JUNIPER®
SYSTEMS

uinta™

Data Collection Software

USER MANUAL

Uinta User Manual

Part Number: 32219-05

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Uinta User Agreement

https://junipersys.com/company/uinta-agreement

Cautions

⚠ **CAUTION: This symbol indicates that failure to follow directions could result in serious injury, damage to equipment, or loss of information.**

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S Y S T E M S

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6 Plan, Create, and Manage a Project

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CHAPTER 1

1   Getting Started

Uinta™ is a field data management software with advanced mapping capabilities. You can create a customized project template to reflect your job and replace paper forms with efficient electronic data forms. With Uinta, you can easily share data between the office and field.

Learn how to install the Uinta software and set up user licenses:

1.1   System Requirements

For a list of system requirements, go to the Uinta product page. Scroll to the bottom of the screen, and select **What devices work with Uinta Software?** from the list of frequently asked questions.

1.2   Set Up Uinta Account

Uinta software requires an account with login credentials and an active license. If you purchased Uinta directly from Juniper Systems on our website or other location, your account was set up as part of the purchase process. Skip to Manage Licenses.

Learn more about redeeming your purchase coupon and activating your Uinta licenses(s):
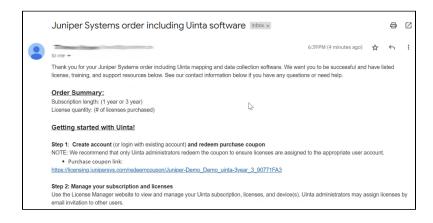
1.2.1   Redeem Purchase Coupon

If you purchased Uinta from an authorized business partner, you will receive an order summary email. This email contains your purchase coupon and all the links you need to create your account with Juniper Systems License Manager, assign licenses to devices, and download and install Uinta.

From your order summary email,

1. Follow the link in Step 1 of the email to redeem the purchase coupon to access the Uinta License Manager.
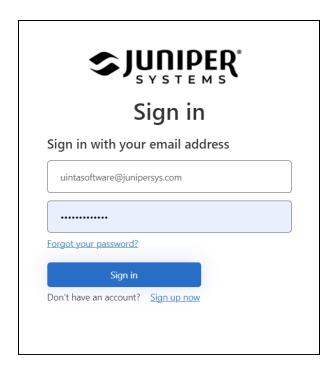
Note: We recommend that only Uinta subscription administrators redeem the coupon to ensure the subscription management features, such as assigning/revoking licenses to other users, are assigned to the appropriate user account.

2. If you have a Juniper Systems account, enter your credentials and tap **Sign in**.
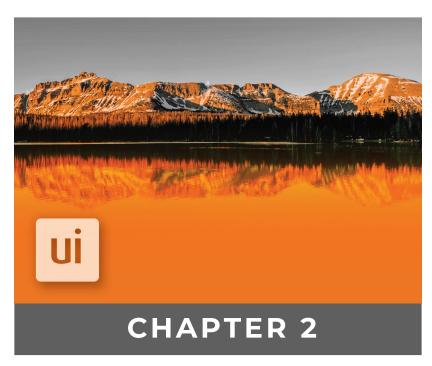
   Or, if you don't have a Juniper Systems account, tap **Sign up now**.

3. Tap **Redeem coupon and activate subscription**.

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CHAPTER 2

2   Manage Uinta Subscription and Licenses

License Manager is web app used to manage your Uinta subscription and licenses. The options available to you in License Manager depend on your access level.
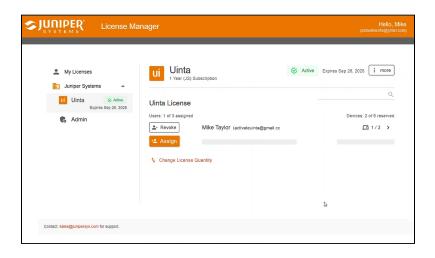
- System Administrator Access

  As a system administrator, you can assign or revoke licenses for users and devices, add other administrators, and manage your Uinta subscription.

  When you first open License Manager, the person who purchased or redeemed Uinta has been setup as the system administrator and assigned one license. You can reassign licenses and administrative roles as needed. An administrator does not need a Uinta license to perform administrative tasks.

- Licensed User Access

  As a licensed user, you can view details about your Uinta license and manage the assigned devices.

Learn more about License Manager:

2.1   Open License Manager
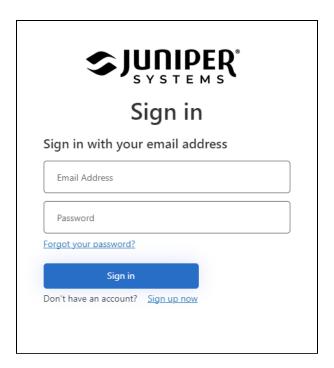
To open License Manager,

1. In your web browser, go to junipersys.com.
2. Select **Products** > **Software** > **Uinta**.

3. Tap **My Account**.

License Manager prompts you to sign in.

4. Enter your email address and password. Then, tap **Sign in**.

2.2   Manage the Devices Assigned to your License

You can manage the devices assigned to your license using License Manager. The number of devices available to you is determined by your system administrator.

Add a Device

When you sign in to Uinta, the device you are using is automatically added to your license. If you have already assigned the maximum number of devices allowed, you must remove a device first and then sign in on the new device.

Remove a Device

To remove a device assigned to your license,

1. Select **My Licenses** in the left pane.

2. Tap the device icon 📇 0 / 2 next to your license.

Revoke	Mike Taylor (activateuinta@gmail.com)		📇 1/3
Device Name	Platform	Last Used	^
AR4	Android	11:49 AM Nov 01, 2024	✕

3. Tap ✕ to remove a device.

2.3   Manage Uinta Licenses

An administrator can assign and revoke licenses for users and devices, add additional administrators, and manage the Uinta subscription. The following sections describe how to complete each of these tasks.
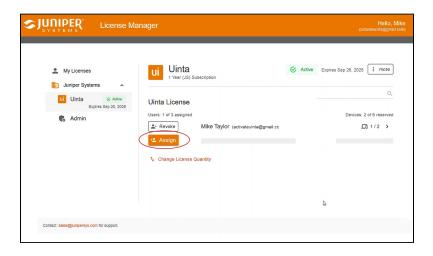
2.3.1   Assign a License to a User

When you first open License Manager, one Uinta license has been assigned to the person who purchased or redeemed Uinta, but you can change the assignment as needed.

To assign a license to a user,

1. In the left pane, select **Juniper Systems** > **Uinta** to display the list of licenses.

2. Select **Assign**.

3. Enter the email address of the person to whom you want to assign a license.
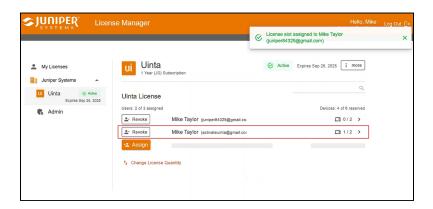
4. Click **Assign License**.
   - If there is no Juniper Systems account for the email address, enter the name of the person. Then,

click **Reserve and invite**.

License Manager shows the license as assigned.
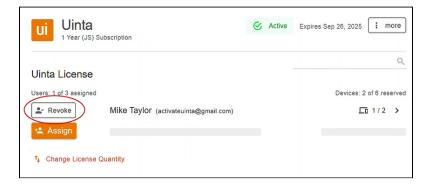
The person receives an email with instructions on how to create a Juniper Systems account, install Uinta, and claim the reserved license.

Remove a User

To remove a license from a user,

1. In the left pane, select **Juniper Systems** > **Uinta** to display the list of licenses.
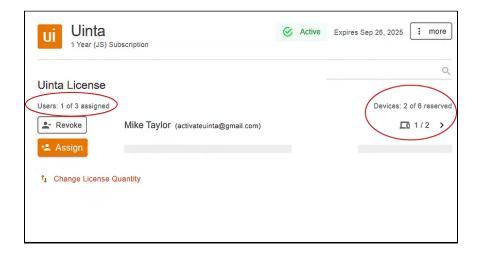
2. Tap **Revoke**.

3. To confirm, tap **Yes, revoke license**.
4. Assign that license and the devices associated with it to another user.

2.3.2   Manage Device Reservations

With each Uinta license you purchase, you can install Uinta on two devices. For example, the following image shows three Uinta licenses with six devices available for reservation.

By default, two devices are reserved for each Uinta user. However, with multiple licenses, you can adjust how many devices are reserved for each license. For example, with two licenses, you could assign one device to User 1 and three devices to User 2, for a total of four devices across both licenses.

Change Devices Reserved for a License

To change the number of devices reserved for a license,

1. In the left pane, select **Juniper Systems** > **Uinta** to display the list of licenses.
2. Tap the device icon 0 / 2 next to the user.
3. Tap the Up button to add a device.
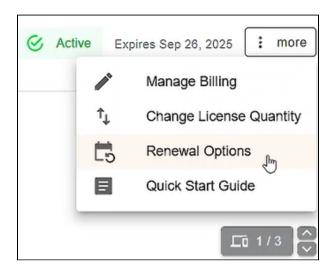
4. Tap the Down button to remove a device from that license.

2.4   Manage Uinta Subscription

Through License Manager, an administrator can purchase additional licenses, manage billing information, and set up your subscription renewal. Access these options through the **More** menu

next your Uinta subscription information.

Note: If you purchased Uinta through an authorized partner, purchase additional licenses and renew your subscription through that partner.

2.5   Set Up Uinta Administrators
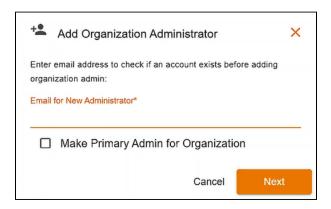
An administrator manages licenses and device assignments. Administrative privileges can be assigned to multiple users, but only one person can be designated as primary administrator. Only the primary administrator receives email notifications about your subscription renewal.

Note: An administrator does not need a Uinta license to perform administrative tasks.

To add an administrator,

1. Select **Admin** in the left pane.

2. Tap **Add Admin**.

3. Enter the email address for the administrator.
    ▪ To make the user the primary administrator for
      your organization, select **Make primary admin for
      organization**.
4. Tap **Next**.

5. To confirm this change, tap **Add user as admin**.

2.5.1   Promote an Administrator to Primary

To make an existing user the primary administrator,

1. Select **Admin** in the left pane.
2. Next to the user that you want to promote to primary ad-
   ministrator, tap the menu icon ⋮ and select **Promote to**

primary.
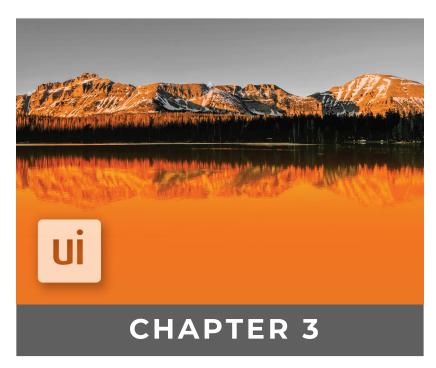
3. To confirm the promotion, tap **Yes, promote to primary**. The current primary administrator becomes an additional administrator.

2.5.2   Remove Administrative Privileges from a User

To remove administrative privileges from a user,

1. Select **Admin** in the left pane.
2. Next to the user from whom you want to remove privileges, tap the menu icon ⋮ and select **Remove User Admin**.
3. To confirm the removal, tap **Yes, remove admin**.

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CHAPTER 3

3   Install Uinta on Devices

Uinta is available for Windows, Android, and Apple iOS devices.

3.1   Windows

To install Uinta on a Windows device,

1. Download and run the .msi installation file from the [Uinta downloads page](#).
2. If Windows Defender prevents the software installation, select **Advanced options** > **Run Anyway**.
3. When Uinta is installed, the orange Uinta icon **ui** appears on your desktop and in the Windows Start menu.
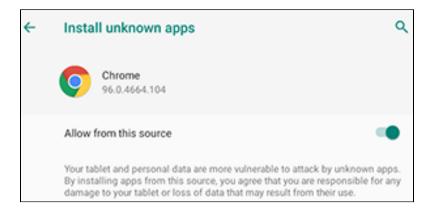
3.2   Android

Use one of the following methods to install Uinta on an Android device.

- **Option 1**—Download and install Uinta from the [Google Play Store](#). *This is the recommended method.*
- **Option 2**—Install the Uinta .apk file. This method is independent from the Google Play Store. If you use this method, Uinta does not receive automatic software updates. Contact Juniper Systems at uintasoftware@junipersys.com or call (435) 753-1881 to request a Uinta .apk file.

Before you can install the .apk file, open Android Settings and allow the installation of unknown apps.
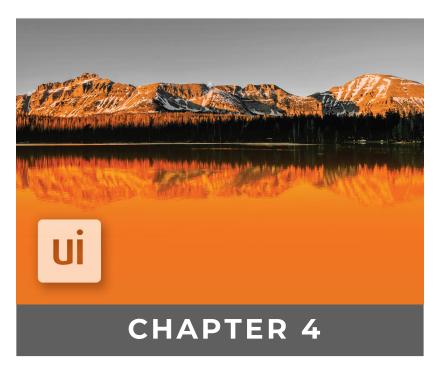
⚠ CAUTION: Uninstalling or deleting Uinta software from Android OS devices deletes all local data on the device. Before taking this action, synchronize all cloud projects and export the Uinta project files and data for local projects (projects not stored on the cloud). Store the .db files in a secure location.

3.3   iOS

To install Uinta on an iOS device, search for Uinta in the Apple App Store.

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CHAPTER 4

4   Sign in to Uinta
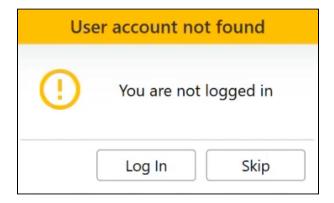
A Uinta user account is required for every Uinta user. You can set up a user account when you purchase Uinta, start a free trial, or are assigned a Uinta license by your account administrator. You can view account information from My Account on the Juniper Systems website.

4.1   Sign In for the First Time

The first time that you open Uinta, you are asked to sign in. You will remain signed in (even when working offline) as long as your Uinta account remains active. If you do not use Uinta for more than 90 days, you will be prompted to sign in again.

To sign in to Uinta,
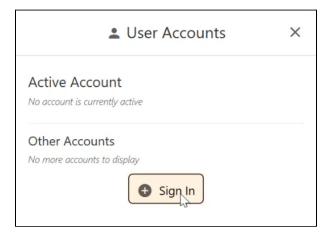
1. After opening Uinta, tap **Log In**.
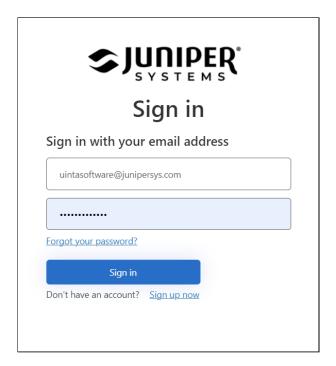
If Uinta does not prompt you to log in, open the menu and select **Account**.

2. Tap **Sign In**.

3. Enter your email and password.

4. Tap **Sign In**.
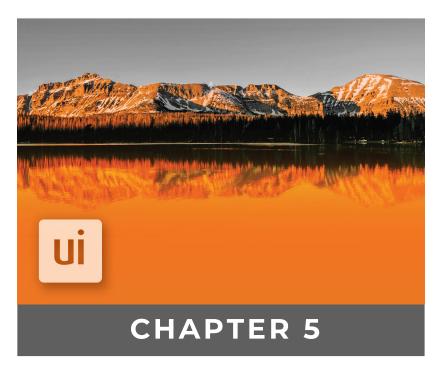
The first time you log in to Uinta you are prompted to select your cloud sync preferences. For more information on the available options, see [Set Cloud Sync Preferences](#).

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CHAPTER 5

5   Connect and Manage GPS

Uinta connects to a device's internal GPS receiver, an external GPS receiver, or Location Services to capture location data. You can adjust the location settings and apply correction services to increase the data's accuracy.

For a list of external GPS receivers supported by Uinta, email Juniper Systems at uintasoftware@junipersys.com.

5.1   Connect GPS in Uinta for Windows

The following sections describe how to connect to an internal or external GPS receiver with a Windows device.

5.1.1   Connect to the Internal GPS

To connect the device's internal GPS receiver,
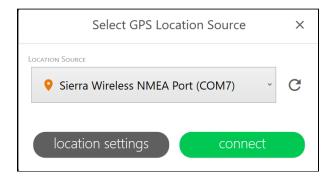
1. Tap the GPS icon 🛰 in the upper-left corner of the title bar.

   Or, from the menu, select **Settings** > **GPS Connection**.

2. Select the internal GPS.

   ⚠ **CAUTION: While Windows Location Services is listed as an option, we do not recommend using it as a valid GPS data collection source. Windows Location Services shows the position of the Wi-Fi access point (not the current position of the user).**

3. Tap **Connect**.

Uinta displays information about the receiver, including the accuracy, location, and position source.

4. Tap ✕ to close the box.

5.1.2   Connect to an External GPS Receiver
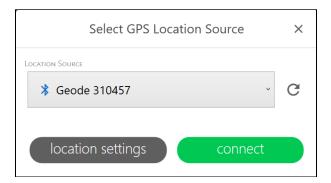
You can connect to an external GPS receiver through Bluetooth®, USB, or serial port.

Pair to Bluetooth Receiver
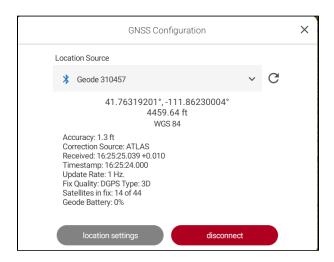
To pair to an external GPS receiver,

1. Power on the external GPS receiver.
2. Enable Bluetooth on your Windows device.

3. Pair the external GPS receiver to your Windows device.

4. Open Uinta.

5. Tap the GPS icon in the upper-left corner of the title bar.

   Or, from the menu, select **Settings** > **GPS Connection**.

6. In Location Source, select the external GPS receiver. If the receiver isn't listed, tap Refresh . The list may take up to 15 seconds to update.

7. Tap **Connect**.

Uinta displays information about the receiver, including the accuracy, correction source, fix quality, and battery

charge level.

8. Tap ✕ to close the box.

Connect via USB
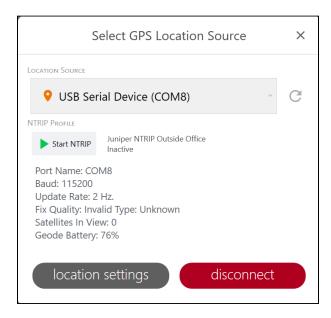
You can connect an external GPS receiver to a Windows device using a USB cable.

1. If the PC or tablet is running Windows 10, turn off tablet mode.

2. Power on the external GPS receiver.

3. Plug the USB cable into your Windows device and the external GPS receiver.

4. Open Uinta.

5. Tap the GPS icon 🛰 in the upper-left corner of the title bar.

   Or, from the menu, select **Settings** > **GPS Connection**.

6. In Location Source, select the USB serial device. If the receiver isn't listed, tap Refresh ↻. The list may take up to 15 seconds to update.

7. Tap **Connect**.

Uinta displays information about the receiver, including the accuracy, correction source, fix quality, and battery charge level.
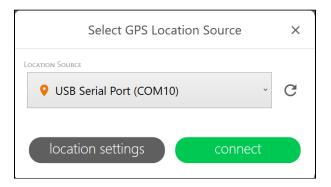
8. Tap ✕ to close the box.

