



User Manual

Ver. 1.8

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HERE & NOW

GPS – Compass, Realtime, Share, Explore, Search, Reality

REALITY – Impressions, Tracks, Geo-Tagging, Realtime, People

PEOPLE – Anonymous, Communities, Family, Friends, Dating, Communication

COMMUNICATION – Talk, Inbox, Comments, Invitations, Websites

WEBSITES – Mashup, Login, Tokens, Community, Mobile, Real-World

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1 Introduction

Welcome to the wonderful world of GpsNose :-)!

GpsNose © Nemanicnedanic, Inc. is a completely free, anonymous and a *real-world* platform, in contrast to all the “virtual social” platforms out there, which are rather *ASOCIAL* as explained later. You can find real new people and explore real places around you in real-time. You can always stay anonymous and there is no need to enter any private information about you – unless you wish to!

You are *exploring the real world* around you, “here and now” – not just contacting some “old friends” or people you know as celebrities to “follow”.

GpsNose changes your smart phone into a smart *radar* – a kind of a sensor, a *nose*, which enables you to explore the current area, when you are there!

It also gives you a “loudspeaker” to communicate with the people around you. You can send messages, pictures, ratings, comments etc. and you can describe the things around you with impressions, tracks, pictures etc.

You can interpret *GpsNose* as a “GPS-enabled *nose*” and maybe read it as “GPS *knows*” as well, as you just *know* always, thanks to the GPS, what’s around.

The ability to *anonymously explore the reality* with GpsNose is in contrast to the other *ASOCIAL* platforms, where you are forced to disclose all your private life, just to be able to explore virtual internet world.

1.1 QuickStart

For the most impatient ones:

1. Find the “GpsNose” app in your mobile apps store and install it
2. Sign-in as a guest and use the app

Which chapters of this guide should you read?

This *Introduction* chapter gives you the very basic understanding of what GpsNose is about – so you should definitely read it.

The following chapter *Using GpsNose* dives into the app’s functionality – when you are good in exploring software yourself, you can skip it and return there after having used the app for some time. But there are some details which can’t be known just by using the app, so it’s highly recommended to read the chapter at some point.

The chapter *Practical Examples* gives you a one-week overview, how your daily life could be influenced by using the GpsNose app. It’s an inspirational reading how can GpsNose help you enrich your daily communication within your area.

The closing *Appendix* chapter answers the *Frequently asked questions* and helps you with the *Troubleshooting* of the most common problems. You can find also what mobile resources are used by our mobile app, why are they needed and some tips on how to minimize their usage, in the chapter *Phone resources used*.

The webmasters should read the chapter *For Webmasters*.

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The investors should read the chapter *For Investors*.

There is also an appendix chapter on the *GpsNose philosophy*, which can help you understand the *why*. Why is another platform needed today? Why should it be different than the known platforms? Why are today's "social" platforms actually ASOCIAL? Why did we communicate differently yesterday? When you are curious about those topics, you are welcome to read that chapter.

1.2 Things you can do with GpsNose

To get the idea what can be done within the GpsNose, a few examples follow. Later in this manual, you'll find deeper information about all the GpsNose functions.

Anonymity is welcome

- You install GpsNose app into your mobile phone, sign-in as a guest and explore the world around you, fully anonymously.
- You don't enter any private information, phone numbers, social relations etc.
- Everybody can describe and explore the real-world, no privacy disclosure is needed.
- You can create another anonymous user anytime you like, as nobody cares about your real identity.

Meet new people right where you are

- Sitting in a train for the next two hours, say you would like to speak with someone who also loves cars. GpsNose tells you there is someone near you with "I love cars!" in his profile and is in a "car-lovers" community. You send him a private message anonymously, if he likes a small talk and, in a few minutes, you can start a real talk with him
- You travel in a foreign country and would like to find some local music community. GpsNose shows you almost 20 communities around. You select some "music" community in the Noses filter and get 3 Noses nearby, which are musically active. You drop them a message and start a real conversation later.

Chat within your neighborhood

- You lie on the beach and feel lonely, so you grab the GpsNose and use *Talk* to chat into the area: "Anybody wants to swim together?" Somebody likes your profile image and responds: "Yup, here is my position, come over to me!" He sends you his current location, where you can navigate using your built-in compass.
- You're stuck in a traffic jam and have no idea, how long it will take. Start a *Talk* and ask within your area: "How long is the traffic jam in front?" Somebody replies: "I can see there was an accident but the police are already here." There is a local area conversation going on and everybody listens and talks anonymously, within that area, in that particular jam. Every such *Talk* session gets a *topic* and is joined by anybody nearby, within the *group created ad-hoc* around you.

Describe and explore your area

- Save places, pictures, tracks, events etc. where you are, so others can find those later. These items are "sticky notes in the air", where you have created them.
- Navigate by the internal compass without any internet connection. This can save you roaming costs or help when there is no data coverage.

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- GpsNose also works fully offline: everything you save will be published once you are online again. And all the items already saved in your device, can be used for offline-navigation.

Be social – but stay anonymous

- Build up communities and find their members around you, like “swimming-freaks” in the holidays, somewhere you have never been before.
- Check if your family members or friends are nearby currently.
- Share your exact location with somebody you trust.
- Do what you want – *where* you are and *when* you are.

These are just a few examples, there is a lot more you can do with GpsNose. The system is very flexible and the possibilities are endless!

1.3 What do you need

GpsNose platform consists of the mobile GpsNose application and the web site www.gpsnose.com.

To participate, you need:

- Our free mobile application, running on:
- Smartphone Android 4.4+ or iPhone iOS 4+, having:
- Internet connection Wi-Fi or mobile data, and:
- GPS signal.

High-precision GPS – combination of Wi-Fi/Bluetooth and GPS satellite, is highly recommended; see the chapter *Phone settings*.

All iOS mobiles have got a compass sensor installed. For Android mobiles, the compass sensor is recommended, when you want to use the offline navigation *compass* module.

1.4 Installing the application

Search for the *GpsNose* application in your mobile application store or visit the direct app-store link at the www.gpsnose.com web site.

Install the app; it’s free and doesn’t require any special permissions, only those apparently meaningful:

- **GPS LOCATION:** The whole idea is to find the information around you, so yes, this application needs the permission to get your current location. Regarding your GPS location privacy, read the chapter *GPS?! Do you track me?!*
- **MEDIA ACCESS STORAGE:** This allows the application to save/read the images to/from your media library, like setting the profile image or publishing a picture.
- **CAMERA:** To be able to take a picture for a place or an impression, the mobile camera can be used within the GpsNose application. The camera can be activated *only* by you and *only* when the GpsNose app is running, so nobody can spy on you switching on your camera.

1.4.1 Phone settings

Your phone’s system settings do have impact on the behavior of the GpsNose app installed on your phone and are set *outside* the GpsNose app. They are reachable directly from the phone’s settings

Introduction

menu. Many of the settings are iPhone/Android phone-specific and are described in separate chapters, but a few common concepts exist:

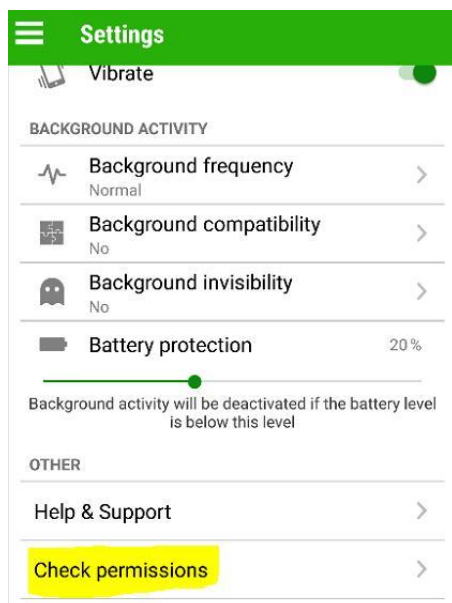
- Battery: allow GpsNose to run also when in the background mode
- Cellular data: allow GpsNose to use mobile data also when not on Wi-Fi network
- Location service: be sure the location service is working in the default mapping app on your mobile and GpsNose is allowed to use it

To understand in detail, how the mobile resources are used by the GpsNose app, see the chapter *Phone resources used*.

EXAMPLE 1 The application itself can't run in the background (i.e. keep running when you hide the app using the phone's home-button or opening another app), when you disable your smartphone's system-settings' *"Run in the background"* option.

EXAMPLE 2 You can't expect GpsNose knows your location, when you disable the *"Location services"* option in your phone's settings.

To function normally, the app tries to identify any misconfigured phone settings. To check and validate them, use the *Settings -> Check Permissions* menu:



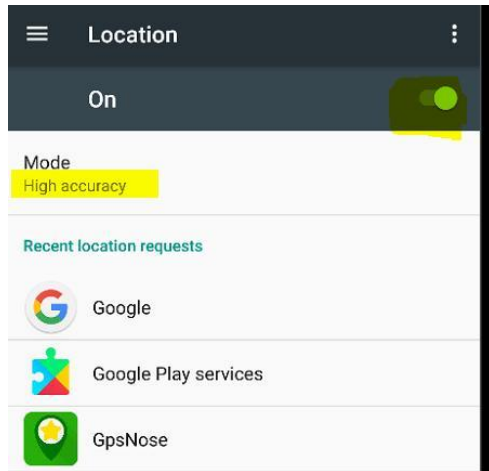
The following phone-specific chapters show the recommended phone settings. You don't have to set them as shown, but don't wonder when GpsNose stops running or gives you unexpected results in such case.

Introduction

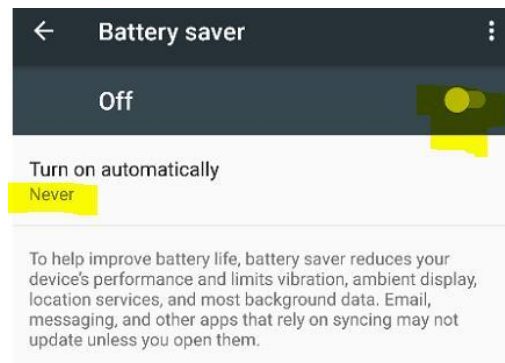
1.4.2 Phone settings: Android specific

LOCATION: ON, High accuracy

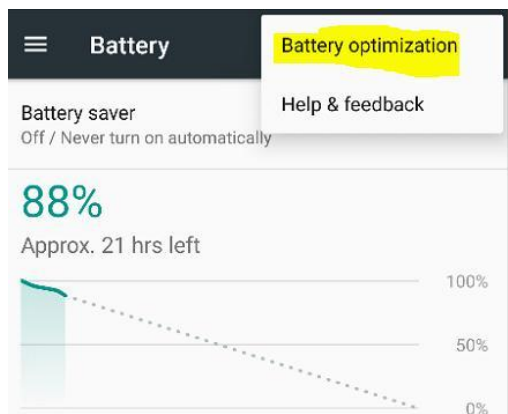
- *High* means using WiFi/Bluetooth to finetune/speedup the location information



BATTERY -> BATTERY SAVER: OFF, Never

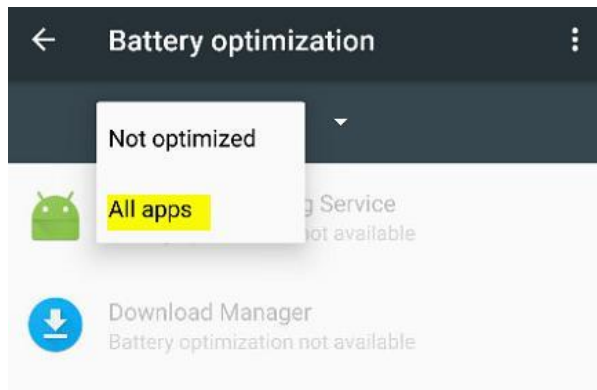


In the upper right corner, there is a 3-dots menu: click these and you get another *optimization* menu:

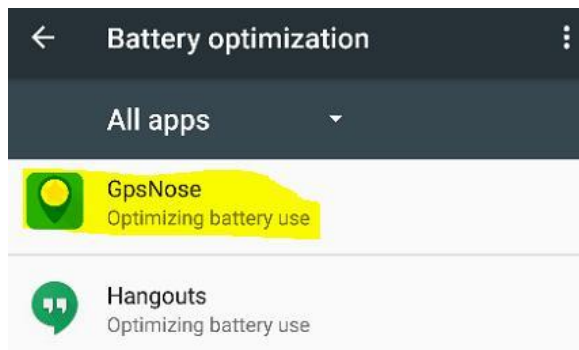


A new window is opened; inside it, click the *dropdown* to open another submenu and select *All apps*:

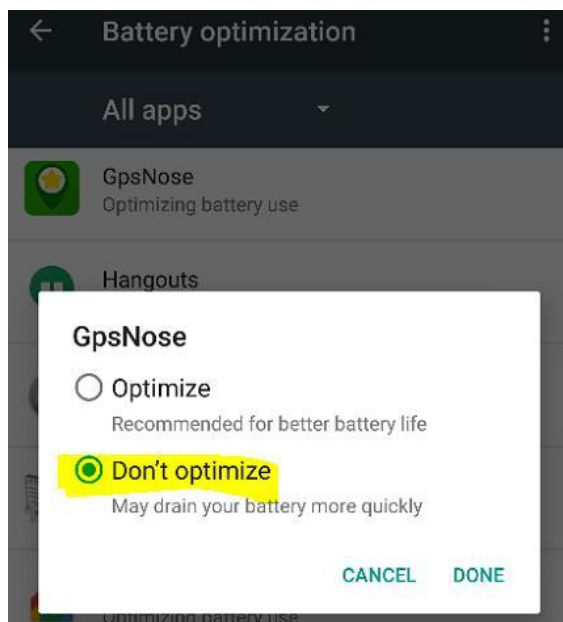
Introduction



A list of all the installed apps is opened; scroll down (it's alphabetically ordered) to the "GpsNose":

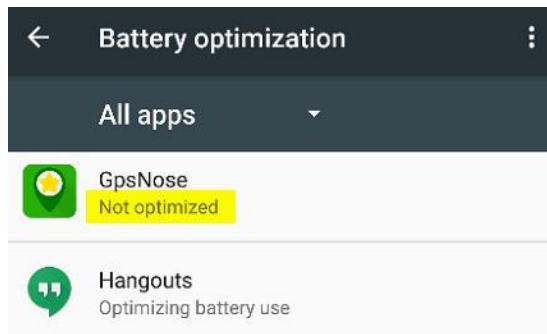


Clicking the "GpsNose" entry opens another submenu; select *Don't optimize* inside it and confirm it by clicking on the *Done* button:



To confirm it's set correctly, you should see the "GpsNose" app as *Not optimized* now:

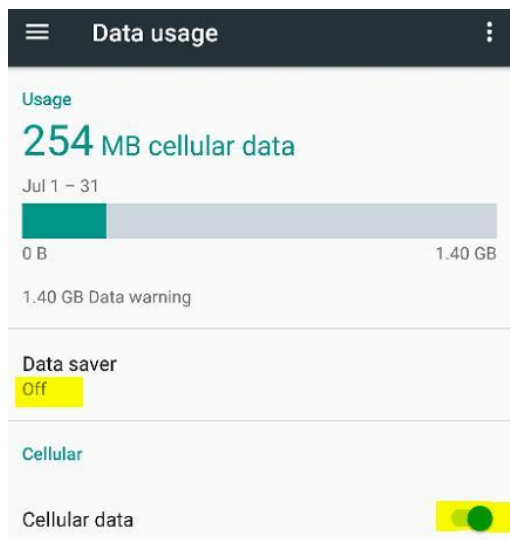
Introduction



Don't worry it's called "not optimized"; all this means is: "GpsNose should not be crippled by the phone thinking it's smart to kill it".

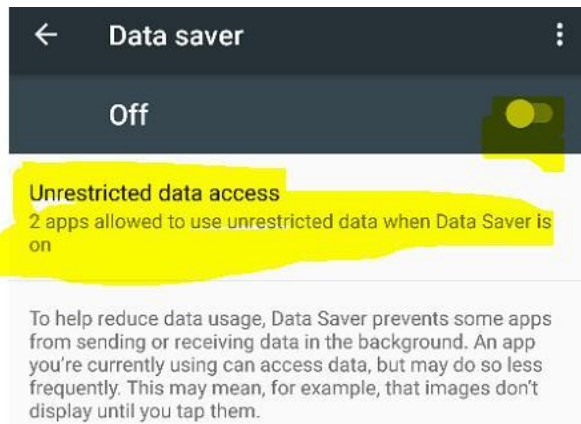
We've tried our best to optimize the energy drain of course, so yes, it *is* optimized inside the app design itself, although it eats a few more % of the battery charge.

DATA USAGE: Cellular data: ON, Data save: OFF

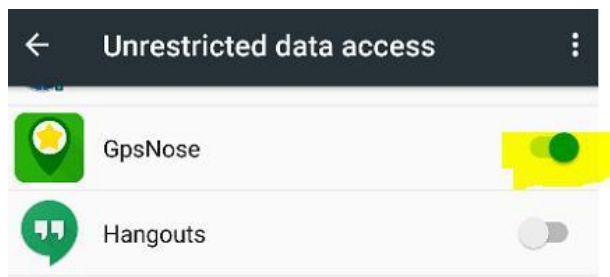


DATA USAGE -> DATA SAVER: OFF, Unrestricted: "GpsNose"

Introduction

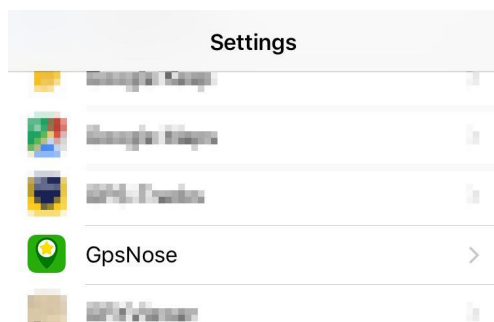


Switch to “OFF” and click “Unrestricted data access” to get a list of all the installed apps. Scroll down to “GpsNose” and set to “ON”:



1.4.3 Phone settings: iPhone specific

SETTINGS: Access

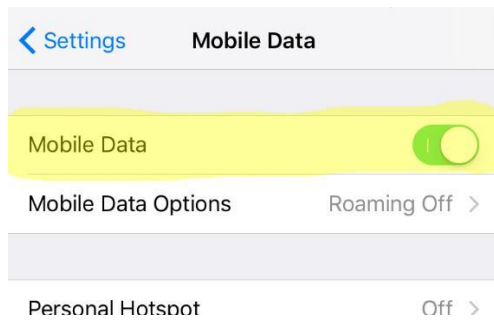


Scroll down to the list of Applications and open the Access for “GpsNose”

Introduction

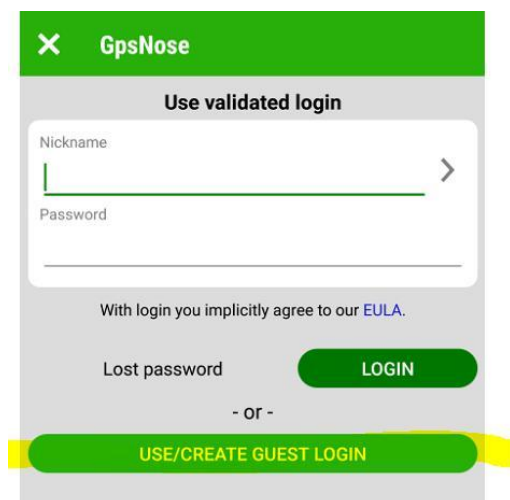


MOBILE DATA: Mobile data: ON



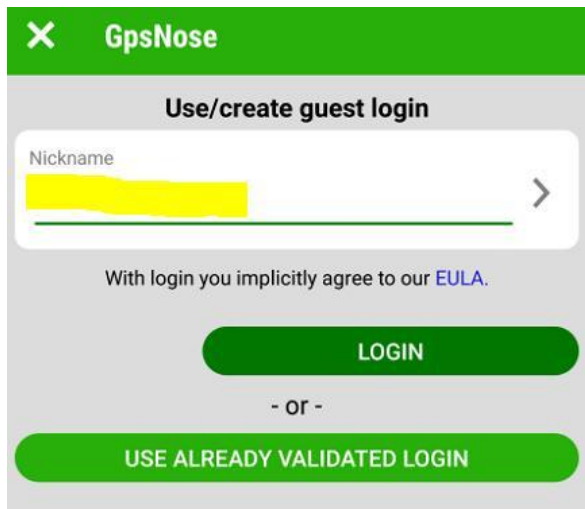
1.5 Running for the first time

When you start the application for the first time, you will see some introductory information and then the login-form is opened:



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If you don't have a *nickname* (= login-name) yet, you can login as a *guest* by clicking the "Use/create guest login" button:



The "password" field disappears, as a guest has no password set – the login/nickname of a guest is *bound to the device* being used.

When you have already created a validated login before (the *validation* is related just to a working email address and no other private data), you can return to the previous login-with-password window by clicking "Use already validated login".

You can enter *anything* as the guest login-name here. Well, anything what was not already taken already by another Nose (user): when you try to create "yoghurt20" and there *is already* such Nose registered in the app, you can't of course reuse that nickname. In such a case, the application tells you "yoghurt20 is already taken, wrong password", as somebody has the correct password for such login-name.

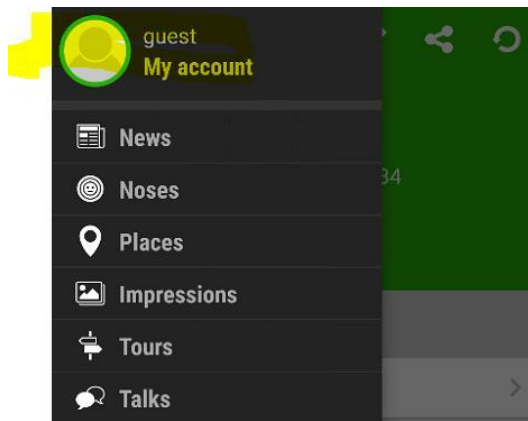
Every new Nose "is born" as a *guest* at the very beginning, using some unique nickname. You don't need a password for it, as this login is *bound to your device*. Should you lose/change your mobile phone and want to re-login with this same guest-login from another device: it's not possible, as the guest-user had no real password set and was bound just to the – now lost/changed – device.

That's why it's wise to assign the user some valid email address in the *Email validation*.

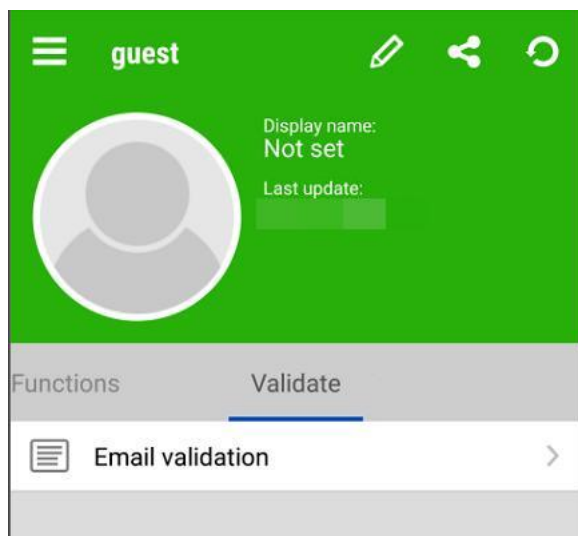
1.5.1 Email validation

In your profile, use the "Validate email" function to receive a validation code into your mailbox and enter it here for the email validation:

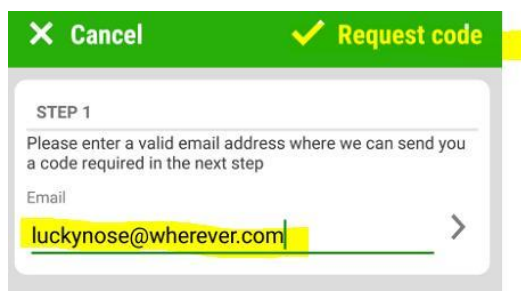
Introduction



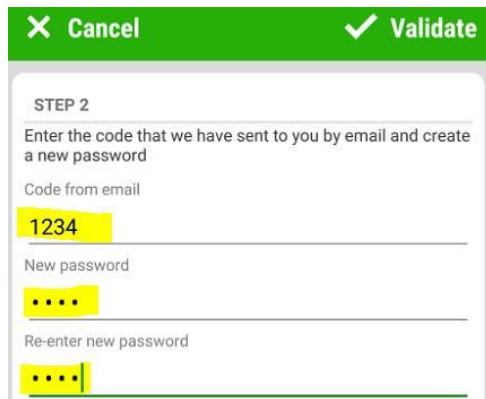
Click in the left main-menu onto your account and then “Email validation”:



A new window is opened, where you can enter any valid email address, so GpsNose server can send you the validation code when you press the “Request code” button:



Once you requested the code, you have to check your email box for the just received validation code – and enter it, together with your new custom password:



Cancel Validate

STEP 2

Enter the code that we have sent to you by email and create a new password

Code from email

1234

New password

••••

Re-enter new password

••••

Choose any string you like for the new password here. Later, you can login from this or any another mobile device with your nickname *and* this password.

