

Main features of the system

Memory points

These are map locations that can be stored with a personalised nametag (e.g. Doctor, Office) for subsequent use as destinations or way points. The following methods can all be used to store memory points: address, intersection, point of interest, map cursor location, recent destinations and local points.

See **Destination menu** on page 3-4.

Way points

Way points are held in a list and can be used to divide a route into a number of sections; calculated one section at a time. The user selects the first and last way points along the route. The order in which the intermediate way points are visited is determined during calculation, based on the current calculation method (e.g. Shortest Time). A maximum number of eight way points can be held in the list. Also see **Using way points**.

Avoid roads

After setting up a route, one or more roads can be selected, from the route turns list, as roads to be avoided. The route is then recalculated avoiding the roads selected.

Using way points

The procedure for setting a route using way points is shown below:

- Enter the desired way point addresses. See **Set way point** on page 4-1. The way points are added to the way points list.
- Select the way points to be visited first and last along the route. (The last way point is the ultimate destination.) Then set the route to the first way point. See **Way Points** on page 3-6.
- After driving each section of the route, to set the route to each following way point, select 'Next Way Point'. See **Main menu** on page 3-3.
- One or more way points may be deleted from the list if required, see **Edit Way Points** on page 3-11. While under guidance the points can only be skipped, see **Skip Way Point** on page 3-13.

Point of interest (POI)

This is a database of useful names and addresses held on the map DVD. The information can be displayed on the screen and sorted by category. A POI can be selected from the list and used as a route destination, memory point or way point.

Local Points – This allows a POI category to be displayed sorted by distance from the current vehicle location, and provides a quick method of selecting points of interest near at hand.

Voice guidance

One or more audible instructions and/or chimes will be heard for each manoeuvre point along the route. Three levels of guidance are available (minimum, normal, and maximum) which are selected from the Setup menu, see **Voice Prompt** on page 3-8.

Voice guidance will be muted if a phone call is in progress.

Screen guidance

There are three methods of screen guidance available: map, arrow and hybrid. The desired method can be selected from the Setup menu. For all three methods, as the route is followed, current vehicle location, next turn information, and distance and estimated time to the destination are displayed.

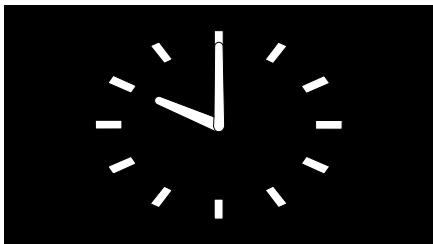
For further information, see **Screen guidance** on page 4-3.

2-2 Quick reference

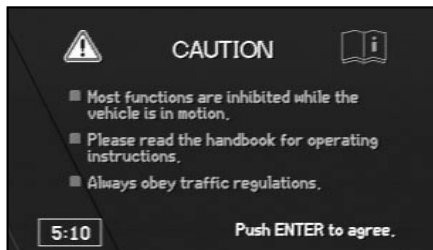
Route setting example

This is a simple example showing how to use the basic features of the system to set a route. It describes each screen in turn and explains how to use the controls. For information relating to the other features of the system, see the relevant section in the handbook.

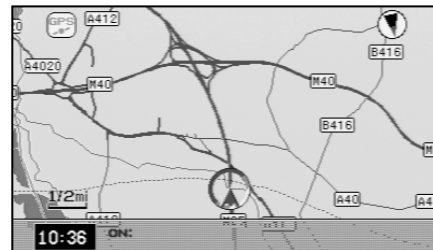
Note: Before using the system, check that the correct map DVD is loaded, see **Loading the map DVD** on page 1-5.



JOL2070



JOL1020



JOL504

Initialisation

With the analogue clock displayed, push ENTER and one of the following screens will be displayed:

- If the ignition has just been switched on, the road safety caution screen will be displayed.
- If the navigation system has been used since the ignition was first switched on during the current journey, then the map screen will be displayed.

Road safety caution

The caution screen shows the following information:

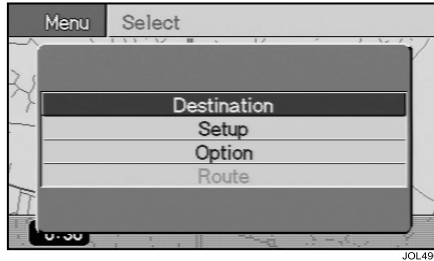
- **Most functions are inhibited while the vehicle is in motion.**
- **Please read the handbook for operating instructions.**
- **Always obey traffic regulations.**

To use the system, push ENTER. The screen will then show the map display. If ENTER is not pushed before the time-out period, the analogue clock will be displayed again.

