

Mride Group Riding Quick Guide

URL: <https://mokro.kro.kr/mride.php?room=MK-MOOK>

This guide covers both PC/tablet and smartphone participants. Most steps are identical on both; device-specific differences are marked  PC/Tablet or  Smartphone.

1. Connecting & Joining

- Click the link → a " Join Group Ride" popup appears automatically after a moment → enter your nickname → Confirm.
- If the room has not opened yet: if you tap Confirm before the leader has opened the room, an error alert appears, and confirming it automatically switches you to solo mode. You can either (1) wait for the leader to open the room, then refresh and join again, or (2) load a GPX file or draw a route on the map and start riding solo.
- Drawing a route directly on the map is available to anyone (not leader-only). Tap "Draw Route" and click on the map — with "Auto Route" enabled, it automatically finds a real-road profile in the order Road → Bike path → Sidewalk (falling back to a straight line if none are found). Turning Auto Route off connects points with straight lines only.

2. Waiting in the Lobby

- The room code, course (GPX), scheduled start time, and participant list (each nickname has a fixed color; Strava profile photos are shown when linked) are displayed.
- The ride starts automatically when the leader presses Start, or when the scheduled time arrives.
- Joining mid-ride is also supported. If there is room under the capacity (set by the leader, default 10, max 50), you can join a room that has already started. In this case your recording starts from the position of the currently furthest-behind rider, and segments you've already passed are not activated. Final ranking is based on actual distance ridden, so riders who complete the full course always rank above mid-joiners.

3. Setup Before Riding — Follow This Order

- There are really only three things to do: (1) connect sensors, (2) set your weight, (3) GPX is automatic (since it's a group ride). Follow the order below, finishing with fullscreen/screen-lock prevention.

① Connect Sensors (Required)

-  PC/Tablet: Press the "Connect" button on the "Smart Trainer" / "Heart Rate" rows in the top-left.
-  Smartphone: Press the "Trainer" / "HR" buttons in the top-left (labels are abbreviated to save space).
- This platform doesn't track real GPS position — it feeds real speed (or power) into a physics engine to compute your virtual speed along the course. Connecting a smart trainer (power meter) drives the course by power; a speed sensor alone drives it by real speed adjusted for gradient. With no sensor connected, the course will not progress.
- A heart rate monitor is optional — HR data is recorded alongside your ride if connected.
- ⚠ iPhone (iOS) note: every browser installed on iOS (Safari, Chrome, Edge, etc.) uses the same underlying engine (WebKit) and therefore does not support Web Bluetooth. To connect a smart trainer via Bluetooth on iPhone, you need a Web-

Bluetooth-capable browser app such as Bluefy. Android works fine in Chrome, and PC works fine in Chrome/Edge.

② Set Your Weight

- Rider weight: adjust with the – / + buttons in the left panel (same on PC/tablet and smartphone).
-  PC/Tablet: the bike-weight field is always visible and can be edited directly in kg (default 8kg).
-  Smartphone: bike weight is fixed at 8kg. To effectively change it, adjust your rider weight instead.
-  PC/Tablet: if needed, you can lock a target wattage using ERG mode.

③ Check GPX

- Since this is a group ride, the leader's course is delivered automatically — participants don't need to select or load a GPX file themselves.

④ Prevent Screen Sleep (do this last)

- After finishing steps ①–③, press the button at the bottom-left of the map.
-  PC/Tablet: "⌕ Fullscreen" button — entering fullscreen also enables screen wake lock (prevents auto-sleep).
-  Android smartphone: "⌕ Fullscreen" button — enables fullscreen, locks landscape orientation, and enables wake lock all at once. The screen rotates to landscape immediately when pressed.
-  iOS (iPhone/iPad): iOS has no fullscreen API, so a "🔆 Keep Screen On" button appears in the same spot instead. It only toggles wake lock — no fullscreen switch or landscape lock. Pressing it changes the label to "🔆 Keep Screen On: off" (press again to revert) — the label always shows the action that will happen if you tap it now. (Devices below iOS 16.4 may not support this — in that case, extend your device's auto-lock timeout in Settings.)
- Why last? Screen wake lock only activates once you press this button. On smartphones the screen rotates to landscape the instant you press it, so it's best to finish portrait-friendly steps (sensor pairing, weight check) first and press this right before starting.

