TAK Aware User Guide v1.5.2

FLIGHT TACTICS

flighttactics.com/takaware
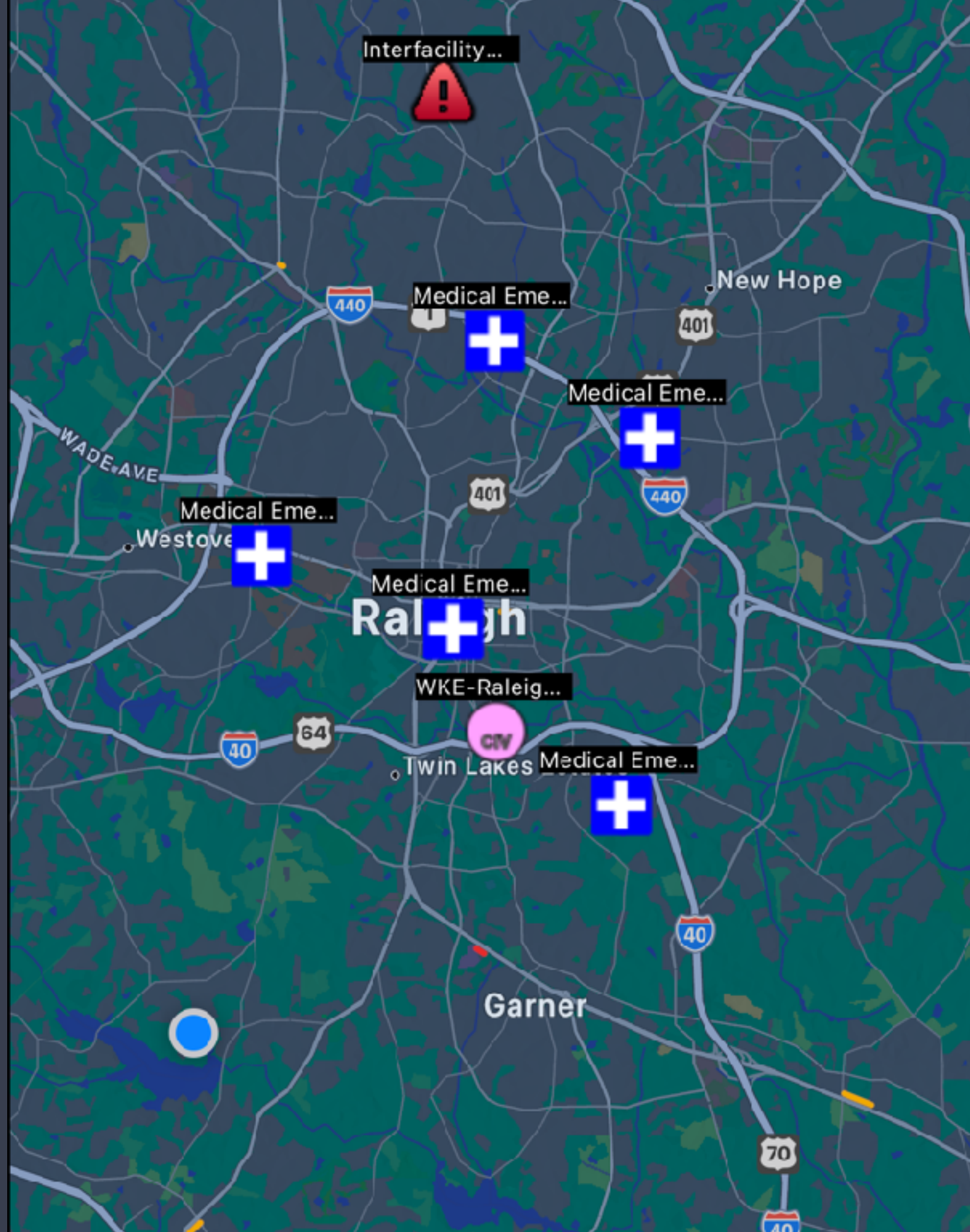
TAK Aware v1.5.2

CONTENTS

flighttactics.com/takaware

ONBOARDING

When first launching TAK Aware users will be presented with an onboarding screen. It is important for users to allow finding devices on the local network and sharing their location information. If users wish for the application to continue functioning in the background, they'll need to also enable the "Always Allow" permission as shown here.

Note if users do not fully enable these options they will need to go in their phone settings to Settings -> Privacy and Security -> Location Services, then scroll down to TAK Aware and enable their location options there.

Welcome to TAK Aware!

Let's start by granting permissions to track and broadcast your location

Next

Allow "TAK Aware" to use your location?

Allow TAK Aware to access and share your location with teammates and connected TAK Servers for situational awareness

Allow Once

Allow While Using App

Don't Allow

Welcome to TAK Aware!

You can also grant permissions for TAK Aware to continue to broadcast your information in the background

Enable

Next

Allow "TAK Aware" to also use your location even when you are not using the app?

Allow TAK Aware to access and share your location with teammates and connected TAK Servers for situational awareness

Keep Only While Using

Change to Always Allow

ONBOARDING

Next, users will set up their user information, including call sign, team and role. Optionally they can add a phone number which will allow other TAK users to call them directly

User Information

Call Sign	TRACKER-2C6E63D1
Choose your team	Cyan ⬍
Choose your role	Team Member ⬍
Phone Number	Phone Number
Additional Information	

Next

Blue
Dark Blue
Brown
✓ Cyan
Green
Dark Green
Magenta
Maroon
Orange
Purple
Red
Teal
White
Yellow

✓ Team Member
Team Lead
HQ
Sniper
Medic
Forward Observer
RTO
K9

ONBOARDING

Users can now choose to connect to a TAK Server. TAK Aware supports multiple options for connections, including Certificate Enrollment, Data Package Upload and QR code Scanning.

For Data Packages, TAK Aware supports both iTAK and ATAK Data Package connection files. For QR code, TAK Aware supports the iTAK style "name,url,port,ssl" style as well as the tak:// auto-enrollment URL

Once connected (or if skipping connecting) users will be finished with the onboarding screen and can start using TAK Aware

Would you like to connect to a TAK Server?

Connect to a TAK Server >

You can add a server later in Settings

Previous   Skip

Choose a connection method:

Certificate Enrollment

Scan QR code

Upload a Data Package

SERVER OPTIONS

Host Name	Host Name
Username	Username
Password 👁	Password

ADVANCED OPTIONS

Port	8089
Cert Enroll Port	8446
Secure API Port	8443

Scan QR   Start Enrollment

Status: Not Started
For Server

Would you like to connect to a TAK Server?

| Host Name | takserver.takps.org |

Configured TAK Server
takserver.takps.org
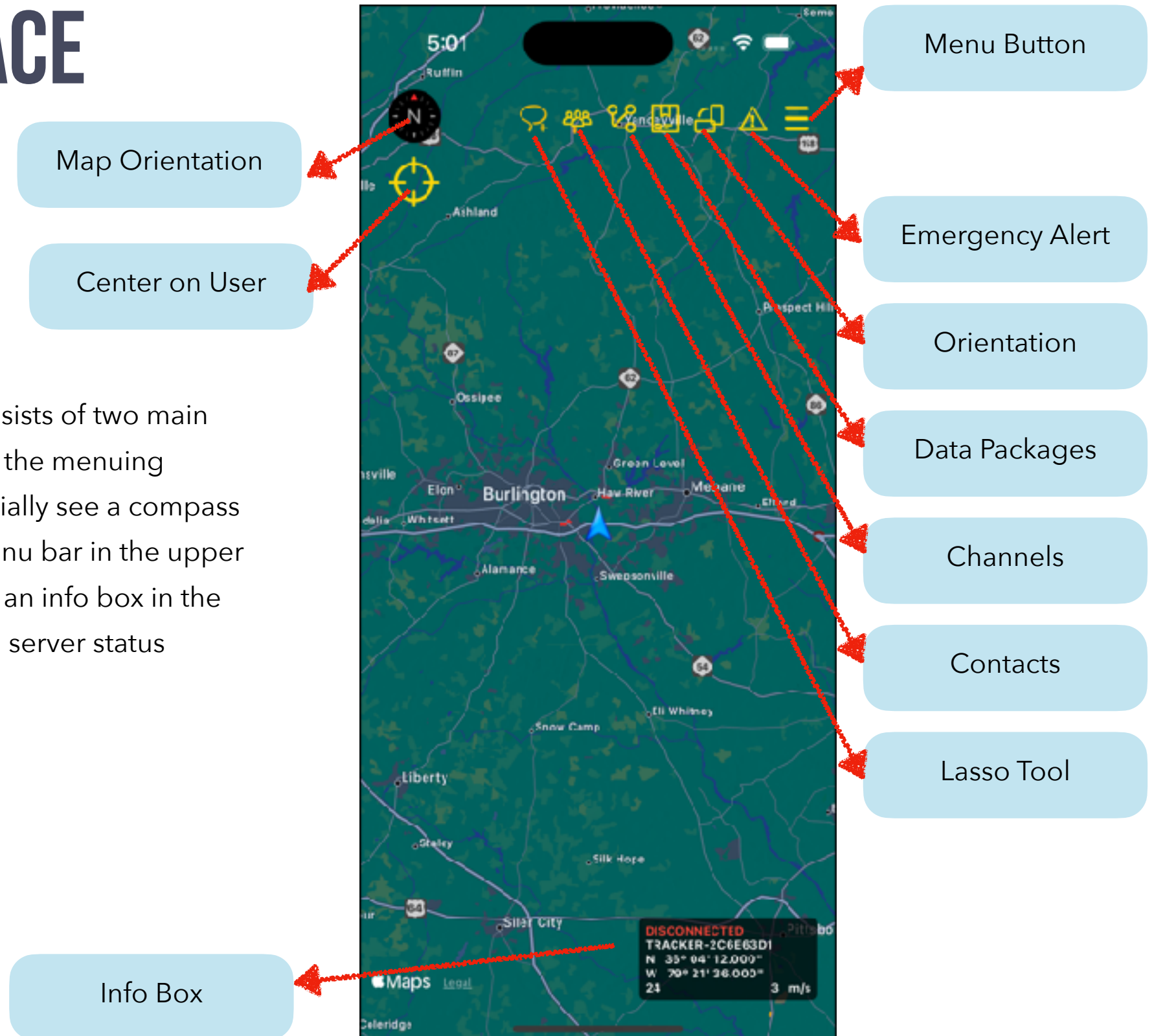
Previous   Next

And we're all done! You can update these settings at any time through the menu on the main screen. You'll also find the support contact information there if you have any problems. Happy TAK'ing!

