

Getting Started

SELECTING NAVIGATION

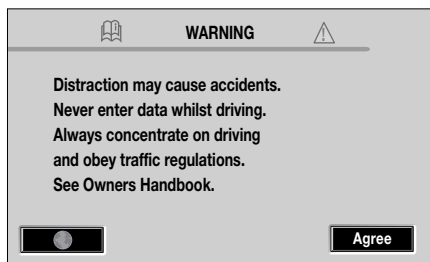
Note: Before using the system, check that the correct navigation DVD is loaded. See **LOADING THE NAVIGATION DVD, 19**.

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.



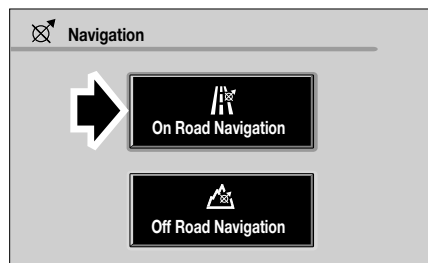
NAV0371ENG

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.



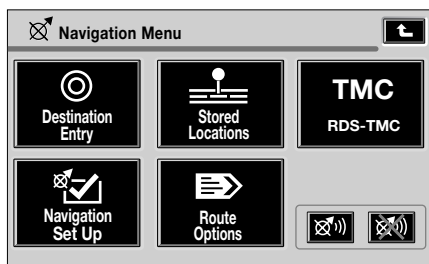
NAV0004 ENG

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.

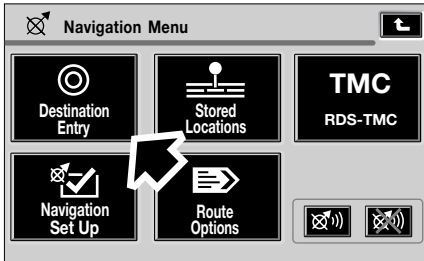
Navigation Menu

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.

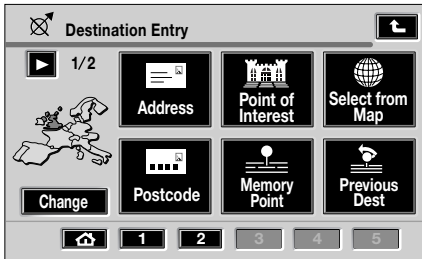


NAV0170 ENG

Destination Entry menu

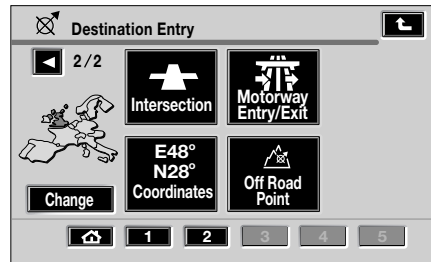
From this menu you will be able to enter a destination and other navigation points.

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

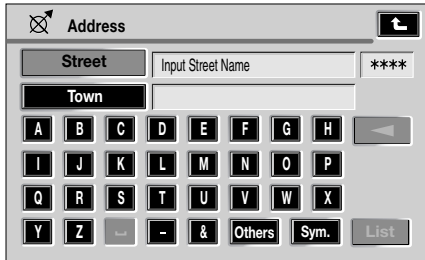
ADDRESS ENTRY

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.

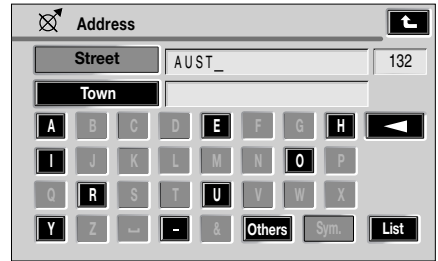


NAV0011 ENG

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.

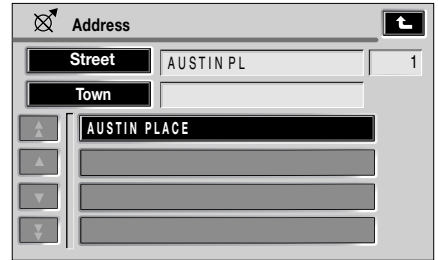
Note: In this example the street name, *Austin Place*, is entered first. Addresses can be entered in other ways, e.g. town name first.

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**.



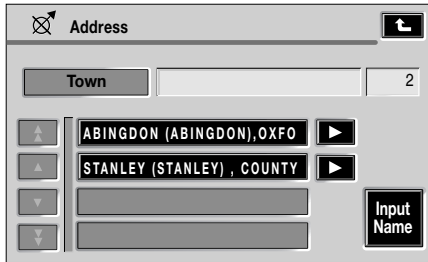
NAV0070 ENG

- 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.

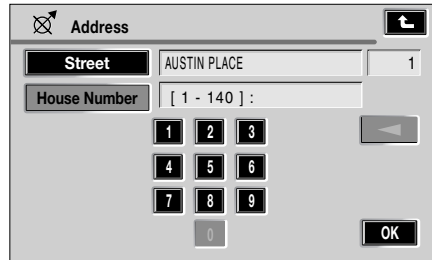
Note: If there is only one town, this step is omitted.

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.



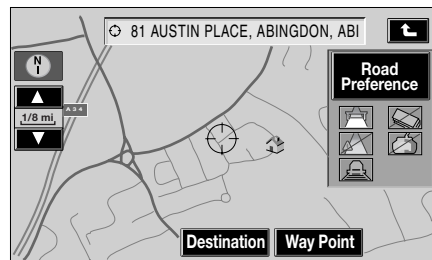
NAV0012 ENG

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

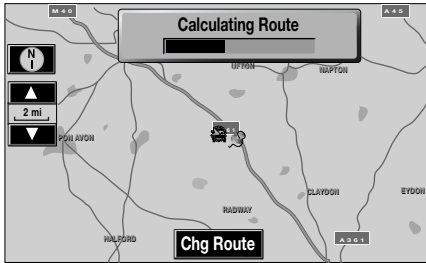
The map screen showing the destination details and the current route settings is displayed.

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.

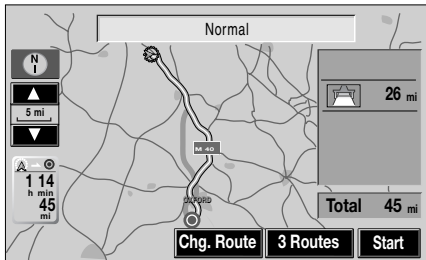
Now touch **Destination** to start the route calculation.



