

# weather@point QUICKSTART GUIDE

Welcome to your new weather@point device. It is very easy to use, but you have to be aware of a few details in order to use it properly. Please take a couple of minutes to read through this document.

## Powering the device

Your weather@point device has no battery and it should be entirely powered by your mobile device. It gets operational as soon as you connect it to the 3.5 mm headset connector from where it draws a minute amount of power. The portable device usually indicates that a headset is connected by showing a tiny icon at the top of the screen. If you see this icon appearing shortly after you have connected your weather@point, it is a good sign, and your mobile device is probably powering the small weather station and you are ready to go. In some cases, weather@point is powered even if this icon does not appear, so you should not give up. Unfortunately, there are many mobile devices on the market, and some of them do not conform to the standards and fail to provide the necessary power for the weather@point. If you own such a mobile device, you will probably not be able to use weather@point.

## Weather Point App

In order to use weather@point you are required to install its software companion – Weather Point. It is available on Google Play and can be easily found if you search for “mindlabsolution”, or you can scan the QR-code to the right which will take you directly to the right place.

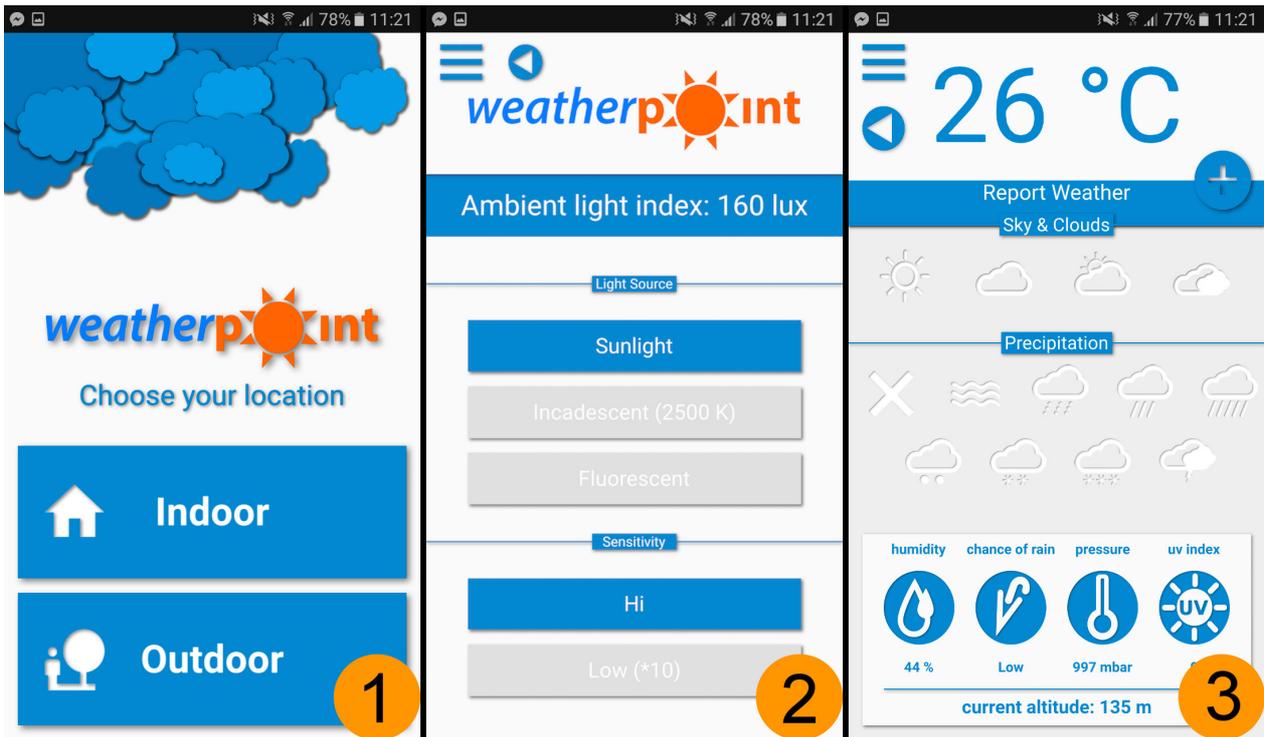


You should always connect weather@point to your mobile device before starting the Weather Point application. Doing so will result in raising the media volume on your mobile device automatically to its maximum value. On some devices a warning may appear reminding you of harmfulness of loud music. Don't worry, it will be the weather@point listening to the audio and it will not be harmed by this volume setting.