Previous   Close Onboarding

USER INTERFACE

The TAK Aware User Interface consists of two main interfaces - the map interface and the menuing system. On the map, users will initially see a compass and locator in the upper left, a menu bar in the upper right, the map interface itself, and an info box in the bottom left with their location and server status

Map Orientation

Center on User

Menu Button

Emergency Alert

Orientation

Data Packages

Channels

Contacts

Lasso Tool

Info Box

USER INTERFACE

Other map annotations are dependent on the user interacting with the map. Tapping on a marker will show a marker-specific context menu where users can get more information, start a bloodhound line, center on the marker, track the history of the marker, or delete. If the marker has video information, a video player icon will be visible, and if the marker represents a user with a phone number, a phone icon will also be present.

If multiple icons are within the tapped range, a deconfliction screen will present allowing the user to tap the specific marker they desire.

In addition, when a marker is selected, a marker info box will be visible in the upper right. Users can long-press to copy the marker's coordinates

When a bloodhound line is active, the bloodhound information is visible in the bottom left, as well as showing the active bloodhound icon in the menu bar.

USER INTERFACE

When a user taps on the menu icon, the settings screen becomes visible. Users can slide the screen up to get more room. This settings screen provides options for the user information, server information, and all available application features.

Note that when a user is using point dropper or the drawing tools, if they close this user interface completely the tool becomes disabled. This will be fixed in version 2.0 of TAK Aware.
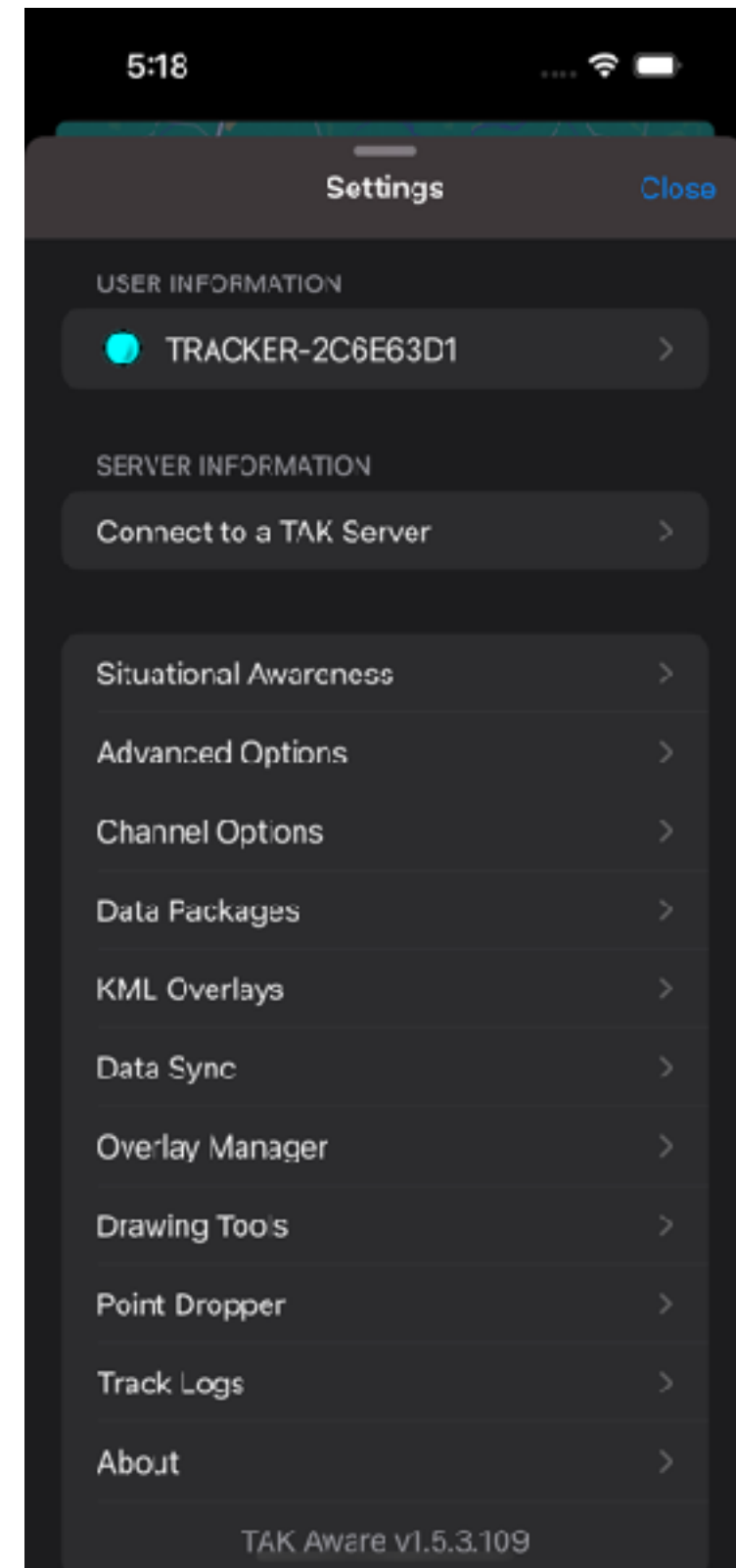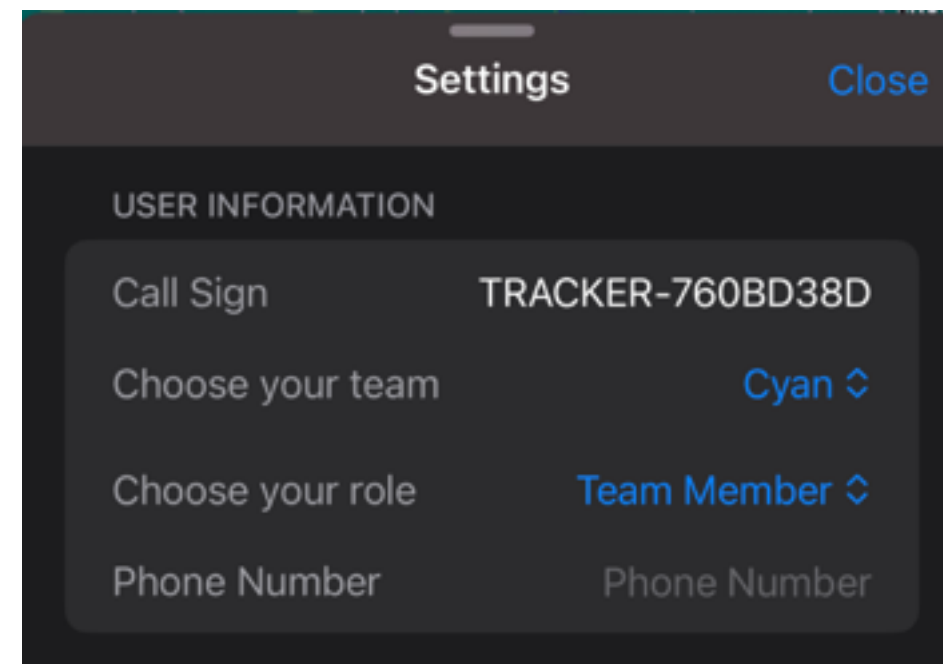
USER AND SERVER SETTINGS

"Hamburger" Menu

Callsign, Team and Role

Users can edit their callsign, team and role from the settings screen. To access, tap the "Hamburger" menu in the upper right, and then edit the information in the "User Information" section of the settings screen. Changes take affect immediately and will be sent with the next broadcast.

Custom roles are not yet supported in TAK Aware, but are planned in an upcoming release.

USER AND SERVER SETTINGS

Rotation Icon

Orientation

Users can change the orientation of the map without rotating their device by tapping on the "rotation" icon. They can also rotate their device if rotation is unlocked in the device settings

Display Units

Users can also change the display units used by tapping on them in the information box located in the lower right. In the example here, coordinates have been changed to be MGRS, and the speed units are in feet per second. Once set the requested units are "sticky" and will be remembered

CONNECTED
TRACKER-491D9E56
18S TE 73807 53555
24   10 fps
Fort Barnw
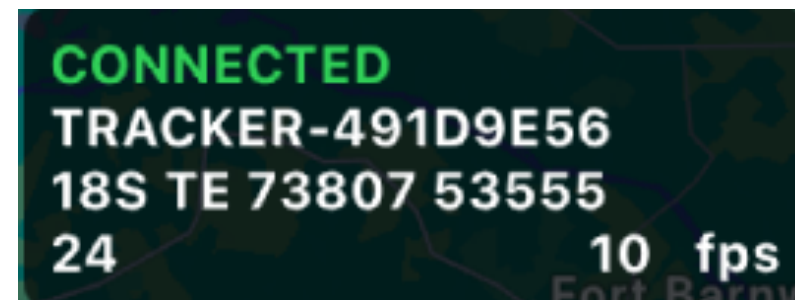
USER AND SERVER SETTINGS

