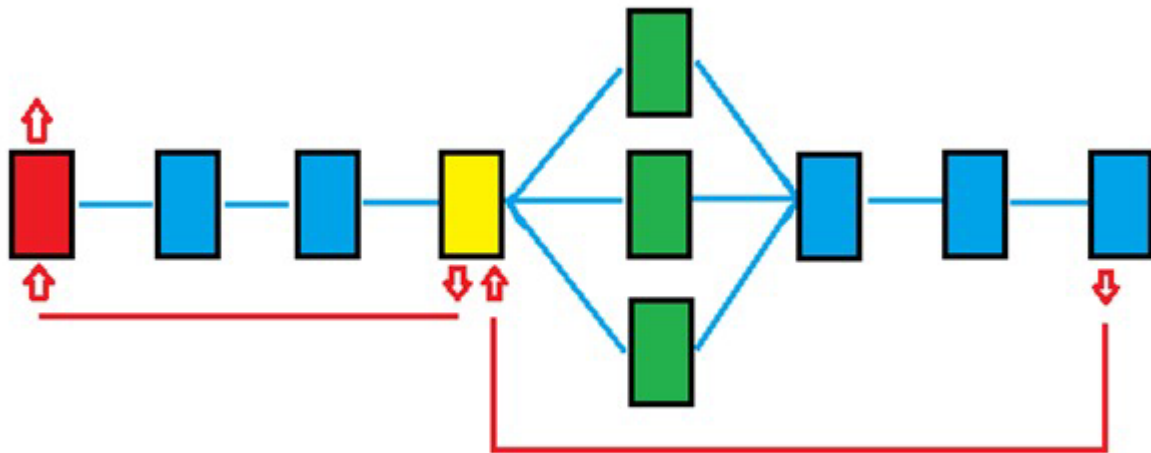
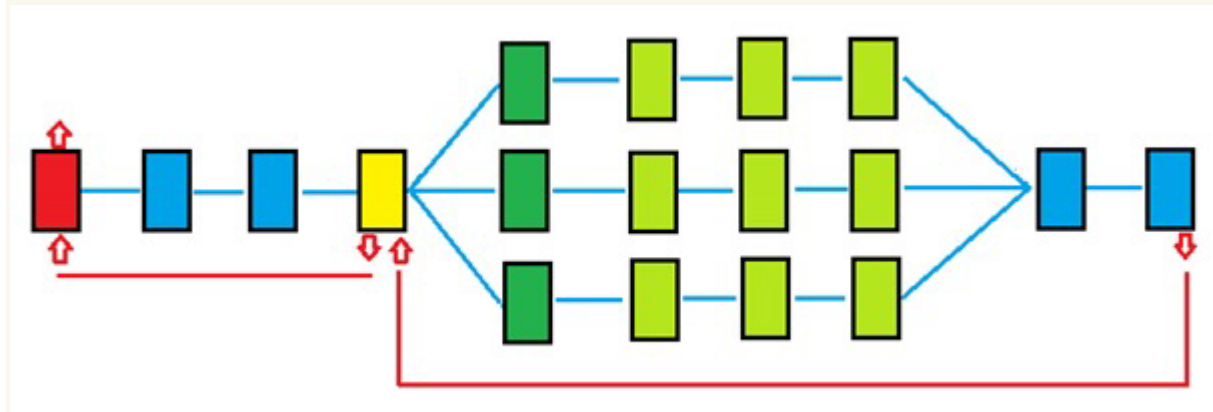


Existing users of the Minimum Viable Product (MVP) will continue with the following tutorial as done before. Existing MVP users can however request to do a manual upgrade to the New Branches Feature, described above.



- From the **Main Screen (Yellow)** you can **branch out to different screens (Green)**.
- For example, in the Main Screen you may create List Items for **different categories** such as Hoof (for hoofed species), Predators and Birds, each branching out to a different screen.
- To branch out into different screens, **first create the screens to which you need to go to (Green)**, for example, create a screen for Hoof, another screen for Predators, and another screen for Birds, each with a list of species.
- After creating a screen for each of the categories in the Main Screen, in the **Edit Application, Screens tab**, select the **Edit button** (the Pencil icon) for the **Main Screen**.
- In **Edit Screen**, under **List Items**, select the **Edit button** (the Pencil icon) for the **Hoof List Item**.
- Select the **Makes Visible** drop-down menu and **select the screen to make visible** (i.e. the **next screen** when you select the Hoof List Item on the Main Screen), in this case the Hoof screen (Green).
- Repeat for the other categories in the Main Screen, so that **each List Item** on the Main Screen (Yellow) will **branch out to a different screen (Green)**.
- After branching out to one of these screens, you will go on to the **next screen in the Main Flow (Blue)** of the sequence of screens.

## Add Screens to Branches



- When you have branched out from the Main Screen, you can **add screens to each branch (Lime green)**.
- For example, the Hoof screens (for hoofed species) may go along a **separate Branch of screens** for Activities that are different from Predators.
- The **Hoof Branch** may consist of screens for Hoof Activities and Feeding that includes a list of plant species.
- The **Predator Branch** may consist of screens for Predator Activities, such as Hunting and Prey Species that it may feed on.
- **To create a Branch, In Edit Application, Screens, select the Add Branch button.**
- Under **Label**, enter, for example, “Hoof Branch” and in the **drop-down menu** select “Main flow”. This will create a **Branch Header** highlighted in green in the list of screens to indicate where the screens that belong to the branch start.
- **Move the Branch Header** up the list of screens so that it is **above** the Hoof screen (Dark green) that branches off from the Main Screen (Yellow).
- Create the **screens that will be in the Hoof Branch (Lime green)**, for example, a screen for “Hoof Activity” and a screen for “Hoof Feeding”.
- For each of the Hoof screens, select the **Edit button** (the Pencil icon), and in the “**Belongs to main flow or branch?**” drop-down menu, select “Hoof Branch”.
- **Move all the Hoof screens (Green)** so that they **follow the Branch Header** in the correct order.
- Repeat for **Predator Branch** screens.
- The **Hoof Branch** screens and the **Predator Branch** screens will follow separate paths. After completing their separate paths, the sequence of screens will rejoin the **Main flow (Blue)** of screens.
- You can also create **Branches within Branches**

- Remember to check that the order of the screens is correct.

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### Edit Application - Demo Features

Branch saved. ×

Screens Save Targets App Settings Publish

Demo Features ▼

Screens Add Screen Add Branch

Label	Template	Actions
Start	Start	
Names of Observers	Note	
Main	Single select list	
Hoof Branch	Branch	
Hoof	Single select list	
Hoof Activity	Single select list	
Hoof Feeding	Single select list	
Predator Branch	Branch	
Predator	Single select list	
Predator Activity	Single select list	
Predator Feeding	Single select list	
Birds	Single select list	
Photo	Photo	
Field Note	Note	

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