GARMIN®

StreetPilot™ Atlantic
ColorMap)))

owner's
manual
and
reference
guide

Thank you for choosing the GARMIN StreetPilot Atlantic ColorMap. This version of the StreetPilot represents GARMIN's continuing commitment to provide quality navigation information in a versatile and user-friendly design you will enjoy for years. To get the most value from your new GPS, please take time to read through this owner's manual in order to understand the operating features of the StreetPilot. This manual is organized into two sections for your convenience.

Quick-Start introduces you to the basic features of the unit and provides a quick-start orientation to the StreetPilot.

Reference provides details about the complete feature setup of the StreetPilot by topic.

Before getting started with your GPS, check to see that your GARMIN StreetPilot package includes the following items. If you are missing any parts, please contact your GARMIN dealer immediately.

Standard Package:
- StreetPilot Atlantic ColorMap Unit with Detachable Antenna
- Owner's Manual
- Quick Start Guide
- Dash Mount Kit with Installation Instructions
- Vehicle Power Cable
- Data transfer Cable

About This Manual

Warnings, Notes and Additional Information
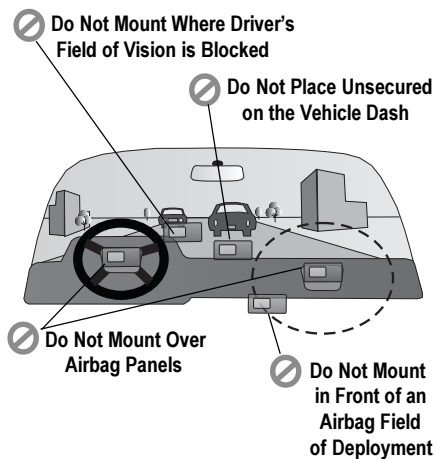Throughout the manual you will find statements containing important information about using the StreetPilot.

Warnings - provide you with information about safe use of the StreetPilot.

Notes - provide you with information for better understanding and efficient use of the StreetPilot features.

Additional Information - provides you with easy methods of operation once you have become familiar with the StreetPilot's operating features.

Cautions and Warnings

Do Not Mount Where Driver's Field of Vision is Blocked

Do Not Place Unsecured on the Vehicle Dash

Do Not Mount Over Airbag Panels

Do Not Mount in Front of an Airbag Field of Deployment

NOTE: The StreetPilot Bean Bag Dash Mount Accessory is designed to stabilize the unit during normal operation of a vehicle. It will not, however, secure the unit to the vehicle dash in the event of emergency braking or sharp turns. If you desire the added safety of a secure mount, use the StreetPilot Dash Mount Bracket and permanent adhesive supplied with the bracket.

CAUTION: The Global Positioning System (GPS) is operated by the government of the United States, which is solely responsible for its accuracy and maintenance. The system is subject to changes that could affect the accuracy and performance of all GPS equipment. Although the StreetPilot is a precision NAVigation AID (NAVAID), any NAVAID can be misused or misinterpreted and, therefore, become unsafe.

WARNING: For use in vehicles, it is the sole responsibility of the owner/operator of the StreetPilot to place and secure the GPS unit so that it will not: interfere with the vehicle operating controls and safety devices, obstruct the driver's view of driving conditions, or cause damage or personal injury in the event of an accident. Do not mount the StreetPilot over airbag panels or in the field of airbag deployment. Airbags expand with a rapid force that can propel objects in their path towards the vehicle driver or passengers causing possible injury. Refer to airbag safety precautions contained in the vehicle owner's manual. Do not mount the StreetPilot in a place where the driver or passengers are likely to impact it in an accident or collision. The mounting hardware provided by GARMIN is not warranted against collision damage or the consequences thereof.

WARNING: When used in vehicles, it is the sole responsibility of the driver of the vehicle to operate the vehicle in a safe manner, maintain full surveillance of all driving conditions at all times, and not become distracted by the StreetPilot to the exclusion of safe driving practices. It is unsafe to operate the controls of the StreetPilot while you are driving. Failure by the driver of a vehicle equipped with a StreetPilot to pay full attention to operation of the vehicle and road conditions while the vehicle is in motion could result in an accident or collision with property damage and personal injury.

MAP DATA INFORMATION: One of the goals of GARMIN is to provide customers with the most complete and accurate cartography that is available to us at a reasonable cost. We use a combination of governmental and private data sources, which we identify as required in product literature and copyright messages displayed to the consumer. Virtually all data sources contain inaccurate or incomplete data to some degree. This is particularly true outside the United States, where complete and accurate digital data is either not available or prohibitively expensive.

