



NAVIGATION, TV AND TELEPHONE SYSTEMS

Publication Part No. LRL10 18 99 701

About this handbook

This handbook forms part of the Owner literature supplied with your new vehicle. Right hand drive and left hand drive situations may be shown in the graphics and where information is specific to a particular country, it is indicated as such.

The **Quick Start** section is designed to rapidly familiarise the driver with the initial set up and also explain some of the unique features. Please take the time to study the operating instructions with your vehicle as soon as you can.

Important

The information contained in this handbook covers all vehicle derivatives and optional equipment. Some of the options may not be fitted to your vehicle, unless they formed part of the original vehicle specification. Therefore, some parts of this handbook may not apply to your vehicle. Furthermore, due to printing cycles, it may include descriptions of options before they become generally available.

The information contained in this publication was correct when it went to print. Vehicle design changes may have been made after this handbook was printed. When this occurs, a handbook supplement is added to the literature pack. Subsequent updates can be viewed on the Land Rover internet site at; www.ownerinfo.landrover.com.

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Published by Land Rover Technical Communications

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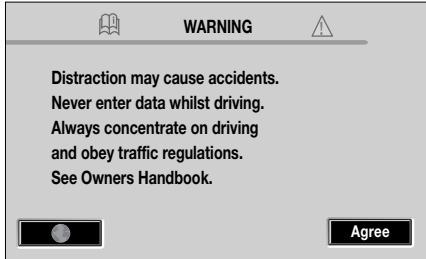
A comprehensive index is located at the back of this handbook.

Quick Start

NAVIGATION SYSTEM



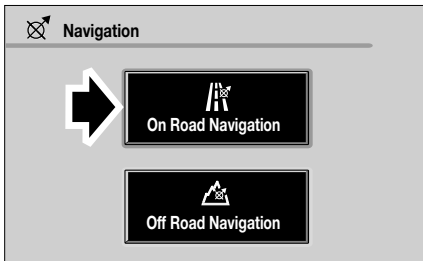
Press the navigation button on the display surround to start the navigation system.



NAV0371ENG

Read the warning and touch **Agree**.

Note: *In some countries the front seat passenger may enter data whilst the vehicle is in motion.*

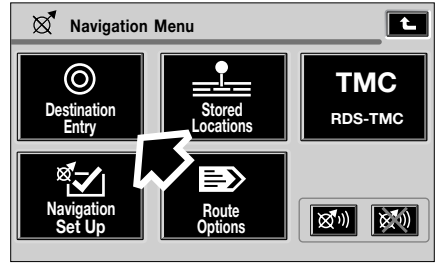


NAV0004 ENG

If the Navigation screen is displayed, touch the **On Road Navigation** button.

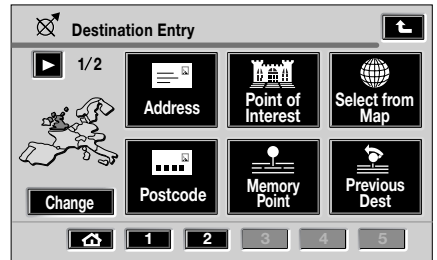
This screen will only appear if the enhanced navigation option is part of your vehicle specification.

SETTING A DESTINATION



NAV0170 ENG

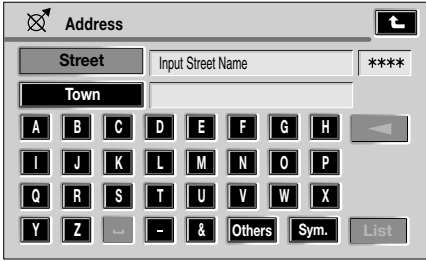
From the Navigation Menu, select **Destination Entry**.



NAV0009 ENG

The Destination Entry menu provides a choice of methods for entering a destination. For this example, the destination address will be entered. Touch **Address**.

Quick Start



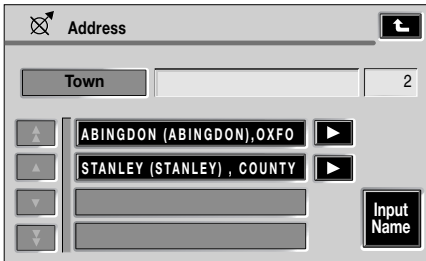
NAV0011 ENG

Input the street name of the destination address by touching the letters on the display.

- Delete incorrect letters by touching the arrow to the right of the **H**.
- Only valid letters are available for selection.

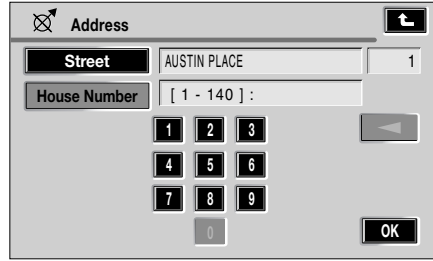
Once enough information is received, the navigation system displays a list of possible addresses. Touch the appropriate address to select.

If necessary, use the scroll buttons to the left of the list to search up or down.



NAV0013 ENG

Once the street name is entered, a list of locations where that street name exists is displayed. Touch the arrow alongside the appropriate location to select.



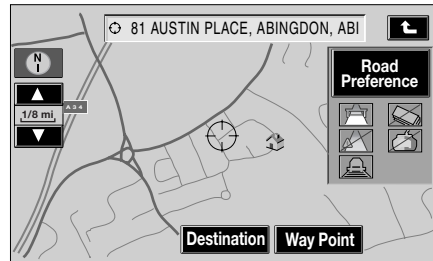
NAV0012 ENG

Enter the house number of the address (if known) then touch **OK** to confirm.

If the house number is not known, touch **OK** - the mid-point of the street is then used as the destination.

Note: If a list of house number ranges is displayed, select the applicable range and then enter the number.

The destination details are displayed. If correct, touch **OK** to confirm.



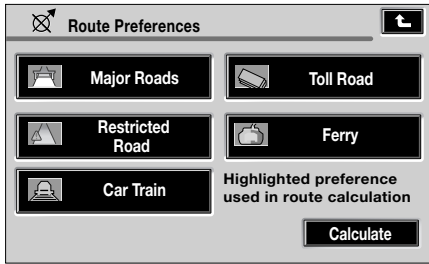
NAV0297 ENG

The map screen showing the destination details and route settings is displayed.

Touch **Road Preference** to change the route settings or touch **Destination** to start the route calculation.

Quick Start

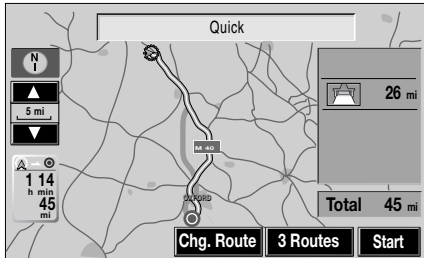
ROUTE PREFERENCE



NAV0025 ENG

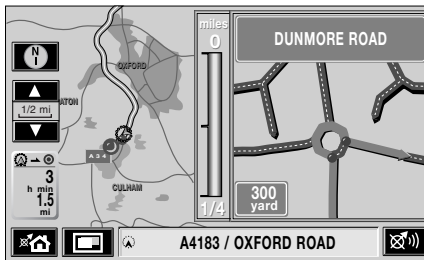
If **Road Preference** is selected, touch the desired option(s) and select **Calculate** to confirm.

START GUIDANCE



NAV0365 ENG

When the system has calculated the route, the map is displayed. Touch **Start** to initiate navigation guidance.



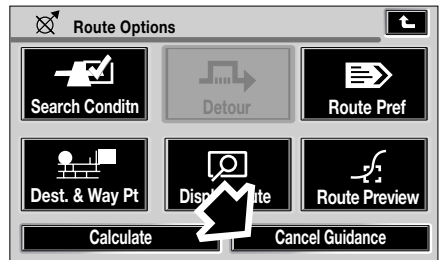
NAV0028 ENG

The route will be highlighted on the map, with an icon showing your current position. The road name/number is also listed in the text area at the bottom of the display.

Drive away, following the voice guidance given by the system. As you approach a junction, in addition to the voice guidance, an inset on the map will display an enlarged view of the junction.

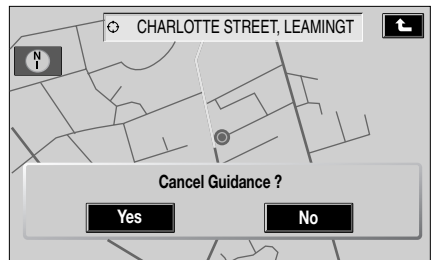
When your destination is reached, voice and visual confirmation is given.

CANCEL GUIDANCE



NAV0101 ENG

If you wish to cancel the calculated route at any time, touch the map screen and select **Chg Route**, go to the Route Options screen and touch **Cancel Guidance**.



NAV0102 ENG

You are then given the option to cancel or not.

Quick Start

TELEVISION

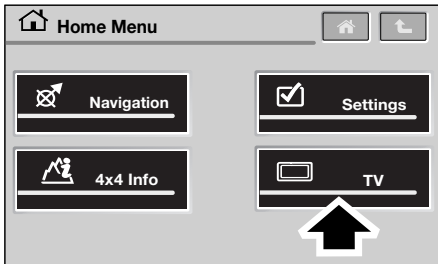
Note: For occupant safety, when the vehicle is in motion or the parking brake is released, the TV picture is not displayed (but the audio signal can be heard).

Selecting TV



LAN0782ENG

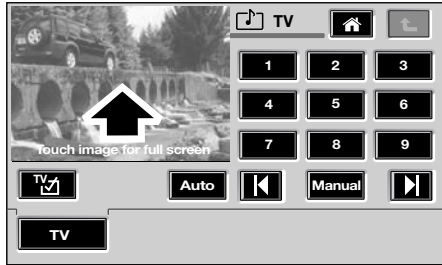
1. Press the **Driver information** hardkey on the screen surround.



LAN0783ENG

2. From the next screen, select TV by pressing the **TV** or **TV-DVD** icon.

The TV menu and a reduced TV image will be displayed.



LAN0784ENG

Touch the small TV image for full-screen display. The full-screen display is accompanied by on-screen icons, enabling the user to change channels and adjust the picture format. The icons disappear after five seconds, but can be recalled by touching the screen again.

Note: If no small TV image is visible, this may be due to the vehicle having moved since the stations were stored or that no stations are stored or that the vehicle is in a poor reception area. Whichever the case, tuning/retuning the stations will be necessary. See **AUTOMATIC STATION SEARCH AND STORE, 98**.

Analogue/digital television

To cope with the change from analogue to digital broadcasting, the TV tuner is able to receive both analogue and digital TV signals.

In various areas, both analogue and digital signal strengths will vary. When in an area of weak reception, you may experience poor picture and sound quality, or a blank screen and audio muting. It may be of benefit to retune the viewed station or possibly switch between analogue and digital TV stations. The analogue and digital stations have been combined into a single list.

Quick Start

TELEPHONE SYSTEM

WARNING

Use of your phone handset while you are driving is dangerous, as it diverts attention from the traffic situation. In some countries, use of a phone handset whilst driving is prohibited and in other countries, a hands-free unit must be used. If you wish to use your phone handset, stop at an appropriate place where you are not endangering or inconveniencing other vehicles.

Medical equipment:

The functioning of cardiac pacemakers or hearing aids may be impaired when the phone is in use. Check with a doctor or manufacturer whether any such devices you or your passengers are using, are sufficiently protected against high-frequency energy.

Using the telephone near the car:

Do not telephone inside a garage or near an open car bonnet. The air may contain fuel vapours and the telephone could produce sparks and start a fire.

Unusual ambient conditions:

Switch off the telephone in areas where high explosives are being used. High frequency remote controls could be interfered with and cause an explosion.

Switch off your telephone in areas with a high explosion risk. This includes filling stations, fuel storage areas or chemical factories, as well as places where the air contains fuel vapour, chemicals or metal dust. The telephone might possibly produce sparks and cause a fire or explosion.

Mobile phone compatibility

Mobile phones with bluetooth capability can communicate with the vehicle's inbuilt telephone feature.

There are a number of mobile phones that have been tested for full functionality with the Land Rover system, however, not all phones are compatible and some may only be partially compatible. For the latest list of compatible phones and software versions, please refer to www.ownerinfo.landrover.com. Alternatively consult your Land Rover Dealer/Authorised Repairer.

Bluetooth supported features

- Make a call.
- Receive a call.
- Reject incoming call.
- End active call.

Unsupported features

- SMS (send and receive texts) via touch screen.
- Call stacking - e.g. no display of missed calls, SMSs, last called number, call waiting.
- Phone book - e.g. no access to the phone book stored on the phone handset or SIM card.

Note: If the phone book is selected when the phone is connected via Bluetooth, **Memory Empty** will be displayed for approximately 30 seconds.

- Phone charging.
- Hold/Unhold active call.
- No display of Network operator, signal strength or caller ID.

Quick Start

Note: *Functionality can depend on model/manufacture of your mobile phone. To achieve full functionality, your phone should be docked in the cradle. Optimum signal reception can be achieved while the phone is docked because an external antenna (already fitted to the vehicle) is utilised.*

Pairing your bluetooth phone to the vehicle

If your mobile phone supports this wireless feature, it will need to be paired to the vehicle. To pair the mobile phone, see the telephone manufacturer's instructions or follow the table shown for generic commands.

Nokia	Motorola	Ericsson
1. Select Menu	Select Menu	Select Menu
2. Select Settings	Select Settings	Select Connectivity
3. Select Bluetooth OR Connectivity then Bluetooth	Select Connection	Select Bluetooth
4. Select On	Select Bluetooth link	Select My Devices
5. Select Search for audio devices	Select Hands-free	With New Device highlighted, select Add. Press OK to confirm
6. After Search select Land Rover	Select Look for devices	After Search select Land Rover
7. Enter Pass Code 2121. Press OK to confirm	After Search select Land Rover	Select Connect
8. No connection? Select Bluetooth (Menu) then Paired devices Land Rover	Permission to bond? Select Yes and enter pass code 2121	Enter pass code 2121 after prompt

When the handset has been successfully paired to the system, **Bluetooth** will appear on the phone menu.

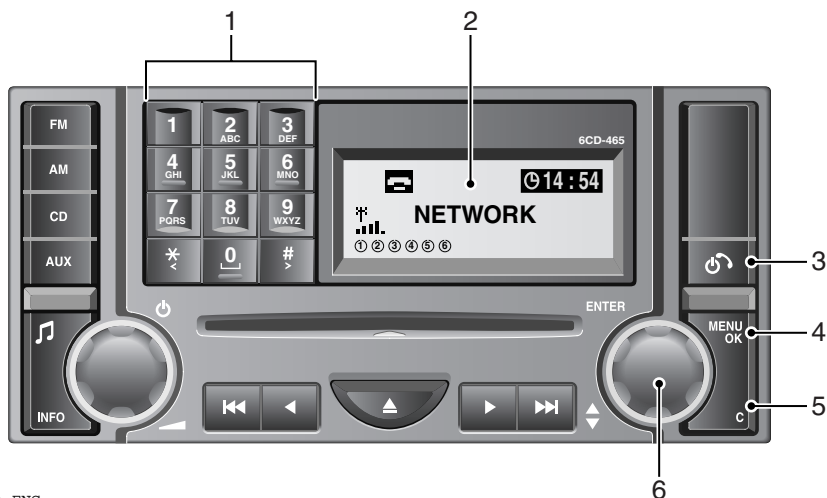
Note: *If more than one Paired Bluetooth phone is in range, then the system will automatically select the last phone used in Bluetooth mode (if present).*

Note: *A phone docked in the cradle will always take priority over wireless operation. Alternatively, priority can be given to other phones by deselecting Bluetooth mode on your mobile phone.*

Note: *A maximum of 8 mobile phones can be Paired to the vehicle.*

Quick Start

Phone control panel



ICE2278 ENG

1. Alphanumeric keypad.
2. Display.
3. Phone button.
4. MENU OK button.
5. Cancel button.
6. Rotary control.

To enter Phone mode, briefly press the **Phone** button (3). To exit Phone mode, briefly press the **Cancel** button (5). Visual confirmation of phone operation is given via the Audio system display (2).

Note: Various icons and messages appear on the display during phone use. These are described in the relevant areas of this book.

Making a call

Activate Phone mode as described previously.

1. Use the alphanumeric keypad (1) to manually enter the phone number to be called. The number or the call recipient's caller ID appears in the Audio system display.
Note: If an incorrect digit is entered, press the **Cancel** button (5) briefly to delete the last digit. Press and hold the **Cancel** button (for approximately 2 seconds) to delete the entire number.
2. Press the **Phone** button (3) briefly to dial the number ('Dialling' appears in the display).

Note: Press the **Cancel** button briefly to cancel dialling.

Quick Start

Answering a call

When an incoming call is received, the number or Caller ID (if entered into the Phone book) will appear in the Audio system display (2) and also in the main message centre in the instrument panel, until the call is either accepted or rejected.

1. Operate the **Answer call** switch on the steering wheel, or briefly press either the **Phone** button (3) or the **MENU OK** button (4), to answer the call.
2. To reject an incoming call, operate the **End call** switch on the steering wheel, or briefly press the **Cancel** button (5).

To access the Call menu during a call, briefly press the **MENU OK** button.

Ending a call

To end either an incoming or outgoing call, operate the **End call** switch on the steering wheel, or briefly press the **Cancel** button (5).

Using menus

Press the **MENU OK** button (4) briefly to access the menu relevant to the current phone mode (different menus are available in different modes):

- Press the button when there is no active call to access the Phone menu.
- Press the button during a call to access the Call menu.

Use the rotary control (6) to highlight the chosen menu item, by turning the control clockwise to scroll down or anti-clockwise to scroll up through the menu. Press the control or press the **Phone** button (3) to select the highlighted item.

Redial

1. To view the list of previously dialled numbers, press the **MENU OK** button (4).
2. Use the rotary control (6) to scroll through the list until **Call registered** is highlighted. Press the control to select.
3. Scroll through the list until **Dialled** is highlighted. Press the rotary control to select.
4. Scroll through the list of dialled numbers until the chosen number is highlighted.
5. Press the rotary control or the **Phone** button (3), to select and dial the number.

Operate the **End call** switch, or briefly press the **Cancel** button (5) to cancel dialling.

Using the phone book

1. The phone book can either be accessed from the Phone menu, or by turning the rotary control (6) when no calls or menus are active.
2. Use the rotary control to scroll through the phone book until the desired entry is highlighted.
3. Press the rotary control or the **Phone** button (3) to select and dial the number.

Operate the **End call** switch, or briefly press the **Cancel** button (5) to cancel dialling.

Note: *The phone book can also be accessed when the phone is idle, by pressing either the **menu Next** or **Prev** buttons on the steering wheel (see **REMOTE PHONE CONTROLS, 104**). Pressing the **Next** button will open the phone book at the first entry, pressing the **Prev** button will open the phone book at the last entry.*

Navigation Touch Screen Care

TOUCH SCREEN CARE



ICE2073 ENG

Care points

The touch screen fitted to your vehicle, allows control of the navigation system from a single point. To ensure that it continues to operate correctly, some basic care points are listed below.

- Clean only with a lightly moistened soft cloth.
- Do not use chemical agents, or domestic cleaners, to clean any part of the touch screen or its surround.
- Only use your finger to operate the touch screen. Ensure that only one finger at a time is in contact with the screen, to prevent incorrect entries.
- A short, light press is sufficient to operate functions. Do not use excessive pressure.
- Do not allow any sharp, hard, or abrasive objects to come into contact with the screen.
- Where possible avoid exposing the touch screen to direct sunlight for long periods.

Note: *None of the functions of the touch screen are operated by dragging icons.*

Navigation System Settings

SYSTEM SETTINGS

The first time the system is switched on, the home menu will be displayed. Switching the system on subsequently, will display the screen or menu that was in use when the system was switched off.

Personalising the system settings

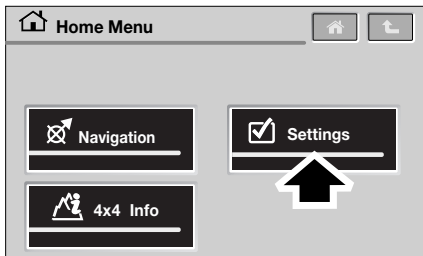
Your vehicle is delivered with the system settings (language etc.) tailored to the market for which the vehicle is intended.

These settings can be altered to suit your preferences.



ICE1974 ENG

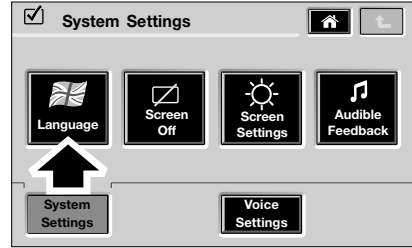
To access the system settings screen, press the **Driver Information** hardkey on the screen surround.



ICE1975 ENG

On the Home Menu screen, press the **Settings** icon.

Changing the language setting



ICE1976 ENG

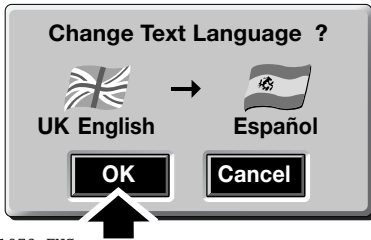
To change the language used by the system, press the **Language** icon on the System Settings menu.



ICE1977 ENG

The language choices are displayed as a list. Scroll up or down through the list using the on-screen arrows. The current language will be indicated by an orange icon.

Navigation System Settings



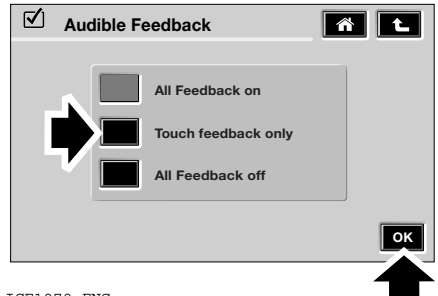
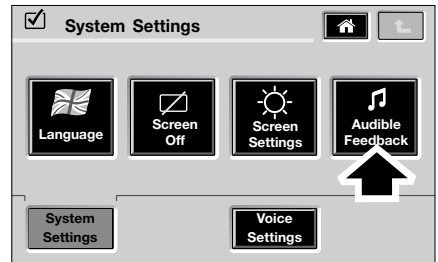
ICE1978 ENG

Touch the button icon next to the language you wish to use. A pop-up menu will appear indicating the current language, the new language and the option to cancel or accept the change.

Once your language choice has been made and you have pressed the **OK** icon, the main settings screen will be displayed.

Note: *If the display has been set to a language that you are unable to read, it is possible to set the system to a language of your choice by making a selection using the button positions as shown. The country of origin for the language is indicated by the country's flag.*

Audible feedback on/off



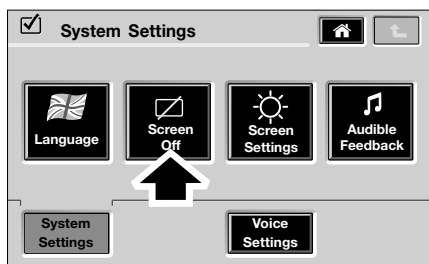
ICE1979 ENG

To toggle between audible feedback on or off (information messages etc.) touch the **Audible Feedback** icon on the System Settings menu.

From the Audible Feedback menu touch the **All Feedback on**, **Touch Feedback only** or **All Feedback off** icon, as required, followed by the **OK** icon to confirm your choice.

Navigation System Settings

Screen settings



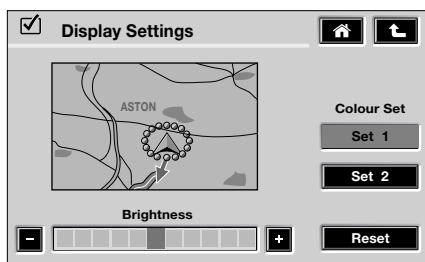
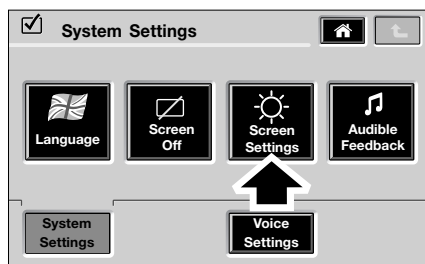
ICE1982 ENG

Occasionally, it may be preferable to turn the touch screen off when driving at night, for example.

To turn off the touch screen display, touch the **Screen Off** icon.

To turn the touch screen display on, touch the screen at any point.

Display settings



ICE2386 ENG

From the System Settings menu, touch the **Screen Settings** icon.

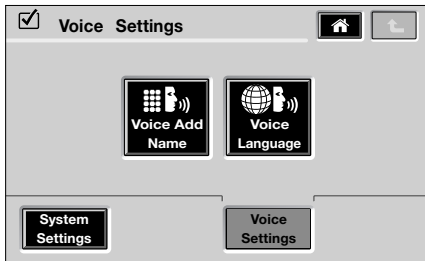
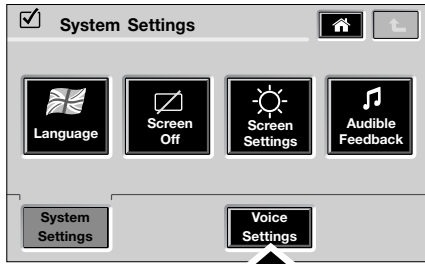
Note: *If the map screen is not currently available then the preview screen will display **Map Not Available**.*

Contrast is adjusted by touching the + or - icons, to increase or decrease the contrast. Touching the **Reset** icon will return the contrast control to the centre position.

Two colour sets can be selected by touching either the **Set 1** or **Set 2** icons. Adjustments can be made to the contrast level for each colour set. This allows a quick change of settings with a single press, which may be useful for day and night settings, for example.

Navigation System Settings

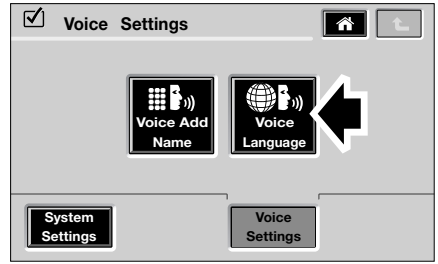
Voice settings



ICE1983 ENG

From the System Settings menu, touch the **Voice Settings** icon.

Voice language



ICE1984 ENG

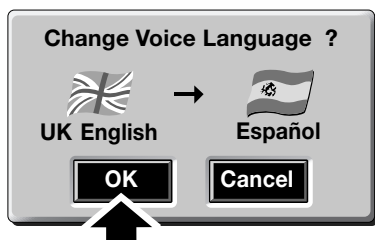
From the Voice Settings screen, touch the **Voice Language** icon.

It should be noted that the Voice Language icon is only available with the extended voice option and not with basic voice.

Touch the up and down arrows to scroll through the list of available languages.

Navigation System Settings

Select the required language by touching the relevant icon.



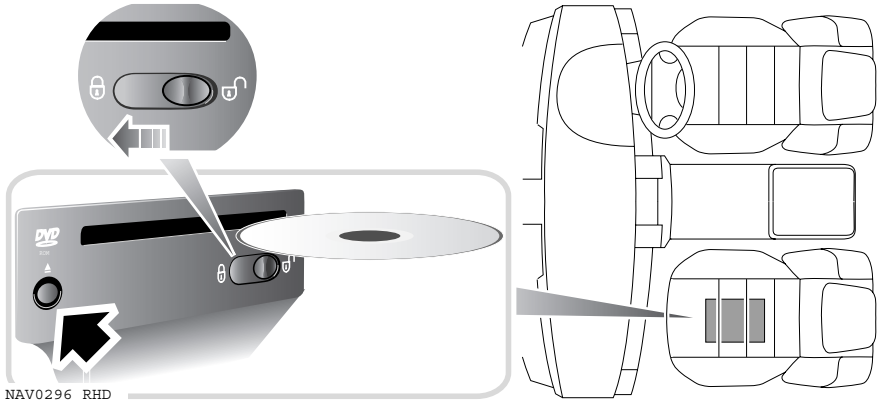
ICE2359 ENG

Touch the button icon next to the language you wish to use. A pop-up menu will appear indicating the current language, the new language and the option to cancel or accept the change.