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.

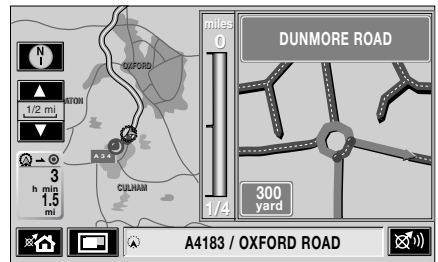
Route guidance

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.

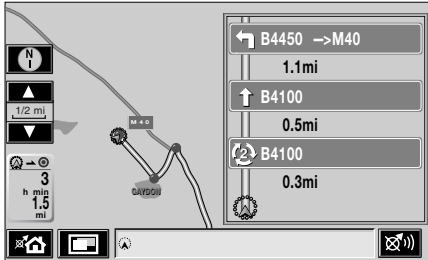


NAV0028 ENG

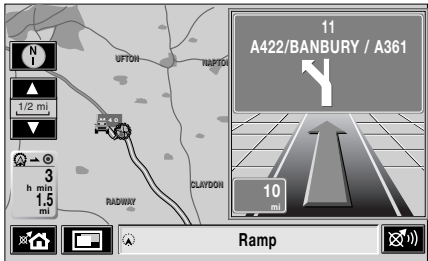
As you approach junctions, the inset screen will display the next junction, as shown.

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.

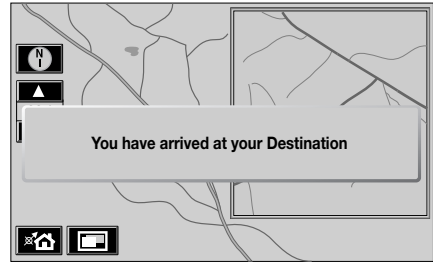


If you take a wrong exit or deviate from your route during guidance, the system will recalculate a revised route from your current position to your selected destination or way point.



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

Arrival at destination



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**.

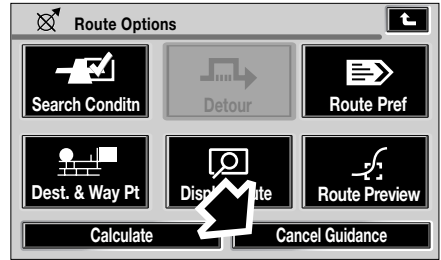
Address entry messages

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.**

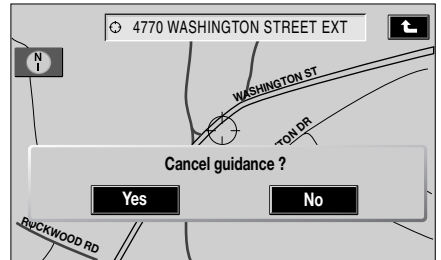
Select one of the buttons (**Yes** or **No**) or enter a town name, as required.

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

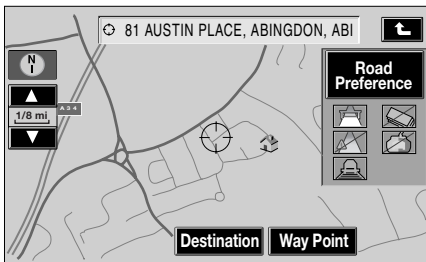
You are then given the option to cancel or not.

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**.

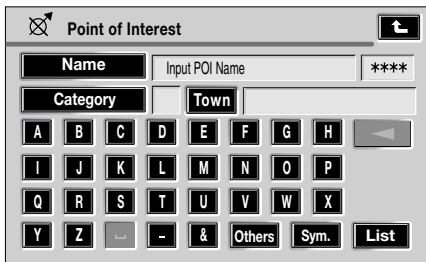
Six of your choice of POIs can be stored as Quick POIs. To select which six you wish to see displayed, see **Changing the Quick POI categories, 41**. To see these displayed on the map screen, touch the screen twice, quickly.

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.

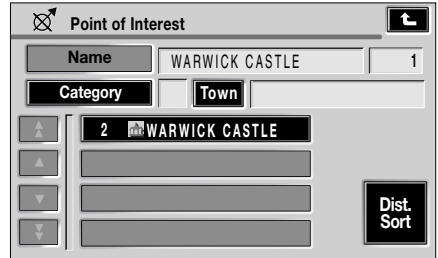


NAV0061 ENG

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

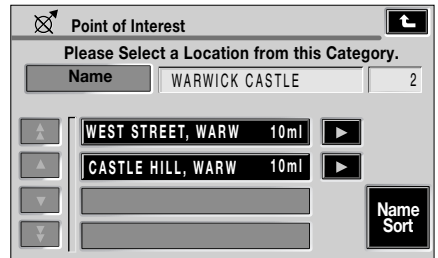
Entry by POI name

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



NAV0062 ENG

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



NAV0063 ENG

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

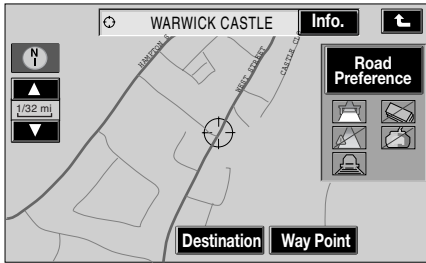
Select the POI required, by touching the button to the right of the desired selection.

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

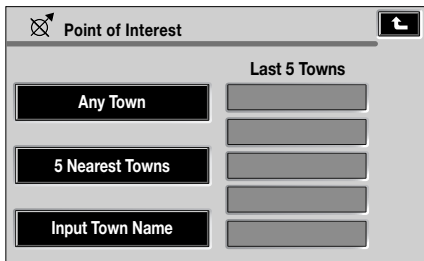
If a town name is entered first, the POIs listed will be restricted to that town.

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

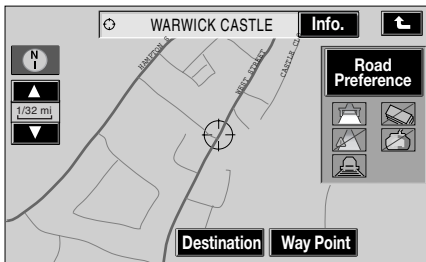
After touching a POI icon, the name of the selected POI is displayed at the top of the screen.

