



QTVLM COMPANION

Version 1.30

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Introduction

qtVlm Companion is an application designed to work together with a qtVlm installation acting as a server. It cannot work without being connected to qtVlm, either via TCP (WIFI) or Bluetooth (Android only).

It can be installed on Android phones, tablets, and watches (Android Wear), and on iOS iPhones and iPads.

It can display around 30 data coming from qtVlm, and has also 4 special functions: Chart, Anchor, WP and Race Start.

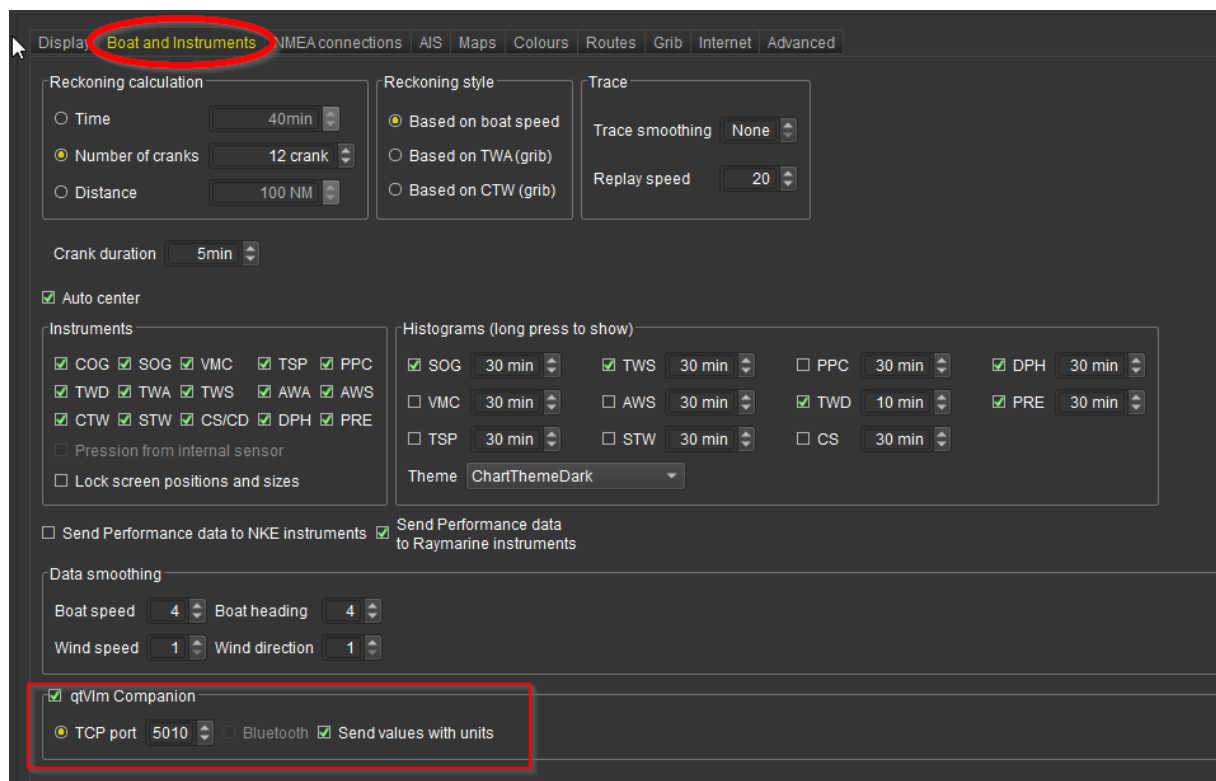
Once a successful connection has been established with qtVlm, all the features will be available for 1 **hour**. After this grace period the application needs to be purchased to be able to continue using it. It is a onetime purchase and not a subscription.

Installation and connection

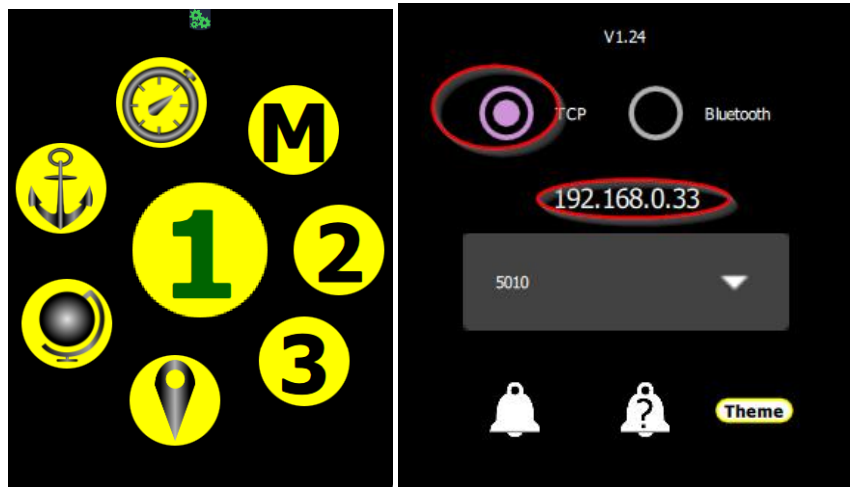
Once installed on a device, the user must define the kind of connection used to communicate with qtVlm. **Communication between qtVlm and Companion starts only when NMEA acquisition is started on qtVlm (or Simulation Mode).** The option "qtVlm Companion" must be checked in qtVlm to receive data in the Companion. **If units are not sent there will be more space to display values on the Companion screen and therefore numbers will be shown bigger.**

TCP connection

This type of connection is available for all qtVlm platform. On qtVlm the setting "qtVlm companion" must be on and a port should be selected. The default port is 5010.