The email validation is useful for a few reasons:

1. You can *login* from *any mobile device* with your nickname and your custom password, as you already have created the needed custom password in your profile.
2. Should you forget your *password*, you can *reset* it: the server sends you a password-reset email.
3. You can *customize your profile* with a profile picture, join communities, add custom password etc. and use the full functionality of the app.
4. You are sure that the *connection* between the GpsNose server and your email is *really* working, i.e. no email address spell-errors, no SPAM filters blocking the communication etc.
5. You can receive email *notifications* about private messages and comments related to your posts from other Noses, even when your *GpsNose app is not running* (you can of course unsubscribe these anytime with the link provided in every email notification you receive).

1.6 Running the app the next time

Normally, when you don't logout from the GpsNose app, it's started using your last used nickname and password, so there's no need to reenter the login-data.

Of course, you can always logout and start from the beginning, creating another guest user and maybe assigning an email address (can be even the same email address you've used before).

You could also start the application from another mobile device. But be careful: when you are logged-in into the GpsNose platform with more than one devices as the same user at the same time, you may experience some trouble, as the platform wouldn't know *where* you are.

EXAMPLE: Let's say you have the application open at home and in the office at the same time – *where* are you now? GpsNose doesn't know, as you have *two* GpsNose instances running in different locations. GpsNose interprets this as a *jump in space*, as you are *moving too fast*. When you see such messages, please make sure you have only a single device running with the same login at the same time.

Normally, you never *exit* (= kill, swipe-away, logout) the app: you just minimize it, leaving it running in the background. When you quit the app explicitly:

- You *disappear* from the area you are currently in
- Nobody sees you in your surroundings,

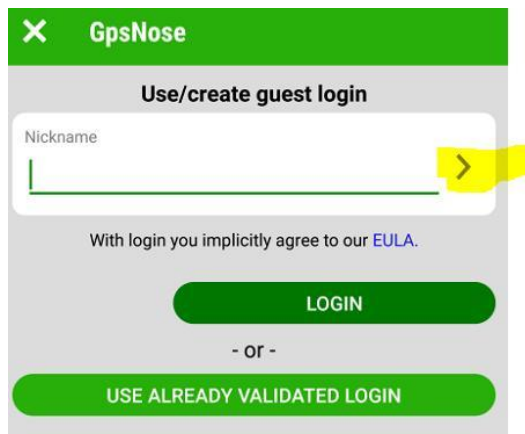
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- You won't receive the messages from the Noses around, like public chats, private messages etc.

You are only visible in GpsNose, if your app is running – either in the foreground (app visible on the mobile screen), or in the background mode (app is not visible, was hidden with the mobile home-button, but not exited).

1.6.1 Forgotten login-name

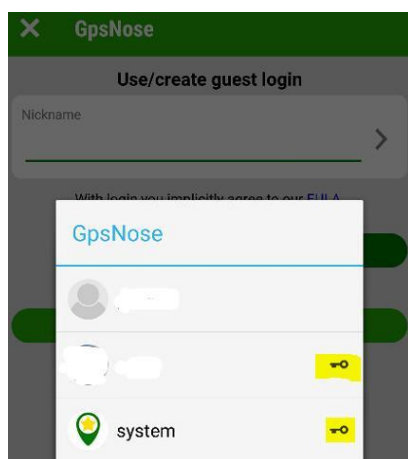
Maybe you were using more nicknames and one day you forget the nicknames used on this mobile. There is a rescue function for this: on the right side in the login name input field, there is an *arrow* pointing right:



Click this arrow and you get all the user names you logged-in in the past from *this* device.

GpsNose can't know all your logins you might have created on other devices (as the guest-logins are device-bound and those password-protected need a password), but it knows those logins which you have already used on *this* device.

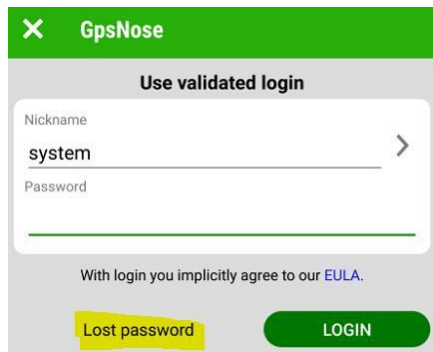
There is a "key" symbol on the right side of every nickname of an email-validated account – such will require a valid login-password when used:



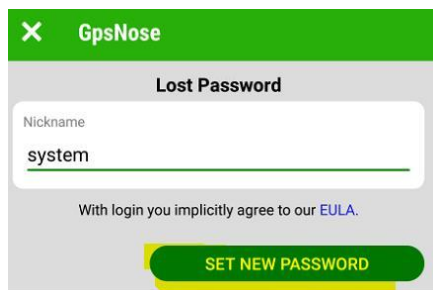
Using GpsNose

1.6.2 Forgotten password

Should you have forgotten also the login password, you can use the *Reset forgotten password* function, which allows you to reset your password with a new one:



First click the “Lost password” button and then “Set new password”:



GpsNose server sends you a special link to your email – you have to and open the email and click the link *on your mobile device*. Choose please the correct link, as the iPhone and Android devices require different app links – select the one you are using to reset your password.

2 Using GpsNose

2.1 General concepts

There are a few concepts which are shared across all the GpsNose modules, like reality, freshness, privacy, general functions as *radar* vs. *favorites*. More specific topics follow later, like Noses, Places, Talks etc.

Let's start with the general concepts.

2.1.1 True vs virtual reality

GpsNose shows you real people and places as you pass by, in the real time and real area. Take part of it, be there, write and read, contact the Noses you're interested in.

When the mobile GpsNose application is installed and running, you are automatically taking part in the GpsNose platform around you. But it *must be running* and *online*, i.e. you need data-access and the GPS-signal. Otherwise, you are *offline* and all the posts you create will be automatically published once you are *online* again.

The application has no influence on your mobile phone settings, but those phone settings do have impact on the application's behavior. There are a few recommended phone settings which you should follow – we try our best to detect any obvious misconfigurations and the app will notify you when some suspicious setting is found. But there could be some settings introduced with every new mobile OS version, which may influence the GpsNose app in some unforeseen way – use the general sense for setting those. You can check also the chapters *Phone settings* and *I'm still offline*.

When you close your eyes walking around, you see nothing, right? This is true also for GpsNose: you see nothing when you close the app. This is unlike ASOCIAL apps, when it makes no difference where and when you run the app. ASOCIAL apps don't care if something happened here and now or thousands of kilometers far away yesterday.

GpsNose must be running and you have to move. Back to the reality: physically, not virtually. When you care, open the GpsNose app and look around. Not in later, *now*, right there where you are. You are missing the real information around you, when you close your eyes; or *gps-nose* to be exact ;-).

Don't wonder in the evening: "Only a few people around, nothing is going on" – those people you see in the evening, are *not* those you missed today – every bit of information changed as time passed by and you moved around. It makes no sense to check it once a day and wonder "what happened".

2.1.2 Soft- vs. Push-Notifications

GpsNose platform uses its own internal soft-messaging, rather than the commonly spread *push-notifications*. These soft-messages are delivered *only* when the app is running on your device, i.e. when in the *online* mode.

The GpsNose soft messages come from these sources:

- Somebody sends you a private message;
- There are some news items in the past few hours;
- There are talks in your area.

We find the classical push messages quite annoying in the most mobile apps. Such messages arrive immediately and require your instant attention. We don't want to flood you with tons of push-messages like: "luckyboy20 likes saddog's like, do you like he likes?"

You can set your mobile to receive these notifications also in the background. You have to be online (data-connection and GPS available) and your settings must allow this (the *Background frequency* must be not "never") to receive the notifications. The messages arrive within a few minutes of delay, to preserve your nerves, battery usage and data traffic.

We are evaluating push messaging usefulness and maybe implement it in the future. Most people we talked to don't miss getting too many alerts.

2.1.3 Online and Offline mode

You can use the GpsNose app in *online* or *offline* mode.

ONLINE MODE

Both the GPS-signal and the data-connection must be available and the invisibility-area is not entered. GpsNose is fully functional as long as it runs in the foreground or background, you are

Using GpsNose

visible in your area and you receive the soft notifications (see the chapter *Soft- vs. Push-Notifications*).

The app was designed to drain your battery and data as little as possible, and you can influence this even more within your settings:

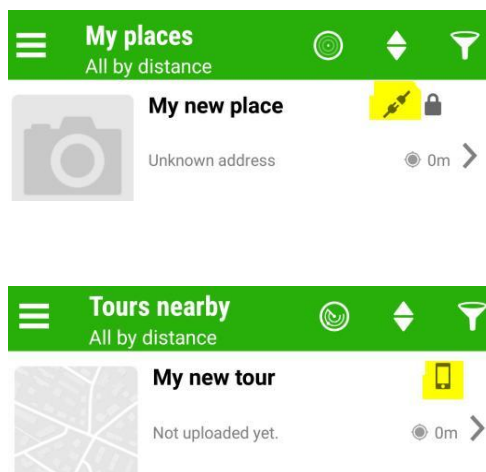
- You can set the *Background frequency* to “sometimes” or even “never”, to be less or never visible, when the GpsNose app is not running in the *foreground* (see *Glossary*)
- *Battery protection* setting can be used to set the minimum battery charge level, under which the app eats almost no more battery, as it goes in an *offline* status

OFFLINE MODE

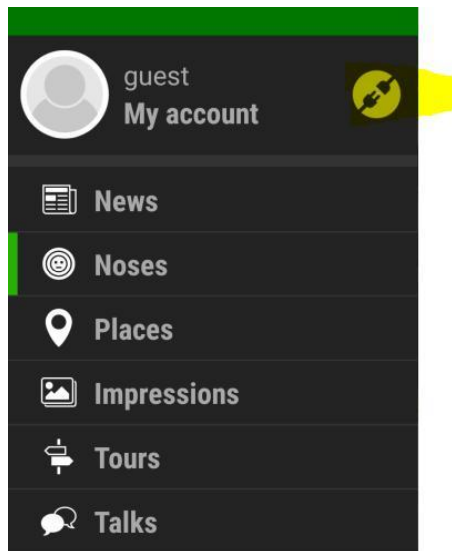
The GPS-signal and/or data-connection is unavailable, or you’ve entered the background-invisibility area. You’re invisible in your neighborhood, you can’t receive any messages, nor explore your current area. But the GpsNose app is still useful and (almost fully) functional, when only the data-connection is missing!

You can create new places, impressions, tracks etc. also when you’re in offline mode, as long as there is a GPS-signal. Later, when you have the data-access again, the GpsNose app will send all those new data for you to the GpsNose platform.

Those items created only *locally* on your mobile phone, which are not uploaded to the GpsNose platform yet, are marked with an offline icon in any items list, like in the *Places* or *Tracks*:



You are notified you are working *offline* in the main-menu:



You can use your locally stored places also when *offline* for navigating to them by the embedded compass, fully functional without any data connection!

EXAMPLE: Let's say you are hiking in the wild where's no internet-connection: you create places like "Sweet water well" and "Mountain railway" as you pass them, so you can navigate back here when you want to return later in the evening. You can be *offline* the whole day, recording this hiking *track*, creating *places* and *impressions* and you can use such offline created items for navigation using the built-in compass, while still offline.

2.1.4 List of what is near you




Any kind of information around you, like the Noses, Places, Impressions, Tracks etc., are displayed in a *List of items*.

EXAMPLE: Noses screen



All such listings are similar, although the meaning changes depending on what screen are you on; like the *Tracks* and *Places* for example.

Every such items list shows:

- **Title**, like “Noses nearby” (or “My Noses”, when you change the *radar* mode to *favorites* mode); you can see here what kind of items are displays and whether you see items from your area (*radar* mode) or your own locally saved items (*favorites* mode)
- **Subtitle**, like “All by distance”; you can quickly tell if the Noses list is *filtered* or displaying *all* items, and if the sorting is *distance* or *time* based
- **Radar** icon  which is either *on* or *off*; this button switches the display mode from *radar* to *favorites*, so you see either everything found in *your area* (means: *online* data and GPS connection is needed), or those *locally saved* favorite items (this information is stored on your mobile phone and doesn’t need an active data/GPS connection – it is fully functional also when *offline*, for example for compass navigation when there is no online connection available)
- **Sorting** icon  which allows you to sort on different criteria, like *time* or *distance* or *name* etc.
- **Filtering** icon  which opens a searching filter for finding those items you are looking for

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In general, you can always create new items like *Impressions* or *Places* and these are stored in your *favorite* items, regardless if you are *online* (data and GPS available) or *offline* (data or GPS is turned off or unavailable).

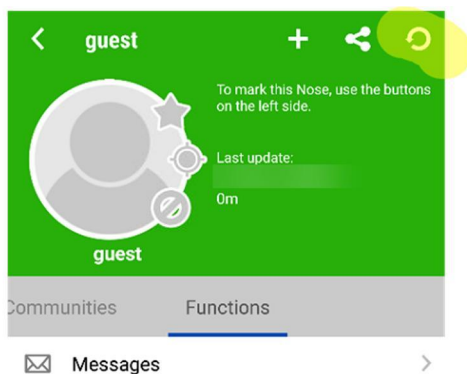
SUMMARY

- With GPS-signal and data-connection, you are online; otherwise offline.
- When offline, you can create new items, as long there is a GPS-signal.
- Going later online, your offline-generated items are published automatically into the area where they were created.

2.1.5 Current vs cached items

Every single item in GpsNose, like a *Nose* itself or anything she creates like *Places*, *Photos* etc., is space and time related. All these items are stored in the GpsNose platform and are *fresh* when they are read by your mobile from your area. To save your mobile's data traffic and battery, your device is *caching* this information, locally on your device.

You can get the most recent fresh version of the older cached version by pressing the *refresh* button, but you have to be *online* of course to do so:



There are a few reasons for caching the data:

- The data-traffic is lowered, as the *almost recent* version can be reused for a short time.
- Data availability is improved, as there are items, which are visible only for a short time. For example, some *Noses* could have been online only for a few seconds and then disappeared: without caching, they would not be visible in the area when they went offline just a few seconds ago.

This concept is used often when you read/search for items in your neighborhood: use the previous data and merge/replace it with current data. When the older data is not relevant anymore, it vanishes – like some *Nose* you saw a few hours ago – he disappears after some time, when not online anymore.

That's why you may want to mark the items (*Noses*, *Places* etc.) as your *favorites* with the star-icon, so you can always get to these later, even when they are already lost from your radar.

To set something as favorite:

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1. You see something interesting, like a nice Nose;
2. You mark this Nose with a star to make it a *favorite*;
3. You can later return to this Nose within your *favorites* when you turn *off* the radar icon.

When your internet connection is slow or you are in the *offline* mode (no data or GPS available), the app tries its best to show you the *cached* (i.e. most recent) version of the data, as it was available before.

Another situation when the cached data is used: when you request details about an item which is already cached locally on your device. The app shows you for a certain time the already saved version of such data, to protect your battery/data usage.

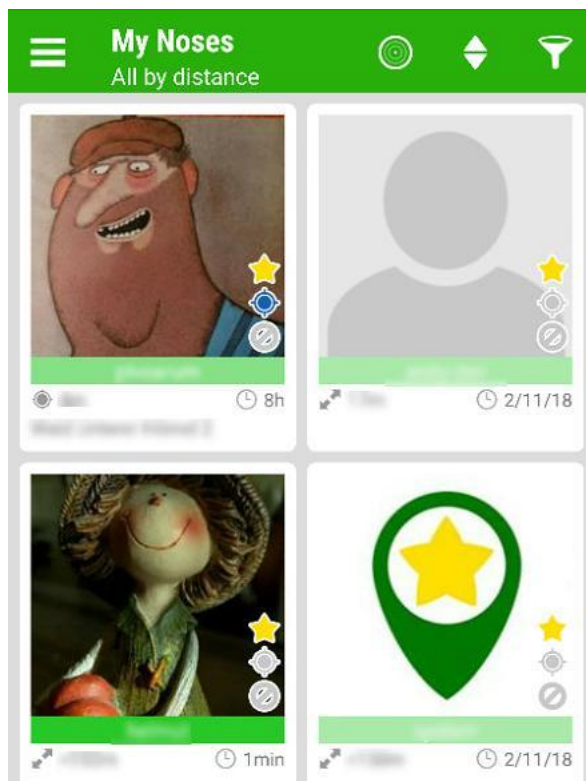
EXAMPLE: You open the *Noses* listing for the very first time after you have signed-in as a guest Nose for the very first time. Your GpsNose app never ran before and hence, has no *cached* information. The app has to read all the Noses you can see in your area. You get *only* those Noses, that *are* *currently* online. Then you close the app for an hour and open the Nose listing again. The app now has:

- some *cached* Noses already (those Noses, which were visible an hour before) and
- those fresh, read-in from the platform.

There are some *remembered* items already, not only the new ones, so you see a few hours a mixture of these.

When somebody else opens his *Noses* listing for the first time in the new place, he gets *only* the current fresh items, as he has *nothing* locally cached, as you have from the previous place. That's why he could see a different Noses list as you do.

As the *Noses* listing is so important, the *cached* vs *current* state of the items can be seen based on the color – more recent Noses are displayed with greener border:



The less recent items are fading out slowly: they are “less green”.

NOTICE: In this particular screenshot, the “My Noses” mode is used, where you want to see *every favorite* and not only those visible recently. That’s why there are also Noses seen a long time ago. In the *radar* mode, they would be not displayed anymore after a few hours.

2.1.6 Finding items: Keywords

Every item you create, e.g. a place or a track, can be tagged with some keywords. Let’s say you add a place named “Nice Restaurant”. When some Nose arrives from abroad and she doesn’t understand what is “nice” and “restaurant”, she would not be able to find or interpret this “nice restaurant” item.

That’s what *keywords* are for: you still name your place as a “nice restaurant”, but you add some *keywords* to it. Like “restaurant”, “Asia”, “fish” etc. The GpsNose platform has got a keyword translation engine. Depending on the language of the locally installed GpsNose app, it will automatically translate the keywords.

It’s always a good idea to enter some useful keywords. This gives the other Noses more details about an item you have created. Say you create an impression with a beautiful sunset – you can enter something like “sunset”, “romantic”, “evening”, “viewpoint”, “sightseeing” – whatever you find useful.

NOTICE: Do *not* enter whole sentences like “This is a nice sunset place”, as all these words would create separate unrelated keywords, like “this” and “is” and “a” and “nice” and “sunset” and “place”, which would of course be confusing. Instead, use something like “sunset” and “romantic” keywords.

Every keyword used should be a single word, as “sunset” or “romantic” ideally.

Any combination of the keywords should be meaningful when combined in any way, like “sunset romantic” or “romantic sunset”, rather than sentence-like sequences.

EXAMPLE: When somebody speaks Slovak and not English, she can search for a *keyword* “ryba” to find your “fish” tagged place. In this manner, you can describe your area (or explore your area) using *your language* keywords and the system understands, what are you looking for, as it translates the keywords as needed.

For some items (like for a place, track etc.) you can add a description or comments additionally to the keywords, when you wish to be more expressive.

2.1.7 Items privacy

The main idea of GpsNose is to *share*. You see a restaurant, you create a place for it. You see a nice mountains landscape, you create an impression for it.

But there are times, where you *don’t want* to share with everybody. Like creating an impression from your garden or putting a family meeting point onto the map as a new place – meant for your family *only*.

Every created item in GpsNose can be *community targeted*. When you create an item targeted for some *private community*, like “family-teddy-bear”, only the Teddies from your family can see it.

There are three levels of community protection: *public*, *closed* and *private*. Check the chapter *Communities* for more information.

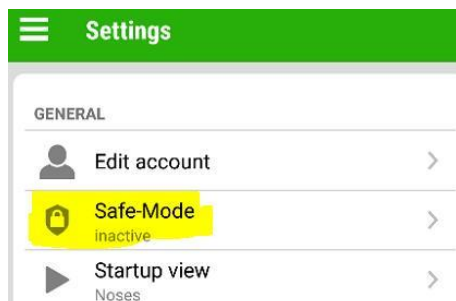
2.1.8 Safe mode

Sometimes, you may wish to protect the data visibility for a close relative in the GpsNose platform, e.g. for your child. How? Parents can lock kid's device into a *safe mode*. Then the child only sees and enters information in the context of a safe private family community:

- The child can *see* only those items, which are targeted for some of its communities. Let's say Dave's son Johnny is in a public community "kindergarten-little-monkey" and a private community "dave's-family". When somebody creates items for the public community "kindergarten-little-monkey", Johnny sees these items, as he is also in this community. Dave must be careful, which communities Johnny participates in, *before* Dave locks Johnny's device into the *safe mode*.
- Another protected area is the *Nose visibility* itself: Johnny is visible *only* for those, who are in some of his *private communities*. Hence, Johnny *must* be in some private community to be able to be locked into the *safe mode* (otherwise, not even his father Dave could see him in his area).
- Also, the other kids from "kindergarten-little-monkey" can't see the Nose "Johnny" in their area, as all these kids participate only in a public (or closed) community, but *not* in the *private* community "dave's-family".

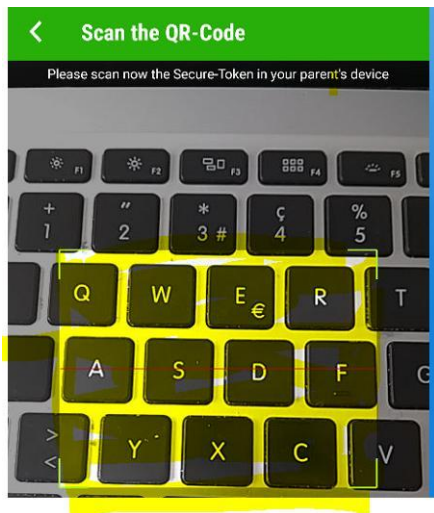
To activate the safe mode, you need two devices: child's and parent's:

1. On the child device: enter the *Settings* menu and *activate* the *Safe-mode*. GpsNose asks you to scan the QR-code from the parent's phone

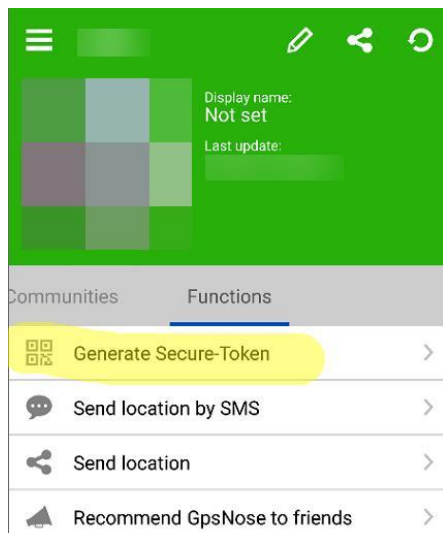


New window opens, waiting for a QR-code to be scanned by the phone camera:

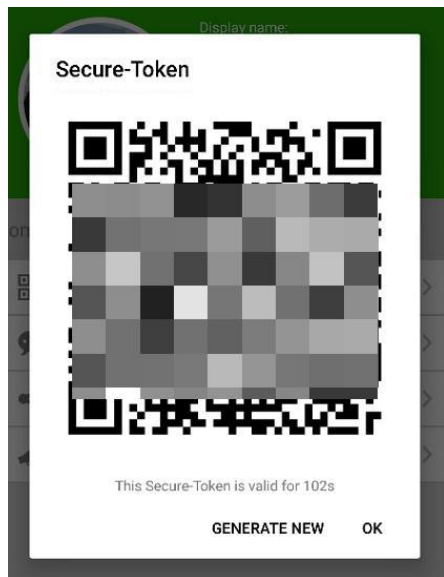
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2. On the parent's device: enter your *Profile* menu, go to the *Functions* sheet and click *Generate Secure-Token*:



This generates and displays a temporary QR-code, which is valid for a short time until it expires, so it *can't* be abused:



3. On the child device: scan the parent's QR-code from step 2. into the scanning area opened in step 1.

When a device enters the safe mode, the whole GpsNose app installation is secured. A smart kid could try to logout from the safe-mode secured account and create some random guest user. GpsNose won't allow this: you have to login with your safe-mode secured login name.