CAUTION: IT IS THE USER'S RESPONSIBILITY TO USE THIS PRODUCT PRUDENTLY. THIS PRODUCT IS INTENDED TO BE USED ONLY AS A TRAVEL AID AND MUST NOT BE USED FOR ANY PURPOSE REQUIRING PRECISE MEASUREMENT OF DIRECTION, DISTANCE, LOCATION, OR TOPOGRAPHY.

BY USING THE STREETPILOT, YOU AGREE TO BE BOUND BY THE TERMS AND CONDITIONS OF THE FOLLOWING SOFTWARE LICENSE AGREEMENT. PLEASE READ THIS AGREEMENT CAREFULLY.

GARMIN Corporation ("GARMIN") grants you a limited license to use the software embedded in this device (the "Software") in binary executable form in the normal operation of the product. Title, ownership rights and intellectual property rights in and to the Software remain in GARMIN.

You acknowledged that the Software is the property of GARMIN and is protected under the United States of America copyright laws and international copyright treaties. You further acknowledge that the structure, organization and code of the Software are valuable trade secrets of GARMIN and that the Software in source code form remains a valuable trade secret of GARMIN. You agree not to decompile, disassemble, modify, reverse assemble, reverse engineer or reduce to human readable form the Software or any part thereof or create any derivative works based on the Software.

You agree not to export or re-export the Software to any country in violation of the export control laws of the United States of America.

FCC Compliance

The GARMIN StreetPilot has been tested to comply with FCC Standards for home and office use. It complies with Part 15 of the Federal Communications Commission (FCC) limits for Class B digital devices. This equipment generates, uses, and can radiate radio frequency (RF) energy and, if not installed and used in accordance with instructions, may cause harmful interference to radio communications.

There is no guarantee that interference will not occur in a particular installation. If this device does cause harmful interference to other equipment, which can be determined by turning this device off and on, you are encouraged to try and correct the interference by increasing the separation between this device and other equipment or reorienting or relocating the receiving antenna.

Consult an authorized dealer or other qualified service technician for additional help if these remedies do not correct the problem. Operation is subject to the following conditions: (1) This device cannot cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Specifically when operating inside an automobile, interference is possible from AM/FM radios, cassette or CD players, or mobile telephones, among other electronic devices. If you suspect the unit is experiencing harmful interference (as evidenced by poor satellite reception), try relocating the StreetPilot in the automobile to remedy the situation.

The StreetPilot does not contain any user-serviceable parts. Repairs should only be made by an authorized GARMIN service center. Unauthorized repairs or modifications could void your warranty and your authority to operate this device under Part 15 regulations.

Limited Warranty

 GARMIN Corporation warrants this product to be free from defects in materials and manufacture for one year from the date of purchase. GARMIN will, at its sole option, repair or replace any components that fail in normal use. Such repairs or replacement will be made at no charge to the customer for parts or labor. The customer is, however, responsible for any transportation costs. This warranty does not cover failures due to abuse, misuse, accident, improper installation, or unauthorized alteration or repairs.

 THE WARRANTIES AND REMEDIES CONTAINED HEREIN ARE EXCLUSIVE AND IN LIEU OF ALL OTHER WARRANTIES EXPRESS OR IMPLIED OR STATUTORY, INCLUDING ANY LIABILITY ARISING UNDER ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, STATUTORY OR OTHERWISE. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, WHICH MAY VARY FROM STATE TO STATE.

 IN NO EVENT SHALL GARMIN BE LIABLE FOR ANY INCIDENTAL, SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES, WHETHER RESULTING FROM THE USE, MISUSE, OR INABILITY TO USE THIS PRODUCT OR FROM DEFECTS IN THE PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

 To obtain warranty service, call the GARMIN Customer Service department (913-397-8200) for a returned merchandise tracking number. The unit should be securely packaged with the tracking number clearly marked on the outside of the package and sent freight prepaid and insured to a GARMIN warranty service station. A copy of the original sales receipt is required as the proof of purchase for warranty repairs. GARMIN retains the exclusive right to repair or replace the unit or software or offer a full refund of the purchase price at its sole discretion. SUCH REMEDY SHALL BE YOUR SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY.

Table of Contents

The list below is provided to help you quickly find some of the more important procedures you will use on your new **StreetPilot**.