On the Companion the IP address of qtVlm machine should be specified in the settings, with the same port number:



Note that on certain Android Watches (**Android Wear**) models, it is necessary to switch off Bluetooth connection for the TCP connection to work.

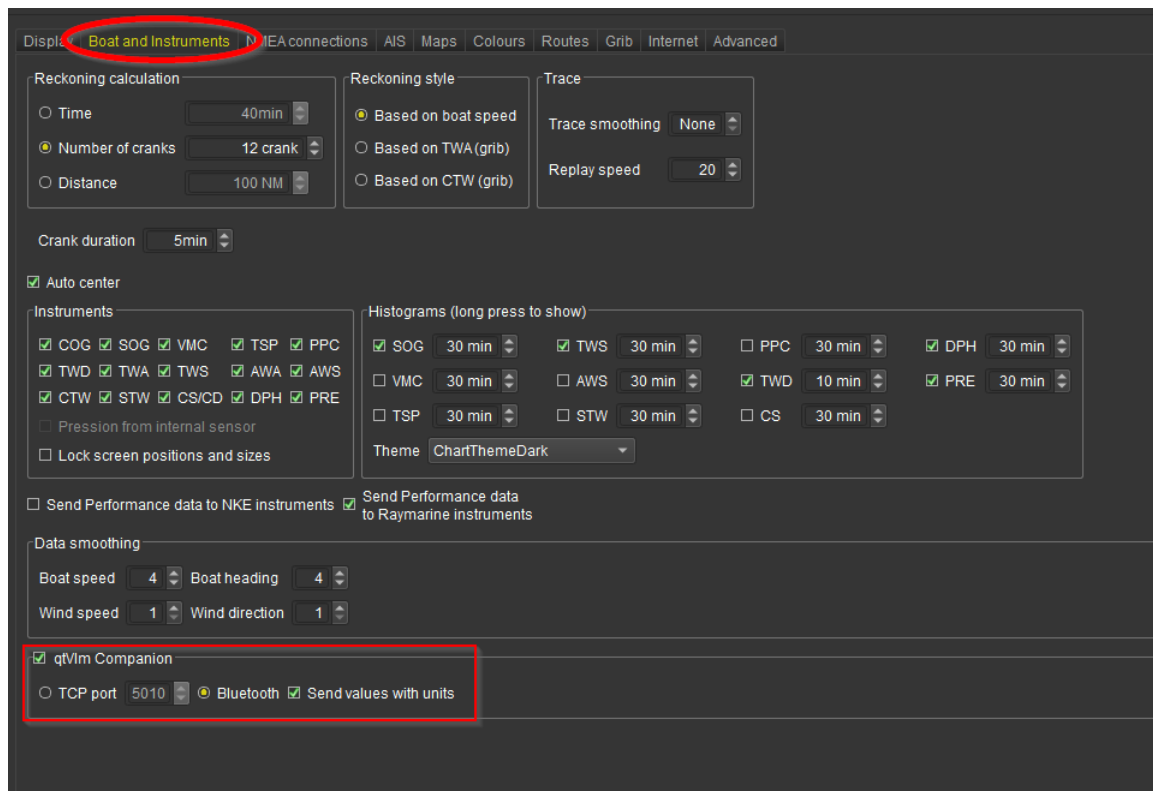
Bluetooth connection (not available on iOS)

It is also possible to connect the Companion to qtVlm via Bluetooth. **Bluetooth communication is not supported if qtVlm is running on old Windows versions or on iOS.**

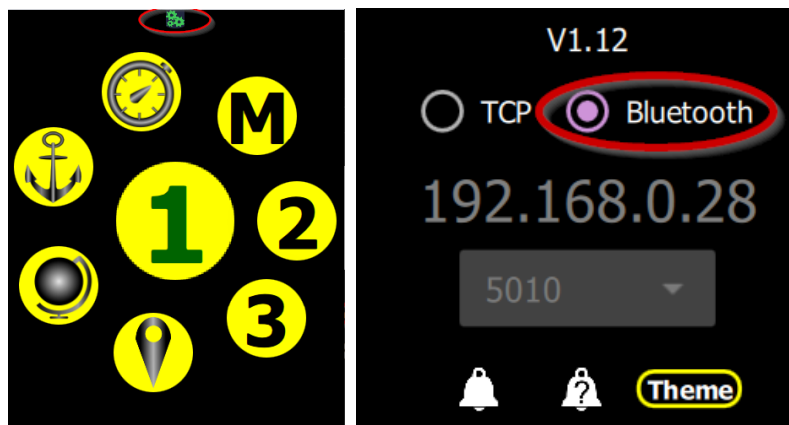
The devices (i.e. the machine running qtVlm and the machine running the companion) must be paired via their Bluetooth settings before the connection can take place. On MacOS it is necessary to leave the Bluetooth settings screen on so that the MacOS machine is discoverable.

On qtVlm side in the instruments settings the Companion checkbox must be checked, and the communication type should be set to "Bluetooth".

On some Android devices, it may be necessary to turn off "Scan for nearby devices" in order to achieve a smooth communication.