Once your language choice has been made and you have pressed the **OK** icon, the main settings screen will be displayed.

Navigation DVD

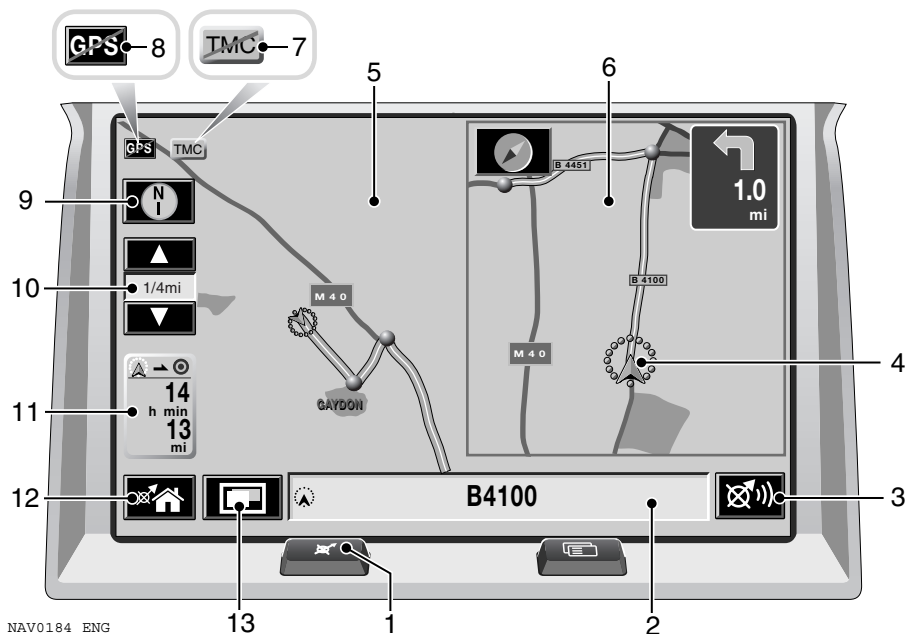
LOADING THE NAVIGATION DVD



Note: It is necessary to raise the left-hand seat to its highest setting and then power the seat forward to its foremost position, before accessing the navigation DVD unit.

1. Turn the starter switch to position I, then move the lock/unlock button on the front of the DVD unit to the unlock position.
2. If a DVD is already loaded, push the eject button.
3. Load the navigation DVD with the printed side upwards. Do not allow moisture or foreign objects to enter the slot.
4. Move the lock/unlock button to the lock position.

Screen Displays



SCREEN DISPLAYS

Initial map display

A key to the main features is given below:

1. **Navigation button** - Press this button on the display surround to start, or return to, the navigation system.
2. **Vehicle current position** - This shows the road number, street name etc. on which the vehicle is positioned.
3. **Repeat nav guidance** - Touch this to hear the last navigation voice guidance instruction.
4. **Current position cursor** - This icon shows the current vehicle position on the road map.
5. **Map** - A map of the local area.
6. **Map inset** - A more detailed local area view showing the current vehicle position (4). Use display mode change (13) to select the inset view required.
7. **TMC** - The Traffic Message Channel, which notifies you of any traffic congestion during your route guidance and indicates the status of traffic service.
8. **GPS icon** - Indicates that insufficient GPS satellite signals are being received for accurate map positioning. This icon is only displayed when a GPS signal is not being received.
9. **Compass** - Control and indication of the map orientation, with North up or with the vehicle heading up. Touch the icon to toggle between the two views.

Screen Displays

10. Zoom - Control and indication of the current map zoom level. The available map scales range from the highest level of zoom of 50 metres (1/32 mile), to the lowest of 256 kilometres (128 miles).

Touching the up or down arrow decreases or increases the zoom level.

11. Distance - While driving under guidance, the estimated distance to the end of the route is displayed either in Metric or Imperial units, depending on your settings. Above this, is the estimated time of travel or the estimated time of arrival.

12. Menu button - Touch button to select the Navigation menu.

13. Display mode change - Touch button to access the display mode options. Touch the desired option button to select.

The more detailed map inset (see item 6 on previous page) will not be shown in single map display.

Map scrolling

Whilst the vehicle is stationary, if you touch on the map display for the first few seconds, the cursor will smoothly scroll across the screen towards the point where the screen is being touched. After the first few seconds, the cursor will jump to the position where the screen was being touched.

When the vehicle is being driven and you touch the map display, the cursor will jump immediately to the touched position.

Changing the display language

The screen text and voice guidance are available in a number of languages. To change the language:

- From the Home Menu (see **SELECTING NAVIGATION, 27**) touch the **Settings** button.
- From the User Settings menu, touch the **Language** button.
- To select a language, touch the flag of the country required and then touch the **OK** button to confirm.

This procedure changes the on-screen language for all the touch-screen systems.

Glossary

ROUTE GUIDANCE

The touch-screen buttons, types of guidance screen and other guidance features are described in the following pages.

Before you start

Before the vehicle reaches the start of a highlighted route, and during route recalculation, the straight line distance and direction to the destination are shown.

Breaks in a journey

While driving under guidance, the journey can be broken without affecting the stored route. When the journey is continued, the route guidance will resume automatically.

Whole route display

The map screen showing the entire route can be displayed. This is selected from the Route Options menu. From this screen the display of the remainder of the route and the route turn list can be selected.

Avoiding points and areas

At any time while a route is set, you can select a point to be avoided on the current route. This can be enlarged into an avoid area if required. When the route is recalculated, the points or areas selected will be avoided (where possible). Avoid areas can also be set up to be avoided permanently in all route calculations.

TOUCH CONTROLS

The buttons displayed on the guidance map screen are as follows:

Nav Menu button

Displays the Navigation menu.

Audible repeat button

Repeats the last audible instruction. If the manoeuvre point has been passed, the audible instruction for the next manoeuvre point will be heard.

Guidance screen button

Displays the guidance screen overlay in place of the next turn arrow icon.

Turn arrow button

Displays the next turn arrow icon in place of the guidance screen overlay.

Map orientation buttons

These buttons select the desired map orientation (north or vehicle heading to the top of the screen). The current selection is shown on the map.

Zoom control

Select the desired map zoom level by touching one of the arrow buttons. The currently selected scale is shown.

Glossary

ADDITIONAL TOUCH BUTTONS

These buttons are displayed after touching the map display.

Chg Route button

Selects the Route Options menu, to make changes to the route preference settings.

Set Dest button

Stores a selected map location as a destination (displayed in place of the Chg Route button, after touching the screen twice within 5 seconds).

Store button

Stores a selected map location as a memory point.

POI button

Selects the Quick POI function to display POI icons on the map.

Home button

Sets a route to the home position (only displayed when a home position is set).

Note: *If the **Set Dest** or **Home** buttons are touched, the current route will be cancelled and a new route calculated.*

AUTO REROUTE

While under guidance, if the vehicle deviates from the route, a new route will be calculated automatically. While the route is being recalculated, the time and distance to destination information is replaced by the straight-line distance and direction to the destination.

Note: *If the vehicle is within 400 metres (1/4 mile) of the destination or next way point, the route recalculation will not occur.*

WAY POINTS

When the vehicle arrives at a way point, the navigation system will say **>You have arrived at your Way Point<** and **Guidance will now begin for the next stage of your route**, is displayed on-screen.

When the journey is resumed, route guidance continues automatically, either to the next way point or to the final destination.

After way points have been visited (or the route cancelled), they will be deleted from the way points list.

For information on programming way points, see **WAY POINTS, 36**.

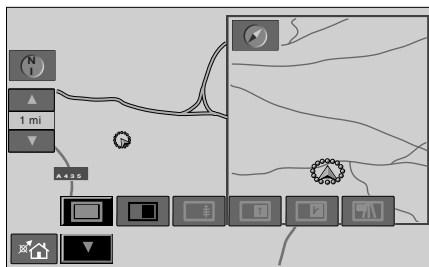
Note: *As way points are entered, they are automatically added to the list of previous destinations.*

UNMARKED ROADS


Whilst driving under On Road Navigation guidance, if you enter an unfinished or unmapped road there will be a voice guidance warning stating that you are entering this area and turn by turn guidance will not be given. When you first calculate the route, a small triangle appears on-screen to show that there is an unfinished or unmapped road on route.

Glossary

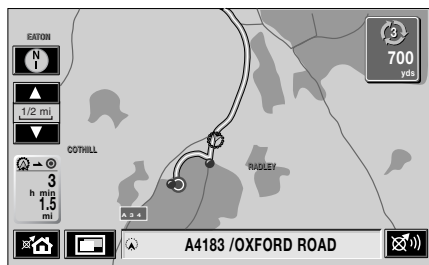
ROUTE GUIDANCE SCREEN TYPES




NAV0021ENG

 Touch this icon during route guidance, to change the screen configuration to suit personal preference. A row of option icons appears in the bottom half of the screen. Touch the relevant icon to select the desired screen type, as follows:

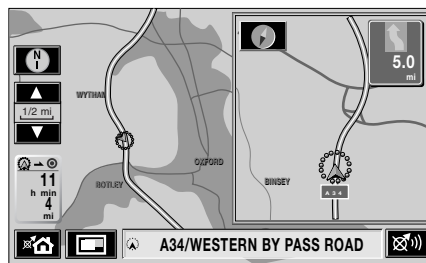
Single map mode




NAV0284 ENG

 This mode shows the main navigation map, with an icon in the top right of the screen indicating the next navigation instruction (left turn, right turn or third exit at the next roundabout, for example) and the distance to the junction.

Dual map mode



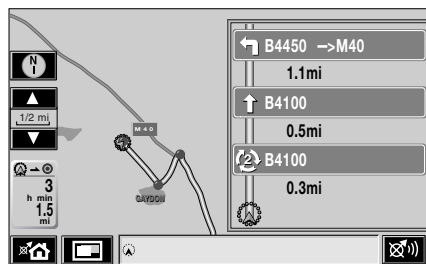
NAV0285 ENG

 This mode shows the main navigation map, with a second map on the right half of the screen. The two maps have independent zoom facilities and the secondary map can be viewed in 2D or 3D modes (see **2D/3D VIEW, 61**).


The secondary map can be used to show a magnified view of the current vehicle position.

The navigation instruction icon is still shown in the top right corner.

Turn list mode



NAV0030 ENG

 In addition to the main navigation map, this mode also displays the next three turns or manoeuvres on a panel on the right half of the screen.

Glossary

Arrow mode

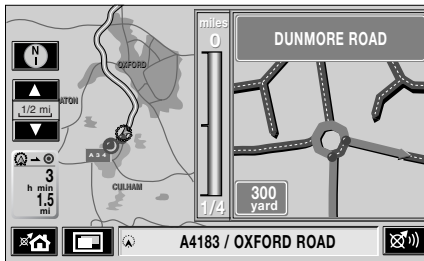


NAV0029 ENG



An easy to read guidance arrow is displayed on the right half of the screen.

Guidance screen



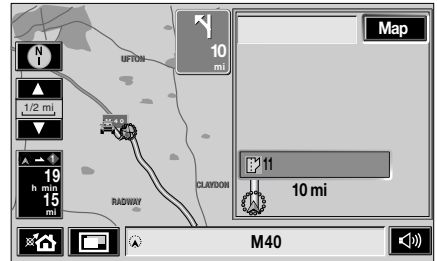
NAV0028 ENG



This facility is only available once route guidance has started and appears automatically when approaching an intersection. A magnified view of the next intersection or manoeuvre is displayed on the right half of the screen.

Note: The Guidance screen is only displayed automatically if Guidance screen is set to **Yes** on the User Settings menu (see **USER SETTINGS, 65**).

Motorway information



NAV0127



This facility is only available when travelling on a motorway and appears automatically to display the remaining motorway exits (up to the required exit for your route) and the exit numbers. In addition, the points of interest (POIs) available at each exit of the motorway can also be displayed.

Press the **Map** button to view POIs in the area surrounding the motorway exit currently highlighted on the list.

Note: The Motorway Information mode is only displayed automatically if Motorway Information is set to **Yes** on the User Settings menu (see **USER SETTINGS, 65**).

Glossary

MAP CONTROLS

Screen configuration



Touch this icon to change the screen configuration (see **ROUTE GUIDANCE SCREEN TYPES, 24**).

Compass



The upper icon indicates that the map is displayed with North pointing upwards. Touch the icon to toggle to the alternative display, where the map is displayed with the vehicle direction pointing upwards.



Map scale



This icon is your zoom button, enabling you to alter the map scale. The current level of zoom is shown between the two arrows.

Note: Some functions will not be available if the zoom level is too large. A message will be shown to tell you if this is the case.

Journey time and distance



This icon shows information concerning journey distance and the estimated time remaining before arrival at way point 1, which is 13 miles away and at your current speed you will arrive in 14 minutes

(if kilometres is your set preference then the display will show kilometres to your way point).

Touch the icon to view the display options for the icon.



NAV0148 ENG

The options available are:

- Distance and time to first way point.
- Distance and time to second (or subsequent) way point.
- Distance and time to destination.

Select the desired option or the arrow icon, to return to the guidance screen.

Getting Started

SELECTING NAVIGATION

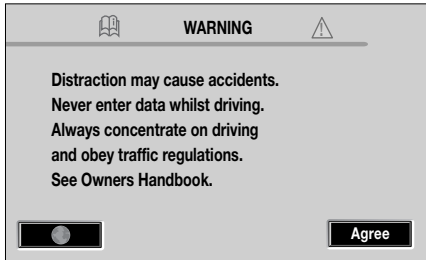
Note: Before using the system, check that the correct navigation DVD is loaded. See **LOADING THE NAVIGATION DVD, 19**.

Selecting the system

Note: If the system is expected to be switched on for some time with the vehicle stationary (but not in an enclosed space), ensure that the engine is running, to avoid draining the battery.

To select the navigation system, push the navigation button (see **SCREEN DISPLAYS, 20**).

The road safety warning will be displayed.



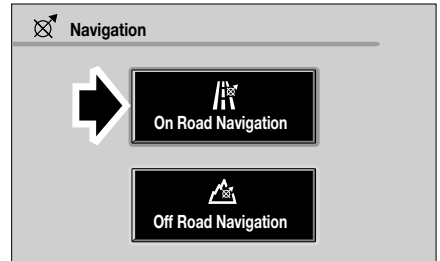
NAV0371ENG

To use the system, read the warning and touch **Agree**.

Note: In some countries the front seat passenger may enter data whilst the vehicle is in motion.



If the screen is already displaying another function press the navigation button on the screen surround.



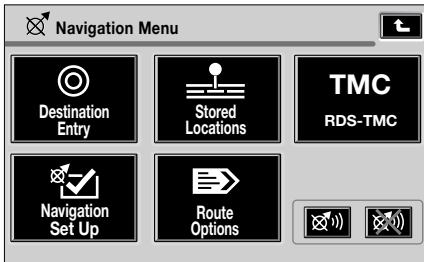
NAV0004 ENG

If the screen above is displayed, select On Road Navigation or Off Road Navigation, as applicable.

Note: The **Off Road Navigation** button will only appear if the enhanced navigation option is part of your vehicle specification.

Getting Started

Navigation Menu



NAV0006 ENG

The Navigation Menu is the top level menu of the system, showing the functions that are available:

Destination Entry - this section.

Stored Locations - see page 49.

Navigation Set Up - see page 61.

Route Options - see page 69.

RDS-TMC - see page 56.

Note: *If at any time you make a mistake, touch the back arrow key at the top right of the display to go back.*

Touching the arrow displayed above the map on the Destination Entry menu, selects the previous or next page. The page number is displayed alongside the arrow.

Audible instructions

The buttons to the lower right of the display show whether the setting for voice guidance is currently on or off.

To change the voice guidance setting, touch the button required.

Getting Started

MENU STRUCTURE

The Navigation Menu screen offers various functions for selection. To select a menu item, use the touch button for the option required. After selecting a menu item, the next sub-menu or screen will be displayed. If a menu item cannot be currently selected, the button will be displayed in a light tint only.

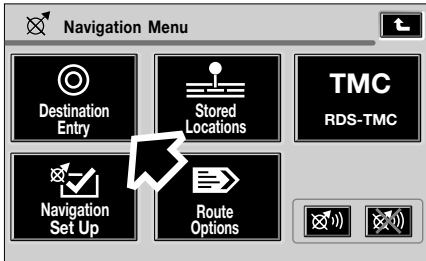
Navigation Menu

Destination Entry (2 pages)	Stored Locations	RDS-TMC	Navigation Set Up	Route Options
Address	Memory Points	Show RDS-TMC info	2D/3D View	Search Conditn
Point of Interest	Avoid Area	Dynamic nav	Quick POI Selection	Detour
Select from Map	Dest & Way Pt	Voice guidance	Calibration	Route Pref
Postcode	Home	Select station	User Settings	Dest & Way Pt
Memory Point	Previous Dest	Traffic on route	Restore System Defaults	Display Route
Previous Destination	Preset Dests	All traffic events	Trace Point	Route Preview
Intersection	Display Memory Point Icons			Calculate
Motorway Entry/Exit	Calculate			Cancel Guidance
Coordinates				
Off Road Point				
Change				
Home 1-5 presets				

Destination Entry

DESTINATION SETTING

Press the touch screen button to access the Destination Entry menu.

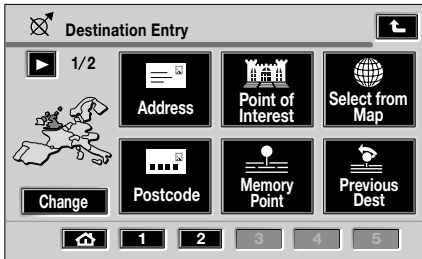


NAV0170 ENG

Destination Entry menu

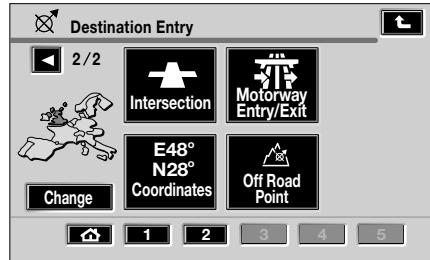
From this menu you will be able to enter a destination and other navigation points.

The Destination Entry menu has two pages available. Each page shows a small map area on the left side. If your area is not shown, you must either change the search area or load the correct DVD for your current area.



NAV0009 ENG

To change the current destination entry page to the other available page, touch the arrow button at the top left of the display, shown above the map.



NAV0010 ENG

Home



Touching the **Home** button selects the Home memory point as the destination.

The location of the home position is calculated and displayed on the screen. The screen displays **Calculating Route** while the route is being calculated.

The numbered buttons to the right of the Home button, are used to store additional preset destination points. For example, the Home button could be your permanent address with button 1 as a temporary home or work location. For more information on Stored Locations, see **USING STORED LOCATIONS, 49**.

Destination Entry

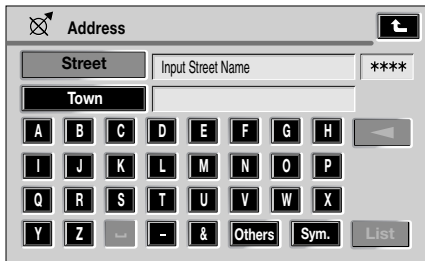
ADDRESS ENTRY

Enter a street name



After selecting **Address** from the Destination Entry menu, the alpha keyboard screen is displayed, showing **Input Street Name**.

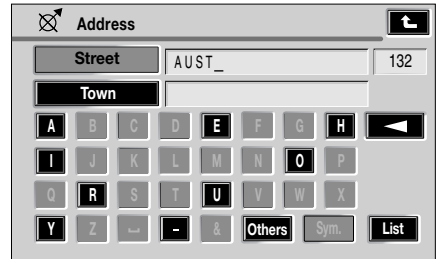
Note: The examples show a route from Land Rover at Gaydon, Warwickshire, England to Austin Place in Oxfordshire, England.



Input the street name by touching the letter buttons as required. As the letters are entered, the system calculates which letters could follow to create a valid address and only offers those letters for selection.

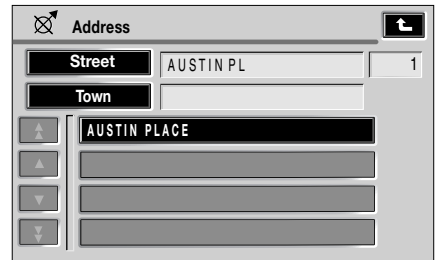
Note: In this example the street name, *Austin Place*, is entered first. Addresses can be entered in other ways, e.g. town name first.

If you incorrectly enter a character, touch the back space button to the right of the **H** on the alpha display and then enter the correct letter.



NAV0069 ENG

In this example, after the first four letters are inserted, the navigation system will display only those letters that could continue a street name starting with **AUST**.



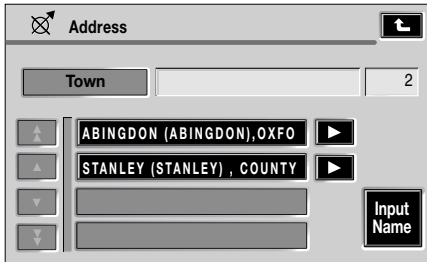
NAV0070 ENG

- A list of possible streets, calculated from the letters entered, is displayed.
- Select the street required by touching it on the screen. In this example we have used Austin Place.

Destination Entry

Enter a town name

The screen shows the list of towns where the street name entered occurs.



NAV0013 ENG

Select the town required.

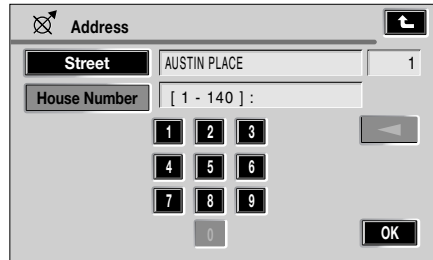
Note: If there is only one town, this step is omitted.

When there is more than one town with the same street name a short list of towns will be displayed. If more than 4 options are available, the up/down arrow buttons will become active. Use the up/down arrow buttons to scroll through the list.

If more than 100 matches are found, the alpha keyboard is displayed automatically, to allow the desired town name to be entered.

Enter a house number

When the street has been entered into the system, the next screen prompts for the house number. Enter the house number by touching the buttons required.



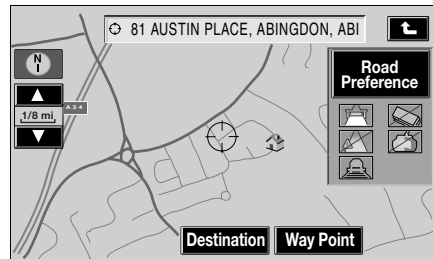
NAV0012 ENG

When all the digits have been entered, touch **OK**.

Note: If a list of house number ranges is displayed, select the range applicable.

If the street does not have house numbers, or the house number is not known, just touch **OK**. The mid-point of the street will be used as the destination.

The destination details are displayed for confirmation of the address. If the details are correct, touch **OK**.



NAV0297 ENG

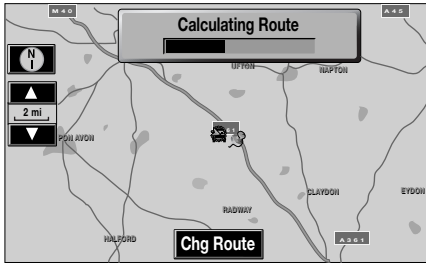
The map screen showing the destination details and the current route settings is displayed.

Destination Entry

Road preference

A choice is displayed on the right side, for your preference to utilise or avoid major roads, motorways, ferries or toll roads. Make your selection as required.

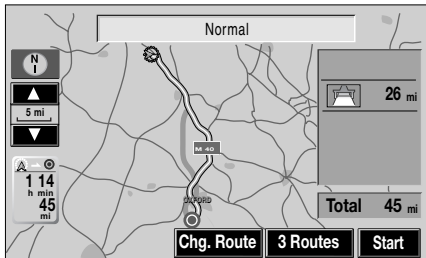
Now touch **Destination** to start the route calculation.



NAV0015 ENG

The screen shows **Calculating Route** while the route is calculated.

Start guidance



NAV0016 ENG

When the route calculation is complete, the map display shows the entire route and route information.

Alternative routes

The system will also calculate at least one alternative route (where possible). The alternative route(s) can be viewed and selected in place of the original route, if required.

- To view an alternative route, touch **Chg route** or **3 Routes**.

In **3 Routes**, a choice of **Quick**, **Normal** or **Short** is usually available.

When the desired route has been selected, touch **Start**.

A dialogue box will be shown to indicate that the route is being calculated.

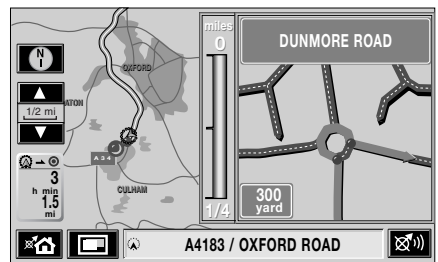
Route guidance

WARNING

Operate, adjust, or view the system only when it is safe to do so.

The selected route is highlighted, with your current position shown and the road number and current road name shown in the text area at the bottom of the screen.

Drive away, following the voice guidance given by the system.

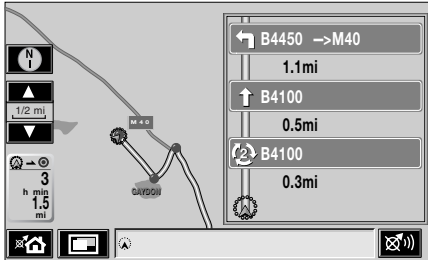


NAV0028 ENG

As you approach junctions, the inset screen will display the next junction, as shown.

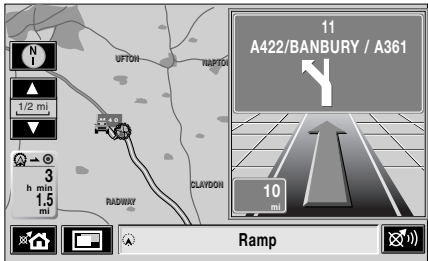
Destination Entry

If you have to pass a junction without taking any action (or if you cross a roundabout), this junction is displayed in addition to the junction where you are required to take action, as shown below.



NAV0030 ENG

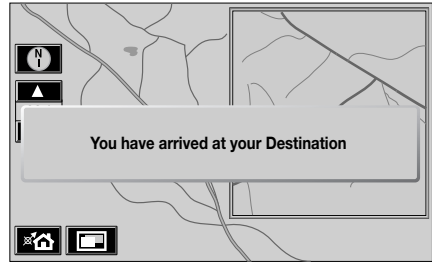
If you take a wrong exit or deviate from your route during guidance, the system will recalculate a revised route from your current position to your selected destination or way point.



NAV0029 ENG

Continue to follow the voice guidance until the end of the route is reached.

Arrival at destination



NAV0298 ENG

When the vehicle reaches the end of the route, the screen displays a message that you have arrived at your destination. Arrival at the destination is also confirmed by voice guidance. The system is now ready for further use.

Destination Entry

ORDER OF ADDRESS ENTRY

The example on the previous pages shows how to enter an address with the street name first, followed by selecting the town and finally the house number. You should find this the best method in most cases, however other methods are possible, as follows:

Entering the town name first

The town name may be entered first, followed by the street name and then the house number.

Note: *When entering the name of a town located in another country, the name must be spelt as it would be in the country concerned.*

- From the Destination Entry menu, select **Address**.
- Touch the **Town** button and select **Input Town Name**.
- Enter the town or district required.
- Touch the **List** button.
- Select the town from the displayed list.
- Input the street name and touch the **List** button.
- Select the street required. A list of possible house numbers will be displayed.
- Enter the house number and touch **OK**.