StreetPilot Unit

LCD Display
16 Color DSTN LCD
with Backlighting
(Map Page shown)

Antenna
Rotate upright for best
satellite reception

StreetPilot GPS

ColorMap

Driving East near Bergen

BURGERBRUG
GROET
SCHOORL
ZUID-SCHARW
GEN HEERHUGOWA
ALKMAAR URSEM
HEILOO
DRIEHUIZEN

30 k/h

3:02 PM

8 k/m

GARMIN

PAGE

QUIT   ENTER

OUT
ZOOM
IN

FIND   OPTION

ROUTE   MARK
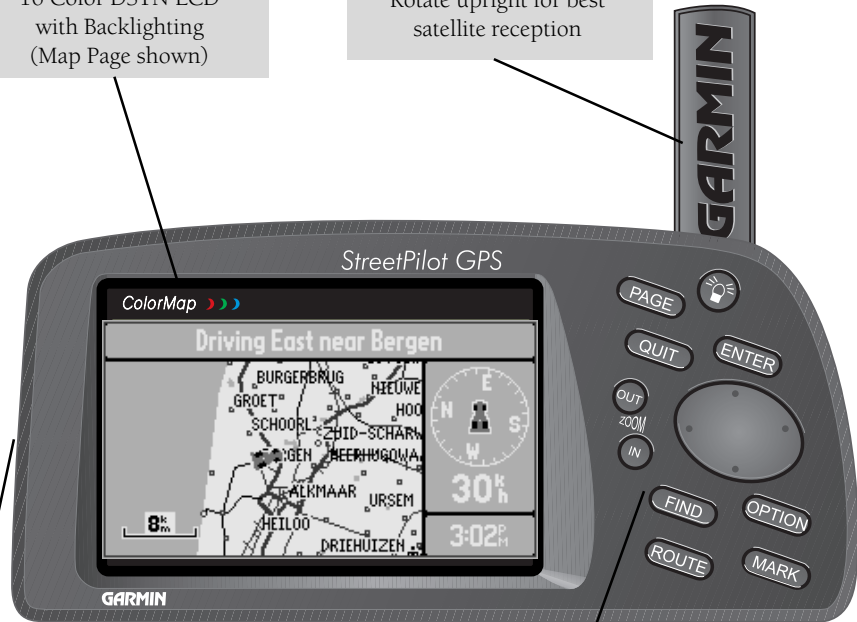
Compartment Door
Insert AA Batteries and optional
Map Data Cartidges here.

Keypad
Refer to Page 2 for
Key descriptions

viii

Battery/Map Data Cartridge Installation

The StreetPilot operates on six (6) AA batteries, which are installed from the left end of the unit, as viewed from the front. Alkaline, rechargeable NiCad, or lithium batteries may be used. For extended operation, use the cigarette lighter adapter to conserve batteries. The on-screen battery level indicator may be calibrated for alkaline or NiCad batteries, but will not be totally accurate when using lithium batteries.

To install batteries and a map data cartridge:

1. Lift up the metal D-ring at the end of the unit rotating ¼ turn anticlockwise to open the compartment door.

2. Install the batteries (picture at right). When replacing the StreetPilot batteries, observe the polarity markings molded into the rubber base of the unit and inside the battery compartment door.

3. If you are using an optional Map Data cartridge with detailed map data or if you plan to download map data from a MapSource® CD-ROM, plug a blank cartridge into the slot next to the battery compartment, with the label facing toward the front of the StreetPilot (picture at right).

4. Close the battery compartment door and lock in place by turning the D-ring ¼ turn clockwise, then return the ring to the flush position.

Battery life may vary due to a variety of factors, including ambient temperature and use of backlighting. You may find that lithium batteries provide longer life in colder conditions. Data is retained in memory by an internal lithium battery when the AA batteries are removed.

Map Data cartridges may be purchased from your GARMIN dealer or directly from GARMIN. Up to 50 maps may be downloaded to a blank cartridge using a GARMIN MapSource CD-ROM and following instructions provided with the MapSource CD-ROM. Refer to Appendix A for Cartridge and MapSource ordering information.