Connect via Serial Port
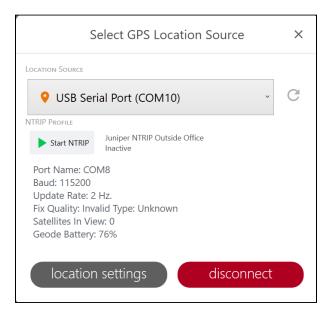
Some external GPS receivers, such as the Geode, have a 9-pin RS-232C serial port. This allows the GPS receiver to be mounted to a piece of equipment while maintaining a constant connection for data and power.

To connect a Windows device and an external GPS receiver with a straight-through serial cable,

1. Power on the external GPS receiver.
2. Plug the serial cable into your Windows device and the external GPS receiver.
3. Open Uinta.
4. Tap the GPS icon ![GPS icon] in the upper-left corner of the title bar.

    Or, from the menu, select **Settings** > **GPS Connection**.
5. Select the USB serial port. If the receiver isn't listed, tap Refresh ![refresh icon]. The list may take up to 15 seconds to update.
6. Tap **Connect**.

Uinta displays information about the receiver, including the accuracy, correction source, fix quality, and battery

charge level.

7. Tap ✕ to close the box.

5.2 Connect GPS in Uinta for Android

The following sections describe how to connect to an internal or external GPS receiver with an Android device.

5.2.1 Connect to Internal GPS or Location Services

Note: Android Location Services uses a combination of GPS, Wi-Fi, Bluetooth, and other sources to pinpoint a location, making it a valid data collection source.

To connect to an internal receiver or Location Services,

1. Open Uinta.

2. From the menu, select **Connect & Manage GPS**.

3. Select the internal receiver or Location Services.

   ▪ If you are using Uinta on an Archer 4 with the RTK-enabled GNSS and the receiver isn't listed, tap Re-

fresh ⟳. The list may take up to 15 seconds to up-date.
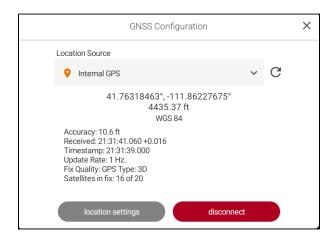
Note: For more information on the RTK-enabled GNSS expansion, see [Archer Connect User Manual](#).

4. Tap **Connect**.

Uinta displays information about the receiver, including the accuracy, location, and fix quality.

5. Tap ✕ to close the box.

5.2.2   Pair to an External GPS Receiver
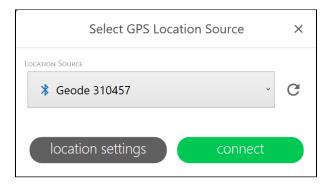
To pair your Android device to an external GPS receiver,

1. Power on the external GPS receiver.

2. Enable Bluetooth on your Android device.

   For devices running Android 12 or earlier, enable **Location**.

3. Open Uinta.

4. From the menu, select **Connect & Manage GPS**.

5. In Location Source, select the external GPS receiver. If the receiver isn't listed, tap Refresh ↻. The list may take up to 15 seconds to update.
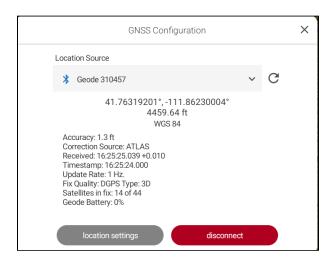
   Note: If the GPS receiver does not appear in the list of devices, ensure it is turned on and not paired with another device.

6. Tap **Connect**.

7. Follow the prompts to finish pairing the Geode with your device.

   Uinta displays information about the receiver, including the accuracy, correction source, fix quality, and battery

charge level.

8. Tap ✕ to close the box.

5.3   Connect GPS in Uinta for iOS

The following sections describe how to connect to an internal or external receiver with an iOS device.

5.3.1   Connect to Internal GPS or Location Services

Note: Apple Location Services uses a combination of GPS, Wi-Fi, Bluetooth, and other sources to pinpoint a location, making it a valid data collection source.
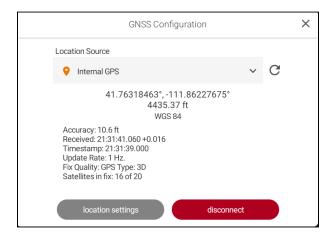
To connect to the internal GPS receiver or Location Services,

1. From the menu, select **Connect & Manage GPS**.
2. In Location Source, select the internal GPS or Location Services.

3. Tap **Connect**.

Uinta displays information about the receiver, including the accuracy, satellites in fix, and fix quality.
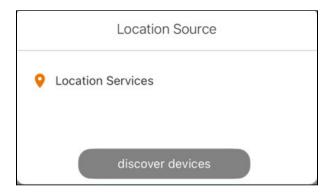
4. Tap ✕ to close the box.

5.3.2   Connect to an External GPS Receiver
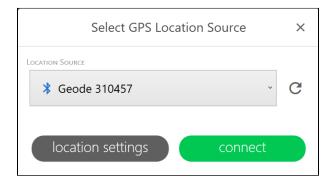
You can pair an iOS device to an external GPS receiver, such as Geode.

1. Power on the external GPS receiver.
2. Enable Bluetooth on the iOS device.
3. Open Uinta.
4. From the menu, select **Connect & Manage GPS**.
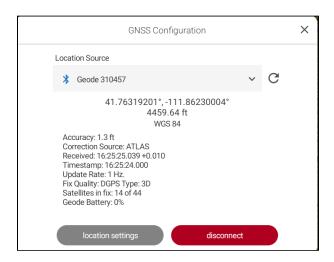
5. In Location Source, select the external GPS receiver from the drop-down list.

   a. If the receiver doesn't appear in the list, tap **Discover devices**. Select the GPS receiver from the list and finish the pairing process.

6. Tap **Connect**.

Uinta displays information about the receiver, including the accuracy, correction source, fix quality, and battery

charge level.
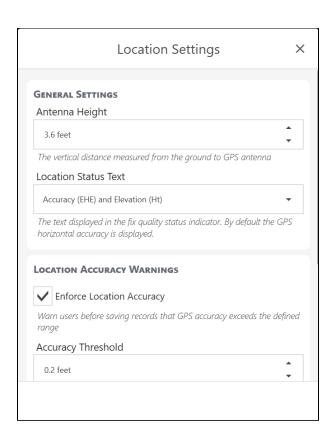
7. Tap ✕ to close the box.

5.4   Adjust Location Settings

Adjust the location settings to improve the accuracy of the GPS receiver.

1. Open Location settings.
   - Windows—From the menu, select **Settings** > **Location Settings**.
   - Android or iOS—From the menu, select **Connect & Manage GPS** > **Location Settings**.
2. Modify the location settings, as described in the table below.

Location Settings ✕

GENERAL SETTINGS

Antenna Height

3.6 feet

The vertical distance measured from the ground to GPS antenna

Location Status Text

Accuracy (EHE) and Elevation (Ht) ▼

The text displayed in the fix quality status indicator. By default the GPS horizontal accuracy is displayed.

LOCATION ACCURACY WARNINGS

✔ Enforce Location Accuracy

Warn users before saving records that GPS accuracy exceeds the defined range

Accuracy Threshold

0.2 feet

Location-Related Settings

Parameter	Default Value	Description
Antenna Height	0 feet	Enter the height of your receiver mounted above the ground for greater accuracy.
Location Status Text	Accuracy (Estimated Horizontal Error)	Options are ▪ Accuracy (estimated horizontal error) ▪ Elevation ▪ Accuracy (EHE) and Elevation (Ht) ▪ Elevation + Vertical Accuracy ▪ Current Coordinate
Location Accuracy Warnings	Disabled	Enable **Enforce location accuracy** to have Uinta warn you if the GPS accuracy exceeds the defined accuracy threshold. After the warning appears, you can choose whether to save the location that exceeds the accuracy threshold.

Geoid Settings	*varies*	Select the Geoid from the list or tap ✎ to install a Geoid. For instructions, see Manage Installed Geoids. *Note: This setting is not available when using Location Services on iOS and Windows devices.*
Coordinate Systems		
Displayed Coordinate System[*]	World Geodetic System 1984 (WGS84) Latitude/ Longitude (4326)	Spatial reference identifier based on European Petroleum Survey Group (EPSG) codes. Options are ▪ WGS84 Latitude/ Longitude (4326) ▪ WGS84 UTM ▪ Other For instructions, see Select a Coordinate Reference System.
Coordinate Display Format	Decimal degrees (DD.DDD)	When the displayed coordinate system includes a variety of display options, this field appears. If there are no options available in the chosen coordinate system, this field is hidden.

Geode Receiver Settings *Available only if connected to Geode GNSS receiver.*		
Update Rate	1 Hz	Sets the message output rate through the active connection port
Correction Source	Auto	The available correction sources are determined by your Geode model. **Auto**—Geode chooses the correction source based on the current level of accuracy. The Auto setting gives less precise but more reliable corrections. If the signal is lost or unavailable, Geode will try the options in the following order: NTRIP, Atlas, GAL-HAS, SBAS, None. **Atlas**—Geode uses corrections only from Atlas. **SBAS**—Geode uses corrections only from SBAS. **NTRIP**—Geode uses corrections only from NTRIP/RTK.

		▪ **GALHAS**—Geode uses corrections for Galileo High Accuracy service. ▪ **None**—Geode does not use any corrections.
SBAS	Auto	Sets the SBAS satellite signal to use for an SBAS-corrected solution. Options are ▪ Auto ▪ EGNOS ▪ GAGAN ▪ MSAS ▪ SDCM ▪ SouthPAN ▪ WAAS ▪ None
NTRIP Settings *Available only if connected to Geode GNSS receiver.*		
NTRIP Profile		Select, add, or edit the NTRIP Profile you use. Use the drop-down arrow to select previously created profiles. Use the plus sign to create a new profile. Use the pencil to edit the profile. When creating a new profile, enter

- A name for the profile
- The address of your NTRIP caster
- The port being used
- Your username
- Your password
- Select **Send GGA to caster** to send the GGA to your caster.
- Choose to apply a spatial reference correction source when active (in the Coordinate Reference System ID box). Select a coordinate reference system from the drop-down list or tap the plus sign to add one.
- Choose, add, or download your mount point.

For specific instructions on using NTRIP with Geode, see Use NTRIP with Geode and Using Uinta and Geode for RTK Correction in our knowledge base.

NTRIP Connection		Tap **Start NTRIP** to begin an NTRIP connection.
NTRIP Diagnostic Log		Information about the NTRIP connection.

[*] *The display projection is WGS84 Pseudo-Mercator/Web Mercator (EPSG 3857) which creates a smooth rendering of maps and map tiles. For display purposes, when fully zoomed out the map projection repeats to create a continuous scrolling map.*
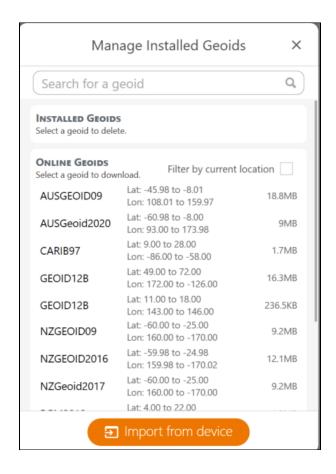
5.4.1   Manage Installed Geoids

To change the Geoid, Uinta must be connected to a location source, such as an external GPS receiver, Android Location Services or the Android internal GPS.

Note: This setting is not available when using Location Services on iOS and Windows devices.

To install and manage installed Geoids,

1. Under Geoid Settings, tap ✏️. Uinta opens the Manage Installed Geoids screen.

2. To narrow the list of available Geoids, filter by current location or search for a specific Geoid.

3. To install a Geoid,
   - To use a Geoid saved on your device, tap **Import from device**.
   - To use a Geoid from the list of online Geoids, select the Geoid and tap **Download**. Then, tap **Download** again to confirm.

4. To delete a Geoid, select it from the list of downloaded or installed Geoids. Then, tap **Delete**.

5. Close Manage Installed Geoids.

6. In Geoid Model, tap and select the Geoid from the list.

7. Close Location Settings.

Additional information on [spatial reference systems](#) can be found in our knowledge base.
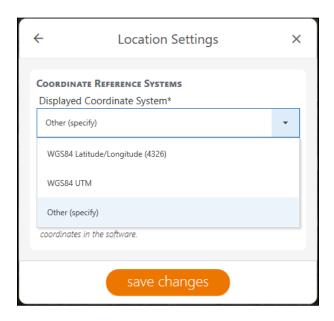
5.4.2 Select a Coordinate Reference System

WGS84 is the most common coordinate reference system. However, there are thousands of coordinate reference systems, and another coordinate reference system may fit your situation better.
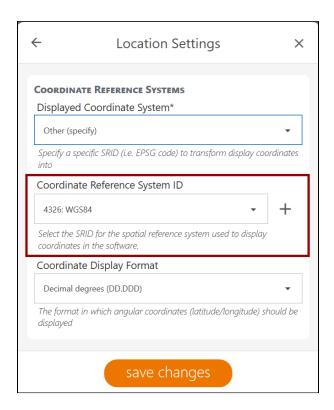
To select a coordinate reference system other than WGS84,

1. Open Location Settings.
    - Windows—From the menu, select **Settings** > **Location Settings**.
    - Android or iOS—From the menu, select **Connect & Manage GPS** > **Location Settings**.

2. Tap **Coordinate systems**.

3. In Displayed coordinate system, select **Other**.
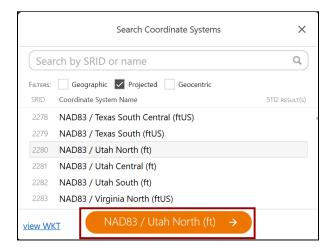
4. Tap ➕ next to Coordinate Reference System ID.

5. Select the coordinate reference system that you want to use.

    a. Narrow the list by applying a filter or searching by Spatial Reference Identifier (SRID) or name.

6. Tap the next button to apply the coordinate reference system.

7. Tap **Save changes**.
8. Tap ← to return to location settings.

5.5   Monitor the GPS Receiver Accuracy

The GPS icon, located in the title bar in Windows or at the bottom of the screen in Android or iOS, shows the fix quality and the accuracy of the receiver.
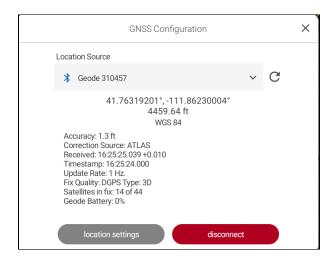
Windows

Tap the GPS icon to view additional details about the GPS receiver, including the accuracy, correction source, fix quality, and battery charge level.

5.5.1   Understanding the GPS Icon Colors

The color of the GPS icon is based on the fix quality.
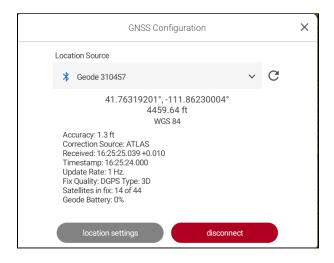
GPS Icon Colors

Fix Quality	Additional Criteria	
No GPS connection		
Standard GPS fix	Fix is two dimensional	
	Fix is three dimensional	
Differential GPS (DGPS)		
Precise Positioning System (PPS)		
RTK and RTK Float		
Wide Area Augmentation System (WAAS)		
Dead reckoning, manual, or simulation	Color is based on GPS accuracy. (See table below.) If no accuracy can be determined, this color is used.	
Invalid or unavailable	Color is based on GPS accuracy. (See table below.) If no accuracy can be determined, this color is used.	

GPS Accuracy	
Estimated Horizontal Error (EHE)	
EHE is less than 1 meter	
EHE is less than 3 meters	
EHE is less than 5 meters	
EHE is 5 meters or greater	

5.6   Disconnect the GPS Receiver

To disconnect the GPS receiver,
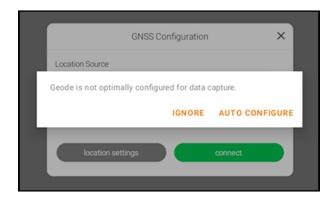
1. Tap the GPS icon, located in the title bar in Windows or at the bottom of the screen in Android or iOS.

2. Tap **Disconnect**.

5.7   Use Uinta to Auto-Configure Geode

If you are using Uinta and connect to a Geode GNSS receiver, you may be prompted to auto configure the Geode.

Auto Configure applies the following recommended settings for using the Geode with Uinta.

Settings

Configure Geode Category	Auto Configure Settings for GNS3	Auto Configure Settings for GNS2	Notes
Active GNSS Constellations	GPS Multi-GNSS	GPS Multi-GNSS	
NMEA	RD1 GGA GNS GSA GST GSV RMC	RD1 GGA GNS GSA GST GSV RMC	
Update Rate	1 Hz	1 Hz	
Advanced Section			
NMEA Precision	8	8	
Mask Angle	10	10	
Correction Source	Auto	N/A	For more information, see Geode is not Seeing Satellites.
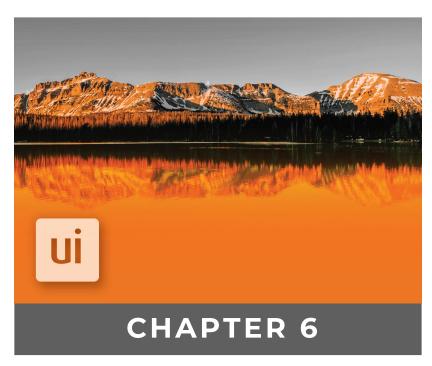
SBAS	Auto	Auto	
Receiver Mode	Mixed Null NMEA	Mixed Null NMEA	Turn off Mixed to get the greatest accuracy. See Default and Recommended Settings for GEODE for more information.
Battery Status Sentence	10 seconds	10 seconds	

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CHAPTER 6

6 Plan, Create, and Manage a Project

With Uinta, creating and managing projects is easy. You decide where to store each project and who has access. There are two project types:

- **Local Project**—Stored on the device on which it is created and accessible only from that device. No internet connection is required. A local project can be [pushed to the cloud](#) at a later time.
- **Cloud Project**—Stored on the cloud and distinguished by a cloud icon next to the project name. Allows multiple users to simultaneously collect data on the same project and access the project from the field or office. An internet connection is required to initially create the project.

With a cloud project,

- You can delete the project from a device but keep it in the cloud. To download the project to the device again, tap the download icon next to the project name.
- The project syncs to the cloud automatically or manually, depending on how you set up your [cloud sync preferences](#).
- You can collect data while the device is offline and sync the project data when the device has an internet connection.
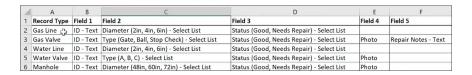
6.1   Plan a Project

The first step in creating a successful project is planning. Make a list of the data that you want to collect. As you plan, consider the forms, maps, and reports that you currently use.

Uinta has four types of records in which you can collect and store data.

Basic Record Types

Type	Description
Area	A geo-area with a defined boundary, such as a water feature or field. Must include at least three points.
Line	A geo-line with a beginning and an ending point, such as an electrical line or water line.
Point	A geo-point with a stable location, such as a water meter, tree, or utility pole.
Record	Informational record used for custom forms that have no geospatial mapping requirement.

A project can have as many records types as needed, and the names of the record types can be customized to fit your job. In each record type, you will create fields for the data that you want to track. You might create a spreadsheet (similar to the following example) to help you plan your project.