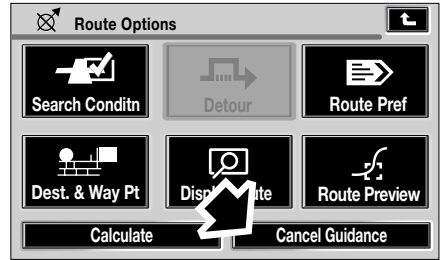
Address entry messages

While entering an address, you may encounter one of the following messages:

1. **House Number not Found. Show Mid-Point of Street? Yes/No.**
2. **The address does not exist. Show centre of this street? Yes/No.**
3. **Street Found in Many Towns. Please Input the Town Name.**

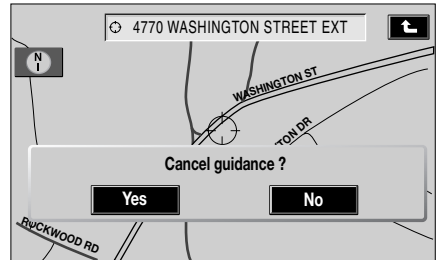
Select one of the buttons (**Yes** or **No**) or enter a town name, as required.

CANCEL GUIDANCE



NAV0101 ENG

If you wish to cancel the calculated route at any time, go to the Route Options screen and touch **Cancel Guidance**.



NAV0261 NAS

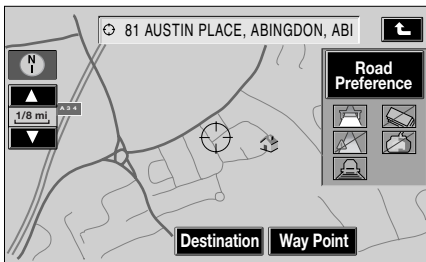
You are then given the option to cancel or not.

Destination Entry

WAY POINTS

A way point is a location that you wish to visit on the way to your destination (a lunch stop, for example). Once a way point is entered into the system, it will be incorporated into the route guidance and the navigation system will guide you to the way point(s) on route to your destination.

Enter a way point in the same way as you would a destination, see **DESTINATION SETTING, 30**. For example, an address, a previous destination or a point of interest (POI) can all be entered as a way point.



NAV0297 ENG

Once the address of the way point is entered, the confirmation screen (above) is displayed. Touch **Way Point** to store the location as a way point.

When selecting **Way Point** for the first time, the location you enter is stored as the first way point and the Route Information screen is displayed. This screen also shows details of the destination (if entered).

To enter another way point (or the destination), touch **Destination Entry** - the Destination Entry menu is displayed. Enter another way point in the same way as the first.

Additional way points

Once the location of an additional way point is entered and **Way Point** has been selected on the destination confirmation screen, the Add Way Point screen is displayed. This screen lists the way points entered for the current route, along with the destination (if already entered).

- Choose the position required in the list for the Way Point you are about to add, and touch the appropriate **Add** button.

The Stored Locations screen is displayed. From this screen you can enter another way point, the destination, or start the route calculation.

For information concerning way point lists, see **DESTINATION AND WAYPOINT, 70**.

Note: As way points are entered, they are automatically added to the list of previous destinations.

Way point display

During route guidance, any way points entered for the current route will appear on the map display as numbered, circular icons. The first way point will be numbered **1**, with subsequent way points numbered incrementally.

Way points during route guidance

When the vehicle arrives at a way point, the voice guidance system will say "**You have arrived at your Way Point**" and **Guidance will now begin for the next stage of your route** is displayed on-screen.

When the journey is resumed, route guidance continues automatically, either to the next way point or to the final destination.

After way points have been visited (or the route cancelled), they will be deleted from the way points list.

Destination Entry

POINT OF INTEREST (POI)

The navigation DVD contains information about a large number of POIs. There are many categories of POI, including petrol stations, restaurants, railway stations and hospitals. For a list of available POI categories, see **QUICK POI SELECTION, 41**.

Six of your choice of POIs can be stored as Quick POIs. To select which six you wish to see displayed, see **Changing the Quick POI categories, 41**. To see these displayed on the map screen, touch the screen twice, quickly.

Selecting a POI category

This section explains how to select a specific POI as your destination.



From the Destination Entry menu, touch the **Point of Interest** button.

The screenshot shows the 'Point of Interest' screen. At the top, there is a title bar with a location icon and a back arrow. Below it, there are three input fields: 'Name' (containing 'Input POI Name'), 'Category', and 'Town'. Below these fields is a keyboard with letters A through X, and buttons for 'Others', 'Sym.', and 'List'.

NAV0061 ENG

The Point of Interest screen is displayed with a choice of **Name**, **Category** or **Town**.

Entry by POI name

Enter the POI name required or touch **List** to display the list of POIs.

The screenshot shows the 'Point of Interest' screen with the 'Name' field containing 'WARWICK CASTLE'. Below the input fields, there is a list of results. The first result is '2 WARWICK CASTLE'. To the right of the list is a 'Dist. Sort' button.

NAV0062 ENG

In the example shown, **WARWICK CASTLE** is selected.

The screenshot shows the 'Point of Interest' screen with the 'Name' field containing 'WARWICK CASTLE'. Below the input fields, there is a prompt 'Please Select a Location from this Category.' followed by a list of results. The first two results are 'WEST STREET, WARW 10mi' and 'CASTLE HILL, WARW 10mi'. To the right of the list is a 'Name Sort' button.

NAV0063 ENG

If the POI has more than one access point these will be shown for your selection.

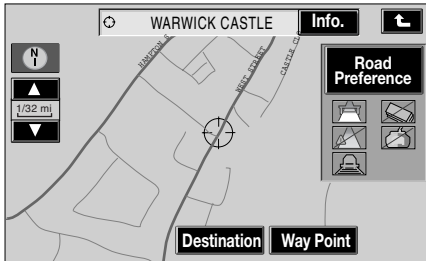
Select the POI required, by touching the button to the right of the desired selection.

The map location of the POI is displayed.

Note: If entering a POI name results in too many matches being listed, try entering the town name first. If you do not know the name of the POI you want, try selecting a POI category.

Note: Some entries in the list may have a further sub-list following.

Destination Entry



NAV0064 ENG

To view the details of the selected POI, touch **Info** on the map display.

The details include **Name, Address, Town** and **Telephone number**.

The telephone number can be called by touching the telephone button (if a Land Rover telephone is fitted).

The list is sorted by Name when first displayed, but can be sorted by Distance.

To toggle between the Name and Distance lists, touch the **Name** button in the lower right corner of the screen.

Note: When the list is sorted by distance, the distance shown is the straight line distance from the current vehicle location.

Entry by category

If a POI category is selected first, the points of interest listed will be restricted to that category.

From the Point of Interest screen, touch **Category**.



NAV0067 ENG

The screen shows the list of main POI categories. Select the category required.

The screen now shows the list of sub-categories under the selected main category. Select the sub-category required.

The Point of Interest screen is displayed again. Enter the POI name required.

Categories and sub-categories

The POI database is divided into a number of categories. Each main category is further divided into a number of sub-categories.

The first entry in the list of Restaurant sub-categories, is **All**. This selects all of the Restaurant sub-categories.

To narrow the search, touch the **Town** button. This will display the alpha keyboard, to allow the desired town name to be entered.

When searching the database, only points of interest in the current search area are included, except for the sub-categories marked **All search areas** in the POI category list.

Destination Entry

Dealerships

Details of Land Rover Dealerships are held on the navigation DVD as points of interest (POI). Certain Dealers may be located in areas that are not fully mapped on the navigation DVD. If a route is set to one of these Dealers, guidance will only be possible to the nearest town centre; a warning message will be displayed.

If Land Rover Dealerships (or certain other categories, such as airports) are selected, they will be displayed across all search areas.

Entry by town

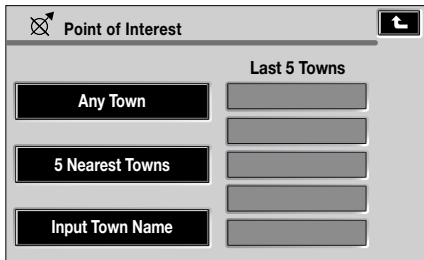
If a town name is entered first, the POIs listed will be restricted to that town.

From the **Point of Interest** screen, touch **Town**.

The screen now shows **Input Town Name**.

Enter the town name required.

Touch **List** to display the list of possible towns.



NAV0065 ENG

The display now gives a choice of **Any Town**, **5 Nearest Towns** and **Input Town Name**.

Selection of **Any Town** or **5 Nearest Towns** will bring up a display for selection of those items.



NAV0066 ENG

Select the town required.

The Point of Interest screen is displayed again.

Select the POI name required.

Other selection methods

The examples show the three basic methods of searching the POI database, i.e. POI name only, category before POI name and town before POI name. You can refine the search even further:

- Town followed by category.
- Category followed by town.

List button

The **List** button becomes active when the characters entered reduce the possible entries to a small enough number (the list is displayed automatically when the number of entries reduces to four or less).

You can also select **List** (when active) without entering a POI name. All the relevant points of interest will be displayed, e.g. in a selected town or category.

Destination Entry

All button

The **All** button in the Category list screen, returns to searching all categories after selecting one category.

POI entry messages

While searching for points of interest, you may encounter one of the following messages:

- **There are no POIs in this Category.**
- **No POIs Found in this Town.**

POI information

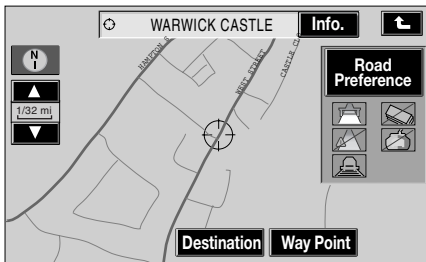
After touching a POI icon, the name of the selected POI is displayed at the top of the screen.

Touch **Info** to display the details of the selected POI.

The details include **Name, Address, Town** and **Telephone number**.

The telephone number can be called by touching the telephone button (if a Land Rover telephone is fitted).

Destination entry



NAV0064 ENG

From the POI icon map display, touch **Destination** to store the POI location as a destination.

The destination details are displayed for confirmation of the address.

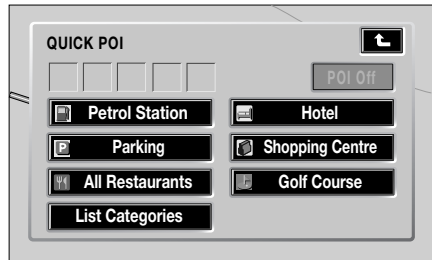
Changing the categories

Any of the six categories can be changed from the Navigation Set Up menu.

Cancelling POI icon display

If the display of POI icons is no longer required, they can be turned off as follows:

- Touch the map screen to display the additional POI icons.



NAV0135 ENG

- Touch **POI off** to cancel the display of POI icons on the map.

Destination Entry

QUICK POI SELECTION

It is possible to select **Q-POI** on the map screen to display Q-POI's by touching the screen, then touching the **POI** button. The screen shows the six categories currently selected for quick points of interest.

Note: The POI button will not be available if the zoom level is below 1 km (½ mile).

Changing the Quick POI categories

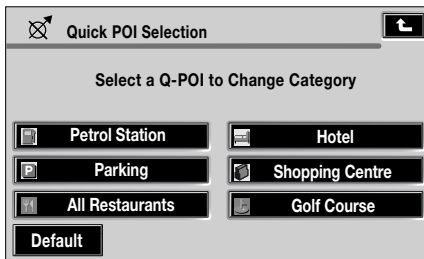
The six default Quick POI categories can be changed as required.

After selecting a category, the map display shows the location of each POI in the selected category, indicated by the appropriate POI icon.

For information about a particular POI, touch the desired POI icon on the map and the POI name is shown at the top of the screen.

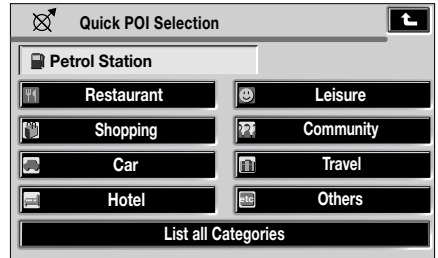
At the Initial Map screen, touch **Navigation Menu**.

Touch **Navigation Set Up**.



NAV0068 ENG

Touch **Quick POI - Selection**.



NAV0103 ENG

Select the POI category that you wish to replace.

The screen shows the full list of POI categories.

Select the new category required from the list.

The screen shows the new selection of category icons.

Repeat for another category icon if required.

Note: POI icons can only be displayed up to the 1 km (½ mile) zoom level.

If some POI locations are very close to one another, it may not be possible to select a particular icon to display the information.

Touch **Next** (when active) to select one of the icons in a group and display its information.

Repeat for the other icons as required.

Touch **OK** to apply the new settings.

Destination Entry

MEMORY POINTS

The procedure for using memory points is functionally the same as for using the Quick Points of Interest.

The map display shows the location of all stored memory points in view.

For information about a particular memory point, touch the desired memory point icon.

After touching the memory point icon, the name of the selected memory point is displayed at the top of the screen.

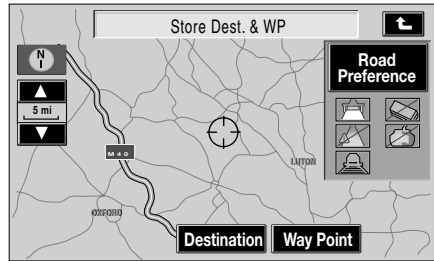
Note: Unlike POIs, memory points are displayed at all zoom levels.

Touch **Info** to display the details of the selected memory point.

The details include **Icon**, **Name**, **Position** and **Telephone number**.

The telephone number can be called by touching the telephone button, if a Land Rover telephone is fitted.

SELECT FROM MAP



NAV0071 ENG

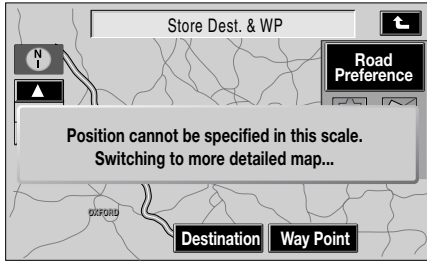


From the Destination Entry menu, choose **Select from Map** and the map screen showing the current vehicle location is displayed.

Place your finger on the map, tap the screen at your selected location and the map will move the selected point to the centre of the display.

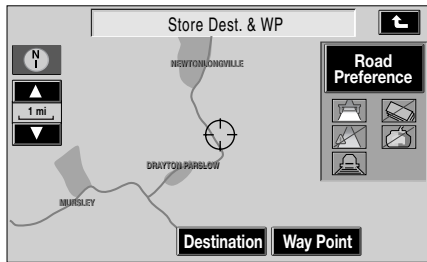
If the point you wish to select is not displayed on the screen, place your finger on the map and move your finger in the direction towards the point you wish to select. The map display will move every time you drag across it with your finger. When your chosen location is displayed on the map screen, tap the screen at that point and it will move to the centre of the display.

Destination Entry



NAV0072 ENG

If the position cannot be specified because of the scale of the map, the map will be rescaled to a suitable size.



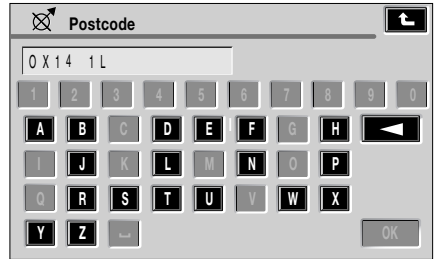
NAV0073 ENG

The route will then be calculated.
The location can be stored as a destination or as a way point.

POSTCODE



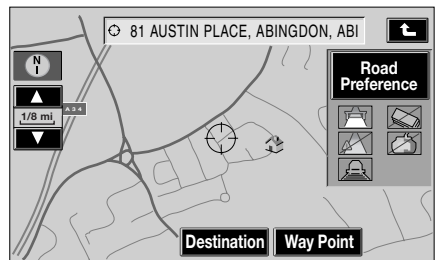
After selecting **Postcode** from the Destination Entry menu, the alpha-numeric keyboard screen is displayed showing **Input Postcode**.



NAV0042 ENG

Enter the postcode characters required, including any spaces and punctuation and touch **OK**.

Note: If the postcode is not spaced correctly the system may not find it. Make sure any spaces required are included, and in the correct place.



NAV0297 ENG

The mid-point of the postcode area is displayed.

Destination Entry

Postcode formats

The following is a list of countries where the navigation system provides full postcode entry:

- Austria.
- Belgium.
- Denmark.
- France.
- Germany.
- Italy.
- Luxembourg.
- Spain.
- Switzerland.
- United Kingdom.

The following, is a list of countries where the navigation system provides reduced postcode entry:

- Netherlands - Only the first four numbers of the postcode can be entered, e.g. 48172 must be entered as 4817.
- Sweden - Only the first three digits of the postcode can be entered, e.g. 162 00 must be entered as 162.

MEMORY POINT

Using a memory point



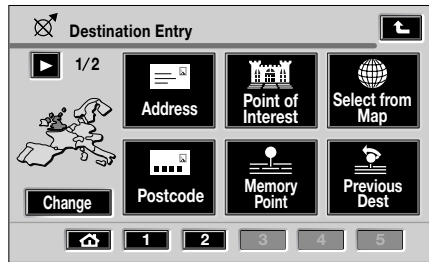
After selecting **Memory Point** from the Destination Entry menu, the screen shows the list of stored memory points available by category.

Select the category required.

The destination details are displayed for confirmation of the address.

Memory points are described in greater detail in the section on Stored Locations (see **Stored Locations, 49**).

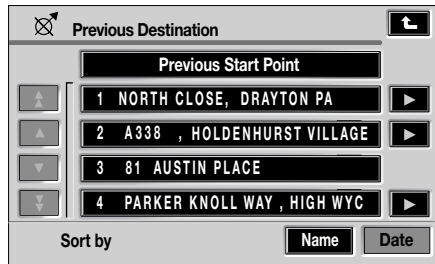
PREVIOUS DESTINATION



NAV0009 ENG



After selecting **Previous Destination** from the Destination Entry menu, the screen shows the list of stored previous destinations.



NAV0051 ENG

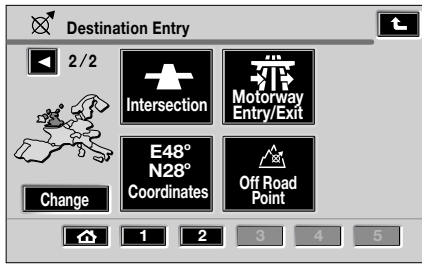
Selection is by name, touch the name required. Select the item required.

The destination details are displayed for confirmation of the address.

Note: While driving, the list scrolling function is not active. You can only choose from the items shown at the top of the list.

Destination Entry

INTERSECTION

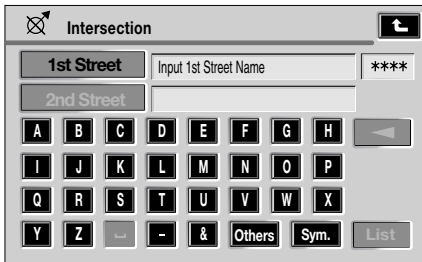


NAV0010 ENG

Enter 1st street name



After selecting **Intersection** from the Destination Entry menu, the alpha keyboard screen is displayed showing **Input 1st Street Name**.



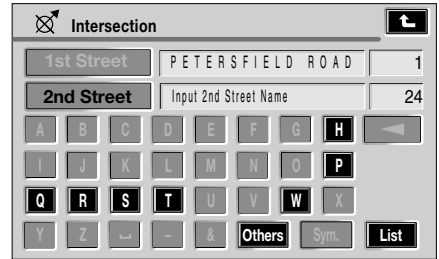
NAV0052 ENG

Enter the name required for the first street and touch **List**.

The list of possible streets from the characters entered is displayed.

Select the street required.

Enter 2nd street name



NAV0077ENG

The alpha keyboard screen is displayed showing the name of the first street and **Input 2nd Street Name**.

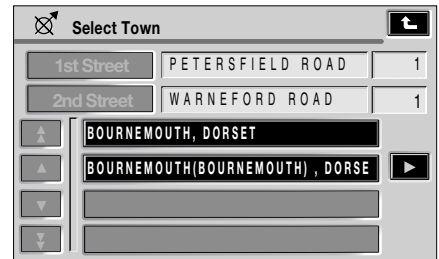
Enter the name required for the second street and touch **List**.

The list of possible streets from the characters entered is displayed.

Select the street required.

Note: *Not all the possible streets listed will have an intersection with the first street. A pop-up will notify you if you inadvertently select two streets that do not intersect.*

Select town

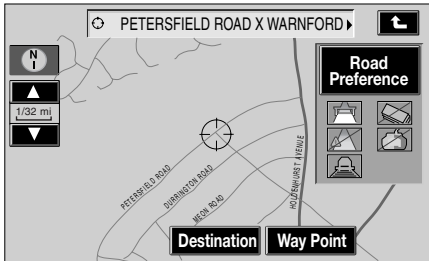


NAV0078 ENG

The screen shows the list of towns where the selected intersection occurs.

Select the town required.

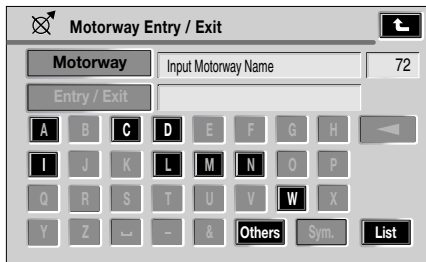
Destination Entry



NAV0054 ENG

The intersection details are displayed.

MOTORWAY ENTRY/EXIT



NAV0074 ENG



After selecting **Motorway Entry/Exit** from page 2 of the Destination Entry menu, the alpha keyboard screen is displayed showing **Input Motorway Name**.



NAV0075 ENG

Enter the motorway name and number required and touch **List**.

The list of possible motorways from the characters entered is displayed.

Select the motorway by touching the motorway number you require. The arrows at the left of the screen indicate that there are other motorways not shown on the screen. Touch the single arrows to move up or down one motorway at a time or touch the double arrows to move up or down one screen at a time.

Touch and hold the double arrows to scroll through the list. The scroll bar to the right of the arrows shows where you are viewing in the list.

After selecting the motorway, you are given the option of entering or exiting the motorway.

Select entrance/exit



NAV0046ENG

Touch **Entrance** if you wish to join the motorway.

Touch **Exit** if you wish to leave the motorway.

Destination Entry

Motorway Entrance

Motorway M6 1

Entrance Select Entrance Name 136

A34

A34

A426

A426

Input Name

Dist. Sort

NAV0047ENG

If you select **Entrance**, you are invited to select a road from the possible road numbers which join this motorway.

Select a road and the map will be displayed showing the junction.

Motorway Exit

Motorway M6 1

Exit Select Exit Name 417

A14

A34

A34

A34

Input Name

Dist. Sort

NAV0049ENG

Select junction

The screen shows the list of junction entrances (or exits, if chosen on the previous screen) on the motorway.

Select the entrance (or exit) required.

COORDINATES

E48°
N28°
Coordinates

Select **Coordinates** from the second page of the Destination Entry menu.

Coordinates

LAT N S 50°44'22"

LONG W E Input Longitude

1 2 3

4 5 6

7 8 9

0 OK

NAV0043 ENG

If you know the map coordinates of your destination or way point, these can be entered on this screen using the numeric keyboard.

Destination Entry

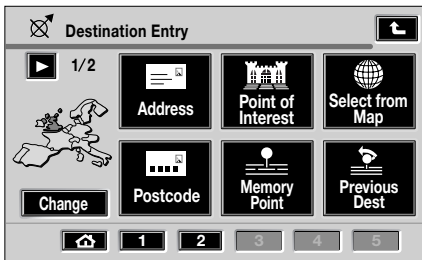
CHANGE SEARCH AREA

To reduce the time taken to calculate a route, some map databases are divided into countries, or in the case of some larger countries, into areas of countries, called Search Areas. When setting a route, the destination (or way point) being entered must be in the currently selected search area.

The first time that the navigation system is used, the driver should confirm that the correct country/area has been selected. Once set, it will remain correct for all future use; unless the battery is disconnected.

The search area is changed at the Destination Entry screen.

The currently selected area is shown highlighted on the map.



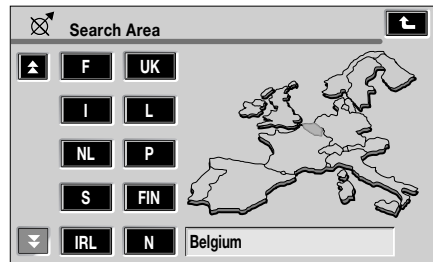
NAV0009 ENG

To change the search area, touch **Change** (shown below the map).



NAV0079 ENG

From the list displayed, select the button required for the desired country or area of a country.



NAV0080 ENG

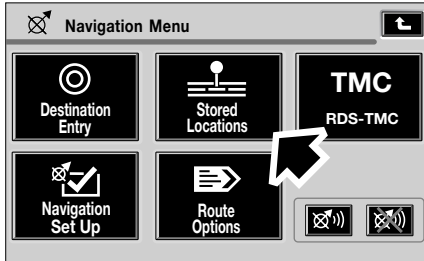
If the country you require is not shown, touch the down arrow key on the left of the screen to show additional countries.

After making your selection, touch the back arrow button in the top right corner of the screen to confirm your selection and return you to the Destination Entry menu.

The new selected country or area will now be shown highlighted.

Stored Locations

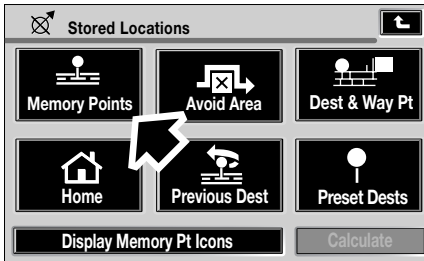
USING STORED LOCATIONS



NAV0120 ENG

Touch the **Stored Locations** button on the Navigation Menu, to access the Stored Locations menu.

Stored Locations menu



NAV0178 ENG

In this menu, the various types of stored location are shown:

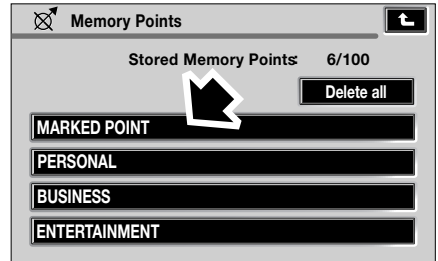
MEMORY POINTS



Memory Points

Select **Memory Points** from the Stored Locations menu.

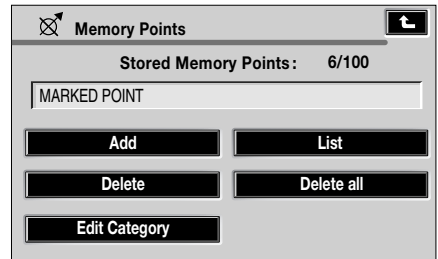
In the lower portion of the screen, the category of stored locations is now displayed.



NAV0115 ENG

Touch the button required, for instance, **MARKED POINT**.

For this example, the next screen gives the following options:



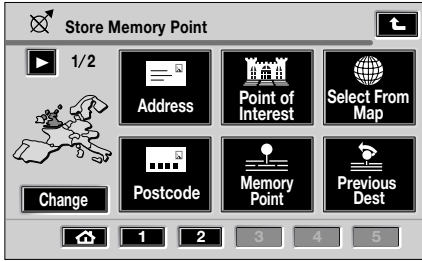
NAV0113 ENG

These actions are described in the following pages for each type of stored location.

The buttons **Add**, **List**, **Delete**, **Delete all** and **Edit Category**, operate in a similar manner for all types of stored location.

After touching **Add**, the Store Memory Point menu is displayed.

Stored Locations



NAV0169 ENG

Select the category under which you would like the memory point stored.

The new point is added to the list of stored memory points.

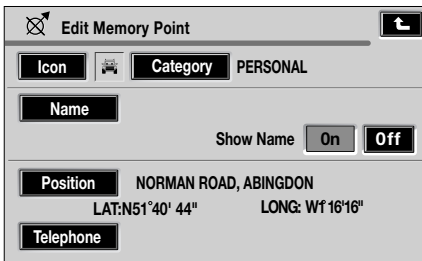
Note:

1. The Store Memory Point menu is used in the same way as the Destination Entry menu.
2. To identify the new memory point, select it from the list, touch **Name**, and enter the name required.