Battery/Map Cartridge Installation

Compartment Door

Map Data Cartridge

AA Batteries
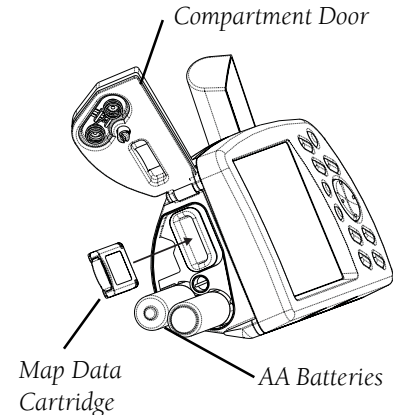
Caution
Make certain the connector end of the Map Cartridge is inserted into the cartridge slot, NOT the extractor handle end. Improper installation can result in internal damage to your StreetPilot Unit. When properly inserted, the cartridge will protrude slightly from the slot (not flush).

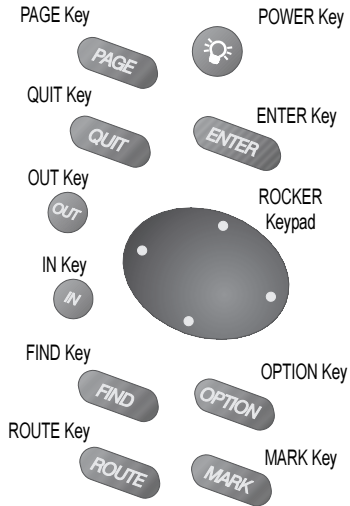## Keypad Usage

PAGE Key   POWER Key

PAGE

QUIT Key

QUIT   ENTER Key

ENTER

OUT Key

OUT   ROCKER Keypad

IN Key

IN

FIND Key

FIND   OPTION Key

OPTION

ROUTE Key

ROUTE   MARK Key

MARK

The POWER Key
Turns the unit on and off. A momentary press while the power is on activates the backlight/contrast adjustment window. Press and hold to turn the StreetPilot off.

The PAGE Key
Changes between the main pages and returns the display from an option window back to a main page.

The QUIT Key
Returns the display to a previous page. When entering data, restores the previous value (cancels data entry).

The ENTER Key
Confirms a highlighted menu option. When entering data, it allows you to initiate entry, and then to accept the selected value(s). It also marks the location of the panning arrow on the Map Page.

The ROCKER Keypad
Used to select (highlight) menu options and enter data. Also controls movement of cursor on the Map page.

The Zoom OUT Key
Adjusts the map scale to show a larger area with less detail.

The Zoom IN Key
Adjusts the map scale to show a smaller area with more detail.

The FIND Key
Searches database for nearby Cities, Interstate Exits, and Personal Waypoints. If an optional MetroGuide cartridge is installed, it also searches for Points of Interest, Addresses, or Intersections. Allows listed items to be viewed on a map or selected as a destination.

The OPTION Key
Displays a menu of available options for the current page. Press twice to display System Setup options.

The ROUTE Key
Used to create a new route or edit an existing route. Also provides a selection to start or stop navigating a route.

The MARK Key
Captures your present location and saves it as a Personal Waypoint.

Turning the StreetPilot On and Off

To turn the StreetPilot on:

1. Press and hold the red **POWER** key until the power tone sounds.
2. The Title Page will be displayed for a few seconds while the unit conducts a self-test (top right picture).
3. If there is an optional Map Data cartridge installed in the StreetPilot, a page showing the Mapping region and the effective date is displayed on the screen (bottom right picture). Press the **ENTER** key to acknowledge this page.
4. Once the self-test is complete, a warning page is displayed. Read the warning and press the **ENTER** key to acknowledge it.

To turn the StreetPilot off:

Press and hold the red **POWER** key until the screen goes blank.

Turning the Unit On and Off

Title Page

Map Data Page

3

Screen Brightness/Contrast

Screen Brightness/Contrast Adjustment

Adjusting Screen Brightness and Contrast

The StreetPilot screen lighting may set to a variety of levels for different lighting conditions and personal preferences.

To adjust the screen brightness:

1. Press the **POWER** key for a moment. A window appears on the screen with a brightness control and a Contrast control (picture at left).
2. Press the **UP** or **DOWN** areas of the **ROCKER** keypad to adjust the screen brighter or dimmer as desired.

Contrast allows you to adjust the screen for optimum viewing in all lighting conditions. Moving the control to the left causes the screen to appear more faint, while moving the control to the right causes all areas of the screen (including pixels that are intended to be off) to appear darker. When operating the StreetPilot at extreme temperatures, you may find that minor adjustments are needed to obtain the best screen clarity.