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

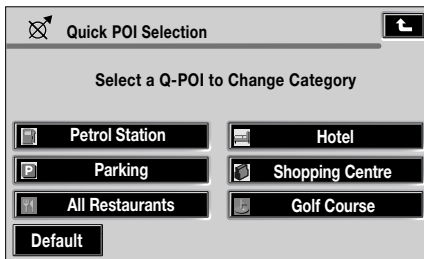
The six default Quick POI categories can be changed as required.

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.

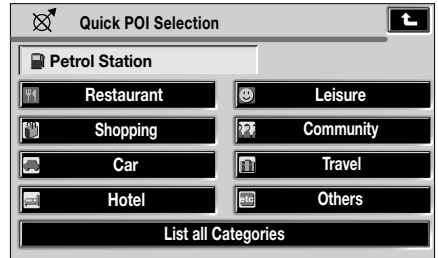
At the Initial Map screen, touch **Navigation Menu**.

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.

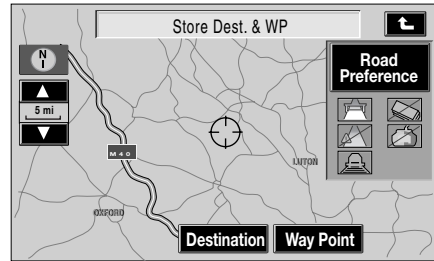
Note: Unlike POIs, memory points are displayed at all zoom levels.

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

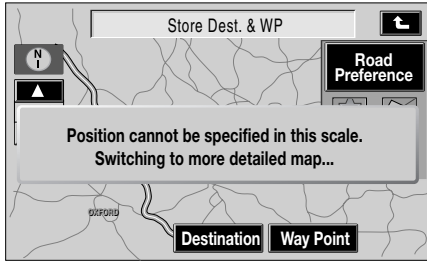


From the Destination Entry menu, choose **Select from Map** and the map screen showing the current vehicle location is displayed.

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.

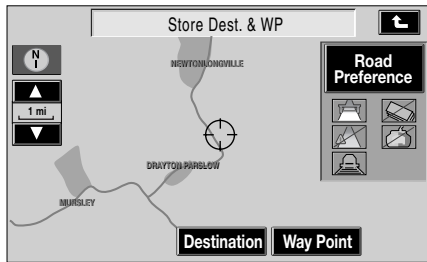
If the point you wish to select is not displayed on the screen, place your finger on the map and move your finger in the direction towards the point you wish to select. The map display will move every time you drag across it with your finger. When your chosen location is displayed on the map screen,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



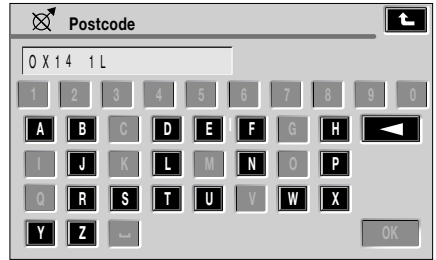
NAV0073 ENG

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

POSTCODE



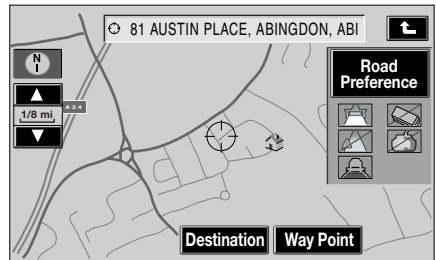
After selecting **Postcode** from the Destination Entry menu, the alpha-numeric keyboard screen is displayed showing **Input Postcode**.



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



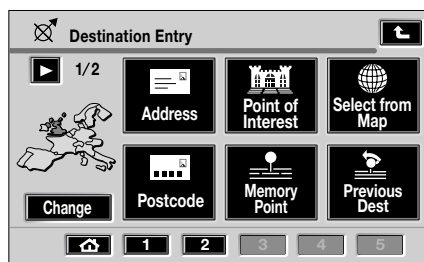
After selecting **Memory Point** from the Destination Entry menu, the screen shows the list of stored memory points available by category.

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**).

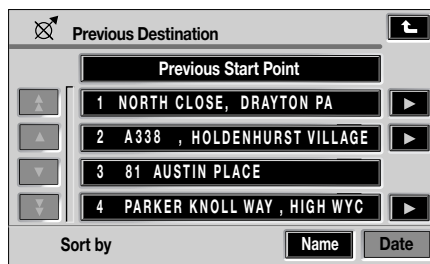
PREVIOUS DESTINATION



NAV0009 ENG



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



NAV0051 ENG

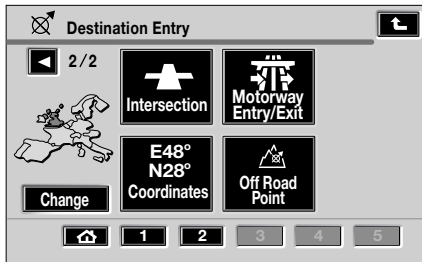
Selection is by name, touch the name required. Select the item required.

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

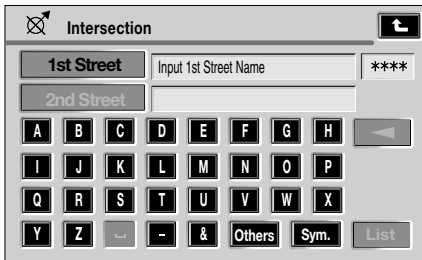


NAV0010 ENG

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**.

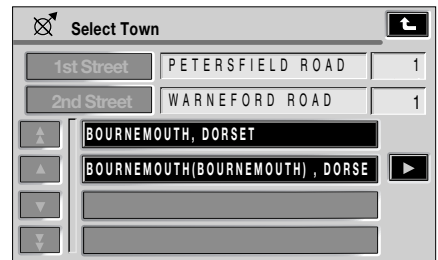
Enter the name required for the second street and touch **List**.

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

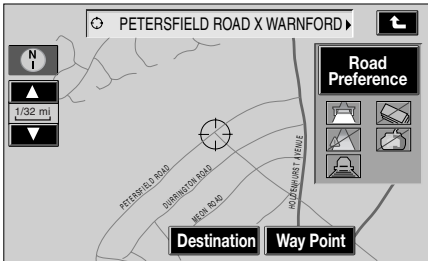


NAV0078 ENG

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

Select the town required.