Connecting to a TAK Server

If a user did not connect during the onboarding, they can go to the Settings page and tap on "Connect to a TAK Server" to bring up the connection workflow.
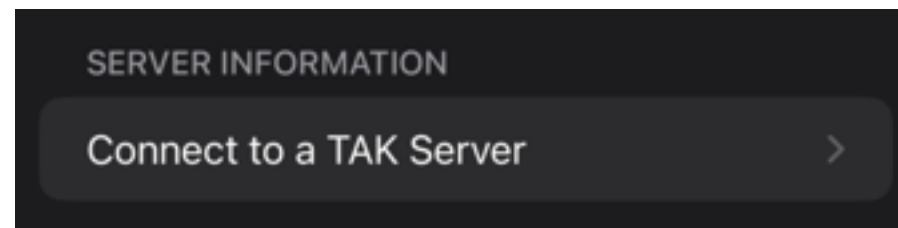
Editing and deleting connections

If a user is already connected to a TAK Server, they can tap the server name to bring up the server connection screen. From here users can update the server information, disable the connection, or reenroll for a new server certificate.
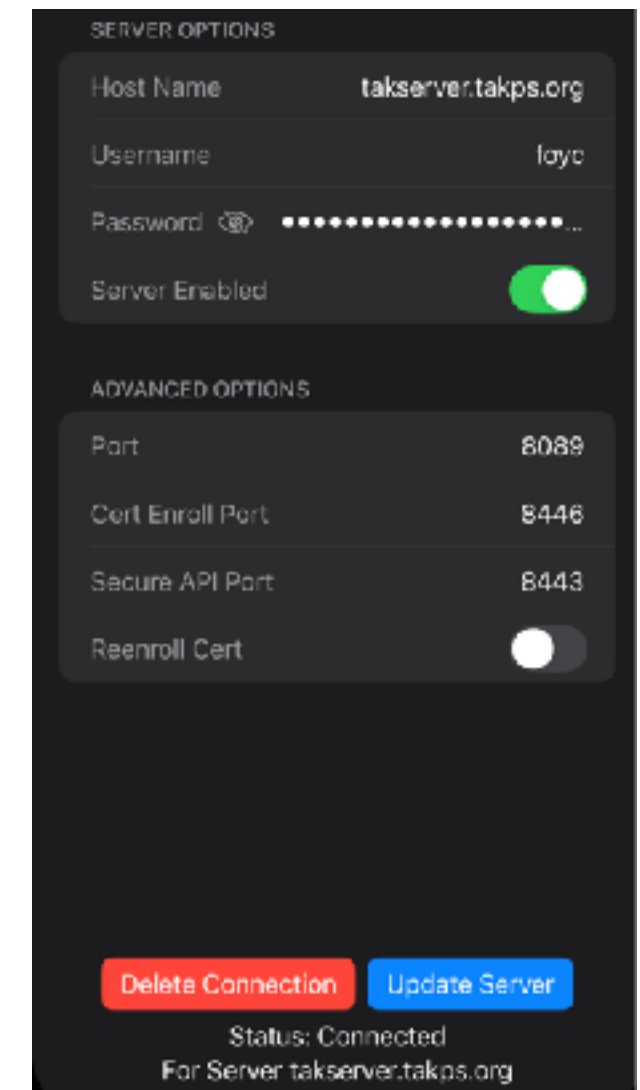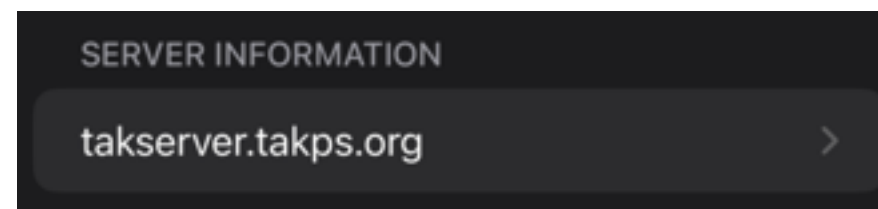
USER AND SERVER SETTINGS

Channels

The channels menu can be selected from the navigation bar as well as the Settings menu.

TAK Aware attempts to contact the Channels API for the TAK Server and will display any channels the users has access to. Users can choose to tap on a channel to show or hide data from it. Changing the visibility of a channel clears the map of any non-archived markers and notifies the TAK Server to send data from that channel (or no longer send it).

Note that like ATAK and iTAK, Channels are a server side filter which apply to every user with the same user certificate or login information.

Channels

Channel Options

Inactive Channel → HurricaneMiltonDataFeed

Active Channels → HurricaneMiltonResponse

HurricaneMiltonTracker

USER AND SERVER SETTINGS

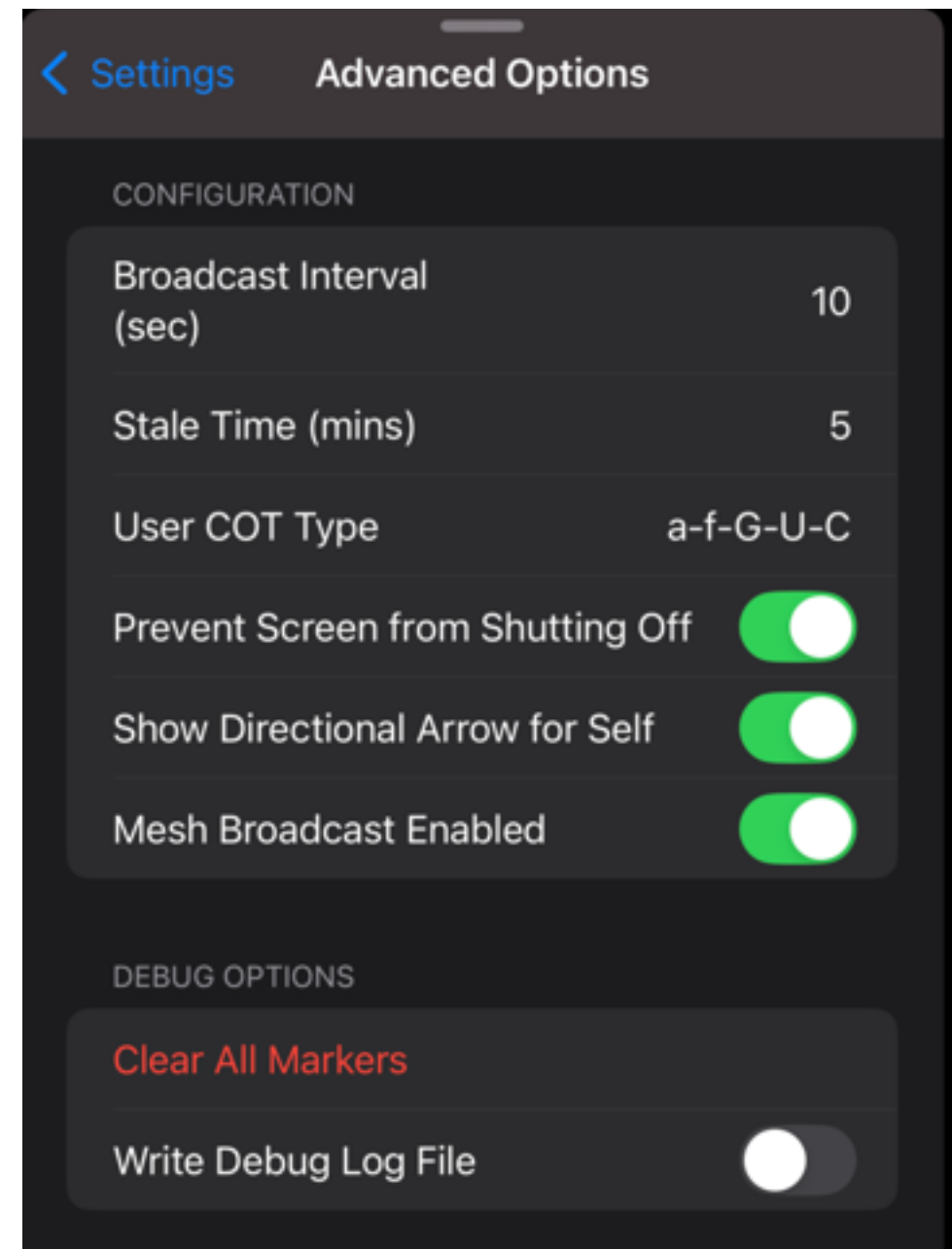"Hamburger" Menu

Advanced Options

Advanced Settings

Users can edit how often their location is broadcast, as well as the default time for a marker to be considered stale. There is also an option to clear all markers and overlays from the map that can be used to quickly clear all items. Optionally user's can modify their user COT Type, decide if they want to show a directional arrow for their self marker, and disable UDP broadcast.

The option for writing a debug log file will be discussed in the support section of this manual

Settings   Advanced Options

CONFIGURATION

Broadcast Interval (sec)   10

Stale Time (mins)   5

User COT Type   a-f-G-U-C

Prevent Screen from Shutting Off

Show Directional Arrow for Self

Mesh Broadcast Enabled

DEBUG OPTIONS

Clear All Markers

Write Debug Log File

MAP OPTIONS

"Hamburger" Menu

Situational Awareness >

Map Type

By default, the base Apple Maps (Standard, Hybrid, Satellite and Flyover) are available for users. Additional map sources can be imported as well as offline maps in MBTiles format. Imported map sources will automatically be cached as they are used and available for offline capabilities (although there is currently no mechanism to automatically download an area ahead of time).

Users can select their preferred map by tapping on the map source.

BASE MAP

👁 Standard

👁 Hybrid

👁 Satellite

👁 Flyover

👁 Countries
Tile Database: 9.6 MB

👁 Google Hybrid
15.4 MB cached

👁 Google Hybrid NO-POIs
Zero KB cached

👁 Google Street
Zero KB cached

👁 Google Street NO-POIs
Zero KB cached

👁 Google Terrain NO-POIs
Zero KB cached

MAP OPTIONS

"Hamburger" Menu

Map Options

When using the Apple base maps users can enable the display of traffic information. This is not available on custom map sources. Users can also toggle contact icons to show as 2525 icons instead of custom user markers.