Of course, this can be worked around by uninstalling the whole GpsNose app. To prevent this, you can resort to the Android/iOS functionality to prevent the child un/installing apps. The world is never a perfectly safe place to live in, but we can try to make it safer.

When the child has access to *another* device and can use it wants to, well, this can't be protected by any clever application ;-). GpsNose can only protect the child's device of course!

When a Nose is safe-mode protected, he can write messages to and receive message only from those Noses, which share some *private* communities with the protected Nose, like "dave's-family". No other Nose can contact or be contacted by a Nose protected by the safe mode, when not sharing some *private* community.

The same concept relates to receiving News: when in safe-mode, only *community* and *favorites* news are available, so it can't happen that a protected Nose gets some random stuff from the wild world around. The protected Nose gets only News from some shared communities (public, closed or private ones).

EXAMPLE: As we initially released the GpsNose app, a friend's kid took a picture of their living room and wrote "this is our living room" with fully navigable geo-tag :-). Kids do stuff like that: they are innocent and don't expect strange people spy on them.

One way to handle this would be to advise all the parents with: "Don't ever let your kid use GpsNose", which is not very useful, as the family is an important group to share with! It's a better idea to activate the *safe mode* and have the kids protected inside the family community.

2.1.9 Communication

There are a few ways you can reach other Noses in GpsNose platform:

Function	Reach	Distance	Time to live	Updatable
Inbox Messaging	Concrete Nose Group of Noses Closed and Private Community *	Everywhere	Forever 30 days deletion	No
Talks	Anybody around Community members around	Nearby	Short time	No
Community Comments	Anybody when Public/Closed Community members when Private	Everywhere	Forever	Yes

* see the chapter *Communities*

MESSAGING works similar to the usual emails: you can post a message to somebody specific, or to a group of Noses, or to a community. Posting to a community is allowed only for closed and private communities, so nobody can abuse posting to an open group.

Once you have read your messages, the messages will stay on the server for 30 days (when you change your device, you still have access to the older messages). After 1 month however, the messages will be deleted when read-in the next time: it means, you still have the chance to read them once. After this, the messages are gone.

When a Nose is currently offline, she will get a classic email notification – but only when not a guest, as guests don't have an activated email address.

Example: you want to reach a concrete nose, just like with an email, so you write her a private message.

TALKS are sent and listened for in your current area, so you never know, which concrete Noses receive your message. When you post a talk with the topic set to a community, only the members of that community will see the message. The talk-messages live only for a short time, to avoid too much information noise in the area. When nobody listens, they are lost very soon, just like when you speak and nobody is listening.

Example: you want to reach out to any unknown Nose in your area, maybe for having a lunch together.

COMMUNITY COMMENTS are visible to anybody in the case of a public or closed community, or only to the community members in the case of a private community. These comments are bound to the community itself and can be enabled or disabled by the community creator.

A website could display these comments, maybe some community announcements or some administrator's notes for the community members. The comments stay alive until their author or the community administrator deletes them.

Example: the community administrator links a community "www.ilovemybike.com" website and enables the community comments. You write a comment "I'm selling my bike" into the community details page and all the website's visitors can later see your message in the web announcements.

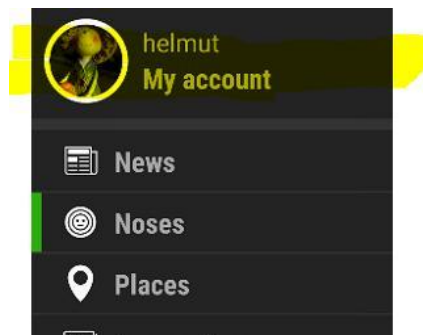
2.2 Your profile

After you've installed the GpsNose app, the first thing is to create some useful profile. It's not required but recommended; when somebody only sees your "garlic20" guest nickname, you won't get many people interested. But maybe it's *exactly* what you want – in such case you can leave it just like that, "garlic20" guest: sounds enough boring to be ignored :-)!

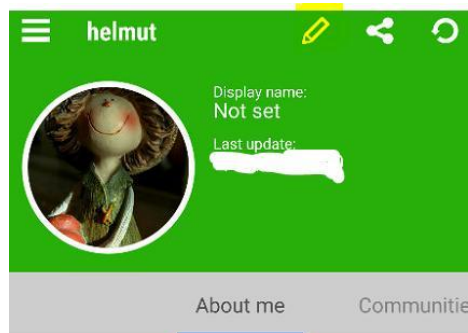
NOTICE: Some settings are bound to your *profile* (like profile-picture, joined communities etc.), others are bound to your *app* (like app's background settings and such). When you reinstall the app, the *app-settings* need to be set as you like at every device independently. In contrast, your *profile-settings* are always taken with you and are reused everywhere.

To set a custom password (to able to login also from another device) and edit your profile, you have to verify your email first; see the chapter *Email validation*.

You can always reach your own profile from the main-menu:



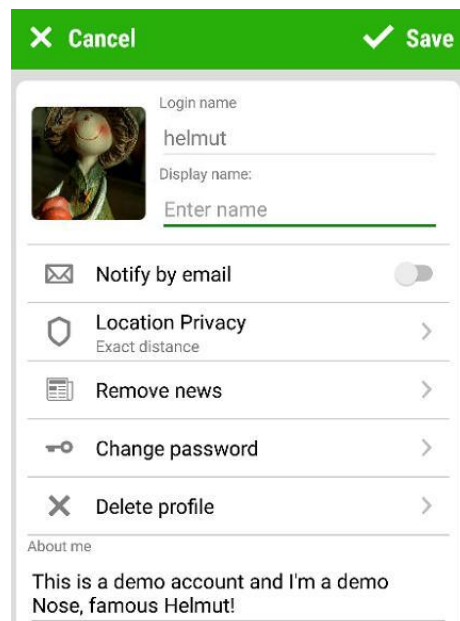
A *Nose details* window is opened, showing you exactly what other Noses see, when they click on your nickname somewhere (in the Noses nearby, or in the items you have created, or in saved favorite Noses etc.)



This is a demo account and I'm a demo Nose, famous Helmut!

From the Nose details window, you can enter the profile editor by clicking the *pencil* symbol in the top right corner. In the window opened you can edit all your profile settings:

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From here, you can set a profile image, write a few words about you etc.

2.2.1 Location privacy

When you install the GpsNose app, anybody nearby sees the *distance* to you. Not the exact location, just the distance – it's like a point somewhere on a circle, rather than a concrete point on the map. That way, you can only say: this Nose is somewhere around 10 km far away from me, but you have no clue where exactly it is.

To find somebody on a circle, you would have to search for him on the curve of a circle, which length is " $2 \times \pi \times \text{radius}$ " – e.g. to find a Nose 10 km far away from you, a path of " $2 \times 3.14 \times 10\text{km}$ " must be searched: 62.8 km, good luck :-)!

You can even *obfuscate the distance* in your profile settings under *Location privacy*:



When the *Location privacy* is set to *Obfuscated*, other Noses see only something like "> 100km" instead of "85.4km" information when they check your profile. This makes the *hard* even *harder*: when somebody would like to find out your exact location, instead of searching on the circle *perimeter* ($2 \times 3.14 \times \text{Distance}$), he needs to search the whole circle *surface* now ($3.14 \times \text{Distance}^2$).

The *Location privacy* setting has no influence on the specific Nose-to-Nose location sharing, which can be set between you and another Nose. Both of you must agree to share the exact location, after which both of you always see each other's exact location on the map. Any of you can decide to stop the sharing anytime. See the chapter *Exact location sharing* for more details.

Which location privacy setting is right for you?

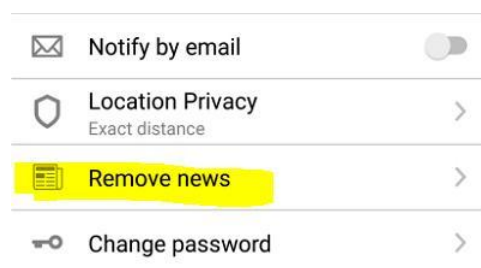
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1. Noses *normally paranoid* should use the default location privacy as set by default: “exact distance” = somewhere on the curve of circle.
2. Noses *not paranoid* at all should set the location privacy to “exact location” = anybody can see exactly where they are.
3. Noses *extremely paranoid* should set the *location privacy* to “obfuscated distance” = only a distance-range is visible, e.g. “>100 km”.

2.2.2 Removing news

When you create new items, like places or impressions, other users can see your activities in the *News*: either globally (time-based news), or user-news (clicking your profile), or community news (when you targeted an item for a concrete community).

There are times you wish to remove this information – maybe you created and shared something with the public but changed your mind later. The *news* stays generated, although you changed the target community for the item later. When you wish, you can explicitly delete *all* of your recent activity news with the “Remove news” function:



2.2.3 Deleting your profile

Should you wish for any reason to delete your profile, you have to delete all the data you have generated. The *profile name* however, stays in the platform, since a lot of other Noses may have already cached your profile. We can't tell every user worldwide to remove the profile name you have created, as we have no control of their devices. They could be offline, or the mobile data could be backed-up by the device owner etc.

When you are paranoid, please don't use profile names like “i-am-samantha25-and-i-live-in-honolulu”. Use something which is *not* causing you headaches later when you get paranoid. Like “sam25”, as such nickname has *no* relation to any private data.

You can use some temporary/faked email address (yes, it's ok, stay fully anonymous) for email validation. When you have used some real email, like “ceo@megabanana.org”, you can switch *off* email notifications and be never contacted from the platform again. We never use your email for anything else but delivering your own notifications to you, when you leave this turned on.

There is *no* private data about you, as long you don't enter such. And it can be always removed by yourself, but the nickname itself (that stays reserved for the next 100 years or so :-)!).

2.2.4 Joining communities

You can join existing communities or create new as you like. When there is some well-known community like “www.allthedoglovers.org”, it makes sense to join it when you want, instead of

creating a new “i-also-love-my-dog” community. (Although you *can*, it may be *useless*, as nobody knows or cares for such new community.)

Best practices for creating new communities:

- Agree with some Noses, *which* community name makes sense and decide if it should be *public*, *closed* or *private*.
- Look around you, which communities are already used in your area: check the *Noses* window and click on the *Filter* – you will get all the found Noses communities around you.
- Check some website connected to GpsNose – any website can use GpsNose functionality to handle the membership, login functionality, Noses around, news etc. When the website of your interest uses a community like “www.ufo-nothing-more-but-ufo.com”, then it makes sense you join this community to see all those UFO-aware Noses.

See the chapter *Communities* for more details.

2.2.5 Send location by SMS

From the *Functions* sheet, you can send your current location by SMS; this is useful for sending your current location to anybody by SMS, if the target person doesn’t use GpsNose, or your/his GpsNose is in the offline mode (no data or GPS signal). Your GpsNose app always knows your current location, although no data connection exists.

EXAMPLE: You’re hiking outside and leave your friends group. There is probably no data connection available, but your GPS (location satellite) and GSM (used for SMS service) are still working. You can send your current location to anybody to his mobile phone by this function and he can find your location by the latitude and longitude, which is interpreted by his phone.

2.2.6 Send location to Nose

This works similar to the SMS location sending above, with one difference: the target user must be running GpsNose. You can ask: what is this good for? The main difference: your target user receives the message directly into his GpsNose app (which must be running of course) and she can *save the received location* to her *favorite places*. This brings some advantages compared to the SMS message:

- The received location is always nicely visible in the *Favorite Locations* (remember? switch *off* the radar icon to see those)
- The location is navigable by the GpsNose built-in compass – you don’t need any navigation app nor data connection to the internet for reading any street/mapping data. The compass works just like a compass: it shows you the bearing, but also the distance and height difference to the destination location.

You can just follow the compass direction and get there. Of course, you don’t see any terrain nor mapping, but you can, when the data connection is available: click the *map* icon and see the location on the map. From there, you can even use some of your mobile native navigation app to navigate, clicking the red arrow above the location at the map.

2.2.7 Generating secure token

A *secure token* is a QR-code encoded piece of information, which is valid as your identification token for a short period of time.

At the time of writing, another GpsNose phone can be switched into the safe-mode protected mode (and back of course) by generating and scanning the QR-code from your phone. In the future, other functionality may depend on the secure token as well.

2.2.8 Recommend GpsNose

Useful when you want to recommend the GpsNose app to some of your friends. We do *not* SPAM your existing contacts (as ASOCIAL apps often do): you have to invite a specific person yourself. You must think yourself the app is really cool to recommend it – we never use your email address to spread any recommendations.

2.3 Communities

With communities, you can:

- Express your interests, like “chocolate-lovers” – other Noses can join such community and search the area for any similar chocolate-lovers members.
- Join existing websites that use GpsNose, like “www.the-chocolate-rocks.net”, so you can login with the QR-code on the website and use your mobile to publish the website’s content.
- Protect the items’ visibility you create (tracks, impressions etc.), so only the members of a private community can see them, or anybody can see them but can’t publish without being a member of a closed community

When you join a community from within your profile, you can use any community-name you like: the platform creates a new community if it doesn’t exist yet, or joins you to an existing community respectively.

Joining an existing closed or private community requires a member-invitation from a community member.

Creating a new community makes you the community administrator.

2.3.1 Public

When posting something for a public community, the created item is visible by anybody and anybody sees it is targeted for that community, regardless if the viewer has joined or not that community.

When you create a location for fishing, you might target that location to the “fishing” community. Everybody can see and search for this information, as everybody can join the public “fishing” community.

The public community information becomes a public tag of the new fishing place and could be used for filtering the *Community news* by anybody interested. When somebody sets his *News* to “Show me only news from “fishing” community”, he receives your new fishing place as well.

Also, when there is a GpsNose enabled web site listening for the “fishing” community news, your fishing place might be shown there as well.

2.3.2 Closed

When creating items for a closed community, it works exactly as with the public community: everybody can see and search for this information. But nobody can join that community without getting a member's invitation first.

Let's take an example: there is a closed community "priest.ave.life", which is a closed community, as nobody can join without an invitation, but everybody can see who is inside. When a priest from this community creates some priests meeting point and marks it as for "priest.ave.life" community, this information is publicly readable.

Other Noses, being *not* in the priests closed community, can see there are priests in their neighborhood and can search for their meeting-points – but nobody can *join* that closed community. To join, you have to be invited first by a member, in this case a priest.

2.3.3 Private

This is the most secret level:

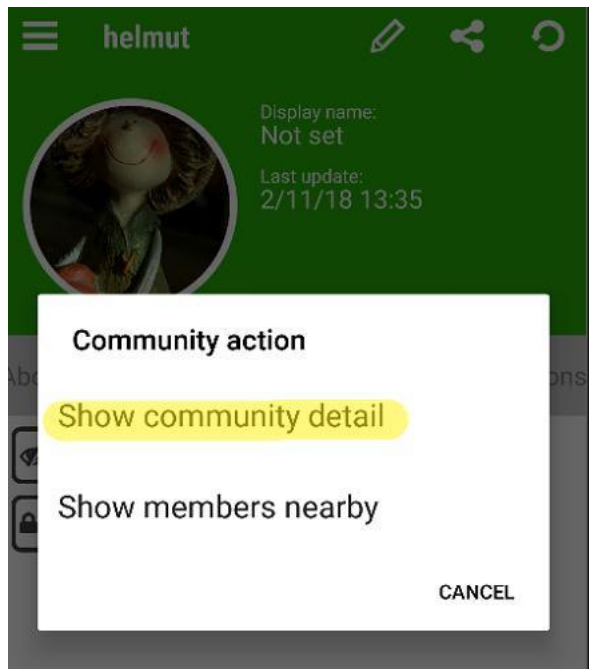
- Nobody can join a private community without an invitation;
- Nobody can see any posts from this community, only its members;
- No news about items created in a private community are visible for the public;
- Nobody can see who is in this community, without being a member of it.

You can't search the area for private-community members and you won't see any such communities around. They are hidden for you, when you're not a member of such.

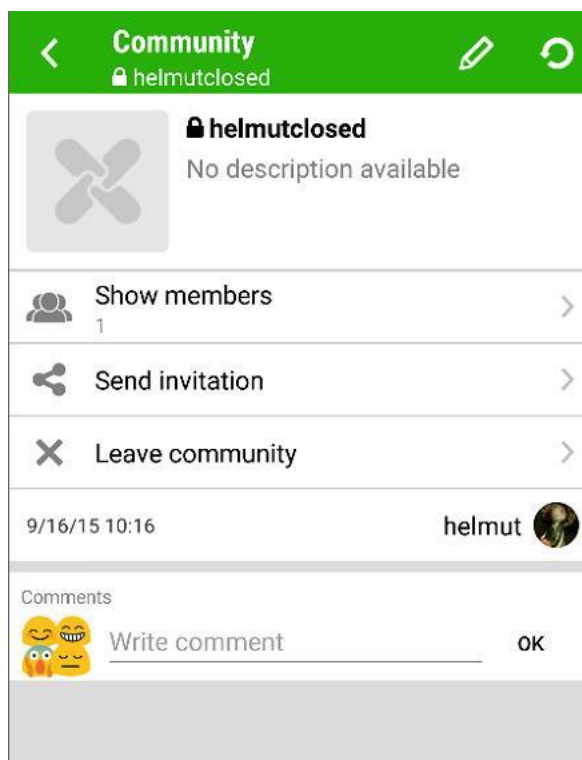
The *safe mode* uses this concept to protect its members from being visible to the public. It protects the Nose visibility itself and all the items this Nose creates. For more details, check the chapter *Safe mode*.

2.3.4 Community details

When you click a community name in your or other Nose's profile, you can select the "Show community detail" menu to open the community details page:



..opens:



From here you can list all the community members (if it's allowed by the community administrator), send membership-invitations to other Noses or leave the community.

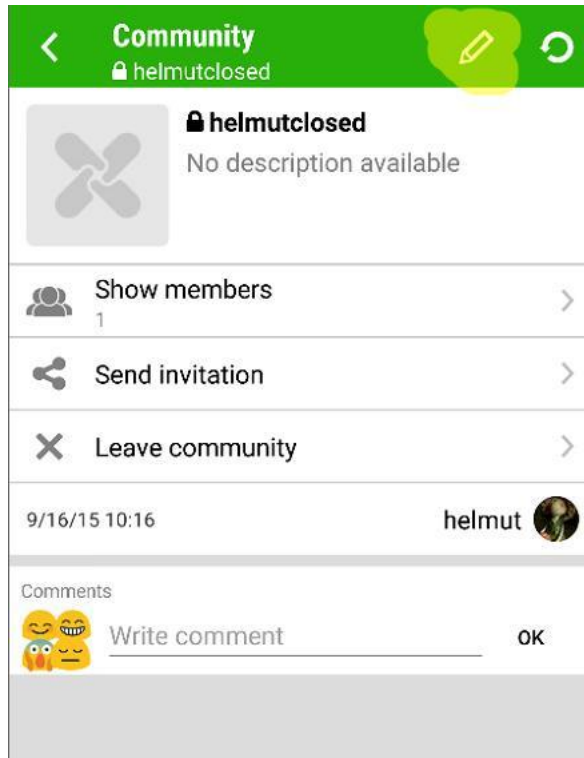
It's also possible to write community-comments here, which is visible to anybody in the open/closed community case, and readable only by the members in the private community case.

Using GpsNose

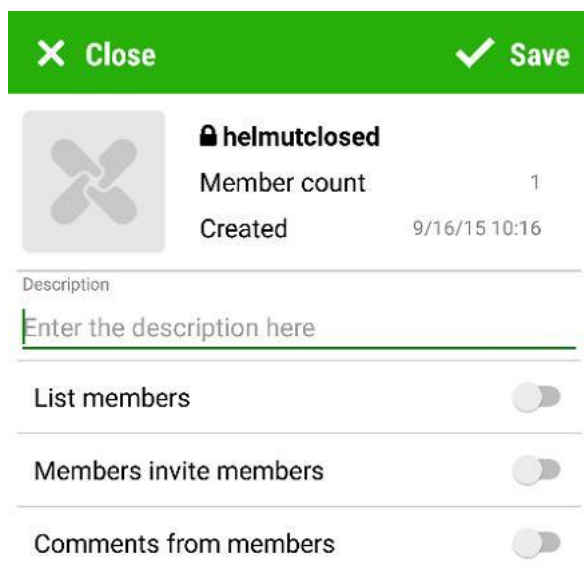
2.3.5 Administration

When you join a community which didn't exist before, you are the community administrator.

The administration page can be reached from the community-details page clicking the pencil button:



..after clicking:



The administrator can describe the community itself, set the community logo and define the community permissions:

Using GpsNose

- If the members can see who else is in the community,
- If the members can invite additional members to the community,
- If the members can write community comments.

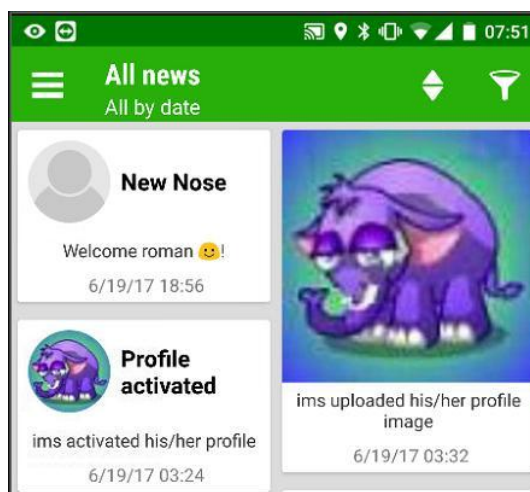
The administrator cannot leave the community as long as other community members exist.

2.4 News

In GpsNose you can explore the world around by *being there* and *looking around*. You can see immediately any news in the current place – just open the *Noses* and you see the Noses recently around you, ordered by distance. Or open the *Places* and set the sorting order to be distance based: the same listing but ordered by the distance this time. ASOCIAL nets *can't* do this – they are user-relation based and the only possible sort order is the creation time of a user's post.

In this context, you could live happily without any “news” in GpsNose, as you can always look around right where you are and set the items ordering and filtering rules to get the items you look for. But sometimes, you may be curious what happened *anywhere*.

Let's say you joined a community “fishing-school” and somebody organizes an event for all the “fishing-school” members. As you are not there, you would miss this community event. That's why we have the *News* module, where you can always see what's going on chronologically (similar to other ASOCIAL nets, but better of course ;-)

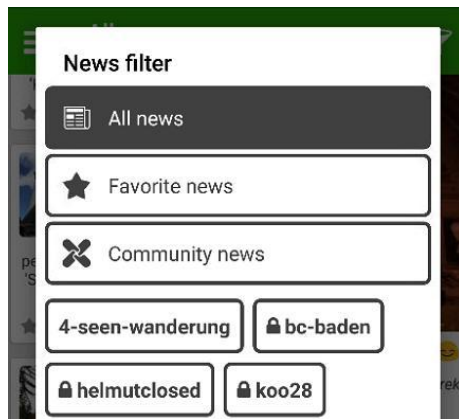


The default setting is *All news*, so when you enter this screen the first time, you see everything that happened. You can scroll down endlessly, it's just a time-based scroller.

In GpsNose, you can mix-up a feed from 3 feed sources:

1. *All news*: these are global, worldwide – anything what happens, anywhere, is included here. Global news is time based and have no relation to the posting creator.
2. *Favorite news*: these come only from Noses you marked as your *favorites*.
3. *Community news*: these are community based, so you get them only if something happens in a community you joined into.