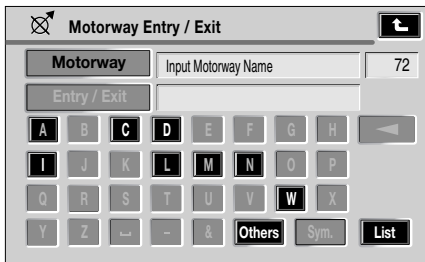
Destination Entry



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 5 0 ° 4 4 ' 2 2 ''

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

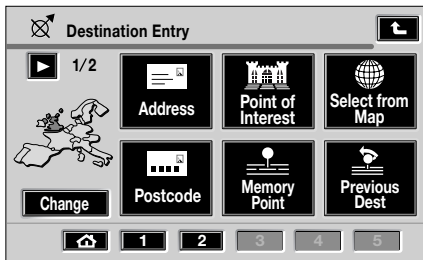
CHANGE SEARCH AREA

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.



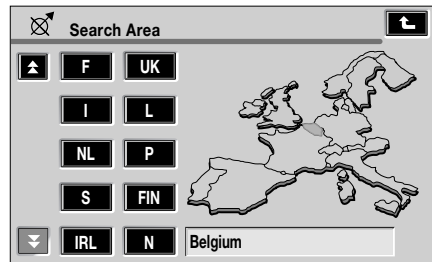
NAV0009 ENG

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

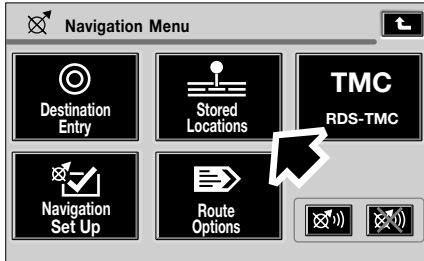
If the country you require is not shown, touch the down arrow key on the left of the screen to show additional countries.

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

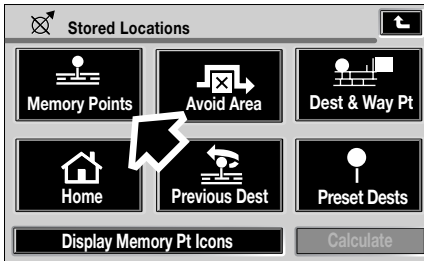
USING STORED LOCATIONS



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:

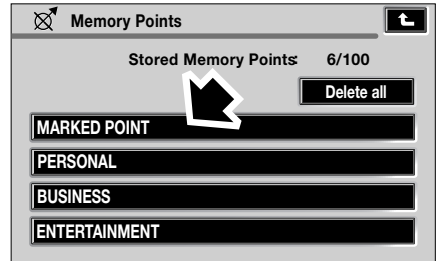
MEMORY POINTS



Memory Points

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

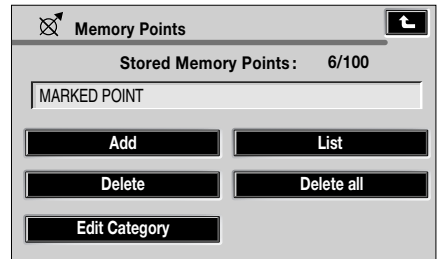
In the lower portion of the screen, the category of stored locations is now displayed.



NAV0115 ENG

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

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



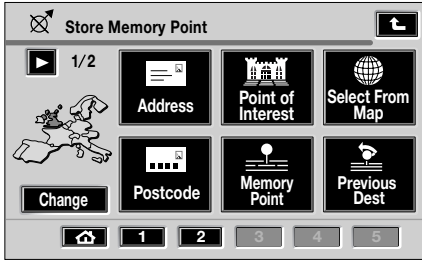
NAV0113 ENG

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.

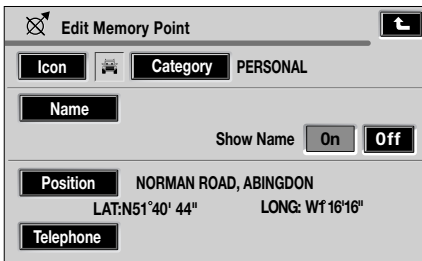
Note:

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**.

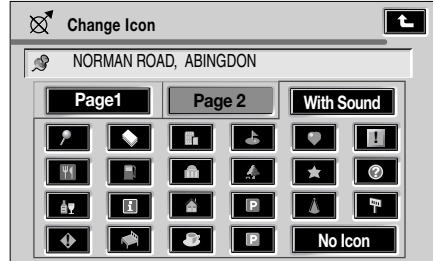
Now select **Address**.

The Edit Memory Point menu is displayed.



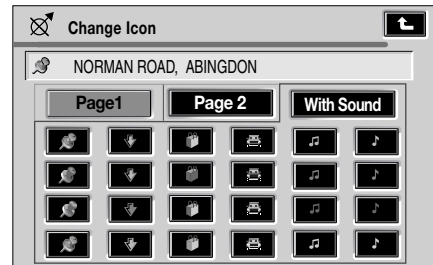
NAV0040 ENG

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



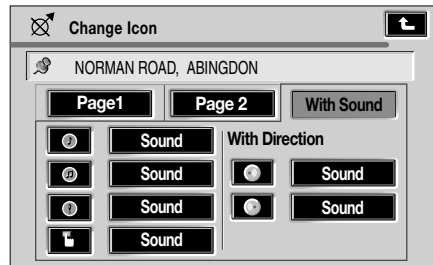
NAV0119 ENG

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.

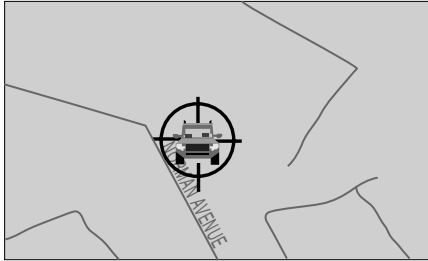


NAV0118 ENG

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

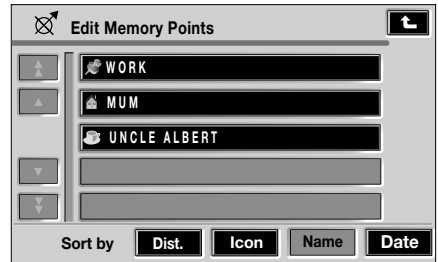
For example, if you selected a car to be shown at the memory point, this will be displayed on the map. If sound was selected, the chosen sound will be heard as you approach the memory point.