Map Display

When markers have long labels, users can choose to either truncate, display the entire label, or enable scrolling which shortens the label and scrolls long text

Custom Data

Users can manage and import custom iconsets and map sources here as well as through data package imports.

INTERACTING WITH THE MAP

Point Dropper

Users can add points to the map using two different mechanisms. "Long-pressing" on a spot will drop a yellow cloverleaf on the spot. Users can then open the info panel for the spot and tap on the icon to rapidly change it, or click on Edit to update information about the point.

Users can also go into the menu and select the point dropper where they can select the iconset, custom prefixes and suffixes. When a custom Prefix/Suffix is used, the suffix will auto-increment with each point that is dropped.

Closing the sheet completely cancels the point dropper.
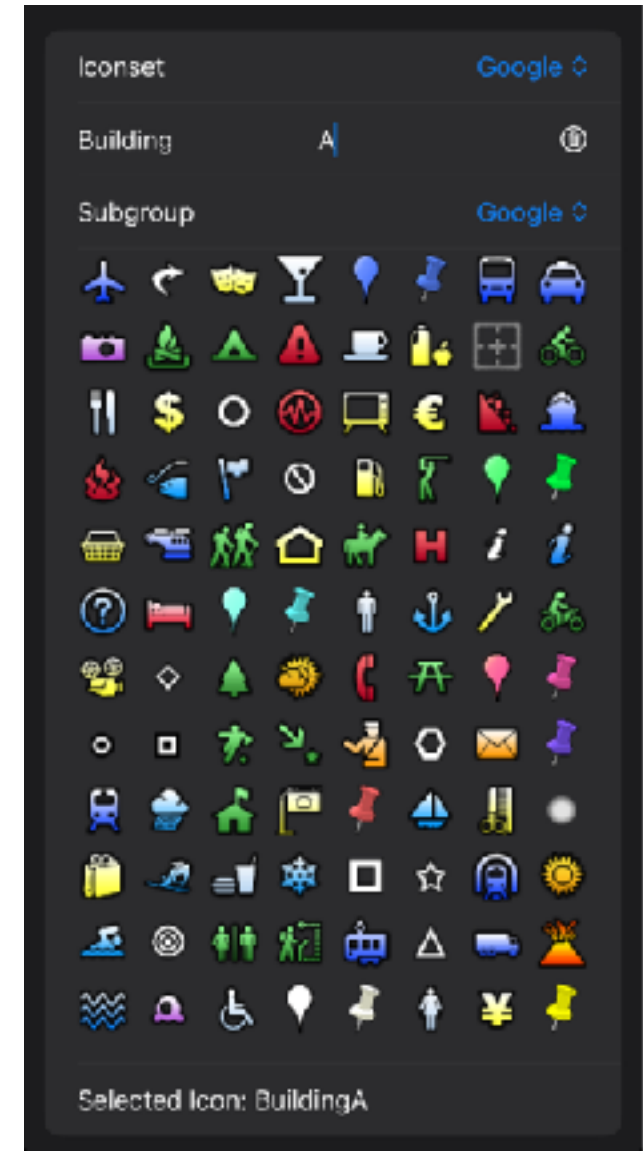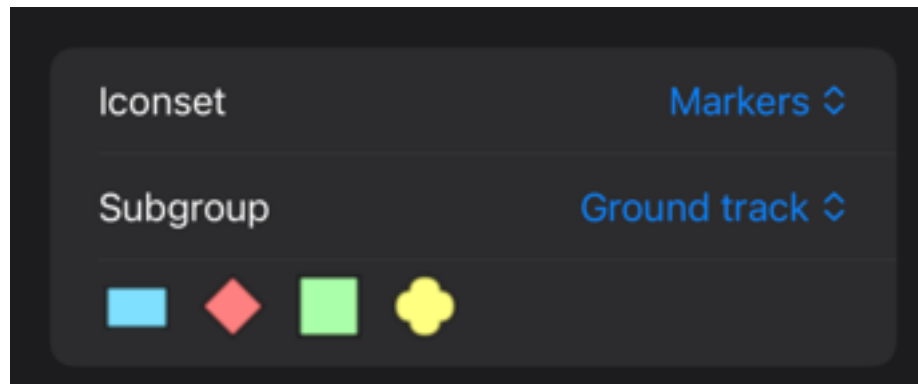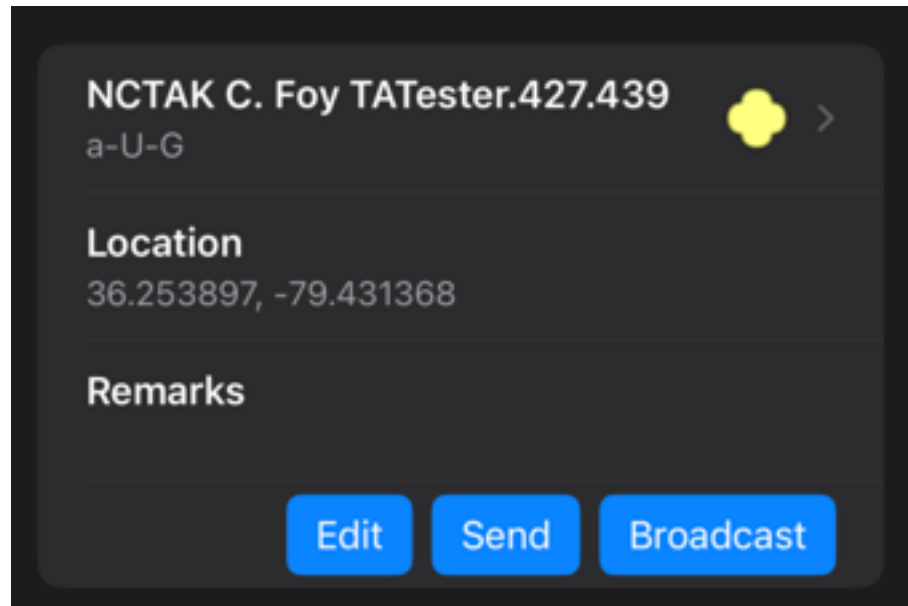
INTERACTING WITH THE MAP

Drawing Tools

Users can select the drawing tools from the main menu. Four shape types can be selected - a circle, oval, rectangle or polygon/polyline. The fill and stroke colors can be selected for each option, as well as the line thickness.

Once a shape is selected, specific instructions are presented to the user. For example, for polygons they will tap to add points to the map and can either tap the starting point to close the polygon, or tap "End" with at least two points to create a polyline. Once a shape is created, users can edit the shape color, fill and line thickness by tapping on it on the map.
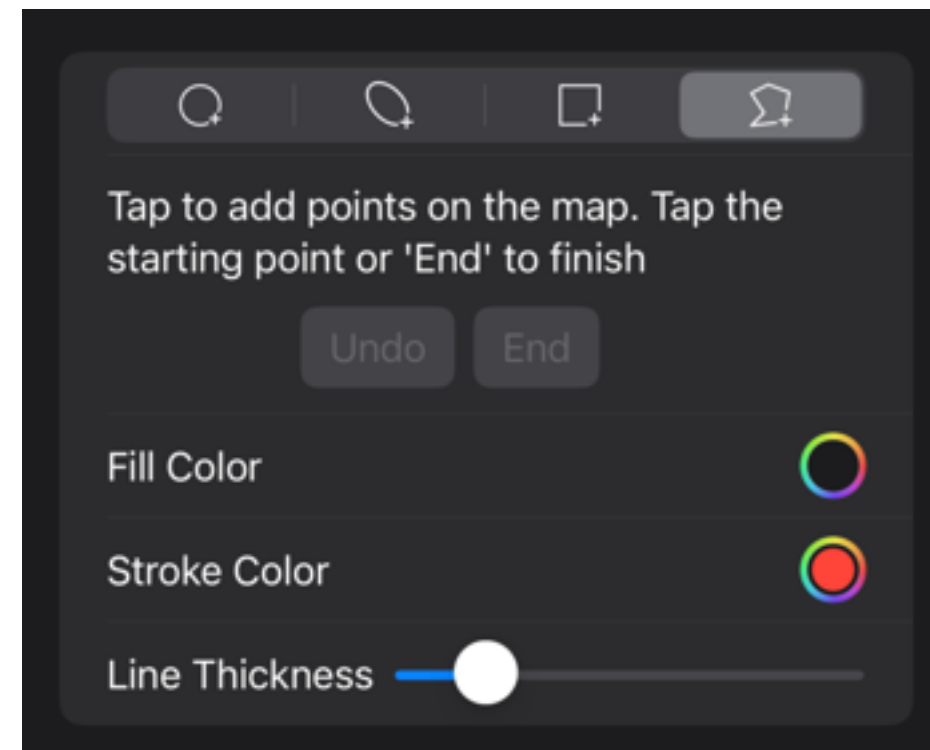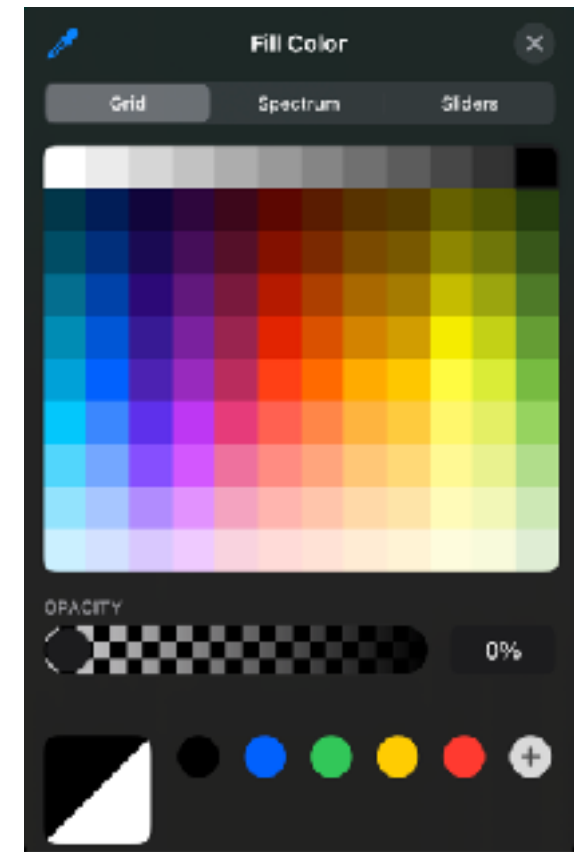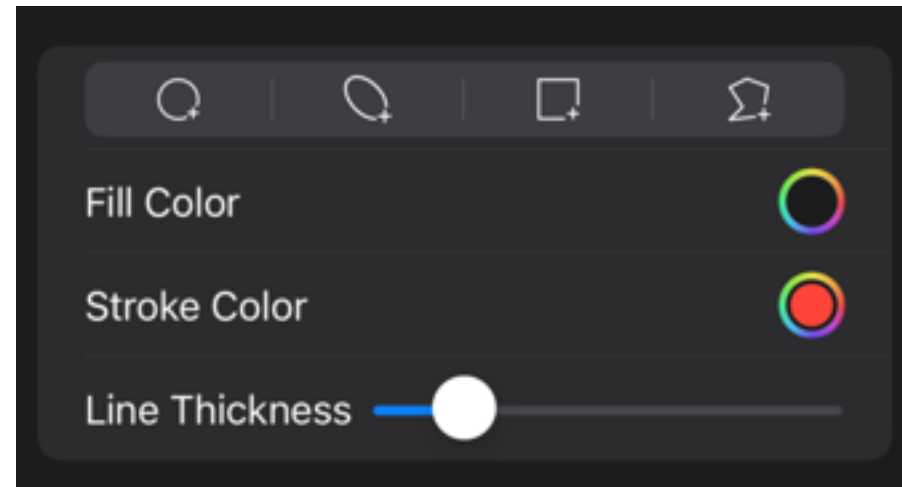
INTERACTING WITH THE MAP