As an example, select **PERSONAL** from the Memory Points menu, then touch **Add**.

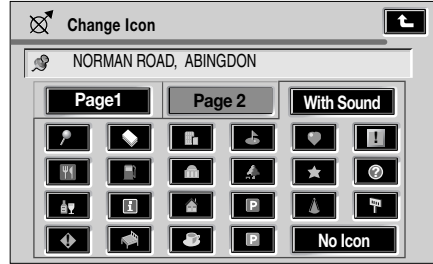
Now select **Address**.

The Edit Memory Point menu is displayed.



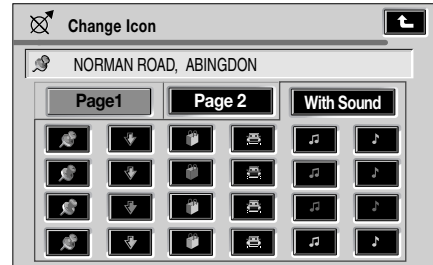
NAV0040 ENG

At this point the Icon can be changed. Touch **Icon**.



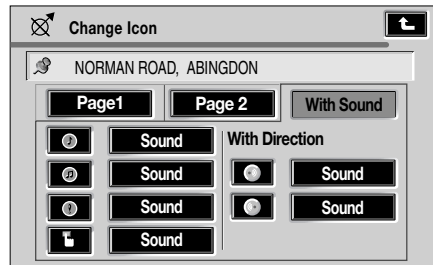
NAV0119 ENG

There are two pages of icons for selection and a further page for adding sound.



NAV0128 ENG

You can now select a suitable icon of your choice or select **No Icon** if you prefer.

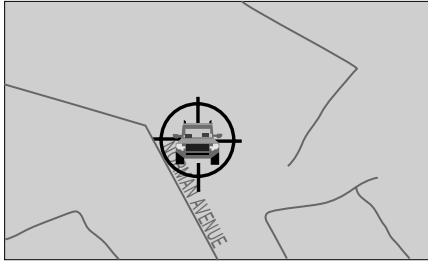


NAV0118 ENG

The memory point icon can be stored with sound, which provides a distinctive chime informing the driver that the vehicle is approaching the stored memory point.

Stored Locations

A choice of sounds is available, to suit personal preference, or the icon can be stored with no sound at all, as required.



NAV0114 ENG

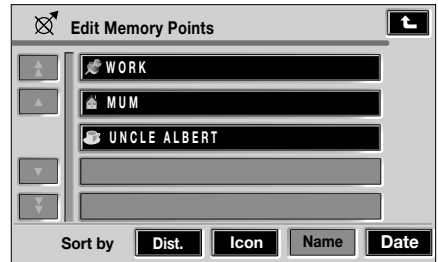
For example, if you selected a car to be shown at the memory point, this will be displayed on the map. If sound was selected, the chosen sound will be heard as you approach the memory point.

Renaming a memory point

If you want to change the name of the memory point at the Edit Memory Point screen, touch **Name**. You will now be presented with a screen to change the name.

After changing the name, touch **OK**.

Viewing the memory point list



NAV0140 ENG

After touching **List**, the list of stored memory points is displayed showing **Edit Memory Points** at the top of the screen.

Select an entry to view its location details.

List sorting

If you wish to edit the **Name**, for example, touch the item you wish to change and at the Memory Point screen, select the category you wish to change it to, then select **Add**.

Touch **Dist**, **Icon**, **Name** or **Date**, to sort the list as required.

Icon list

After touching **Icon**, more graphic icons, and audible icons are displayed.

To select, touch the graphic icon required.

Graphic icon

This is the icon displayed on the map to indicate the map location of the memory point. It replaces the default icon, used when the point is stored.

Audible icon

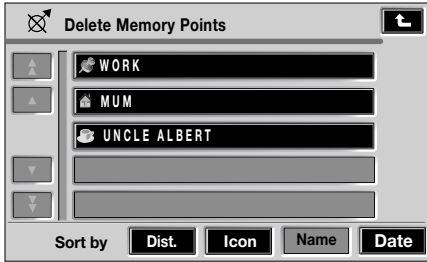
When an audible icon is selected, a distinctive chime will be heard when the vehicle is approaching the map location of the memory point.

Stored Locations

Deleting memory points

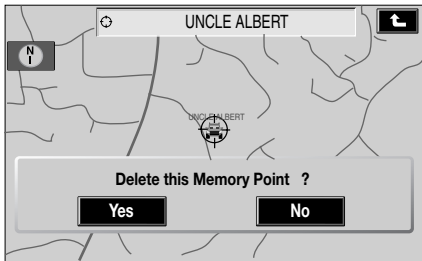
From the Memory Point screen the option to delete an item from a category or to delete all items from a category can be made.

After pressing **Delete** a list of stored memory points in that category is displayed.



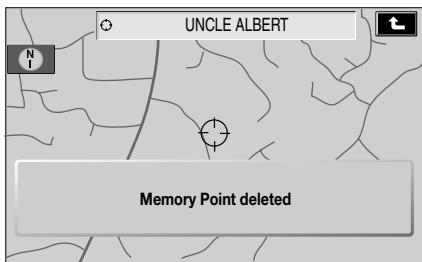
NAV0141 ENG

Touch the selected point you wish to delete.



NAV0130 ENG

Touch **Yes** to confirm deletion.

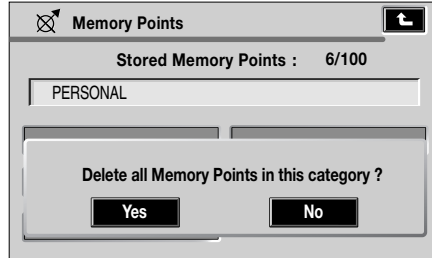


NAV0131 ENG

The screen briefly shows **Memory Point deleted**.

Delete all from a category

After touching **Delete all**, the screen shows **Delete all Memory Points in this category? Yes/No**.

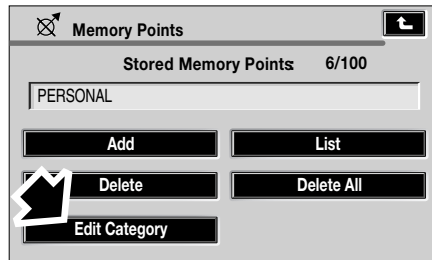


NAV0132 ENG

Touch **Yes** to confirm.

The screen briefly shows **All Memory Points Deleted**.

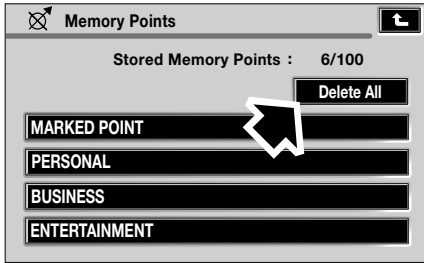
Delete all marked points



NAV0133 ENG

With any category selected, go to the Edit Category screen.

Stored Locations



NAV0134 ENG

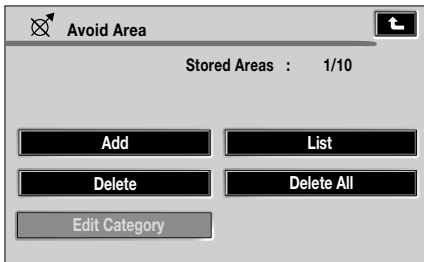
You can now delete all memory points from all categories by touching **Delete all**.

On the next screen select **Yes** or **No**.

AVOID AREA



Select **Avoid Area** from the Stored Locations menu. This area will be avoided for route calculations.

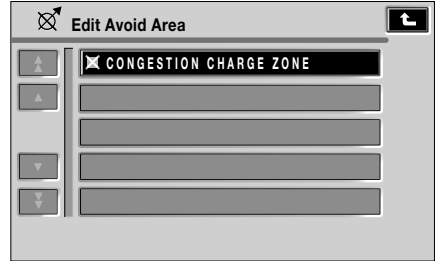


NAV0032 ENG

Select the menu item you wish to use.

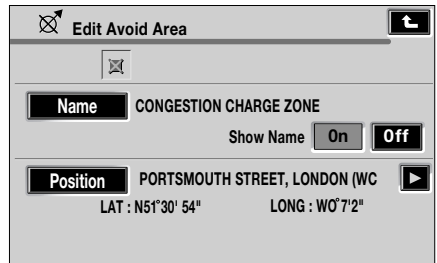
Note:

1. The Store Avoid Area menu is used in the same way as the Destination Entry menu.
2. In some circumstances, to calculate a satisfactory route, it may not be possible to avoid all the selected areas.



NAV0033 ENG

Enter or select the details required.

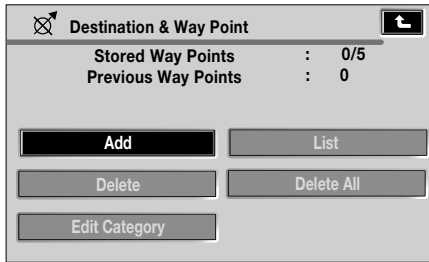


NAV0034 ENG

The new area is added to the list of stored 'Avoid Areas'.

Stored Locations

DESTINATION AND WAYPOINT



NAV0035 ENG

From the Stored Locations menu select **Dest & Way Point**.

Select the menu item you wish to use.

Enter or select the details required.

If a destination was entered, it will be stored as the current destination. If a way point was entered, it will be added to the list of way points. For further information on way points, see **WAY POINTS, 36**.

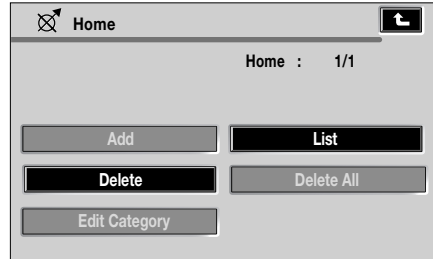
Note:

1. *The Dest and Way Point menu is used in the same way as the Destination Entry menu.*
2. *The Store Dest and Way Point menu is used after a destination or way point has been entered for the first time using the Destination Entry menu.*

HOME



From the Stored Locations menu select **Home**.



NAV0037 ENG

Select the menu item you wish to use.

Enter or select the details required.

Touching **List** will show the map with the Home point.

Note: *The Home menu is used in the same way as the Destination Entry menu.*

Stored Locations

PREVIOUS DESTINATION

The **Add** and **List** buttons cannot be used with this feature. The choices are restricted to **Delete** or **Delete all**.

PRESET DESTINATIONS

This feature is to add, delete or edit preset destinations.



From the Stored Locations menu select **Preset Dests**.



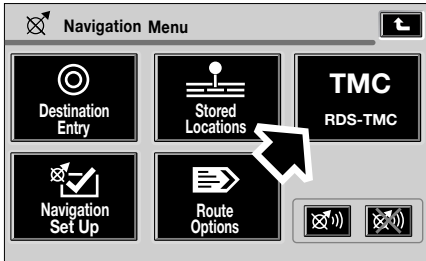
NAV0055 ENG

If these have been set, you can see the number of preset destinations at the upper right of the screen, in this instance, two of a possible five have been stored so the **Add** and **Delete** buttons are highlighted.

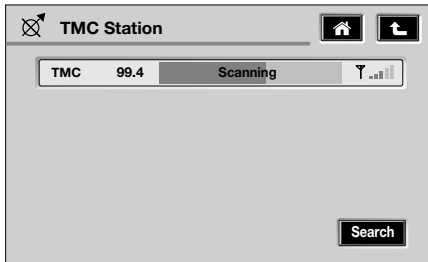
Traffic Message Channel (TMC)

TMC OVERVIEW

Radio Data System - Traffic Message Channel (RDS-TMC) is a feature that announces traffic hold-ups in your local area. It uses radio programmes to seek these hold-ups.



Press the touch screen button (arrowed) on the Navigation Menu to access the TMC menu, then touch **Select station**.



Touch the **Search** button - the system begins a search of all radio stations being received in your locality.

The tuner will scan the FM frequency once and this may take a few minutes. A progress indicator will be displayed while scanning is in progress.

When a station is found which is offering TMC information, the RDS name is shown on the list and the search for more stations will continue.

Note: *In the United Kingdom the station giving TMC information is Classic FM.*

You can stop the search at any time and select any stations presented on the list, by touching the **Search** button or the button next to the desired station in the list.

If no station is selected the tuner will automatically tune to the last station it used before the search.

Traffic Message Channel (TMC)

TMC display

When a TMC signal is received the icon in the top left of the screen will appear white. If a TMC signal is not being received, the icon will be shown with a bar through it (see item 7 on **SCREEN DISPLAYS, 20**).

The system will inform the driver of any stationary traffic, a traffic jam (queuing traffic), accidents, closed roads, road works, danger, road conditions, weather, delays, parking or out-of-order.

The driver is informed of a traffic event as follows:

- A TMC Event icon shown on the map at the location of the event.
- Text can be displayed showing the details of each occurrence which can be selected either by touching the screen icon or from the traffic information list.
- Voice guidance will describe the event on the route. This information will be repeated when the repeat switch is selected.
- Dynamic navigation, which calculates an alternative route when the system receives the traffic event warning.
- Traffic event list shows all events sorted by road name/ distance on your selected route in a straight line or along your actual route.

The information regarding the hold-up is maintained and updated even if the vehicle crosses into another country.

TMC icons

Any traffic event (broadcast on TMC) in your area, will be displayed as a warning icon on the map and an alert will be displayed as a message giving the road number(s) and between which junctions the hold-up or event occurs. Voice guidance will also inform you of the hold up.

This data is stored in the system for up to a maximum of 30 minutes and can show a maximum of 20 events in order of distance from the current position of the vehicle.












The colour of the TMC icon (see item 7 on **SCREEN DISPLAYS, 20**) changes in order to show the type and priority of a TMC event. The background colour of the icon returns to normal when there is no longer an event or hold-up, or if any re-route instructions are calculated.

The TMC Event icons appear on the navigation map display to indicate the location and nature of a TMC event. If it is a probable TMC event, the event icon will be yellow. If it is an existing event, then the icon will be red.

TMC Event icons will appear on the map, even if the event does not occur on your route.

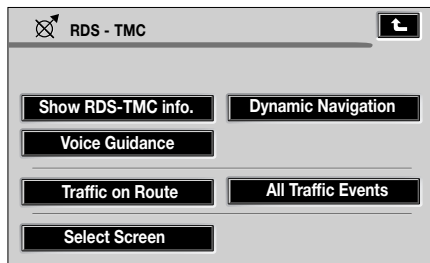
Icon category, classification, priority and colours are shown in the table that follows:

Traffic Message Channel (TMC)

Category	TMC Event Icon	TMC Event Icon Colour	Priority	TMC Icon Colour
Closed road		Red/Yellow	1	Black
Stationary traffic		Red/Yellow	2	Red
Traffic jam (queuing traffic)		Red/Yellow	3	Orange
Accidents		Red/Yellow	4	Pink
Danger (disaster information)		Red/Yellow	4	Pink
Road works		Red/Yellow	4	Pink
Road conditions		Red/Yellow	5	Yellow
Delays (stationary/queuing traffic)		Red/Yellow	5	Yellow
Weather		Red/Yellow	5	Yellow
Parking		Red/Yellow	6	White
Out of order		Red/Yellow	6	White

Traffic Message Channel (TMC)

USING TMC



NAV0139 ENG

From the TMC menu, the various TMC options are available.

Dynamic Navigation

Dynamic Navigation will calculate an alternative route to avoid a traffic event when the system receives an event warning.

The system calculates a new route for all sections. However, if any way points are set, the system calculates for the next way point.

If the event on route is serious (closed road) or if the new route is shorter than the current one and the current one was not recalculated within the last 5 minutes, then a message to confirm the new route will be displayed. This pop-up message will be displayed for only 10 seconds and if the new route is not rejected, then the vehicle will follow the new route.

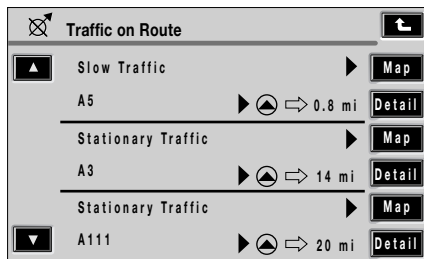
Voice Guidance

While voice guidance is on, the system will give audio guidance for traffic events on route.

If the on route icon is touched, with audio guidance switched on, the audio message will be repeated. If the icon is white, the audio guidance function has been switched off and touching the icon will not repeat any message.

After the vehicle passes the event, you will be notified of the next nearest event on route.

Traffic on Route



NAV0202 ENG

While the vehicle is on the guidance route, the system will generate a traffic event list for that route when you touch the **Traffic on Route** screen button.

If a route is calculated but the vehicle is not on the highlighted route, a pop-up is displayed with an error message.

On route event icon

The on route event icon will show a traffic event as a line of stationary vehicles with the distance to the start point of the event. Touch the icon to repeat audio guidance (when audio guidance is switched on).

The icon will be displayed on the map with the following conditions:

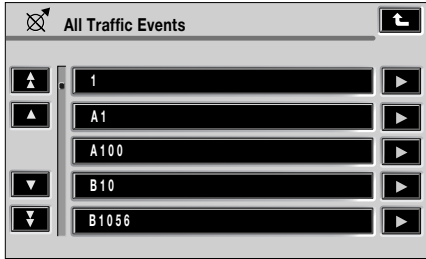
- The map scale is between 1/32 mile and 2 miles (50 m and 4 km).
- RDS-TMC setting is on and there are some events on the route.

The on route event icon will show the nearest event on the route and the distance to the event.

Traffic Message Channel (TMC)

All Traffic Events

When the **All Traffic Events** button on the RDS-TMC setting screen is touched, all traffic events are listed by name. If an event occurs on more than one road of your route, the system will list it with the first road name.



NAV0299 ENG

Each event is seen as text information from the menu. There are two types of lists provided:

- All Traffic Events list, sorted by road name.
- Traffic Events on the calculated route.

While the list is being displayed the information is not updated.

When you select a road the system shows traffic events, if there are any, with the basic information.

The road name list shows the road name sorted in alphabetical order. It is made using the traffic information from within 50 km (30 miles) around the current position.

Note: The maximum text length displayed is 24 characters.



NAV0201 ENG

The basic information screen shows:

- Road number.
- Brief information of the event.
- Direction and distance to the start point of the event (in a straight line).

Up to 20 events can be shown in distance order from the current vehicle position. If the event list is longer than three the remaining can be seen by strolling the screen.

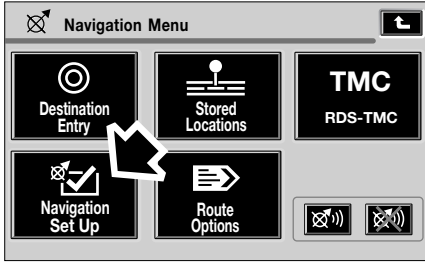
The distance and direction to the start point of the event are updated with vehicle movement.

When the **Map** button is touched, the map screen will display the place of the event start point. The scale is always 1/4 mile (500 m). If the event has finished, the map screen will not be displayed when the **Map** button is touched.

When the **Detail** button is touched, the system shows the detail of that event.

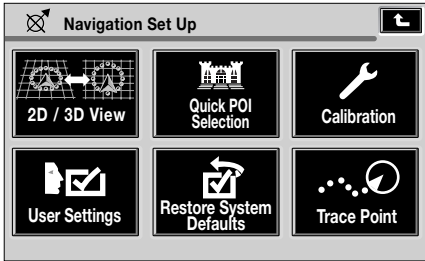
Navigation Set Up

USING NAVIGATION SET UP



NAV0277 ENG

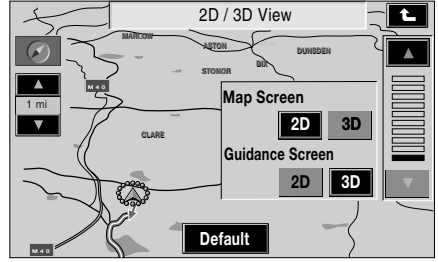
Select **Navigation Set Up** from the Navigation Menu.



NAV0007 ENG

From the Navigation Set Up menu you can select any of six options:

2D/3D VIEW



NAV0023 ENG

The map view, or the guidance screen, can be changed to either a 2D or 3D view for your preference. Touch the button of your choice.











Navigation Set Up

QUICK POI SELECTION



NAV0104 ENG

The list of POIs is as follows:

	Airport
	Bowling centre
	Bus station
	Car
	Car rental
	Casino
	Cinema
	Community
	Community centre
	Exhibition centre
	Ferry port

	Golf course
	Historical monument
	Hospital
	Hotel
	Ice skating rink
	Land Rover Dealer
	Leisure/Recreation
	Motorway services
	Museum
	Music club
	Others
	Parking
	Park and Recreation
	Park and Ride
	Petrol station
	Railway station
	Restaurants

Navigation Set Up

	Shopping
	Shopping centre
	Ski resort
	Sports centre
	Theatre
	Tourist attraction
	Tourist information
	Town centre
	Town hall
	Travel
	University
	Vineyard

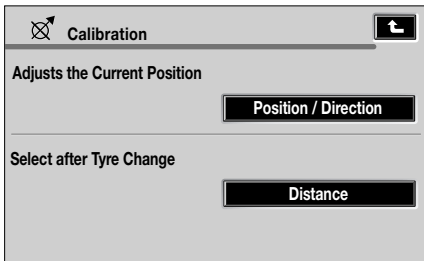
Navigation Set Up

CALIBRATION

Selecting **Calibration** from the Navigation Set Up menu, gives a choice of adjusting the current position, direction or distance.

Sometimes the vehicle position may not be correct. This can occur, for example, if the vehicle has been moved on a trailer, by train or by ferry. If the new position is not found automatically by the system, it can be corrected by calibrating.

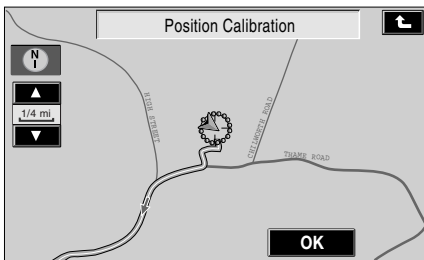
Press the screen button for Calibration.



NAV0105 ENG

Set up examples are shown on the following screens.

Position/Direction

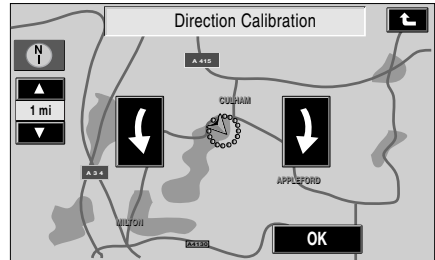


NAV0106 ENG

From the Calibration menu, touch **Position/Direction**. A map showing the current vehicle position is displayed.

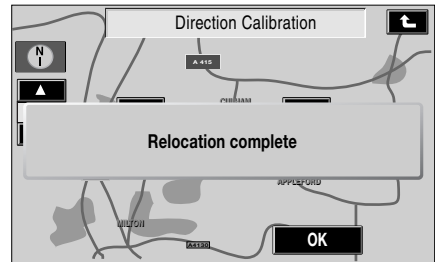
Scroll the map until the navigation symbol (vehicle position) is in the correct geographical location, then touch **OK** to confirm.

Note: During map scrolling, the vehicle position symbol will remain centrally located on the screen, while the map scrolls to the new position.



NAV0031 ENG

The direction calibration map screen showing the heading adjustment arrows is displayed. Adjust the vehicle heading by touching the appropriate arrow button, until the navigation symbol is shown in the correct alignment, then touch **OK** to confirm.



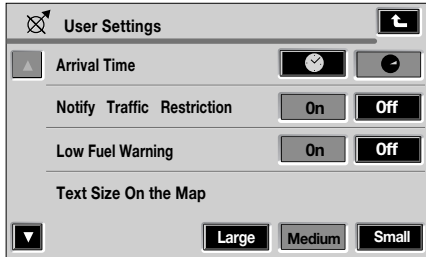
NAV0110 ENG

Calibration is now completed and the pre-planned route is recalculated.

Navigation Set Up

USER SETTINGS

The **User Settings** screen has two pages. Touch the up or down arrow on the left of the screen to see more user setting menus.



NAV0018 ENG

User settings on the first page can be used to adjust or activate the following functions:

- Arrival time display format.
- Notification of traffic restriction.
- Low fuel warning.
- Map display text size.

Arrival Time

Selection can be made so that either, showing the arrival time as an estimated time of arrival (ETA), or showing the duration of the journey, are displayed.

For example; if the time is 10:00 am and the journey was 1 hour and 30 minutes, the ETA would display 11:30 am, whereas the duration option would show 1hr 30min.

Notify Traffic Restriction

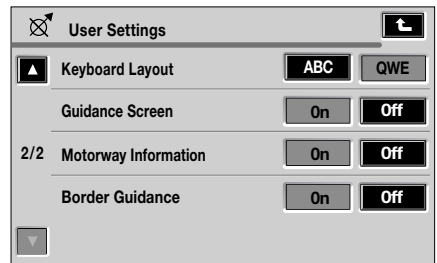
This feature displays any traffic restrictions in the area of your calculated route, giving you the option to avoid them.

Low Fuel Warning

This option is currently not functional and cannot be turned on or off. Whenever the vehicle fuel tank is approaching empty the low fuel icon will be always be displayed on the map screen.

Text Size On the Map

This gives the option of three sizes of text display on the map; large, medium or small. The road names, town names etc. can all be changed in size as required.



NAV0019 ENG

The second page provides settings for keyboard layout, guidance screen, motorway information and border guidance.

Keyboard Layout

The ABC option will show the keyboard alphabetically and the QWE option will show the keyboard layout as is used on a computer or typewriter.

Navigation Set Up

Guidance Screen

If this feature is on, the intersection/junction view will automatically be shown on the right half of the display screen, to give you a zoomed-in view of the next manoeuvre. See **Screen Displays, 20**.

Motorway Information

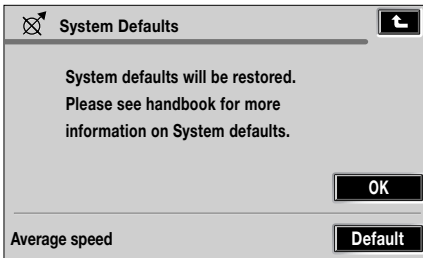
When selected, this facility automatically displays motorway information. As you join a motorway the right half of the map display will show the exits available on your route. It also allows you to select an exit and gives information about the available POIs at that exit.

Border Guidance

This feature displays a flag of the country you are entering, in the top right of the navigation screen, when you cross the border. The flag will look the same as the flag shown in the language selection screen.

RESTORE SYSTEM DEFAULTS

From the Navigation Set Up menu, select **Restore System Defaults**.



NAV0146 ENG

Select either **OK** or **Default**.

Default settings

The system default settings for the User Settings are as follows:

Function	Default setting
Arrival time	Duration
Notify traffic restriction	On
Low fuel warning	On
Text size on the map	Medium
Keyboard layout	ABC
Guidance screen	On
Motorway information	On
Border guidance	Off

In addition to the User Settings default values, the following settings are also affected when the System Defaults are restored:

Function	Default setting
Search area	Belgium
Map compass	Facing North
Map display	Single mode
Map scale	1/16 mi (100 m)
Guidance language	UK English
Q-POI map display	None
Q-POI selection	A. Petrol station B. Parking C. Restaurants D. Hotels E. Hospital F. Golf course
Trace point display	Off
Trace point	None
2D/3D display	2D
Map configuration	Arrow mode
Route preference	Allow motorway Allow Car train
Voice recognition language	UK English

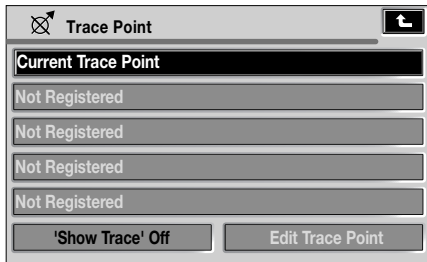
Navigation Set Up

TRACE POINT

The Trace Point function, if switched on, displays icons which are automatically placed along your route as you travel to the next way point or to your destination. These trace points are helpful if you need to backtrack your journey and can be placed at different distances.

