'll need to select the event from a dropdown box.