## Audio Calibration

There are many mobile devices out there, all having slightly different audio output and input signal characteristics, which means that some adjustments have to be made before communication between the devices can start.

As soon as you start the application, a welcome screen appears for a few seconds reminding you that you should have already connected your weather@point. If you did not, just quit the application and restart it with weather@point connected. After a few seconds, the main screen **1** appears with its **Indoor** and **Outdoor** buttons. For the calibration you should press **either one** of them.



After pressing one of the buttons, a wizard-like window appears where you can follow the calibration process. To start the process, press **START**. Now the app will try to communicate with weather@point and if possible, they will negotiate the communication parameters which are most likely to provide a reliable data-link between them. This calibration takes just a few seconds and it is repeated each time you start the application.

As soon as they find a way to communicate, the app will inform you of the successful calibration, wish you a nice day, and you are ready to go. In case the calibration has not been successful, you will have the option to restart it which is worth trying one or two times, especially if you know that the calibration has been successful before. Restarting the whole application and re-connecting the weather@point is another option worth trying.

If the calibration continuously fails to complete, you may have the unfortunate situation that your mobile device is unable to power the weather@point in which case the device is not operational and the communication cannot be established. The other reason for failure is that the signal captured by the microphone input of your mobile device introduces so much distortion to the data the weather@point sends that the decoding algorithm is unable to extract the data. In that case, you can wait for another update of the mobile application with an improved decoding algorithm which will be able to deal with your device's microphone input.

## Your mobile device and weather@point meet for the first time

Once the audio calibration is successful, you are ready to start exploring the weather. But there is one more thing: weather@point must inform the mobile application about the calibration data of its built-in sensors. The application distinguishes weather@point devices by their unique serial

number. If a particular device has never been connected to your mobile device before, which the application determines by the serial number, another calibration step will take place. You will notice this by a progress bar at the top of screen ① after you have pressed Indoor or Outdoor. A lot of data is being exchanged, so there is the possibility that this calibration will fail, although it is not very likely. Once a successful sensor calibration with a particular weather@point device has been finished, it will not be repeated, the devices will remain paired. The application will write the sensor calibration data to its configuration files. The appearance of the first screen containing measured data – Indoor (②) or Outdoor (③) – is the sign of a successful sensor calibration. In case it was not successful, it will be tried again the next time you press Indoor or Outdoor until it finally succeeds.

## Exploring the Weather

At this point you are ready to explore the mobile application to its full extent. The development team wishes you a lot of fun with your new mobile weather station. Enjoy!

If you encounter some problems along the way, try using the troubleshooting guide on the next page.

Please keep in mind that the audio input/output is not a standardized data transmission channel. This device just uses the convenience and wide availability of this connection. The development team is giving its best to improve the system, and support the largest possible number of mobile devices. To this end, your feedback is invaluable. Please refer to the document *How to give feedback* in order to contribute to the development of weather@point.

The weather@point development team

## Troubleshooting Guide

Symptom	Possible Cause	Possible Solution
The headset icon does not show up at the status bar when weather@point is plugged in	The weather@point device is not plugged in properly	Check if weather@point is plugged all the way in
	Your mobile device does not have this feature	You should nevertheless try to install the application to your mobile device. The system may work just fine
	Your mobile device is incompatible with weather@point	In this case, you will most probably hear a short, high-pitched tone from the built-in loudspeaker. Unfortunately, in this case, weather@point will not work
A high-pitched tone is heard from the loudspeaker on the mobile device	The weather@point is not plugged in properly or your device is unable to support it	Check connection. Read the possible causes and solutions for the symptom above
Audio calibration fails even after multiple restarts of the wizard. No sound is heard from the mobile device and the headset icon is shown	The media volume is not set properly	Plug in your weather@point before starting the application on the mobile device. This way the media volume will be automatically set to maximum  For some reason, the software fails to automatically increase the media volume to its maximum value. Try to increase it manually before clicking START in the wizard.
	The media volume may be decreased manually after the application has been started	Don't touch the volume control on your mobile device after starting the application
Indoor or Outdoor has been pressed, the spinner appears, then disappears and no data is shown	Unexpected communication error via the audio lines	Press Indoor or Outdoor again. If it does not help, restart the application. If it still does not help, unplug, then plug in weather@point again and then restart the application
Indoor or Outdoor has been pressed, the spinner appears and stays infinitely	Unexpected communication error via the audio lines	Restart the application. If it does not help, unplug, then plug in weather@point again and then restart the application