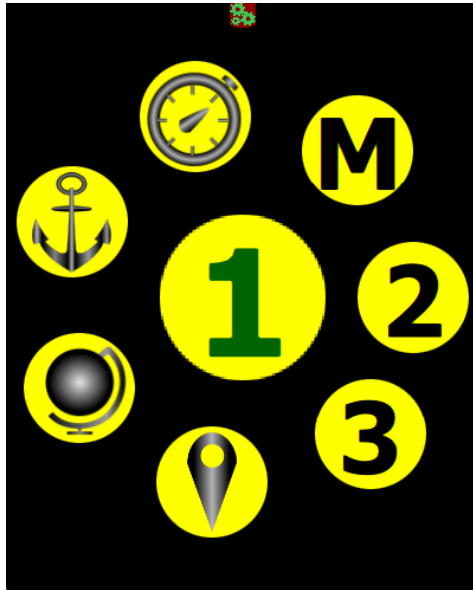
On the Companion side the communication settings should be set to Bluetooth.



Note that to go back to the main or the previous screen, you must use a **left swipe gesture**.

Checking the connection

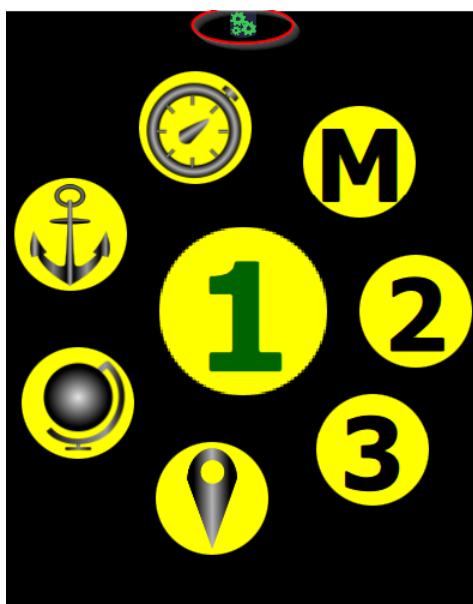
If the Companion cannot connect to qtVlm, the icon at the top is red.



In that case you should check that:

- qtVlm is running and has NMEA acquisition started (or is in Simulation Mode).
- If TCP communication has been chosen, verify that IP address and port number are OK.
- If Bluetooth communication has been chosen, check that the 2 devices are paired and connected. On MacOS leave the Bluetooth configuration dialog opened.

Once communication between qtVlm and the Companion has been successfully established, the icons at the top turns green.



Configurable boards

You can configure up to 3 different boards, as seen in this screenshot:



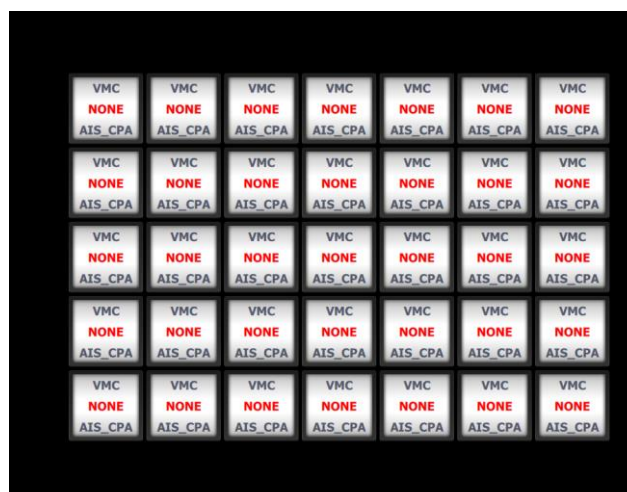
If a board is not configured, its number appears in black, otherwise it appears in green. To activate or configure a board, tap on it so it moves to the center, then tap on it again.

Let's configure the number 3:

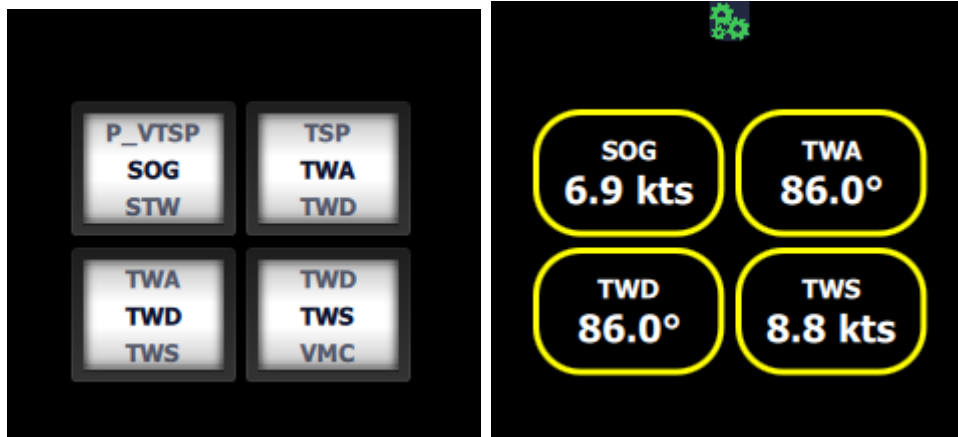


Here we have the Companion running on a watch, so the screen is small and only 4 data can be configured for each board. The number of configurable data depends on the screen size.