Map display

The map display shows the current vehicle position. Push MENU to display the main menu.

Route setting example (continued)

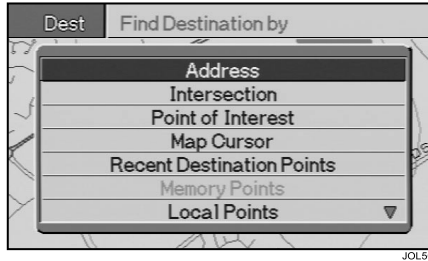


Main menu

The screen shows the main menu options:

- Destination
- Setup
- Option
- Route

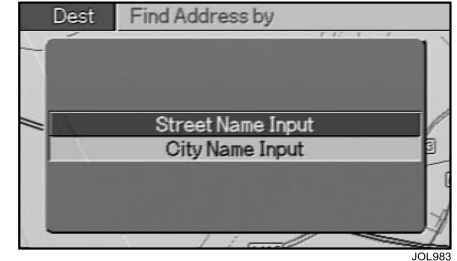
To display the Destination menu, highlight 'Destination' using the joystick (up/down), and push ENTER.



Destination menu

The Destination menu is displayed, showing the methods available for entering a destination.

To input an address, highlight 'Address' using the joystick (up/down), and push ENTER.

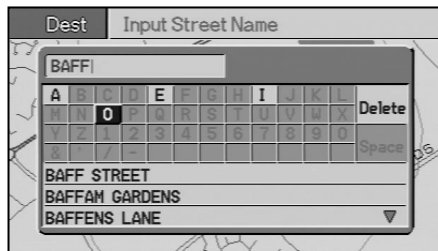


Address input

To input the required street name, highlight 'Street Name Input' using the joystick (up/down), and push ENTER.

2-4 Quick reference

Route setting example (continued)



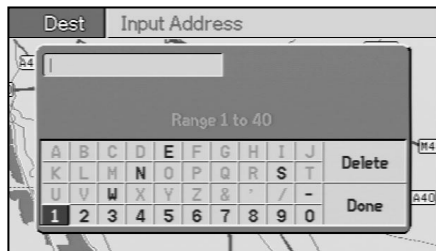
Street name input

The character input screen is displayed for input of the street name required. See **Character input** on page 1-12.

A list of possible streets is displayed. The list reduces in length as more characters are input until the required name appears in the lower text area of the screen.

Highlight the street required using the joystick (up/down), and push ENTER for input of the house number.

Note: Enter the name of the street only. (Do not include 'Street', 'Road' or other similar word.)



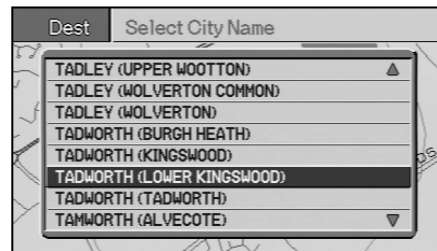
House number input

The number input screen is displayed for input of the house number required. See **Number input** on page 1-12.

When the number has been input, highlight 'Done' using the joystick (up/down, left/right, and diagonal), and push ENTER to display the list of possible cities.

Note:

1. The number input must be within the range shown. If a house number is not required, highlight 'Done' and push ENTER.
2. If the street does not have house numbers held on the map DVD, the number input screen will not be shown.

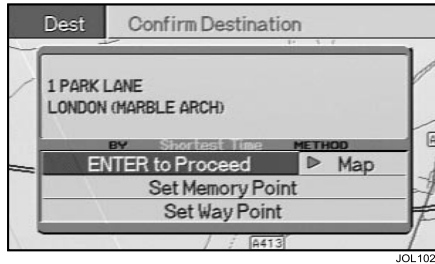


Select city

The list includes all the cities where the address input (house number and street) occurs.

Highlight the city entry required using the joystick (up/down). Push ENTER to display the location details and confirm the destination.

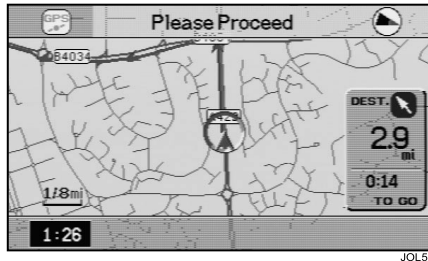
Route setting example (continued)



Confirm destination

The screen shows the location details of the address input and the setting options available. To confirm the destination, highlight 'ENTER to Proceed' using the joystick (up/down), and push ENTER to calculate the route.