	A	B	C	D	E	F
1	Record Type	Field 1	Field 2	Field 3	Field 4	Field 5
2	Gas Line	ID - Text	Diameter (2in, 4in, 6in) - Select List	Status (Good, Needs Repair) - Select List		
3	Gas Valve	ID - Text	Type (Gate, Ball, Stop Check) - Select List	Status (Good, Needs Repair) - Select List	Photo	Repair Notes - Text
4	Water Line	ID - Text	Diameter (2in, 4in, 6in) - Select List	Status (Good, Needs Repair) - Select List		
5	Water Valve	ID - Text	Type (A, B, C) - Select List	Status (Good, Needs Repair) - Select List	Photo	
6	Manhole	ID - Text	Diameter (48in, 60in, 72in) - Select List	Status (Good, Needs Repair) - Select List	Photo	

For example, for a gas utility company, the Uinta project might contain the mapped positions of gas lines and meters. The location of each gas line is collected as a line record type and includes fields for the gas line's diameter, date it was inspected, and its condition. A point record type collects the location of each gas meter and includes fields for the condition of the meter, date it was inspected, and photo.
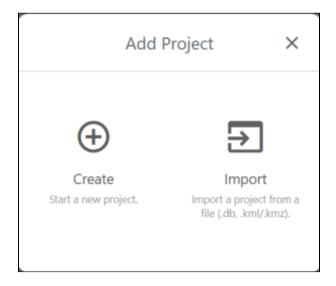
Taking the time to plan the types of records you want to collect and the fields associated with those records will ensure a smooth creation process.

Tip: Uinta can be configured in many ways to do the same job, and the ultimate project layout will depend on personal preferences and job workflow. For complex projects that require testing and different iterations to find the best approach, creating a local project first to validate the workflow. Then, you can save the project to the cloud when you feel confident in the project layout.
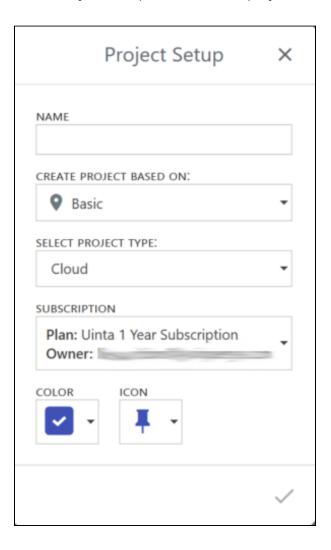
6.2   Create a Project

To create a project,

1. From the Projects screen, tap ⊕ .
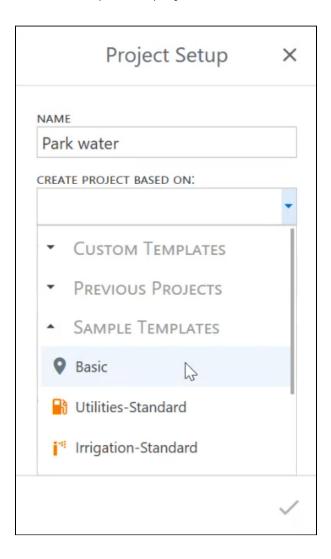
2. In the Add Project dialog, tap **Create**.

3. In the Project Setup box, enter the project name.

Project Setup ✕

NAME

CREATE PROJECT BASED ON:

📍 Basic ▾

SELECT PROJECT TYPE:

Cloud ▾

SUBSCRIPTION

Plan: Uinta 1 Year Subscription
Owner: ▾

COLOR   ICON

✓ ▾   📌 ▾

✓

4. Select a template or project on which to base the project.

Project Setup

NAME

Park water

CREATE PROJECT BASED ON:

CUSTOM TEMPLATES

PREVIOUS PROJECTS

SAMPLE TEMPLATES

Basic

Utilities-Standard

Irrigation-Standard

5. Select the project type.
   - **Cloud**—Saves the project to the cloud. Requires an internet connection for project creation.
   - **Local**—Saves the project to the device. Requires no internet connection.
6. Select a color and icon to identify the project.
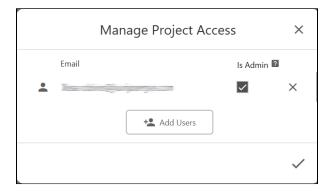
7. Tap ✓.

6.3   Manage Project Access

After you create a cloud project, set up which Uinta users have access to the project.

To set up project access,

1. From the Projects screen, tap ⋮ next to the cloud project and select **Manage Access**.
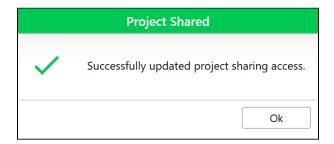
2. Tap **Add users**.
3. Select the users who should have access to the project. All users must have an active Uinta account.
3. Tap →.

   For an administrative user, select the **Is admin?** checkbox. A user with administrative privileges can make changes to the project's template, set up user access, or permanently
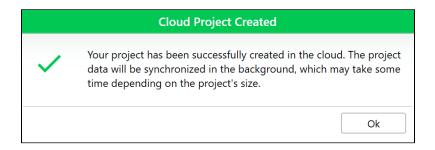
delete the project from the cloud.

4. Tap ✓.
   Uinta notifies you that the project has been successfully shared.

5. Tap **OK**. Uinta confirms that the cloud project is created.

6. Tap **OK**.

6.4   Organize Projects in Folders

You can organize and manage your projects in folders on the Projects screen. The navigation bar at the top of the screen shows the folder structure. Quickly navigate to folder by tapping it. For example, tap **Home** to return to the main level.

6.4.1   Move a Project to a New Folder
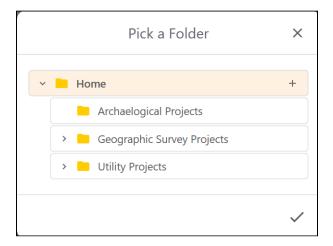
To move a project into a new folder,

1. From the Projects screen, tap ⋮ next to the project that you want to move.

2. From the menu, select **Move**.
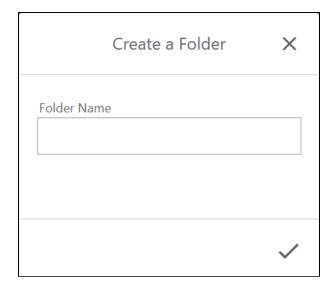
   Note: If you are creating the first folder on the Projects screen, skip to step 5.

3. Select the folder location.
   - Select **Home** to place the folder at the main level.
   - Select an existing folder to place the new folder within that folder. Expand a folder to view the sub-

folders.

Pick a Folder ✕

⌄ 📁 **Home** +

    📁 Archaelogical Projects

    › 📁 Geographic Survey Projects

    › 📁 Utility Projects

    ✓

4. Tap **+**.

5. Enter the folder name and tap ✓.

Create a Folder ✕

Folder Name

✓
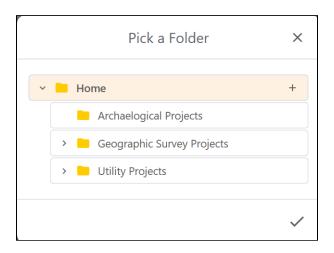
6. Tap ✓ to save the folder.

6.4.2 Move a Project to an Existing Folder

To move a project to an existing folder,

1. From the Projects screen, tap ⋮ next to the project name.
2. From the menu, select **Move**.
3. Select the folder where you want to move the project.

4. Tap ✓.

6.4.3 Rename a Folder

To rename a project folder,

1. Tap ⋮ next to the folder.
2. From the menu, select **Rename**.
3. Enter the name of the project.
4. Tap ✓ to save the folder name.

6.4.4 Move a Folder

To move a folder,

1. Tap ⋮ next to the folder.
2. From the menu, select **Move**.

3. Select the location where you want to place the folder.

4. Tap ✓ to move the folder.
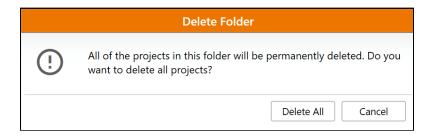
6.4.5   Delete a Folder

You can delete a folder and any projects within the folder. If you want to delete only the folder, move the projects first and then delete the folder.

To delete a folder,

1. Tap ⋮ next to the folder.
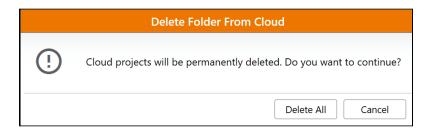
2. From the menu, select **Delete**.

   If the folder contains projects, Uinta warns that deleting the folder will delete all projects permanently.

Delete Folder
⚠ All of the projects in this folder will be permanently deleted. Do you want to delete all projects?
Delete All   Cancel

3. To continue, select **Delete all**.

   Uinta warns that any cloud projects will be permanently deleted.

Delete Folder From Cloud
⚠ Cloud projects will be permanently deleted. Do you want to continue?
Delete All   Cancel

4. To continue, tap **Delete all**.

6.4.6   Search for a Project

To search for a project,

1. From the Projects screen, tap Q.
2. Enter the search criteria.
3. Select the project you want to open.

6.4.7   Sort Projects

To sort the projects within a folder, select the folder and tap ↑↓ in the upper-right corner of the screen. You can sort the folders by name, date updated, and date created. Tap the arrow next to the sorting criteria to switch between ascending and descending order.

Sort By:
Name   ^
Updated
Created

6.5   Save a Project to the Cloud
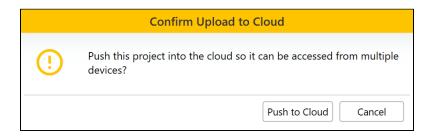
Saving and backing up your project to the cloud offers several advantages:

- Multiple users can simultaneously collect and access data on the same project, whether in the field or office.
- All authorized users have access to the latest version.
- Cloud backup reduces the risk of accidental data loss due to device failure or accidental deletion.

To save and back up a project to the cloud,
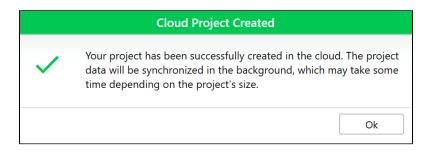
1. From the Projects screen, tap ⋮ next to the project and select **Push to cloud**.
   Uinta confirms that you want to push the project to the cloud.

Confirm Upload to Cloud

⚠ Push this project into the cloud so it can be accessed from multiple devices?

[Push to Cloud] [Cancel]

2. Tap **Push to cloud**.

3. Specify which users can access the project. (See [Manage Project Access](#).)
   Uinta confirms that the project has been moved to the cloud.

Cloud Project Created

✓ Your project has been successfully created in the cloud. The project data will be synchronized in the background, which may take some time depending on the project's size.

[Ok]

4. Tap **OK**.

6.6   Set Cloud Sync Preferences

You control when and how Uinta syncs projects to the cloud. The first time you sign in to Uinta, you are prompted to set up your cloud sync preferences. You can update your preferences at any time in [Settings](#).

Uinta offers three cloud sync options:

- **Manual**—Syncs the active project only when initiated by the user and the device is connected to the internet.
- **Active project**—Automatically syncs the active project while Uinta is open and the device is connected to the internet.
- **Background sync**—Automatically syncs any unsynced project data while the device is connected to the internet. Syncing begins while Uinta is open and can continue running in the background after Uinta is closed. This option may affect battery life. On Android and Windows devices, a notification appears when background sync is active; on iOS devices, no notification appears, and background sync is limited by device configuration and status. Background sync pushes your changes to the cloud but does not pull changes made by other users. To ensure your project is up to date, manually sync the project.

  Note: Background sync stops if the device is shutdown, restarted, or enters low-power mode. To resume background sync, connect the device to external power (if in low-power mode), ensure the device is connected to the internet, and open Uinta.

6.6.1 Cloud Sync Icon

When a project has records to sync, Uinta displays a cloud sync icon on both the Projects screen and within the open project. The icon remains visible until all project data has finished syncing.

From the Projects Screen	Within an Open Project
An up or down arrow with a number is visible below the project name. ■ An up arrow and number indicate how many records you have modified since the last cloud sync. ■ A down arrow and number indicate how many records have modified by other users since the last cloud sync. 	A red cloud sync icon is visible at the top of the screen. **Windows** **Android** **iOS**

⚠ **CAUTION: Disconnecting from the internet before Uinta completes syncing your project to the cloud may result in incomplete backups of data and images.**

6.6.2   Manually Sync a Project to the Cloud

Syncing frequently prevents data loss in case of device failure.
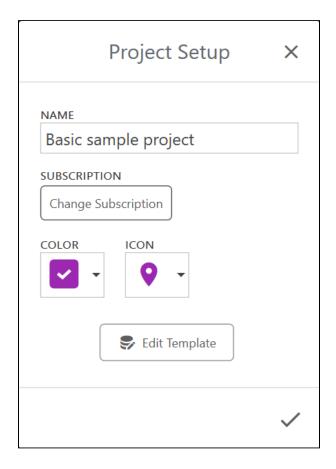
To manually sync a project to the cloud,

1. Ensure the device is connected to the internet.
2. Open the project.
3. Tap the cloud sync icon (shown above).
   - Windows device: Sync begins automatically.
   - Android and iOS device: From the menu, select **Cloud sync**. The sync begins immediately.

6.7   Edit Project Description, Template, or User Access

To edit a project description, change the template on which it is based, or manage user access for a cloud project,

1. From the Projects screen, tap ⋮ next to the project and select **Edit Project**.
2. Make the desired changes, such as project name, color, or icon.

3. To edit the project template, tap **Edit Template**. (See Edit a Template.)

4. Tap ✓ to save the changes.
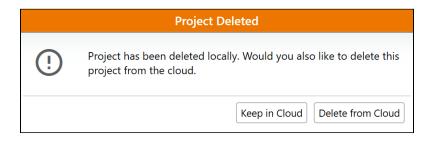
6.8 Delete a Project

To delete a project,

1. From the Projects screen, tap ⋮ next to the project and select **Delete**.
   Uinta confirms that you want to delete the project.

> **Confirm Delete**
>
> ⚠ Are you sure you want to delete Utilities
>
> Delete   Cancel
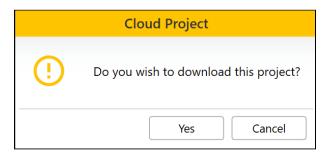
2. Tap **Delete**.
3. If it is a cloud project ☁,

   ▪ Tap **Keep in Cloud** to delete the project from only the local device. A download icon ⊕ appears by the project. You can restore the project at a later time from the cloud.
   ▪ Tap **Delete from Cloud** to delete from the cloud and your local device.

> **Project Deleted**
>
> ⊘ Project has been deleted locally. Would you also like to delete this project from the cloud.
>
> Keep in Cloud   Delete from Cloud

6.9   Download a Cloud Project

To download a project from the cloud,

1. From the Projects screen, tap ⊕ next to the project.

2. From the menu, select **Download**. Uinta confirms that you want to download the project.

3. Tap **Yes**.
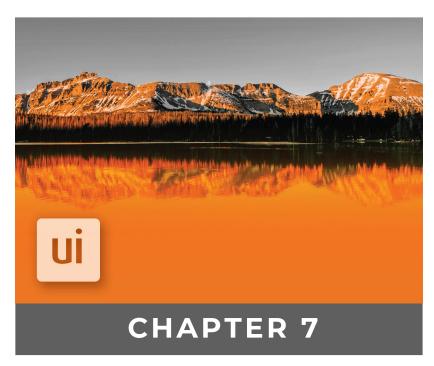
6.10   Back Up a Local Project

A local project is saved to the device on which it was created. To back up a local project and prevent data loss,

1. Export it.

2. Rename the file to include project name and date.

3. Save the file to a secure location, such as Google Drive, Dropbox, a USB flash drive, or a secure network.

The project is saved in a .db file format, which is a proprietary file format accessible only in Uinta.

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CHAPTER 7

7   Customize a Project

After you create a project, customize the record types and fields to match the data you need to collect. A project can have as many record types and fields as you want.
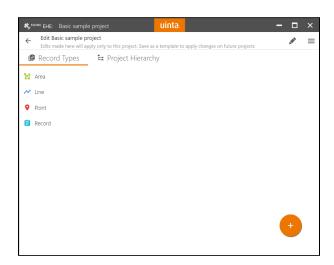
7.1   Open Project Editor

Use the project editor to customize the record types and fields to fit your job.

To open the project editor,

1. Open the project.

2. Open the menu and select **Project editor**.

    Or, tap ➕. In the Select Record Type dialog, tap 🖊 and then tap **Project editor** 🗄.
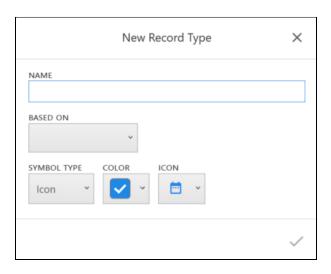
7.2   Add a Record Type
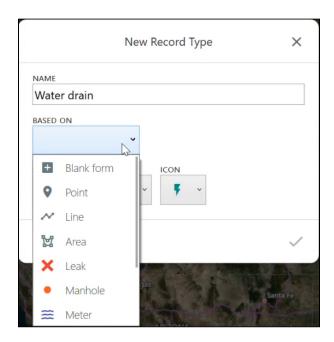
To add a record type to a project,

1. Open the project, and then open the project editor.

2. With no record types selected, tap ➕.
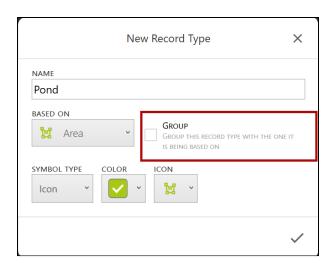
Or, to add a record type from the project, tap ➕. Then, tap ✏️ and tap **New record type** ➕.

3. In the New Record Type dialog, enter the name for the record type.
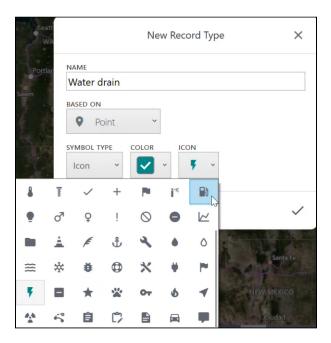
4. In **Based on**, select the record type on which to base it.

a. Select **Group** to organize the new record type with its base record type. For information on the benefits of grouping records, see Group Record Types.

5. Change the symbol type, color, and icon as desired.
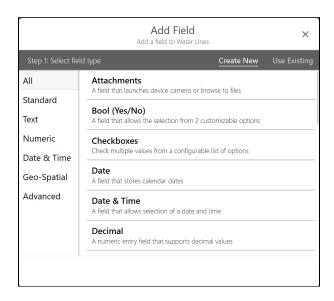
6. Tap ✓.
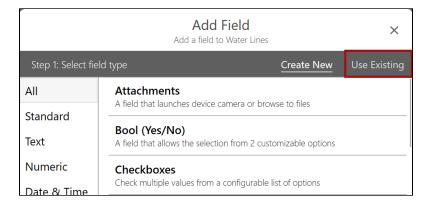
7.3 Add Fields to a Record Type

To add fields to a record type,

1. Open the [project editor](#).

2. Select the record type that you want to edit, and tap 🖊.

   Uinta displays a list of fields in the record type.

3. To add a field, tap **Add field** in Windows or tap ➕ in Android or iOS.

Creating a new field is the default. To use a field defined in other records, tap **Use Existing**.