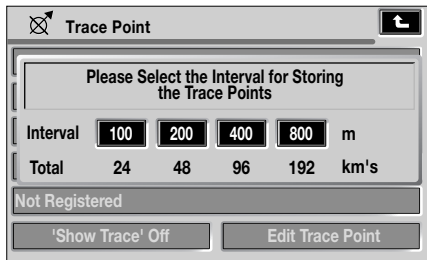


From the Navigation Set Up menu select **Trace Point**.



NAV0059 ENG

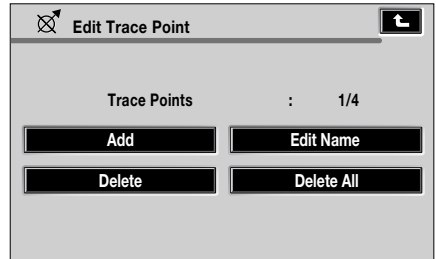
At this screen you can select **Show Trace Off** or **Edit Trace Point**. Touch **Current Trace Point**.



NAV0278 ENG

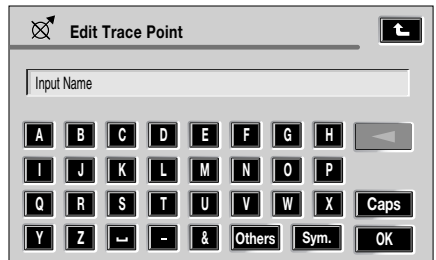
Touch your preferences of distance for interval of trace points on your route.

Edit Trace Point



NAV0112 ENG

Choices for editing trace points are shown on the screen above.

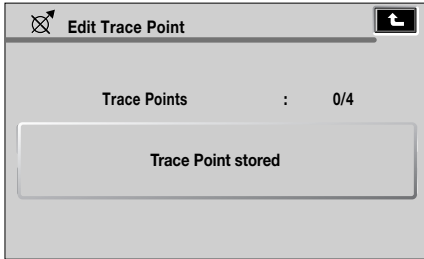


NAV0116 ENG

To add a trace point, touch **Add**. Use the displayed keypad to enter a name for the trace point, then touch **OK**.

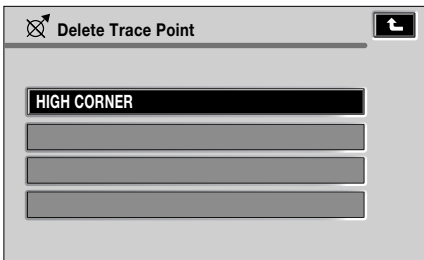
To change the name of a trace point, touch **Edit Name**. A keypad is displayed. To input the trace point name of your choice, then touch **OK**.

Navigation Set Up



NAV0143 ENG

After making changes, the trace point is stored.



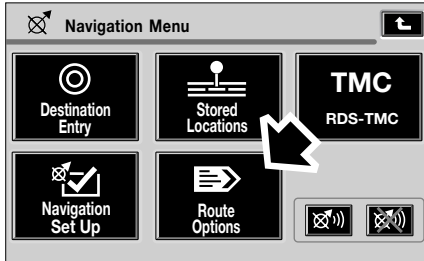
NAV0145 ENG

To delete a particular trace point, touch **Delete** on the Edit Trace Point menu. The list of current trace points is displayed. Touch the trace point to be deleted and confirm by touching **OK**.

To delete all the trace points on a route, touch **Delete All** and then confirm.

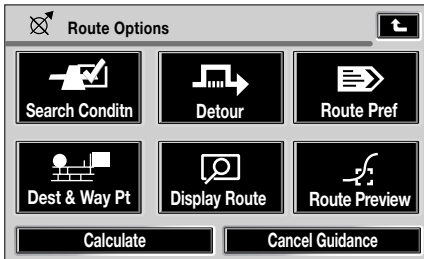
Route Options

USING ROUTE OPTIONS



NAV0279 ENG

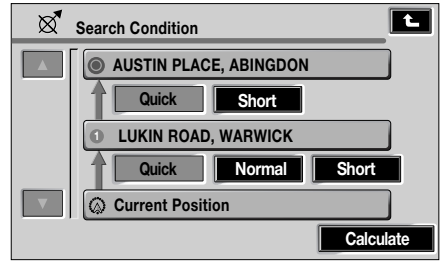
Select **Route Options** from the main Navigation Menu screen.



NAV0008 ENG

From the Route Options menu, you can select any of six options.

SEARCH CONDITION



NAV0020 ENG

This search condition shows selected routes from the vehicle current position. Choices are for a **Quick**, **Normal** or **Short** route to the next destination point in the current route.

When all selections have been made, touch **Calculate** for the new route.

DETOUR

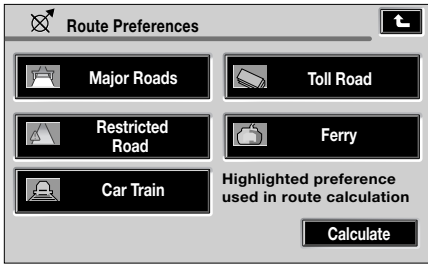
When driving under guidance, this feature allows you to make a detour from the calculated route for a specified distance. The screen shows the detour distance settings available for residential roads and motorways. Touch the appropriate buttons to change the detour settings.

Touch **Detour** and the route ahead will be recalculated using the new detour distance settings.

Note: The Detour settings are only used when you touch **Detour** and only apply to the current route.

Route Options

ROUTE PREFERENCE



NAV0025 ENG

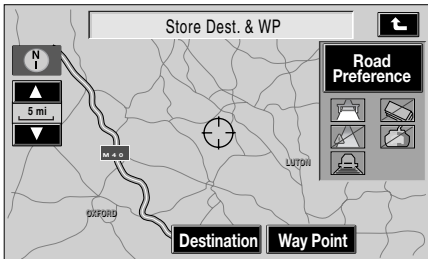
Make a selection from the given route preferences and touch **Calculate**. The revised route will then be displayed and navigation guidance will be initiated.

Press the back button, to return to the previous screen, without calculating a new route or starting guidance.

Note: *Wherever possible, the system will use your route preference settings. However, in some circumstances, to calculate a satisfactory route, one or more of the alternatives may have to be used.*

DESTINATION AND WAYPOINT

Select **Dest and Way Pt** from the Route Options menu.



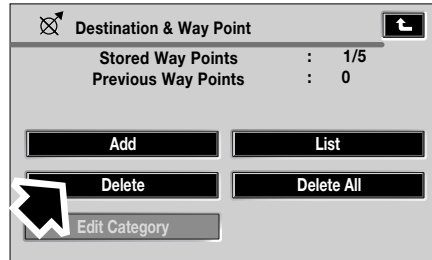
NAV0071 ENG

Select the menu you wish to use **Destination** or **Way Point**, then enter or select the details required.

If a destination is entered, it will be stored as the current destination. If a way point is entered, it will be added to the current list of way points.

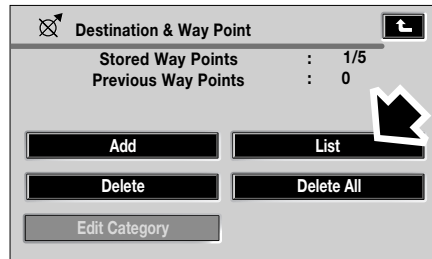
Note:

1. *The Destination and Way Point menu is used in the same way as the Destination Entry menu.*
2. *The Destination and Way Point menu is used after a destination or way point has been entered for the first time.*



NAV0086 ENG

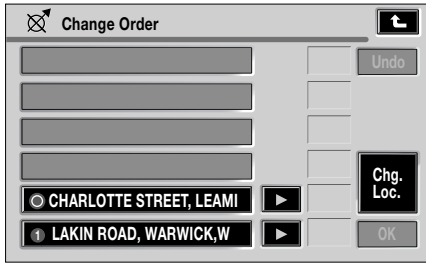
This screen allows the user to **Add**, **List**, **Delete** or **Delete all** way points. The total stored way points are shown by, in this instance, 1 of 5 possible. When additional way points are added they can be shown as a list. Select **List** to view all the way points programmed for the route.



NAV0087 ENG

All stored way points are listed. It is then possible to change the order of the way points.

Route Options



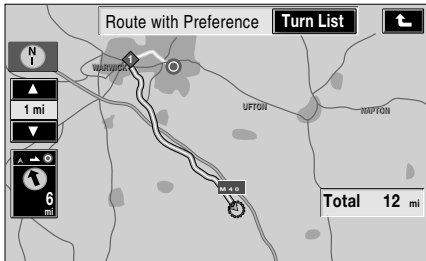
NAV0036 ENG

Touch **Change Loc** to list the way points in the order in which they will be reached on the route.

When your selection has been made, the screen will give you the option to confirm the selection (touch **OK**) or return to the previous screen.

DISPLAY ROUTE

The map screen showing the entire route can be displayed. This is selected from the Route Options menu.

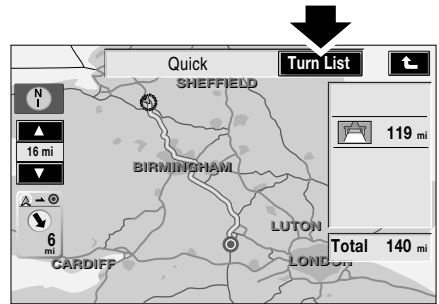


NAV0045 ENG

Where the route includes significant points in your route, such as a ferry, toll booths etc., an icon will be shown.

Red, numbered icons show the location of any way points entered for the route. The total route distance is displayed in the bottom right corner.

TURN LIST



NAV0250 ENG

A list of all junctions encountered on the route can be displayed by touching the **Turn List** button on the route display map. This will be helpful, giving advanced warnings of turns, particularly if they are close together.

Scroll forward or backward through the list by touching the appropriate arrow icon on the left side of the display.



NAV0251 ENG

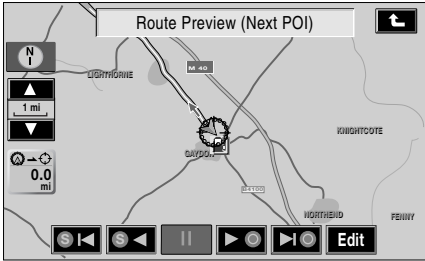
If there is a junction that you wish to avoid (because of road works, for example), touch the appropriate **Avoid** button.

You will be asked to confirm this action - touch **Yes**.

Once you have finished editing the Turn List, touch **Calculate**. The system recalculates the route, avoiding the chosen junctions.

Route Options

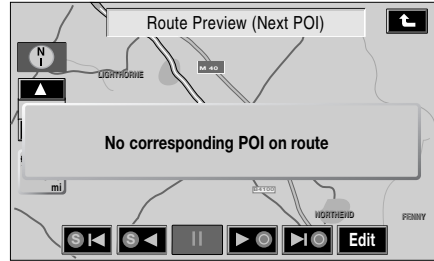
ROUTE PREVIEW



NAV0026 ENG

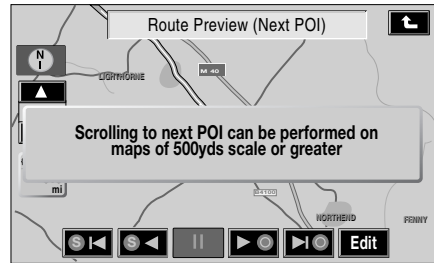
Use the buttons at the bottom of the display to perform the following functions:

1. Skip back to previous POI, way point or back to start point (if no POIs or way points entered for route).
2. Preview back to previous POI, way point or start point (if no POI or way point entered). Press again to increase the speed of the preview.
3. Pause the preview.
4. Preview to next POI, way point or to your destination (if no way points are entered). Touch again to increase the speed of the preview.
5. Skip to the next POI, way point or to your destination (if no POIs or way points entered).
6. Edit Route Preview.



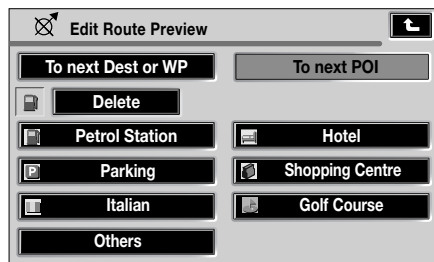
NAV0093 ENG

If no way point or POI is available, a message will be shown on the screen.



NAV0095 ENG

If the map scale is too large or too small to view the next icon on the route, a message will be shown to confirm.

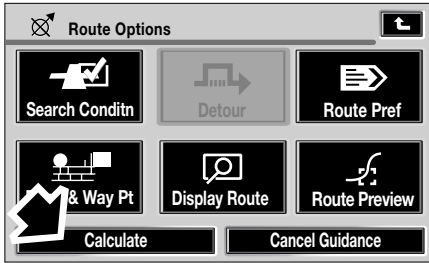


NAV0097 ENG

If **Edit** was selected, the Edit Route Preview menu will be displayed. From this screen you can select a different POI or Delete as required.

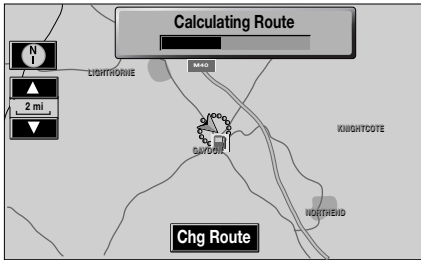
Route Options

CALCULATE



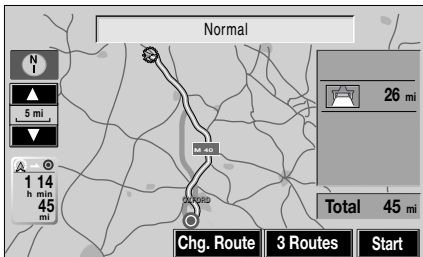
NAV0099 ENG

After selecting **Calculate**, the map is shown and then route calculation is started.



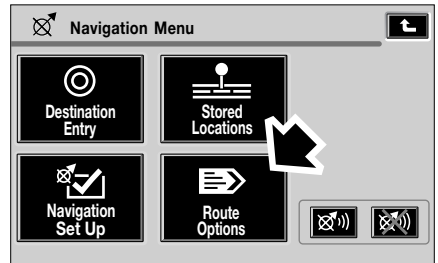
NAV0100 ENG

When the route has been calculated, the map screen is displayed with the vehicle at the current location. Touch **Start** to begin Navigation guidance.

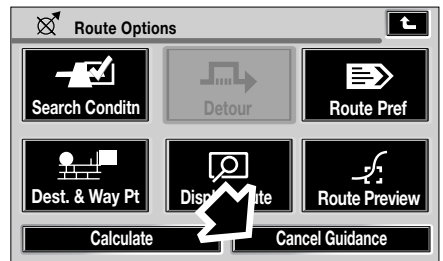


NAV0016 ENG

CANCEL GUIDANCE

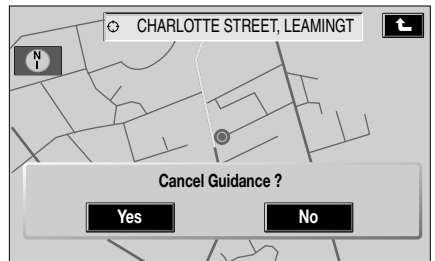


NAV0282 NAS



NAV0101 ENG

If you wish to cancel the calculated route at any time, go to the Route Options screen and touch **Cancel Guidance**.



NAV0102 ENG

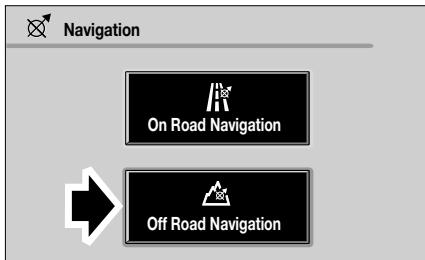
You are then given the option to cancel or not.

Off-Road Navigation

OFF ROAD NAVIGATION MENU

If the enhanced navigation option is part of your vehicle specification, you will be able to select **Off Road Navigation**.

After the initial navigation start up screens have been displayed, press the **Navigation** button on the perimeter of the touch screen panel until the On Road Navigation or Off Road Navigation selection screen is displayed. Select **Off Road Navigation**.



NAV0149 ENG

The off-road menus work in a similar manner to the on-road menus.

Maps are similar to the on-road maps but have additional screens, such as a large compass display. Also, heading, altitude, latitude and longitude can be displayed. The trace point feature is readily available on screen.

Way points can be selected, stored, skipped, displayed, edited and deleted. Routes can be displayed, stored and edited.

Note: TMC is not shown in off-road mode.

Switching from On Road Navigation to Off Road Navigation

Both on-road and off-road guidance are applied exclusively from each other. Each has its own routes set and stored.

If you switch from on-road to off-road during on-road guidance, the current highlighted route will be removed from the map but way points and destination icons will remain displayed and on-road guidance will be suspended. After switching back to on-road guidance, the system recalculates the route with way points and destination, including the status of previous guidance, and then recommences on-road guidance.

Similarly when switching from off-road guidance to on-road, the route is cleared, way points and destination icons remain displayed, and route status is restored. Switching back to off-road starts guidance again.

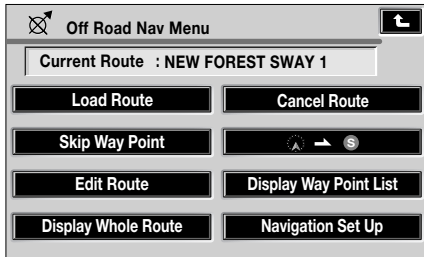
In off-road mode, on-road **Previous Destinations**, including way points, can be used as off-road way points from the off-road route setting menu.

In on-road mode, off-road **Previous Way Points**, can be used as on-road way points from the on-road route setting menu.

In off-road mode, memory points can be stored as way points from the off road menu.

Off-Road Navigation

Menu Selections



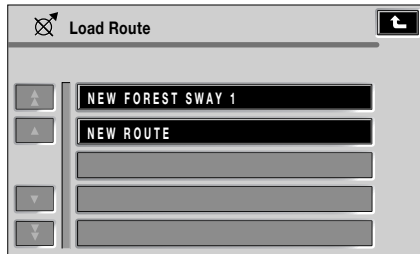
NAV0156 ENG

This menu is used in the same manner as the On Road Navigation menu.

The button below **Cancel Route** can be touched to calculate and display the distance between the vehicle's current position and the route Start Point.

Load Route

Press to display a list of currently stored routes.



NAV0158 ENG

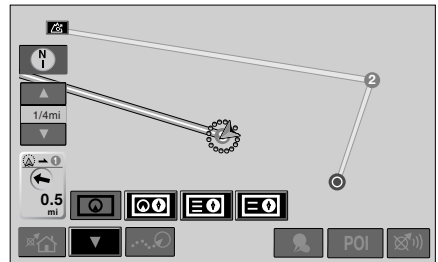
Select from the displayed routes or use the arrows to scroll up or down if more than 5 routes are available.

When a route has been loaded, the system will display the way point icons and the route will be shown as a line between consecutive way points.

When loading a route, the current location is stored as a **Starting Point**, and the letter **S** and the current vehicle position icon are displayed. Each way point is numbered in turn and the last way point, the Destination, has the double circle icon.

The colour of the route line between each way point that the vehicle is on, will be different to the other joining lines. This is to help identify where the vehicle is on its journey.

An arrow will be displayed on the current line to show the direction to take.



NAV0152 ENG

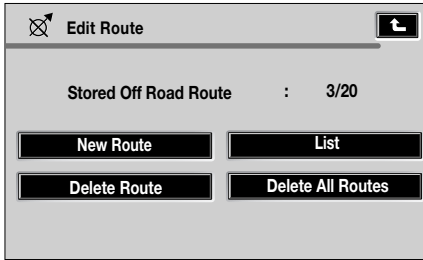
Options on viewing the screen can be made by choosing one of the buttons shown.

The route lines will be removed when the vehicle reaches its destination, however, the icons will remain displayed until a new route is selected.

When guidance is cancelled, the lines and all icons will be removed.

Off-Road Navigation

Edit Route



NAV0160 ENG

These menu items are identical in working operation to the On Road menus.

Storing way points and routes

Points can be stored in the following ways:

- Using coordinates.
- From the map screen.
- Using distance and bearing from the current vehicle position;
 - distance in steps of 1 km.
 - bearing in steps of 1 degree.
- From memory point.
- Using **Previous Destination** from the On Road menu.
- Copy existing route (by way point or route).

Edit way point, destination or route name

If the way point is stored from the map, the default name will be based on the coordinates. If the way point is entered as an address, the name displayed on the system will be the address point name.

Names of way points, destination and routes can be changed (maximum of 24 characters).

Display Whole Route

When a route is selected, the whole route is displayed. The route will be shown going forwards along the route.

A backward or return route can be made at any time during a route or after reaching your destination.

All way point icons of the return route are reset to the 'not reached' status and the system draws straight lines between icons from the current vehicle position and the original start point.

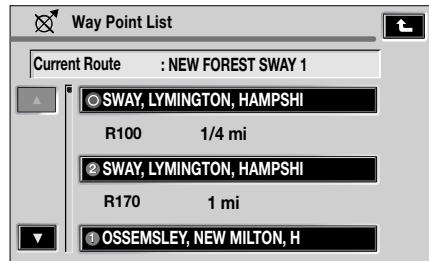
The original start point is now designated as the destination point.

Whole route view

The whole route is shown using a suitable scale level. It shows the total mileage of each section and updates as the current position changes.

The whole route can be shown during guidance mode.

Display Way Point List



NAV0162 ENG

The guidance mode can show a list of the programmed way points, showing the bearing (e.g. R170) and distance (e.g. 1 mile) to the next way point. The bearing is the angle between the previous heading and the next way point.

Off-Road Navigation

Way point list during guidance

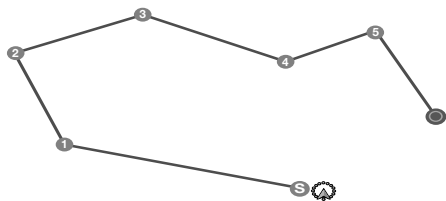
Way points in the list are shown in numerical order. The nearest way point being at the bottom of the screen, furthest away at the top. During a forward route, the way point with the smaller number is nearest, during a backward/return route (route to a previous way point) the smaller number is furthest. This list is updated every second.

While the list is shown, if the vehicle arrives at its destination, the system first changes to the map screen and then shows the pop-up for arrival at destination.

When the vehicle is not in guidance mode, the way points list, with icons and name, is displayed.

Way Points

Each route consists of a maximum of 35 way points. A maximum of 20 routes can be stored.



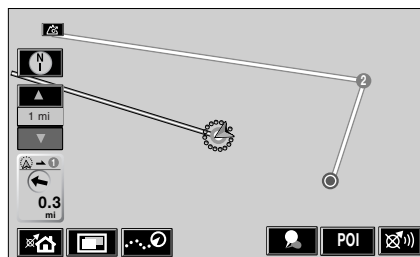
NAV0166 ENG

When in guidance mode the last way point is the destination. In forward guidance the way points are numbered consecutively from 1. The way point with the largest number, will therefore be a destination.

When the total number of way points including the destination, reaches 35, the **Store Way point** button will no longer be available for use unless some of the intermediate way points are deleted.

Similarly, when the routes stored reaches 20 the **New Route** switch will no longer be available.

All routes can be edited and you can add, change and delete way points in each stored route.



NAV0151 ENG

Way points and destination icons are displayed on the map when a route is selected. These icons will no longer be displayed when route guidance is cancelled or a new route selected.

When a way point is reached the icon colour will change from orange to grey to indicate that it has been reached and the next way point will be highlighted.

Storing memory points

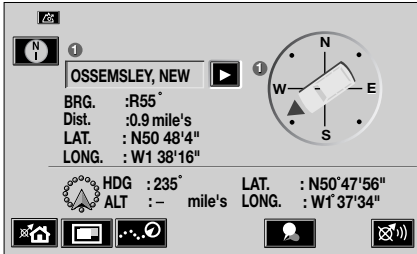
Current vehicle position or current cursor position can be stored as a memory point. It can be done in map view or compass view but not on any memory screen.

Home, Preset Destinations and Avoid Area/Point cannot be used in off-road navigation. Memory points cannot be edited in off-road mode.

Off-Road Navigation

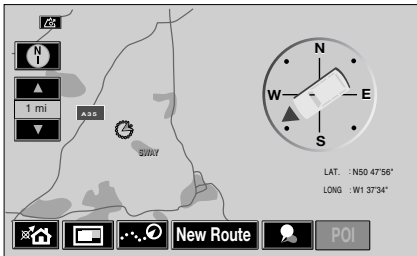
Guidance Screen

During guidance any one of the following screens can be displayed.



NAV0154ENG

This screen is the full compass view screen. If a route has not been selected the **New Route** button will be displayed.



NAV0150 ENG

This view shows the map screen with compass ready to add a new route.

TRACE POINTS

Storing a trace point in the system memory is only possible when **Trace Point** is currently displayed and the memory is not full. If the trace memory is full, one needs to be erased before another can be stored. See **TRACE POINT, 67**.

VOICE GUIDANCE OFF ROAD

Voice guidance gives the distance and bearing to the next way point or destination as follows:

When the vehicle is within 50m of a way point, the voice gives arrival guidance and then the bearing to the next way point or destination.

When the vehicle is within 50m of the destination, the system gives arrival guidance.

Voice commands can be used to control route guidance, as follows:

Start guidance

This command starts guidance to the first way point on your route.

Select repeat guidance

This command initiates guidance to the next way point on the route, from your current position.

Start backward/reverse guidance

You can follow a route from start to finish or from finish to start. Use this command to follow the selected route in reverse. You will be guided from your current position to the last way point of the route (destination) and then guided to each way point on the route, in reverse order, to the first way point.

Note: *If a route is being followed in reverse, the way point numbering will also be in reverse (i.e. the first way point will have the highest number).*

Skip way point

Once on a route, you can use this command to skip guidance to the next way point on the route. Guidance will then be given to the following way point on the route.

Start forward guidance

This command starts guidance for the current route, beginning with guidance to the first way point.

Navigation Voice Recognition

VOICE CONTROL

Voice control enables you to activate important functions of the infotainment systems without the need to touch the controls manually. This enables you to concentrate fully on driving the vehicle - you do not need to divert your eyes from the road ahead in order to check read-outs and the voice control system feeds back information to you.

A number of voice commands are available and, with a little experience, you will find them easy and convenient to use. Whenever you issue one of the defined commands with the navigation system active, the voice control system converts your command into a control signal for the navigation system. Your inputs take the form of commands. You are guided through these commands by announcements.

***Note:** Please familiarise yourself with the operation of the navigation system before using voice control.*

Making yourself clearly understood

The voice control system includes a hands-free microphone mounted in the front roof lining of your vehicle. This microphone filters out ambient noise. Nevertheless, there are a few points to observe to make sure you are properly understood:

- Speak smoothly and at normal volume, avoiding unnatural emphasis and pauses between words.
- Do not speak while the voice control system itself is giving an output. The voice system displays **LISTENING** and gives a beep when it is waiting for a speech input.
- It is possible that noise interference from outside the vehicle could affect commands so to avoid this keep doors, windows and the sunroof closed.
- If a command is not understood or was not heard, the voice system responds with >Sorry<, >Command not recognised< or >No speech detected<. Please try again if this happens.
- Avoid causing background noise in the vehicle while you are speaking and ask your passengers not to talk while you are issuing voice commands.
- The hands-free microphone is positioned to pick up the driver's voice. Other occupants of the vehicle could be understood with less accuracy and therefore cause wrong information to be displayed on the navigation display.

Navigation Voice Recognition

Activating the system



ICE1901 ENG

To activate voice control, pull the voice control switch (arrowed) towards the steering wheel:

- Hold the switch (until the acoustic signal is heard) to activate voice control (your Audio system will mute at this point, if switched on). A brief acoustic signal and the display **LISTENING** in the main message centre indicate that the system is now waiting for a spoken input.

Once the system is listening, give the desired voice command.

Before giving a new voice command - except during a dialogue - always press the voice control switch.