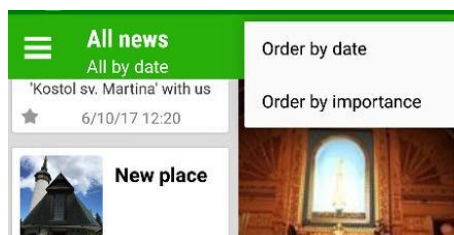
To get a better selection of the news you care about, you can set the *News filter*:



Here you can set the news source (All, Favorites, Community) and also content-based filtering, like keywords and communities. In this way, you can build up very specific searching rules, like “show me news from any of my favorites, which deal with ‘restaurant’” or “get only the community news for ‘fishing-friends’, regardless if I favorized the posting author”.

TIP: The *News* screen is the default home screen when you open the GpsNose app, or when you return with the back-navigation button to the very app beginning. You can change this in the *Settings*, selecting something other, like *Noses* screen.

The displayed news can be sorted either by the *time* or by the *importance*:



The default sorting order is time, so you get everything ordered by the posting creation time. You can change this and get the *more important* items first.

The *importance* is based on these rules:

- Favorite Noses news are more important than Community news;
- Community news are more important than global general unrelated news;
- Global news is least important.

These rules are combined, so for example when news is from a favorite Nose, who is a member of some community you participate in, such news is ranked higher than the other news item, which is *only* from a favorite Nose.

When you apply the *importance* sort-order, the news items from the same importance class are ordered by the creation time, so you get the newest first.

NOTICE: You can also view the news for any Nose you are interested in: just open any Nose profile and use the *Show news* function to get only her news. There you see all the public activity the Nose did, like posting comments, ratings, places created and such. The same is possible of course with *your* profile: when somebody clicks your profile, she can open *your* news activity. When you want to delete these news, you can do it from your profile by the *Remove news* function.

2.5 Noses

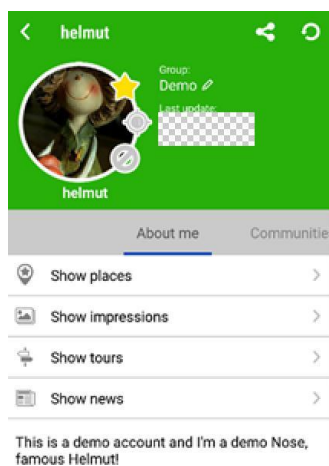
Probably the most interesting part of GpsNose are the Noses ;-). Here we are, the GpsNose users, called *Noses*.

You can always look around and check for the closest Noses in your area. If there are a lot of them, you see only the closest ones. You install the app the very first time, sign-in as a guest like “cucumber25” and you tell your friend “monalisa20” to install this app as well – and you see her as your closest Nose, “monalisa20” 3 meters far away from you!

Just try it: install the GpsNose app, sign-in as a guest Nose and have a look. If your friend installs the GpsNose mobile app onto his mobile a few meters away from you, you will immediately see him in the Noses listing.

When you like a Nose, or you know who she is, you can mark that Nose with a *star* in his profile, to put her into your *favorites*. Otherwise, when the other Nose is not in your area or not online within the last few hours, you wouldn't see her. When saved into your *favorites*, you can always find her in your own items by switching *off* the radar button and looking into your own favorites, rather than the live data around you.

When a Nose publishes something, you can always open her profile:



2.5.1 Nose Name and Group

This Nose could set his *name* (the label “helmut” under his profile image; the other “helmut” label above his image is his fixed login nick-name) different from his nick-name, like “Mr. Helmut von Helmutland”. It's then visible *only* here, as an additional information. The Nose stays “helmut” all his life long, but he can always set here some additional name. All his created items, like places or tracks, will still be labeled as “created by helmut”.

The *group* “Demo” is *your local* information. You can categorize the favorized Noses into your own local private groups, like “Family” or “Friends”. Nobody sees this information, nobody is notified when you change this. It's meant only for your convenience, to get the Noses nicely organized and manageable, like when displaying a group of Noses you are interested in, or when sending a group message to Noses from one group.

Don't confuse the *group* with *community*!

- *Group* is local (your personal category), editable and usable *only* by you and nobody sees it. One Nose can be assigned only into one group, for your convenience. *You* assign a Nose into your local *group* – not the Nose herself, so it's *your private* decision and responsibility. You can filter/display *your favorite Noses* (switch *off* the radar) being in some group – like “show me everybody from my family”. Later you can use such *group* in filter operations, let's say “show all my family-members on the map”.
- *Community* is set *by the Nose herself*, like “chocolate-lovers”. This information can be seen by all other Noses (for *public* and *closed* communities) or only by the community members (for private communities). *The Nose herself* has to join some community; you can *only invite* some Nose into a community, but she can decide, if she want to participate in such. Every Nose can join many communities. You can filter/display *nearby Noses* (switch radar *on*) based on some community membership – like “show me all chocolate-lovers nearby”. You can also search the nearby area for things related to a community, like “Show me all places nearby for dog-lovers” or “Show me hiking around for dog-lovers”.




Group vs Community overview:

	Assigned by	How many	Visibility	Searching
<i>Group</i>	You locally	1 Nose in 1 Group	Only to you	In favorite Noses
<i>Community</i>	Nose in her profile	1 Nose in many Communities	Worldwide	Nearby Noses

2.5.2 Tagging Nose functions

The Nose profile details shows you only the information, which the Nose wants to share with you. Like exact distance (could be obfuscated as well if desired so), his full name, or a few words about himself.

There are 3 main profile marker buttons here:

- Favorite Nose  – mark this Nose as *your favorite*
- Position sharing  – send this Nose a *Location sharing request*: when this Nose agrees (you *must* both agree to enable this function), you always see his exact location on the map – and also, he sees *your* exact location on the map. Both of you can switch this off anytime to disable the location sharing between you two. See also the chapter *Exact location sharing*.
- Blocking Nose  – is useful, when some not so nice Nose bothers you with some not so nice messages, like “Who are you? Let's meet!” Just mark this nose as *blocked* and you won't receive postings from this Nose, nor he will see your posts. Your profile gets even blurred for him, so he can't check the last time and distance from you.

A FUNNY STORY: as we developed the app a friend of us hated to see a “not so nice” Nose, which he already blocked, of course ;-). But he got crazy even as he *saw* him in the *Noses around* screen, so we had to make a sanity saver function for him: look into the *Settings* and check the “Hide blocked users”; that's exactly what it says: it *hides* those blocked Noses from the Noses screen, so you can keep smiling although there are those strange Noses around.

On the other hand, you could be interested in exactly the opposite information: “Are there any blocked Noses around?” Like a mother in law driving you crazy: you block her profile and later,


when you want to be *sure* she is *not* around, you can check your area before a walk. This is possible inside the Noses around *filter* function.

2.5.3 Time and distance

For every Nose, you see her last activity time and distance from you. It doesn't matter if you know or don't know this Nose – the time/distance is available. Every Nose can decide herself, if she wants her *distance* information to be public, or only the *obfuscated distance*. Or maybe the *exact location* on the map. This can be set in the own profile, see the chapter *Location privacy*.

Of course, when a Nose was not online for a few hours, she vanishes from the *nearby* (when radar is *on*) Nose listing, so you can't see her last activity time nor her last known distance to you. But when you have marked this Nose as a *favorite*, you can *always* see her last activity and distance, although she is not online now – you simply see the last known information, like “last seen yesterday, 100km away” – but you see *at least something*, which is better than losing this Nose altogether.

2.5.4 Exact location sharing

You can also share the *exact* location with a Nose – rather than only the distance. This must be agreed on both sides, you and her. You can click the *position*  *sharing* button and must confirm, that you really want to send a position-sharing request to the Nose. The other Nose gets your request and when she agrees on sharing with you, *both* of you can see each other's exact position on the map. You can disable the location sharing anytime, any of you.

When you are sharing the exact location, you can see the current Nose's address instead of the distance. This address can be also clicked – the map opens and you can see both you and the other Nose on the map.

You can also leave this map opened and it refreshes once in a while automatically. This is very useful when navigating to somebody: you are driving car and leave open this Nose-location map-screen. Once a while the map refreshes and you can see the most recent time/location of that Nose. The first refresh can take some minutes to happen. You don't have to refresh the map manually, although you can of course, but it brings nothing as long as the other Nose doesn't realize you are interested in her current location yet – so be patient!

2.5.5 Items created by a Nose

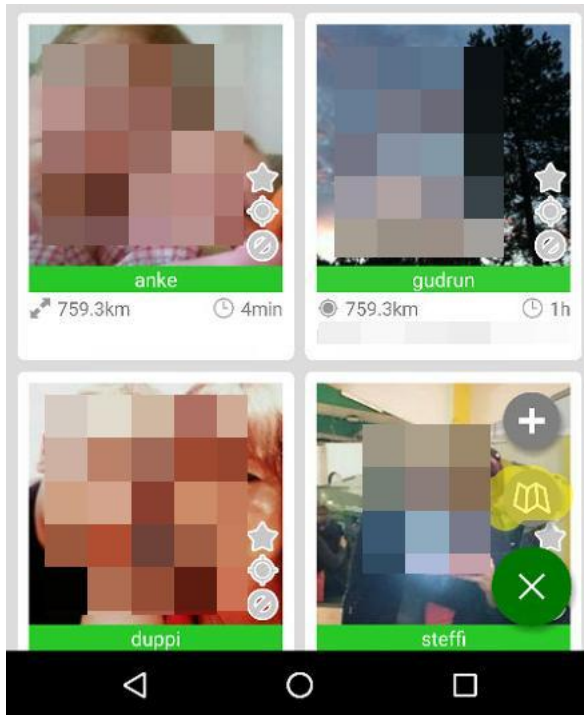
In the profile you can check the posts a Nose generated in the past. Let's say you want to see all the places he shares with the world or the impressions he created while traveling around. All such things are stored also in his *News* (but can be deleted by the profile owner).

One interesting feature here: let's say you know Helmut is a cool guy and whenever he travels, he explores cool places to be checked out. You travel to the same place Helmut was and you want to see all *his* places in that area. You open Helmut's profile and use “Show places” button to see *all* the places Helmut created. But you want to see only those which are *in your current area*. Remember that fancy *radar* button above every item listing? You can use it also here: just click that radar button and get only those places from Helmut, which are *in your current area*. Is that cool or what :-)!

2.5.6 Viewing Noses on the map

Some of the Noses shown in your current Noses listing (around you or in your favorites) might be sharing the location with you. Click the “+” button in the right bottom corner and select the “map” icon from the shown sub-menu.

When you can't see the “+” button, just scroll the Nose listing a bit downwards so that it reappears.



This mapping functionality is available also in the *favorites* mode (when the *radar* button is turned *off*), so you can view some of your Nose group on the map, like all the members from “my-family”.

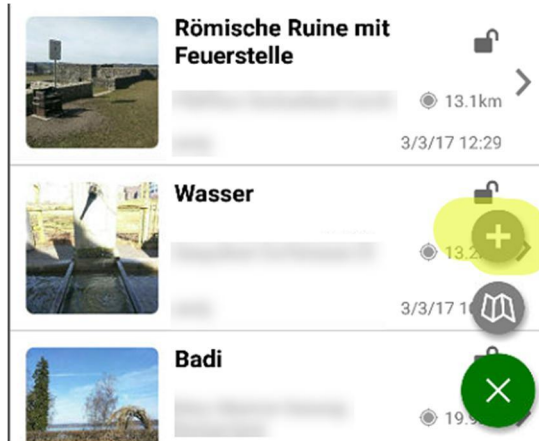
2.6 Places

All the places you like to visit again or share with other Noses, can be saved into the *Places*. A *place's* primary focus is a point on the map.

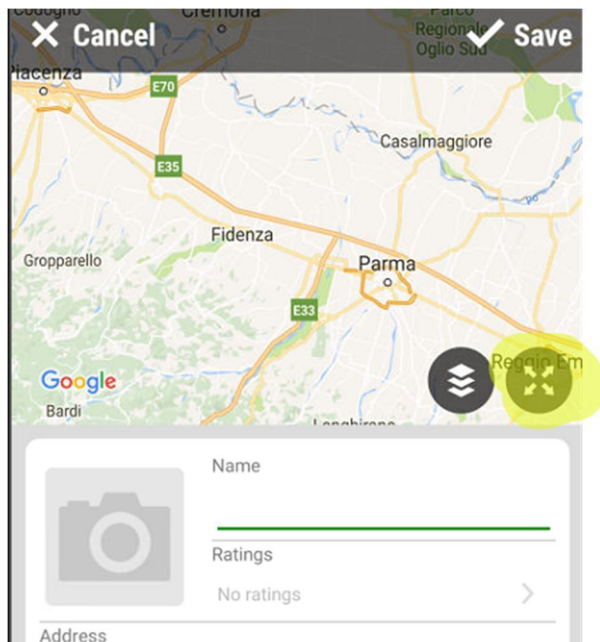
You can create a *place* anywhere on the map. When you are planning a holiday trip, you can create your private places before you travel:

1. Add a new place clicking the “+” button in the bottom right “x” menu

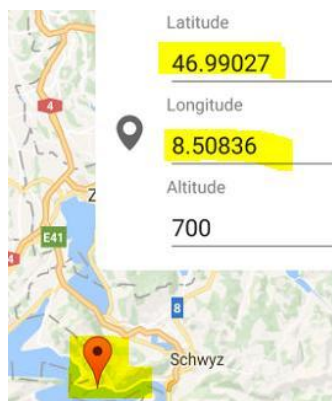
Using GpsNose



2. Enter the full screen map



3. Move the pushpin freely anywhere on the map, or enter directly the latitude/longitude (can be acquired by any mapping website)



There are two types of places: *private* and *public*.

2.6.1 Private places

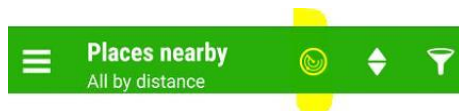
Create a *private* place for your own usage, as where you're parking your car, or some location in the woods you like return to. Such places have no meaning for the others, but are important to you for returning there.

A private place doesn't need a picture nor keywords, as it's visible only to you.

EXAMPLE: As I've lost my camera-case in the woods, I've saved that location as a private place and checked that area always, as I was walking around in the future.

2.6.2 Public places

Check and search for the places *around you* (the *radar* is turned *on*). These were either shared by other Noses or created by yourself as the public places.



A *public* place must have a picture and at least one keyword, so the other Noses can easily check and find the place you've created. The keywords are automatically translated when another Nose is speaking another language.

EXAMPLE: You visit a foreign country and search for an English "church" keyword in the area. GpsNose finds a place of interest with the German keyword "kirche" attached and translates the keyword for you (based on the language your smartphone runs in; should a Russian-speaking Nose visit, he searches for "церковь" and finds the same "kirche" location). Having found this place of interest, you can:

- Navigate to the location, using the map or compass, or
- Save the place to your favorites for later reference.

2.6.3 Favorite places

All the places you create yourself or save as a copy from another Nose, are saved into *favorites*.

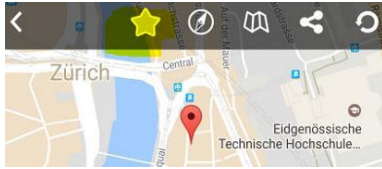
When there is no internet connection, you can create new places and navigate to all the *saved favorite* places you already have – switch *off* the *radar* to get to those *saved favorite places*:



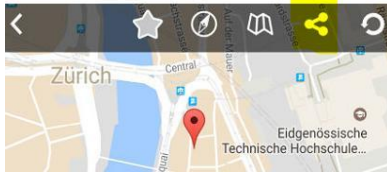
Let's say you travel somewhere, where you know you'll be offline. Before your trip begins, you can:

1. *save the new places* you plan to visit, or
2. *copy some places from another Nose*, entering his *Places* from his profile:

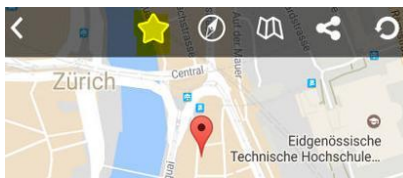
Using GpsNose



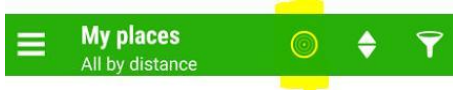
3. or he sends you a few places using the *share* function:



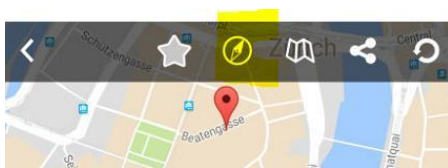
..and you save these into your favorites, marking it with a *star*:



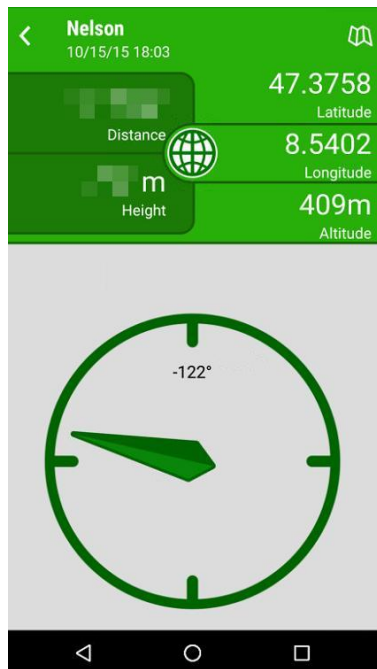
Later, you can view these *favorite places* switching *off* the *radar* button:



..and navigate to one of these favorites using the built-in compass:



After clicking the *compass* button, the internal compass window is opened, allowing you to navigate without the data connection:



2.7 Impressions

An *impression* is a picture and/or a text and relates to a given location in a given time. The main focus here is the *impression*, i.e. a subjective interpretation of a point in a time and space.

Let's say you see a busy bus station, where people are squeezing like sardines. You make a picture and write "Swiss quality sardines bus station". It's the idea, the way you see the bus-station – you act like a reporter, telling other Noses a story about the station as a sardines-box.

You can designate an *impression* to be shared only with a special community or communities. If some of these communities is a public or a closed community, it will be visible by *all* Noses, who can find it in:

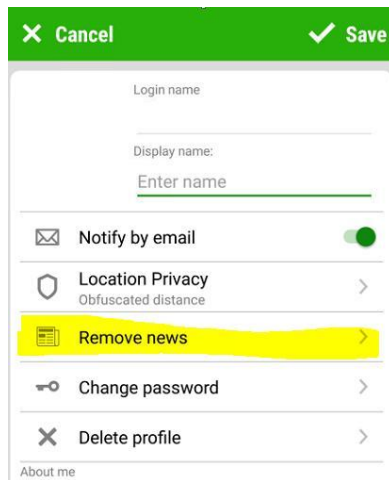
4. Their nearby-area, or
5. Their community news, or
6. The news at www.gpsnose.com, or
7. The *Impressions* you have created from within your publicly visible profile.

When all the communities you target an *impression* for are *private* ones, *only* Noses who have joined that community/-ties are able to see your impression.

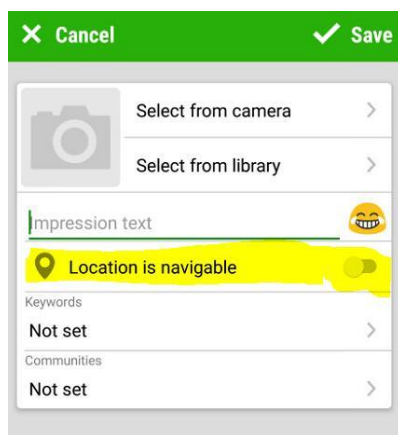
Let's say you share a picture-impression with the "my-bear-family" private community. Only your family members, from the same "my-bear-family", will get the news and are able to see the impression being created – and nobody else can see it.

When you create an impression and forget to constrain it with a private community, there will be a public news generated, visible for every Nose. Later, you decide to restrict the visibility *only* for your private community "my-bear-family". The previously generated news *could be* (must not, but *could*) be visible to the others, although you have restricted it now. If you want to be sure that nobody sees the previous old news, you can delete all your profile news from inside your profile:

Using GpsNose



You can make your picture/text impression *navigable* for other Noses:



The difference between a *navigable impression* and a *place* is described in the chapter *Places vs Impressions*.

2.7.1 Places vs Impressions

Sometimes people ask, what is the difference between a *Place* and a *navigable Impression*.

An *Impression* is focused on *your impression* of a place, like a picture or your thoughts you wish to share, which happened to be created in some random place. For example, you see a beautiful sunset, make a picture of it and allow it be *navigable*, so others can also see and navigate there. The focus is the *picture* you created and other can see it themselves by going there. You can't change the picture in an impression, as it would be another impression. The *impression* is always shared with others, although it may be a private community, visible only to a small group. You can create an impression only where you are when you create it, or by *creating it from a picture* with GPS information from your picture library – as opposed to a *place*, which can be *created anywhere*.

A *Place* is focused on *the place itself*, not a picture, like a restaurant or ATM. You can save a place anywhere on the map and assign it a picture anytime later. The *place* can be *private* or *public*, so the *sharing* is optional.

	Focus	Location	Sharing	Picture
<i>Place</i>	Location itself	Anywhere, Always navigable	Public/Private, Community	Required, Can be changed
<i>Impression</i>	Subjective interpretation	Current place, Navigation optional	Public, Community	Optional, Can't be changed

2.8 Tracks

When you move from place A to place B (and maybe returning back to A again), you can share this track as a *track* with other Noses. The *track* is shown in the nearby area for other Noses based on the track's starting point.

2.8.1 What is a Track

A *track* consists of:

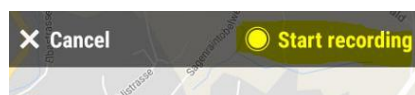
1. A *start-point*, when you clicked the *start recording* button in the "+" menu
2. *Track-points* recorded underway, while the track is being recorded
3. An *end-point*, when you clicked *stop recording*
4. Optional *Impressions* and *Places* you have created while the track was recorded
5. Optional *Nice-track* GPX, which replaces the real recorded track-points with a "nice" track, created later to correct/replace the whole track with another nicer track, which you might prefer to the recorded one.

2.8.2 Creating a Track

The starting-point is where you are when clicking the *start recording* button in the "+" menu:



The new-track window is opened:



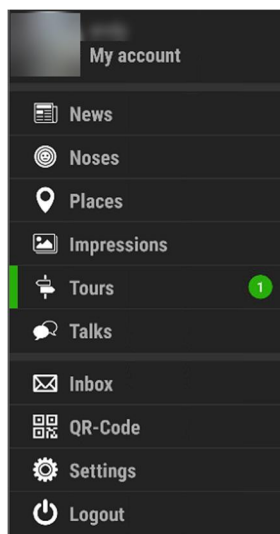
When the track is currently recording, you can see the *recording* button in the right lower corner sub-menu:

Using GpsNose

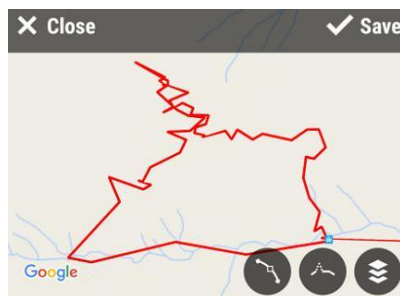


Clicking it, you can quickly jump into the track being recorded.

Also, there is a “1” batch visible in the main menu beside the “Tracks” menu, to remind you there is a running unfinished track, currently in the record-mode:



While recording the track, the track-points are saved underway; you can always see them on the map:



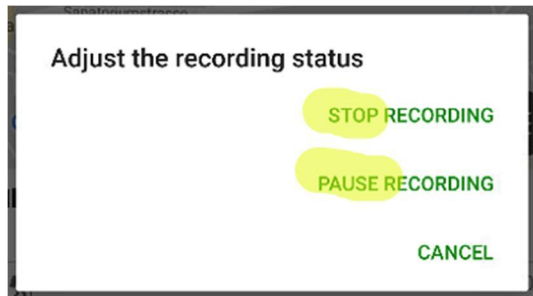
These points are recorded automatically – you don't have to think about how and when they are created: when you don't move for a longer time, the useless points are skipped.

Your mobile can go even offline, or can be restarted, or switched off for a few hours. When the app is started again, the track-recording will continue. Of course, the points are recorded only when the GpsNose app is *running* – but it could be running without internet connection.