4. Select the type of field that you want to add.
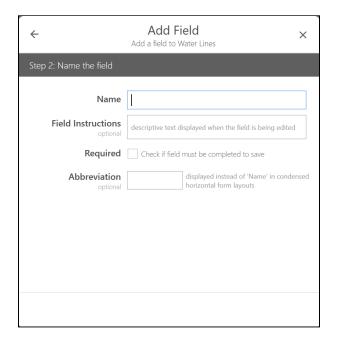
⚠ **CAUTION: Only add one geometry field—such as Geo-Line, Geo-Point, or Geo-Polygon—to each record type.**

If you are creating a new field, narrow the list of field types by selecting a category.

Add Field
Add a field to Tree

✕

Create New   Use Existing

All

Standard

Text

Numeric

Date & Time

Geo-Spatial

Advanced

Attachments
A field that launches device camera or browse to files

Bool (Yes/No)
A field that allows the selection from 2 customizable options

Checkboxes
Check multiple values from a configurable list of options

Date
A field that stores calendar dates

Date & Time
A field that allows selection of a date and time

Decimal
A numeric entry field that supports decimal values

Decimal List
A numeric entry that allows multiple decimal values

Geo-Line
Used to store geospatial distances

Geo-Point
Used to store geospatial point data (Latitude/Longitude)

Geo-Polygon
Used to store geospatial areas

Multiline Text
A multiline text field that allows input of longer text strings

Number
A field that only allows entry of numeric integer values

5. Tap →.

6. Enter the name of the field, field instructions (optional), and abbreviation (optional).

7. Select **Required** if a user cannot leave the field blank.
8. If the field requires additional information, tap →. Finish configuring the field.
9. Tap ✓.

7.4   Add a Non-Spatial Record
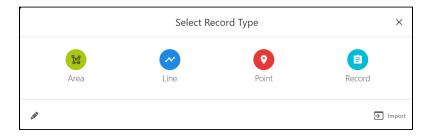
Use a non-spatial record type, such as or Record, to create a custom data collection form that does not require a geo-line, geo-point, or geo-area. This record type is only visible from the List View.

To add a non-spatial record,

1. Open the project in Map View or List View.
2. Tap ⊕.

3. From the Select Record Type dialog, select the non-spatial record type.

   The name of the record type depends on how your project was set up.

4. Enter the information for the record.
5. Tap **Save**.
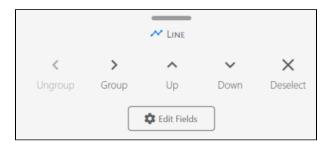
7.5　Edit a Record Type and Fields

Open project editor to edit a record type and fields.

7.5.1　Move or Delete a Record Type

To move or delete a record type,

1. Select the record type that you want to edit.
2. Use the pop-up menu at the bottom of the screen to group/ungroup and move the selected record type.
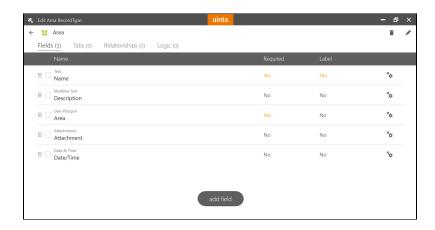
3. To delete the record type, tap 🗑 next to the record type.

7.5.2   Edit a Field in a Record Type

To edit a field in a record type,

1. To edit the fields in the record type, tap ✐ next to the record type.
    Uinta displays the fields in the record type.

2. Select the checkbox next to the field you want to edit to open the Editing pop-up menu.
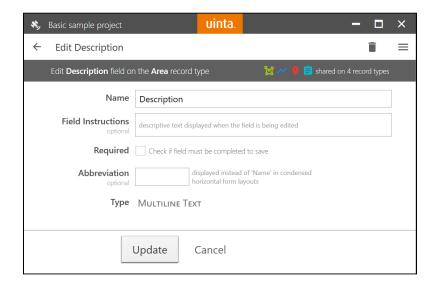
3. Tap **Edit** ✐.

The banner at the top of the screen shows which record types share this field.

4. Edit the field information.
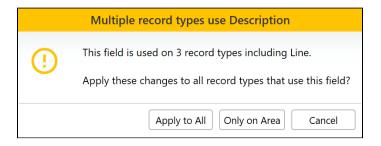
For example, you can add field instructions, make the field required, or enter a field name abbreviation.

5. After you finish, tap **Update**.

- If the field is used by other record types, determine how you want to apply the changes. Tap **Apply to**

All, **Only on (*record type*)**, or **Cancel.**

> **Multiple record types use Description**
>
> (!) This field is used on 3 record types including Line.
>
> Apply these changes to all record types that use this field?
>
> Apply to All | Only on Area | Cancel

6. Tap ← to close the record type.

7. To close the template, tap ←. Uinta confirms that you want to save your changes.

> **Unsaved Changes**
>
> (!) Want to save your changes?
>
> Save | Don't Save | Cancel

8. Tap **Save**.

7.5.3 Delete a Field in a Record Type
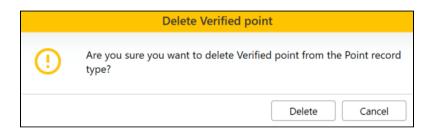
To delete a field in a record type,

1. Tap 🖊 next to the record type.

2. Select the checkbox next to the field you want to edit. Uinta displays the Editing pop-up menu.

3. Tap **Delete** 🗑.

   Uinta confirms that you want to delete the field.

Delete Verified point

Are you sure you want to delete Verified point from the Point record type?

[Delete]   [Cancel]

4. Tap **Delete**.

7.5.4 Reorder the Fields in a Record Type

To reorder the fields in a record type,

1. Tap 🖊 next to the record type.
2. To move a field, drag it to the desired location.

   Or, select the checkbox next to the field and use the buttons in the Editing pop-up menu to move the field.

Add Field to Label

To add the field name to the record label,

1. Tap ⚙.
2. Select **Add to label**.

Hide Field in Data Entry Form

To hide the field in the data entry form,

1. Tap ⚙
2. Select **Hide**.
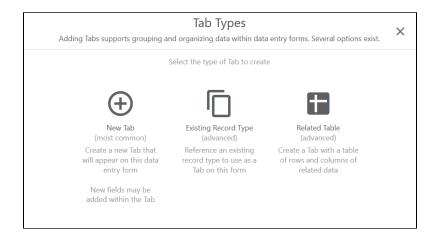
7.6 Create a Tab

Note: The ability to create tabs is an advanced form design feature that is only available in Uinta for Windows. However, you can view and use templates and projects with tabs in Uinta for Android and iOS.

With tabs, you can group and organize data within a data entry form.

To create a tab,

1. Open the project editor.

2. Select the record type that you want to edit and tap 🖉 next to the record type.
   Uinta displays the fields in the record.

3. Select **Tabs** at the top of the screen.

4. Tap **Add tab**.

5. Select one of the following options.

Tab Options

To	Steps
Add a tab to a record	1. Tap **New tab**. **New Tab** ✕ NAME BASED ON ⊞ Blank form ⌄ COLOR ICON ✅ ⌄ 🔖 ⌄ ✓ 2. Enter the name, select the record type on which it should be based, and select the identifying color and icon for the tab. 3. Tap ✓.
Add an existing record type as a tab in this record	1. Tap **Existing record type**. 2. Select the desired record type.

Add a table with reference data	1. Tap **Related table**. New Related Table Type × NAME BASED ON ⊞ Blank form ⌄ COLOR ICON ✓ ⌄ ✎ ⌄ ✓ 2. Enter the name of the tab, select record type on which it should be based, and select the identifying color and icon.

6. To add fields to the tab, select the tab and tap **Add field**. (See Add a field to a Record Type.)

7.7   Create Conditional Logic in a Form
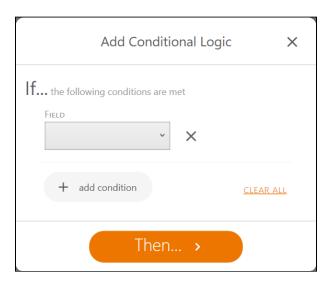
Note: Creating conditional logic is an advanced form design feature available in Uinta for Windows. However, any conditional logic added to templates and projects in Uinta for Windows will work in Uinta for Android and Apple iOS.

Conditional logic uses an "if, then" correlation to customize the fields that appear when you add a record. The information entered in one field can determine whether additional related fields appear on the screen.

To apply conditional logic to the fields in project record,
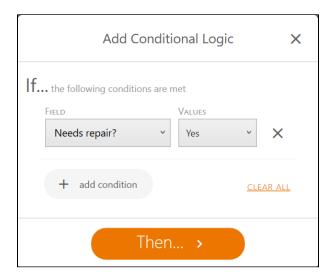
1. Open the project editor. Uinta displays the fields in the record type.
2. Tap the **Logic** tab.

3. Tap **Add logic**.
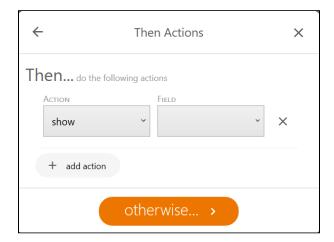
4. In **Field**, select the field on which to base the conditional logic (the "if" clause).
5. In **Values**, enter the value that triggers the conditional logic.

In the following example, the selected field is Needs re-pair? and the value is set to Yes.
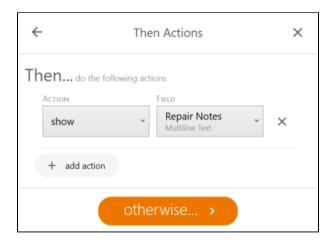
To add an additional field to the "if" clause, tap **Add condi-tion**.

6. Tap **Then**.
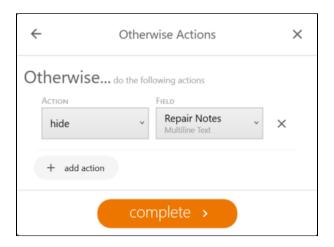
7. In **Action**, select the desired action that occurs if the "If" clause is met.

8. In **Field**, select the field that is affected by the action.

   In the following example, the field Repair notes displays when the field Needs repair? is set to Yes.

   To add an additional action, tap **Add action**.
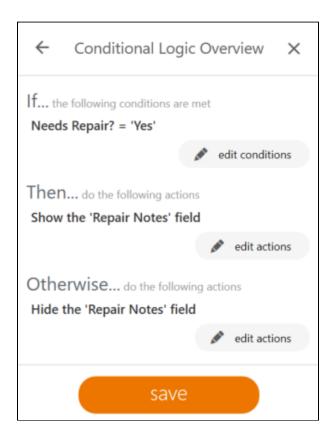
9. Tap **Otherwise**.

10. In **Action**, select the action that you want to occur if the "if" clause is *not* met.

11. In **Field**, select the field affected by the action you entered.

In the following example, Uinta hides the field Repair notes when the field Needs repair? is set to No.
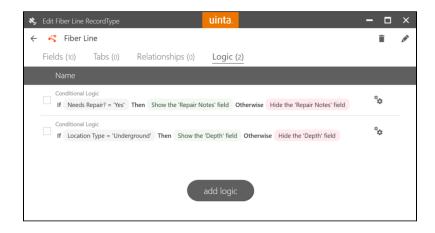
12. Tap **Complete**.

13. Review the conditional logic, and tap **Save**.

Conditional Logic Overview

If... the following conditions are met

Needs Repair? = 'Yes'

edit conditions

Then... do the following actions

Show the 'Repair Notes' field

edit actions

Otherwise... do the following actions

Hide the 'Repair Notes' field

edit actions

save
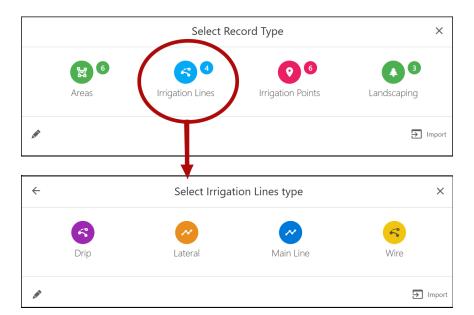
The Logic tab displays all conditional logic applied to the record type.
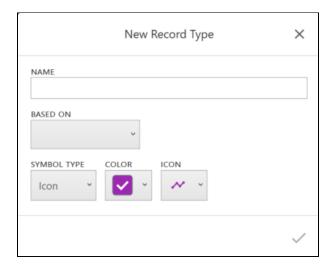
7.8   Group Record Types

For projects with many record types, you can group the record types into categories to organize the project and simplify the data collection process. In the following example, the record types are organized into four groups and each group has a subset of record types. The number shows the number of record types in that group. Tap the group to view the record types.

To group record types,

1. Open the [project editor](#).
2. With no record types selected, tap ⊕.
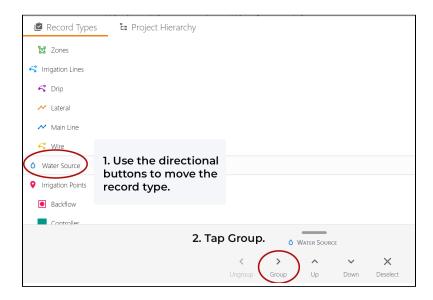
3. Enter the group name.

4. In **Based on**, select to create a record type without any fields.

5. Select the symbol type, color, and icon.

6. Tap ✓.

Add a Record Type to the Group

1. Select the record type that you want to group.

2. Use directional buttons in the pop-up menu to move the record type below the group name.

3. Tap **Group**.

7.9   Add Project Hierarchy
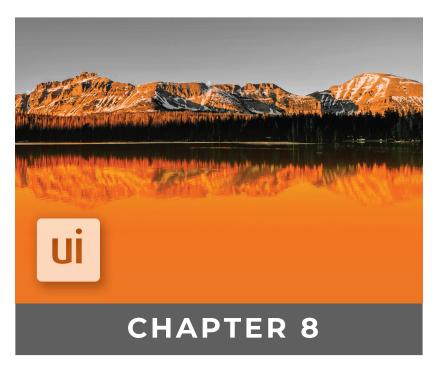
Use project hierarchy to define a user's work flow and create levels of data within a project. This allows you to create subprojects within a project database. You can add project hierarchy to a project or a template.

Note: Setting up project hierarchy is optional and an advanced topic. For additional information, contact uintasoftware@junipersys.com.

To create a project hierarchy in a template or project,

1. Open the template, or open the [project editor](#) for the project.

2. Select the **Project Hierarchy** tab.

3. Tap ➕.

4. Select **Use Existing**.

5. Select a record type that you want to be first in the user's work flow.

6. Continue to build the work flow.

7. Tap ← to close the project editor.

uinta™

Data Collection Software

8   Collect Data with Uinta

Uinta uses four types of records for capturing project data. In your project, the name, symbol, and color assigned to each type of record was set up during the project creation.

Basic Record Types	
Type	**Description**
Area	A geo-area with a defined boundary, such as a water feature or field. Must include at least three points.
Line	A geo-line with a beginning and an ending point, such as an electrical line or water line.
Point	A geo-point with a stable location, such as a water meter, tree, or utility pole.
Record	Informational record used for custom forms that have no geospatial mapping requirement.

8.1   Add a Point to a Map

You can add a point to the map while in the field or remotely from the office. If you have a GPS connection, Uinta accurately places a point on the map at the location in which you are standing. If you are at a remote location or don't have a GPS connection, you can manually place a point on the map.

Learn how to add a point to a map:

To add a point to a map,

1. Open the project in Map View.

2. *If using GPS*, verify the GPS connection. Then, zoom to your position by tapping the center the GPS icon ⊙ on the left side of the screen.

3. Tap ➕ .

4. From the Select Record Type dialog box, tap the point record type.
   The name of the point record type depends on how your project was set up.

Uinta automatically captures the latitude and longitude for your location and the date/time.
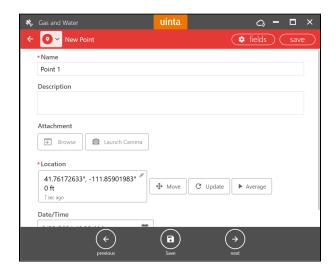
5. Use one of the following methods to add the point.

Add a Point

To	Work Location	Requires GPS?	Steps
Add a point with GPS accuracy	Field	Yes	1. Tap **Add**.
Add a point using a mouse	Office	No	1. On the left side of the screen, select the mouse icon ⊛. Once selected, the icon will turn orange. 2. Click the location where you want to place the point. Uinta assigns the longitude and latitude based on the placement of the point. 3. Tap **Finish**.
Add a point by dragging the target	Field or Office	No	1. On the left side of the screen, select the target icon ◈. Once selected, the icon will turn orange.

			2. Move the target to the desired location.
			3. Tap **Add point**.
			4. Tap **Finish**.
Add a point using latitude and longitude coordinates	Field or Office	No	1. On the left side of the screen, select the target icon ⊙. Once selected, the icon will turn orange. 2. Tap the latitude and longitude coordinates. ⬡ ✏ 41.76317750°, -111.86202390° 3. Enter new latitude and longitude coordinates and tap ✓. 4. Tap **Add point**. 5. Tap **Finish**.

6. Enter information about the point.
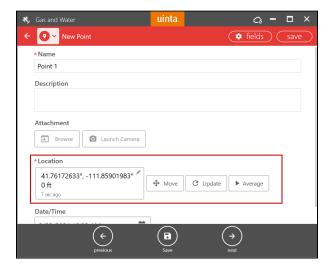
If needed, you can adjust the geographic location.

7. Tap **Save**.

8.1.1   Adjust the Geographic Location

Adjust the geographic location of a point while adding the point record using the **Move**, **Update**, and **Average** buttons or by en-

tering new latitude and longitude coordinates.

Adjust the Location

Tap	Description
Latitude and longitude coordinates	Enter new latitude and longitude coordinates, and tap ✓.
Move	Capture a new location either manually or using GPS. To manually move the point, use the target or mouse to select the desired location. Tap **Finish** in the menu at the bottom of the screen. To use GPS to get an updated location, select one of the following from the menu at the bottom of the screen: ▪ Tap **Average GPS** to capture multiple GPS data points. After the desired time (for example, 30 to 60 seconds), tap **Stop** to get the average of the captured points. ▪ Tap **Move GPS** to capture your current geographic location.
Update	Uinta captures a new location from the GPS device and updates location and date/time.

Average GPS	Uinta starts capturing GPS data points. After the desired time, tap the button again to end the location captures. Uinta averages the GPS data points to possibly get a more precise location (depending on your GPS receiver and environment).

8.2   Add a Line to a Map

There are two methods for adding a line to map and the best method depends on your preferences and line scenario:

- **Manual**—Allows the user to determine when to add points to the line. This method is recommended for mapping lines that are straight. For example, if you are mapping a straight pipe, you can add a point at the beginning of the line. Then, add an additional point at the end of the line or where the line turns another direction.
- **Auto**—Uinta automatically marks the GPS location at a designated time or distance interval. This method works well if the line curves or you want to track movement. GPS receiver error and movement detected while capturing data will show up in the mapped line.

Learn how to add a line to a map:
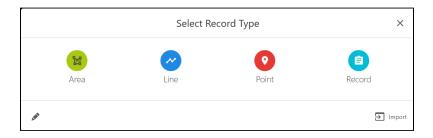
8.2.1 Use Manual to Add a Line
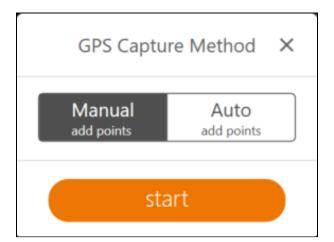
To use Manual to add a line to a map,

1. Open the project in Map View.

2. *If using GPS*, verify the [GPS connection](#). Zoom to your position by tapping the center the GPS icon ⊚ on the left side of the screen.

