

# BlindSpotter v0.4.01 User Guide

## Installation (Mac OS X)

1. Click the link in the download email. When prompted for a username and password, enter the credentials provided in the same email.
2. Click "BlindSpotter.zip". This should download the file to your machine and \*may\* (depending on system configuration) unzip it for you as well. If this is the case, you will see a file called "BlindSpotter" with the Synapse Software icon in your Downloads directory or wherever you have downloaded the file. Otherwise, the file "BlindSpotter.zip" will be in this directory and double-clicking will extract the "BlindSpotter" file.
3. For evaluation purposes, it is safe to leave the application in its present location; if you wish to continue using the program after evaluation, drag the file to the "Applications" directory under places in your Finder window.
4. If you would also like the icon to appear on your Dock, locate the program file and drag it to your Dock. This will not affect the location of the actual program file, just add a link to it from your Dock.

## Installation (Windows)

1. Click the link in the download email. When prompted for a username and password, enter the credentials provided in the same email.
2. Click "BlindSpotter.exe". When asked to "run" or "download" the file, select "run." This will download the installer to your computer and start the installer. Select "next" to advance through the screens.
3. When the installer finishes, BlindSpotter will be installed with an icon on the "Start" menu. The Blind Spot Map file format will also be associated with BlindSpotter.

## Operation

1. Double-click the program icon to launch the program. This will bring up the welcome screen. From here, you can open an existing blind spot map by choosing "Open Blind Spot Map" from the file menu (also accessible via the standard Ctrl+O/Cmd+O key combination) or start a new blind spot map by clicking the "Start Mapping" button and following the steps below.
2. The program gives you an opportunity to get set up. Position your head about 8" from the screen (this may vary with screen resolution and size), close your right eye, and focus on the black dot. When you're ready to begin mapping, tap the spacebar.
3. The red dot starts in an area that the program assumes is in your blind spot and moves to the right. When you can see the dot, press spacebar again. Continue (the default number of mapping points is 8; this can be changed from the main menus) until the text instructing you to switch eyes appears (it won't be in your blind spot and it's big enough that you won't miss it).

4. Open your right eye and close your left. Again focus on the black dot and press spacebar to begin mapping the right blind spot. The procedure is exactly the same as for the left, and the program again notifies you when mapping is complete.
5. When you're done reviewing the blind spot map, press [Esc] or [Q] to return to the main menu. You may save the map you just created by choosing the "Save" option from the "File" menu or using the key combination Ctrl+S/Cmd+S.
6. To quit the program, close the welcome screen or use the key combination Ctrl+Q/Cmd+Q.

## Supplemental: Superimposing Blind Spot Maps

1. Start BlindSpotter.
2. Choose "Open Blind Spot Map" from the "File" menu. This will bring up the Viewer with a single blind spot map displayed.
3. Within this window, choose "Open" from the "File" menu. This will open additional blind spot maps with the perimeters displayed in different colors.
4. To close all opened blind spot maps to return to a blank display, select "Close All" from the "File" menu.