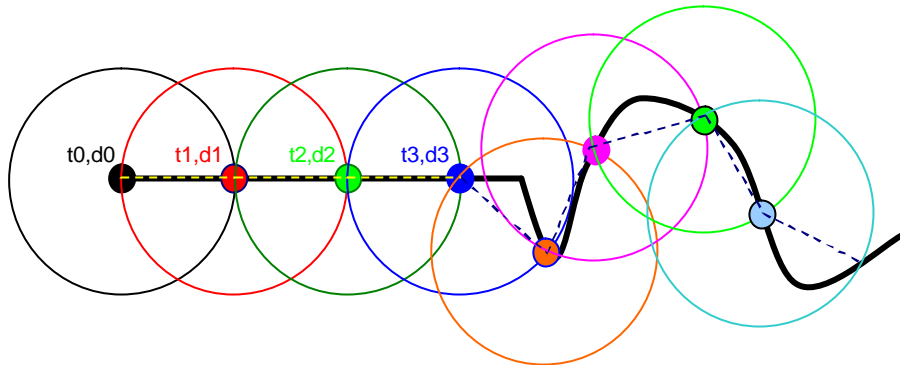


Application Note: Using Geo Fencing with the M110

1. Using Geo Fencing Condition Distance Only, Recycle On



| | | |
|----------|----------|--|
| T=t0,d0; | Report 1 | [Delta Distance Increase = Exact Geo Distance] |
| T=t1,d1; | Report 2 | [Delta Distance Increase = Exact Geo Distance] |
| T=t2,d2; | Report 3 | [Delta Distance Increase = Exact Geo Distance] |
| T=t3,d3; | Report 4 | [Delta Distance Increase = Exact Geo Distance] |
| T=t3,d3; | Report 5 | [Delta Distance Increase > Exact Geo Distance] |
| T=t3,d3; | Report 4 | [Delta Distance Increase > Exact Geo Distance] |
| T=t3,d3; | Report 4 | [Delta Distance Increase > Exact Geo Distance] |
| T=t3,d3; | Report 4 | [Delta Distance Increase > Exact Geo Distance] |

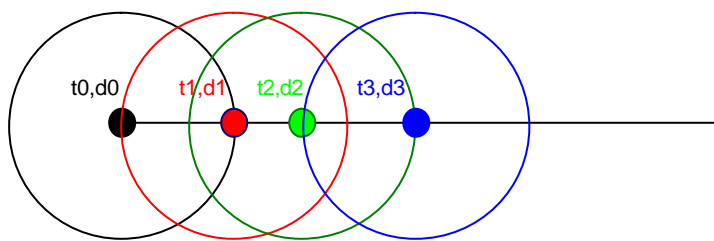
Etc.

t0, t1, t2, t3, etc. are speed dependent

d0, d1, d2, d3 etc. are equal distances, conditionally set by "Distance"

Note: since the geo fencing principle is used the actual travelled distance can deviate from the geo-fenced calculated distance (report triggers). Especially in curved roads the deviation can be rather large.

2. Using Geo Fencing Conditions Distance and Time, Recycle On



| | |
|----------|----------|
| T=t0,d0; | Report 1 |
| T=t1,d1; | Report 2 |
| T=t2,d2; | Report 3 |
| T=t3,d3; | Report 4 |

Etc.

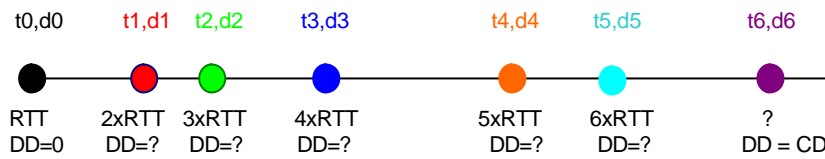
t0, d0: initial reference (or remotely set by #DO RESET=GEO)

t1, d1: Report due to distance condition (recycle on == reset conditions)

t2, d2: Report due to time condition (recycle on == reset conditions)

t3, d3: Report due to distance condition (recycle on == reset conditions)

Using Geo Fencing Condition with Distance=CD, Recycle Off, Report Rate = RRT seconds



A report on every coloured dot, with:

$t_0 = \text{RRT}, d_0 = 0$

$t_1 = 2 \times \text{RRT}, d_1 = \text{distance measured (GPS[0],GPS[1])}$

$t_2 = 3 \times \text{RRT}, d_2 = \text{distance measured (GPS[0],GPS[2])}$

$t_3 = 4 \times \text{RRT}, d_3 = \text{distance measured (GPS[0],GPS[3])}$

$t_4 = 5 \times \text{RRT}, d_4 = \text{distance measured (GPS[0],GPS[4])}$

$t_5 = 6 \times \text{RRT}, d_5 = \text{distance measured (GPS[0],GPS[5])}$

$t_6 = ?, d_6 = \text{distance measured (GPS[0],GPS[6]),}$

→ Extra Report since $d_6 = \text{CD}$

GPS Rate += 5 seconds (suppose GPS Fix rate is set to 5 seconds)

→ Extra Report since $d_6 = \text{CD}$, and Recycle was off

GPS Rate += 5 seconds

→ Extra Report since $d_6 = \text{CD}$, and Recycle was off

GPS Rate += 5 seconds

→ Extra Report since $d_6 = \text{CD}$, and Recycle was off

GPS Rate += 5 seconds

→ Extra Report since $d_6 = \text{CD}$, and Recycle was off

etc.

With Recycle On, at t_6 the condition would be renewed.

3. Notes

- In order to generate precise distance calculations set the GPS Fix rate to 1 or 2 seconds
- Since Geo Fencing calculation is based on the availability of GPS reception a report based on Geo Fencing Time *alone* can result in skipping regular reports while the GPS receiver is unable to set a valid GPS fix with valid time/date info.
- Normally Report Rate is set to 0 for pure geo fencing applications.
- When receiving reports is required under all conditions, it is recommended to set the standard Report Rate to a value that is slightly higher than the Geo Fencing Time. For example: Geo Fencing Time = 300 sec, then set Report Time = 330 seconds. In case of GPS failure, the report rate will be taken from the Report Rate value (==330 seconds). Under normal GPS conditions a report is forwarded with a rate of 300 seconds.