3. Tap ➕.

4. From the Select Record Type dialog, tap the line record type.
   The name of the line record type depends on how your project was set up.

5. Select **Manual**.

6. Tap **Start**.
7. Use one of the following methods to add the line.

Add a Line Manually			
To	**Work Location**	**Requires GPS?**	**Steps**
Add a line with GPS accuracy	Field	Yes	1. Tap **Add** to mark the beginning of the line. 2. Move along the line. Tap **Add** each time the line changes direction. 3. At the end of the line, tap **Finish**.
Add a line using a mouse	Office	No	1. On the left side of the screen, select the mouse icon ⊛. Once selected, the icon will turn orange. 2. Use the mouse to position the point at the beginning of the line and click. 3. Move the mouse and click each time you want to add a point to the line. Add a point each time the line changes direction. 4. At the end of the line, tap **Finish**.

Add a line using the target function	Field or Office	No	1. On the left side of the screen, select the target icon ⬡. Once selected, the icon will turn orange. 2. Position the target over the first point in the line. Tap **Add**. 3. Move the target to the next point in the line. Tap **Add**. Add a point each time the line changes direction. 4. At the end of the line, tap **Finish**.

Note: To add a point while adding the area, tap ➕ and add the point record. Then, continue mapping the area.

8. At the end of the line, tap **Finish**.

9. Enter information about the line, such as name and description.

10. Tap **Save**.
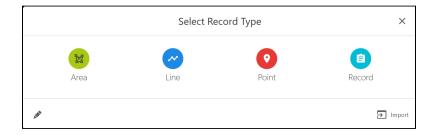
8.2.2   Use Auto to Add a Line

To use Auto to create a line on a map,
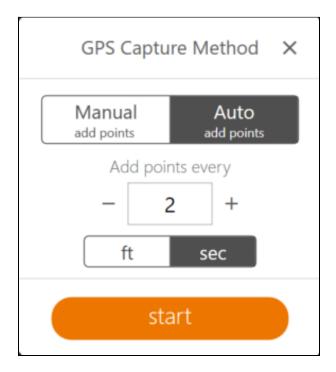
1. Open the project in Map View.

2. Verify the [GPS connection](#).

3. Zoom to your position by tapping the center the GPS icon ◎ on the left side of the screen.

4. Tap ➕.

5. From the Select Record Type dialog, tap the line record type.
The name of the point record type depends on how your

project was set up.

6. Tap **Auto**.

7. In **Add points every**, enter the time or distance interval at which you want Uinta to mark points in the area.

8. Tap **Start**. Uinta marks your path as you move.

*Note: To add a point while adding the area, tap **Pause**. Then, tap ⊕ and add the point record. When you finish, tap **Resume**.*

9. At the end of the line, tap **Finish**.
10. Enter information about the line, such as name and description.
11. Tap **Save**.

8.3 Add an Area

You can map an area (or polygon) with at least three points in Uinta using the Manual or Auto feature:

- **Manual**—Allows the user to determine when to add points to the area. Works well for mapping areas with straight sides, such as a triangle, square, or rectangle-shaped area. For example if you are mapping a square area, you can add a point at each of the corners for a clean-looking square.
- **Auto**—Automatically adds points to the area boundary at a user-defined time or distance interval, similar to a track log. Works well for mapping areas that have curves or an irregular boundary. GPS receiver error and user movement will show up in the mapped area.

Learn how to add an area to a map:
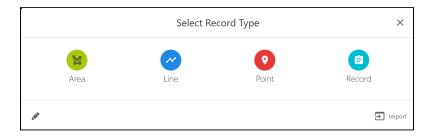
8.3.1   Use Manual to Add an Area
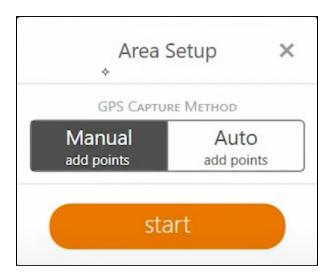
To add an area with Manual,

1. Open the project in Map View.
2. *If using GPS*, verify the [GPS connection](#).
3. Tap ➕ .
4. From the Select Record Type dialog, tap the area record type.
   The name of the area record type depends on how your project was set up.

5. Select **Manual**.

6. Tap **Start**.
7. Use one of the following methods to add an area to the map.

Add an Area Manually

To	Work Location	Requires GPS?	Steps
Add an area with GPS accuracy	Field	Yes	1. To add the first point in the area, stand on a perimeter of the area and tap **Add**. 2. Move along the perimeter. Tap **Add** each time you want to place a point. 3. After you map the area, tap **Finish**. *Note: To add a point while mapping an area, tap ⊕ and add the point record. Then, continue mapping the area.*
Add an area using a mouse to place the points	Office	No	1. On the left side of the screen, select the mouse icon ⊚. Once selected, the icon will turn orange.

			2. Use the mouse to position the point on a perimeter of the area and click.
			3. Move the mouse and click each time you want to add a point to the area.
			4. After you map the area, tap **Finish**.
Add an area using the target function	Field or Office	No	1. On the left side of the screen, select the target icon ⊚. Once selected, the icon will turn orange.
			2. Position the target over the first point in the area. Tap **Add**.
			3. Move the target and tap **Add** each time you want to add a point to define the area.
			4. After you map the area, tap **Finish**.

8. Enter additional information about the area, such as name and description.
9. Tap **Save**.

8.3.2   Use Auto to Add an Area

To add an area with Auto,

1. Open the project in the Map View.

2. Verify the GPS connection.

3. Tap ⊕ .

4. From the Select Record Type dialog, tap the area record type.
   The name of the area record type depends on how your project was set up.

5. Select **Auto**.

6. Enter the distance or time interval at which Uinta should mark GPS points in the area.

7. Tap **Start**.

8. Move along the boundary of the area.

   *Note: To add a point while mapping the area, tap **Pause**. Then, tap ➕ and add the point record. When you finish, tap **Resume**.*

9. After you return to the starting point, tap **Finish**.

10. Enter additional information about the area, such as the name and description.

11. Tap **Save**.

8.4   Navigate to a Geospatial Record

With a GPS connection, Uinta can help you navigate to a geospatial record in your project. Uinta's navigation is only as accurate as your GPS receiver.
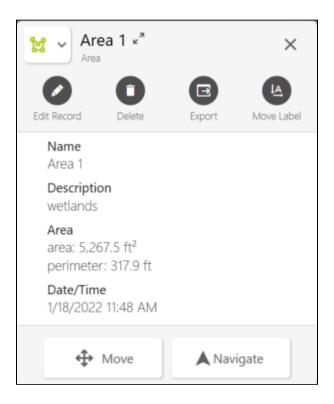
Learn how to navigate to a geospatial record:

To navigate to a geospatial record,

1. Open the project in Map View or List View.
2. Tap the point, line, or area to which you want to navigate.

Uinta displays information about the object.

4. Tap **Navigate**.

   The Navigation toolbar is divided into three sections:

   ▪ **Top**—Distance to the selected point. The error margin displayed below the distance is determined by the accuracy of your GPS receiver.
   ▪ **Middle**—Direction which you need to move. When you start moving, Uinta detects your movement from the GPS receiver and a directional arrow appears. If you stop moving, this changes to a text description of the direction.

- **Bottom**—Cardinal direction.
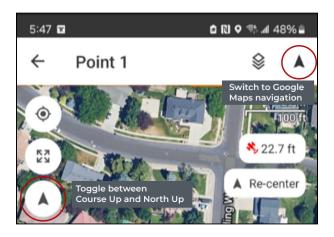
Some additional icons are available while in navigation mode.

Windows—Select the center to GPS icon ⊚ to track your GPS position on the map. When selected, the icon is orange 🔴. (Zooming or panning the map deselects the center to GPS icon.) Tap the compass icon ◈ to toggle between Course Up and North Up navigation methods.

Android and iOS—Tap the compass icon ▲ on the left side of the screen to toggle between Course Up and North Up navigation methods. Tap the compass icon ▲ in the

top right corner to switch to Google Maps navigation.

5. Use the Navigation toolbar to help you navigate to the destination.
   Move slowly as you get close to your destination. With a high accuracy GPS receiver, you can easily pass by your target.

   Note: The update rate for your GPS receiver affects the Uinta GPS position and map during navigation. For example, a 1 Hz update rate works well for navigating at walking speeds. However, if you are moving at a higher speed, such as in a vehicle, then a GPS receiver with a faster update rate (for example, 10 Hz) may result in a better navigation experience. Contact Juniper Systems technical support with questions.

6. When you reach your destination, the Navigation toolbar turns green and displays "Arrived."
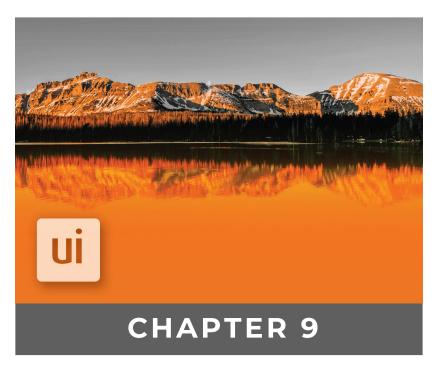
   Windows—The navigation switches to a leveling bubble to allow for more precise navigation with a high accuracy GPS receiver. A green circle marks the target point. The diameter of the circle is determined by the Estimated Horizontal Error (EHE) value in [Location Settings](). (The default value is .5 m.) A blue circle marks the GPS position. The ra-

dius of the circle is the GPS estimated EHE.
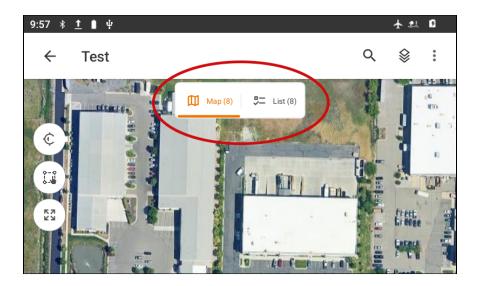
7. Move the GPS receiver to find the most accurate position.
8. To exit Navigation mode, tap **End Navigation**.

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CHAPTER 9

9 Edit Data in a Record

The data you collect as part of a project is stored as records. Records with geospatial data appear in Map View and List View. Records with no geospatial data appear only in List View. Use the tabs at the tops of the screen to switch between views.

9.1 Edit Data in a Record

To edit the data in a record,

1. Open the project in Map View. Tap the record that you want to modify, and in the Record dialog, tap **Edit record**.

   Or, open the project in List View. Select the record that you want to edit. Tap ✏️.

2. Edit the desired data in the record.

3. Tap **Save**.
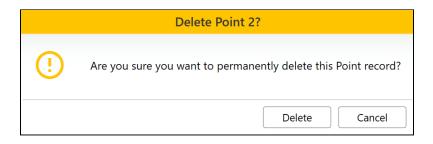
9.2 Delete a Record from a Project

To delete a record,

1. Open the project.

---

2. Use one of the following methods to delete the record:

  ▪ From Map View, tap the record that you want to delete. In the Record dialog, tap **Delete**.

  ▪ From List View, select the record(s) that you want to delete. Tap Delete 🗑.

Delete Point 2?
⚠ Are you sure you want to permanently delete this Point record?
Delete   Cancel
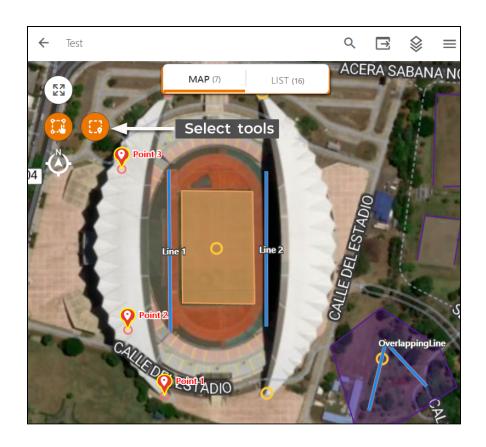
3. Tap **Delete** to confirm the deletion.

9.3   Use the Select Tools to Delete Multiple Records

Use the Select tools to quickly select and delete multiple records from Map View.

Note: The Select tools are turned off by default. To enable the tools, go to Settings.

Tool	Purpose	Steps

Multi Select tool	Select multiple records	1. Open the project in Map View.
		2. Select the Multi-Select tool.
		3. Tap the records that you want to select.
		   ▪ To deselect one record, tap it again.
		   ▪ To deselect all records, tap **Deselect all** in the toolbar at the bottom of the screen.
		4. Tap **Delete** in the toolbar at the bottom of the screen.

Area Select tool	Select all the records in an area	1. Open the project in Map View.
		2. Select the Multi-Select tool. Then, select the Area Select tool.
		3. Draw a rectangle around the area that you want to select.
		   ▪ To deselect one record, tap it again.
		   ▪ To deselect all records, tap **Deselect all** in the toolbar at the bottom of the screen.
		4. Tap **Delete** in the toolbar at the bottom of the screen.

9.4   Move the Record Label on the Map

This feature is available in Uinta for Windows only.

To move a record label,

1. Select the record in Map View.

   Uinta displays information about the record, such as the name, location, and date/time.

2. Tap **Move Label**. Uinta opens Label Edit Mode.

3. With the label selected, drag it to the desired location.

   If desired, select and drag other labels to new locations.

4. Tap **Save** to close Label Edit Mode.
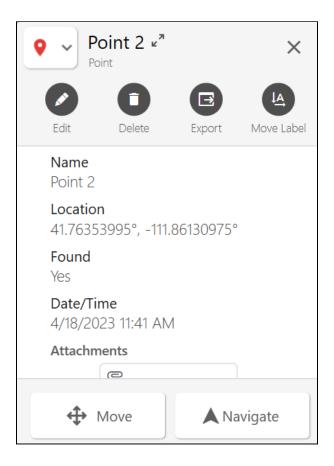
9.5   Move the Geographic Location

To move the geographic location of a record,

1. Select the record in Map View.

   Or, select the record in List View and tap ✏.

Uinta displays information about the record, such as the name, location, and date/time.

2. Tap **Move**.

3. Select one of the following options.

Move Geographic Location		
To	**Requires GPS?**	**Steps**
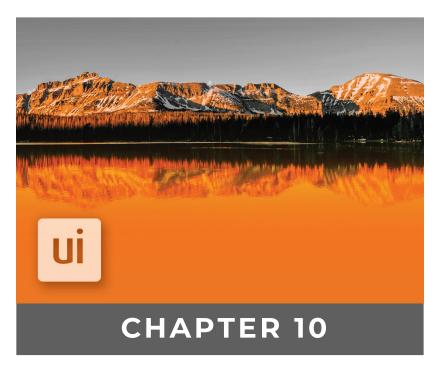
Capture multiple GPS data points and then find the average	Yes	1. Tap **Average GPS**. 2. Wait the desired time and tap **Stop** to end the location captures. Uinta averages all the GPS points to get a precise GPS location.
Capture a single GPS data point	Yes	1. Tap **Move GPS**. Uinta captures your current GPS location.
Manually move the geographic location	No	1. Select the mouse function (✳) or target function (◇). Once selected, the icon will turn orange. 2. Select a point and drag it to a new location. 3. For lines or areas, tap **Add** to add a new point. 4. Tap **Finish** when you are done.
Move the geographic location by entering latitude	No	1. On the left side of the screen, select the target icon (◇). Once selected,

		the icon will turn orange.
and longitude coordinates		2. Tap the latitude and longitude co-ordinates.
		3. Enter new latitude and longitude co-ordinates and tap ✓.
		4. Tap **Add point**.
		5. Tap **Finish**.

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CHAPTER 10

10 Work with Project Templates

Uinta includes templates to help you create new projects more efficiently. You can use a sample project template and adjust it to match your project needs, or you can create your own project template. For additional sample templates, contact uintasoftware@junipersys.com.
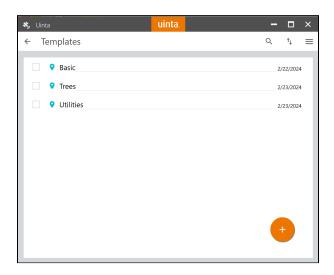
10.1 Open the Templates Screen

The Templates screen displays the templates on which you can base projects. From this screen, you can create new templates and edit/delete existing templates.

To open the Templates screen,

1. From the Projects screen, open the menu ≡ and select **Templates**.
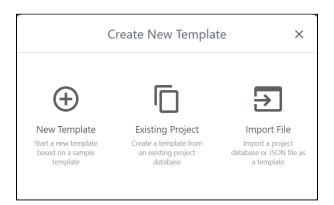
   The Templates screen displays the available project templates.

10.2 Create a Template

To create a template,

1. From the [Templates screen](), tap ➕ .

    Create New Template   ✕

    ⊕   ▢   ⇥
    New Template   Existing Project   Import File
    Start a new template   Create a template from   Import a project
    based on a sample   an existing project   database or JSON file as
    template   database   a template

2. Select one of the following options.

Create Template	
To	**Steps**
Base the template off a sample template	1. Tap **New Template.** 2. Select the template on which to base the new template. 3. Edit the name, description, color, and icon. 4. Tap ✓.
Base the template off an existing project	1. Tap **Existing Project**. 2. Select an existing project on which to base the template. 3. Edit the name, description, color, and icon. 4. Tap ✓.
Import a Uinta project database (.db) or template (JSON)	1. Tap **Import File**. 2. Select the file and tap **Open**. 3. Edit the name, description, color, and icon. 4. Tap ✓.
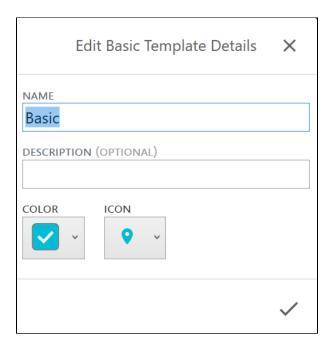
10.3   Edit a Template

You can edit a template to fit your project's needs. Customize the template in the same manner that you customize a project. For information on adding, editing, and deleting record types and fields, see [Customize a Project.](#)

10.4   Edit Template Description
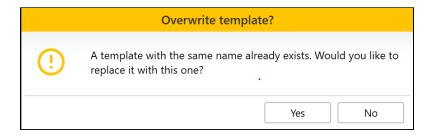
To edit the template details,

1. From the [Templates screen](#), open the template (or a record within a template).

2. Tap ✏ in the top right corner of the screen.

3. Edit the name, description, color, and icon.

4. Tap ✓.

If you are saving the template with the same name, Uinta asks whether you want overwrite the existing template.

Overwrite template?

(!) A template with the same name already exists. Would you like to replace it with this one?

Yes   No

5. Tap **Yes** to overwrite the template. Tap **No** to go back and change the template name.
6. To close the template, tap ←.

Unsaved Changes

(!) Want to save your changes?

Save   Don't Save   Cancel

7. Tap **Save**.
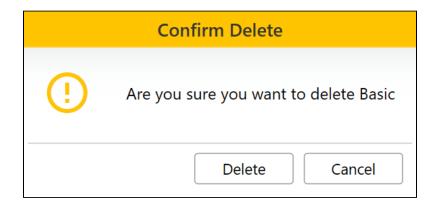
10.5   Delete a Template

To delete a template,

1. From the Templates screen, select the checkbox next to the template that you want to delete.
2. Tap **Delete** in the pop-up menu.

Uinta confirms that you want to delete the template.