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

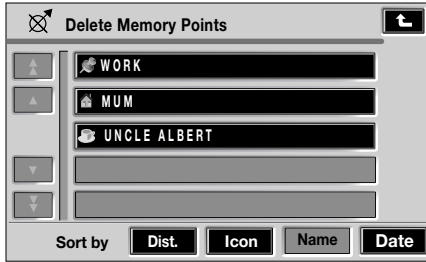
When an audible icon is selected, a distinctive chime will be heard when the vehicle is approaching the map location of the memory point.

Stored Locations

Deleting memory points

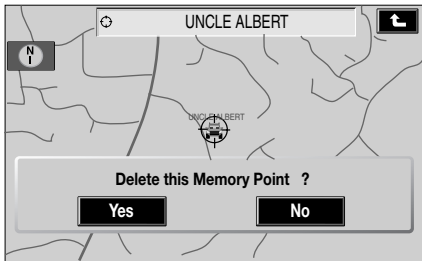
From the Memory Point screen the option to delete an item from a category or to delete all items from a category can be made.

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



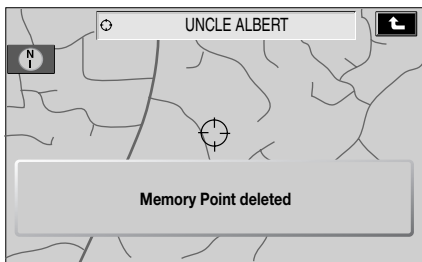
NAV0141 ENG

Touch the selected point you wish to delete.



NAV0130 ENG

Touch **Yes** to confirm deletion.

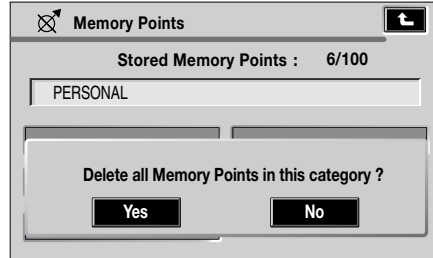


NAV0131 ENG

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**.

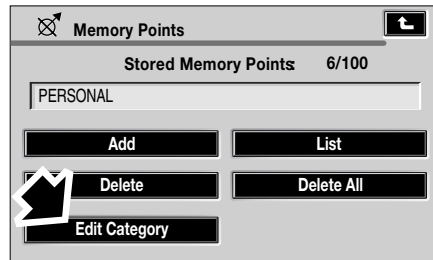


NAV0132 ENG

Touch **Yes** to confirm.

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

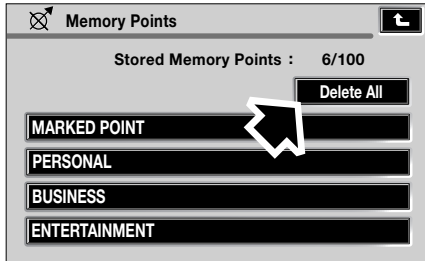
Delete all marked points



NAV0133 ENG

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

Stored Locations



NAV0134 ENG

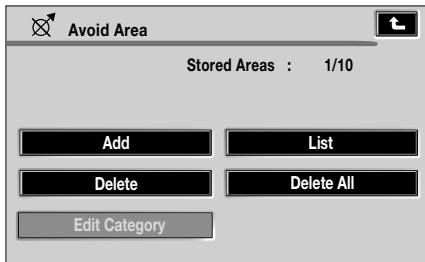
You can now delete all memory points from all categories by touching **Delete all**.

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.

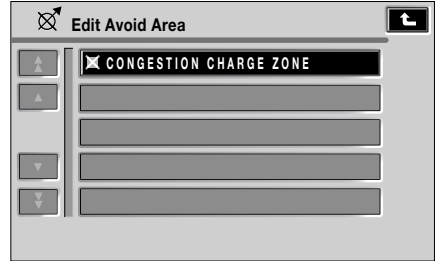


NAV0032 ENG

Select the menu item you wish to use.

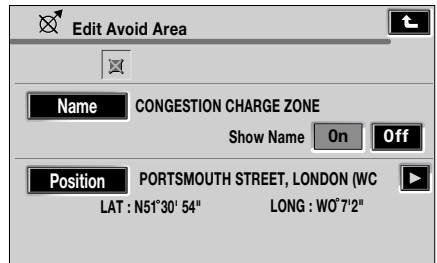
Note:

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.

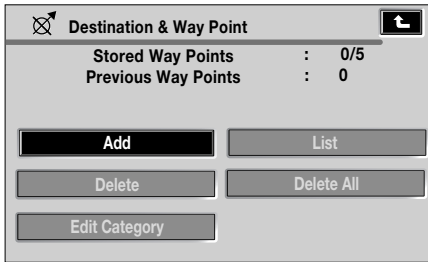


NAV0034 ENG

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**.

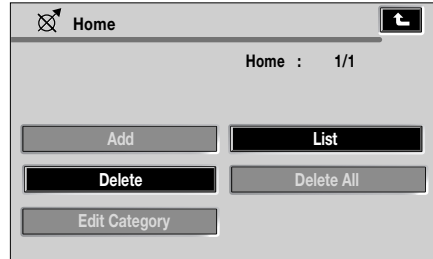
Note:

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

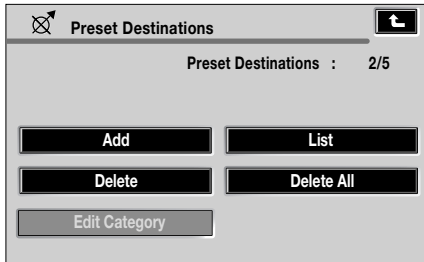
The **Add** and **List** buttons cannot be used with this feature. The choices are restricted to **Delete** or **Delete all**.

PRESET DESTINATIONS

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



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



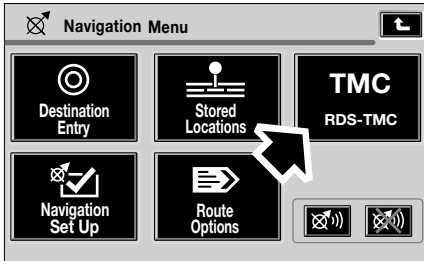
NAV0055 ENG

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.