To stop or pause the recording, click “circle” button:



From here, you can then *stop* or *pause* the recording-status:

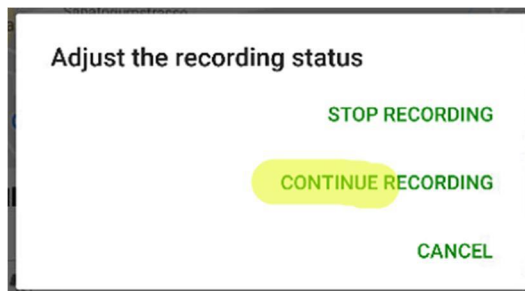


To finish the track, you have to *stop* the recording. You could just pause/unpause the track as well, to have a break in the recorded points.

When the track is *paused*, you can notice it in the toolbar by the “paused” button:

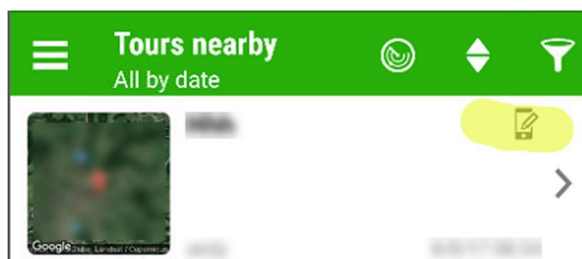


Clicking the “paused” button, you can continue recording the track (or stop the recording to end the track without continuing):



When you stop the track recording, the track-points are no longer being recorded. They are stored locally in your phone’s memory and are *not yet* uploaded into the GpsNose system.

Those local tracks, which were not *saved* yet, are marked in the track listing by the mobile&pencil icon on the right side:



The *local* track must be *saved* to be published into the area for other Noses.

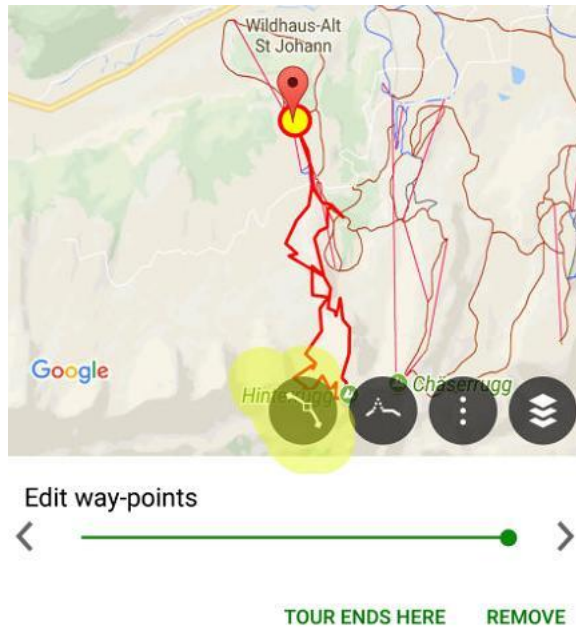
Before you save the track, you can edit its properties like name and description. You can also edit the recorded track-points, as your phone’s GPS may occasionally go crazy reading your geo-location.

2.8.3 Editing the track

Most tracks will have some random noise points, when the GPS signal was weak or just wrong. You will see *jumps* on the map, which you can easily identify by looking at the map.

Such noise points can be removed using the *points editor* or the *smooth* function.

The *points-editor* can be used to manually remove undesired noise-points from the recorded track:

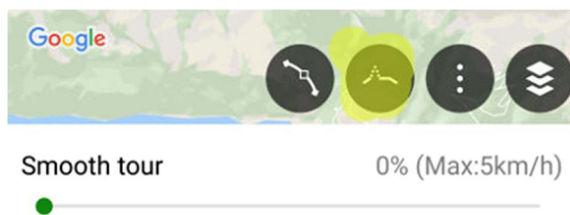


It's quite easy to remove a noise-point:

1. Move and zoom the map where you see the undesired noise-point.
2. The editor automatically selects the middle point in the map view, but you can also navigate through the points pressing the back/forward buttons "<>".
3. When the needed point is selected, click the "remove" button.
4. When all noise-points were removed, click "OK" in the upper right corner (or "Cancel", if you don't want to apply the changes)

NOTICE: When you recorded much more data as you've planned (i.e. you forgot to stop the track recording when your real track was accomplished), you can use the "Track ends here" button to cut away everything from the currently selected point to the end.

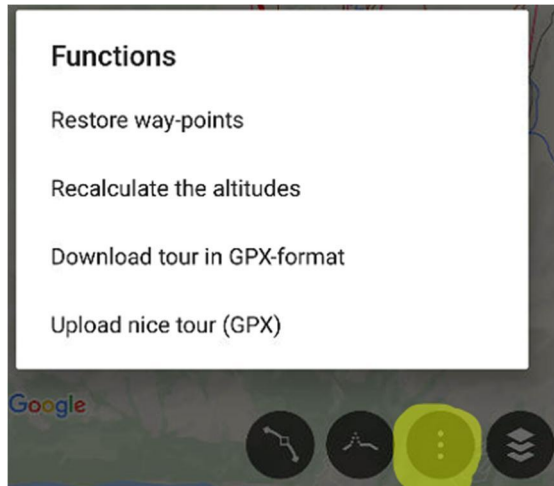
Another option is to *smooth* the track, removing those points leading to unrealistic speeds:



In this example, the speed is already adjusted. But it could read something like "Max:120km/h", when there were noise-points jumping around in a short time – if they would be real, the speed would have been very high.

Setting the max-speed to a reasonable value, like here the 5km/h, the *smooth-editor* removes every recorded point which would exceed that maximum selected speed. Nobody hikes with a speed like 100km/h, although your phone's GPS told the GpsNose app so. It's just a noise-point causing such fake speeds and can be removed inside this editor.

More advanced edit functionality can be found in the dots-submenu:



1. *Restore way-points*: when you delete too many recorded points and you want to revert them back, as they were originally recorded.
2. *Recalculate the altitudes*: the altitude information is often wrong as it comes from the phone's GPS. We could use the altitude-meter sensor in some phones, but not every phone has such sensor and every manufacturer measures the altitude a bit differently. After much experimenting we provide the altitude data from our server, so it's a fair-play through all the tracks through all the Noses phones. When the algorithms or altitude-data change in the future, you can recalculate the track's elevation profile by using this function.
EXAMPLE: you recorded a track in 2016 and in 2018, clicking that track you think: "This can't be true I hiked 1500m up and down!" You can call this function to be sure you have the most recent altitude information available for such track, recorded years ago.
3. *Download track in GPX-format*: you can get the recorded location points in a GPX-format, which is a standard used among navigation and mapping apps. Such GPX file can be used for displaying on the map in another application, or could be used for navigation.
4. *Upload nice track (GPX)*: the real recorded track-points can be replaced by a custom created GPX file.
EXAMPLE: you were recording a track when you realized you have not much battery charge left. You paused the track to save some energy, until your track was almost finished. Then you continued the recording to complete the recorded track. But that track is now missing all the in-the-middle (paused) points. You can create an alternative GPX track for this track, using some online mapping service and upload it as a "nice-track".

NOTICE: To see the GPX-specific submenu items, the tour must have been already saved to the platform.

Using GpsNose

2.8.4 Impressions and places

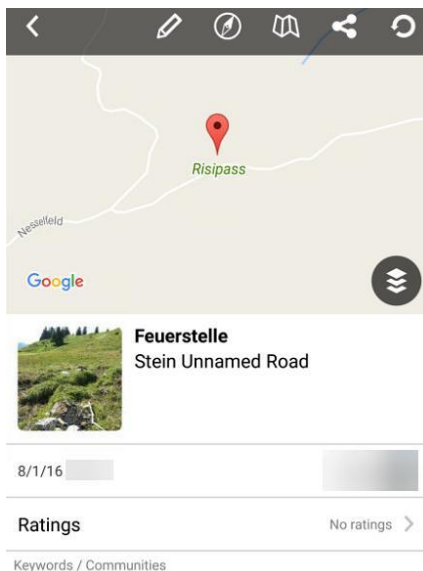
All the *places* and *impressions* you've created while the track was recording, are automatically placed onto the track being recorded so other Noses can see them within your track:



When a Nose clicks some of these thumbnails the first time, he sees a label above it with name and creation time:



When single-clicked the second time, the selected *impression* or *place* details are opened:



When you saved your track already and create the impressions or places *later* (like selecting them from the picture library), your track might not display those impressions/places on the map. You can always click the *refresh* button to get them all:



This reads the most recent version of the track from the server, including all the later created impressions and places underway. Refresh is not needed, when you are opening a track the first time– it’s just for those already having an older (cached) copy of some item.

2.8.5 Geo-tagging photos

You probably know this: snapping pictures with your mobile phone is nice and handy, but the quality is far from a real external DSLR-like camera.

How often do we shoot in RAW mode with superb lenses, just to be annoyed the pictures end-up at our hard-drives, as they are big and have no GPS information? That’s why we use the mobile’s camera so often: it’s simple and every picture has got the GPS location embedded.

There are a few cameras with an additional GPS device, but it’s more rare than usual. There are also mobile apps which promise to geo-track your pictures from external cameras, but are often complicated and eat a lot of phone battery.

When you record a *track* in GpsNose, you get the geo-tagging for free :-)! Just make sure:

8. The track is recording while you shoot the pictures,
9. The camera time is synchronized to the phone time (it can be set also later, but is easier to adjust before taking the pictures of course).

After the track (i.e. photo-session) is finished, you must:

1. Upload the recorded track from your mobile app to the platform and
2. Upload the JPGs from your camera (or export the RAWs from some photo-management application, like Lightroom or Capture One etc.) using the *Photo Uploader*:
<http://www.gpsnose.com/Home/PhotoUploaderAbout>

The geo-location is interpolated (guessed if you will) based on the shooting time.

The uploader takes your pictures and:

10. Can create *places* or *impressions* from them, or
11. Can create a downloadable *sidecars* ZIP package for them.

The places and impressions are created and placed onto the track-track, so anybody you share the track with sees where the pictures were taken.

The *sidecars* can be imported into your photo-management application, so you can geo-manage your pictures locally in your computer, without sharing them in GpsNose with others. In this way, GpsNose app acts just like a photographer’s tool for geo-tagging the photos.

You could even set *the track’s visibility* to some private community, like “my-unpublished-stuff”, so nobody else sees the track if you wish.

The geo-information includes also the geographical altitude where available – so when you import the sidecars locally, you’ll see also the photo’s altitude.

2.9 Talks

2.9.1 What is a Talk

The people around you are *random*, they dynamically *move*, entering and leaving the “group around me”, although they don’t care about you. Maybe they have something in common, although they don’t know it yet. Maybe they even would like to meet you, or they’re stuck in a traffic jam, or there is a hungry group of people around, which would like to eat together with somebody.

How to name a function, which would allow to communicate within such a group? Something like an “area chat” probably; but a *chat* is understood as a virtual room, where people can enter and leave, regardless of their location.

The closest match from the real-world is probably *to have a talk* with those people. We speak and listen others speaking, when we stand near enough. And that’s what this function does: you can start to *speak* and those being near enough can *hear* you. As they move further away, they can’t listen to you anymore.

Let’s say Joe opens GpsNose and uses *Talks* to start speaking. Jane stands near enough and replies publicly to Joe’s talk. She stands 5 km away from him. Bob stands 10 km away from Joe, but only 5 km from Jane – so Bob can hear Jane but can’t hear Joe.

The *Talks* is working similar to the natural human speak/listen communication, where time and space is important. You can’t listen to somebody who is 1000 km far away from you. Nor you can listen to somebody who talked yesterday where you’re standing currently.

GpsNose is designed exactly around these concepts. But we had the luxury to extend a bit the real-world constraints ;-). We were free to “extend your ears’ reach” in the space and “stretch the time” the audio-waves do live in the air, to get a more flexible speak/listen experience.

How far your GpsNose app can listen to the talks around, and how long do these talks “stay in the air”, is a dynamic mixture of GpsNose system decisions, based on how many talks are there around you. It could happen, that you listen to a talk 20 km away from you, as there are no other nearer talks. But it could happen, you only hear the talks 1 km far away from you, as there is so much *talking noise* around you.

When you think about it, it’s similar to the real-life once again: when there is nobody around, you can listen to a talk 20 m away from you. But in a busy crowded place, you are happy to be able to hear your wife standing just 1 m away from you, as there is so much noise around. GpsNose behaves just like that.

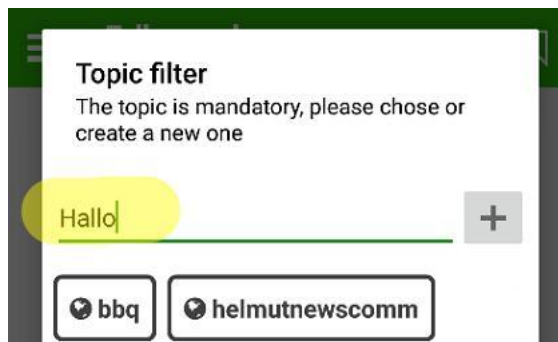
Imagine a *dynamic social group*, built ad-hoc around you in a given time. You can tell everybody around to subscribe your new group named like “Lonely on the beach” and anybody can subscribe to communicate within such group.

Such random ad-hoc groups are available in GpsNose and they can communicate in a *Talk*.

The very first idea of GpsNose was be able to see and contact people around you. Sitting on the beach, sitting in the morning’s traffic jam, waiting for the plane at an airport etc. – in all these situations you’re surrounded by an ad-hoc random group of people in a given time and place.

2.9.2 Entering a Talk

When you open the *Talks* main menu for the first time, you have to set (select or create) a *topic*:



The *topic* gives a talk its identity; it can be anything you like, like “traffic jam” or “swimming”. This is later seen by other Noses around you, as their GpsNose app automatically listens for the talks around them and notifies them once a while, also when they’re not in the *Talks* function. When this would happen immediately, notifications about new talk messages would arrive every second.

It means:

- When the *app is currently open* but you are not in the *Talks* window, you get sometimes a notification about new chats around you
- When the *app is currently not open*, you get *seldom a notification* about new chats around you
- When the *app is open and you are in the Talks window*, you can see the current topic messages immediately. Clicking the *topic-selector*, you can see all the active topics around you anytime:



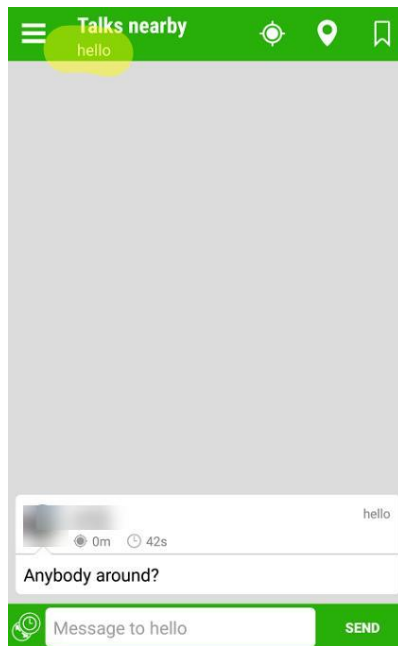
You could also start a talk by selecting a *community* from the listed communities you have entered. In this case the talk reaches *only* members of the selected community around you. For example, when you select the “bbq” community and say “Let’s make a fire”, only those BBQ-aware members get this message and don’t have to wonder, why the heck would somebody like to make a fire ;-).

NOTICE: When you use a *community* as the talk topic, other non-member Noses of that community *won’t* get any automatic notifications about the talk taking place. They can participate – listen and talk – only if they belong to that talk community as well.

2.9.3 Talking

When you entered a Talk already (i.e. you have set the topic already, by selecting an existing or creating a new topic), you can post messages to it:

Using GpsNose

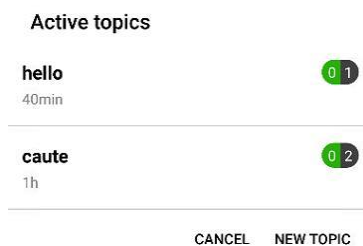


Here, the talk-topic “hello” was set; it is visible in the sub-title above the talk messages and also in every talk message at the right.

You can always change the topic and enter another talk, by clicking the *topic* button:



This opens a topic-selector, where you can see all the active topics around you, and also how many new messages are there:



In this example:

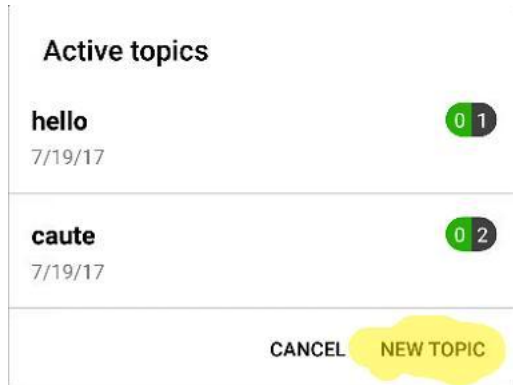
- There are 2 active topics, named “hello” and “caute”
- both have 0 new messages,
- “hello” has got 1 message, which you already have read,
- “caute” has got 2 messages, which you already have read as well,
- last talk-messages were posted 40 minutes and 1 hour ago respectively.

From the *topic-selector*, you could also create a very new topic, the same way you have seen in the chapter *Entering a Talk*:

Click topic-selector:

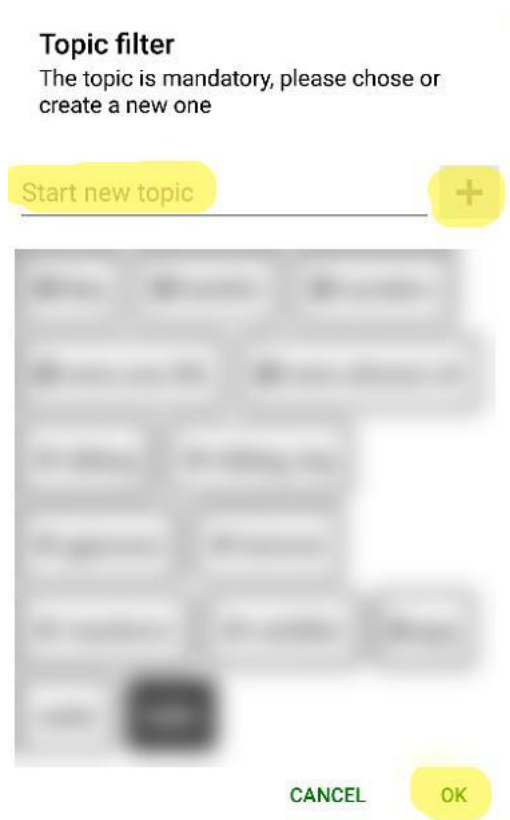


Active topics window is opened – click “new topic”:



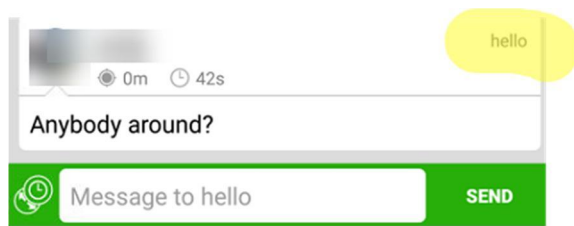
Topic filter window is opened. Add a new topic here and:

- Click “+” icon to only add it (more can be added here for later use) and click “ok” to apply it, or
- Click “ok” (without click “+” before) to add it and apply it in one step.



When you select another topic, the messages from the previous topic are still displayed; you can always tell which message originate from which topic: check the topic-label in the right corner above ever message:

Using GpsNose



TIP: When you want to quickly switch to another topic, you can always click that topic-label. In this way, you can participate in more parallel talks around you, quickly switching back and forth.

Every talk message has got the time/distance information, so you know later, when and where the message was received/sent. Your own entries have *always* the *exact* location – but the messages from some other Nose *only* if you share the location with her. Otherwise, you could track somebody based on her talk messages, although you don't see her location.

As always: when unsure how it works, expect the most natural/logical way of working. To track a Nose by his messages would be not logical, right?

You can even click a message and get the map view. In this way, you can track *yourself* (not the posting Nose!), where you have received which message.

Let's say you had a few talks and you want to recap in the evening, what was going on. Maybe you have talked with somebody nice and you don't know, where it was. You can always return to the talk history and click a message, to visit the place where you were the moment the message arrived. GpsNose shows you even the radius, where the posting Nose could have been – but *not* her exact position, only the (obfuscated) distance. Again: expect the most natural way of working!

EXAMPLE: You are speaking to a group of people near you – maybe in a conference or training a group of athletes training together in the nature in a nearby area. You would like to send them a location-sharing request, so you see each other in the real-time on the map. Of course, such sharing-request is meant just for a small group of people near you and should be alive only for a few minutes – like people 500 m around you and only for 8 minutes. You are in control, how far/long your message flies!

Check the button *time/distance* on the left side of the new-message text field:



When you click it, you can influence the *reachability* of your talk:



You could send any information (a web link, or your current location etc.) constrained by the lifetime and distance like this.

And you can target a specific talk-message by selecting a community instead of the talk-topic – but this works only when everybody required has already joined such community. That’s why it’s sometimes more practical to select a public topic, like “my athletes friends location request” for the talk and constrain such share-location message’s distance/lifetime reachability.

2.10 Events

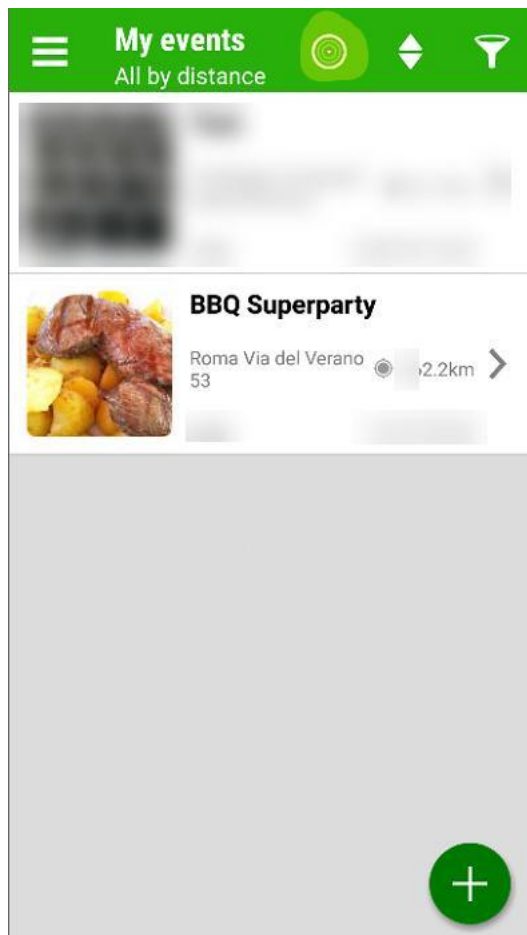
An event in GpsNose is a happening, which will take place somewhere, sometime, with somebody. The event-creator defines, where/when/who/how and waits for the subscribers to subscribe to the predefined date/times.

This works much better as the other well-known event/vote-for-date platforms, which require you to use the email (i.e. you need the subscribers’ email addresses in such platforms).

In GpsNose, you can create an event, which is then published “around”, in the area where it takes place, so anybody passing by can find it. When you create an event for a concrete community, the community-members will be notified about it in their news-feed. Also, if there is a mashup-site connected, your event gets listed on such website as well.

It means: your event is *explorable*, in the time/location and community scope. You don’t have to manage the user-lists, emails and such – your subscribers can find the event themselves.

As always, the events are listed in the event-listing, where you can explore the events around and manage all your own events as well – using the radar button in the toolbar:



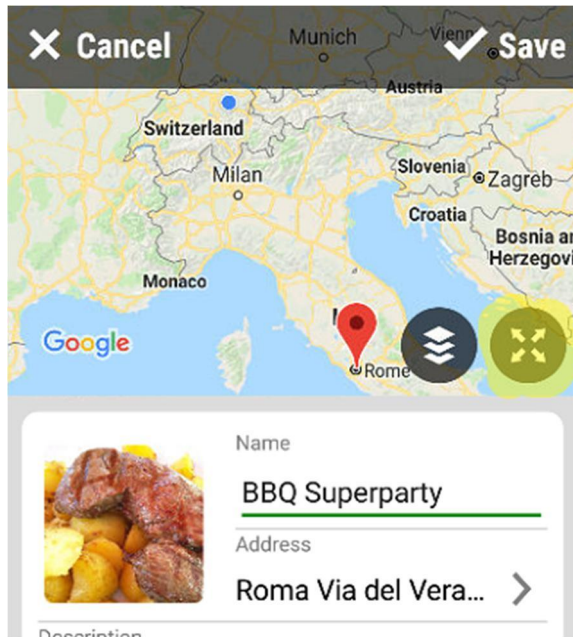
Using GpsNose

A new event can be added using the green “+” button, as shown above.

