

Device Recommendations

Specifications.

1. What OS does it run on?

Android, iOS and Windows. We do not have a version for Blackberry.

2. What devices is it compatible with?

Android and iOS devices bought in the last 12 months. For iOS, 64-bit only. For Microsoft, we have versions for Embedded Windows 7 and later.

3. How much space will it take up?

On my iPhone, the 64-bit version of PSSLive Plus app takes up 12MB.

4. Will it run from the MicroSD card? (if one is present).

Yes.

5. What is the data usage likely to be?

I can't provide specific answers for each operating system. The following applies to the latest, 64-bit iOS PSSLive Plus app. Data usage will depend on the user and the way he uses the app. Here are some estimates:

Each sync downloads 2-5MB of data, depending on the size of the database (excluding images).

If the user has the "Thumbnails" option in the side menu switched on, and has Internet access, for every Thumbnail he sees on the screen, that's a 5-8KB download. If the user clicks on the thumbnail for the first time, a larger image of 20-30KB is downloaded. These images are stored in cache and don't consume any more traffic.

For each image the user takes during a session, 25-40kb will be uploaded (thumbnail + compressed image).

6. Will it run on Wi-Fi?

Yes. An internet connection is required only for syncing. The app runs offline except when the geocode functions are being used. The Android and iOS apps use Google maps. The Windows app uses Bing maps or OS map data. Please note that while you do not need a constant internet connection to use the application, you do need to one to sync and we also recommend every device has a SIM card.

7. What permissions does the app use? If access to contacts, location, email, account info, Photos/Media/Files, Storage etc is required please explain why.

Permissions are required to access the following:

Internet (so that (i) the database on the device can sync with our SQL Server database and (ii) Google maps may be displayed when plotting and viewing sites and assets).

Write External Storage (this is obvious)

Coarse Location access (can be switched off).

Fine Location access (can be switched off).

Network (E, 2G, 3G, Wi-fi, LTE *etc*).

Camera (so that photos taken from within the app are automatically named and linked to sites, assets and findings in the database).

8. Does it run as a background service using up battery and resource?

The app doesn't do any processing in the background, but it will pause in the background as long as there is enough memory on the device. The device's operating system might decide to clear the app from RAM, which will force the app to completely reload on the next run.

Security Concerns

Vendors have to submit their apps to the various "app stores". The apps are then vetted before they are made available.

Here's the process that we go through for Apple's iOS:

https://en.wikipedia.org/wiki/IOS_app_approvals.

Google uses an automated antivirus system for apps in its marketplace (Google Play). See https://en.wikipedia.org/wiki/Google_Play#Application_approval and scroll down to "Application security" for more details.

After consultation with many Inspectors, we chose not to require mobile users to login between syncs because their devices can be easily set to go into sleep mode after a set period of inactivity and to only be woken using a password or PIN code, thus protecting the data on the device if it is lost.

In the case of iOS, there is an in-built erase function that is triggered after 10 failed passcode attempts. See <http://ioshacker.com/how-to/enable-erase-data-option-delete-data-10-failed-passcode-attempts>.

In the case of Android, there is an "Auto-Wipe" function. See <http://nexus5.wonderhowto.com/how-to/make-your-android-auto-wipe-your-data-when-stolen-0157407/>.