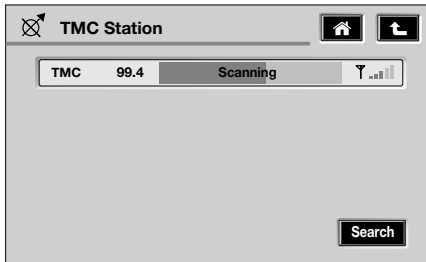
Traffic Message Channel (TMC)

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.

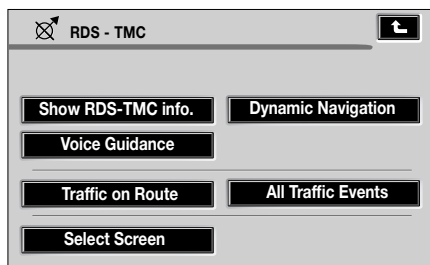
Icon category, classification, priority and colours are shown in the table that follows:

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.

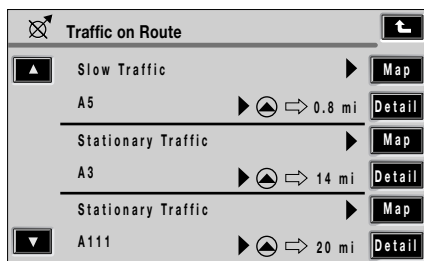
Voice Guidance

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:

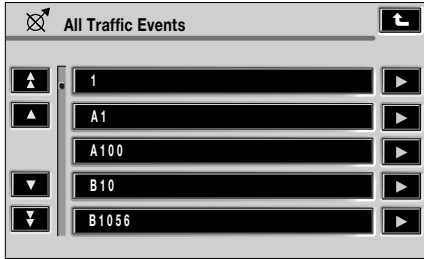
- The map scale is between 1/32 mile and 2 miles (50 m and 4 km).
- RDS-TMC setting is on and there are some events on the route.

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.

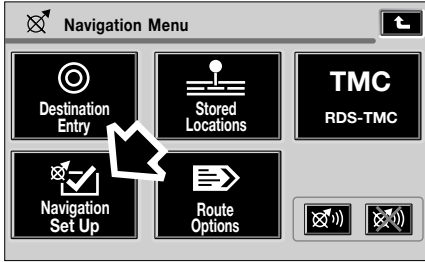
The distance and direction to the start point of the event are updated with vehicle movement.

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.

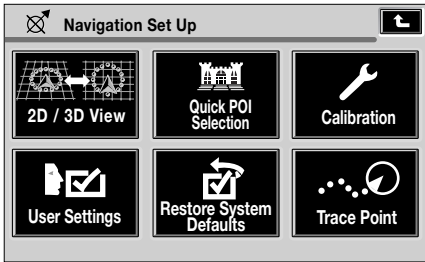
Navigation Set Up

USING NAVIGATION SET UP



NAV0277 ENG

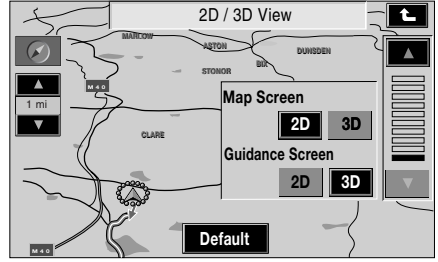
Select **Navigation Set Up** from the Navigation Menu.



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

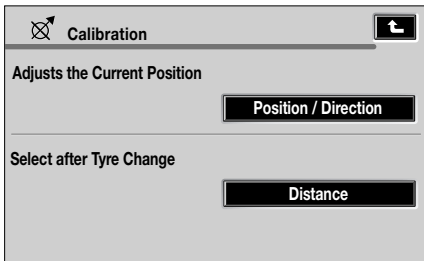
Navigation Set Up

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.

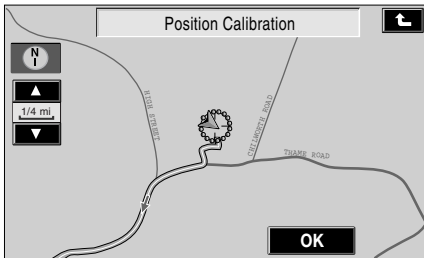
Press the screen button for Calibration.



NAV0105 ENG

Set up examples are shown on the following screens.

Position/Direction

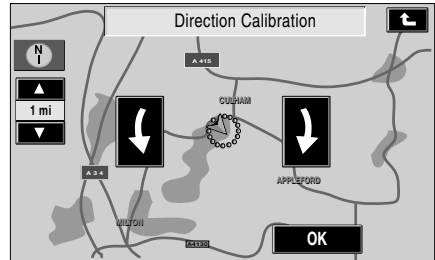


NAV0106 ENG

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

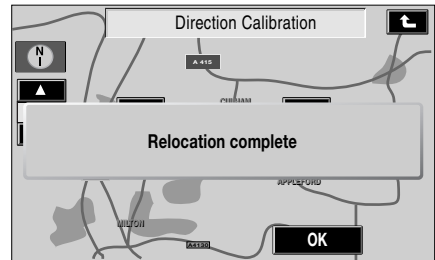
Scroll the map until the navigation symbol (vehicle position) is in the correct geographical location, then touch **OK** to confirm.

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.



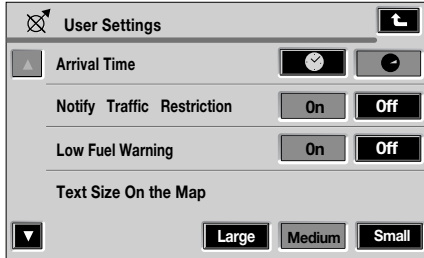
NAV0110 ENG

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

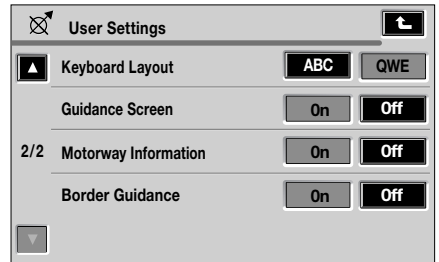
This feature displays any traffic restrictions in the area of your calculated route, giving you the option to avoid them.

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

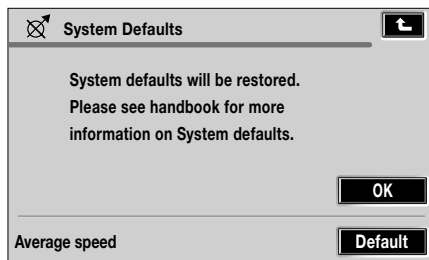
When selected, this facility automatically displays motorway information. As you join a motorway the right half of the map display will show the exits available on your route. It also allows you to select an exit and gives information about the available POIs at that exit.

