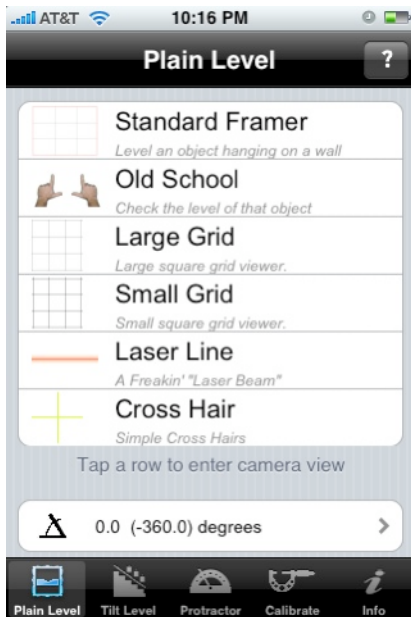


Plain Level overlay selector



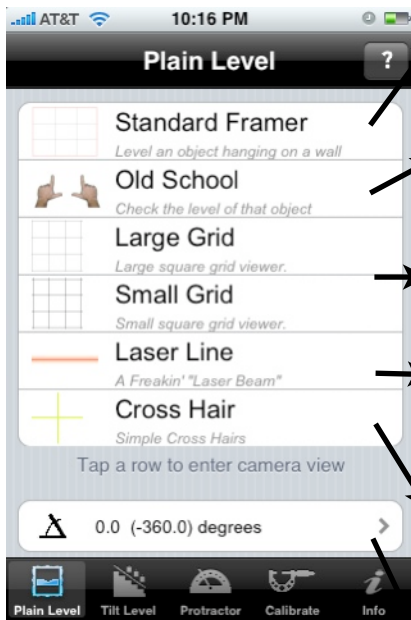
The overlays available on this screen offer a number of ways to level and align one or multiple objects.

Note: To improve the accuracy of the leveling effort, the angle of the phone, in relation to the object being leveled, should be kept perpendicular.

When the phone is facing an object, if it is twisted to the left or right, the perspective will change, making the object appear to be out of level.

Tap an icon along the bottom row to choose a function.

Overlay Descriptions



Useful for leveling an object. Use either the top and bottom lines or the left and right lines.

For those of you used to a more "hands on" approach.

Helps to space multiple items. Lay the grid over your space, use either the small or large grid as a guide to layout multiple objects

When all you need is a reference, laser line is best.

Tap the +90 button to move the line to the left, top right and bottom of the screen.

Perspective is the key to accuracy. Use the Cross Hair overlay as a quick guide to finding the center of an object. Then you know the best spot to hold the phone.

Tap here to select a starting angle to rotate the overlay.

Leveling Screen with Camera View



Done Return to the overlay screen

Lock Lock the overlay to the current position, keeps it from floating/staying level

+15° Spins overlay clockwise to nearest 15 degrees

+90° Spins overlay clockwise to nearest 90 degrees

Compass Cycles through available overlays

0° displays angle of current overlay

Tilt meter, provides a guide to how “vertical” the iPhone is. Helpful when trying to maintain perspective.

Double tap anywhere on the screen to bring overlay back to 0 degree's

Angle Selector

Select the starting angle of the overlay



Angle 30: Select starting angles in 30° increments

Angle 45: Select starting angles in 45° increments

Angle misc: Select starting angles beginning at 22.5°

Grade %: Select a standard road grade angle (landscaping)

Pitch cm/m: Select a standard metric pitch starting position

Pitch in/ft: Select a standard imperial pitch starting position

Polygons: Find the angle necessary to create an "N" sided object

DISCLAIMER

Driven Tree, LLC makes **no guarantee as to the accuracy** of this application. In the spirit of the “calibrated eye”, this application is intended as an approximation only.

Every effort has been made to ensure the accuracy of this application.

This application is using the iPhone's accelerometer and depends on your ability to calibrate it accurately.

Calibrated iBall should be used as a general guide only.

This application will not function properly in accelerated frames of reference such as amusement park rides, moving automobiles, or rocket ships. We have not tested this application in low gravity environments such as the moon, nor high density environments such as black holes or the Mariana Trench.