3. Tap **Delete**.

10.6   Copy a Template

To copy a template,

1. From the [Templates screen](#), select the checkbox next to the template that you want to copy.
2. Tap **Copy** in the Templates pop-up menu.

Uinta adds the new template to the Templates screen and adds a numeric value to the template name to differentiate the copy from the original. For example, if you copy the template named "Basic," the new template is named "Basic (1)."

10.7   Export a Template

To export a template,

1. From the [Templates screen](#), select checkbox for the template that you want to export.

2. Tap **Export** in the Templates pop-up menu.

   The file is exported as a JSON file with the same name as the template. The file manager displays the location of the exported template.

3. Close the file manager.

Note: You can change the file name later by locating the template file in the file manager.

10.8   Import a Uinta Template
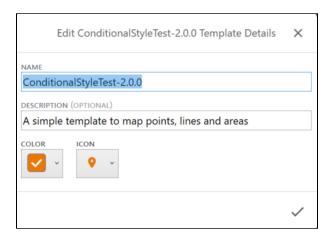
You can import a Uinta template (JSON file) to the Templates screen and make it available as a custom template for new projects.

Note: Uinta version 2.0.0 or later accepts only JSON files created in Uinta version 2.0.0 or later.

To import a template file,
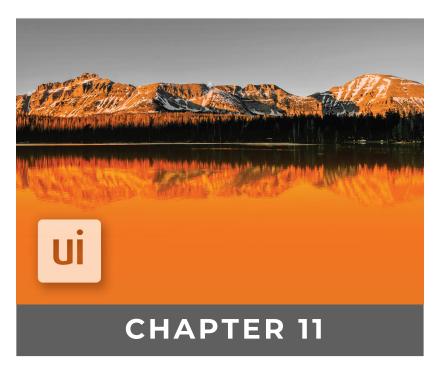
1. From the [Templates screen](#), tap ➕.

2. Select **Import File**.

3. Locate the JSON template file that you would like to import and tap **Open**.

Edit ConditionalStyleTest-2.0.0 Template Details ✕

NAME

ConditionalStyleTest-2.0.0

DESCRIPTION (OPTIONAL)

A simple template to map points, lines and areas

COLOR   ICON

4. Modify the name, description, and identifying color and icon.
5. Tap ✓.

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11 Import Data
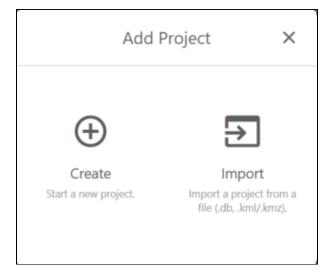
You can import data created in Uinta or other applications, and then choose whether to use the data in a new or existing Uinta project. Uinta accepts KML, SHP (zipped), CSV, and GPKG file formats.

11.1 Import Database or File as New Project

You can import a Uinta database (.db) or data saved in a SHP, KML, CSV, or GPKG file and save it as a new project in Uinta.
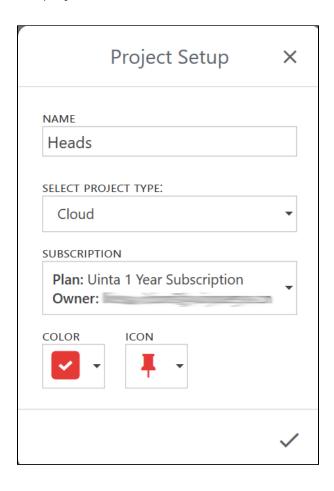
To import a file as a new project in Uinta,

1. Open the Projects screen.
2. Tap ➕.
3. Tap **Import**.

4. Locate the file you want to import, and tap **Open**.

5. In the Project Setup dialog box, enter information about the project.

Project Setup	
Field	**Enter**
Name	Enter the name of the project.
Select Project Type	Select **Cloud** or **Local**. For an explanation of project types, see Plan, Create, and Manage a Project.
Color	Select the identifying color from the drop-down list.
Icon	Select the project icon from the drop-down list.

6. Tap ✓.
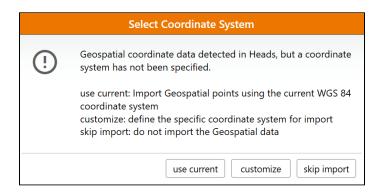
7. If you selected cloud as the project type, set up the project access and tap ✓.

   Uinta notifies you that you have successfully updated the project sharing access.

7. Tap **OK**.

8. If Uinta detects geospatial data in the imported file, determine how to import the data.

   - Tap **Use current** to import data in the coordinate system defined in Location Settings. The default is WGS84. (See Select a Coordinate Reference System.)
   - Tap **Customize** to select the desired coordinate system for the geospatial data.

- Tap **Skip import** to import only non-geospatial data.

Uinta opens the new project in Map View.

11.2 Import Data into an Existing Project
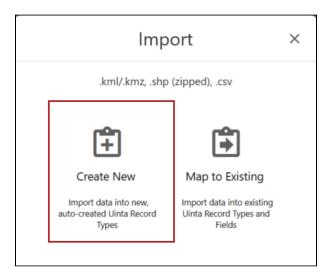
You can import data into Uinta and add it to an existing Uinta project. You have the option to add the data as new record types or to map it to existing record types already defined in a project template. During the import process, you select whether to import all of the data or just the selected data.

11.2.1 Import and Create New Record Types
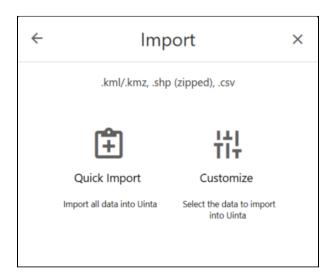
To import a file into an existing Uinta project and create new record types,

1. Open the Uinta project into which you want to import the data.
2. Tap ➕.
3. In the Select Record Type dialog box, tap **Import**.

4. Tap **Create New**.

5. Select one of the following options:

- ▪ **Quick Import**—Import all of the data into Uinta.
  Recommended for data imports where it is okay to
  create new record types in a project template.
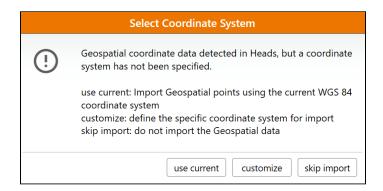
- **Customize**—Select the specific data you want to import into Uinta.

6. Locate the file you want to import, and tap **Open**.

   If you selected Customize, Uinta opens the Import window. The record type(s) in the imported file appear in the left column. Tap a record type to view the fields and see how they will be added in Uinta. Select the checkbox next to each record type that you want to import and tap →.

7. If Uinta detects geospatial data in the imported file, select the import method.

   - Tap **Use current** to import data in the coordinate system defined in Location Settings. The default is WGS84. (See Select a Coordinate Reference System.)
   - Tap **Customize** to select the desired coordinate system for the geospatial data.

- Tap **Skip import** to import only non-geospatial data.

Select Coordinate System

Geospatial coordinate data detected in Heads, but a coordinate system has not been specified.

use current: Import Geospatial points using the current WGS 84 coordinate system
customize: define the specific coordinate system for import
skip import: do not import the Geospatial data

| use current | customize | skip import |
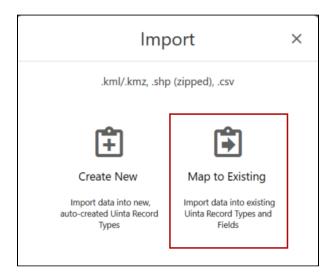
Uinta imports the data into the project.

11.2.2   Map to Existing Record Types

To import a file into an existing project and map the fields to fields in an existing record type,

1. Open the Uinta project into which you want to import data.
2. Tap ➕.

3. Tap **Import**.
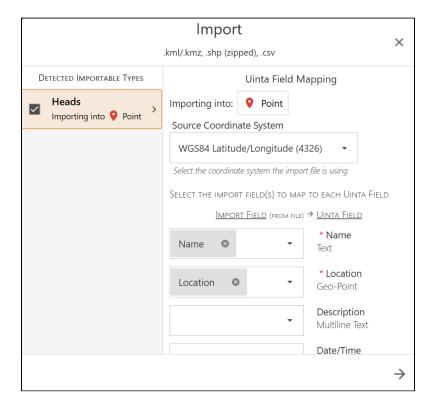
4. Tap **Map to Existing**.
5. Locate the file you want to import and tap **Open**.

   The left panel displays the imported file. The right panel displays the fields into which you are importing the data
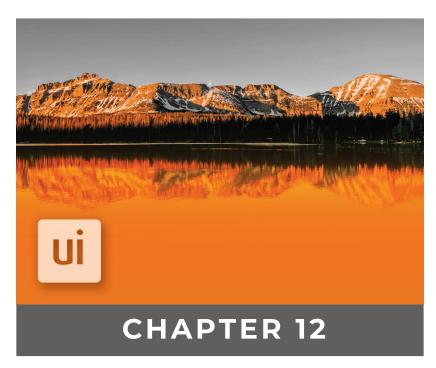
and the source coordinate system.

6. For each field, ensure the desired field in the importing data is matched to the existing field in the Uinta project.
   - Uinta automatically recognizes fields with the same name.
   - Use the drop-down list and select the field that aligns with the existing project field.

7. After you identified all of the fields, tap →.

Uinta imports the data fields into the project and opens the project in Map View.

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CHAPTER 12

12   Add Layers

In Uinta, a map can consist of three types of layers: record types, reference layers, and online base map. The online base map is the foundation for the project, and the other layers build upon the base.

Record Types
Reference Layers
Online Base Map

- **Record Types**—This is the layer on which you place points, lines, areas, and non-spatial records. For instructions on adding record types, see Collect Data with Uinta.
- **Reference Layers**—Reference layers overlay the base map and provide additional detail, such as property boundaries, tax parcels, wetlands, or topography. These layers are op-tional and can be turned on or off as needed. They can be saved to the cloud for access by anyone with project per-missions or downloaded to your local device for offline use. Reference layer data cannot be edited but the formatting can be customized.
- **Online Base Map**—The base map comes from a mapping service and is not editable. You can search the limited metadata available with the base map. It can be turned off to view only the visible reference layers.

12.1   Use External Images for Reference Layers

Reference layers come from imported raster or vector images.

- **Raster images**, built from a grid of pixels, are imported as non-editable layers. The image resolution is determined by the number of pixels and increasing the size of the im-age can lead to a loss of quality.
- **Vector images** use mathematical formulas to create shapes, borders, and fill colors and can be scaled to any

size without losing quality. These layers are editable and searchable, but the geospatial data cannot be modified.

The following table shows the raster and vector file types that can be imported into Uinta.

Raster File Types	Vector File Types
GeoTIFF (.tiff) *	Google Earth (.kml/.kmz)
MBTiles (.mbtiles)	Shapefile (.shp)
	GeoPKG (.gpkg)
	GeoJSON (.geojson)
	CSV (.csv)

To be used as a reference layer, a GeoTIFF file must be geo-referenced. Uinta will notify you if a GeoTIFF file lacks the necessary metadata.

Raster images can be directly imported as reference layers across all Uinta platforms (Windows, Android, and iOS). In contrast, vector images can only be imported as reference layers using Uinta for Windows. During the import process, Uinta converts vector images to MBTiles, and when saved to the cloud, these reference layers can be used across all platforms.

When to Import a Vector Image as Reference Layer

A vector image can contain geospatial data that can be imported into Uinta as either editable records or as a reference layer.

Import a Vector Image as	When
A reference layer	You want to view and filter the file's geospatial data but do not need to edit the data. This method works well for large vector files with lots of geospatial data. See Import a Reference Layer.
Editable records	You want to add the file's geospatial data to a new or existing project and have the ability to edit the data. See Import Data.

File Size Limits

When importing reference layer images, you can save them locally or upload them to the cloud. File size recommendations vary by format and storage location:

MBTiles format—

- Local storage: Limited only by your device's storage capacity
- Cloud upload: Must be less than 300 MB

GeoTIFF format—

- Local storage: Less than 40 MB for efficient device performance
- Cloud upload: Must be less than 40 MB

Uinta prevents you from uploading images to the cloud that exceed the recommended size limit. No warning appears for oversized files saved to your device.

12.1.1 Sources for Reference Layer Imagery

There are many sources, both public and private, for reference layer imagery. The following table includes some public resources.

Public Sources	Available Imagery
U.S. Geological Survey (USGS), TopoView: https://ngmdb.usgs.gov/topoview/	Topography Aerial imagery *Note: For instructions on downloading USGS imagery and maps, see Using USGS Topography Maps & Aerial Imagery as Reference Layers.*
U.S. Geological Survey (USGS), National Map Download Application: https://apps.nationalmap.gov/downloader/	Topography Aerial imagery Topobathy, elevation Hydrography Transportation Elevation Boundaries Structures Geographic Names Information System (GNIS) Woodland tint
Local GIS websites, such as county, state, and federal	Tax parcels Wetlands Flood plains Trails Plats Topography Aerial imagery Roads

Public Sources	Available Imagery
	Utilities
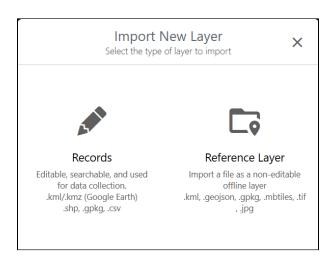
Private sources of imagery include drone-captured imagery and the exported files from sensor-based surveys, such as Ground Penetrating Radar (GPR).

12.2   Import an Image as a Reference Layer
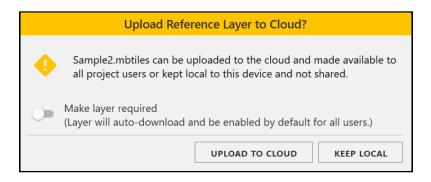
Raster images can be directly imported as reference layers across all Uinta platforms (Windows, Android, and iOS). In contrast, vector images can only be imported as reference layers using Uinta for Windows. During the import process, Uinta converts vector images to MBTiles, and when saved to the cloud, these reference layers can be used across all platforms.

To import a reference layer,

1. Open the project in Map View.
2. Tap ⬙.
3. Tap **Import layer**.
4. Tap **Reference layer**.

Import New Layer
Select the type of layer to import   ✕

Records
Editable, searchable, and used
for data collection.
.kml/.kmz (Google Earth)
.shp, .gpkg, .csv

Reference Layer
Import a file as a non-editable
offline layer
.kml, .geojson, .gpkg, .mbtiles, .tif
, .jpg

5. Locate and select the file that you want import. Tap **Open**.

6. If you are importing the reference layer to a cloud project, select the storage location.

   ▪ Select **Upload to cloud** to save the reference layer to cloud storage and make it available to other Uinta users and devices. (*Optional*) Select **Make layer required** to have Uinta automatically download and enable the layer for all project users.

   ▪ Select **Keep local** to save the reference layer to your device. The layer is only available from this device.

Uinta notifies you after the layer is successfully added to the project.

7. Return to the map.

12.2.1 Add a Reference Layer to the Cloud

Adding a reference layer to the cloud makes the layer accessible to anyone with access to the project.
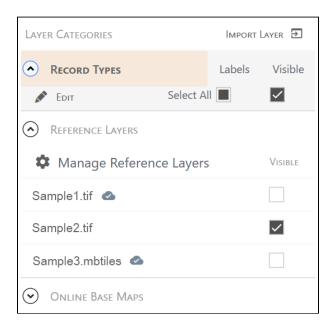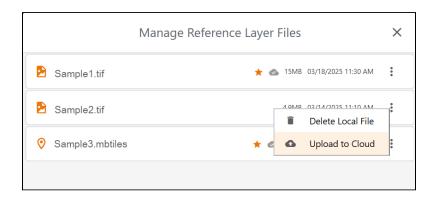
To move a reference layer to the cloud,

1. Tap ⬙ .

2. Expand **Reference Layers**.

3. Tap **Manage Reference Layers**.

4. Select the layer and tap ⋮ .
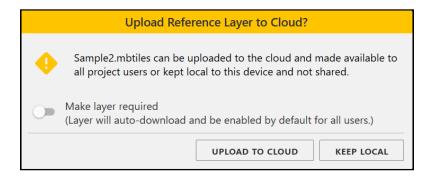
5. From the menu, select **Upload to cloud**.

6. (Optional) Select **Make layer required** to automatically download and enable the layer for all project users.

Upload Reference Layer to Cloud?

⚠ Sample2.mbtiles can be uploaded to the cloud and made available to all project users or kept local to this device and not shared.

Make layer required
(Layer will auto-download and be enabled by default for all users.)

UPLOAD TO CLOUD   KEEP LOCAL
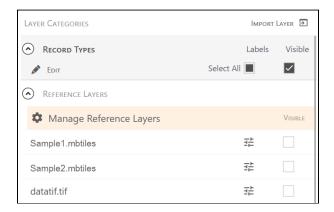
7. Tap **Upload to cloud**. Uinta notifies you after the layer is successfully uploaded to the cloud.

8. Return to the map.

12.2.2 Delete a Reference Layer

To delete a reference layer,

1. Tap ⩘.

2. Expand **Reference layers**.

3. Tap **Manage reference layers**.

LAYER CATEGORIES   IMPORT LAYER ⊡

⌃ RECORD TYPES   Labels   Visible

✏ EDIT   Select All ◼   ☑

⌃ REFERENCE LAYERS

⚙ Manage Reference Layers   VISIBLE

Sample1.mbtiles   ⇌   ☐

Sample2.mbtiles   ⇌   ☐

datatif.tif   ⇌   ☐
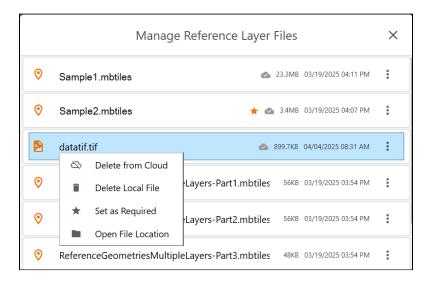
4. Select the layer that you want to delete, and tap ⋮ .

5. From the menu, select

▪ **Delete from cloud**—Removes the reference layer from the cloud. The layer will still be available on any devices on which it has been downloaded as a local file. Select **Yes, delete file from cloud** to confirm the deletion.

▪ **Delete local file**—Removes the reference layer from your local device. The layer may still be available on the cloud for other project users. Select **Yes, delete local file** to confirm the deletion.

6. Return to the map.
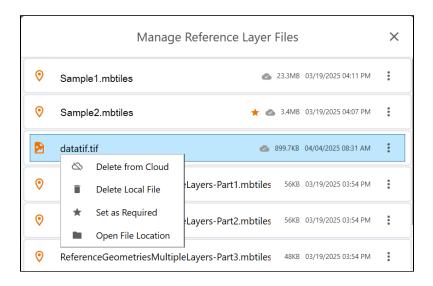
12.3   Mark a Reference Layer Required or Optional

You can designate a reference layer saved to the cloud as required or optional.

▪ **Required layer**—Automatically downloads for all project users

▪ **Optional layer**—Available to download from the cloud for all project users

To set a layer as required or optional,

1. Tap ⊜.
2. Expand **Reference layers**.
3. Tap **Manage reference layers**.
4. Select the layer and tap ⋮ .
5. From the menu, select **Set as required** or **Set as optional**.
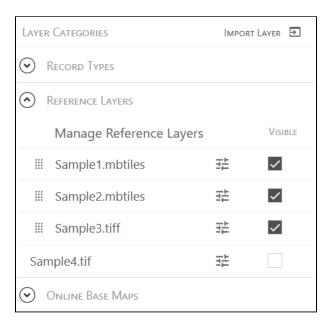
6. Return to the map.