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

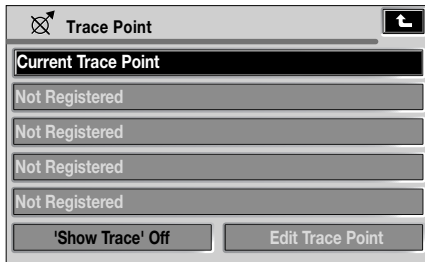
Navigation Set Up

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.

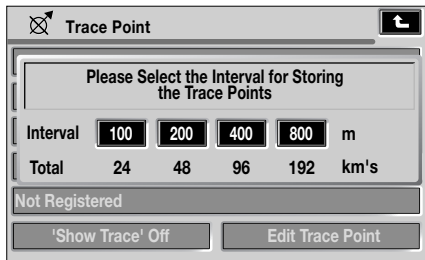


From the Navigation Set Up menu select **Trace Point**.



NAV0059 ENG

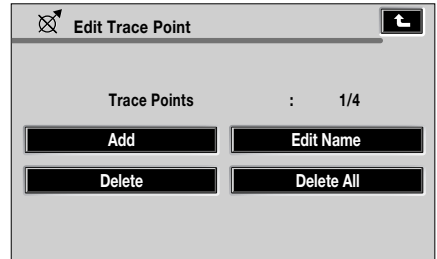
At this screen you can select **Show Trace Off** or **Edit Trace Point**. Touch **Current Trace Point**.



NAV0278 ENG

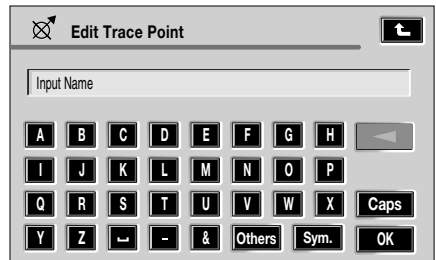
Touch your preferences of distance for interval of trace points on your route.

Edit Trace Point



NAV0112 ENG

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

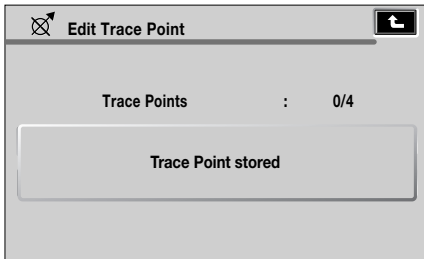


NAV0116 ENG

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

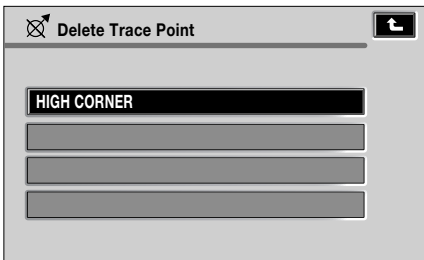
To change the name of a trace point, touch **Edit Name**. A keypad is displayed. To input the trace point name of your choice, then touch **OK**.

Navigation Set Up



NAV0143 ENG

After making changes, the trace point is stored.



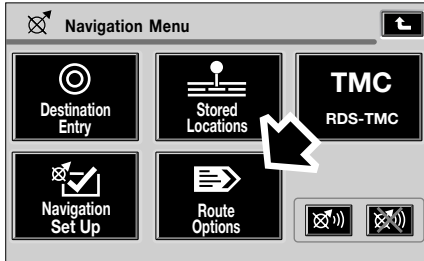
NAV0145 ENG

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.

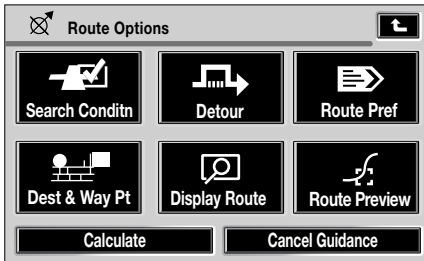
Route Options

USING ROUTE OPTIONS



NAV0279 ENG

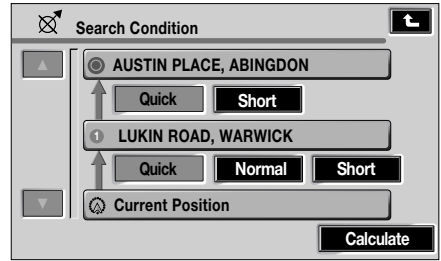
Select **Route Options** from the main Navigation Menu screen.



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

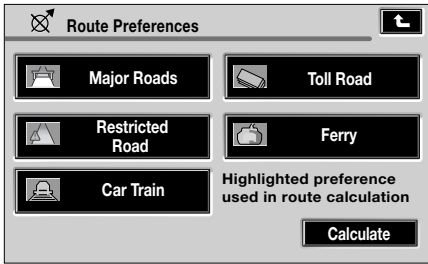
When driving under guidance, this feature allows you to make a detour from the calculated route for a specified distance. The screen shows the detour distance settings available for residential roads and motorways. Touch the appropriate buttons to change the detour settings.

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

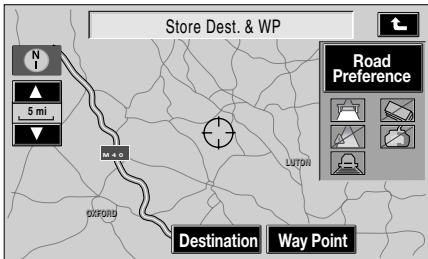
Make a selection from the given route preferences and touch **Calculate**. The revised route will then be displayed and navigation guidance will be initiated.

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.



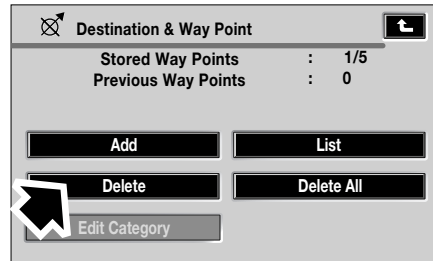
NAV0071 ENG

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.

