


Voozanoo mobile app :: CHEAT SHEET



1. Settings in Voo4 app

Activate **Voozanoo Mobile** in the general settings.

The user must enter the project name when they create an account on a mobile device.

Data Storage: If the users will always or usually have a connection to the Internet on their phone or tablet, then you can set the storage to **Server**. This way, as soon as the user clicks on the form's **Save** button, the form data is sent to your Voo4 application. If no connection exists, the form will be saved locally, as is always the case in **Local** mode. The user must click on the cloud icon  to push the saved data to the server.


Allow data sending via SMS (only for Android devices). User still needs a data connection to receive new or updated forms.

Leave the Unique ID as is. The environment name is important if the user has two or more environments to choose from when creating his account on a device. If two or more environments, check one as default.

2. Creating a user


First download and install the mobile application from one of these.



 Use the button on the initial screen of the app to create a new user. The username (case-insensitive) and password are those of a user in the Voo4 application. The project name is the one given in step 1. The user can tap on the **Advanced** arrow to see the different environments and choose to connect to the desired one.

Once this information is submitted the new user will have to enter a PIN code which allows all future access to their account via the PIN and not the username/password pair.

3. Menu options

 The menu button on the top left of the screen allows the user to :

- See the history of data send events (successes/failures)
- Change environments
- Modify the SMS gateway phone number
- Modify their PIN code
- Remove the account from the device
- Update a user's projects
- Disconnect


4. Filling in the forms

The entry fields, when tapped on, will open the keyboard or a widget such as a calendar, a clock, or a menu for easy data entry. It is possible that on small screens, these widgets will take up a lot of the visual space and you may need to scroll the screen to see your question. Make sure you scroll the screen by swiping upward or downward placing your finger OUTSIDE of a field.


If the application is configured as **Server** (see step 1) for **Data storage**, each time the user taps on a form's **Save** button or advances to the next page, the form's page data will be sent directly to the server. However, if there is no Internet connection, (cloud icon with a slash) the form can be seen in the recap screen and can be sent manually once an Internet connection is available. See section 5. Custom developments can be made to access the form data even after the forms have been sent and no longer visible in the recap screen.

5. Sending data back

When there are forms that have been saved, the number of forms (not pages) that have been saved locally on the device is displayed next to the cloud icon.

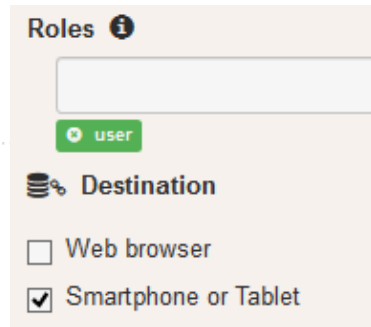
 By tapping on the cloud icon, you can send all the records to the database via the **Upload** button. A broken cloud icon means that you do not have an Internet connection. It may be possible however to send the data via SMS (the **Send by SMS** button appears) if 1. you are using an Android device and 2. the application has been configured (see step 1) to receive data via SMS.

If you would like to send a single file then click on the down arrow to the right of the varset and locate the recap card that you would like to send. Swipe it to reveal the **Send** or **Delete** icon.

 Attention! If the application structure was modified while there was saved data in the mobile device, sending it could generate an error. For example, if a dictionary item or a variable is removed from the application, your Voozanoo application will reject the data sent for that varset and display an error in place of the cloud icon. The forms for unmodified varsets will be accepted as normal, but the rejected forms will stay on your device.

Design for "mobile" pages

Add more functionality



Check **Smartphone or Tablet** in EpiCraft in order for that homepage to be shown for the associated role(s). You can make two home pages for each role, one that sizes nicely to a mobile device and another one for a web browser. If users will be using the forms on both a web browser

and mobile, you can even make two pages for the same set of questions, one page for a web browser another for mobile.

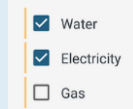
When you are creating forms for a tablet or smartphone, think about what devices the user will use, a 10" tablet with high resolution? An inexpensive 3.5" phone? Or a variety of different types of mobile devices?

