

The distance, average speed and average fuel economy values for trip A and trip B can be reset. Set the trip computer display to show the trip that you wish to reset, then press and hold the **TRIP** button until the message **Resetting Trip** is displayed.

It is not possible to manually reset the Auto trip memory. This resets automatically each time the ignition is switched on.

Trips may be added together, to record a continuous journey, or removed. Press the **TRIP** button for longer than 1 second, when Auto trip memory values for distance, average speed and average fuel economy are displayed, then **Adding Last Journey** or **Removing Last Journey** will appear on the screen. Press the **TRIP** button for longer than 1 second, and the previous trip information will be added to, or removed from, the current trip and the new total will be displayed. There is no limit to the number of times this can be done before the ignition is switched off.

## TRIP DISTANCE

Distance travelled since the last memory reset. The maximum trip reading is 9 999.9 (kilometres or miles). The computer will automatically reset to zero if this distance is exceeded.

## RANGE

This shows the predicted distance (kilometres or miles) that the vehicle should travel on the remaining fuel, assuming fuel consumption stays constant.

## METRIC/IMPERIAL/MIXED DISPLAY

The trip computer readings can be changed between metric, imperial and mixed units in the **Trip Computer** menu of the Message centre. See **31, INSTRUMENT PANEL MENU**.

***Note:** Temperature display can be changed between °C (Celsius) and °F (Fahrenheit) independently of Metric or Imperial units.*

## SERVICE INTERVAL INDICATOR

An upcoming service interval will be notified to the driver via the Message centre, as either a distance or time left until the service is due. Once the distance or time are exceeded, the display will show a negative value (-) to indicate that a service is overdue.

One or both types of service interval (distance and time) may be displayed.