Route calculation – The screen shows 'Calculating' while the route is being calculated. When the calculation is complete, the screen shows the guidance display.



Route guidance



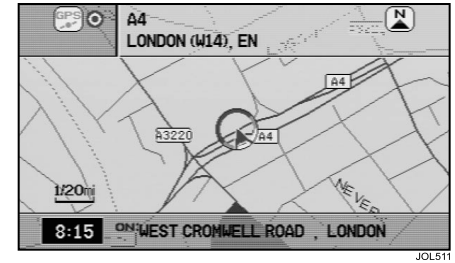
WARNING:

Only operate, adjust or view the system when it is safe to do so.

The route is displayed according to the currently selected guide method (map, arrow or hybrid).

Drive off, following the voice guidance given by the system, until the destination is reached.

Note: If the vehicle is not at the start of the route, the screen will show 'Please Proceed' until the route is reached.

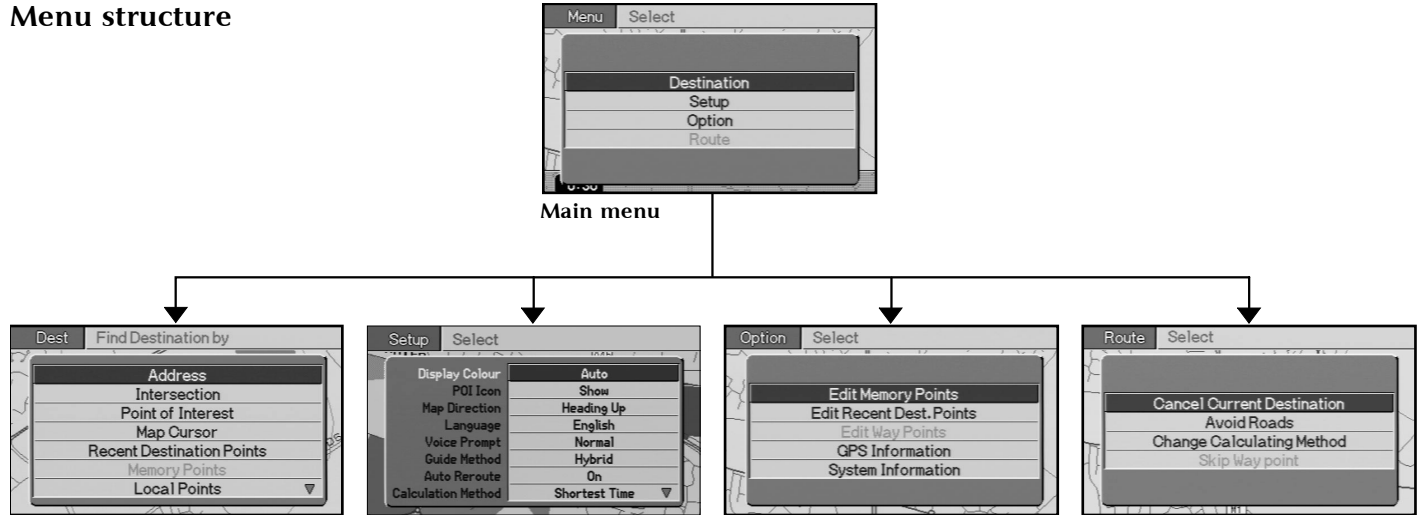


End of route

As the vehicle approaches the end of the route, 'DESTINATION' is shown on the screen. This is confirmed by voice guidance. After arrival at the destination, the screen shows the destination address. The system is then ready for further use.

2-6 Quick reference

Menu structure



JOL812

Destination menu

- Address
- Intersection
- Point of Interest
- Map Cursor
- Recent Destination Points
- Memory Points
- Local Points
- Way Points

Setup menu

- Display Colour
- POI Icon
- Map Direction
- Language
- Voice Prompt
- Guide Method
- Auto Reroute
- Calculation Method
- Time Zone
- Summer Time

Option menu

- Edit Memory Points
- Edit Recent Dest. Points
- Edit Way Points
- GPS Information
- System Information

Route menu

- Cancel Current Destination
- Avoid Roads
- Change Calculating Method
- Skip Way point

Note:

1. To select the main menu, push MENU.
2. If the desired menu item is not displayed, scroll the screen using the joystick (up/down).