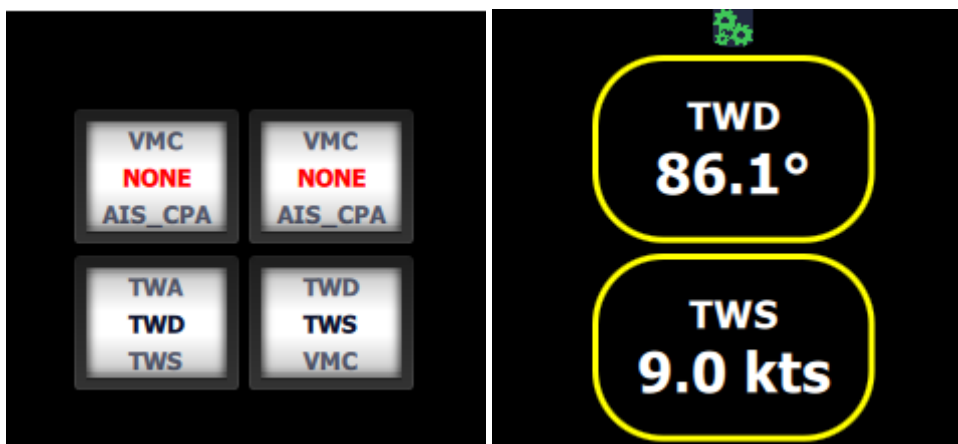
Here is for instance the configuration screen for a large tablet:



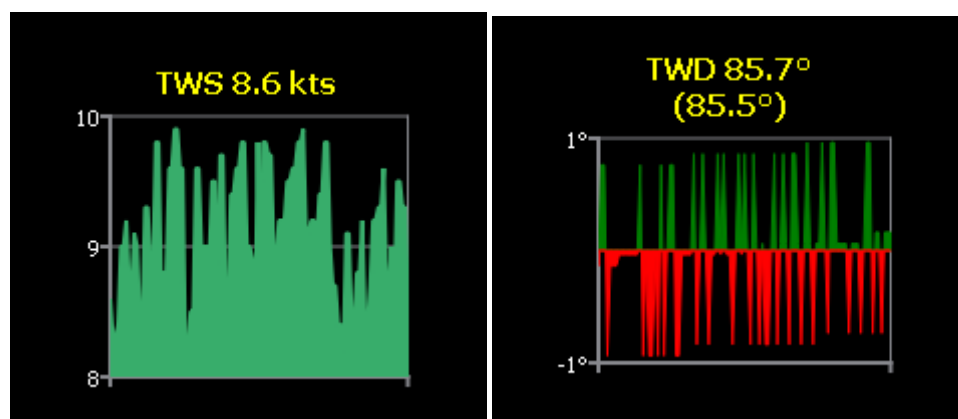
Once configured, the data chosen is displayed whenever you call this configurable board. You can always change which data is displayed by using the configuration button, on the top of the screen.



You are not obliged to set all the data. If you select less data, they will appear bigger on the screen

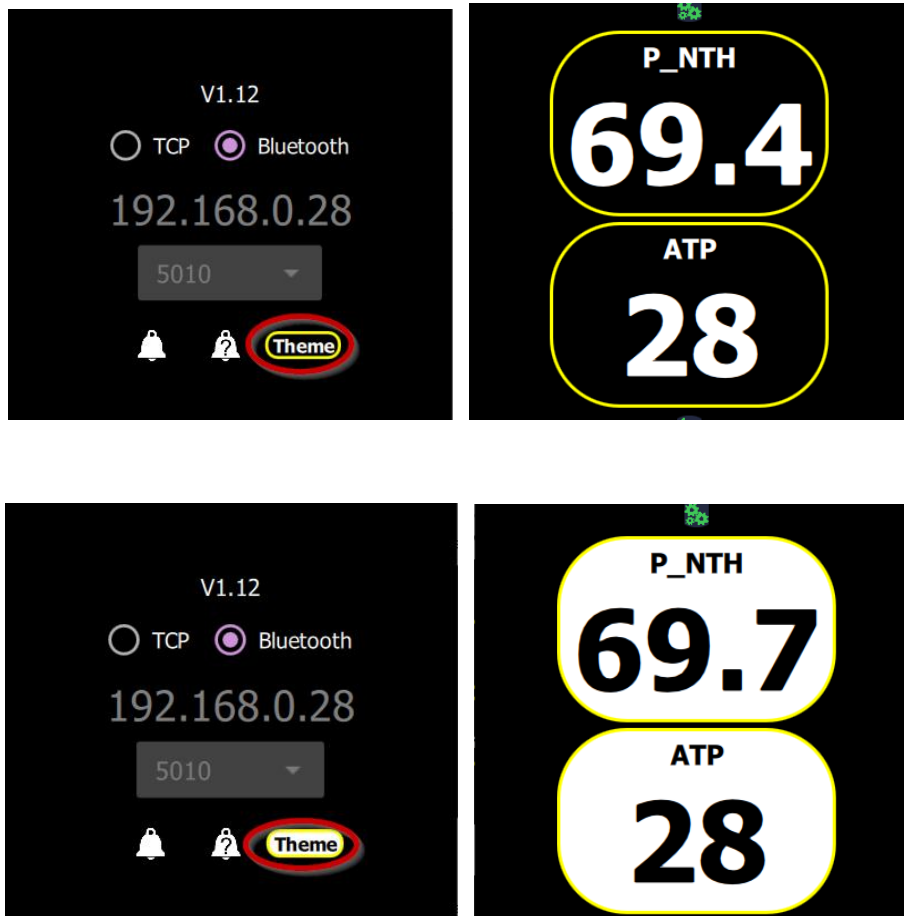


Each data can display a histogram (tap on the value to show it). For instance:



Themes

Two themes are available for displaying data, black on white or white on black.