Defined voice commands

The voice control system understands predefined commands which need to be quoted word for word.

An audio reminder of voice commands is available. To activate the reminder, operate the voice control switch **briefly** and give the following command:

- **Navigation help**, to list all commands.

Interrupting voice control

A command can be interrupted by speaking the word **Cancel** or by pressing the voice control switch until the system responds by saying >Command cancelled<.

It is only possible to interrupt dialogues in cases where it is possible to speak a text of your choice (giving a name, for example), by pressing the voice control switch.

If you receive a telephone call (or Navigation route guidance instruction/traffic announcement) while conducting a dialogue by voice control, the voice control dialogue is interrupted.

Command not recognised

If a command is not recognised by the speech recognition system, it responds with >Sorry<.

Please repeat the command.

Navigation Voice Recognition

NAVIGATION COMMANDS

Note: The voice control commands you should give are shown in the following tables.

Preferred commands are given but alternatives are shown within brackets (...) e.g.

(prefer/avoid). Optional words are given in closed brackets [...]. e.g. Navigation [play]

directory. The use of chevrons <....> denotes a range of possible options (e.g. Navigation <POI category>.

The user would speak the required word from the range of options).

Press the voice control switch **briefly** to activate navigation commands.

Voice commands for the navigation system change the way information is presented on the display screen.

A list of Navigation specific commands follows.

VOICE COMMAND LIST

You say	Handbook Reference
Navigation help	Lists examples of Navigation commands
Navigation voice guidance (On/Off)	Turns the navigation voice guidance on or off.
Navigation [show] current (position/location)	Your current position on the map. See Initial map display, 20 . (Item 4).
Navigation show turn list guidance	See Turn list mode, 24 .
Navigation show next way point	Shows the next way point on the route set.
Navigation show destination	Shows the destination of route set.
Navigation show entire route	Shows the complete route.
Navigation show North up	See Initial map display, 20 . (Item 9).
Navigation show Heading up	See Initial map display, 20 . (Item 9).
Navigation show arrow guidance	See Arrow mode, 25 .
Navigation zoom in maximum	See Initial map display, 20 (Item 10).
Navigation zoom out maximum	See Initial map display, 20 (Item 10).
Navigation zoom in <1 - 12>	See Initial map display, 20 (Item 10).
Navigation zoom out <1 - 12>	See Initial map display, 20 (Item 10).
Navigation zoom level <1 - 13>	See Initial map display, 20 (Item 10).
Navigation (go/select) home	Sets the destination to your preset Home. See Home, 30 and 54 .
Navigation go to [previous] destination	Sets the last used destination as the destination.
Navigation go to [previous] starting point	Sets the previous start point as the destination.
Navigation (dynamic route guidance/ DRG) (On/Off)	The route is automatically recalculated when a traffic hold-up is in the calculated route. See Dynamic Navigation, 59 .
Navigation detour	Detour is 15 miles maximum on a motorway and 3 miles on other routes. See DETOUR, 69 .
Navigation cancel guidance	See CANCEL GUIDANCE, 73 .

Navigation Voice Recognition

You say	Handbook Reference
Navigation delete next way point	When one or more way points have been set during a guided route and the next point is to be deleted. See DESTINATION AND WAYPOINT, 70 .
Navigation (prefer/avoid) major roads	See Road preference, 33 .
Navigation (prefer/avoid) toll roads	See Road preference, 33 .
Navigation (prefer/avoid) ferries	See Road preference, 33 .
Navigation <POI category>	See POINT OF INTEREST (POI), 37 and POI COMMAND LIST, 83 .
Navigation POI off	Removes all the POI icons from the display.
Navigation mark current position	Stores the current position. See SELECT FROM MAP, 42 .
Navigation store name	Stores a nametag for a memory point.
Navigation select <name>	Recalls a nametag of a memory point and sets it as a waypoint/destination.
Navigation [play] directory	Plays back all the nametags.
Navigation delete directory	Deletes all the nametags.
Navigation (TMC/traffic information) (on/off)	See Traffic Message Channel (TMC), 56 .
Navigation show map	Shows the map screen.
Navigation motorway guidance	See Motorway information, 25 and 66 .
Navigation right map North up	See Compass, 26 .
Navigation right map heading up	See Compass, 26 .
Navigation show dual map	See Dual map mode, 24 .
Navigation show single map	See Single map mode, 24 .
Navigation right map zoom in maximum	See Map scale, 26 .
Navigation right map zoom in <1 - 12>	See Map scale, 26 .
Navigation right map zoom out maximum	See Map scale, 26 .
Navigation right map zoom out <1 - 12>	See Map scale, 26 .
Navigation detour entire route	See DETOUR, 69 .
Navigation On Road mode	See On Road Navigation, 27 .
Navigation Off Road mode	See Off Road Navigation, 74 .
Navigation (quick/short/normal)	Once the route is calculated there may be alternative routes giving quickest, shortest or normal routes.
Navigation change to off road map	See Off Road Navigation, 74 .
Navigation show off road information	See Off Road Navigation, 74 .
Navigation show (first/second/third etc) way point map.	See DESTINATION AND WAYPOINT, 54 or Way Points, 77 .

Navigation Voice Recognition

POI COMMAND LIST

A number of POI category commands are stored within the voice system and are shown below.

Note: All commands shown in this table must be prefixed by saying **Navigation**.

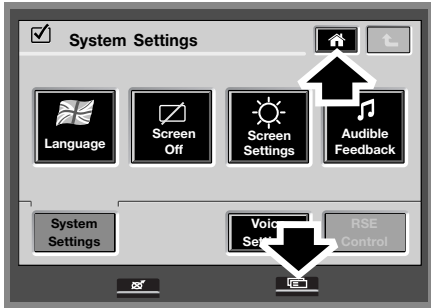
e.g. **Navigation Petrol**.

<i>Petrol</i>
<i>Parking</i>
<i>Car Park</i>
<i>Multistorey Car Park</i>
<i>Town Centre</i>
<i>City Centre</i>
<i>Town Hall</i>
<i>Exhibition Centre</i>
<i>Convention Centre</i>
<i>Community Centre</i>
<i>Civic Centre</i>
<i>University</i>
<i>Higher Education</i>
<i>College</i>
<i>Hospital</i>
<i>Park</i>
<i>Park and Recreation</i>
<i>Recreation</i>
<i>Amusement Park</i>
<i>Bowling Centre</i>
<i>Bowling Alley</i>
<i>Casino</i>
<i>Cinema</i>
<i>Golf Course</i>
<i>Historical Monument</i>
<i>Ice Skating Rink</i>
<i>Ice Rink</i>
<i>Museum</i>
<i>Music Club</i>
<i>Ski Resort</i>
<i>Skiing</i>

<i>Sports Centre</i>
<i>Sports Complex</i>
<i>Stadium</i>
<i>Theatre</i>
<i>Tourist Attraction</i>
<i>Winery</i>
<i>Vineyard</i>
<i>Restaurant</i>
<i>I'm Hungry</i>
<i>Show Restaurant</i>
<i>Chinese Restaurant</i>
<i>Chinese Food</i>
<i>Fast Food</i>
<i>Fast Food Restaurant</i>
<i>French Restaurant</i>
<i>French Food</i>
<i>Italian Restaurant</i>
<i>Italian Food</i>
<i>Japanese Restaurant</i>
<i>Japanese Food</i>
<i>Other Restaurant</i>
<i>Other Food</i>
<i>Shopping Centre</i>
<i>Shops</i>
<i>Airport</i>
<i>Bus Station</i>
<i>Ferry Port</i>
<i>Ferries</i>
<i>Hotel</i>
<i>Park and Ride</i>
<i>Rest Area</i>
<i>Car Rental</i>
<i>Motorway Service</i>
<i>Railway Station</i>
<i>Underground Station</i>
<i>Train Station</i>

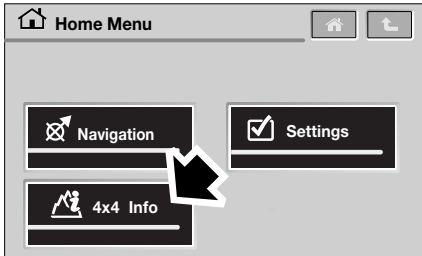
4 x 4 Info

ACCESSING 4 x 4 Info



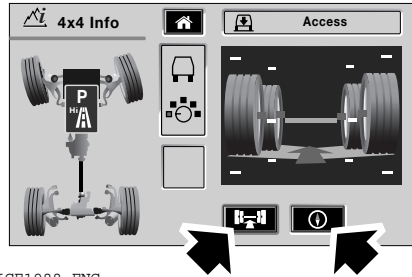
ICE1987 ENG

To access the 4 x 4 Info screen, press the Home Menu icon or press the driver information hardkey.



ICE1964 ENG

From the Home Menu, press the 4 x 4 Info key.



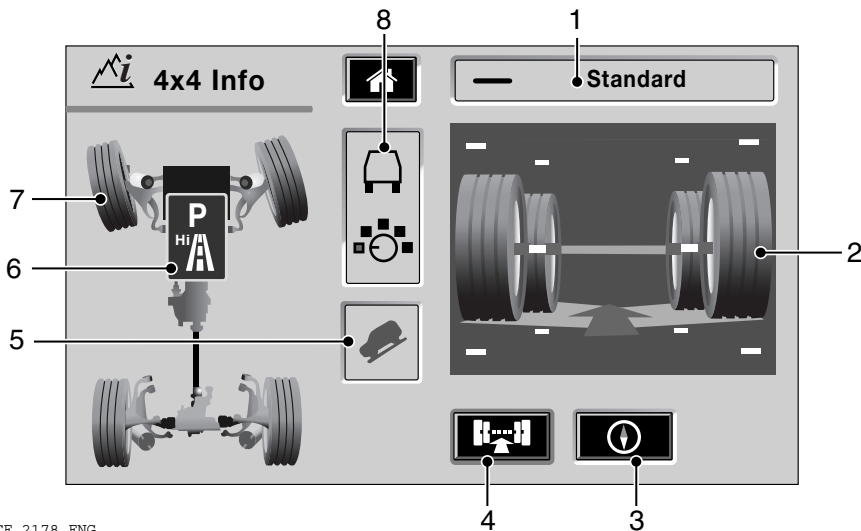
ICE1988 ENG

From this screen, Chassis and Compass information can be accessed.

These features allow the user to monitor data shown on the 4x4 Info display. The user has no control over any of these features. An amber halo around the selected icon will indicate the current display view.

Chassis View

CHASSIS VIEW CONTROLS



ICE 2178 ENG

1. Suspension status.
2. Wheel displacement status.
3. Compass view icon.
4. Chassis view icon.
5. Hill descent control status.
6. Gearbox status.
7. Steering angle status.
8. Terrain Response status.

Selecting chassis view

To access chassis view, press the chassis view icon (4). An amber halo appears around the icon to indicate that chassis view is selected.

Air Suspension

SUSPENSION INFORMATION

The air suspension has three selectable suspension heights.

- Off Road
- Standard
- Access

In any of these states, the suspension status window in the top right of the display indicates the current suspension setting.

The setting is also displayed graphically in the wheel displacement window.

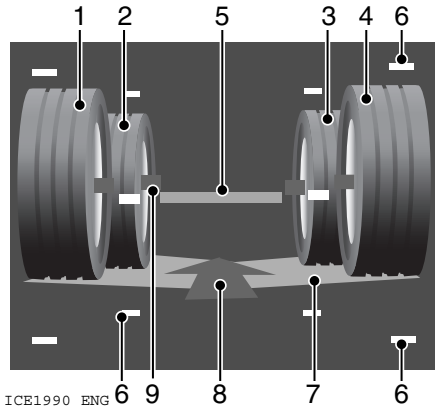
The display contains a representation of the four road wheels, along with several discrete graphical elements. These graphical elements move in direct response to actual wheel height changes.

The vertical position of each road wheel graphic is determined by data from height sensors.

Beneath the wheel graphics are shapes that represent the area of contact of the wheels with the ground.

Effectively, there are two separate contact areas, one representing the left side and the other representing the right side of the vehicle. Movement of either of the left wheels, will transform the shape of the left side contact area, but have no effect on the right side.

Likewise, movement of the right wheels will transform the shape on the right side, with no effect on the left.



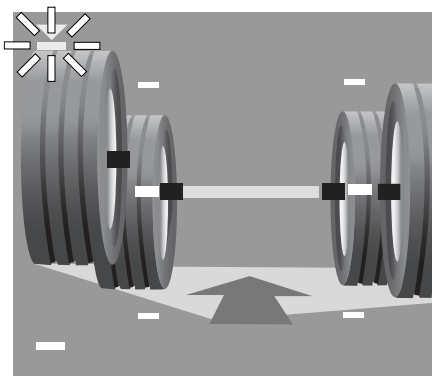
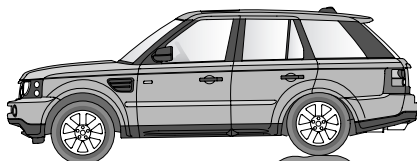
The discrete graphical elements represent the following:

1. Left rear wheel.
2. Left front wheel.
3. Right front wheel.
4. Right rear wheel.
5. Nominal vehicle body height.
6. Limit markers indicates extremes of travel.
7. Contact area with the ground.
8. Direction of travel.
9. Wheel centre line.

Note: *Although the front and rear wheels appear to be at different heights, they are only presented this way to give a sense of perspective.*

Air Suspension

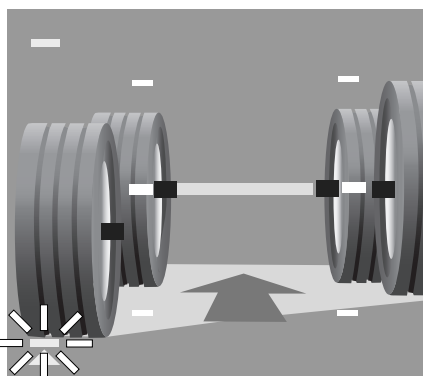
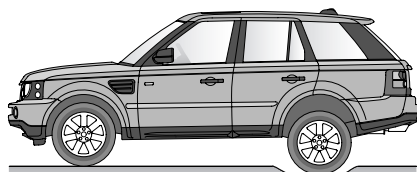
For example, if the left rear wheel travels over a rock, the wheel is pushed up into the vehicle body. Data from the wheel height sensor is represented by moving the vertical position of the left rear wheel graphic up the screen. In addition, the contact area moves to maintain contact with the left rear wheel.



ICE2216 ENG

When the left rear wheel reaches the extreme of its travel, the upper limit marker will flash amber. The top of the left rear wheel lines up up with the upper limit marker when the wheel is at the upper extreme of its travel. This is more likely to occur when driving off road, than in normal driving conditions.

In the reverse situation, where the left rear wheel has reached the lower extreme of its travel, the lower travel limit marker will flash amber. In addition, the appropriate corner of the contact area is shown in its lowest position, as shown in the illustration.



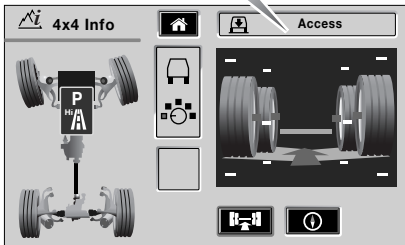
ICE2217 ENG

Note: The examples represent the left rear wheel, however, all other wheels follow the same sequence given similar circumstances.

Air Suspension

STANDARD SUSPENSION HEIGHT

Under normal circumstances and general road use, it is recommended that the user sets the suspension height to standard.



ICE1993 ENG

For explanation purposes, the vehicle is shown at access height. In this position, the display shows the wheels close to the upper limit markers and the green centre marker (nominal vehicle body height) lower than the wheels' centre lines, indicating that the body is lower than standard height. Coupled with this, the suspension status is displayed above the main graphic.

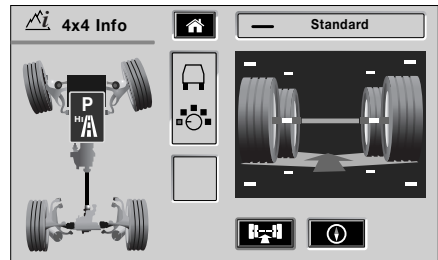
To raise the suspension from access height to standard height, refer to the **Air Suspension** section of the Owner's Handbook.

Immediately this height change commences, the display shows the text message **Raising** and replaces the access height graphic with the standard height graphic.

In addition, an arrow is displayed, indicating the direction of travel of the vehicle. During a height change, the arrow head will flash on and off.

The wheel height graphical display will progressively change, showing the changing relationship between the individual wheels and the vehicle body.

Standard height reached



ICE1851 ENG

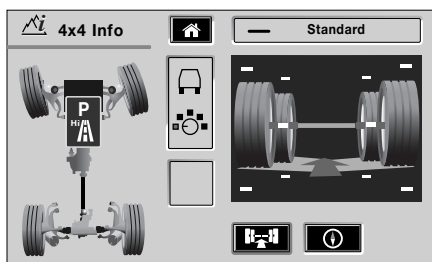
When standard height is reached, the arrow icon disappears and the current vehicle height is displayed.

Air Suspension

OFF ROAD SUSPENSION HEIGHT

When the vehicle is set to the off road ride height, the air springs are extended to push the wheels further away from the chassis. This lifts the vehicle body by a controlled distance, giving a greater ground clearance for off road driving.

Note: Vehicles with air suspension will maintain a set ride height, under all loading conditions, up to the design loading limit. The suspension system will compensate for the increased load, by increasing the air pressure in the system.



ICE1851 ENG

For explanation purposes the vehicle is shown at standard height. In this position, the display shows the wheels centralised to the upper/lower limit markers and the green centre marker (nominal vehicle body height), indicating that the body is at standard height. Coupled with this, the suspension status is displayed above the main graphic.

To raise the suspension from standard height to off road height, refer to the **Air Suspension** section of the Owner's Handbook.

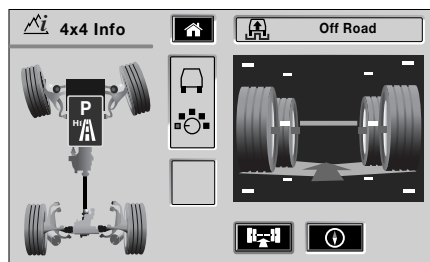
Immediately this height change commences, the display shows the text message **Raising** and replaces the standard height graphic with the off road height graphic.

In addition, an arrow is displayed indicating the direction of travel of the vehicle. During a height change, the arrow head will flash on and off.

The wheel height graphical display will progressively change, showing the changing relationship between the individual wheels and the vehicle body.

Off road height reached

When off road height is reached, the arrow icon disappears and the current vehicle height is displayed.



ICE1852 ENG

Note: Selecting the **Access** suspension setting, or any other lowering sequence, follows the same logical concept as the raising sequence.

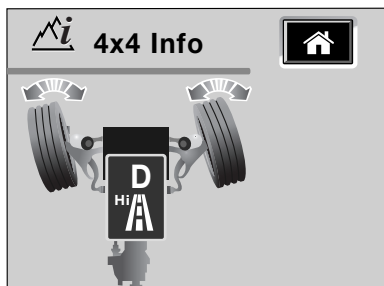
Note: A change to the vehicle suspension height may also be made automatically by the selection of some Terrain Response modes. If this happens, the displays will change in exactly the same way as if the user had operated the suspension switch control.

Steering Angle and HDC

STEERING ANGLE DATA

The steering angle data changes with movements of the steering wheel. The graphic represents the data by rotating the front road wheels in the plan view.

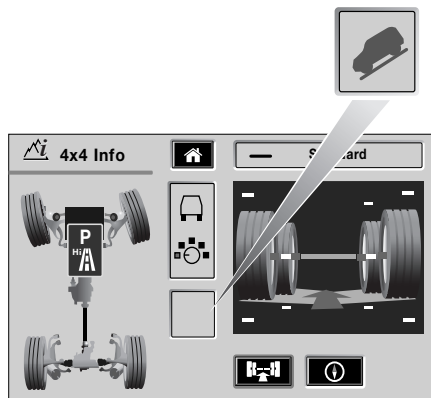
The maximum orientation of the wheel graphics is 30 degrees from the straight ahead position, indicating full lock.



ICE2182 ENG

HILL DESCENT CONTROL

When Hill Descent Control (HDC) is selected, the icon will be displayed continuously.



ICE1994 ENG

When HDC is selected but there is a condition that inhibits the activation of HDC (such as wrong gear selection), then the green information indicator will flash and the HDC icon on the 4 x 4 Info screen will flash on and off.

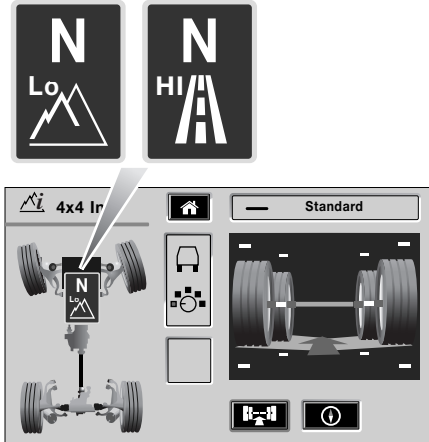
For more detailed information on Hill Descent Control, see **Hill Descent Control** in the Owner's Handbook.

Note: A change to the Hill Descent Control setting may also be made automatically by the selection of some Terrain Response modes. If this happens, the display will change in exactly the same way as if the user had operated the Hill Descent Control switch.

Transfer Gearbox

TRANSFER GEARBOX DATA

The transfer gearbox High and Low range is represented graphically on the chassis map graphic.



ICE1995 ENG

For more detailed information on Transfer Gearbox use, see **Transfer Gearbox** in the Owner's Handbook.

When a range selection is performed, the appropriate graphic will be displayed in the chassis map.



LOW range display.



HIGH range display.

In addition to the operational states of the transfer gearbox, the vehicle can be set in a neutral mode for towing. See **Towing the Vehicle** in the Owner's Handbook.

If the 4 x 4 Info display view is active when neutral mode is selected, the display will show a white **N** character in place of the range icons.

Gear selection data

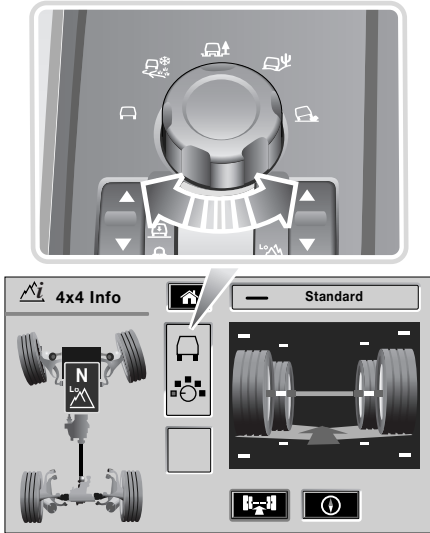


The display also indicates the current transmission selection. For example, if reverse gear is selected, then **R** is displayed on the gearbox data icon.

Terrain Response

TERRAIN RESPONSE™

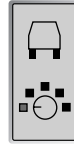
The Terrain Response system has a choice of operational modes, selected by the rotary switch situated on the centre console. For more detailed information on Terrain Response use, see Terrain Response in the Owner's Handbook.



ICE2215 ENG

The appropriate icon for the selected Terrain Response mode will be displayed in the top of the central display. In addition, a representation of the Terrain Response switch position can be viewed in the bottom of the central display.

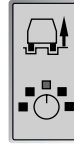
The Terrain Response system has 5 operational modes.



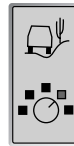
General mode.



Grass/Gravel/Snow mode.



Mud/Ruts mode.



Sand mode.



Rock Crawl mode.

Note: In the fail-safe default mode, the manual selection of a specific Terrain Response mode will not be available and the system will revert to General mode. The graphic representation of the Terrain Response switch position will not be displayed, indicating the loss of manual control of the feature.

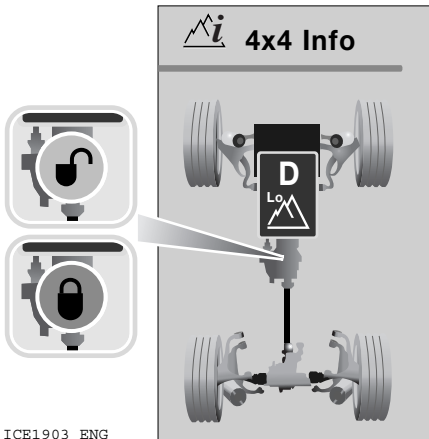
Differentials

DIFFERENTIALS

Centre differential

The centre differential is controlled partly by the Terrain Response system, which causes it to react to wheel slip in accordance with the currently selected mode.

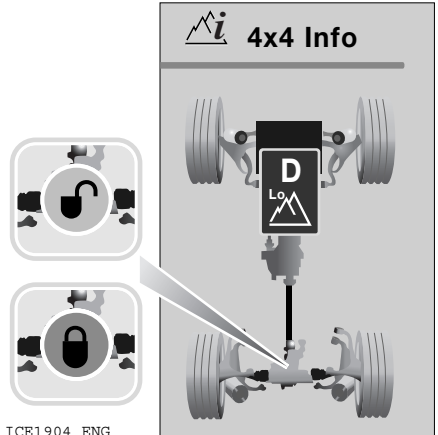
If the Terrain Response system is set to a mode other than General, then the centre differential locking is actively controlled by the Driveline Electronic Control Unit (ECU).



When the Driveline ECU determines that locking torque equals or exceeds the pre-set values for a given terrain setting, it will indicate that the centre differential is behaving as a locked differential by displaying a red locked graphic representation.

Rear differential

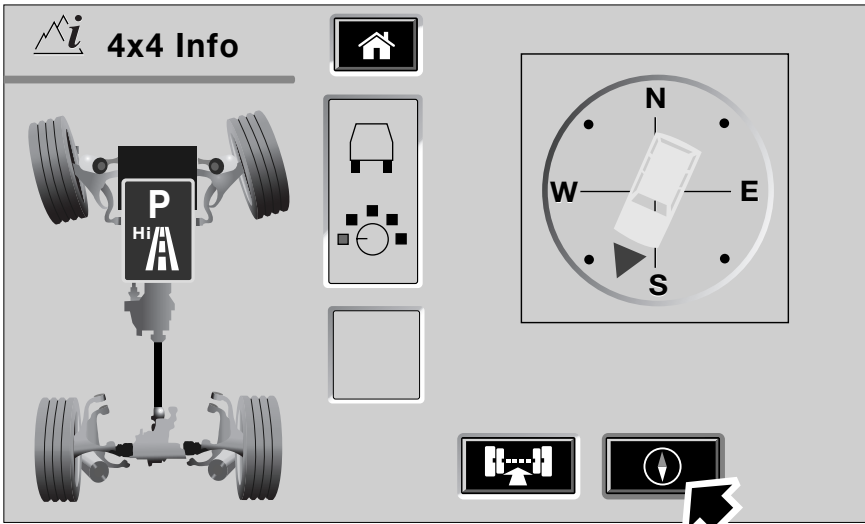
If the Terrain Response system is set to a mode other than General, then the rear differential locking is actively controlled by the Driveline Electronic Control Unit (ECU).



When the Driveline ECU determines that locking torque equals or exceeds the pre-set values for a given terrain setting, it will indicate that the rear differential is behaving as a locked differential by displaying a red locked graphic representation.

Compass

COMPASS CONTROLS



ICE1856 ENG

Note: *Compass will only be displayed when navigation is in off road mode.*

Press the **Compass** icon (arrowed) to display the compass screen.