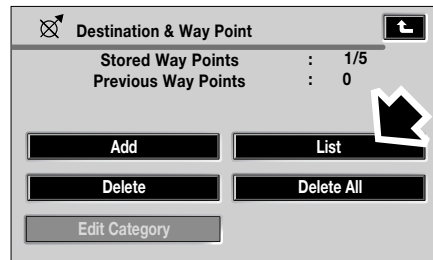
Note:

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

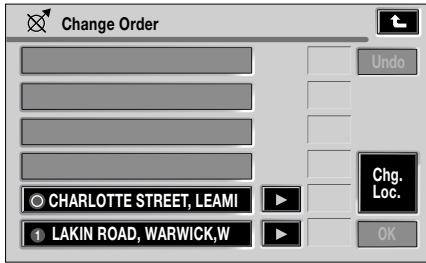
This screen allows the user to **Add**, **List**, **Delete** or **Delete all** way points. The total stored way points are shown by, in this instance, 1 of 5 possible. When additional way points are added they can be shown as a list. Select **List** to view all the way points programmed for the route.



NAV0087 ENG

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

Route Options



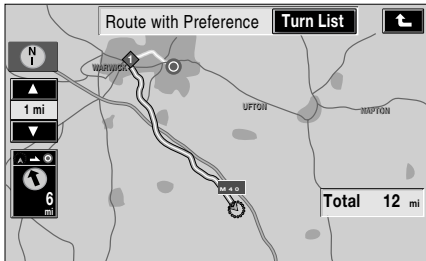
NAV0036 ENG

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.

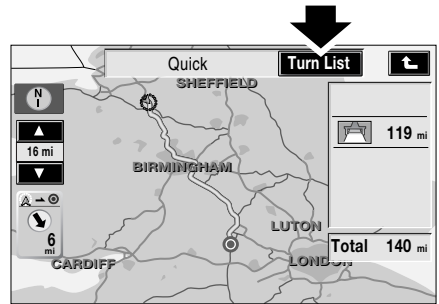


NAV0045 ENG

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

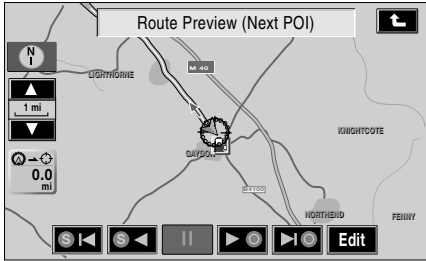
If there is a junction that you wish to avoid (because of road works, for example), touch the appropriate **Avoid** button.

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

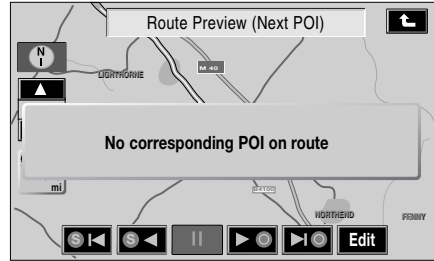
ROUTE PREVIEW



NAV0026 ENG

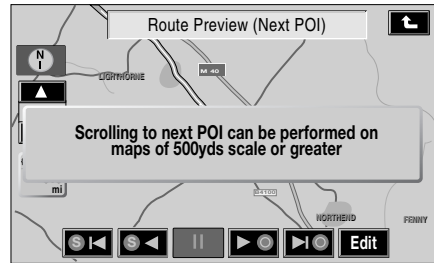
Use the buttons at the bottom of the display to perform the following functions:

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.



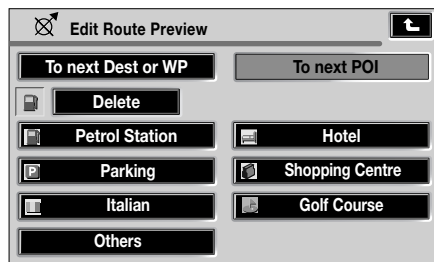
NAV0093 ENG

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.

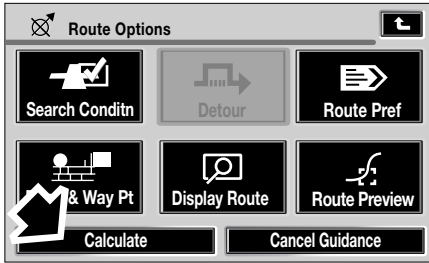


NAV0097 ENG

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.

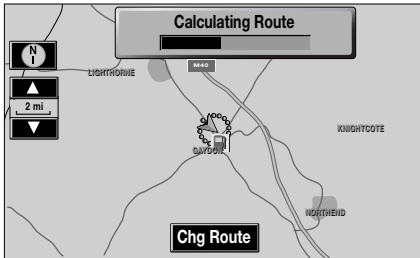
Route Options

CALCULATE



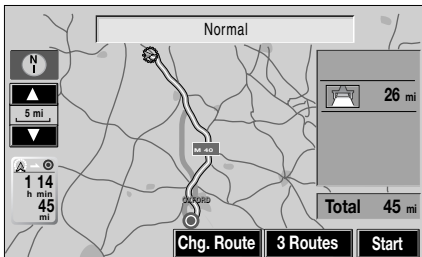
NAV0099 ENG

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



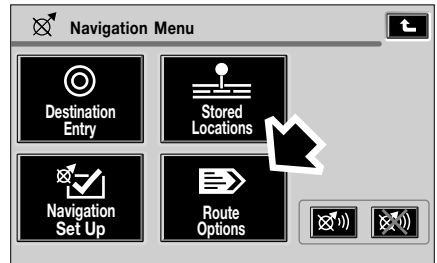
NAV0100 ENG

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

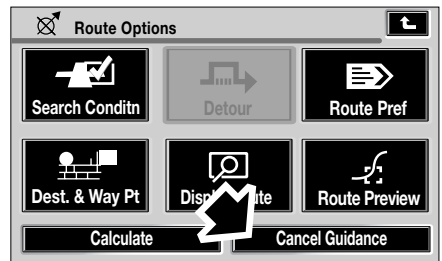


NAV0016 ENG

CANCEL GUIDANCE

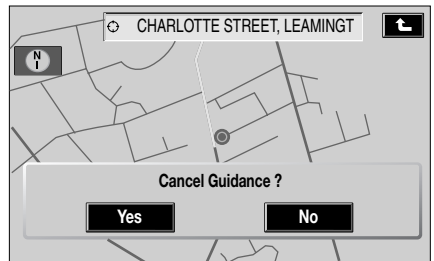


NAV0282 NAS



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.