4. During the Ride

- A softly pulsing white-bordered marker on the map = your position. Each participant is shown as a color-bordered circular photo if their Strava profile photo is linked, or a colored dot otherwise.
-  PC/Tablet: the left GPX panel shows remaining distance / remaining climb / elevation gained in real time. Other riders' positions are also shown as colored vertical lines on the mini elevation graph.
-  Smartphone: the detailed numeric panel above is not shown due to limited screen space; instead a mini elevation bar shows your progress along the course. In landscape mode, the left panel can be collapsed/expanded with the  buttons.
- Center dashboard: Power · W/kg · Cadence · Speed · HR plus averages (HUD) are shown identically on both device types.

5. Map Top-Left Buttons

-  /  : zoom in / out
-  Auto-Center /  Lock Map: toggles map tracking mode. Before the ride starts, the map stays locked (free to pan/zoom); once riding begins it automatically switches to auto-center, re-centering on your marker every 10 seconds.

- ✳️ / 🌑 / ☉ (map style): cycles Light / Dark / Normal. The button always shows the mode you'll switch to next.
- 🚲 Group: reopens the join popup (room code / nickname). Only appears once the leader has opened the room.

6. Segments

- Entering a segment shows an automatic banner; finishing it shows a 10-second result toast in the form "avg X km/h, YW, Zrpm". (A 🏆 personal-record indicator only appears on the leader's screen, not on participant screens. For mid-joiners, segments already passed before joining are not activated.)

7. Chat & Background Music

- Real-time text chat with other riders is available in the chat panel on the map. The 🤲 button in the chat panel sends a quick "let's rotate" elbow signal without typing.
- The music button next to the Start/Pause button in the GPX panel plays/stops a random track from a free SoundHelix music pool.

8. 📢 7-Second Announce (Live Voice Broadcast)

- Pressing the "📢 7-Second Announce" button at the bottom-right of the map broadcasts your live microphone audio to every participant in the room for 7 seconds.
- The button turns red and shows a 7→6→5→4→3→2→1 countdown, then turns off automatically when time is up (pressing it again mid-broadcast stops it immediately).
- While another participant is announcing, your button is locked so voices don't overlap. Any background music playing is automatically paused during an announcement, and resumes afterward only if it was actually playing before.
- Right after an announcement ends, the button turns gray for 3 seconds with a 3→2→1 cooldown countdown before it becomes pressable again. The first press requires allowing microphone permission in your browser.
- If you can't hear anything and the speaker icon turns red, tap the icon to reset it.

9. Finishing & Group Ranking

- Reaching the end of the course finishes the ride automatically → a results summary appears (power / average & peak stats / group ranking / completed segments).
- Group ranking is sorted by actual distance ridden (ties broken by faster time), so riders who complete the full course always rank above mid-joiners.

10. 🧑‍🦺 Ride Recording & Ghost Replay

- Once riding starts, the 📺 button in the GPX panel lets you record your own ride (and, in a group, other riders' states too).
- When the session ends (finish, room closed, leaving the ride, etc.) it saves automatically and a save-confirmation dialog appears — you must actually pick "Save to Photos" or "Save to Files" to complete the save. Once saved as an .mre file, the temporary in-device record is deleted immediately.
- The same applies to the 📷 camera button (screenshot) and the finish-line summary capture — when the save dialog appears, you must explicitly choose "Save to Photos" or "Save to Files" for the save to actually complete. If the save doesn't seem to work, use the "Tap here if the save didn't appear" prompt to long-press and save the image manually.
- With a course (GPX) loaded, pressing the 📁 button shows a "temporarily saved recordings" list instead of a file picker. Clicking an item loads it as a ghost rider on the

spot, and you can individually ↓ (export) or 🗑️ (delete) each entry. Downloaded .mre files can also be reopened with the same 📁 button or by drag-and-dropping onto the map, which also loads the course (GPX) stored inside the file.

- After loading a ghost and pressing Start, the saved recording plays back synced to your own ride — same speed (1x), same starting point. It's shown like another rider on both the map and the main view, but rendered semi-transparent so it's not confused with real participants, with a color automatically chosen not to clash with others. Unsaved recordings older than 7 days are cleaned up automatically.

11. Strava Upload

- Tap "🚴 Strava" at the top to link your account ahead of time, so you can upload your ride to Strava once you finish.

12. If You Get Disconnected

- Reconnecting via the same link automatically returns you to the room/recording you were in (if a record remains, you'll be asked whether to restore it).
- 📱 Smartphone: if the browser goes to the background, the screen may sleep or the tab may be reclaimed, disconnecting you. During a ride, it's recommended to enable fullscreen (or "Keep Screen On" on iOS) to keep the screen active.