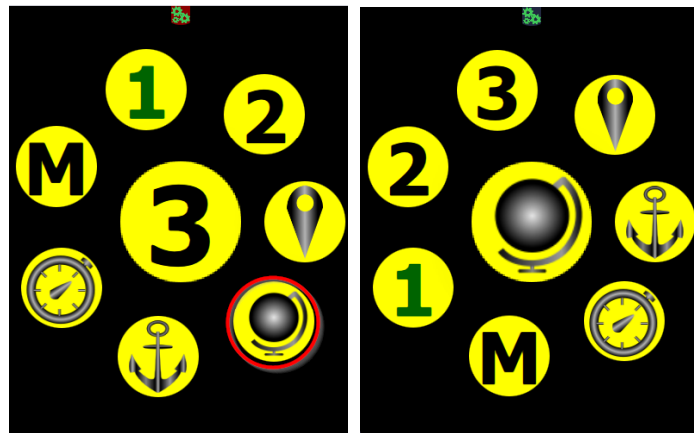
List of available data

There are 31 available data that you can choose to display in the configurable boards:

| | |
|----------|---|
| AIS_CPA | Closest Point of Approach distance for the most critical AIS target |
| AIS_TCPA | Time to Closest Point of Approach distance for the most critical AIS target |
| ATP | Air Temperature |
| AWA | Apparent Wind Angle |
| AWS | Apparent Wind Speed |
| CD | Currents Direction |
| CNM | Course to Next Mark |
| COG | Course Over Ground |
| CS | Currents Speed |
| CTW | Course Through Water |
| DNM | Distance to Next Mark |
| DPH | Depth |
| HDG | Heading |
| GWD | Ground Wind Direction |
| GWS | Ground Wind Speed |
| PCH | Pitch angle |
| PPC | % of current speed against theoretical polar speed |
| PRE | Pressure |
| P_BWA | Best Wind Angle according to polar |
| P_BWS | % Polar speed for P_BWA |
| P_CHDG | Target heading |
| P_CTSP | Target speed |
| P_NTH | Next Track Heading |
| P_PPC | % Actual speed to Target Speed |
| P_PST | Speed directly toward active WP |
| P_VHDG | Theoretical VMG Heading |
| P_VTSP | % Theoretical VMG Speed |
| ROL | Heel angle |
| RPM | Engine rotation per minute |
| SAIL | Current Sail theoretical choice |
| SOG | Speed On Ground |
| STP | Sea temperature |
| STW | Speed Through Water |
| TSP | Target Speed as a percentage |
| TWA | True Wind Angle |
| TWD | True Wind Direction |
| TWS | True Wind Speed |
| VMC | Velocity Made Course |
| XTE | Cross Track Error |

Chart screen

By selecting the chart screen, you can display what is displayed on qtVlm screen.

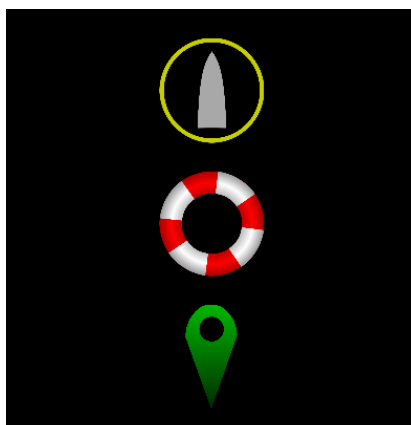


You can use your fingers to move or pinch the map. These actions will also update qtVlm display.

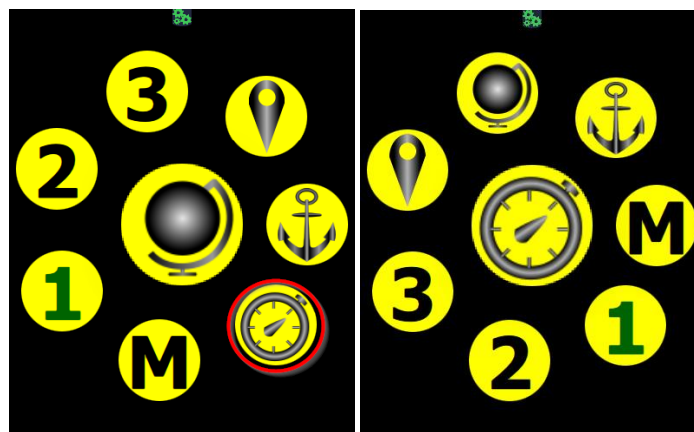
Since you can use your fingers or the mouse to move the chart, this screen is the only one with a back button instead of the a left swipe gesture to go back.

By using the WP button on the top of the screen, you can drop a mark (POI) or a MOB.

You can also center the boat on the screen (double tap) or keep it at this screen position (single tap).



Race screen

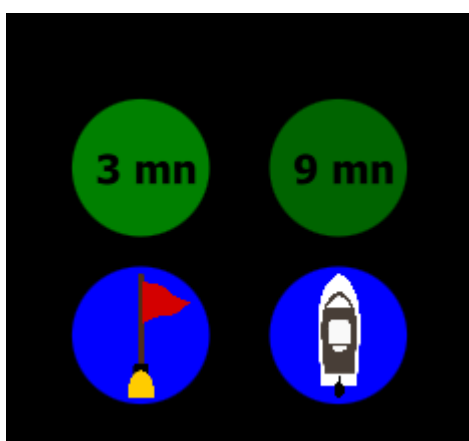


To use the race screen in the Companion, the start race mode must be first activated in qtVlm.

If no buoy or committee boat as been defined yet, you will be presented with this screen :



Using the configuration button on the top of the screen, you can set the buoy and/or the committee, or start one of the 2 timers configured in qtVlm.



If you tap the buoy or the committee, they will be placed in qtVlm at the boat's bow.