Overlay Manager

The Overlay Manager gives the user an "at-a-glance" view of the map, including contacts, markers, data packages, etc. For contacts and markers users can tap on the individual item to scroll to that point on the map.

Multi-select and interactivity from the overlay manager will be coming in a future release of TAK Aware. To select and remove multiple items on the map, see the Lasso Selection section later in this manual.
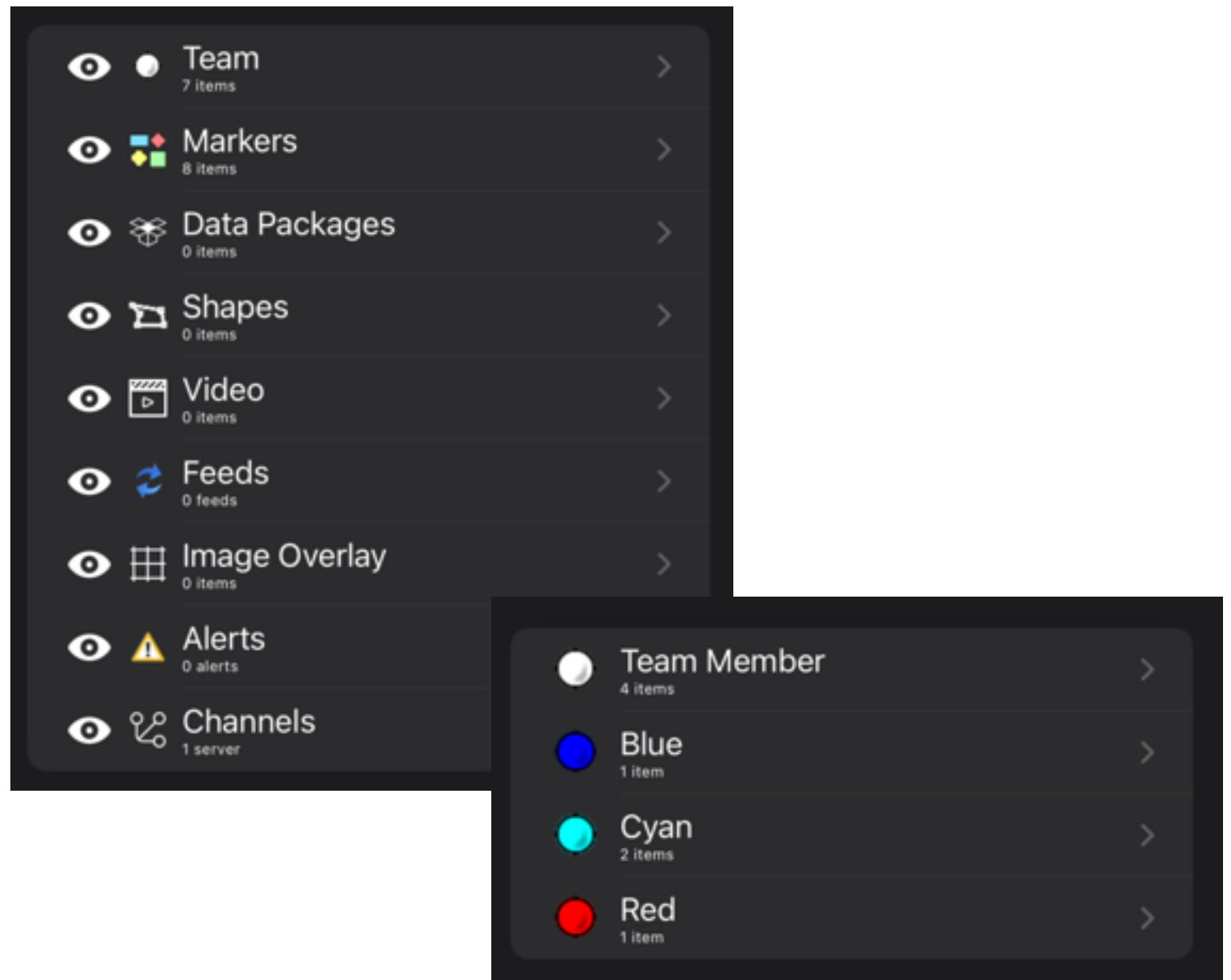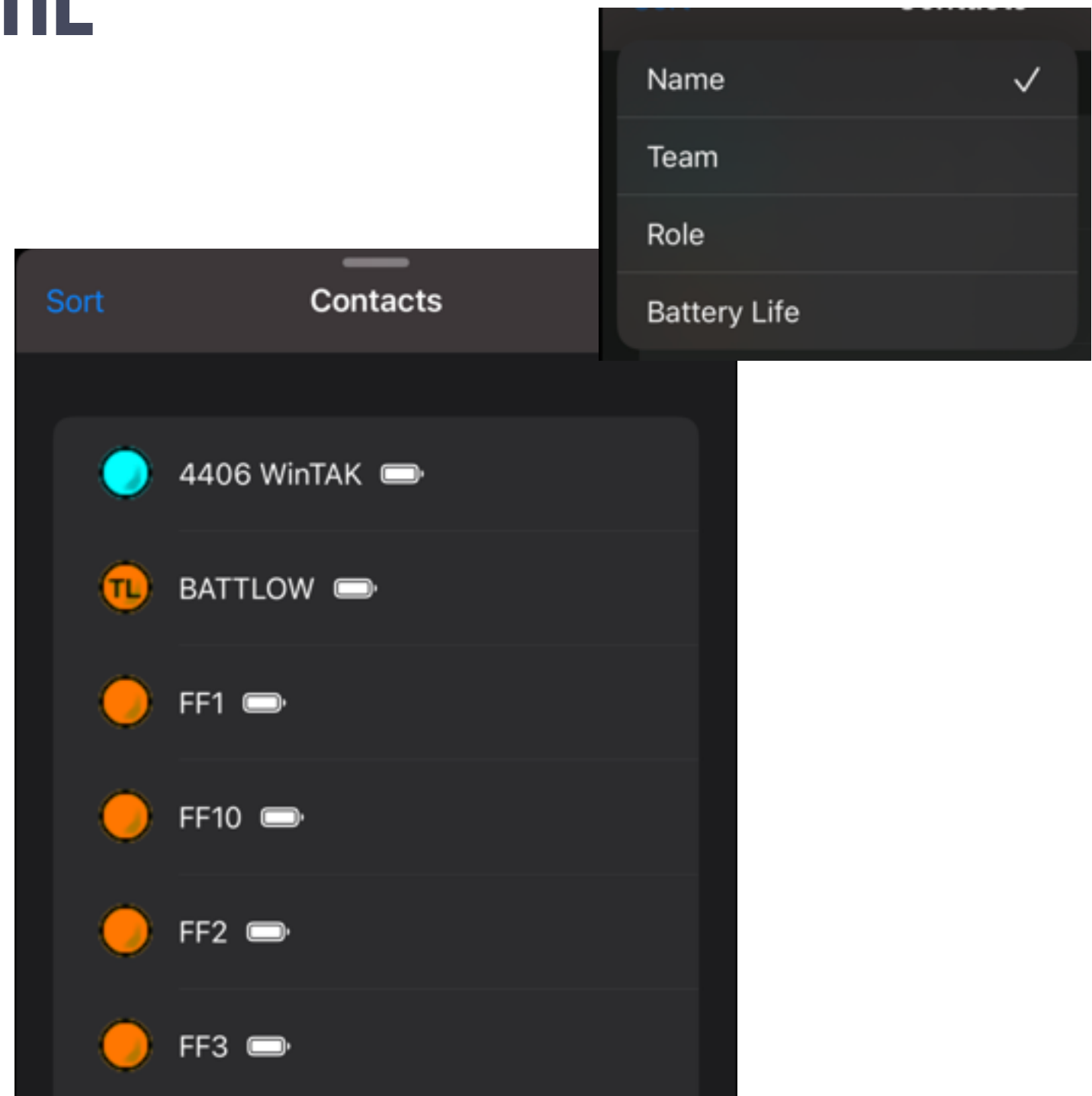
INTERACTING WITH THE MAP