2.10.1 Adding a new event

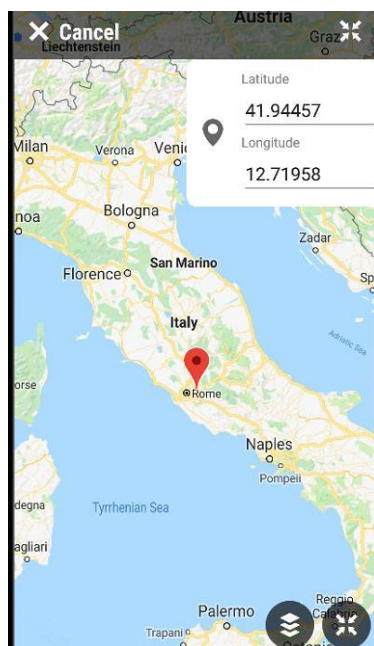
Let’s say, you want to invite new potential friends to a BBQ party. You decide *where* will it happen, *when* will it happen and *who* is invited.

The place, where you plan the event, is default set at your current location. This can be changed of course as you like, by either entering the latitude/longitude coordinates, or by entering the map in full-screen mode and moving the map with your finger:



First, enter the full-screen mode.

Then, move the map where you want:



Using GpsNose

Then you name your new event, like “BBQ Super Party”, set some picture for it and describe the event with a few words, like “Everyone is welcome!”

You can set the maximum number of subscribers – when you don’t, there will be no subscription limit applied.

2.10.2 One date/time events

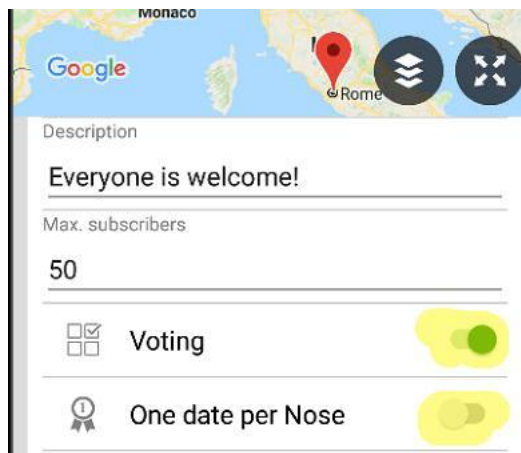
In the simplest case, an event will contain only one possible date/time, which can be subscribed for.

You know exactly, *when* you want to organize your event, so there are no other date/time options to select and the same event won’t be repeated anymore.

In such this case, you just enter the date/time and wait for your subscribers.

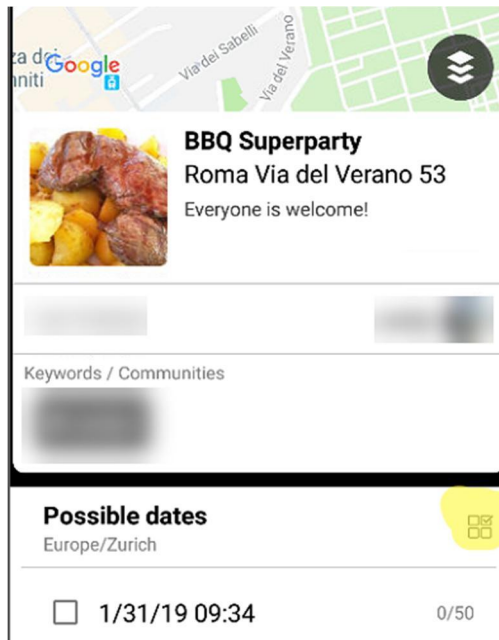
2.10.3 Voting for a date/time

When you want to give your subscribers more date/times to select from, and then later decide yourself (based on the subscribers count), which date/time is the “right” one, you can create a *voting* event:



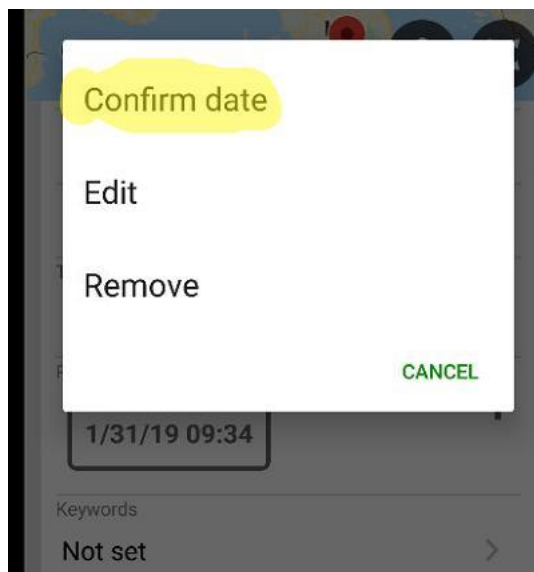
Such *voting-events* are marked with small icon when viewed by your subscribers:

Using GpsNose



In this way, your subscribers can select one of the provided date/times. They can vote for *one* or for *more* alternatives – you can decide on this with the “One date per Nose” option.

When you get enough subscriptions to select a definitive date/time, you can confirm a date/time as the one, which will take place. Just open the event-editor and click on one of the date/times:

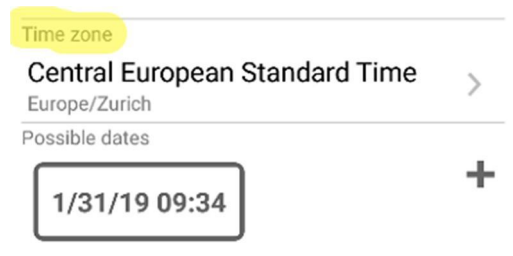


Selecting “Confirm date” will send a notification to all your subscribers and freeze any further changes to the date/time settings.

NOTICE: As general rule for all the event date/times: every date/time is *time-zone sensitive*, so when you enter a date/time, it’s always understood as “valid for this time-zone”.

You set the desired time-zone in your event here:

Using GpsNose



When your subscribers are located in a different time-zone, your date/times are re-calculated for them, to reflect *their* time-zone.

Also, any time-dependent summer/winter time changes (i.e. “day-light savings”), travelling into different time-zones etc. are always working as expected.

2.10.4 Repeated date/times

When you enter more date/times for a *non-voting* event (i.e. the “Voting” option is *not* selected), it means: the event will take place at all the provided date/times.

This is useful for a repeated-event kind, like some dance performance, which is repeated over and over again.

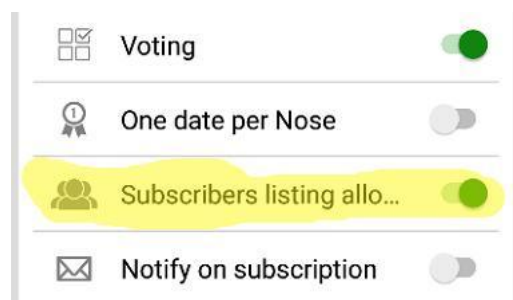
You can decide also in this case, if the subscribers are allowed to subscribe to only *one* or *more* date/times.

2.10.5 Subscribers listing

You can enable or disable the possibility for your subscribers to view the other subscribers. This depends on the concrete situation – maybe, inside a private-community event, you can enable the subscribers-listing, as nobody outside such community can find such event anyway, so only the community-members can find, view, subscribe – and list the subscribers as well.

On the other hand, for a closed event, you would probably disable this option, so the non-members can still view such event, but can’t view the already subscribed members (the non-members can’t subscribe anyway).

In any situation, you can decide yourself:



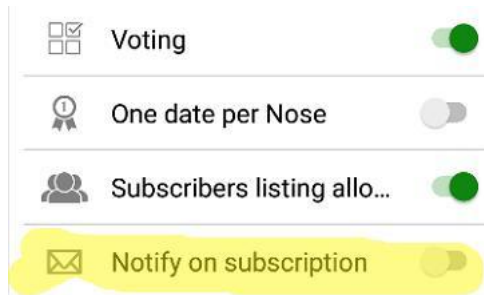
Of course, the event-creator always sees the subscribers for a given date/time.

Practical Examples

2.10.6 Events notifications

When you change an event, all your subscribers are notified by the internal post. This can't be disabled, as it would be somehow rude for them, to miss the updates for an event, which they already subscribed to ;-).

The other notification type is sent, when there are new un/subscriptions for your event: in this case, you can decide you want – or don't want – to be notified by the internal post:



3 Practical Examples

Now you should have a good idea about most of the GpsNose functions. But how to use them in the daily life is another story.

The following usage-log story is a simple week overview, how GpsNose can be integrated into your daily life.

3.1 Day 1 - Installed

Somebody tells you to try GpsNose app. You search for "gpsnose" in the mobile's app store and install it. Then you sign-in with some guest-nickname "joe22".

3.1.1 Looking around

The first thing you see is the *News*. It's sorted by time and shows you anything that happened lately. You can scroll down a bit to get some idea about what other Noses are doing right now. Later, you can setup news-filtering to get only the news you care about, like those from your favorite Noses, or targeted to a community.

The next thing you check is *Noses* – it shows you which Noses are in your area right now. You can open their profiles and see what they have published. You can drop somebody a message if you like.

In the same way, you can check the *Places*, *Impression*, *Tracks* etc. to realize what's around you. You probably don't want to start a *Talk* on the very first day, but you can of course. You can check of course if there are any current talks going on around you, without starting a new talk.

3.1.2 Setting your profile

You want to customize your profile probably, setting your profile picture and writing a few words about yourself. To be able to do this, you need to validate your email address. Your email is used

Practical Examples

later when somebody sends you a message, but you are offline: the platform sends you an email notification.

When you are customizing the profile, you can check and fine-tune your app-settings. Would you like to get notifications also when the app runs in the background? Do you need the battery protection to be ON or OFF at this device?

3.1.3 Let the app run

You have played around with GpsNose app, checking your nearby area and customizing your profile. To be a part of GpsNose, do not quit the application! This removes you from the area around you, so nobody can contact you.

To be really sure if you like GpsNose or not, let it run for a few days or weeks in the background. You can minimize the app by clicking the phone's *home-button*, or opening another app, or locking your phone. But do *not* swipe-away the app from the running-apps list – stopped GpsNose app removes you from the area and nobody can contact you.

3.2 Day 2 – Going to work

GpsNose is now running since its installation in the minimized mode – and you almost forgot it. At once, you get a message from another Nose in your area: “Hi, I see you are somewhere around, how are you?” You open his profile and see it's a member of “bbq-club”. You also like his profile picture: looks like a fun guy, so you reply him: “Hi, I'm going to work, but we can text later if you like”. You mark him as a *favorite* clicking on the yellow star in his profile and put your mobile to sleep.

Later, you switch to favorite *Noses* to find out if this guy is still online and still in your area. You drop him a message and start a communication with him. He sends you his real current location, so you can save his current location to your favorite *Places*.

GpsNose is for finding new contacts around: it's not replacing other communication channels you already possess. When you like your new Nose contact, you can send him your phone number or email address, but remember you are not anonymous anymore when you step out from the GpsNose boundaries.

3.3 Day 3 – Hiking weekend

Your recent experience – being contacted by somebody nearby, makes you more GpsNose-active ;-). Hiking alone on Saturday, you check the Noses around. You find a nice face near you and send her a message: “Hello, I see you nearby; I'm hiking here.” The other Nose sees your profile-picture, where you have set a cucumber snapshot from your garden. She doesn't really like it very much and replies: “I don't care about cucumbers” – and blocks you, using the red stop-icon at your profile in her phone.

You don't realize when somebody blocks you, so you try to reply: “Maybe I change my profile picture one day, but now I'm hiking here, would you join me?”. This message never arrives at her phone, as she has already blocked you. But as you don't know about it, it looks like she doesn't like to reply.

On her phone, she has also set the option “Hide blocked users” and so you even vanish from her Noses listing around. She is not bothered with your cucumber picture anymore :-). Also, she “blurs away” from your Nose radar slowly, so you can't even tell if she was around or not. When she

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publishes something, you won't get news about it. She is anonymous anyway, but she wanted your cucumber profile to be fully isolated from her mobile. That's what is *blocking* about – to guarantee an unwanted Nose isolation.

You record your Saturday track into GpsNose and want to add a few pictures as impressions later. Instead of adding photo *Impressions* while you were hiking, you take the pictures outside of the GpsNose app and later in the evening you create a few impressions directly from your picture library. This is possible when you have your mobile camera set to remember the GPS location in the picture files. You can glue the photos later as impressions to the location you have visited.

There are also the pictures from your big external DSLR camera you would like to add to your track, but your camera has no GPS track. For such situations you can use the *Photo Uploader*:

<http://www.gpsnose.com/Home/PhotoUploaderAbout>

Photo Uploader can take the DSLR pictures (direct out-of-camera JPGs or RAWs exported from application like Lightroom or Capture One) and *interpolate* the missing GPS information based on the shooting time.

At the end you also decide to change your profile picture, as you didn't have much success using it for the recent communication.

3.4 Day 4 - Getting feedback

In the morning, you get few nice comments from "hikingfairy". She likes your new profile picture and she likes your track pictures. You reply to her and save her profile to your favorite Noses.

Another Nose, "walkingdog", comments the *Place* you've named "Water here!" with a comment: "I knew your tour, but didn't know there is this drinking water place, thank you!" You check his profile and see he's a member of "www.hiking.love" community. You never heard about such club nor web site. You click on the community name to check who's participating and if there are other members around. There are another five community members around, so it looks like an active community.

You open your web browser and enter www.hiking.love as it sounds like a web address and not only a community name. A nice hiking web site is opened, with new tracks added regularly. There is a menu "Show tracks around", so you log-in using the QR-code scanner in your GpsNose mobile app and you see the tracks near your current location.

The community is closed: to join, you need an invitation from a member first. You drop a message to "walkingdog" member, asking him for an invitation. Later, when they organize some club *Events*, you are informed as well after you joined.

3.5 Day 5 – Leading a workshop

You teach a group of students sometimes – and this time your GpsNose app is running in the background. As you speak to the group, you would like to share a web link with your students. You don't have a web-site nor their email addresses. There is this group of people around and you would like to send them something.

GpsNose comes to rescue: you start a new *Talk* and create a *topic* "Honolulu Workshop". Before sharing the link with the whole area nearby, you set the *distance* to 200 meters and the *lifetime* to 3 minutes for the message, so only those Noses 200 meters around you will see the link the next 3 minutes. Maybe you reach also somebody outside, but the probability is small, as his app is not

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getting the messages immediately and after 3 minute it's expired anyway; and if he moved a little further away from, the 200 meters boundary would be exceeded as well.

You could of course set the *talk* to be private-community targeted, when your audience has joined the private group before. Such talk message would be seen only to those community members, which are currently close to you. This is different than sending a *message* (not a talk-message, but a point-to-point private message) to the whole private-community, which would reach also those not currently nearby.

3.6 Day 6 – Family members

You feel comfortable now with the GpsNose app and want to use it with your family. You tell your relatives to install the app as well, using the function in your *Profile* -> *Recommend to friends*.

Those getting the recommendation by email know your user-name is "kokos5". They can enter the *Noses* screen and add your nickname into their favorites, using the "+" icon in the favorite *Noses* screen.

Maybe your brother stands nearby and you're installing together the app onto his phone. The first Nose he sees in the *Noses* list is yours. You simply click your own profile from his *Noses* listing on his phone and mark your own profile as a *favorite* with the yellow star: on his device, in his *Noses*, your own profile, as you are standing together in the same location.

Later, you can send a location-sharing request to all your family members. Click the blue location icon in every profile you want and wait, who accepts your location-sharing request. Your location is shared *only* when *both* of you agree on the location sharing – otherwise, the request is shown as *pending* and you can't see the other's location.

Your family members could be placed into a local group you create for your own use, like "my family". They don't have to join a community for this: it's your own *local* group, which they don't see. You can use such grouping tag for easier handling, like Nose-filtering or sending a private-message to a whole group.

When your family wants to share some secrets, like marking places or sharing geo-located pictures only they can see, you can invite them to a private community like "our-xxl-family". Nobody can see this community membership, only your family and no information (news, places, impressions etc.) targeted for this community is visible for other non-members.

For younger *Noses* in your family, the parents can lock the kids into the *Settings*->*Protected mode*. Only your family private-community members can see the kids in the *Noses* around listing and both the posting and reading of items is restricted into the private-community. No one outside your family can see or contact the protected *Noses* anymore.

3.7 Day 7 – Cross-country skiing

You lead a cross-country skiing group: all members are moving fast and all of you need to keep track of the current location of each other in real-time.

As the training starts in the early snowy morning, you tell the group to install the GpsNose app and start a *Talk* with the topic "Skiing morning". You set the *distance* to 100 meters and the *lifetime* to 1 minute. Then you click the *Request location share* icon in the toolbar and wait, until the *Noses* around challenge you to accept their request for location sharing.

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This group location-sharing process has 3 steps:

1. You send a location-sharing request in a *Talk*
2. Those interested reply with a location-sharing request to you
3. You accept every single concrete request, confirming it's a desired one

In this way, it can't happen you reach somebody outside the group. Like another lonely skiing Nose in the area, which is unlikely, but could happen. Accepting every response from every member separately assures you share the exact location only with those who you really want to.

To see these Noses' location:

- In the *Noses around* screen, click somebody's profile, then click the location to open the map. The map is refreshed once a while automatically, just keep it open. Maybe you want to navigate to him, or just monitor his location.
- Enter the *Favorite Noses* and set the *shared location* filter. To get all of them displayed together on the map, click the "+" icon in the Nose listing, then the *Map* button.
- You could also set the *Noses nearby* filter to a group or a community, and select the "+" icon *Map* button. You get all those Noses as a group on the map in every case.

NOTICE: When you display a group of Noses on the map, the app doesn't make an automatic position-refresh of the whole group. Such automatic-refresh is only made when *one* Nose is displayed, not a group of Noses, to save your data traffic.

4 Appendix

4.1 GpsNose philosophy

To fully grasp the GpsNose concepts, it's useful to understand our motivation creating it. It's not enough to explain the application menus (the *what*), when you don't understand what drives its existence (the *why*).

As I was explaining GpsNose to some friends, I was often asked: "I'm already using another social platform: what's the point of GpsNose?"

The question often asked is about "another social platform", but it should better ask about "the ASOCIAL platforms", where the only real thing they store and sell is your private-life data – everything else is virtual and asocial. GpsNose is built completely differently – it connects you to the real people and stuff within your real area, while staying fully anonymous.

4.1.1 ASOCIAL: The users

There is very little *social* in today's "social platforms", which are just asocial communities:

- The users spend their time in a virtual cyber-space and
- The postings are mostly disconnected from the reality.

ASOCIAL stands for: *Another "Social" Online Community Illusions About Life.*

In the past decade, we've learned our reality is the internet presence, whereas our real life got unreal when not documented online. You are not presented online = you don't exist. Your social life

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is measured by “friends” and “followers” counters, instead of the real interactions with real humans, as you move around.

At the beginning, people produced the content themselves – today, they mostly forward media rubbish to get the “likes”.

A lot of people are *not* in such “social” platforms anymore. Almost all of my colleagues, family and friends stopped disclosing their lives in any ASOCIAL system. We have deleted our accounts and never looked back.

Many of us were seeking for a better, more natural way of communicating and meeting new people. The current estimation is only 2/3 of Europeans use the ASOCIAL nets – and it’s still falling, as people see there is still less value added, while still more rubbish published from the media and business.

Comparison overview

Aspect	ASOCIAL	GpsNose
<i>User’s anonymity</i>	Unwelcomed	Welcomed
<i>In the center</i>	User’s ego	Reality around
<i>Private data</i>	Acquired, archived and sold	Not needed nor asked for
<i>Communication with</i>	Old existing contacts	New people nearby
<i>Published content</i>	Reality unrelated Media forwarding	Time/space bound Real facts acquisition
<i>Spreading</i>	Automatically, on your behalf	User’s decision
<i>Data visibility based on</i>	Social network relations	Time/space, communities joined
<i>Data reachability based on</i>	Time and payment	Time/space
<i>Reading and searching</i>	Creation-time scrolling	Time/space, communities, keywords
<i>Mobile usage</i>	Optional, as a surfing-device	Required, as an area-sensor
<i>Offline usage</i>	Not useful	Area navigating and pre-publishing
<i>After enrollment you see</i>	Nothing useful You must build a social-net	Everything and everyone around No social relations are needed
<i>Checking for new content</i>	Same anytime/everywhere Reality disconnected	Depends on the time/location Reality connected

ASOCIAL systems are *ego-centric* and not reality-centric. People are not motivated to create original creative content, but to forward and like.

Users care about their *virtual* connections, *virtual* relations and *virtual* presence more than about their real lives. *Friends* are just database fields stored in the cyberspace, but are not describing the real social relations we knew just a few years ago. These “friends” information is misused for marketing analysis and data visibility, as the ASOCIAL platforms have no clue what you really want to read.

Have you ever wondered, why is your phone warning you about the different application-required permissions, when you install such apps?

Just to name a few common app-demanded permissions:

Permission needed	Meaning	What can be done
<i>Phone's identity</i>	Uniquely identify your phone	You're known also when reinstalling the app. Your identity is known across different apps.
<i>SMS access</i>	Access to your private SMS	Understand your contacts' communication. Send SMS on your behalf, spreading the app.
<i>Phone contacts</i>	Private address book access	Export all your contacts to the internet. Abuse your contacts to spread the app. Sell your contacts for marketing.

The ASOCIAL nets lure in new users by reading your private data and use different techniques to contact your real relatives. They spread themselves writing on your behalf messages like: "Hello, I've installed this app, please install it as well!" The community accepts this as "normal", as "everybody uses it". But it's not normal and not everybody is using it.

When you register in an ASOCIAL platform, you hope the world is shivering from excitement about your next post. You try hard to build your online identity, saving virtual relations with anybody you've ever met – or even never met. In the case your account is locked, you're lost, standing on the very beginning, as you have no social-relations *context* anymore: you have no data access.

You produce a lot of data by liking other's posts and forwarding articles. Everybody talks and nobody listens. The virtual chaos is spread over your social relations, showing the posts in the only possible but most useless way: the chronological *creation-time order*.

The psychologic motivation driving the ASOCIAL platforms is enabling people to *publish*. Anything. People got finally the instrument they hoped for so long: to tell everybody how cool their life is. Best pictures, hundreds of friends, thousands of likes. But when you write just a little demanding text, you almost never get any useful reply, be it in an email or an ASOCIAL platform, as people are trained to act lazy.

The ASOCIAL providers know this and offer the "like it" button as a solution, so the general Joe's "friend" doesn't have to write anything complex. He clicks the "like it" and feels good, because the world now listens to his mind, without investing any time or thoughts.

Users are then motivated to publish or forward another silly post to be "liked" in the big internet trashcan. Nobody can find your post later, as it's buried in the endless toilet paper postings page. ASOCIAL nets implemented some magic-logic to show/hide the posts based on how much who pays for the *reachability*. Instead of figuring out some clever reachability technology, to answer your "show me what I need here and now" question, you're forced to read some random paid posts.

Young people spend hours every day in their virtual worlds. Traveling morning with the bus, you see teenagers buried in their mobiles, missing all that great real-world information and people surrounding them. They don't care, as they live in the cyberspace.

The real technical challenge would be to get the *really useful* information about the surrounding world. The information should be focused on your *current needs*, not some "I've been there, do you like it?" and "I recommend my political views to people at my contact list". You should be able to place real-life questions right where you are, anonymously, needing something.

Which people are *here and now*? What's possible to do *here and now*? What to look for *here in my neighborhood*? How did it look like *here a few months ago*? Time/location-based information,

instead of the random data based on virtual social relations. To match the users and reality, not chaining virtual interrelations.

At the end, everyone is related to everyone in some way – but who cares? Do you *really* know even your neighbors living two blocks far away from you? You probably meet them daily but you never care. Why should somebody call you a “friend” just because you met him online? Just to increase the “friends” counter.