Once the committee and the buoy have been placed (either from the Companion or in qtVlm), and one of the timer started, the race screen will show the time and distance to the line and various other information :

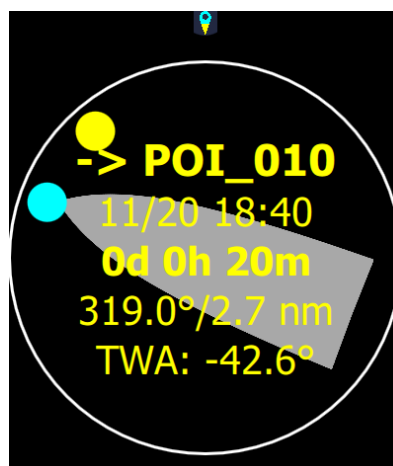
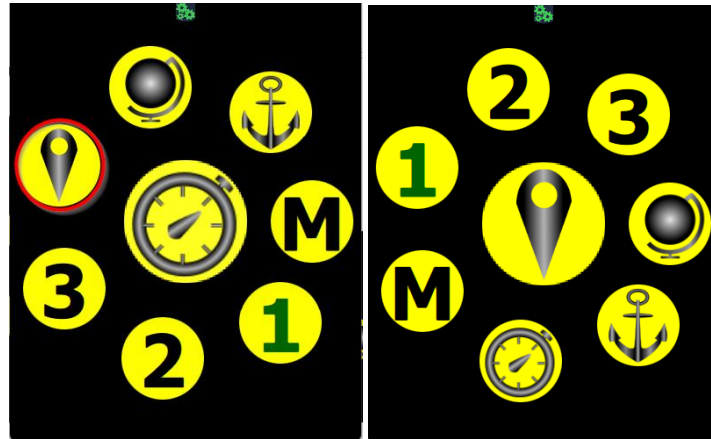


The cyan data represents the closest point on the line, the yellow one is where the boat is going to cross the line with the current heading.

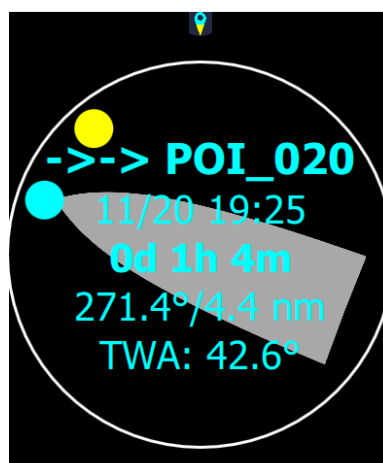
The data in the middle is the Time to Burn, i.e. the difference between the time to go to the yellow point and the remaining time.

WP screen

The WP screen displays the boat current heading and information concerning current WP and eventually next WP (if the boat is engaged in an activated Route or Pathway).



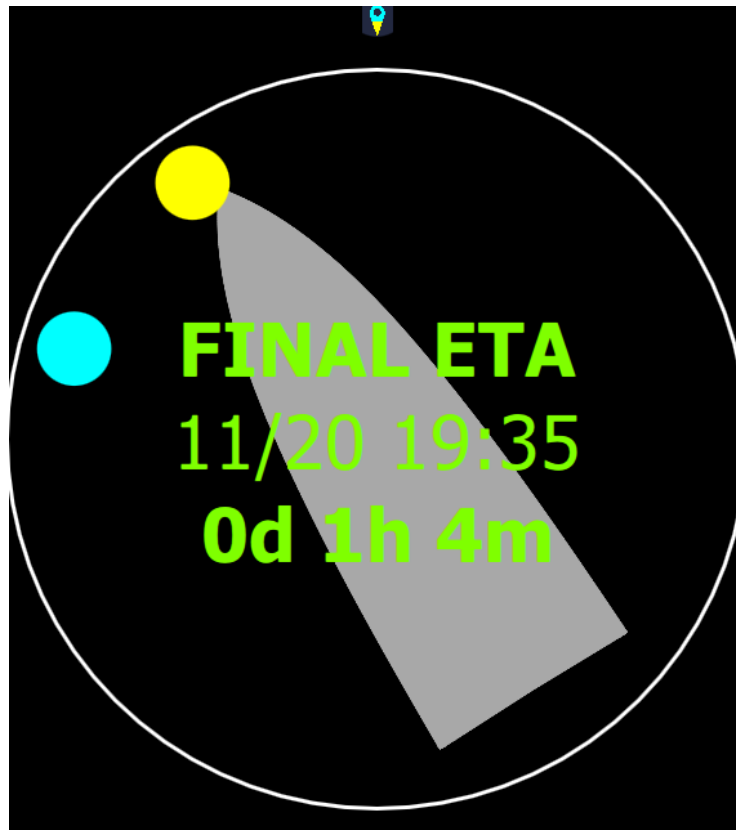
The yellow icon represents the active WP, and the blue one the next WP on the route or pathway. By pressing these icons, the information displayed concerns either the active WP or the next one.



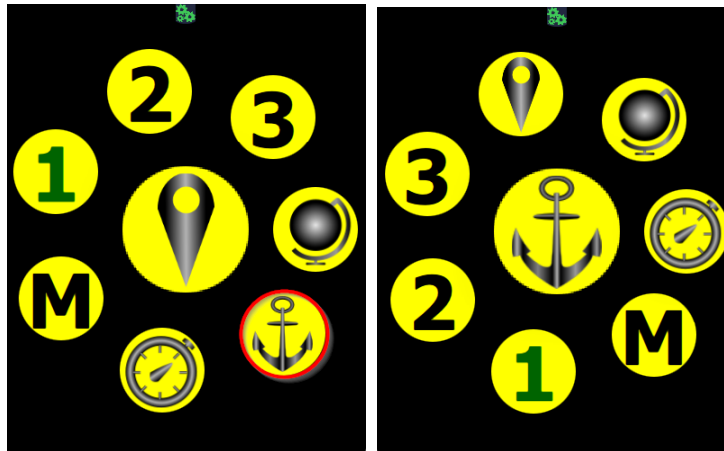


The yellow to blue icon on the top will force qtVlm to skip current waypoint and activate next one. If no route is activated, the last activated route (if any) will be activated.

