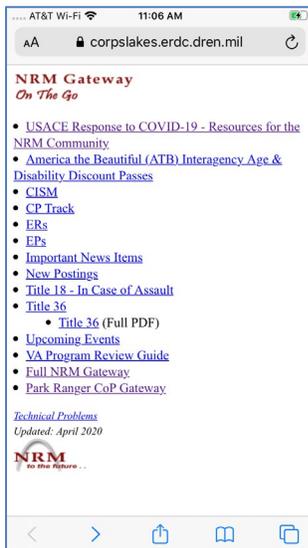


## Gateway mobile version – NRM Gateway On The Go

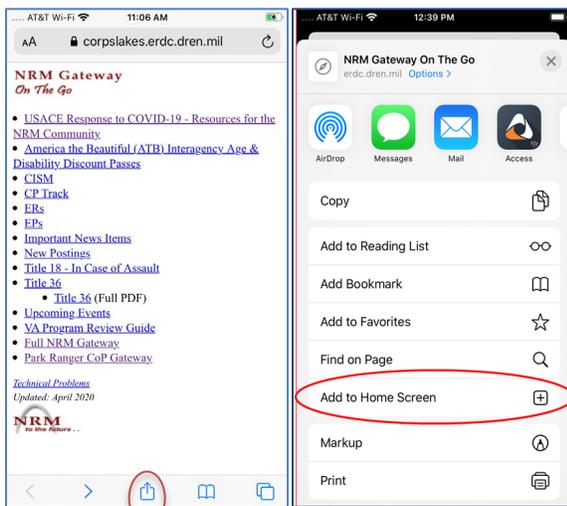
Did you realize that a streamlined view of the NRM Gateway can be easily accessed on your mobile phone?

This is the default view of the NRM Gateway On the Go on a cell phone. The links -- those links that Rangers need at their fingertips -- were recently reviewed and revised by the Park Ranger CoP Advisory Board.

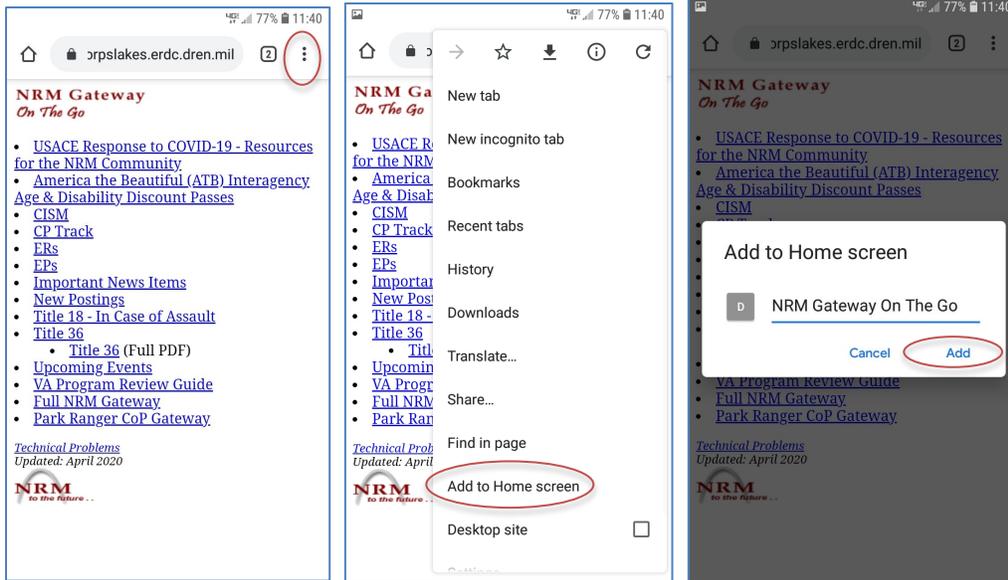


Simply add an icon on your phone screen for ready access to the mobile version:

- iPhone - open the Gateway On The Go screen, click on bookmark at the bottom of screen, then select "Add to Home Screen."



- b. Samsung – open the Gateway On The Go screen; touch the three dots in upper right corner; select Add to Home Screen, select Add.



#### FAQs about the mobile site:

1. What if I open the Gateway on my phone and it doesn't show the mobile version?

When you open the Gateway on a phone, the Gateway mobile version looks for a phone operating system (OS). If your device doesn't automatically go to the On The Go screen from the link <https://corpslakes.ercd.dren.mil/nrm.cfm> please email [Virginia.L.Dickerson@usace.army.mil](mailto:Virginia.L.Dickerson@usace.army.mil) with information on device brand and operating system so the OS list can be further updated.

2. Can Rangers input VERS (traffic meter) info from their phone out in the field?

This is NOT possible from mobile phones because VERS is CAC protected. Even if you have a CAC reader on your phone, input could only be done if the phone was on a Corps network, that is, in the office. However, if you have an ACE-IT procured tablet with a CAC reader, uploads are possible by using your mobile phone as a hotspot for the tablet.

3. Can Rangers input Travel Vouchers via a mobile phone?

Currently, encryption and CAC security prevents this unless you have a CAC reader on your phone and you are on a Corps network (that is, in the office). Whenever a true mobile solution is developed, a link to this feature will be provided.

*Updated 23 April 2020*