

SAR Application Medium Fidelity Mockups

Several mockups with explanation of different ideas/elements.

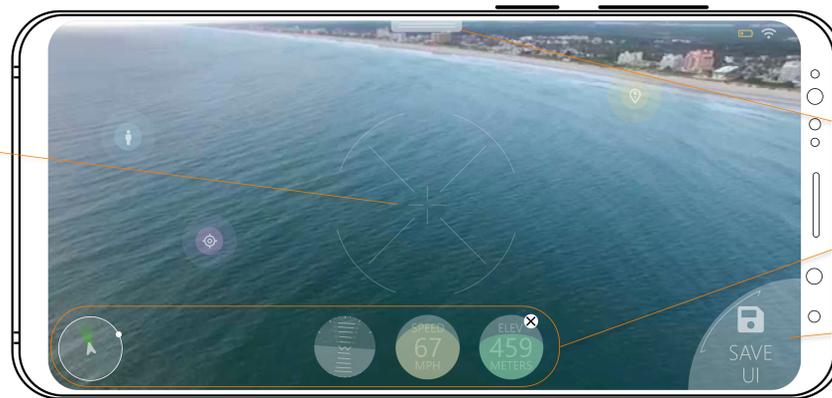
AOIs

AOIs - can be imported or can be created. Importing would be done via an imported file. Imported files show in the settings panel under 'file types'. Creation would be done by touching the screen and holding, then a swipe in a direction. Would allow a user to set the type of AOI or marker.



Target Locator

Center of screen and target location for elevation, longitude and latitude.



Bearing & Target Location Widget Yaw, Pitch & Roll Widget Speed Widget Elevation Widget

Customizable UI

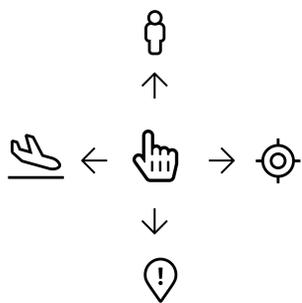
Customizable UI - users can pull down a panel of UI elements and drag them and drop them onto the UI. The elements can be moved within the UI once in place by dragging and dropping.

If a user holds their finger on the UI element, it will produce a remove button.

When the UI has changed, the scrollable wheel element in the lower right, will expand and offer the ability to save the current configuration.

AOIs Detail

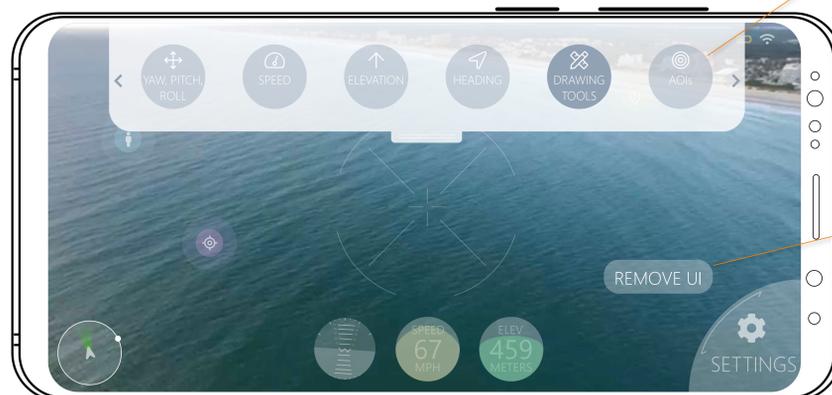
Touch commands determine the type of AOI via swipe/gesture. These could be set in settings of application.



Customizable UI

Customizable UI - When the user pulls down panel of UI elements, a user can swipe left or right to view all available elements.

If an element is currently being used on the screen it is disabled/grayed out.



Customizable UI

Once a user has saved a UI, the user will be able to switch between custom UIs, scrolling the wheel element. The user can press and hold the wheel element to get an option to remove a UI.

The wheel element will also have a 'settings' section, when 'settings' is selected, the pull-down menu will act as settings for each UI component.