

MAPRUN USERGUIDE



A GUIDE TO SETTING UP AND USING MAPRUN

MapRun is a mobile app that can be used to track people when orienteering. We have used it for several years for our Street Series but it has now become common to use for Permanent Orienteering Courses. During COVID-19 restrictions it allowed competition to continue with good social distancing as courses could be set up and left over a weekend or even a whole week.

INSTALLING

You can download from Google Play or Apple Appstore. The most recent version is MapRun6 and this is recommended.



You will need to grant permission for it to access location services.

SETTINGS

In most cases, the app works fine without having to do any fiddling. However, some devices have quite aggressive power saving features that can switch the GPS off mid-course. To avoid this, make sure that all battery saving features are off on the device settings, including things like 'sleep after 30 minutes inactivity'. It is also worth checking that the 'GPS battery save mode' is switched off in MapRun's Options and Settings.

You should also ensure that all sounds and vibration are turned on. Then you will clearly know when you have punched a control.

MODES

There are two modes – GPS punching and QR punching. The mode is set by the course administrator. Make sure you read the course documentation so you know which it will be.

ACCESSORIES

The less of your body that obscures the device's view of the sky, the better GPS lock it will get. An armband is a good way to hold it when in use on a GPS punching course.

For a QR course, being able to get the device out quickly is important. Either a zipper pocket or a drawstring pouch on a running harness is good.

Whilst there is a map on the app, it doesn't always exactly match the ground so controls appear misplaced. If you have a paper map, rely on that not the app map.

LOADING A COURSE

There are several ways to do this. If the start is in a remote location it is worth loading at home in case you don't have a good data signal when you get there.

Always available:

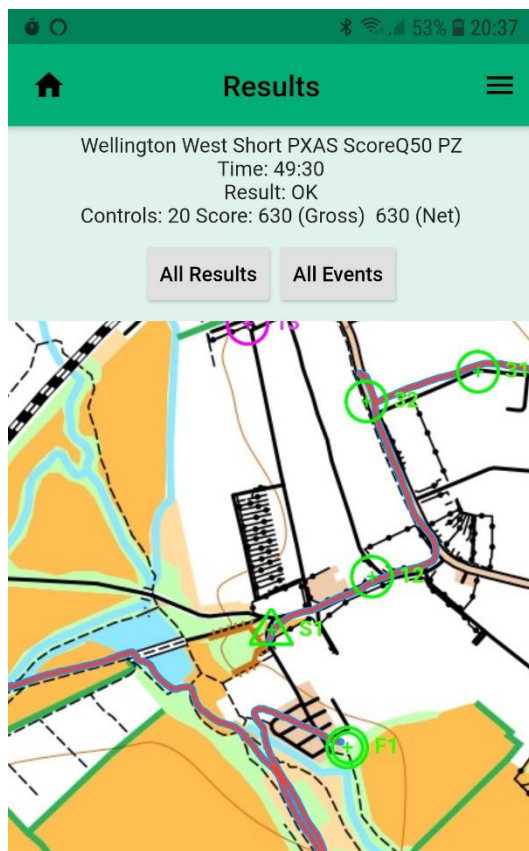
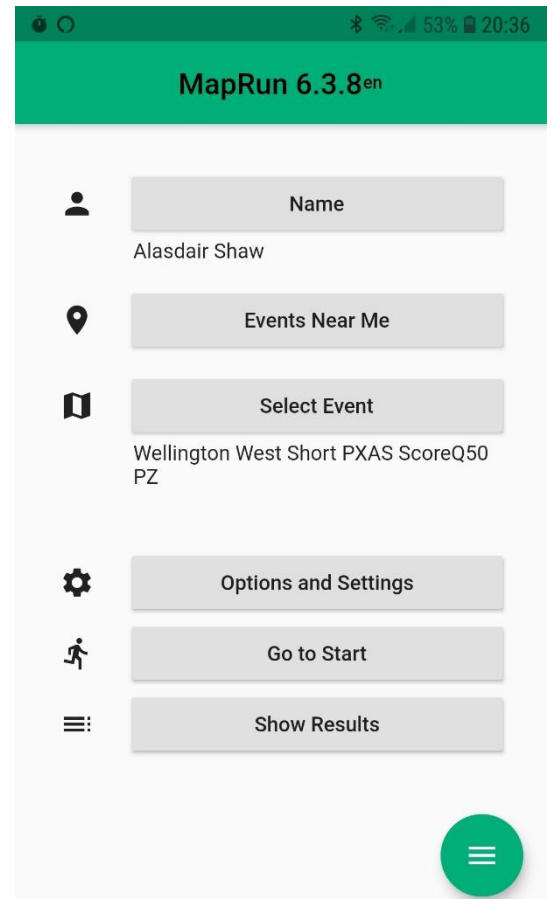
- 📍 Tapping 'Events Near Me' in the app and selecting the one you want.
- 📍 Tapping 'Select Event' in the app and navigating to the correct folder to select the one you want.

Available for some courses:

- 📍 Clicking a link on the event or POC webpage while on the device.
- 📍 Scanning a QR code on the map.

When you are ready, tap 'Go to Start'. You might then be asked for a PIN. This will either be printed on the map or given to you just before the start.

You will see a location marker and track. This will help you find the start. When you punch the start, the marker and track will vanish and your timer will begin.



ON THE COURSE

If it is GPS punching, you just need to reach a control and it should register, though there can be a bit of a delay if your device only checks its location every ten seconds or whatever. If it is QR punching you will need to tap the button saying 'Scan for QR' and then point your camera at the code on the control.

Either way, when it registers your device will beep and vibrate and the control on the phone map will turn green. If it doesn't register, carry on. The administrator will check your track afterwards and award any controls that failed to punch. If it fails for a couple in a row, you might want to check your device hasn't gone to sleep.

Sometimes for training purposes, the course will be set up to allow you a limited number of 'Show Me's. These will briefly indicate where you are on the map.

AFTER THE COURSE

On punching the finish, the app will attempt to upload your result to the server. If your data is turned off or the signal is poor, it won't manage. You will have to upload them yourself once you have a good connection by tapping the hamburger top right when looking at your Results page and then tapping 'Upload (Manual)'.