The ASOCIAL world got part of our reality in an unnatural way. I’ve spoken to a priest recently and he told me: “It’s not virtual, as when I post something, I get a real phone call after that”. This made me think: is a phone call resulting from a virtual post a prove of the real-life? There are online games selling you virtual weapons for the *real* money: this *also* influences our real lives, but: is it the *real* world just because it influences it?

Another friend of mine traveled the last year to Greece. He doesn’t speak Greek and was completely lost. He knew no people to speak with, he couldn’t find the best sunset places to take pictures, he didn’t know where to hike. Of course, there are some local platforms and local mobile apps – in the local language and a lot of local users know and use them probably: but *he didn’t know any of these*. Now, *this is reality*, be there and feel lost!

The simplest prove of “is this a real thing?” is to take your mobile device out somewhere and try to communicate right where you are. Are you able to contact the people *around* you? Can you see, how it looked like here two years ago? Is it possible to get in touch with the local biking club? Lying on the beach, can you start a small-talk with somebody near you? Visiting a new place, can you find the BBQ party tomorrow in your neighborhood? No, no and no, it’s not possible with all the ASOCIAL apps.

Well known and publicly respected people, like a famous preacher or a politician, see the world differently: when they speak to the public, “everybody listens and likes”. Yes, kind of, as *only those already involved* can listen. There must be the virtual social-relations network already established, one needs to be already known. Celebrities feel reaching *everybody*, as they get a lot of instant feedback. They can’t imagine that the power to reach those people is *lost* when they enter new places and that they miss people, which don’t know them already. When travelling, they can only reach their virtual contacts, and get the likes and comments to the digital artefacts generated. But all this does *not* replace the real-life around them. The “social network” is just a virtual cyberspace group, based on the existing contacts.

ASOCIAL platforms deliver tons of useless data about the world, although the world’s history already offers many classical masters, who created wonderful works for the generations coming after them. It’s freely available in our libraries and online, books and articles for the most demanding readers. But most people don’t read books anymore. Modern Joe doesn’t have interest, time and education to read quality books. He stays ASOCIAL a few hours daily, so he “knows what’s going on”. No waiting, no reading: just pictures he can post and like, catastrophes he can forward. The level of a kindergarten.

The average Joe also relies on ASOCIAL posts to navigate him through the life – he reads the news here, sees what his virtual friends *like* and *likes* this as well. He clicks *share* and forwards it to the other Joes around the world. There are even laws creeping in, which can make Joe guilty clicking a “like” on a *mainstream-undesired* post.

The original *author-centric publishing* tool changed into a *media-forwarding* machinery, controlled by the politics and business.

4.1.2 ASOCIAL: The business

How can be a “free” platform worth billions of USD? *What* do they *sell* when all they have got is *only your privacy*? They *produce nothing*, they just possess all the private data and promise to business it’ll work better, if it understands the private life of their potential customers.

What ASOCIAL nets promise to the paying business, is not always what they deliver:

ASOCIAL business artefact	Business hopes for	Business gets
<i>Increasing reachability</i>	Reaching more viewers	Faked post-views counters
<i>Friends-counter</i>	Contacting “influencers”	Cross-connected asocial egos
<i>Influencer campaign</i>	Spreading product	Spreading SPAM
<i>Advertisements mix-in</i>	More clicks	Ignored/filtered hated ads
<i>Users’ private data</i>	Understand the customer	Spying on random private life
<i>Users counter</i>	Real humans head-count	Data zombies and faked accounts
<i>Marketing analysis</i>	Better product-placement data	Random rubbish data

The ASOCIAL data chaos is the perfect ground for business to mix-in their manipulative feeds. There are well known cases, when these platforms made their “social experiments” with unaware Joes. Like providing only sad information to Joes and only happy information to Janes. Then some smart system analyzes, how this manipulation influenced the world – if Jane now eats more bananas and Joe more pills.

In ASOCIAL platforms, you never know who is a softbot (software robot, automat that pretends to be a human) and who is real. The social counters, like “how many people have I reached with this post” and “how many people are reading this post” are mostly faked and unprovable. It’s just a database field sitting in a computer and is manipulated, as those ASOCIAL providers sell services like “increase the reach of this post” or “make yourself more visible”.

Virtual and not provable sells good, paradoxically. People need these fake counters to “measure” what cannot be measured: your social interactions.

The more data flows, the better, as this is *measurable*. Business mix-up the real point-to-point posts from your virtual social network with faked news and advertisements. You lose the control what is real, what is business and what is just a faked post.

Companies love to *own* a lot of people’s identities, as they *know* what their users publish and how they interrelate. ASOCIAL nets force users to enter the private data, like mobile numbers to activate the account, date of birth, family relations etc. to be able to sell these in some form.

The ASOCIAL nets don’t care what do you really need in your current time/location situation, nor whom you could meet there: all they are interested, is your identity as a potential buyer, based on your previous searches and “likes”.

The “social” relations you reveal in ASOCIAL platforms is abused to recommend you what do recommend your “friends”. Advertisement paradise in an information hell.

Business pay big money to virtual celebrities just to push their posts onto their followers. These stars are called *influencers*, as they could influence other online-living people. “I have a million of followers!” – sounds good and is worth real money.

The unreal aspect of the ASOCIAL worlds stems from two major reasons:

1. Technical design – it’s a piece of cake to find your “friend’s” information, as all these are just database queries like: “Get a list of items for person X, which is related to person Y”. Such queries come from the classical database design.
But when you move around and need to get the *real* information surrounding your *real location* in *real-time*, the challenge is quite different: how to get all the currently-online moving-around correctly-filtered information? How big is the *nearby* area anyway? How to search it through? How long is it valid when read-in? There are no technical hints like “I’m a friend of X” available for the server behind: it’s just the space and time, it’s the *real world, real time, changing every second*.
2. Sniffing your private life – ASOCIAL providers need to *own the people’s privacy* for selling it. All that questions like “Do you know this person?” and “Have you been there as well?” is gathered from millions of users, and they’re trained to disclose these. They grew up with this privacy striptease, being told “this is normal, don’t care”. Some fat software then analyzes all your data to understand, if another hot-dog company should open another fast-food stand somewhere. They’re stroking the magic ball, hoping for the right answers based on the “likes” and comments analysis. This fails of course – and so ASOCIAL providers sell another service: pay the influencers with thousands of “friends” to spread a product.

It seems the ASOCIAL business works only as good as the old truth: “Even a broken clock is right twice a day!” When you spend a lot of money for random analyzes, it *could happen* an answer is sometimes correct – accidentally, just like the broken clock shows the correct time twice a day.

When you install an ASOCIAL app, you *see nothing* meaningful. These apps are technically driven by the database connections between their users, politely called “friends” and “followers”. When you are “freshly born” in these apps, you have *no data-context*. You get no information either.

At this point you should understand how absurd all this is. Why do we need to publish our “social” connections just to get any useful information about the world we live in? When you travel to a new place, you are overwhelmed with so much real information! You can hardly interpret and understand it, as it needs much time and effort to search through it. Who asks you “Who’s your daddy” just to *show* you what’s around you? We can see all of it ourselves, although it’s hard to find the right people and right things we are interested in.

The real world is based on the space and time, not on some virtual database “social connections”. It’s exposed to you anonymously, you don’t have to enter any private data to see and be seen.

4.1.3 GpsNose is different

When you need to find something or somebody in your real-world, there is no app which can help you. It’s not helpful, when your “smart” phone tells you: “I see you entered this city: the train is delayed and it will be raining in the evening”, when all you try to find is a nice person to spend the time with. It also brings nothing voice-commanding your clever phone to create entries in your agenda, when all you need is to interact with the real-world in your current area.

All this nonsense is ignoring the possibilities your smart-phone could really do *smart*: to help you understand, navigate and communicate with the world surrounding you in your current situation.

In GpsNose, you must use your mobile phone as your *be-there device*. As you take your mobile phone with you everywhere, you always keep in touch with your current area. Your mobile changes into a kind of a physical sensor, sensing your area – like a submarine sonar. It's *not* a web-surfing device showing some information from the virtual worlds. It *is* the real world, working like your additional nose, sniffing the world around.

The web is nice and good for cyberspace stuff, like setting the ASOCIAL *status* to: "I feel like Lenin, let's explore Russia" and waiting for people "liking" your status. Nobody cares you feel like Lenin in Russia, as you sit in Australia. And it doesn't matter, who "likes" such nonsense posts.

GpsNose app is not a mobile-first application, as modern apps like to say: GpsNose is almost a *mobile only* app. You can visit our homepage and use the mobile app's QR-code scanner to login into the website and check what's going on. But for most really useful stuff, like exploring and communicating within your area, you need *only* your mobile device.

Don't expect to start the GpsNose app and see some "posts from friends", when there is nothing in your area. It's designed to show you *nothing* when *there is really nothing* ;-). But in the exact moment somebody near you starts GpsNose on her mobile, you *see her* and you can communicate with her, although you never met her, nor you have any of her private data.

When you see no pictures around, be the first to create some kind of "Such nice sunset here" photo impression. Maybe there is somebody in a few weeks later, who drops you a message "Nice, I'm here too, but it's raining now!"

So, what are the main difference to ASOCIAL platforms?

1. GpsNose is *anonymous*: you don't need a real identity in GpsNose. You can name yourself "frogsmile" and no more information if you like. Log in as a *guest*, even no password is required (your unique guest name is then bound to this one device). Later you can create a password, to able to use your validated login also from another device.
As your profile has no relation to your real privacy, it doesn't hurt to create another guest login anytime. You don't have to try hard change your precious login-name, you are not forced to use real names, you don't have to wait another 60 days to allow another name-change. Logout and sign-in with another guest – and still see the same data around!
2. GpsNose is *real*: it works as natural as the real-life – you walk somewhere and you see everything around you. You don't need to disclose your "friends" and other "social" relations to see there are people or photos near you.
Nobody asks you about your family nor where did you study. You *can see and listen*, just because it's the way your eyes and ears work: always, everywhere, anonymously and free.
3. GpsNose is *free*: nobody can sell your private data, as you don't enter any :-). GpsNose never shows any ads; if you need to find something, search for it yourself. You are in control, you're searching, as *you* need something.
We don't send stupid push-messages like: "You arrived at the airport, please spend 100 USD in this area" nor "Did you know the sun is shining over your head and there are another 100 people who checked-in and who don't care about you?"

GpsNose name comes from the way it works: it is your *extended nose*, which can feel the world around you: it's a GPS based "nose", it's *GpsNose*. And it *knows*, so you can read it as "GPS-knows" if you like.

GpsNose never reads your phone identity, status, accounts, or your contacts. When you install some ASOCIAL apps, they read your whole address book, send it to the internet and start to write on your behalf messages like "Joe also joined and wants to share with you his status". Your unaware contacts, stored in your real phone's address book, think *you* wrote the message and so they actually install those ASOCIAL apps as well.

It's not ethical and works like the cancer, it spreads without control – but it works. That's why ASOCIAL apps are worth billions of USD. We hate this concept and never use such techniques. The IT world should provide only elegant systems, ethically transparent and natural, where the user's needs are in focus, while the user himself stays anonymous.

Besides: the business would profit much better, when a "fish30" breaks his bike while on the road and is able to find the next service-point, somewhere he has never been before. He even doesn't need to speak the local language. The service-point in the real-world never asks him about his friends or family – they just fix his bike and get paid for the service. That would be a real added value! Such information *can't* be delivered in today's ASOCIAL systems – but is possible in GpsNose.

4.1.4 Communication history

To explain what happened to the information technology allowing us to communicate with each other in the past decades, a story follows.

When Joe met Jane, she lived around the corner. In the old days, it was the most common case: you've met the people where you and they lived. They were real friends and wanted to keep in touch.

Now Joe and Jane know and love each other for a long time. Jane has to leave the place where she lived with Joe for so long and they both want to communicate while she is away.

Postal address: known people at known locations: everybody listens

Long before the internet was born, only the paper post was used, which allowed Joe to reach Jane at the longer distance. The paper post works only when Joe *knew Jane already* and had to *know her address* to write her a letter. Both Joe's and Jane's identities had to be *known* to the postal provider, which was the sole monopoly provider transferring the post countrywide.

There was not much free information available about the world we lived in. People were cautious meeting new people and they enjoyed to listen. A *friend* was someone real and every *information* was a precious piece of the world's puzzle. When you read how hard it was for Dag Björndal (Beyond Sing the Woods, 1933 Trygve Gulbrandsen) to find somebody special for an interesting talk, you can imagine how much our communication world has changed.

No data overflowing, tons of messages jumping into your pocket device at every corner. People were happy to get a real paper post. Opening the letter, Jane knew Joe still cares. He took the time and money to think, to write and to travel to the post. When Joe wrote once a week, Jane was

happy; she would have loved to get more letters from him, but Joe couldn't write so often, as it was *real time, real money, real traveling*: real interest for her.

Phone numbers: known people at unknown locations: still listening

The post was quite slow (also called *snail post* today) for sending the point-to-point messages, so the telephone was invented to speed things up. Joe still had to *know the person* and *know her number* to communicate with her, but the communication was done in real-time, so "the world got smaller" false impression was born: Joe didn't need to know Jane's real address anymore to reach her.

Jane could be moving many times and could take her phone number with her. This added the first layer of *addressing abstraction*, as Joe could still reach Jane, even without knowing her real postal home address. Jane could tell Joe she still lives in the Little Home town, although she moved to Smoking Dope and didn't want to tell him. He couldn't prove the reality anymore, as it was abstracted away.

The real identities of both Joe and Jane were still known to the phone provider, so the real world still related to the abstracted phone world somehow, although not as transparent to the communicating parties as before. The information was still precious and a friend was still real – but the *virtualization* was born.

Joe didn't see Jane for a longer time now, but they were talking on the phone. Jane told him something happened somewhere, but Joe was even not sure where she really lives now. Jane was still his *friend* – or was she not anymore? She told him so, but he was surer when they had to write paper letters. Now they could talk anytime – but they did *not* take the time as often as they could. Why?

Internet email: fast delivery of rubbish: people stop to listen

Then came the internet, connecting not only two phone devices, but any group of computers around the world. The data-flow got lightning fast and the information/friendship proving much harder.

The computer allowed Joe to create and email documents of text and images for Jane. Joe still needed to know Jane's email address to send her something, but she didn't need to disclose neither her real home address nor her phone number to Joe. The email provider didn't know Jane's real identity either. Her phone provider still offered Jane the internet connection on the physical line, but this was decoupled from her internet identity.

Jane has created *many* email addresses for different usage, as she didn't want to leave a trace when communicating with all those *Joes* she recently met. This added another abstraction layer to the addressing, as her real postal address was not needed and the phone company didn't ask what data is flowing over her phone line when connected to the internet.

Jane could be contacted by *anybody* knowing any of her virtual email addresses. She was quickly overwhelmed by information from unknown users, as anybody could create any document and send it to her.

Joe got daily emails from "rich millionaires" who "need to transfer 1'000'000'000USD to your bank". He already knew that he won nothing, although the email said he did. Joe learned the email was

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telling him mostly rubbish and all those people writing him just lie or even don't exist, as those messages are generated by computers.

Joe didn't talk to Jane on the phone for a long time now, so he was quite unsure if they are still *friends*. They continued to email, wishing each other "Happy Easter" and "Happy Birthday". He defined some mail-rules logic to pick her emails from all the thousands "you have won" and "Happy Whatever" BCC-emails, but Jane's face and voice slowly blurred away. He would like to see her and know what is she doing right now.

Btw: How happy are you getting such "Happy-Christmas" emails, blind-copied to hundreds of other contacts? When I send a real paper postcard to a real friend, he calls me on the real voice-phone and thanks me, as he can't believe I've bought a real card, wrote with a real pen, went to the real post-office, paid with the real money for the real delivery early enough, so he gets the card in the right moment. Can you feel the difference to starting a computer-wizard, click-click, forward, everybody-worldwide-BCC, click-click, receive->like-> SPAM->delete?

Video-phoning: known persons, listening to existing contacts

Adding video stream to the telephone audio stream helped a lot with adding the real-life visual aspect to the communication. Real friends could see each other and Joe could prove now, if Jane cares smiling at him daily a few minutes and where she lives. This communication was the most natural point-to-point real-life exchange with somebody you cared about: you can see each other.

However, the main restriction: you have to know the other person already. It's just for keeping the existing contacts at longer distances. You can't go outside and tell everybody who you think could like you: "Let's video-talk this evening, give me your nickname!"

You stay *disconnected* from the people surrounding you daily, although most of those people around might be nice and actually could like you – and they probably have some kind of video-phone installed. We are all online and have video-conferencing in our pockets, but stay socially disconnected, as we don't know there is a nice person around.

We got scared talking to each other; we walk down the streets, meeting thousands of people with all their mobile devices and we just *don't care* as we have no idea who they are. We are enclosed in our private virtual asocial nets, fulfilling there our social needs with existing old contacts or random people worldwide.

Most probably you meet every few days somebody very special, with whom you could talk and exchange a lot, but you never join this person, as all the communication today is either ASOCIAL virtual or point-to-point with already known contacts. To get in touch with a nice person nearby is not possible.

Maybe you want to buy a dog and the guy sitting next to you sells little puppies: but how can you know? Or you are searching for a job and travel in the same train as a guy looking exactly for your skills: but you never meet as you don't know about each other.

"Social" platforms: everybody publishes, nobody listens

Jane could create some pictures of her activities so Joe could see what's going on – but she got too busy or lazy to do this for one special person. She didn't care to be that very *special fox* for one

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friend anymore (The Little Prince, 1943, Antoine de Saint-Exupéry). She realized there are so many Joes online now, that she wanted to tell *everybody* what she does. Little effort, big impact. Publish once, be liked worldwide. Jane's ego in the center, not her friendship with Joe anymore. To be seen, to be liked, to be followed: to be virtually successful.

"Social" platform idea was born: take all your private life pictures and posts, spread them chaotically worldwide. Your identity is sold for business needs, but who cares. Nobody knows who is who, what's for real and what's a fake. You can't tell what's posted by a real person and what's from an automatic software bot. The manipulation possibilities are endless.

Now Joe even can't tell if all those posts from Jane are *really* from Jane – there could be many "Janes" with her profile picture and the same related contacts from her. Stealing someone's identity in ASOCIAL platforms is an unsolvable problem for many and mostly you can't do anything against it.

Every Joe and every Jane started to create endless posts about what they think and what they do. A lot of useless data, as all those billions of Joes have some kind of interpretation of the world we live in and it makes no sense to communicate and read all those subjective ideas everybody has. Probably every average Joe would like everybody to know him as a successful strong happy beloved person. Or have you ever seen somebody promoting their own weakness or problems? Who would "like" that? To be successful online, you need to be the "influencer", a successful guy who *knows*.

GpsNose

One day I was lying alone on the beach abroad. A lot of people around me playing with their mobiles, entering lightning fast (with their both hands, wow!) posts into all those ASOCIAL nets. I thought: we lie here half-naked, most of us are online – and all we can do is to communicate in the cyber spaces we are registered in, reaching old friends and families far away from us. I can't ask: "Anybody would like to talk about the weather?" without looking as a suspicious deviant, because I don't know who is open for a friendly talk, maybe with the same interests I have.

That made me think: *we have no reality scanner*. We can't reach each other in the area we are in, we *can't explore the world around*. All we have is a super computer with data broadband and whole-day battery in our pocket, but it locks us into virtual unreal worlds, completely blocking out the real folks sitting around. A few decades ago, it was usual to speak with somebody; nobody played with his smartphone, people had time and were open for a small-talk. Today we live virtually and we are closed in the cyberspace communities, isolated from the reality around. We expect not much good from unknown people nearby but are happily saving our whole private data to "the cloud".

I started to imagine an *ideal tool*, which would extend our *real human sensors*, like the eye, or the nose. To sniff around a bit ;-). To reach real new people, explore the world currently surrounding us. Like the famous "Where do you want to go today" (Microsoft, 1994) question, but more like "What can you do here now?" – a metaphor like "Know your area".

The GpsNose idea was born on that sunny day.

Communication Summary

A quick overview recap of the communication techniques and their corresponding paradigms:

	Post	Phone	Email	ASOCIAL	GpsNose
<i>Reaching people</i>	Known (1)	Known (1)	Known (1)	Known + Some new (2)	Known + Real new
<i>Message addressing</i>	Physical address	Device number	Email address	Nickname + Group	Nickname + Area + Community
<i>Your identity</i>	Disclosed	Disclosed	Anonymous	Disclosed	Anonymous

Notes

1. You can contact also an unknown person using some public address-book (= SPAM) or by wildly contacting unknown people (= war-dialing).
2. You can reach also some new random people worldwide, when “socially connected” to your existing social relations or some kind of virtual interests’ groups

4.2 Frequently asked questions

A few questions come over and over again, so please read the answers before asking :-).

4.2.1 GPS?! Do you track me?!

Of course, not ;-).

We live in a world, where most people have experienced privacy disclosure or data theft. We got scared and paranoid, because we listen to all the conspiracy theories.

Have you ever downloaded some “free guitar tuning app” just to realize it needs your GPS information? Why the heck should be the guitar-tuning so special in *my location*?! What is doing that “free” guitar-tuner with this information?!

It’s scary to read a general “End user agreement” of some “other social platforms” – your private data is shaped and sold to some business monster and most users don’t understand or care.

GpsNose follows a different path: it’s fully anonymous. You don’t need to enter any private information – and when you do so, nobody sells it.

A friend told me: “But they can *see my face nearby* in the app!” Well, they see you also in the real world – you are not *invisible*, your face is publicly visible.

The real-world shows anonymous people everywhere. You know nothing about those faces, but you can see them anyway. A bad person could follow you just because he wants to – he doesn’t need any kind of special equipment or permissions to spy on you: he can follow you from the bus station to your home, because he sees you, with his eyes. GpsNose can’t improve this – you are visible in the real area, and so you are in the app, but only as much as you want to.

IMPORTANT: GpsNose doesn’t track you; the platform knows internally the location of your running application. But the app itself *does not know your identity*. It means: your mobile number, your private address book, contacts, SMS etc. are *not* readable from the application. All the application knows, is the current location of some anonymous device, with no relation to owner’s real-life identity.

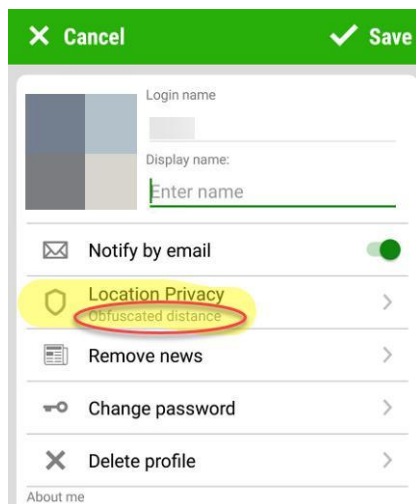
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When you set your GpsNose profile image, your face is visible as in the real-world. Kind of, as nobody in the app sees your real location, only the distance – as opposed to the real-world, where you can always see the *exact location* of anybody in your area, just using your eyes.

EXAMPLE: GpsNose tells you “icecreamer” is 20 km far away from you. Do you know how big is the circle you must travel to find him? $20 \text{ km} \times 2 \times 3.14 = \text{around } 125 \text{ km!}$ Now go and try to find his location.

Some people are still scared to publish information like “bananagirl is somewhere on the 125km radius around you”. Maybe they are followed by some secret agents. GpsNose has a solution: in the profile, you can select the “obfuscated distance” option, to publish an *obfuscated distance* like “under 100 km far away” instead of “89 km far away”:

Settings -> Edit -> Location Privacy



In such a case, the area to find you is:

$3.14 \times 100 \text{ km} \times 100 \text{ km}$, which is $31'400 \text{ km}^2$ – a field bigger than $170 \text{ km} \times 170 \text{ km!}$

To sum it up:

- *Nobody tracks you* = nobody knows where you moved around in the past.
- The application itself knows only your *current* position: it's just a geo-location of an anonymous device in a given time, with no real relation to your real identity nor your private data, which you didn't explicitly publish to the neighborhood.
- Unknown people only see the distance to you, but *not* the exact location; they would have to search on a quite big circle perimeter (or on a circle surface when *obfuscation* is set).
- When somebody sees “bananaboy is 50m away from you”, it's the same information one sees also using his eyes. In the real-world, he sees also your face, your real position and the direction you are walking. In GpsNose, he sees only your nickname, the distance (can be even obfuscated) and the information you want to share.
- When you are still scared, you can select the *distance obfuscation* option in your profile, to blur the distance to anybody. You can even set the *Background Invisibility* in your profile to an area, so GpsNose app goes automatically *offline* (you vanish from the area for the other Noses) when you enter that specific area.