Contact Manager

The contact manager shows current connected contacts for the TAK Server. Users can sort the list by team, role, name or battery life. For contacts reporting battery status, a battery indicator will also be displayed next to the user's name.
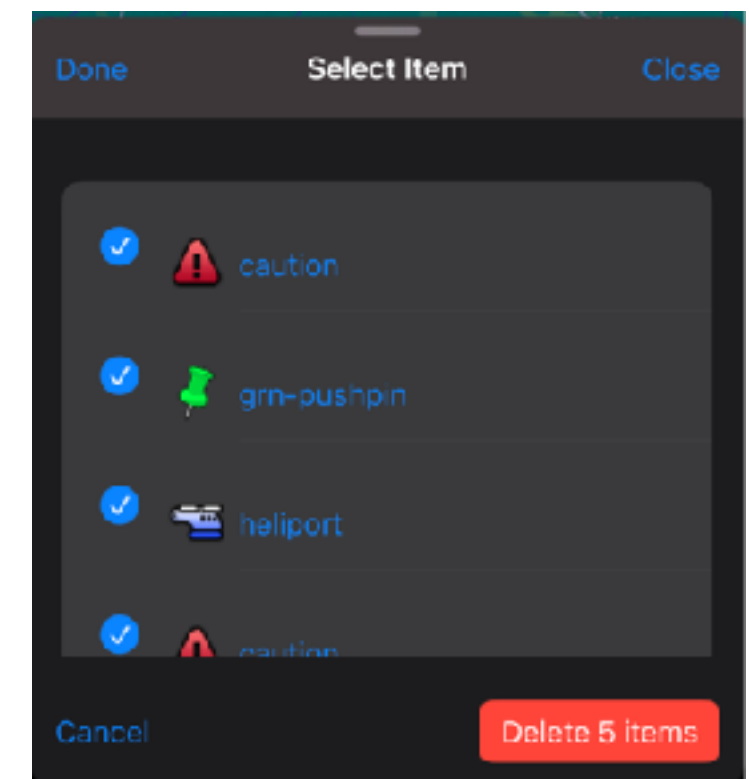
Tapping on a user will scroll the map to that user.

INTERACTING WITH THE MAP

Lasso Tool

Users who need to select multiple items can use the lasso tool to draw a defined area. All icons in the selected area will be presented in the deconfliction view. Users can then tap "Edit" and "Select All" (or select individual items) to quickly clear them from the screen.
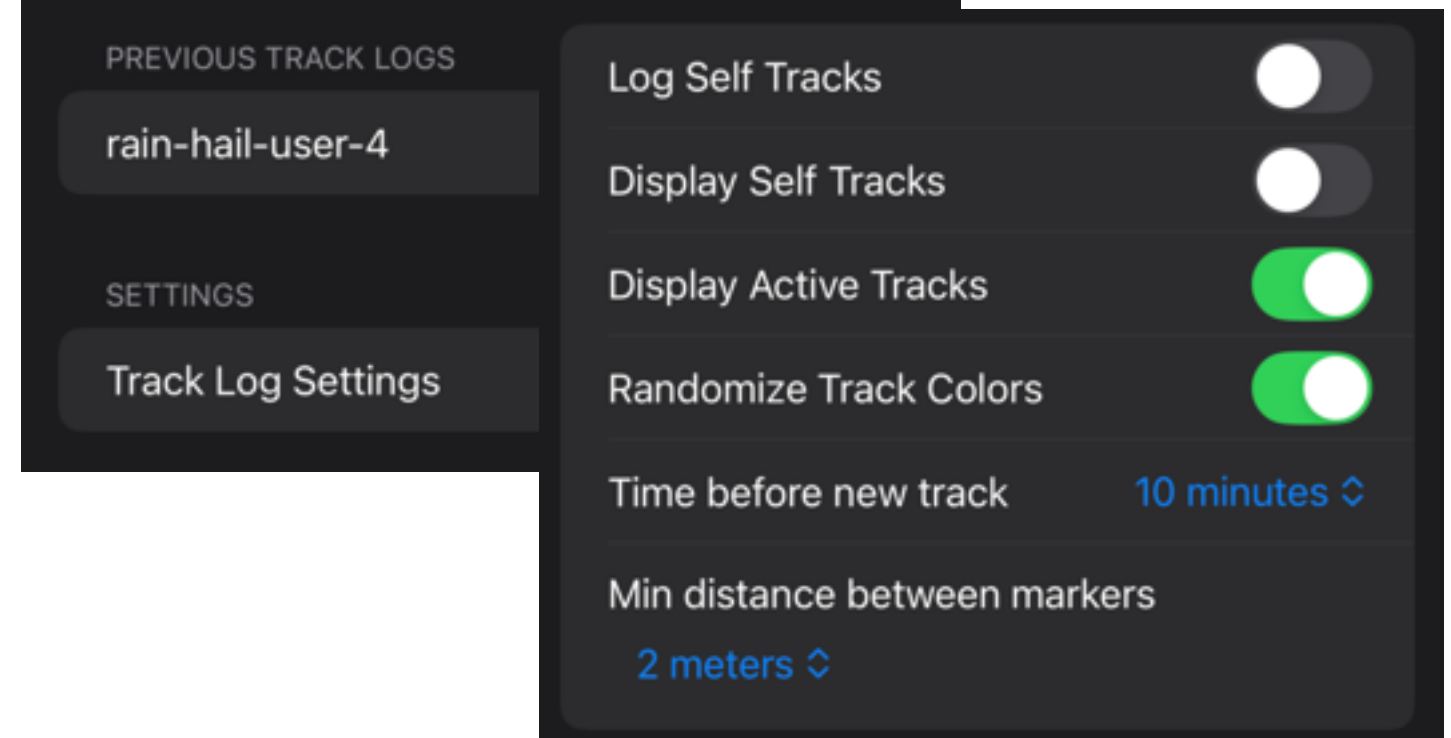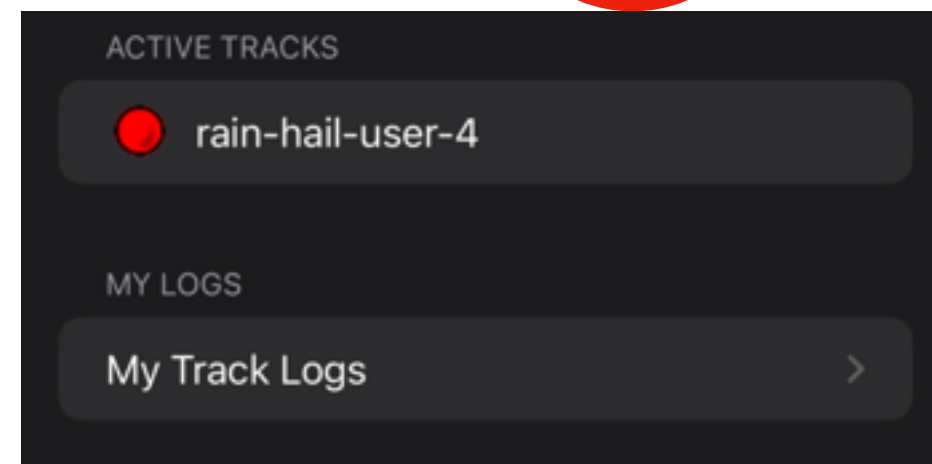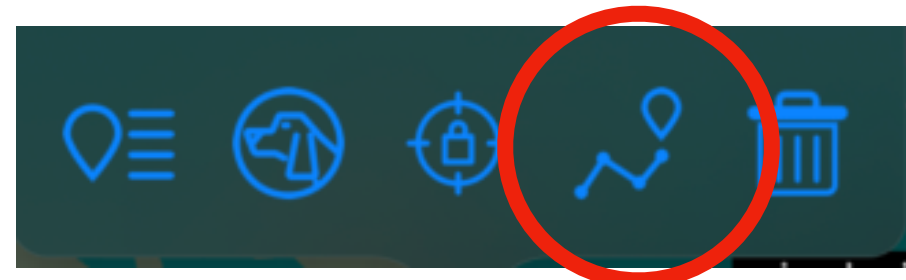
INTERACTING WITH THE MAP

Track Logs

Users can track a history of their position, as well as the history of positions for other markers on the map. To track another marker, simply tap the marker and select the "track logs" icon. This will begin tracking the history of that marker's movement as long as it meets the defined threshold.