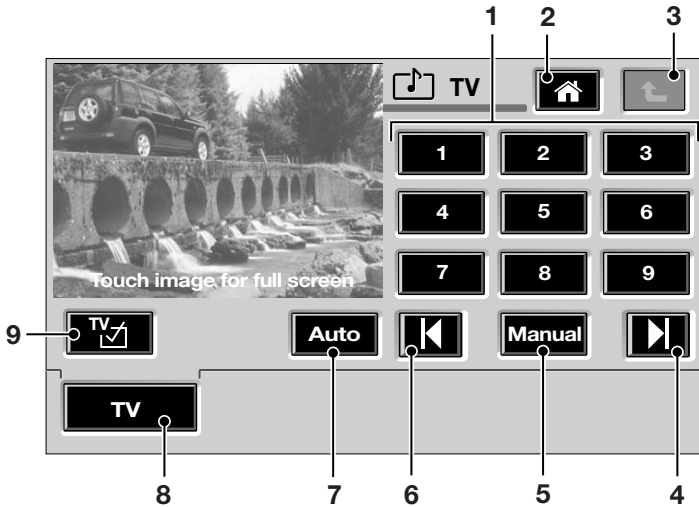
The amber halo around the compass icon indicates the current display view.

The compass screen displays a graphic indicating the heading of the vehicle against the compass points. If the **North-up** display mode is active in the navigation system, the compass points are fixed and the vehicle pointer will rotate to indicate the vehicle heading.

If the **Heading up** display mode is active in the navigation system, then the vehicle pointer will be fixed vertically on the display and the compass points will rotate to indicate the vehicle heading. For more detailed information on selecting the vehicle heading, see **SCREEN DISPLAYS, 20**.

Television Controls

CONTROLS



LAN0781ENG

1. Channel preset icons
2. Home menu icon
3. Return icon
4. Forwards/Next icon
5. Manual tuning icon
6. Backwards/Previous icon
7. Automatic tuning icon
8. TV select icon
9. TV country/format icon

Note: For occupant safety, when the vehicle is in motion or the parking brake is released, the TV picture is not displayed (but the audio signal can be heard).

ANALOGUE/DIGITAL TELEVISION

To cope with the change from analogue to digital broadcasting, the TV tuner is able to receive both analogue and digital TV signals.

In various areas, both analogue and digital signal strengths will vary. When in an area of weak reception, you may experience poor picture and sound quality, or a blank screen and audio muting. It may be of benefit to retune the viewed station or possibly switch between analogue and digital TV stations. The analogue and digital stations have been combined into a single list.

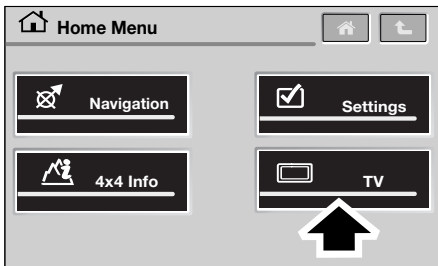
Selecting Television

SELECTING TV



LAN0782ENG

1. Press the **Driver information** hardkey on the screen surround.

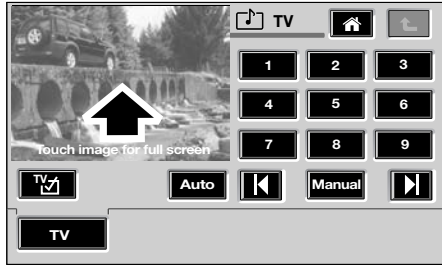


LAN0783ENG

2. From the next screen, select TV by pressing the **TV** or **TV-DVD** icon.

The TV menu and a reduced TV image will be displayed.

Note: If no reduced TV image is visible, this may be due to the vehicle having moved since the stations were stored or that no stations are stored or that the vehicle is in a poor reception area. Whichever the case, tuning/retuning the stations will be necessary. See **AUTOMATIC STATION SEARCH AND STORE, 98**.



LAN0784ENG

Touch the reduced TV image for full-screen display.



LAN0785ENG

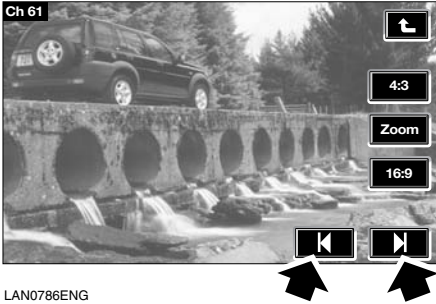
The full-screen TV display is accompanied by icons, allowing the user to change channel and adjust the picture format. After five seconds, the icons will disappear from the display. They can be made to reappear by touching the screen again.

Press the return icon in the top right-hand corner of the display to return to the TV menu.

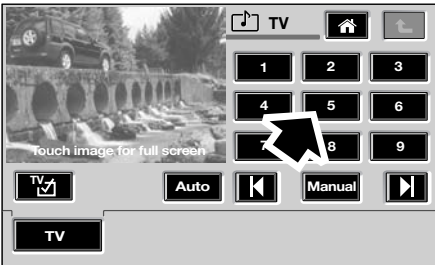
Channel Selection

CHANNEL SELECTION

There are two methods of channel selection.



Once channels are stored, touch the full size TV image to access the icons and press the appropriate **Forwards/Next** or **Backwards/Previous** icon to select the desired channel.

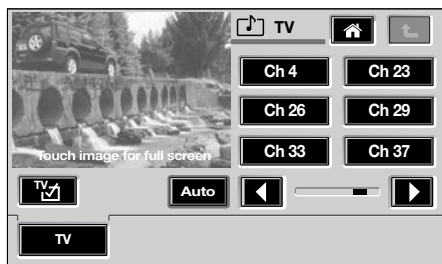
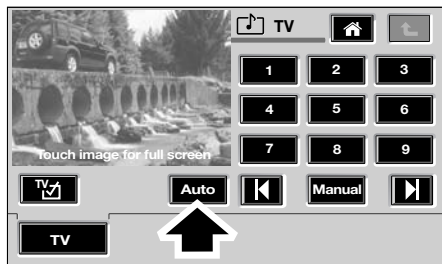


Alternatively, from the TV menu, press the appropriate channel preset icon (numbered 1-9).

Storing Channels

AUTOMATIC STATION SEARCH AND STORE

Up to 99 analogue or digital TV stations can be registered automatically in the Auto list.



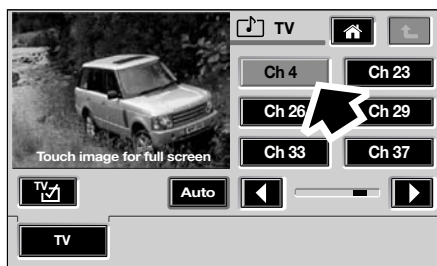
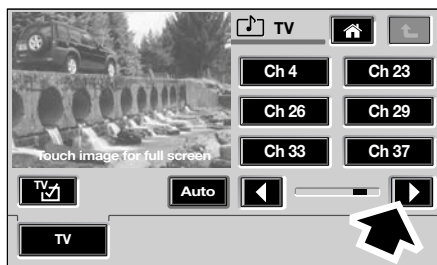
LAN0789ENG

Press the **Auto** icon to display the list of available stations.

Received stations are stored automatically and each assigned to a channel preset icon.

The stored stations are listed by name, in ascending alphanumeric order.

Selecting an automatically stored station



LAN0790ENG

If there are more than six stored stations, the continuation of the channel list can be accessed by pressing the right arrow icon (left arrow icon for the previous list).

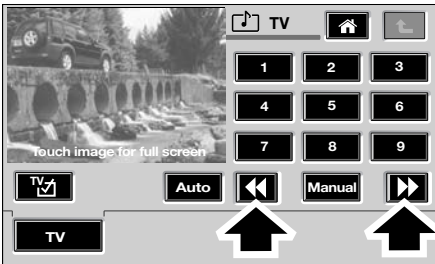
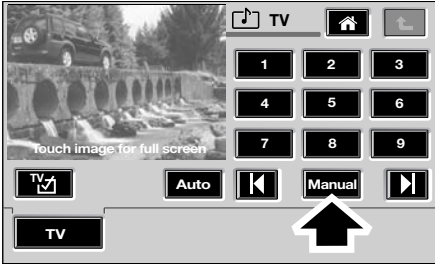
Once the desired channel name or number is visible, press the appropriate station preset icon.

To access the manual station menu, press the **Auto** icon.

Storing Channels

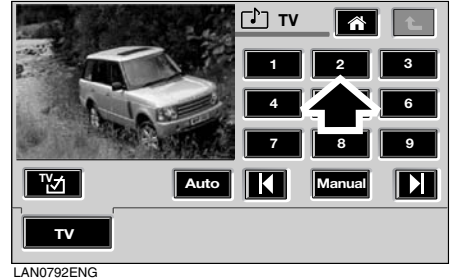
MANUAL STATION SEARCH AND STORE

Up to 9 TV stations can be stored manually as presets.



1. Press the **Manual** icon to initiate the manual station search and store mode.
2. To manually search for a station, press the right or left arrow icon.
3. To assign and store the received station, press and hold one of the station preset icons, until a confirmation tone is heard. The station is now stored.

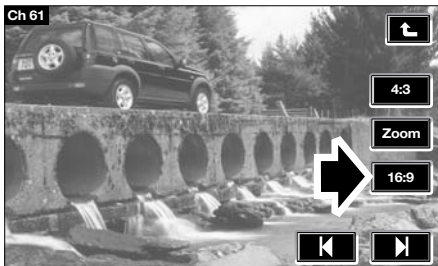
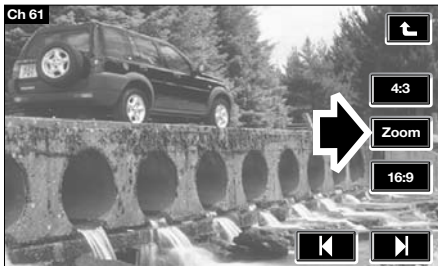
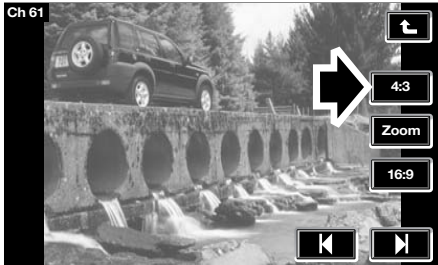
Selecting a manually stored station



To subsequently select a stored station, press the required station preset icon.

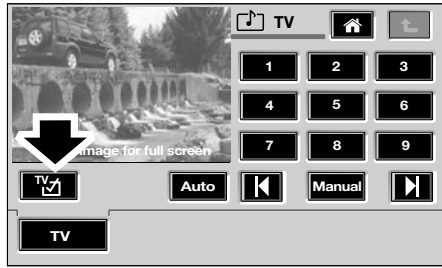
Television Format

ADJUSTING PICTURE FORMAT

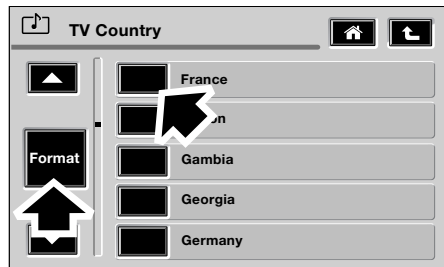
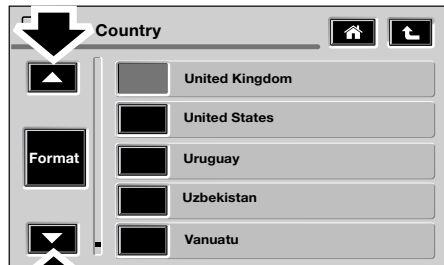


To adjust the viewable picture format, press the appropriate icon, **4:3**, **Zoom** or **16:9**, for a proportional enlargement.

SELECTING TV COUNTRY/FORMAT



Press the **TV Country/Format** icon to enter the format menu.



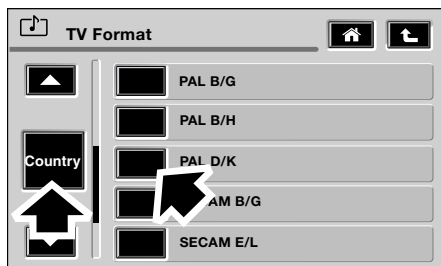
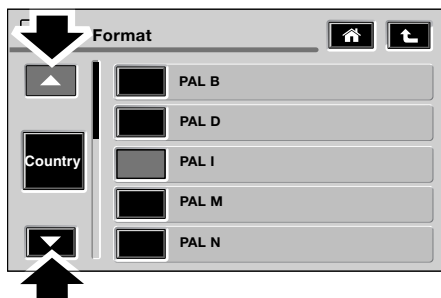
To select the country in which you are driving, scroll up or down using either arrow icon and press the relevant country icon.

Television Format

Not all countries use the same TV format. However, you can adapt your unit to accept the format of the country in which you are driving (PAL, SECAM, NTSC).

Note: During normal operation, the user should not need to adjust the format. Selection of the correct country of operation is sufficient.

To switch to the TV Format menu, press the **Format** icon.



LAN0795ENG

Scroll up or down using either arrow icon and press the relevant TV format icon for your reception area.

To switch to the TV Country menu, press the **Country** icon.

Phone Introduction

USING THE PHONE IN THE VEHICLE

WARNING

Use of your phone handset while you are driving is dangerous as it diverts attention from the traffic situation. If you wish to use your phone handset, stop at an appropriate place where you are not endangering or inconveniencing other vehicles.

WARNING

Using the telephone near the car: Do not telephone inside a garage or near an open car bonnet. The air may contain fuel vapours and the telephone could produce sparks and start a fire.

WARNING

Unusual ambient conditions: Switch off the telephone in areas where high explosives are being used. High frequency remote controls could be interfered with and cause an explosion. Switch off your telephone in areas with a high explosion risk. This includes filling stations, fuel storage areas or chemical factories, as well as places where the air contains fuel vapour, chemicals or metal dust. The telephone might possibly produce sparks and cause a fire or explosion.

WARNING

Medical equipment: The functioning of cardiac pacemakers or hearing aids may be impaired when the phone is in use. Check with a doctor or manufacturer whether any such devices you or your passengers are using are sufficiently protected against high-frequency energy.

Note: The integrated phone system is designed to function with a wide variety of docked and bluetooth portable phones. As these phones have a wide range of audio and echo performance characteristics, it may take a few seconds for the vehicle system to adapt and deliver optimal audio performance. In some cases, it may be necessary to reduce the in-vehicle volume slightly to fully optimise audio performance and echo elimination.

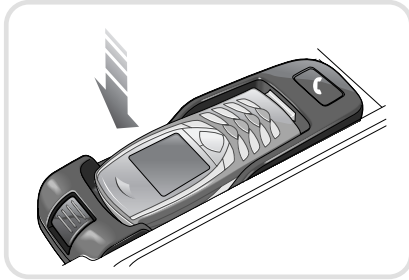
GSM NETWORKS

The GSM (Global System for Mobile communication) standard allows you to use your phone in many countries and has a uniform emergency call number (112) irrespective of the country in which you are driving.

It is possible that telephone reception may be poor or unavailable in remote regions. This will usually be due to the inadequate power of the transmitter and, therefore, to incomplete coverage. Depending on your location, you may also be using the transmitters of a network operator with which your service provider has an agreement for handling your calls.

Phone Docking Cradle

ATTACHING YOUR PHONE

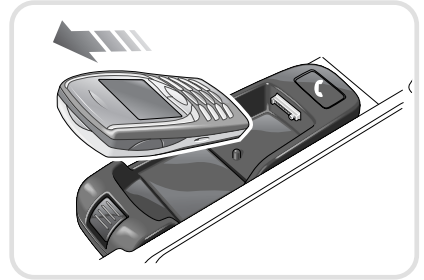
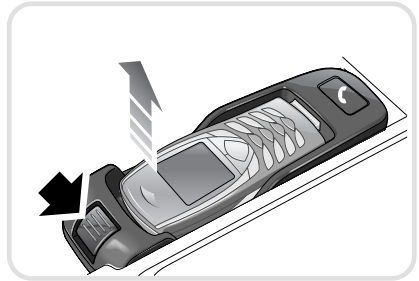


ICE 2310 ENG

1. Lift the top of the cubby box.
2. Insert the base of your phone into the docking cradle.
3. Push down on the upper part of your phone, until a click is heard from the cradle. **Phone Attached** appears in the head unit display screen.

Note: Your mobile phone will be charged while docked in the cradle. Dependent upon phone make/model, charging can continue for up to 10 minutes after the ignition has been turned off.

REMOVING YOUR PHONE

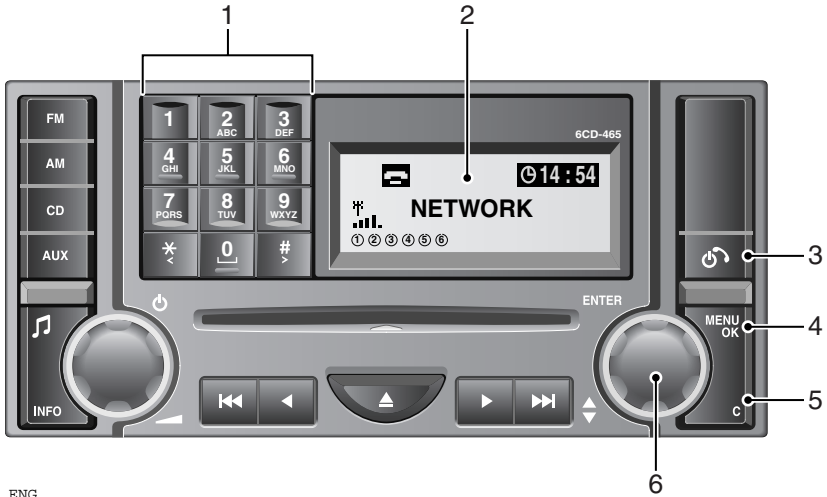


ICE 2311 ENG

1. Press down the release button at the front of the docking cradle and lift the upper part of your phone. **Phone Removed** appears in the head unit display screen.
2. Pull your phone forwards to remove from the cradle.
3. Lower the top of the cubby box.

Phone Controls

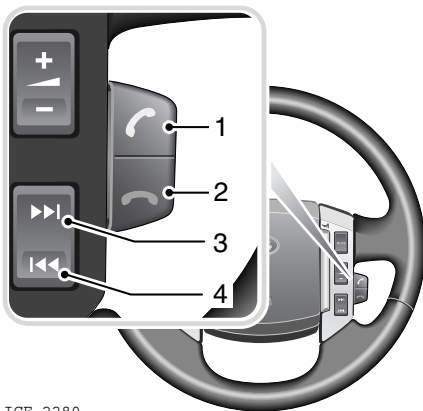
PHONE CONTROLS



ICE2278 ENG

- | | | |
|------------------------|------------------|-------------------------|
| 1. Alphanumeric keypad | 2. Display | 3. Phone button |
| 4. MENU OK button | 5. Cancel button | 6. Rotary/Enter control |

REMOTE PHONE CONTROLS



ICE 2280

- 1. Answer call/dial switch**
Pull the switch briefly towards the steering wheel to answer an incoming call or dial a displayed number. Pull and hold the switch (for approximately 2 seconds), to redial the last number dialled.
- 2. End/reject call switch**
Pull the switch towards the steering wheel to end the current active call or reject an incoming call.
- 3. Menu/Next button**
Press to scroll down through a menu.
- 4. Menu/Prev button**
Press to scroll up through a menu.

Phone Controls

Voice control switch

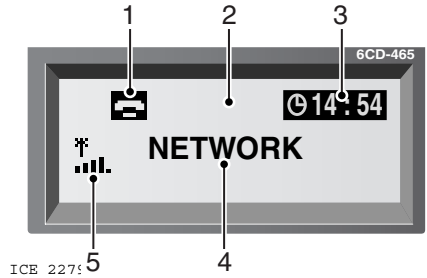


To activate voice control, pull and hold the voice control switch (arrowed) towards the steering wheel until an acoustic signal sounds.

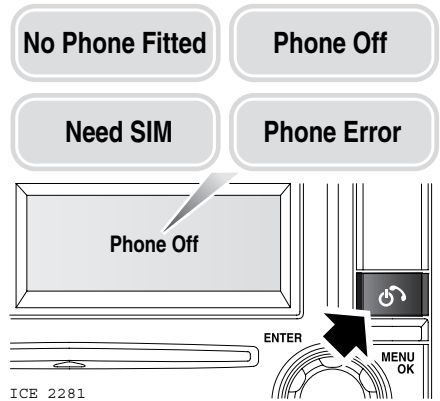
Pull and release the switch before giving a voice command.

For further information, please refer to **TELEPHONE VOICE RECOGNITION, 120**.

PHONE DISPLAY



1. Call status icon
2. Call status
Caller ID
Number received/dialed
3. Clock
4. Network provider name
5. Signal strength indicator

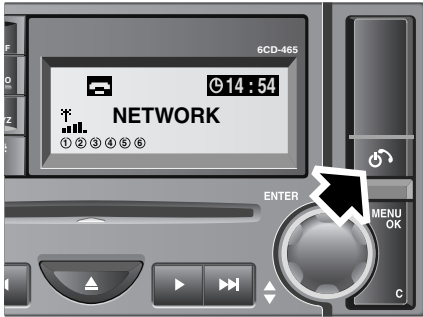


In addition, confirmation and error messages appear in the display (examples above). These messages and their meanings are covered in the relevant sections of this handbook.

Basic Functions

SELECTING PHONE MODE

Once your phone is docked in the cradle and switched on, you can select the phone system.



ICE 2282

Briefly press the **Phone** button (arrowed) or operate the **Answer call** switch on the steering wheel. Visual confirmation of phone operation is given via the display.

Note: Once Phone mode is selected, if there is no user action within 30 seconds, the system reverts to Audio mode and Phone mode will need to be reselected.

If a phone system is not fitted to your vehicle, **No Phone fitted** is displayed when Phone mode is selected.

If the phone has no SIM card fitted, **Need SIM** is displayed.

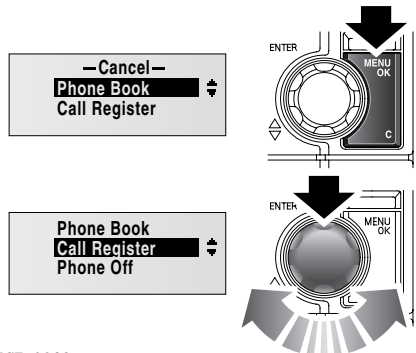
To exit Phone mode, briefly press the **Cancel** button or operate the **End call** switch on the steering wheel.

USING DISPLAY MENUS

Many of the functions available for the phone are accessed through menus on the display.

Press the **MENU OK** button briefly to access the menu relevant to the current phone mode (different menus are available in different modes).

- Press the button, when there is no active call, to access the Phone menu.
- Press the button during a call to access the In-Call menu.
- Press the button during a multiple connection to access the Multiple Connection menu.



ICE 2283

Use the rotary control to highlight the chosen menu item, by turning the control clockwise to scroll down or anti-clockwise to scroll up through the chosen menu. Press the rotary control or press the **Phone** button to select the highlighted item. The menu **Prev** and **Next** buttons on the steering wheel can also be used to scroll through menus.

Note: In addition, there is also a Phone book (see **PHONE BOOK, 114**) and Call Register information (see **USING THE CALL REGISTER, 110**).

Basic Functions

TURNING THE PHONE ON/OFF



ICE 2286

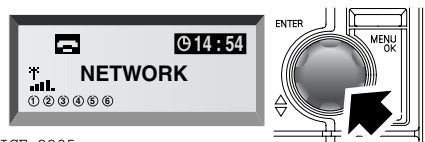
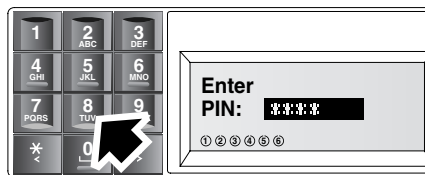
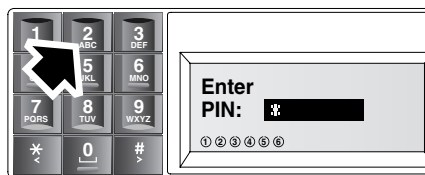
To turn the phone on/off using the phone system controls, press and hold the **Phone** button (arrowed) for approximately 2 seconds. **Phone On** or **Phone Off** will be displayed for approximately 5 seconds before the display changes to the phone display if switching the phone on, or the Audio system display if switching the phone off.

ENTERING THE PHONE PIN

When turning on a phone which requires a PIN (Personal Identity Number) input, **Enter PIN:** will be displayed when Phone mode is selected.

Note: If Phone mode was entered by mistake, briefly press the **Cancel** button to return to Audio mode.

Enter the PIN, using the following process:

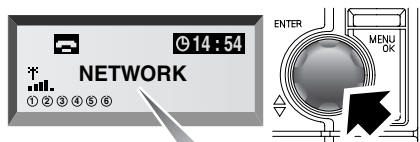


ICE 2285

1. Input your four digit PIN via the alphanumeric keypad. If an error is made, briefly press the **Cancel** button to clear the last digit or press and hold the button to clear all digits.
2. When you have entered your PIN, briefly press the rotary control to submit the PIN.
3. If the PIN is valid, a short pause will occur before Phone mode is entered (the display will change accordingly). Do not operate any of the audio system or phone controls until the phone has entered Phone mode.

Basic Functions

Invalid PIN entry



Incorrect PIN

Phone Error

ICE 2307

If the PIN is invalid, **Incorrect PIN** will be displayed for approximately 5 seconds before the PIN entry display appears again.

Wait for the PIN entry display to appear, then enter the correct PIN.

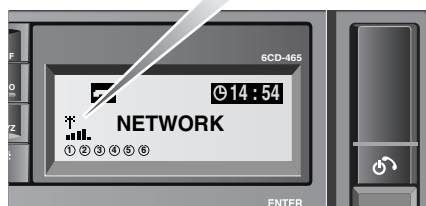
Note: After 3 incorrect attempts at entering the PIN are made, **Phone Error** is displayed. It will be necessary to have the PIN reset. Consult the instruction manual provided with the phone for details.

SIGNAL STRENGTH

NETWORK

NETWORK

No Network



ICE 2284

The strength of the signal currently being received by the phone, is represented in the display by a series of bars. The more bars displayed, the stronger the signal available.

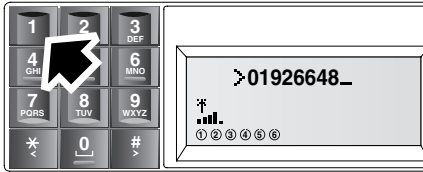
If you are in an area where no signal for your network is available, **No Network** is displayed and calls can be neither made nor received until signal strength improves.

Making Calls

DIALLING

Dialling a number manually

With the phone turned on, access Phone mode as described previously. Ensure that signal strength is sufficient.



ICE 2287

Use the alphanumeric keypad to enter the phone number to be dialled. The digits of the number appear in the display.

When all the digits of the phone number have been entered, briefly press the **Phone** button (arrowed in middle illustration) or operate the **Answer call** switch on the steering wheel, to dial the number, **Dialling** appears in the display.

Note: Pressing the **Cancel** button briefly or operating the **End call** switch on the steering wheel when the phone is dialling, will cancel the call.

Note: If you wish to dial a number stored in the phone book, please refer to **PHONE BOOK, 114**. If you wish to dial a number stored in the Call Register (missed or received calls, or dialled numbers), please refer to **USING THE CALL REGISTER, 110**.

Correcting/clearing number entries



ICE 2288

If an incorrect digit is entered, press the **Cancel** button (arrowed) briefly to delete the last digit, then enter the correct digit.

Press and hold the **Cancel** button (for approximately 2 seconds) to delete all entered digits.

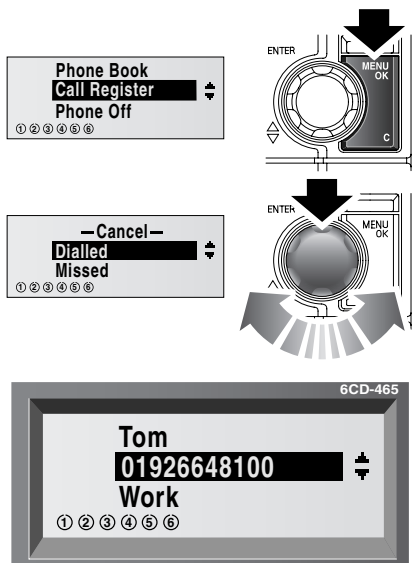
Last number redial

The last number dialled can be redialled using the **Answer call** switch on the steering wheel. If Phone mode is active, press and release the switch. If Phone mode is not active, press and hold the switch. The number will appear in the display and in the main message centre and will be dialled. To cancel dialling, operate the **End call** switch on the steering wheel.