4.2.2 Where are Noses listed?

GpsNose is built upon the real world around you – so the question is: how can you list all the people around the whole world? You simply can't! You can see only those around you. They must be running the GpsNose mobile app and be somewhere in your area at the same time, to be visible to you.

When you open the Noses page in the app, you see the actual real online users around you. No fakes, no dead profiles, just real online people, who you can contact and check their profiles they share with the surrounding world.

Having said that: to get some kind of user-listing, you can visit the GpsNose home web site, www.gpsnose.com, and click through the *Noses* section there if you like. There are all the Noses in the chronological order, as they were created.

4.2.3 How is GpsNose different?

A lot of people already participate in some other ASOCIAL platform or they even have already deleted their accounts and don't want any "social networks" anymore. They are skeptical and ask, if GpsNose is different.

Yes, GpsNose is *completely* different – for detailed information, read the chapter *GpsNose is different*.

Proof of concept: Start any of your favorite "social" network application in a new place and try to communicate with the real users around you, being there in the given moment. Not possible, right? You can just reach the only social-net virtual group, which you have already built from "old friends". Most of these "friends" don't care about your postings anyway, as those posts have no real-life impact when others search for something in their location.

Now a different test in: Sign-out from your ASOCIAL virtual ego, where you have already disclosed all your private life and filled all those "who's your daddy" forms. Let's start from the very beginning, creating a new profile. Does it need your phone number just to activate the new account? Maybe, so swallow it and let's pretend it's normal: reveal your private mobile and activate your new account. Now: *what do you see?* Complete nonsense, right? Some recommendations like "Let's add your friends" and "Superstar Deaf-Ear is singing, do you like it" posts. Why? Because all these systems have no idea what you need or what surrounds you.

Compare this to the reality around you: take a walk in a city you have never visited before. Smile at somebody and ask, which place is worth visiting. You interact with the *real humans*, creating *real new contacts*. No posts like "Littlemonster likes another catastrophe" and no "like" buttons available. Only the real talk, because *you are there*, in the reality, near somebody, who is nice.

You don't have to give him your mobile number to activate your conversation. You don't need to tell any ASOCIAL provider what books did you read: you are completely *anonymous*, but your face is always visible and your distance is known. You can talk and chat and check, if the communication makes any sense, if you enjoy that special person nearby, before you start to exchange any private details.

This is *exactly* how GpsNose works: install it and look around. Nobody online? Because nobody is running it in your area: spread the GpsNose app there :-)! A lot of folks showing up? Well, maybe

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there are even more, you have to *move around* to find them; travel, walk, bike etc. – but keep on moving!

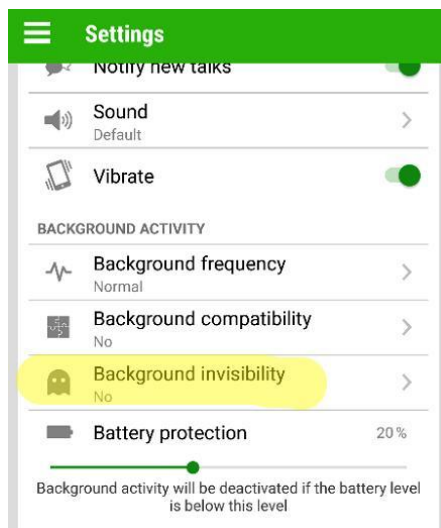
GpsNose shows you the world you are currently in, at the given moment, not some worldwide data-zombies, which are just faked accounts anyway.

4.2.4 Visible or invisible – when?

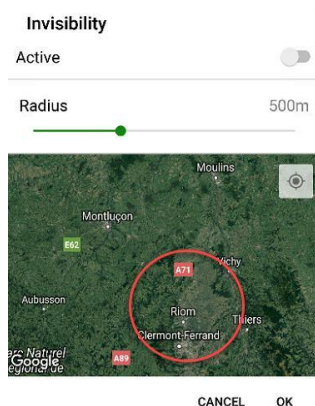
To be “alive” in GpsNose – visible in the area – your mobile app GpsNose *must be running*. It can be minimized in the background, but *must be running* and *must have internet access* and *GPS signal*. There is nothing like “I’m still visible in GpsNose, when I don’t want”. Kill the app, or logout: you are gone.

You can even set an *invisibility area* in your GpsNose settings:

Settings -> Background Invisibility



You can select a circle-radius around your current location, where GpsNose goes *offline* automatically when entered:



EXAMPLE: You travel home every evening and you never ever want to use GpsNose at home. You don't want anybody to see “popeye is under 5km from you”, as you don't care communicating within your real neighborhood by GpsNose.

You have two options to disappear from GpsNose when at home:

1. Exit (swipe-away) the GpsNose app every evening when you come home, or
2. Set an *invisibility area* in your GpsNose profile settings

You define the *invisibility* around a location on the map, setting a radius around that point. Like 5 km around your home. When the device with GpsNose app enters this defined area, it gets *invisible* by going offline. You can't use it actively anymore and you disappear from the area. Even those Noses sharing the exact position with you can't see you anymore: you are completely *invisible*.

Your identity can still be reached through your posts or by those who marked you as a favorite, but you are not visible in the *Noses* around. Any private message somebody sends you while you're offline will be delivered later, when you're online again.

4.2.5 What about the battery usage?

Every modern mobile battery can last the whole day through, also when the GpsNose app is always running in the background with "Normal" frequency set in the *Background activity* settings. In the evening, you can fully charge your mobile and let it run the whole next day, normally using the phone – there is no issue with the battery at all.

The current mobile device manufacturers try very hard to "improve the battery life" – sadly, they often achieve this *not* by improving the battery itself, but rather *killing* the running tasks. It's like when a car company tells the public "we improved the fuel efficiency" – but they just stop the engine while driving, when *the car thinks* you don't need that much fuel at some point and it's ok to drive without the engine running.

The same goes with your mobile: the manufacturer claims "we can save now 70% battery with this OS update!" and you realize that your GpsNose disappears in the area unexpectedly and your family sharing the location with you is not able to see you anymore.

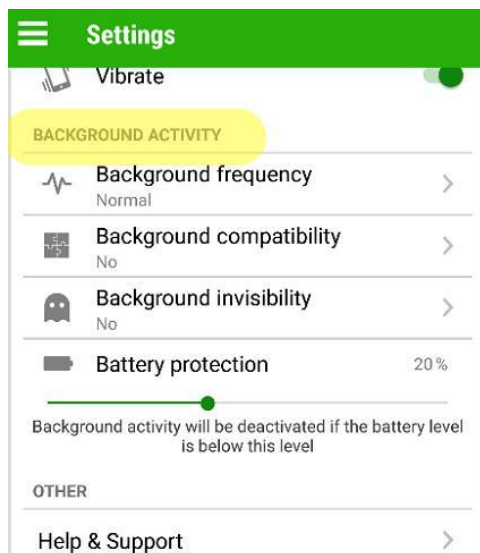
It is very annoying and we tried every possible trick to allow the user to decide himself, if the GpsNose app should or should not run. The modern phones often simply block all the data communications at *their will* and there is nothing you can do about it. The only solution is to make think your phone some app is *important*, so you sometimes look into the GpsNose app by opening it and looking around.

Sometimes – but not always – it helps, when you wake-up your phone in the morning. Sometimes it runs without breaking the connectivity, when you are on Wi-Fi and on a charger. But nobody knows exactly on a given phone what's going on – they just tell us "the phone learns when to spare the battery".

Every manufacturer has his own imaginations with his own black magic ingredients, as they try to sell their *smart* phones. Telling the user about how "intelligent the power management is", helps probably.

This could change soon, when there are some super-strong battery technologies. Until then, there is no technical way to ensure your "intelligent phone" doesn't cripple the application's behavior.

There are a few options under the *Background activity* inside the GpsNose app *Settings* which can influence the battery usage:



The most important is the *Background frequency*, which can allow or forbid the processing in the background. Don't worry to leave this set to *Normal*, as the battery drain is minimal and you still get the soft app messages.

When your battery drops under a level defined under the *Battery protection*, GpsNose app stops processing in the background. 20% is pretty reasonable, but you can define your own battery charge percentage level of course.

For more information, check the chapters:

- *Battery resource usage*,
- *Phone settings* and also the platform-specific chapters following it.

4.2.6 What about the data usage?

GpsNose needs data and GPS connection (the latter doesn't eat up your mobile data: it's everywhere and the usage is free) all the time to *stay visible* (i.e. *stay online*) in your area.

When you leave the GpsNose app running the whole month, it eats a few megabytes, but not gigabytes.

EXAMPLE: You have a monthly data package option with 500 MB included and you leave the GpsNose app always running: you should have no issues with running out of data package, when using your mobile as usual for searching online, checking the news, weather etc.

Running GpsNose always in the background should *not* influence your normal mobile data/app behavior.

Of course, when you are watching online videos and video chatting all the time and you are often in data usage limits before even installing the GpsNose app, the data pain will increase ;-). But the common sense is: when you have a data-package covering your normal data needs, there should be no need for increasing the limits just because using the GpsNose app, although it's running always.

NOTICE: When you open a map inside the GpsNose app and select "Hybrid" or "Satellite", it needs much more data than the "Standard" view, where you only see the roads and no terrain/satellite

images. When you check the GpsNose data usage later, don't be surprised how much data the app needed: map-views with satellite images *counts as app usage*, seen in the phone statistics!

You could see "GpsNose used 5GB of data" – just because you surfed the nice mountains' images in the map from within the GpsNose app. GpsNose itself didn't need any data traffic itself, but *you* needed the data for displaying satellite/terrain images in the *mapping system components* – GpsNose made it only available to you and that's why it counts as GpsNose data-usage.

4.2.7 How can I leave GpsNose?

It's important to understand that there is nothing like an *identity* profile, as you might know it in the context of some ASOCIAL platform. You have not described any social relations, you never filled-in any "who's your daddy" questionnaires, like "where did you study" and "who's your ex-girlfriend".

When the GpsNose mobile app is stopped, you are not visible in the area anymore after a while.

Your nickname stays reserved, so nobody ever can impersonate with the same nickname in your name later.

Your profile is made up of:

- Your nickname and optional other name, profile picture and a few words about you,
- Public, Closed and Private (invisible for non-members) communities' membership,
- Published posts like places, pictures etc.,
- Your last online time and the distance to anybody (exact or obfuscated)

When you publish something (place, impression etc.) in your area, anybody can reach your profile.

When your nickname is "bananajoe" and you have joined the "mountain-biking" public community, this is the only information everybody can see. There is no relation to your privacy, no real GPS position or other private/identity data.

When you want to *leave* the GpsNose completely, you can delete all your posts, remove your profile picture and leave any communities. Your nickname stays reserved with the last activity time and last distance to the other Noses – but it has no relation to the reality, unless you named your nickname like "johndoehonolulu1980livingonapalm".

In the real-life, you are always visible: everyone can see you, but nobody knows who you are. When you sign-in for a membership somewhere, your data is there and stays there probably your whole life and even longer, as those data is periodically archived and distributed offsite. Your real-life membership includes everything possible – your real address, phone numbers, social insurance, ID cards etc.

In GpsNose, there is nothing like that: when you remove your items, there is only your nickname reservation left, with the last time/distance usage, but no real-life identity relation.

4.2.8 Why does my GpsNose app die?

We've got a few user reports, that the app sometimes "dies" – it seems it's not running anymore, the other Noses (like family-members) see such Nose as *offline*. It must be opened once again to be *online* and visible for the other Noses.

Possible problem sources:

1. **Battery protection:** Some Noses leave the battery protection setting at its default level and don't recharge their battery regularly. The app goes offline automatically of course, to protect the battery energy.
Solution: either charge your battery every day, or remove the battery protection limit in the app settings.
2. **App auto-update:** When you set the *auto-update* option in your phone's app store, any new app updates will be installed without your intervention. This causes the application to be automatically stopped, without your notice. The GpsNose app must be re-started once manually after such auto-update to have it running.
Solution: disable the auto-update setting in your phone's app store, or re-start the GpsNose app once manually after you notice there was an update installed.

4.2.9 Why are the messages delayed?

We are all flooded with tons of garbage information, which try to get our instant focus. It's not the way nature works. When the user gets every minute "another important" notification, he gets tired or sick after a while, or uninstalls the annoying app.

We use a *soft messaging* technique, to ease the user experience (see the chapter *Soft- vs. Push-Notifications*). In a "modern" app, there would be a mobile news-notification displayed/vibrated with every new post entered into the platform. GpsNose displays only a short information once a while, instead of bothering you immediately.

GpsNose is built for the real-life communication – you can always explore the world with GpsNose immediately and everywhere, but don't expect the world to react in fractions of a second to your activities!

In the real-life, when you like to contact somebody, you don't expect the relating activities to happen in milliseconds, right? When you feel like going for dinner with some "dance-friends" community member you've never met, you don't need the same request/response cadence as when watching some stock-market prices, do you?

GpsNose is *not* a point-to-point chat or email client. It listens for the area information right where you are. It can connect you with new people. It helps you explore and understand your area. When you meet somebody new, you can exchange private address (email, phone number etc.) to continue the communication when you like.

GpsNose doesn't replace the point-to-point communication, although it enables it too.

4.3 Troubleshooting

4.3.1 I'm still offline

GpsNose app needs both the internet data connection and GPS signal to be able to operate in the *online* mode – otherwise it's *offline* and you can't see any real-time information from your area, only the previously saved data.

First, verify your internet connection is working: are you able to surf some web page with your mobile device?

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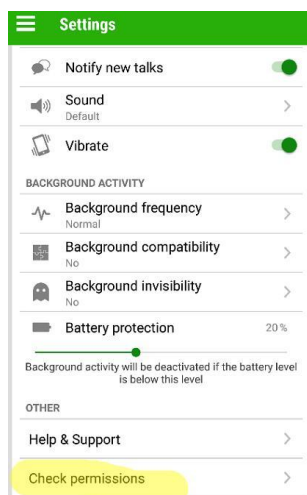
Second, verify your location services are working: open some navigation app at your mobile – can you see your current location there? Is the accuracy usable and not like “+/- 100 km”?

Sometimes, the mobile or OS manufacturer changes the end-user agreement stuff and the location services stop to work, until you enter the official navigation mapping app. There could be a dialog waiting for you, like “Do you agree again with everything?”. This is *normal*. Be sure you are able to open and use the official mapping app. If it’s not, don’t blame the GpsNose app: the official mapping/navigation app must work without any unanswered dialogs.

The last step you must check is the phone settings area. All those fancy permissions and settings, which come and go as the mobile phones are developed and “improved” (or made worse). There are a few very obvious things like “disable background services for this app” or “save your battery disabling GPS for that app”, which you should check.

You can use the built-in self-verification permission checker in the GpsNose app’s Settings menu: *Check permissions*. The app tries its best to validate the most vital permissions, but can’t find some obscure “power-saving” settings, which were introduced yesterday in your device from an almost unknown mobile manufacturer.

The *Settings* -> *Check permissions* function should tell you “everything is ok”:



..it should tell you:

Permissions OK

All needed permissions are correct, the system is ready.

OK

For more information about the phone settings, check the chapter *Phone settings*.

4.3.2 Undesired news published

You create an item, let’s say an *impression*. Then you decide it should be visible *only* to your family-members, which have joined the “bear-family” private community.

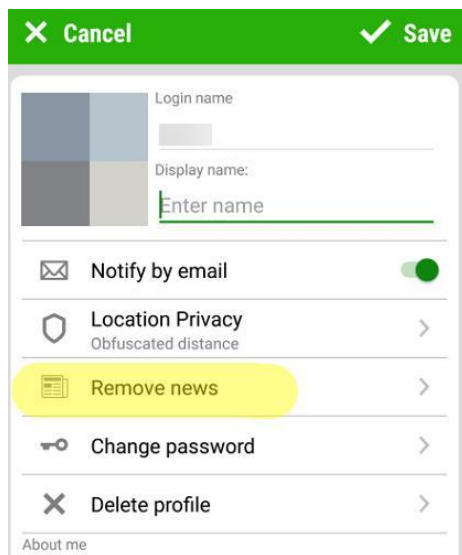
When you re-edit your impression, and set the target private community to “bear-family”, the *impression* gets immediately unreadable by the other Noses, which are not “bear-family” members.

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BUT: There was already the *news* published for the *original* impression posting, which was *not* community targeted and that time, so it was readable by anybody. It's the *action* itself you have made – publishing the impression – *not* the impression itself. Anybody can see the news, although clicking it brings nothing: the impression item it now readable only by the “bear-family” members. But you don't like the previously published news, as it holds the original impression preview data.

The solution is to remove all your personal news, which is visible by any Nose:

My account -> Edit -> Remove News



4.3.3 Track with noisy GPS

The GPS signal of your mobile device will most probably give a lot of fake/noisy location data, which has of course influence on the recorded track track. It's your *device* itself and *not the app*, which generates this false location data.

When you stop the track recording, you will notice a few (or a lot! – depends from your device/signal etc.) “GPS jumps” points.

You have two options for removing such unwanted points:

1. Use the points-editor or smooth-editor to remove the undesired points, or
2. Overwrite the whole recorded track-track with a “nice track” GPX track.

For details about editing the recorded track track, see the chapter *Editing the track*.

4.4 Phone resources used

GpsNose mobile app needs these phone resources to work correctly:

- Battery: GpsNose runs in the background, so you stay “alive” in your area.
- Cellular data: needed when the Wi-Fi signal is not available.
- GPS signal: available from the satellite and free of charge.

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4.4.1 Cellular data

When you leave your home's Wi-Fi network, your phone gets and sends data using the cellular network from your mobile operator. This causes additional data costs probably, depending on your provider, phone plan, roaming etc. You have to know your *mobile data* price-plan, before you use it. The recommended settings in the following chapters assume you understand your data-costs and don't mind using the *mobile data* service of your cellular provider.

You can always check your data usage statistics – how much data has been used by the GpsNose app. This should be pretty low, like a few tens of MB. If this is *much* higher, like hundreds of MB or even a few GB, you have most probably used the *satellite* maps view in some GpsNose window. Your phone counts the maps usage, when viewed inside the GpsNose app, as used by the GpsNose app itself – not fair, but it's just like that. The satellite pictures data of your maps used that traffic, not the GpsNose communication!

This varies of course, depending on the map *view* you set: viewing the map as a *Standard: streets-view* (lines and texts) needs next to nothing on data usage, but viewing the map as *Satellite* or *Hybrid* (satellite images with street names) needs *a lot* of data, because of all the satellite images have to be loaded from the internet.

When you are cautious about your data usage (maybe it's too expensive in your country, or you are travelling with the data-roaming service), don't use the satellite map view and don't download full-size versions of the images created by other Noses.

4.4.2 Location service

Your phone uses the GPS signal to know its location. This information is then read by any app you have installed on your phone, when it's allowed to do so.

Every app needing the current geo-location depends on this location service. No app can read the GPS information directly on its own, when the *location service* is switched *off* in your phone.

To be sure your phone is getting the GPS signal (and if there are no pending unanswered "Do you agree to the new license changes" and "Please update something" dialogs), you should open your phone's internal *Navigation app* – like iPhone or Android mapping/navigation app – and check, if it correctly shows your current location.

If it does *not*, don't expect GpsNose to behave any better than the official mapping/navigation app! GpsNose is just another app, which depends on *the same* phone's location service. You have to make absolutely sure the internal mapping/navigation app is running ok, before you even try to run GpsNose for the first time.

4.4.3 Battery

When you start a mobile app, it drains the battery charge and may continue so, depending on the *application mode*:

- Foreground mode: consumes the battery the most – the app is visible on the screen
- Background mode: consumes the battery only a little – the app is no visible but still running; battery drain vs usefulness can be customized in the application settings
- Quit mode: consumes no battery – the app is not running at all; your profile disappears from the neighborhood

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Telling the phone to let an app running in the background drains some battery of course. But you may prefer a functioning app with less battery charge left, instead of a crippled functionality with more charge left.

GpsNose is designed to run in the background and should not be crippled by the phone's will. Running in the background means:

- Family members/friends, with whom you set the location-sharing, should know your exact current location (see *Exact location sharing*).
- When somebody sends you a private message, you should get it in a few minutes, rather than after starting the app (see *Soft- vs. Push-Notifications*).
- Any area-chat messages should reach you (see *Talks*) – you would never get them otherwise, as they expire quite quickly.

and switching off any “optimizations” (= crippling down), But it's often more important to have a responsive phone and functioning apps, than to have a few more hours of battery life in a *phone-brick*.

The battery has to be charged every evening and lasts the whole day through in the morning, although the *saver* is *off* for a few apps.

4.5 For Webmasters

GpsNose platform is usable also from your own website (called: *mashup* site then). It's very easy to integrate it and brings you these benefits:

- *User management*: you don't have to care about login names, login process, groups and such. You reference a remote image source to generate a QR-code and your user logs-in with his mobile phone. You can decide, if guests are allowed, if Noses need to join some particular community etc.
- *News*: all the activities related to your web site. Your visitors see immediately what happened in their website specific community, like what places have been published, new impressions, new members and such.
- *Stuff around*: as your web visitor signs-in with GpsNose app, it's possible to show him the information in his area, which is specific to your website. Like “The nearest doctors around”, or “Community members around you”.
- *QR-Tokens*: general purpose QR-codes, which you create and place somewhere, so your users can scan them. Your website is then notified, who/where/when/what was scanned.
- *Mashup management*: you can create and delete sub-communities, list members, invite new members etc.
- *..and much more ☺!*

The GpsNose JSON API is accessible by the open-source SDK, which can be download from the Wiki page: <https://wiki.gpsnose.com>

4.6 For Investors

GpsNose is a non-profit project, driven privately. If you have a concrete business proposal, you can drop us an email to info@gpsnose.com. We are open to new ideas – and cash of course ☺!

4.7 Glossary

ASOCIAL: Another "Social" Online Community Illusions About Life; platforms, where you live your virtual life, providing the "cool" unreal fiction about your personality and your life. Those platforms try to save everything about your real private life and offer you reality unrelated "social" posts. GpsNose is the exact opposite: it is reality-focused, showing places, impressions, tracks etc., allowing you to contact new real people around you – while you and the others stay fully anonymous. See the chapter *ASOCIAL*: for more details.

Background, running in: The application is minimized into the background, but is still running. You didn't kill/exit/quit or logout from the application, just "put it away" by pressing your mobile "home" button or activating another app. See also *Foreground*. GpsNose keeps running when in background mode, unless you disabled this behavior with:

Settings -> Background activity -> Background Frequency -> Never

Foreground, running in: The application is opened on your display, when you're actively using it; see *Background* for the opposite mode. When you have data connection and GPS signal, you are *online*, unless you have entered an *Invisibility area*.

Nickname: The login-name you create when you sign-in as a guest. Later, you can assign a password to it, when you validate your email address.

Nose: A user running the GpsNose mobile application.

Online: You are visible in the area for the other Noses only when you are *online*. To be online:

- The GpsNose app must be running (either in the foreground or in the background), and
- You need data connection and GPS signal, and
- You must not be in an optional *Invisibility area*, when set in the app's settings.

Offline: The opposite of *online* – you are invisible in your area, because:

- The app is disallowed to run in the background, or
- You have no data connection and/or GPS signal, or
- You have entered the optional *invisibility area*.

4.8 Versioning

Version	Changes	Date
1.0	ADD: Initial release	2017-08-13
1.1	ADD: Track editing	2017-09-03
1.2	ADD: Photo-Uploader ADD: Versioning UPD: Document structure FIX: Spell-errors, typos, grammar	2018-02-18
1.3	UPD: Review	2018-03-18
1.4	UPD: Tour -> Track	2018-07-14
1.5	ADD: Tour GPS-submenus notice	2018-08-17
1.6	ADD: © Nemanicnedanic, Inc. ADD: Header: Mashup – Tokens	2018-08-31
1.7	FIX: Wording in chapter 3.4 to clarify the "Drinking water" sample	2018-01-02
1.8	ADD: Events	2018-12-30

Appendix

	UPD: Chapter "For Webmasters" UPD: Chapter "For Investors"	
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