12.4   Set Reference Layer Visibility

To set the visibility of a reference layer,

1. Open the project in Map View.
2. Tap ⊜.
3. Expand **Reference layers**.
4. Select or clear the **Visible** checkbox next to a layer to show or hide it.

In Windows, visible layers automatically move to the top of the list.

5. Sort the active reference layers to optimize visibility.
   - Windows—Drag the visible reference layers into the desired order.
   - Android and iOS—Tap **Order layers**. Select a layer, and tap **Up** or **Down** on the toolbar to move the layer.
6. Return to the map.

12.5   Customize a Reference Layer

The extent to which you can customize a reference layer depends on the source file.
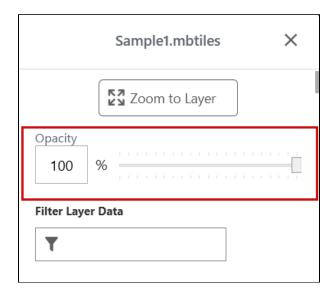
- Raster images have the file format .mbtiles or .tiff. You can adjust layer opacity (both file types) and move the X and Y offsets (.tiff layers only). Because the images contain no geospatial data, filtering layer data is not an option.

- Vector images imported into Uinta are converted to the file format .mbtiles and retain their geospatial data. You can adjust the layer opacity, customize the layer style, and filter the layer data.

12.5.1   Change Opacity of a Reference Layer

You can change the transparency of a reference layer by adjusting the opacity.

1. Tap ⬗.

2. Expand **Reference layers**.

3. Tap ⊟ next to the layer you want to modify.

4. Move the **Opacity** slider to adjust the layer's transparency. The lower the opacity percentage, the more transparent the layer.

5. Tap ✓ to save your changes.
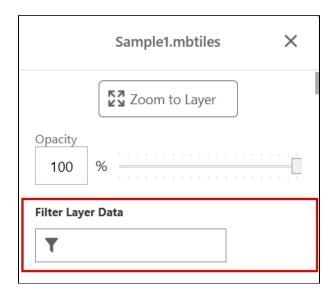
6. Return to the map.

12.5.2 Filter Layer Data

If the reference layer was imported from a vector image, the layer may contain additional geospatial data that can be searched.

To filter the layer data,

1. Tap ⬙.
2. Expand **Reference layers**.
3. Tap ⥮ next to the layer you want to modify.
4. In **Filter Layer Data**, enter the search criteria and press Enter.

Sample1.mbtiles ✕

⤢ Zoom to Layer

Opacity

100 %

Filter Layer Data

▼

5. Tap ✓ to save your changes.
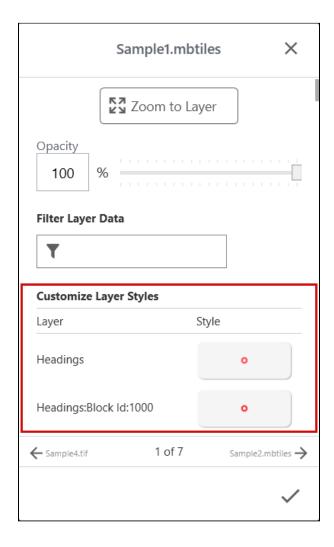
   Uinta shows only the data that matches the search criteria.

6. Return to the map.
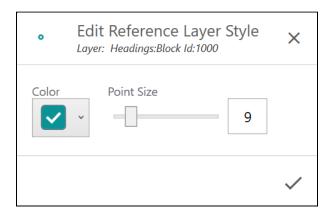
12.5.3 Customize Layer Styles

If the reference layer was imported from a vector image, you can customize layer styles assigned to the geospatial data.

---

1. Tap ⬙ .
2. Expand **Reference layers**.
3. Tap ⛭ next to the layer you want to modify.
4. In Customize Layer Styles, select a style.

5. Adjust the layer attributes.

6. Tap ✓ to save your changes.
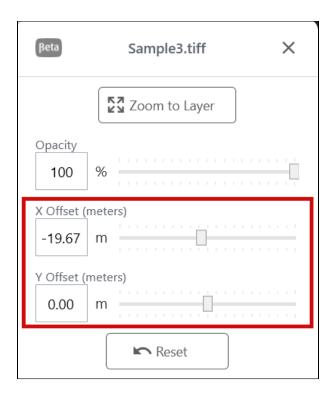
7. After you finish, tap ✓ to save your changes.

8. Return to the map.

12.5.4 Adjust the X/Y Offset for GeoTIFF Layer

You can adjust the position of a GeoTIFF reference layer relative to the base map by moving the X and Y offsets.

1. Tap ⬙.

2. Expand **Reference layers**.

3. Tap ⛭ next to the GeoTIFF layer that you want to modify.

4. Drag the **X Offset** and **Y Offset** sliders to adjust the position of the layer.
   - Tap **Reset** to return the X and Y offsets to the original settings.

5. Tap ✓ to save your changes.
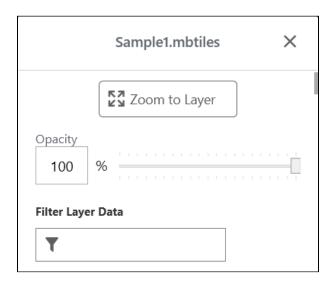
6. Return to the map.

12.5.5   Zoom to Layer

To focus the map on a reference layer,

1. Tap ⊗.

2. Expand **Reference Layers**.

3. Tap ⚏ next to the layer you want to view.

Sample1.mbtiles ✕

⛶ Zoom to Layer

Opacity

100 %

Filter Layer Data

▼

4. Tap **Zoom to layer**.

12.6 Save a Map Region as a Reference Layer
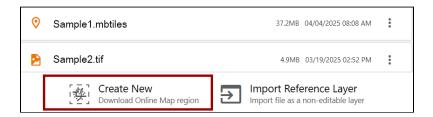
In Uinta for Windows, you can save a selected map region as a reference layer for offline use. If you save the layer to the cloud, it becomes accessible for all project users.

Note: This feature is not available if the online base map uses Google Maps.

To save a map region as a reference layer,

1. Tap ☰.

2. Expand **Reference layers**.

3. Tap **Manage reference layers**.

4. Tap **Create new**.
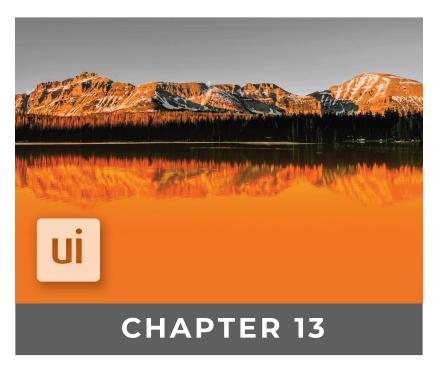
5. Zoom in or out as needed to fit the desired region of the map in the selection area.

6. In **Offline map name**, enter the name for the reference layer.

7. Tap **Download**. The reference layer is saved to your hard drive in Documents\Uinta\Offline Maps.

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CHAPTER 13

13   Export Project, Template, or Data
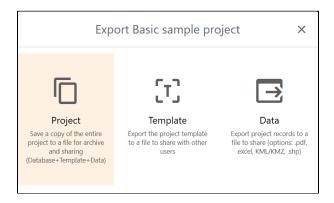
Uinta gives you options for exporting. You can save a copy of an entire project, export a project template, or export project data.

13.1   Export a Project

Exporting the entire project (database, template, and data) from the Projects screen allows you to share it with another user for offline or local use. This is also one method for backing up your project. The project is saved in a .db file format (a proprietary file format accessible only in Uinta).

To export a project from the Projects screen,

1. From the Projects screen, tap ⋮ next to the project and select **Export**.

2. Tap **Project**.
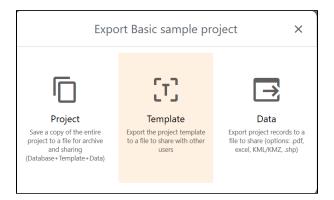
3. Follow the on-screen prompts to save the .db file.

13.2   Export a Project Template

You can export a project template to a file that can be shared with other Uinta users. Uinta saves the template as a JSON file using the Uinta schema.

To export a project template,

1. From the Projects screen, tap ⋮ next to the project and select **Export**.

2. Tap **Template**.

3. Select the file location, and tap **Save**.

13.3   Export Project Data

You can export selected records or all records from a project. Data is exported in standard file formats, such as Excel, PDF, Google Earth KML, CAD (.dxf), Shapefile, GeoPackage, CSV, or attachments.

File Formats

Format	Description
PDF (*Windows only*)	PDF (Portable Document Format) is a versatile file format created that gives people an easy, reliable way to view a document regardless of the software, hardware, or operating system being used. If you want to include the map in the exported PDF file, export from Map View.
Excel	Excel is a workbook or spreadsheet program. Uinta saves the project record in an Excel file and creates a tab for each record type. Optionally, when you export the data, you can select the PENZD/PNEZD file format for survey data software, such as Civil 3D.
KML	KML (Keyhole Markup Language) is a file format used to display geographic data in an Earth browser, such as Google Earth.
Shapefile	A shapefile is a simple, non-topological format for storing geometric location and attribute information for GIS software. A shapefile contains a database file (.dbf), projection file (.prj), shape index file (.shx) and shapefile (.shp) for each record type in the project. Uinta packages these files into one folder.

CAD (.dxf)	DXF (Drawing Exchange Format) is a vector format, primarily used to exchange 2D and 3D drawings across CAD software applications. The DXF file format is limited to approximately 3,500 Uinta records. When exporting to DXF, you must use a projected coordinate system (PCS), such as a state plane or UTM. You can select the PCS when you customize the data for export or within Location Settings. If you export a DXF file without selecting a PCS, Uinta prompts you to switch to one. It then automatically selects a suitable UTM zone based on your data. For more information, see Best Practices for DXF Export.
GeoPackage	A GeoPackage is an open format for transferring geospatial data. A GeoPackage has a smaller file size than a shapefile but is highly compatible across environments. A single GeoPackage file can have multiple vector layers with each layer having a different geometry type.
CSV (PNEZD/ PENZD supported)	CSV (Comma-Separated Values) is a plain text file for storing data. Each line in the file represents a single data record, and each field within that record is separated by a user-selected delimiter.

	You can export all fields in the record (All columns) or export a subset of fields in PNEZD or PENZD format. These formats are commonly used in CAD applications.
	The acronyms indicate the field order:
	- P—Point number - N—Northing (Y coordinate) - E—Easting (X coordinate) - Z—Elevation - D—Description
Attachments	Attachments exports only the images or other files attached to records. The attachments are saved in a zipped file folder.
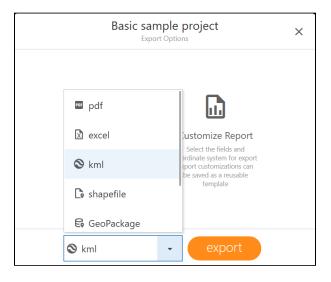
13.3.1   Export Project Data

To export project data,

1. Open the project in either Map View or List View.
2. (Optional) Choose the records you want to export. *Skip this step if you want to export all records.*
    - In Map View, use the [Select tools](#) and then, skip to step 4.
    - In List View, select the records directly from the list.
    - Alternatively, [filter the project](#) to display only records that match your criteria.
3. Initiate the export.
    - Android and iOS—Open the menu and select **Export**.
    - Windows—Tap the export icon ⬛.
4. At the bottom of the Export Options dialog, select the file type.

Note: PDF export is available only in Uinta for Windows.

5. Tap **Export**.

6. If prompted, customize the exported file.
    - **PDF**—Customize the text, logo, and PDF attributes and tap **Export**.
    - **GeoPackage**—Select the data that you want included in the GeoPackage, such as attachments and metadata, and tap **Export GeoPackage**.
    - **CSV**—Select the export format and the type of delimiter. Then, tap **Export**.

7. Select the file location and tap **Save**.
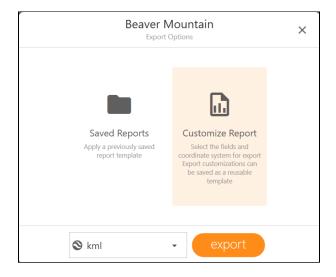
13.3.2   Export Project Data with Customized Report

Use the Customize Report option to select the fields and coordinate reference system that is exported. You can save the customizations as a reusable template.
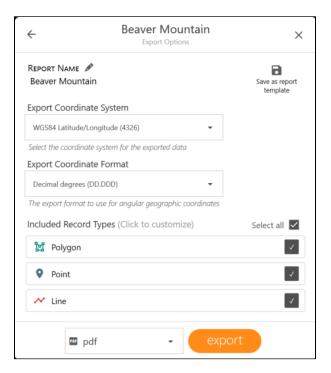
To select the project data that is exported,

1. Open the project in either Map View or List View.

2. (Optional) Choose the records you want to export.
   Skip this step if you want to export all records.

- In Map View, use the [Select tools](#) and then, skip to step 4.
- In List View, select the records directly from the list.
- Alternatively, [filter the project](#) to display only records that match your criteria.

3. Initiate the export.
   - Android and iOS—Open the menu and select **Export**.
   - Windows—Tap the export icon ⬛.

4. In the Export Options dialog, tap **Customize report**.

5. Select the coordinate reference system, coordinate format, and record types that are exported.
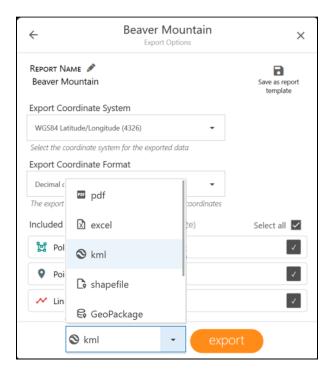
Export Options

Option	Action
Report Name	(*Optional*) Edit the name of the report.
Export Coordinate System	Select the coordinate system that you want included with the exported data. *Note: When exporting to DXF, select a projected coordinate system, such as UTM or your local state plane.*
Export Coordinate Format	Select the export format for the geographic coordinates.
Included Record Types	To include all record types, select **Select all**. To narrow the export, select the checkbox for only the record types you want included.
Save as report template	Tap **Save as report template** if you want to save the settings as a report template for future use.

6. Select the type of file that you want to export.

7. Tap **Export**.
8. If prompted, customize the exported file.
   - **PDF**—Customize the text, logo, and PDF attributes and tap **Export**.
   - **GeoPackage**—Select the data that you want included in the GeoPackage, such as attachments and metadata, and tap **Export GeoPackage**.
   - **CSV**—Select the export format and the type of delimiter. Then, tap **Export**.
9. Select the file location and tap **Save**.
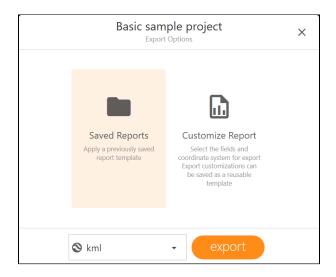
13.3.3   Export Project Data with a Saved Template
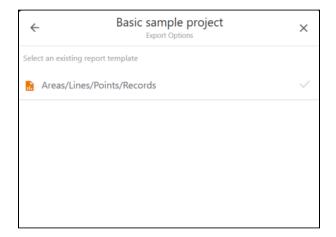
Use the Saved Reports option to apply a saved report template to the exported project data.

To export the project data using a saved report template,
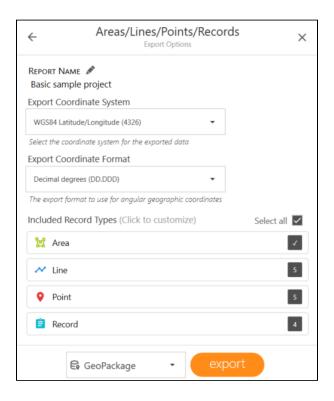
1. Open the project in either Map View or List View.
2. (Optional) Choose the records you want to export.
   Skip this step if you want to export all records.
   - In Map View, use the [Select tools](#) and then, skip to step 4.
   - In List View, select the records directly from the list.
   - Alternatively, [filter the project](#) to display only records that match your criteria.
3. Initiate the export.
   - Android and iOS—Open the menu and select **Export**.
   - Windows—Tap the export icon ⬚.
4. In the Export Options dialog, tap **Saved Reports**.

5. Select the report template.
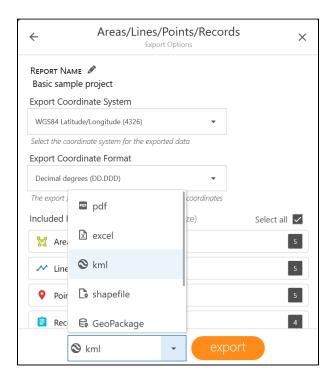
6. Customize the report options.

Export Options	
Option	**Action**
Report Name	(*Optional*) Edit the name of the report.
Export Coordinate System	Select the coordinate system that you want included with the exported data. *Note: When exporting to DXF, select a projected coordinate*

	system, such as UTM or your local state plane.
Export Coordinate Format	Select the export format for the geographic coordinates.
Included Record Types	Uinta enables **Select all** by default. To narrow the exported data, clear **Select all** and select only the checkboxes for the record types you want to include.

7. Select the type of file that you want to export.

Note: PDF export is available only in Uinta for Windows.
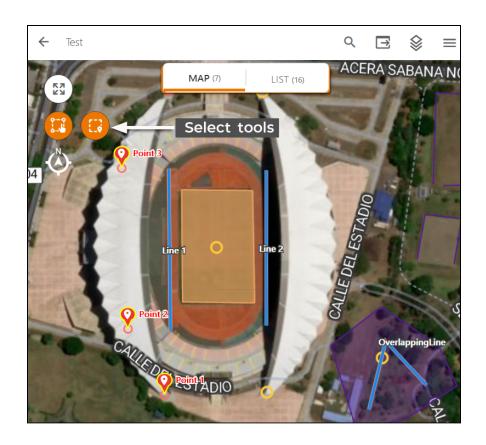
8. Tap **Export**.

9. If prompted, customize the exported file.

- **PDF**—Customize the text, logo, and PDF attributes and tap **Export**.
- **GeoPackage**—Select the data that you want included in the GeoPackage, such as attachments and metadata, and tap **Export GeoPackage**.
- **CSV**—Select the export format and the type of delimiter. Then, tap **Export**.

10. Select the file location and tap **Save**.

13.3.4   Use the Select Tools for Exporting Multiple Records
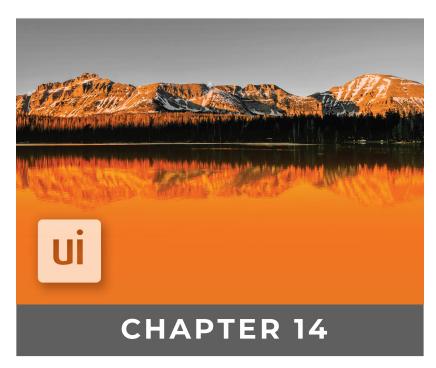
Use the Select tools to quickly select and export multiple records from Map View.

Note: The Select tools are turned off by default. To enable the tools, go to Settings.