Making Calls

USING THE CALL REGISTER

Using the redial list

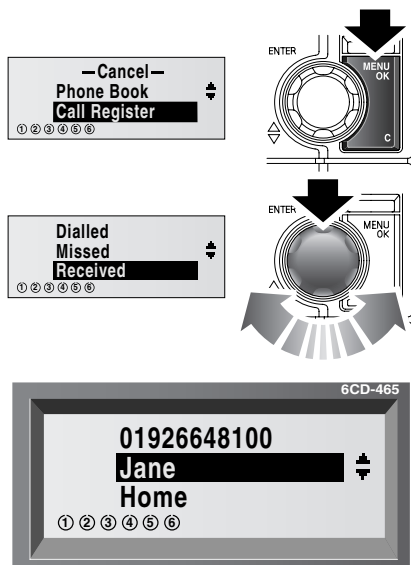


ICE 2308

1. Press the **MENU OK** button to access the Phone menu.
2. Use the rotary control to highlight and select **Call register**.
3. Highlight and select **Dialled** from the list of options using the rotary control.
4. Use the rotary control to scroll through the list of dialled numbers until the desired number is highlighted.
5. Press the rotary control or the **Phone** button, to select and dial the chosen number.

To exit the redial list without selecting an entry, scroll through the list until **Cancel** is highlighted, then press the rotary control to select. The system returns to the previous menu.

Using the received call list



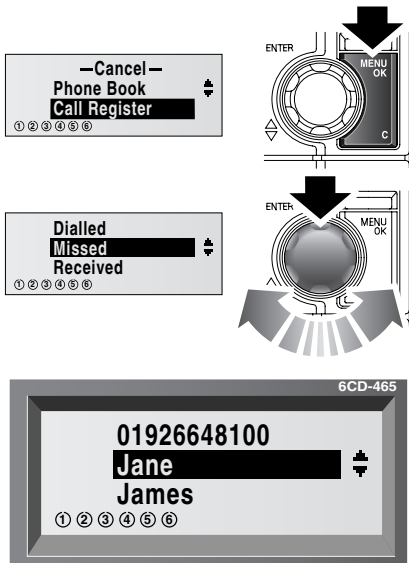
ICE 2290

1. Press the **MENU OK** button to access the Phone menu.
2. Use the rotary control to highlight and select **Call register**.
3. Highlight and select **Received** from the list of options using the rotary control.
4. Use the rotary control to scroll through the list of received numbers until the desired number is highlighted.
5. Press the rotary control, the **Phone** button or operate the **Answer call** switch on the steering wheel, to select and dial the chosen number.

To exit the received call list without selecting an entry, scroll through the list until **Cancel** is highlighted, then press the rotary control to select. The system returns to the previous menu.

Making Calls

Using the missed call list



ICE 2291

1. Press the **MENU OK** button to access the Phone menu.
2. Use the rotary control to highlight and select **Call register**.
3. Highlight and select **Missed** from the list of options using the rotary control.
4. Use the rotary control to scroll through the list of missed call numbers until the desired number is highlighted.
5. Press the rotary control, the **Phone** button or operate the **Answer call** switch on the steering wheel, to select and dial the chosen number.

To exit the missed call list without selecting an entry, scroll through the list until **Cancel** is highlighted, then press the rotary control to select. The system returns to the previous menu.

Receiving Calls

ANSWERING/REJECTING CALLS

Answering an incoming call



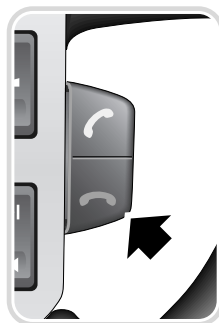
ICE 2292

When an incoming call is received, the number or caller ID (if entered into the Phone book) will appear in the phone system display and also in the main message centre in the instrument panel.

The call can be answered in three ways:

- Operate the **Answer call** switch on the steering wheel (arrowed in inset).
- Press and release the **Phone** button (arrowed in main illustration).
- Press and release the **MENU OK** button.

Ending a call



ICE 2293

To end a phone call, whether incoming or outgoing, operate the **End call** switch on the steering wheel (arrowed in inset) or press and release the **Cancel** button (arrowed in main illustration).

Note: If the Scratchpad function is active, use the **End call** switch on the steering wheel to end a call.

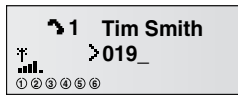
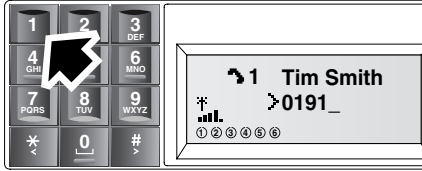
Rejecting an incoming call

To reject an incoming call without answering, operate the **End call** switch on the steering wheel or press and release the **Cancel** button.

Receiving Calls

SCRATCHPAD

This function enables you to note down a number while in an active call.



ICE 2295

Using brief presses, use the alphanumeric keypad to enter the number onto the display (the number will appear on the second line of the display). This will not interrupt the current active call.

To enter a **+** character (for an international number, for example), press and hold the **0** key for approximately 1 second.

If an incorrect digit is entered, briefly press the **Cancel** button to delete the last digit, or press and hold the **Cancel** button to delete the entire number.

Note: Pressing the **Cancel** button when the Scratchpad function is active, will not end the current active call.

To end the current active call without first deleting the scratchpad entry, either operate the **End call** switch on the steering wheel, or briefly press the **OK MENU** button to access the In-Call menu, then use the rotary control to highlight **End Call** and press the control to select.

If the active call is ended with the Scratchpad entry still displayed, the Scratchpad entry will move up to the top line of the display.

Making a call using the Scratchpad entry



ICE 2294

To dial the number entered using the Scratchpad, briefly press the **Phone** button, or operate the **Answer call** switch on the steering wheel.

This function can be used during an active call. 'Dialling' will appear in the display and the current active call will be put on hold (this is also confirmed in the display).

The active call, whether it is the original call or the call made using the Scratchpad, can be ended either by operating the **End call** switch on the steering wheel, or by briefly pressing the **Cancel** button. The number (or caller ID) of the remaining active call will occupy the top line of the display and this call will no longer be on hold.

For information on making multiple calls, refer to **MULTIPLE CONNECTIONS, 116**.

Phone Book

PHONE BOOK

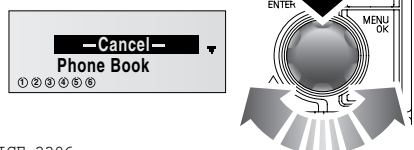
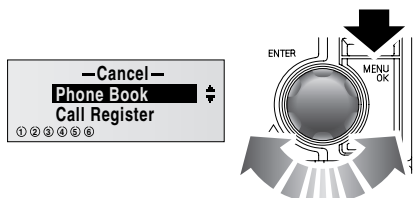
When your phone is docked in the cradle, your phone/address book details are accessible via the integrated Phone system controls.

Selecting the Phone book

Access the Phone book by turning the rotary control or by pressing either the menu **Next** or **Prev** button on the steering wheel.

To exit the Phone book without selecting an entry, scroll through the list until **Cancel** is highlighted, then press the rotary control to select. The system returns to the previous menu.

Alternatively, the Phone book can be accessed via the Phone menu.



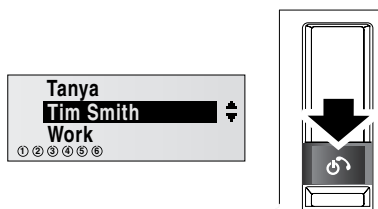
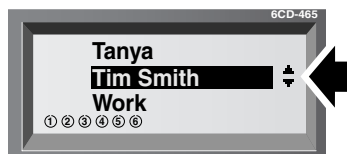
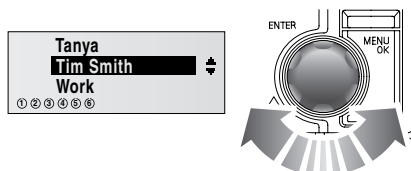
ICE 2296

1. Press the **MENU OK** button to access the Phone menu.
2. Use the rotary control to highlight and select **Phone Book**.

Note: To exit the Phone menu without selecting the Phone book, highlight and select **Cancel**.

Phone book scroll

There are two methods of selecting a contact name from the Phone book. This method should be used to browse through the contacts listed in the Phone book.



ICE 2297

To navigate through your contact list, turn the rotary control clockwise or press the menu **Next** button on the steering wheel (see **REMOTE PHONE CONTROLS, 104**), to scroll down through the Phone book. To scroll up through the list, turn the rotary control anti-clockwise or press the menu **Prev** button on the steering wheel.

Phone Book

If the menu **Next** and **Prev** buttons are used to scroll through the Phone book, the entry currently highlighted in the display will also appear in the main message centre in the instrument pack. The message centre will display the caller ID, alternating at 3 second intervals with the phone number.

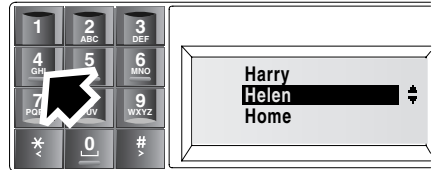
Note: If scrolling is carried out using the rotary control, the caller ID/phone number is **NOT** displayed on the message centre.

Once the chosen Phone book entry is highlighted, press the rotary control, the **Phone** button or operate the **Answer call** switch on the steering wheel, to select the entry and dial the number.

If the entry was selected by mistake, either operate the **End call** switch on the steering wheel, or press and release the **Cancel** button to cancel dialling.

Phone book alphabetical search

This method should be used when you wish to narrow the search to the initial letter of the Phone book entry.



ICE 2298

With the Phone book displayed, press the appropriate alphanumeric key the corresponding number of times according to the initial letter of the entry.

For example; if the initial letter of the required Phone book entry is an **H**, press the **4** key of the alphanumeric keypad twice. The display will now show the entries starting with the letter **H**. Select the highlighted entry by briefly pressing the rotary control or the **Phone** button.

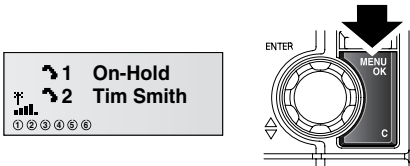
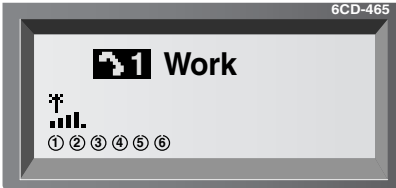
To exit the Phone book without selecting an entry, scroll through the list until **Cancel** is highlighted, then press and release the rotary control to select.

Multiple Connections

MULTIPLE CONNECTIONS

Note: This feature may not be supported on Prepay/Pay as you go mobile phones. (Network dependent).

Incoming call during another call



ICE 2299

If you are already in an active call when you receive another call, the caller number or ID appears in the display.

The current active call is automatically put on hold (confirmed on the display). Operate the **Answer call** switch on the steering wheel or press and release the **Phone** button to accept the incoming call.

The phone icon of the current active caller is highlighted in the display.

To reject the incoming call, operate the **End call** switch on the steering wheel, or press and release the **Cancel** button.

Multiple connection menu

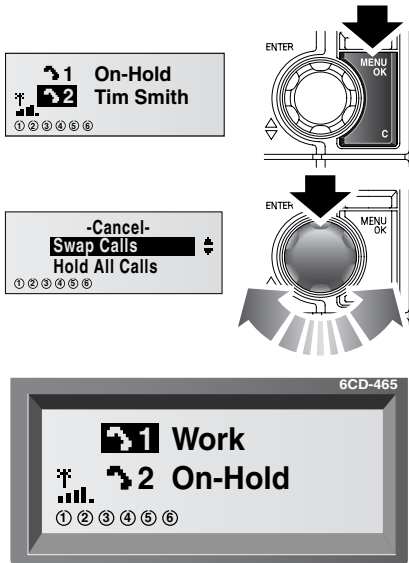
To access the Multiple Connection menu, press the **MENU OK** button during a multiple connection.

To navigate through the menu, turn the rotary control clockwise to scroll down or anti-clockwise to scroll up through the list, until the desired entry is highlighted. Press the rotary control to select the entry.

To exit the Multiple Connection menu, highlight and select **Cancel**.

Multiple Connections

Swap active call



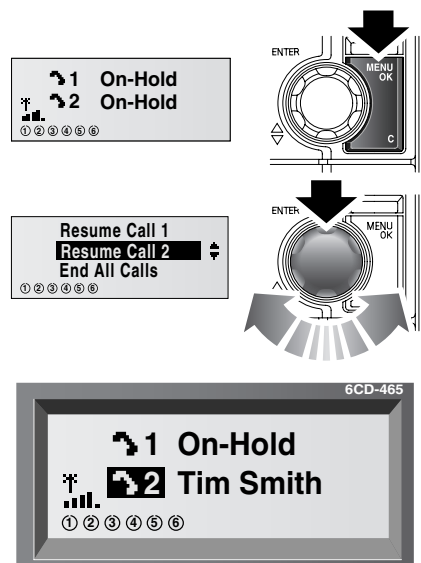
ICE 2300

During a multiple connection, it is possible to swap between callers.

Access the Multiple Connection menu as described previously. Scroll through the menu until **Swap Calls** is highlighted and then press the rotary control to select.

The current call will be put on hold and the call previously on hold will become active. This is confirmed in the display.

Resuming a call

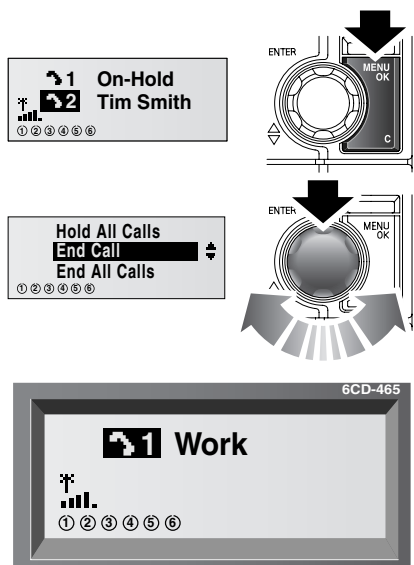


ICE 2303

If all current calls are on hold, resume the call with one of the callers, by highlighting and selecting the relevant **Resume Call** entry (either **Resume Call 1** or **Resume Call 2**) from the Multiple Connection menu (see **Multiple connection menu, 116**).

Multiple Connections

Ending one call

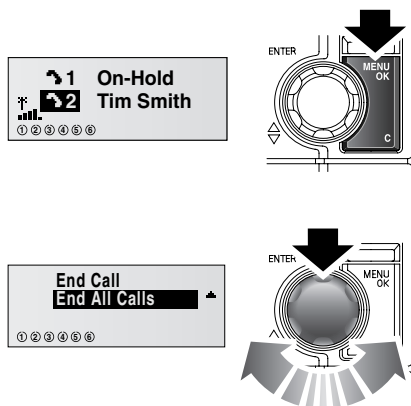


ICE 2304

To end the current active call, access the Multiple Connection menu as described previously (see **Multiple connection menu, 116**). Scroll through the menu until **End Call** is highlighted and then press the rotary control to select. The call previously on hold, now becomes the active call.

Alternatively, if there are no menus open, the current active call can be ended by pressing the **Cancel** button or by operating the **End call** switch on the steering wheel.

Ending all calls



ICE 2305

To end all current calls, access the Multiple Connection menu as described previously (see **Multiple connection menu, 116**). Scroll through the menu until **End All Calls** is highlighted and then press the rotary control to select.

Bluetooth Operation

BLUETOOTH OPERATION

BLUETOOTH ACCESS CODE

The four digit access code required for Bluetooth pairing operation is 2121.

PAIRING YOUR PHONE TO THE VEHICLE

If your mobile phone supports this wireless feature, it will need to be paired to the vehicle. The pairing process will also be described in your mobile phone instructions.

1. With the vehicle ignition on, select the Bluetooth feature on your mobile phone.
2. Start the Search function on your mobile phone.

Note: This search process may vary from one handset/manufacturer to another (consult your mobile phone instructions for further details).

Note: Typically, when searching for other wireless devices the search range is 10 metres or less.

3. The text **LAND ROVER** will appear on your mobile phone device list. This should be selected.

Note: **LAND ROVER** can be personalised by the user (e.g. the vehicle registration number).

4. Your mobile phone display will now prompt you for the Bluetooth access code. Press the numeric keys 2121 on your phone.
5. When the code is accepted, the system will allow you to use the Bluetooth mode.

Note: A maximum of 8 mobile phones can be paired to the vehicle.

Note: If more than one paired Bluetooth phone is in range, then the system will automatically select the last phone used in Bluetooth mode (if present).

Note: A phone docked in the cradle will always take priority over wireless operation. Alternatively, priority can be given to other phones by de-selecting Bluetooth mode on your mobile phone.

Bluetooth does not enable the user to access the Phone book stored on the Phone handset or SIM card. It only enables access to the phone numbers stored against name tags in the Voice Recognition system.

Note: If the phone book is selected when the phone is connected via Bluetooth, **Memory Empty** will be displayed for approximately 30 seconds.

Telephone Voice Recognition

TELEPHONE VOICE RECOGNITION

Voice control enables you to activate important functions of your telephone system, without the need to operate the controls manually. This enables you to concentrate fully on driving the vehicle, you do not need to divert your eyes from the road ahead in order to check read-outs, and the voice control system feeds back information to you.

A number of voice commands are available and, with a little experience, you will find them easy and convenient to use. Whenever you issue one of the defined commands with the system active, the voice control system converts your command into a control signal for the telephone system. Your inputs take the form of dialogues or commands. You are guided through these dialogues by announcements or questions.

Please familiarise yourself with the functions of your telephone system, before using voice control.

WARNING

Do not use the voice control for placing emergency calls. Your voice and tone could be affected by stressful situations as a result of which, the process of establishing the telephone connection could be unnecessarily delayed.

Making yourself clearly understood

The voice control system includes a special hands-free microphone mounted in the roof lining of your vehicle, at the front. This microphone filters out ambient noise. There are nevertheless a few points to observe in making sure you are properly understood:

- Speak continuously and at normal volume, avoiding unnatural emphasis and pauses between words.
- Do not speak while the voice control system itself is giving an output. The voice system displays **Listening** and gives a beep when it is waiting for a speech input.
- It is possible that noise interference from outside the vehicle could affect commands so to avoid this keep doors, windows and the sunroof closed.
- If a command is not understood or your speech was not heard, the voice system responds with >Sorry<, >Command not recognised< or >No speech detected<. Please try again if this happens.
- Avoid causing background noise in the vehicle while you are speaking and ask your passengers not to talk while you are issuing voice commands.
- The hands-free microphone is positioned to pick up the driver's voice. Other occupants of the vehicle could be understood with less accuracy and are, therefore, advised to use the handset when making a telephone call.

Note: *The voice recognition directory is separate from your phone handset SIM card address book/phone book.*

Telephone Voice Recognition

Defined voice commands

The voice control system understands predefined commands which need to be given word for word.

You can prompt the system to speak a selection of these commands by activating the system and giving the command **Phone help** or **Telephone help**.

Note: For each command below, the term **Phone** or **Telephone** are equally acceptable.

These commands are as follows:

Telephone commands

- **Phone dial number/Dial phone number**
- **Phone redial/Redial**
- **Phone dial name/Dial name**
- **Phone store name**
- **Phone play directory/Read phone book**
- **Phone delete directory/Clear phone book**
- **Phone help**

Telephone sub-commands

These commands are used in response to a prompt or question within a dialogue.

- **Correction**
- **Delete**
- **Cancel**
- **Store**
- **Dial**
- **Yes**
- **No**
- **Replay**
- **Numbers 0-9**
- **Double**
- **Treble/Triple**

Activating the system



ICE1901 ENG

To switch on voice control, press the voice control key (arrowed) in the multi-functional steering wheel:

- Hold the key pressed in (until the acoustic signal is heard) to activate voice control (your Audio will mute at this point, if switched on). A brief acoustic signal and **Listening** appearing in the audio display indicate that the system is now waiting for a spoken input.

Once the system is listening, give the desired voice command.

Before giving a new voice command - except during a dialogue - always press the steering wheel voice control key.

Telephone Voice Recognition

Interrupting voice control

A command can be interrupted by speaking the word **Cancel** or by pressing the steering wheel voice control key until the system responds by displaying **COMMAND CANCEL** in the Main message centre.

It is only possible to interrupt dialogues where you say a name in the voice recognition phone book, by pressing the steering wheel key.

If you receive a telephone call (or Navigation route guidance instruction/T.A. announcement) while conducting a dialogue by voice control, the telephone mode automatically cuts in.

GENERAL COMMANDS

***Note:** The voice control commands you should give are shown in bold and the responses by the voice recognition system are shown inside chevrons >...<.*

Activating the user help function

The command **Phone help** calls up a list of telephone commands in spoken form.

Command not recognised

If a command is not recognised by the speech recognition system, it responds with **>Sorry<**.

Please say your command again.

Activating the user help function

You say	Voice output	Display output
Phone help	<i>(Reads out the telephone commands)</i>	<i>(Followed by telephone commands)</i>

Telephone Voice Recognition

DIALLING A PHONE NUMBER

Starting a dialogue

Hold the voice control key in the multi-functional steering wheel pressed in until the acoustic signal is heard. Any audio sources in the vehicle are muted.

The command **Dial telephone number**, or **Phone dial number**, start the dialogue for entering a telephone number. You are guided through this process by a predefined dialogue.

Saying numbers

The system understands single digits from zero to nine. You can choose to say either **Zero** or **Oh**.

Numbers such as ten, eleven, twelve etc. are not recognised.

To speed up input it is a good idea to group together between three and five digits into a continuous string. However, you can also say each digit individually, or all digits continuously.

Note: Telephone numbers of up to 20 digits are acknowledged. If a longer number is given, the following error message will be issued:
>Number too long<.

Establishing a connection

The command **Dial** terminates input of the digits and a connection is established with the telephone number displayed.

Note: To make a foreign phone call say **Plus** followed by the country code.

Dialling a phone number

You say	Voice output	Display output
Phone dial number	>Phone dial number, Number please<	Dial Number Number Please
Zero, one, six, one	>Zero, one, six, one, continue?<	0161
Four, nine, six	>Four, nine, six, continue?<	0161496
Zero, nine, nine, eight	>Zero, nine, nine, eight, continue?<	01614960998
Dial	>Dialling<	Dialling

Telephone Voice Recognition

CORRECTING/DELETING AND CANCELLING INPUTS

When you are entering digits into the system, it will repeat back the numbers given, then asks you to continue. You may continue entering digits to complete your number or if you have made a mistake or if the voice control has misunderstood, you may say:

Correction, **Delete** or **Cancel**.

Correcting inputs

Correction to delete the last block of digits. After the command **Correction**, the system repeats the digits that were entered correctly up to that point.

Deleting inputs

Delete, deletes all digits entered. It is then necessary to enter the digits again from the very beginning.

Cancelling voice session

Cancel terminates voice session.

Correcting/Deleting inputs

You say	Voice output	Display output
Phone dial number	>Phone dial number, Number please<	Dial Number Number Please
Zero, one, six, one	>Zero, one, six, one, continue?<	0161
Four, nine, six	>Four, nine, six, continue?<	0161496
Correction	>Zero, one, six, one, continue?<	0161
Four, nine, five	>Four, nine, five, continue?<	0161495
Delete	>Number please<	Number Please

Redialling

The command **Phone redial** or **Redial** dials the telephone number last used.

Redialling the last number used

You say	Voice output	Display output
Phone redial	>Phone redial, Confirm Yes or No<	Phone Redial Say Yes Or No
Yes	>Dialling<	Dialling

Telephone Voice Recognition

STORING A TELEPHONE NAME/NUMBER

Telephone numbers which you dial frequently can be stored in the Voice Recognition phone book in conjunction with the contact name.

Storing via voice command

The command **Phone store name** calls up the dialogue for storing a name. The name is entered first, then the number. The same rules for saying numbers apply as for the **Phone dial number** command.

If possible, keep names acoustically distinct from one another, for example, **Andrew Royd** and **David Royle** instead of **Mr Royd** and **Mr Royle**. This will improve recognition when you make a call.

Depending on the spoken length of the names and numbers you have entered, it is possible to store approximately 50 entries.

Storing via voice command

You say	Voice output	Display output
Phone store name	>Phone store name< >Name please<	Phone Store Name Name Please
Andrew Royd	>Number please<	Number Please
Zero, one, six, one	>Zero, one, six, one, continue?<	0161
Four, nine, six	>Four, nine, six, continue?<	0161496
Zero, nine, nine, eight	>Zero, nine, nine, eight, continue?<	01614960998
Store	>Stored<	Stored

Telephone Voice Recognition

USING THE VOICE RECOGNITION PHONE BOOK

Dialling a telephone number in phone book

The command **Phone dial name** activates the phone number in the directory corresponding to the name tag.

When prompted by the voice control system, speak the name under which you have stored the telephone number you want.

The voice control system will understand best the person who made the entries.

Dialling a telephone number in phone book

You say	Voice output	Display output
Phone dial name	>Dial name, Name please<	Dial Name Name Please
Andrew Royd	>Andrew Royd, Confirm Yes or No<	Say Yes or No
Yes	>Dialling<	Dialling

Telephone Voice Recognition

DIALLING/EDITING AND DELETING FROM THE PHONE BOOK

The command **Phone play directory** or **Read phone book** enables you to have all entries in your voice recognition phone book read out in order.

You may say one of the following after each name has been read out. Give the command **Dial, Replay, Delete, Edit, Cancel** or remain silent to advance to the next name.

Dialling from the phone book

You say	Voice output	Display output
Phone play directory You can say Dial, Replay, Delete, Edit or Cancel after each name. <i>(Reads out the entries)</i>	>Phone play directory<	Phone Directory <i>(Display numbers)</i>
Dial	>Phone dial name, Confirm Yes or No<	Dial Name Say Yes or No
Yes	>Dialling<	Dialling

Dialling

This function enables you to dial a telephone number stored in the phone book. This is useful if you have forgotten a contact's voice/name tag or if the tag is not recognised.

Replaying

This function repeats the name again from the phone book.

Deleting

This function enables deletion of a telephone number and name stored in the phone book.

Editing

This function enables voice editing of a telephone number of an existing name stored in the phone book.

Cancelling

Terminates the voice session.

Telephone Voice Recognition

DELETING/CLEARING THE ENTIRE PHONE BOOK

The command **Phone delete directory** or **Clear phone book** deletes all entries in the Voice Recognition phone book.

The names and telephone numbers entered in your Voice Recognition phone book are independent of the telephone or SIM card memory of your phone. In other words, it is not possible to recall or delete the numbers stored in the telephone itself or on the SIM card by voice input, nor is it possible to store numbers there by voice input.

Deleting/Clearing the entire phone book



You say	Voice output	Display output
Phone delete directory	>Phone delete directory, Confirm Yes or No<	Delete Directory Say Yes or No
Yes	>Are you sure you want to delete the whole directory?<	Say Yes or No
Yes	>Directory deleted<	Deleted

Declaration of Conformity

We, the party responsible for compliance, declare under our sole responsibility that the Handset Integration product RX-1M is in conformity with the provisions of the following Council Directive: 1999/5/EC. A copy of the Declaration of Conformity can be found at:

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	Type: RX-1M	N49794 XVJ500042  YYDDSSSS000000
	<div style="border: 2px dashed black; border-radius: 50%; padding: 10px; width: 150px; margin: auto;">Warranty void if seal is broken</div>	This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.
 2.4 FH 1  005 NYCA0032		Z276
FCC ID: OW3RX-1M IC : 661AA-RX1M		 0630773/93/123456 YWW

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<div style="border: 1px solid black; padding: 5px; display: inline-block; font-size: 2em;">e 17</div>	
020141	PQ1234567
112233445566	Type: RX-1M

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EUROPEAN DECLARATION OF CONFORMITY

 This navigation system conforms to the standard, Directive 99/5/EC.

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