Default values

Using "Above" and columns

Here are a few guidelines to help your forms look clean and understandable on most devices.

1. Use labels "Above" the variable field. Only use in-line labels if absolutely necessary or they take very little horizontal space.
2. For buttons, you can create columns and put your button in one of the columns to keep them reasonable in size. Buttons that take the entire width on a device in landscape mode can be unclear or clutter the screen unnecessarily. If the devices are relatively homogenous, then design to those screens.
3. If you want your number or text variables to show a field width which reflects the approximate length of the desired response, ex: Age: [], then use columns to force a certain width on the label/field pair. In the above example, we placed the label and field in the left column (taking 4/12th of the width) and giving the label 6/12th and the field 6/12th of that width.
4. In order for tabs to work correctly, ALL variables and buttons must be placed inside of the tabs. If any object is placed outside of a tab, the tabs will display as groups on the mobile device.



DISPLAY MATRICES: By default, each matrix element will display as a separate dico question on your mobile device. Display it beautifully using the special mobile matrix widget.

In EpiCraft, via the personalised property (at the bottom of the parameters panel), add the custom property `epimob.widget.option.subtype` and give it the value `actionSheetChoicesCard` in the text field.



REMOVE ERROR TEXTS: To make your screen less cluttered, you can remove the errors texts. The user will still know he/she has errors by the red color of the field in error.

In EpiCraft, via the personalised property of a variable (at the bottom of the parameters panel), add the custom property `epimob.widget.option.errorMode` and give it the value `minimal` in the text field. To remove all of the error texts in a group, column, or tab (and all items within them), use `epimob.widgets.option.errorMode`.

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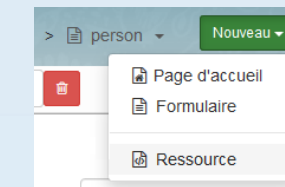
READ BARCODES: Convert any simple text field into a 1-D or 2-D barcode scan field. Your phone's camera will become your barcode scanner. A button for scanning next to the text field will appear.

Barcode on tube

In EpiCraft, via the personalised property of a text variable (at the bottom of the parameters panel), add the custom property `epimob.widget.option.subtype` and give it the value `barCodeScanner` in the text field.

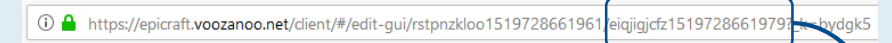


ALLOW MODIFICATIONS AFTER SAVING: Normally, once a form is saved, it can only be sent or deleted. If you would like make a saved form modifyable.

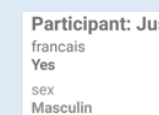
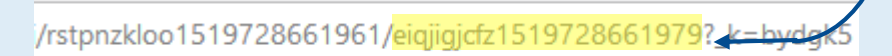


In EpiCraft, add a new Resource and name it `epimob.conf`. Inside of this, add the varsets (which correspond to the form pages) that you would like the user to be able to modify after having saved a form. Here is an example of two varsets whose pages' can be modified.

```
{
  summary: [
    {varset: 'patient_questionnaire',
      id: 'xixutslzrt1513348518532'
    },
    {varset: 'new_incident',
      id: 'ccjptnfkuq1516199731195'
    }
  ]
}
```



To find the id of the page you want the user to go to when they click on the pencil icon in the recap screen, copy the last part of the the navigator's URL when you are displaying the desired page in the Editor. If there is a '?' character, copy up to it, but do not include it.



SPECIFY THE RECAP'S DATA PRESENTATION: Normally, in the recap screen (when you click on the cloud icon) you will see recap cards with the first five variables of the form. But what if you prefer to show other variables? Or you wish to have a header text?

```
{
  summary: [
    {varset: 'patient_questionnaire',
      header: 'Le Patient {variable_p}',
      variables: ['variable_r', 'variable_s',
        'variable_t', 'variable_etc'],
      id: 'xixutslzrt1513348518532'
    }
  ]
}
```

Do like in the previous section except this time add a header key and variables key with the five variables of your choice.