Tool	Purpose	Steps
Multi Se-lect tool	Select mul-tiple records	1. Open the project in Map View. 2. Select the Multi-Select tool. 3. Tap the records that you want to select. ▪ To deselect one record, tap it again. ▪ To deselect all records, tap **Deselect all** in the toolbar at the bottom of the screen. 4. Tap **Export** in the toolbar at the bottom of the screen.
Area Se-lect tool	Select all the records in an area	1. Open the project in Map View. 2. Select the Multi-Select tool. Then, select the Area Select tool. 3. Draw a rectangle around the area that you want to select. ▪ To deselect one record, tap it again. ▪ To deselect all records, tap **Deselect all** in the toolbar at the bottom of the screen. 4. Tap **Export** in the toolbar at the bottom of the screen.

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CHAPTER 14

14   Search and Filter Data

Learn more about searching, filtering, and sorting data:

14.1   Use Quick Search

With quick search, you can quickly filter the records in Map View or List View based on your search criteria..

To use quick search,

1. Open the project in Map View or List View.
2. Tap 🔍 in the top right corner of the screen.
3. Enter your search criteria. Uinta filters the records based on the keyword search.

Note: Uinta does not search geospatial fields.

14.2   Filter by Record Type and Field
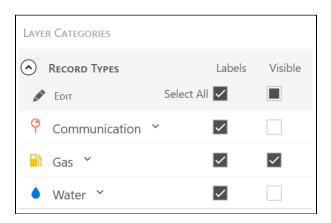
In Uinta, you can filter the records based on criteria you set. You can filter broadly by record type or narrow the results based on field values. You determine the level of filtering to apply. You can export the filtered data to share with others. (See Export Project, Template, or Data.)

14.2.1   Filter in Map View

To filter the project by layers,

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1. Open the project in Map View.

2. Tap ⬙.
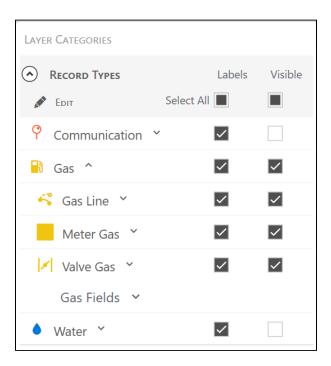
3. Select the **Visible** checkbox for the record type(s) that you want to see.
   In this example, the record type Gas is marked as visible. Gas is a parent record type and associated with other record types, as indicated by the expansion arrow.
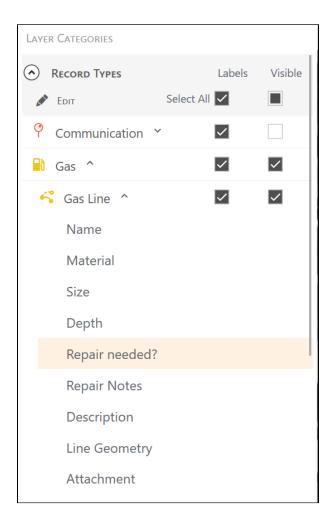
4. To narrow the filter further, expand the parent record type to view all associated record types.

   In this example, the parent record type Gas is expanded and has associated records for Gas Line, Meter Gas, Valve

Gas, and Gas Fields.
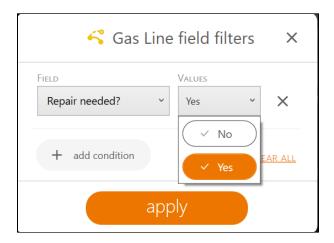
5. To filter by the value in a field, expand a record type and select the field by which you want to filter.

In this example, Gas Line is expanded to show the fields in the record.
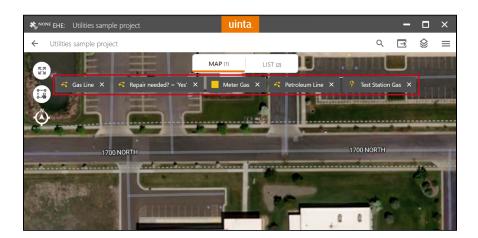
6. Select a field. Enter the filter criteria for that field and tap **Apply**.

In this example, Gas Line is filtered by gas lines that are marked as needing repair.

The Map View and List View display only the records that match the criteria you set. Uinta displays the filter criteria across the top of the screen. To clear the filter criteria, tap ✕.
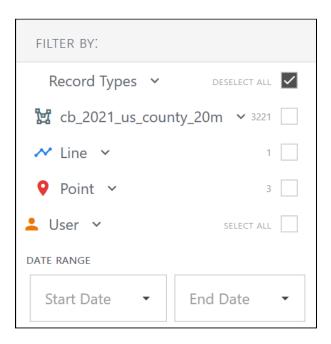
14.2.2   Filter in List View

You can filter the records in List view by record type, user, date range, or matching field criteria.

To filter the records in List view,

1. Open the project in List view.
2. Tap ▼.

FILTER BY:

Record Types ∨	DESELECT ALL ☑
⊞ cb_2021_us_county_20m ∨ 3221	☐
∿ Line ∨	1 ☐
● Point ∨	3 ☐
● User ∨	SELECT ALL ☐

DATE RANGE

| Start Date ▼ | End Date ▼ |
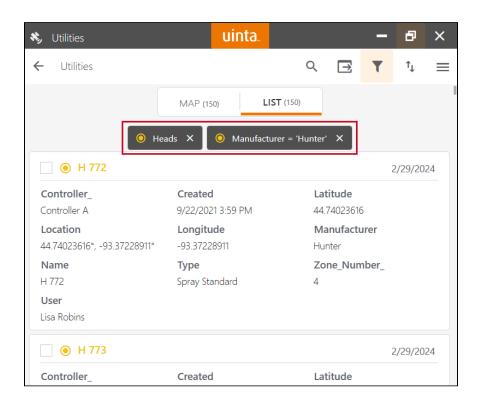
3. Filter the records based on the criteria you enter.

Filter Options	
To	**Steps**
Filter by record type	Select the checkbox next to the record type you want to view.

Filter by record type and field	Expand the record type. Select the field by which you want to filter. Enter the filter criteria.
Filter records added by a specific user(s)	Expand **User** and select the checkbox next to the user.
Filter records based on the date added	Enter a starting and ending date range.
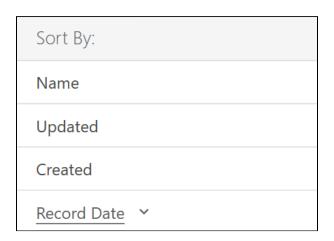
Uinta filters the visible records in the Map and List Views. The filter criteria appears at the top of the screen. To clear the filter criteria, tap ✕.

14.3   Sort Records in List View

To sort the records in List view,

1. Open the project in List View.
2. Tap ↑↓ .

Sort By:
Name
Updated
Created
Record Date ⌄

3. Select the criteria by which you want to sort. Uinta orders the records in List View according to the selected criteria.

14.4   Use Global Search

Available in Uinta for Windows only.

Use the global search feature to search and filter records that have relational data. For example, if you search an irrigation controller and it controls five zones with 20 sprinkler heads, all of these records tie to the irrigation controller.
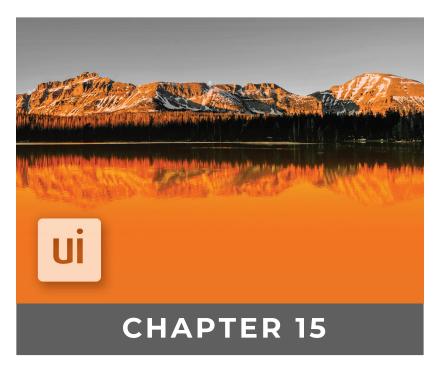
To perform a global search,

1. Open the project in Map View or List View.
2. Open the menu ≡ and select **Search**.
3. In Filter Options panel, enter the search criteria. You can narrow the search by record type, user, date range, or matching field criteria.

Uinta displays the records that match your search criteria.

Advanced Filter Options	
To	**Steps**
Save the filter criteria	Tap 🖫. Enter the name for the filter and tap **Save**. Saved search filters appear under Saved Filters in the Filter Options panel.
Modify the visible columns	Tap ☰. Select the columns that you want to display.
Export the filtered data	Tap ➡ and select file format and other formatting options for the exported data. (See Export Project, Template, or Data.)
Sort the records in the list	Tap ↑↓. Sort the records based on the selected criteria. (See Sort Records in List View.)

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CHAPTER 15
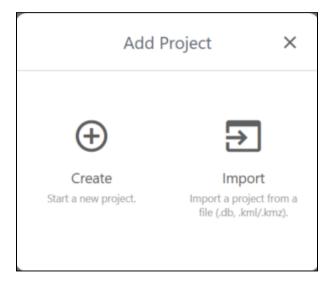
15   Create a Form without a Map
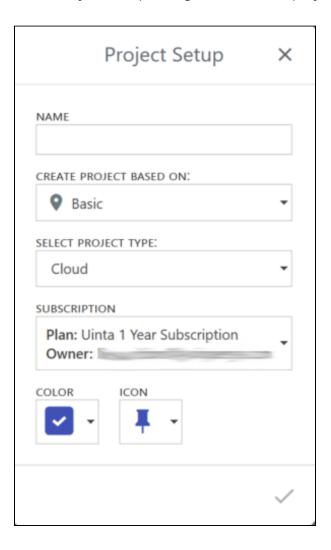
With Uinta, you can create a form without a map. For example, a mapless project can be useful for asset inspections within a building or for expense reports for field personnel. A mapless form has all the form creation capabilities of Uinta. You can export data to supported file formats, such as Excel or PDF. If you export mapless form data to a spatial file format, such as KML, SHP, or GPKG, no geospatial data is included.

To create a mapless form,

1. From the Projects screen, tap ➕.

2. In the Add Project dialog box, tap **Create**.

3. In the Project Setup dialog box, enter the project name.
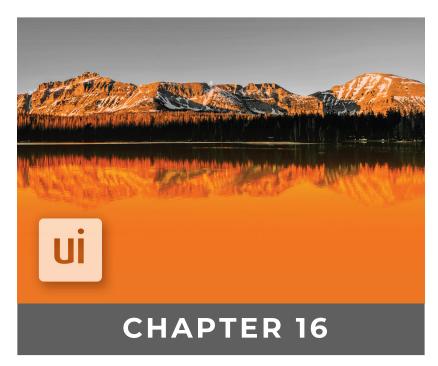
4. In Create Project Based On, select **Basic** as the template for the new project.
5. In Select Project Type, select **Cloud** or **Local**.
6. Select the color and icon used to identify the project.
7. Tap ✓.
8. Open the [project editor](#).

9. Delete the Area, Line, and Point record types.

10. Use the record type named Record to create your form. To customize the fields and tabs, tap ✐. For more information on modifying records, see [Customize a Project](#).

Contact us at uintasoftware@junipersys.com for help creating a mapless project in Uinta.

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CHAPTER 16

16 Modify Settings
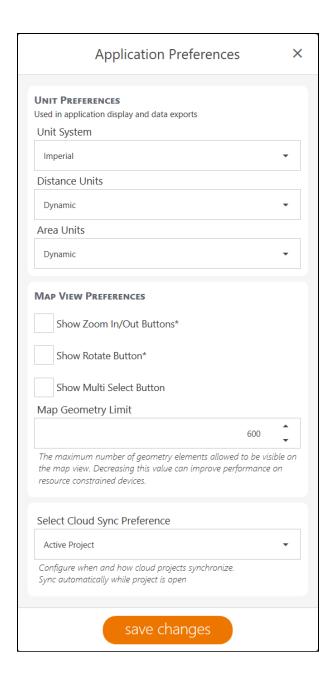
This section covers how to change the application preferences and set the project storage location.

16.1 Change Application Preferences

Application preferences are set on your device and apply to all users who sign into that device. In Preferences, you can modify the unit system, customize the Map View preferences, and set the cloud sync behavior.

To modify the application preferences,

1. From the menu, select **Settings** > **Preferences**.

Application Preferences ✕

UNIT PREFERENCES
Used in application display and data exports

Unit System

| Imperial | ▾ |

Distance Units

| Dynamic | ▾ |

Area Units

| Dynamic | ▾ |

MAP VIEW PREFERENCES

☐ Show Zoom In/Out Buttons*

☐ Show Rotate Button*

☐ Show Multi Select Button

Map Geometry Limit

| 600 | ▴ ▾ |

The maximum number of geometry elements allowed to be visible on the map view. Decreasing this value can improve performance on resource constrained devices.

Select Cloud Sync Preference

| Active Project | ▾ |

Configure when and how cloud projects synchronize. Sync automatically while project is open

save changes

2. Modify the following settings.

Application Preferences	
Field	**Setting**
Unit system	Select **Imperial** or **Metric**. The unit preferences appear in the application display and data export.
Distance units	**Dynamic** (default): Select this option if you want Uinta to automatically switch between units based on distance. For example, Uinta will use meter for smaller distances and kilometer for larger distances. **Specific unit**: Select a specific unit, such as meter or kilometer, if you want all measurements use that unit, regardless of distance.
Area units	**Dynamic** (default): Select this option if you want Uinta to automatically switch between units based on the area size. For example, Uinta will use square meter for small areas and hectare for large areas. **Specific unit**: Select a specific unit, such as square meter or square kilometer, if you want all measurements to use that unit, regardless of area size.
Show Zoom In/ Out buttons	Select this option to show the Zoom In/ Out buttons on the Map View screen.

Show Rotate button	Select this option to show the Rotate button on the Map View screen.
Show Multi Select button	Select this option to show the Multi Select and Area Select buttons on the Map View screen.
Map geometry limit	Enter the maximum number of geometry elements that can be visible on the map. Decreasing this number can improve performance on resource-constrained devices.
Select cloud sync preference	Select **Manual**, **Active Project**, or **Background sync**. For more details on each setting, see Set Cloud Sync Preferences.

3. Tap **Save changes**.
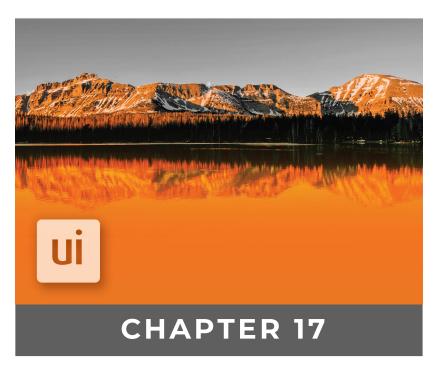
16.2 Set Project Storage Location

To set project storage location,

1. From the menu, select **Settings** > **Advanced**.
2. To set the projects folder, tap **Browse** in Project Folder. Locate the desired storage folder and tap **Select Folder**.
3. To set the local documents folder, tap **Browse** in Local Documents Folder. Locate the desired storage folder and tap **Select Folder**.
4. Tap **Save** to save your settings.

To undo the customized settings, tap **Reset to Defaults**.

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CHAPTER 17

17　Use of Coordinate Reference Systems in Uinta

Uinta transforms the coordinate reference system (CRS) data upon import to WGS84. You can transform to a CRS of your choice during export. (See Export Project, Template, or Data.)

17.1　Transformation of Coordinate Reference System

Files imported into Uinta are transformed to the WGS84 coordinate reference system.

Transformation of Coordinate Reference System (CRS)	
File Format	**Transformation to WGS84**
SHP	The imported CRS is auto-detected and appropriately transformed.
CSV	The user designates the imported CRS.
KML	The imported CRS is assumed to be WGS84 web mercator.
GPKG	The imported CRS is auto-detected and appropriately transformed.
NTRIP	The user designates the imported CRS broadcast from the base when configuring NTRIP. (See NTRIP.)

17.2　Export Coordinate Reference System

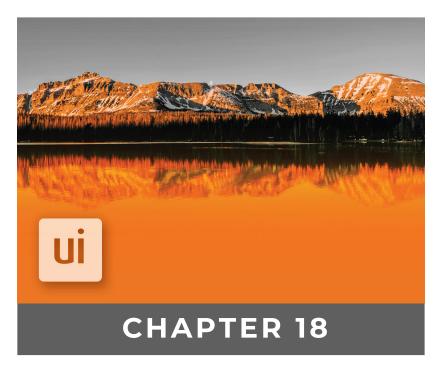When you export a project or data, you can specify the coordinate reference system exported with the data.

In Export coordinate system, select the coordinate reference system that you want to use, such as WGS84. Select **Other** to specify a coordinate system SRID.

For instructions on exporting projects and data, see Export a Project, Template, or Data.

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CHAPTER 18

18   Best Practices for Preventing Data Loss

Your data's safety is important to us. Unexpected data loss can be frustrating and costly. To help you avoid this situation, we've outlined best practices for regularly backing up your data.

- **Save and back up your projects to the cloud.**

    Your Uinta subscription includes a free cloud service. Cloud backup reduces the risk of accidental data loss due to device failure or accidental deletion. You can set Uinta to back up your projects automatically or manually.

    For more information on setting your cloud sync preferences and monitoring your cloud sync status, see Set Cloud Sync Preferences.

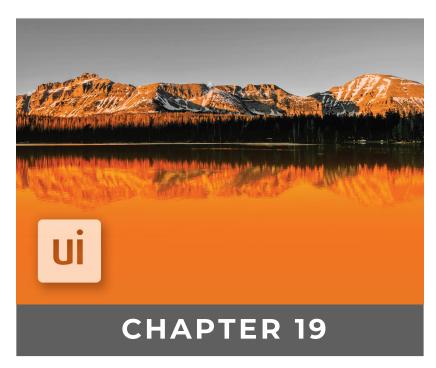- **Export your Uinta project and save it to a secure location.**

    Exporting an entire Uinta project to a .db file is a good way to back up a project. If needed, you can import the saved .db file into Uinta. To manually back up a project, export it (include the date in the file name). Then, save the file in a secure location, such as Google Drive, Dropbox, USB flash drive, or secure network.

- **Export your project data to a standard file format.**

    Manually backing up project data in a standard file format (such as, Microsoft Excel, PDF, Google Earth KML, SHP file, or GeoPackage) is a good way to preserve your data at a specific date/time. The data can be opened in any software app that supports that format. The data can also be imported into Uinta again as a layer or project. For more information, see Export Project Data.

In the event of accidental data loss, contact Juniper System support to identify possible options.

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CHAPTER 19

19   Training Videos

The Juniper Systems [YouTube channel](#) has training videos to help you get started with Uinta.

Available Training Videos

Category	Title	Description
Set Up		
	Quick Start: Uinta Data Collection and Mapping	Start to finish overview of getting started with Uinta, including licensing and license management, capturing field data, and exporting data.
	Redeem and Activate your Uinta Subscription	Redeem and activate your Uinta subscription.
	License Manager for Uinta	Use License Manager to manage your users, devices, and subscription.
Project Organization		
	Planning a Uinta Project*	Plan a successful Uinta data collection project.
	Project Overview*	Create, export, and delete projects in Uinta.
Skills		
	Adding Points	Add a point to your mapping project.
	Mapping a Line	Add a line to your mapping project.
	Mapping an Area	Map an area in your mapping project.

	Navigating to a Point	Use the navigation feature in Uinta to navigate to a point in your mapping project.
	Search, Sort, and Filter Data	Search, sort, and filter data within a project.
	CSV File Importing*	Import a CSV file into Uinta.
	Importing a Shapefile*	Import a Shapefile into Uinta.
	Import Google Earth KML KMZ Files*	Import a Google Earth KML/KMZ file into Uinta.
	File Export Options*	Review file export options available in Uinta.
	Working with Cloud Projects*	Create a cloud-based project and define user access.
	Working with Offline Maps*	Download maps of project areas for offline use.
Software Migration		
	Migrate to Uinta 2.0	Migrate from an earlier version of Uinta to Uinta 2.0.

Video does not include all the features available in Uinta version 2.0 or later.