Pressing the WP name will show route's arrival ETA data:



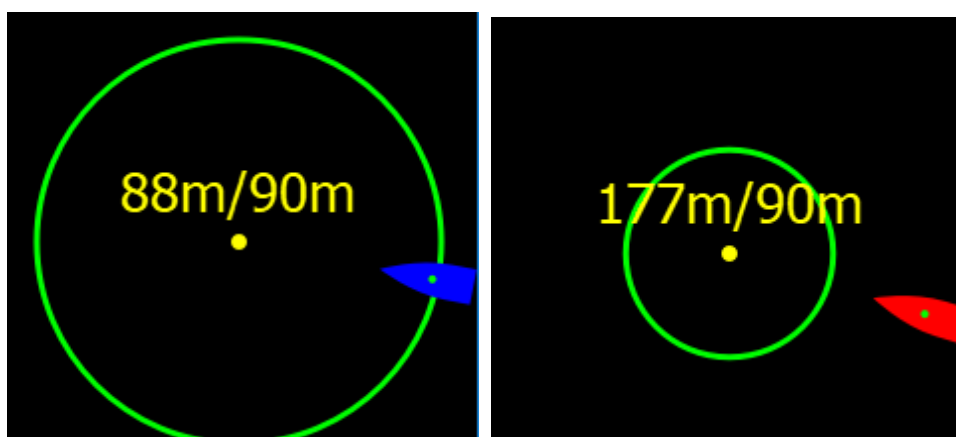
Anchor screen



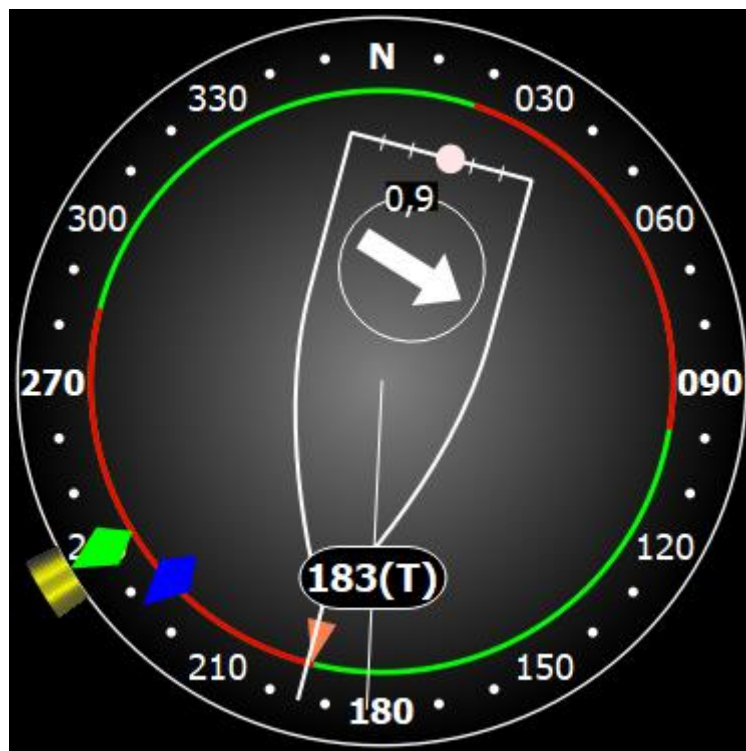
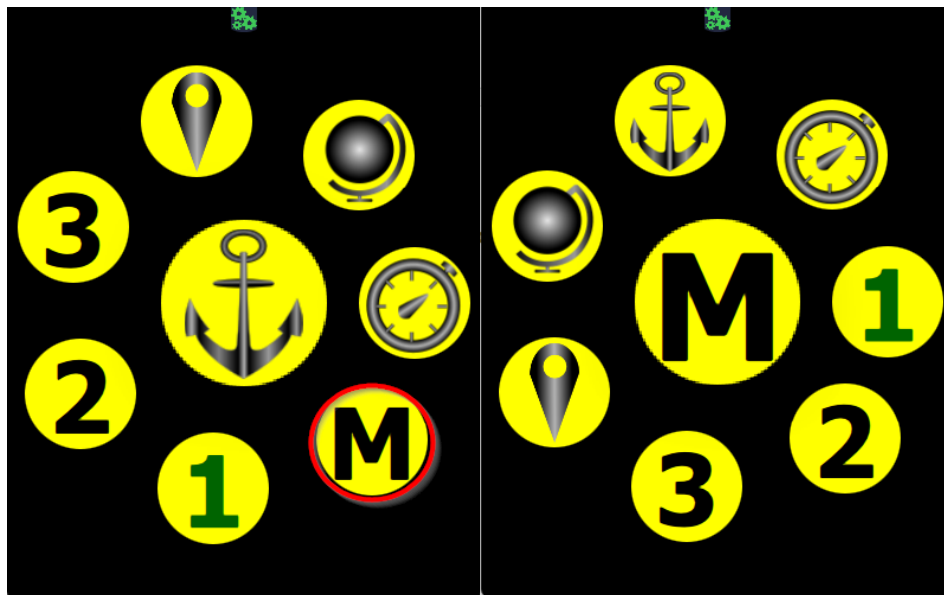
If the anchor has not been dropped yet in qtVIm, you will be presented with a big anchor button that you can press to drop the anchor in qtVIm. Anchor will be dropped at the boat's bow.