To track a user's own position, as well as view track log history, they will need to go into "Track Logs" in the main menu. To track your position, toggle on "Log Self Tracks". Users can optionally display their own tracks or the active tracks of markers being tracked.
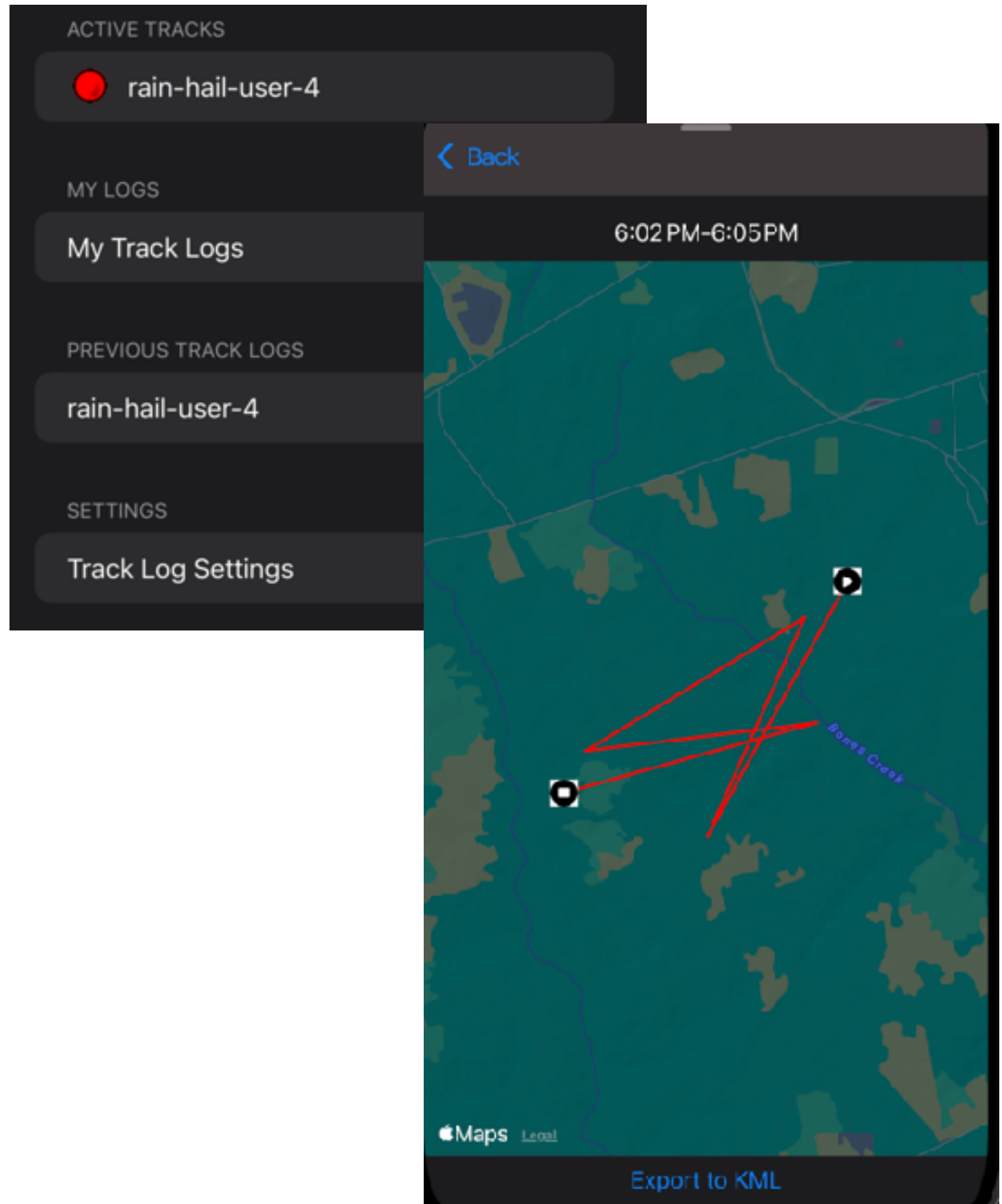
INTERACTING WITH THE MAP

Track Logs

To view track log history, tap on either "My Track Logs" or the marker's track logs. You can view the logs or export them to KML.

Note that once a marker stales out it will no longer be tracked.

Additionally, track logs can not currently be interacted with on the map. Users will need to toggle off and on displaying the track logs to clear them.

ACTIVE TRACKS

🔴 rain-hail-user-4

MY LOGS

My Track Logs

PREVIOUS TRACK LOGS

rain-hail-user-4

SETTINGS

Track Log Settings

< Back

6:02 PM-6:05 PM

 Maps Legal

Export to KML

IMPORTING AND SYNCING DATA

"Hamburger" Menu

KML and KMZ Overlays

KML and KMZ files can be imported directly from this screen, or imported via DataPackages. Swiping on an individual package will show options to scroll the map to the center of the KML, hide the KML, or delete it.

Note that KML/KMZs imported via data packages will not be deleted when removing the data package from the data package screen and will need to be removed from this screen to be removed from the device.

GeoPDF and image overlays (outside of KML GroundOverlays) is not supported yet in 1.5.2

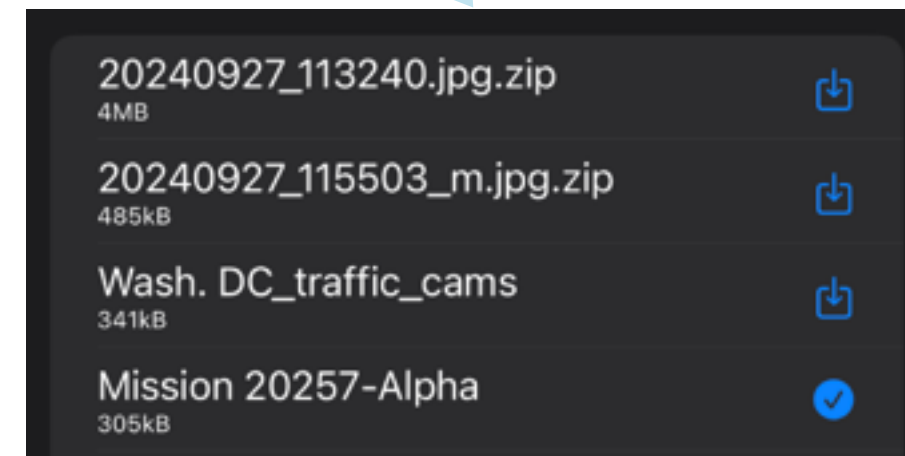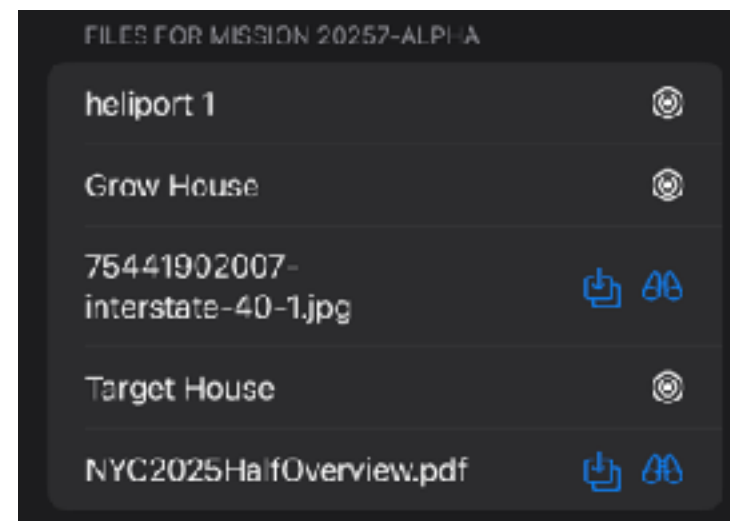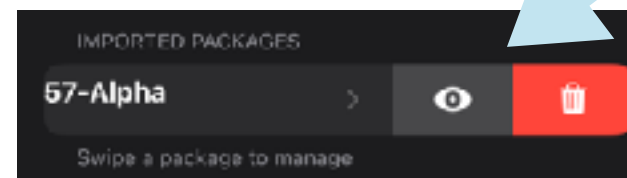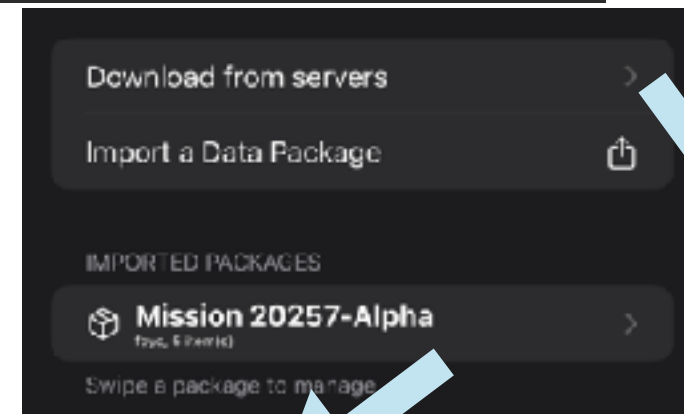# IMPORTING AND SYNCING DATA

Data Packages

Data Package options can be selected from the nav menu or the settings screen.

Data Packages can either be imported locally or downloaded from a connected server. Packages already downloaded will be indicated in the list as well as displayed on the main screen

Individual package can have visibility toggled or be deleted by swiping on the package. Tapping on the package shows the package contents. For markers, tapping on the entry will scroll the map to it. For documents, tapping the share button will open the share screen, and tapping binoculars will quick preview it

Data Packages Menu

Data Packages

Download from servers
Import a Data Package

IMPORTED PACKAGES

Mission 20257-Alpha

Swipe a package to manage

IMPORTED PACKAGES

57-Alpha

Swipe a package to manage

FILES FOR MISSION 20257-ALPHA

heliport 1

Grow House

75441902007-interstate-40-1.jpg

Target House

NYC2025HalfOverview.pdf

20240927_113240.jpg.zip
4MB

20240927_115503_m.jpg.zip
485kB

Wash. DC_traffic_cams
341kB

Mission 20257-Alpha
305kB

IMPORTING AND SYNCING DATA

Data Sync

Users can subscribe to DataSync missions and CoT markers and shapes will be sync'd to the user's device. Once subscribed, users can view attachments or other files, and importable types are automatically imported.

