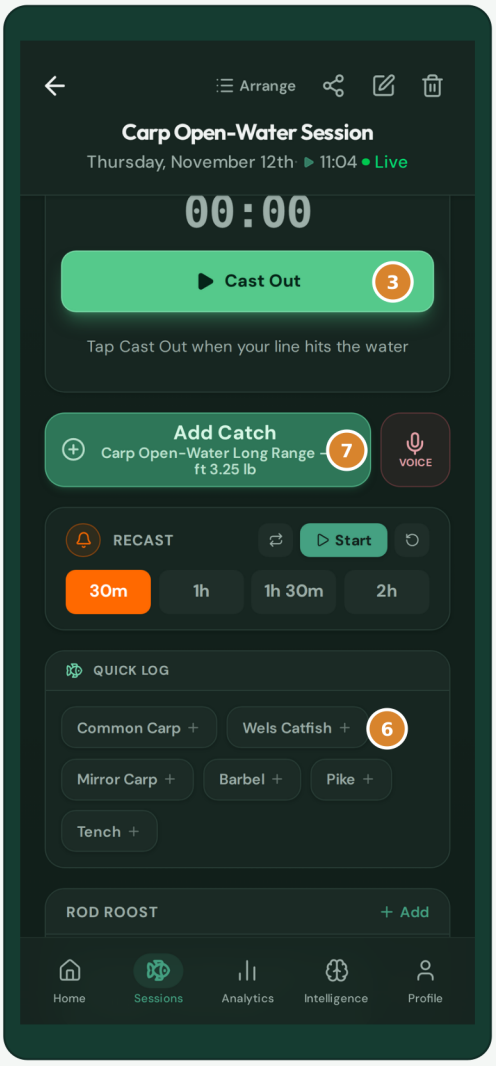
CATCHMATE · SPECIMEN

Live session buttons

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Use the numbers on the reference screen, then follow the short explanations.
A session starts with Start Session or Cast Out; both routes begin the session timer.
Labels can move with your saved session layout, but the button names stay the same.



1 · START AND PAUSE THE SESSION

1

SESSION TIME — Not started

00:00

Start Session | **Pause** | **Resume** | **Reset timer**

Start Session appears before the first start. After starting, Pause and Resume control the timer. Reset timer asks for confirmation because it discards the recorded timer value.

2–5 · CAST TIMER

2

CAST TIMER

00:09

3 **Cast Out** | 4 **Reel In** | 5 ↻

Cast Out starts the session too when it has not started, then starts the cast stopwatch. Reel In records a blank cast and stops it.
The circular cancel/reset control asks “Cancel this cast? The cast record will be deleted.”

6–9 · CATCH LOGGING

6 Quick Log

Bream + | **Mirror Carp +** | **Tench +**

Tap a species button, enter the weight if prompted, then tap Log.
Quick Log closes the active cast.

7 Add Catch

Tap Add Catch to open the full catch form. The selected profile appears beneath the label.

8 **Full flow: Add Catch → Select Species → Log Weight → Log Catch.**

9 **Quick flow: Quick Log species → weight fields (if enabled) → Log.**

REMEMBER

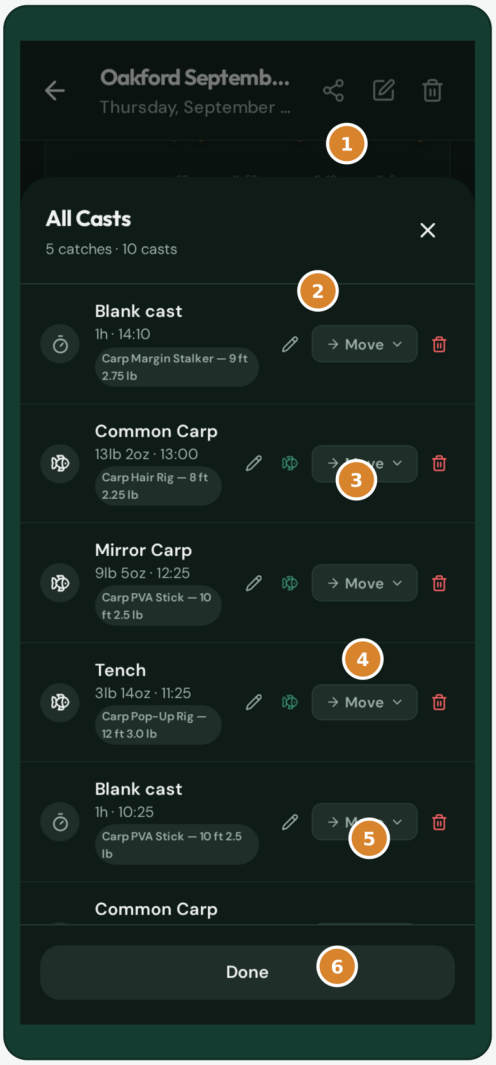
- Session Timer tracks the whole fishing session; Cast Timer tracks the line in the water.
- Start Session and Cast Out can both start a not-started session.
- Add Catch opens the full form. Quick Log is the fast species shortcut.
- Reel In records a blank; cancel/reset and timer reset show a confirmation first.
- The selected tackle profile appears beneath Add Catch inside the same button.

CATCHMATE · SPECIMEN

Catch Log actions

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Open All casts from the live page or a rod's Casts control. The sheet keeps cast and catch actions together; close it with Done when finished.



1–3 · CORRECT A RECORD

1 Edit cast

Change duration and choose Blank or Fish, then Save.
Cancel leaves the cast unchanged.

1 Edit cast | Blank | Fish

2 Edit catch

Tap the pencil on a catch row to reopen its catch details.
This is a normal edit, not a delete.

2 Edit catch

3 Log

For a timer catch with no linked fish, tap Log to open the catch form and attach the fish to that cast.

3 Log | Blank

4–6 · REASSIGN OR REMOVE

4 Move

Choose Move, then choose another rod/setup.
The cast or catch stays in the session but changes its attribution.

4 → Move ⌄

5 Delete

Delete removes the cast record. It is destructive and asks:
"Delete this cast? This cannot be undone."

5 Delete

7 · LAYOUT RESET

6 Done

Done closes the Catch Log sheet without changing anything else.

6 Done

7 Reset

On Settings → Session layout, Reset restores the default tile order.
It is reversible until you press Save.

7 Reset | Save

CONFIRMATION GUIDE

Confirmation required: cancel/reset an active cast, reset the Session Timer, or Delete a cast.
No confirmation: Edit cast, Edit catch, Log, Blank, Move, Done, and changing the tile order before Save.
Blank and Move are reversible record corrections; Delete is permanent.