# RaceJoy Battery Preservation Tips

## For race participants and spectators

RaceJoy field-testing has shown you can expect an average of eight (8) hours of battery life for endurance events when using the RaceJoy's tracking feature. However, this will vary and is greatly affected by the other activity being performed on your phone. To increase your phone's battery life and take full advantage of RaceJoy's PhoneTrak Live Tracking GPS feature, we recommend the battery preservation tips below:

1. **Fully charge your phone's battery prior to the race start**
   Tip: Use car chargers or portable battery charging devices right up to the race start

2. **Reduce your phone's screen brightness**
   **For Apple Phones:** Go to Settings and then Wallpapers & Brightness and reduce the scale. For newer versions, you can swipe up from any app or your homescreen and reduce the brightness without entering Settings.
   **For Android Phones:** Go to Settings, then Display and then Brightness to reduce your screens brightness.

3. **Important: Turn off other tracking apps**
   Other tracking apps will significantly drain your battery, sometimes as much as 75% faster, based on our testing. Examples of these include Mapping Navigation tools, Map My Run, and Around Me.

4. **Turn off non-essential applications**
   RaceJoy works fine with other mobile apps. However, many applications continually communicate for notifications and should be temporarily shutdown to prolong your phone's battery life. Examples: Facebook, Twitter, Email, games. Playing music does not appear to have a significant impact on the phone's battery. See the information below on how to close applications on Apple and Android devices.

5. **Avoid phone/tablet camera and video usage when using Live Tracking**
   Spectators tracking a participant should avoid using the device's camera and, especially, video functions. These significantly utilize the device's battery and should be avoided unless you have an additional portable battery charger.

6. **Use a portable lipstick size battery charger**
   These can be purchased online and are ideal for both participants and spectators. They are lightweight and an option for those that expect to be out on the course for a longer period of time or who wish to keep other Apps runing during the event.

*Note: You do not need to carry your phone for others to track your progress as recorded by the event's timing system.*
*You only need to carry your phone to take advantage of the RaceJoy PhoneTrak features, including live GPS tracking,*
*Send-a-Cheer, proximity alerts and Meet Up.*

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# RaceJoy Phone Battery Lifecycle Testing

The chart below provides best case battery life using RaceJoy based on extended field testing with different versions of Apple phones. Android device testing is currently underway and will be provided here in the future. Our tests indicate that audio playing does not have a significant impact on battery life during live tracking unlike camera usage and other location tracking applications which should be turned off.

| RaceJoy Tracking Scenarios | RaceJoy Tracking Scenarios |
|---|---|
| Without using music or other apps | 7.75-8.0 hours |
| With music and no other apps | 7.0-8.25 hours |

*\* This is the average of extensive field testing for endurance, longer distance type event (Full or Half Marathons, Half Ironmans). The averages are based on following the guidelines as outlined in the tips section above with no other applications running during our field testing. RaceJoy provides no battery performance guarantees due to varying cellular conditions and phone application usages for a given course and user phone.*

# Shorter Distances Drain Faster

RaceJoy is programmed to provide highly accurate positioning for shorter distance events, such as 10Ks and 5Ks. For these events, frequent location updates are transmitted which will drain the battery at a much faster rate than presented in the table above. For longer distance events, such as marathons, RaceJoy varies the GPS distance and frequency intervals for the first part of the race to help conserve battery life. During the latter stages of the race, RaceJoy increases the updates for more accurate position tracking as you complete the course.

# Closing Applications on Apple Devices

## Apple iOS
1. Double-click the Home button.
2. Swipe left or right until you have located the app you wish to close.
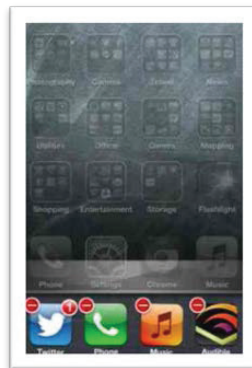
## Version iOS7
3. Swipe the app's preview "up" to close it.



*Double click the home button and swipe up apps you wish to close*

## Version iOS6
3. Select and hold down on the app's icon until you see the red 'X'. Then select the red 'X' and say yes when prompted to stop the application.



*Click and hold the home button and hit red "X" to close apps you no longer want open*

# Closing Applications on Android Devices

Newer versions of Android support a "Recently Used Apps Button" and display which can be used to quickly swipe and close running applications. This method does not display all the applications and services which may be running on your android device. To see and control all running applications on your Android device use the following procedure.

1. Press your Device's menu button. You should do this from the device's Home Screen. Select Settings from the menu that opens. Alternatively, you can select Settings from your list of apps in your Apps Drawer.
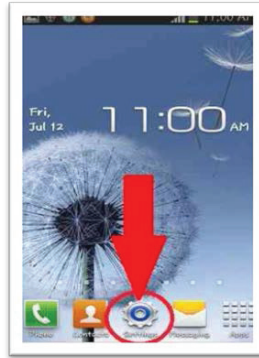


2. Select "Applications" or "Apps" from the list. You may also need to select "Manage Applications" from an Applications submenu.
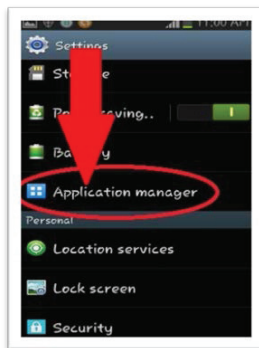


3. Press the "Running" tab. This will open a list of apps that are currently open. Select the process that you want to end.
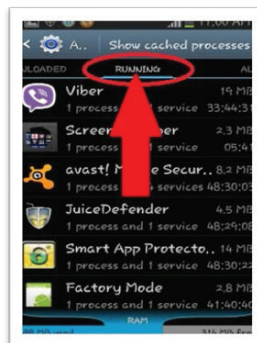


4. From the status window that opens, select "End Process" or "Stop". You may be warned that you are closing a system service that will require a reboot. Most applications will restart on selection and not require a reboot.

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