Once the anchor has been dropped, the Companion will display the anchor and the relative boat position. The circle represents the alarm distance as configured in qtVIm.



Tactical Microboard screen



[illegible]

Alarms

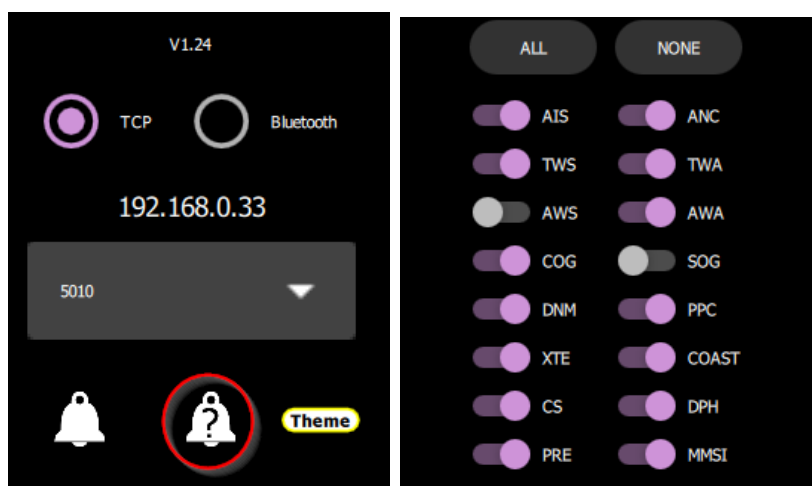
The Companion can receive alarms emitted by qtVlm. It does not calculate alarms by itself, therefore it can receive only alarms that are activated in qtVlm.

List of available alarms

| | |
|-------|--|
| AIS | AIS alarm according to qtVlm settings for CPA and TCPA |
| ANC | Anchor alarm |
| TWA | True Wind Angle alarm |
| AWA | Apparent Wind Angle alarm |
| AWS | Apparent Wind Speed |
| COG | Course Over Ground alarm |
| SOG | Speed Over Ground alarm |
| DNM | Distance to Next Mark alarm |
| PPC | Percentage Polar alarm |
| CS | Currents Speed alarm |
| PRE | Pressure alarm |
| DPH | Depth alarm |
| MMSI | Alarm if one of the MMSI defined in qtVlm appears on the map |
| COAST | Distance to coasts alarm |
| XTE | Cross Track Error alarm |
| HEEL | Heel angle alarm |
| TWS | True Wind Speed alarm |
| GPS | On GPS fix loss |
| INET | On Internet connection available |
| RADIO | Entering a compulsory Radio Call Area |
| CONE | Danger Alarm from ENC charts |
| TIME | Clock alarm |
| LAY | Time to layline Alarm |

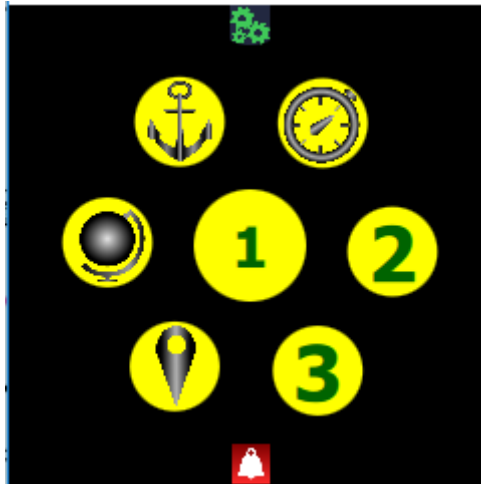
Configuration

To configure alarms, you should go to the main configuration screen and use the alarm button with a question mark:

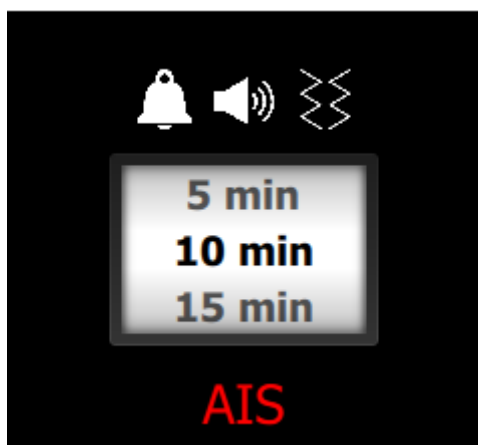


Alarms management and acknowledgment

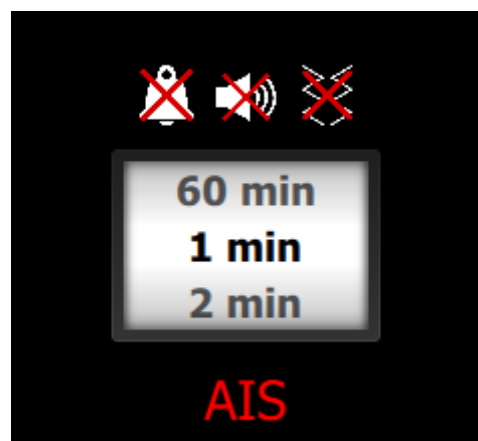
If an alarm occurs, the bottom icon turns red with a bell symbol.



You must acknowledge the alarm by tapping on this button, which will show the alarm screen.



You can decide to stop the alarm for a duration (from 1 minute to 60 minutes). You can also stop or start the sound and the vibration. The vibration alarm is only available on Android.



This alarm screen can also be triggered from the settings dialog, even if no alarm is active.