Users can send items to a DS mission by tapping "Send" on an individual item and selecting the DS mission in the contact selection.
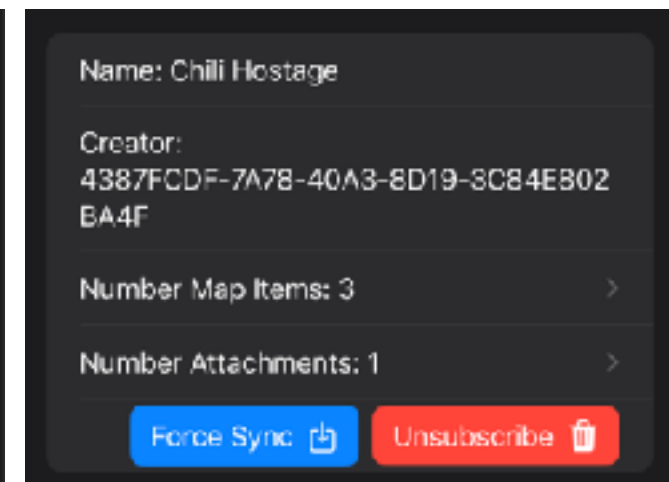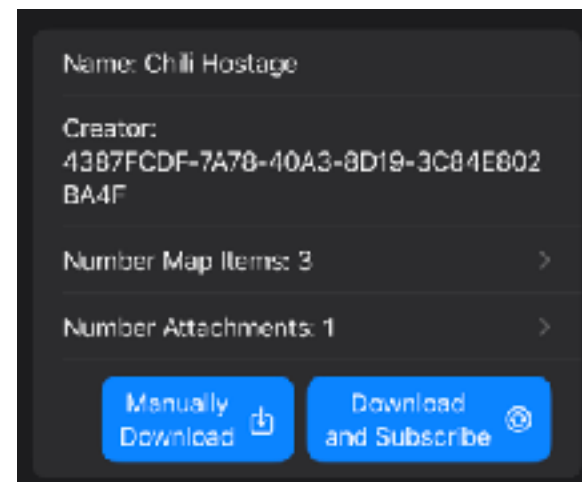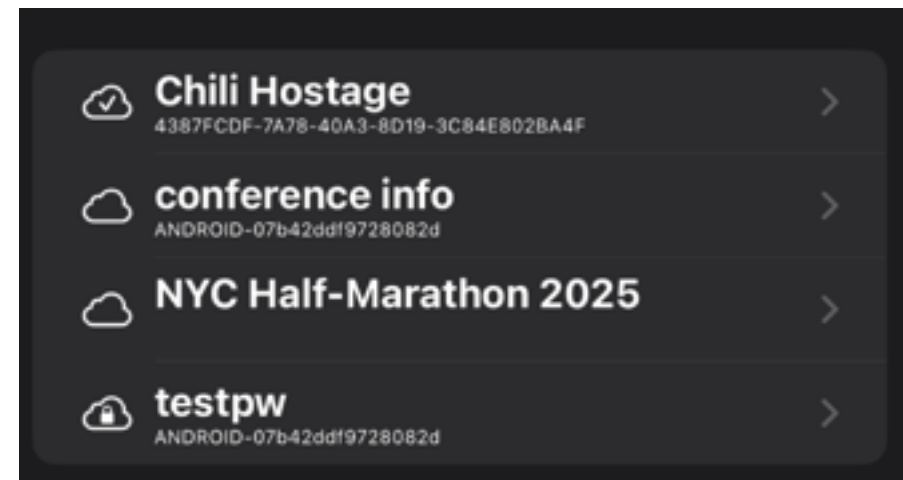
Users can subscribe or manually download a mission. Once subscribed, they can force a download or unsubscribe from the mission. Subscribed missions will have a checkmark in the mission list

When unsubscribing, users have the option of clearing the mission contents from their device.

Alerts

EMERGENCY ALERTS

Emergency alerts can be broadcast from TAK Aware. Similar to ATAK, the user must turn on both switches and click OK. The user can choose the Alert Type to send.

Once activated, the Alert symbol will change to red in the main menu bar. Tapping on it will default the user to the Cancel Alert dialog, where they'll need to again toggle both switches and tap OK

Active Map Alerts can be viewed from the Overlay Manager
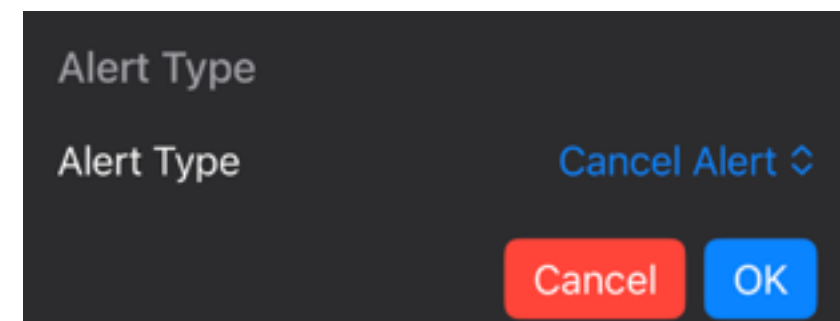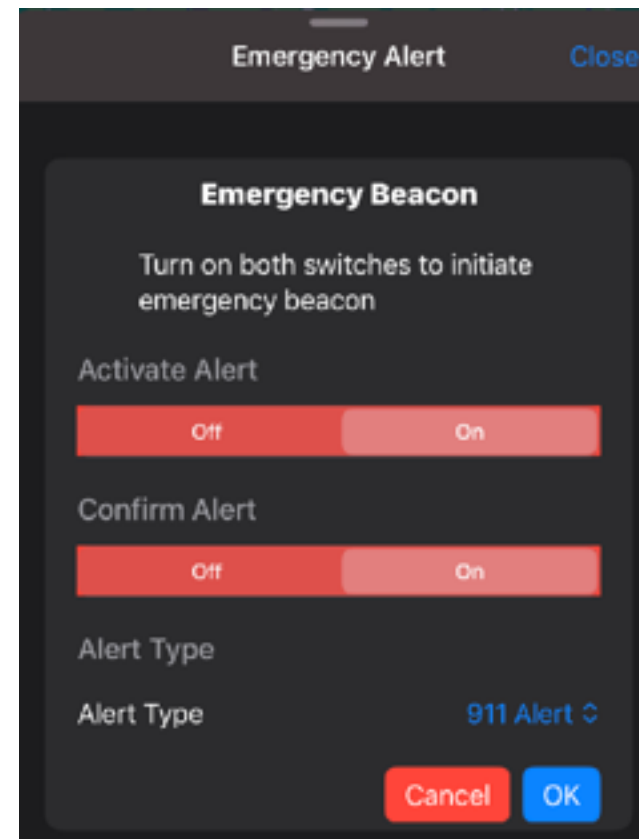
SUPPORT

TAK Aware support is provided on a best-effort basis for agencies or individuals using the software without a support contract. Issues can be entered at GitHub issues

https://github.com/flighttactics/TAKAware/issues

or you can reach out to support@flighttactics.com.

For more information, please visit

https://flighttactics.com/takaware
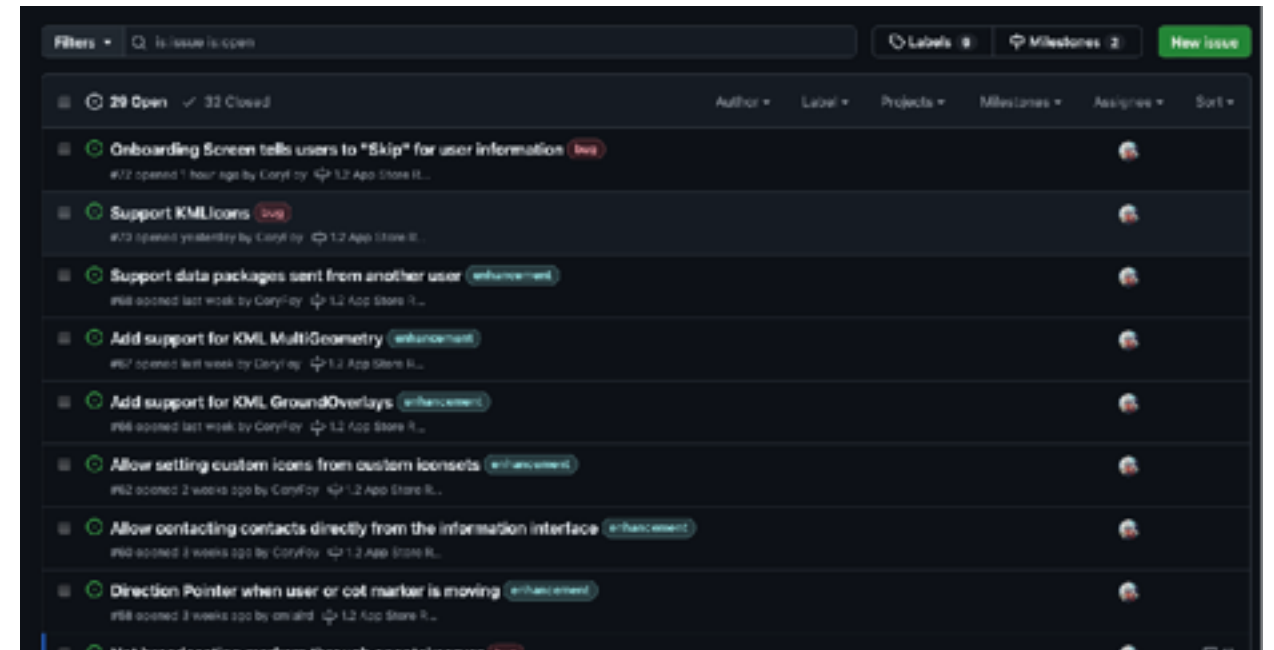
SUPPORT

For specific issues, the app provides a mechanism for capturing a debug log file. Users can go to Advanced Options in the main menu and scroll down to the Debug Options. They can then toggle on "Write Debug Log File". Note that while this is active a debug message will be displayed on the user interface.

To view the debug log file, click on the "View" button. Optionally you can share this file with support and development teams to troubleshoot specific issues. It is not recommended to keep this log running, and to delete it once complete.