To adjust the screen contrast:

1. Press the **POWER** key for a moment.
2. Press the **UP** or **DOWN** areas of the **ROCKER** keypad to adjust the screen contrast lighter or darker as desired.
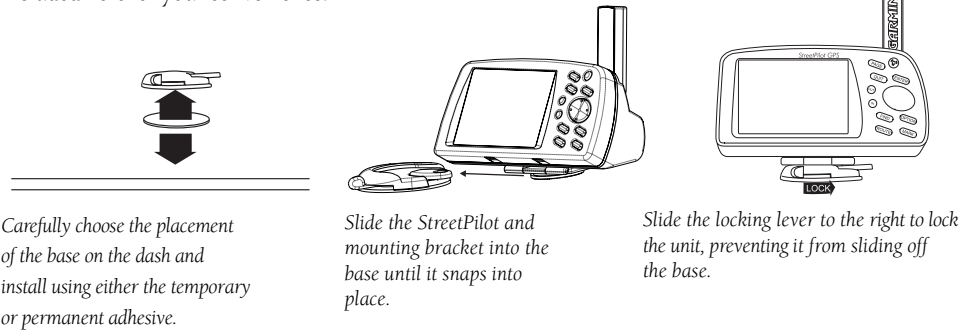
Additional Information

After adjusting the screen brightness or contrast, you may press the **PAGE**, **QUIT,** or **ENTER** key to remove the screen adjustment window immediately.
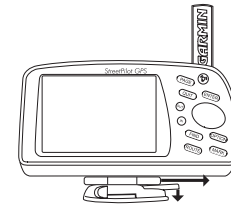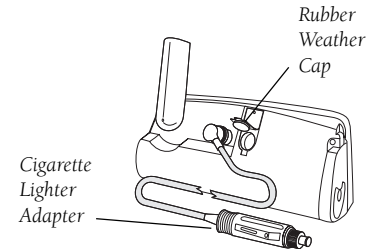
4

Your StreetPilot is designed to be portable, allowing you to easily transport the unit from vehicle to vehicle or take it with you once you reach your destination. A Dash Mount Kit consisting of a mounting bracket, mounting base, required hardware and adhesive pads is included in the StreetPilot package. This provides a semi-permanent method of installing the unit at the best viewing location for the driver or passenger(s). The dash mount bracket may be either permanently or temporarily mounted using the included adhesive materials. Follow instructions for installing the mounting bracket on the StreetPilot as explained in the instruction sheet provided with the Dash Mount Kit which also includes specific instructions for installation of all kit components. General instructions are included here for your convenience.

Dash Mounting and External Power Connection

Carefully choose the placement of the base on the dash and install using either the temporary or permanent adhesive.

Slide the StreetPilot and mounting bracket into the base until it snaps into place.

Slide the locking lever to the right to lock the unit, preventing it from sliding off the base.

To remove the unit from the base, slide the lever to the left, depress the release tab, slide the unit to the right, and lift from the base.

To install the cigarette lighter adapter, locate the connector on the rear of the StreetPilot unit (behind the rubber weather cap). The connector is "keyed" with a notch located between two pins. Mate the plug on the cigarette lighter adapter to this connector by aligning the notches and pushing the plug into the connector until fully seated (picture at right). Use care when routing the adapter cable being certain that it does not interfere with vehicle operation in any way.

Rubber Weather Cap

Cigarette Lighter Adapter

Finding Your Location

The first time you use your StreetPilot to navigate, take it outside or properly mount it on the dashboard of a vehicle in an open area with a clear view of the sky. Make certain the antenna is pointing up. The StreetPilot also has the option of using a Simulator Mode which does not require reception of GPS satellite signals. Refer to page 8.

When stationary, your Street Pilot should be able to calculate your position within five (5) minutes after being turned on with a clear view of the sky.

The Global Positioning System (GPS) is a system of 24 satellites that circle the Earth twice a day in a very precise orbit and transmit information to Earth. The StreetPilot must continuously receive signals from at least three of these satellites to calculate your location and track your movement. At times, additional satellites may be needed to determine your location.

Your GPS receiver can only receive signals from satellites which are above the horizon, so it needs to know what satellites to look for at any given time. In order to determine which satellites are above the horizon, your GPS needs to either be told its general location ("initialized") or given the opportunity to find itself. Once you initialize the unit to a location, it will typically compute a position within a few minutes.

Initialization is only necessary under the following conditions:

- The first time you use your StreetPilot (new from the factory).
- After the StreetPilot has been moved more than 500 miles (with the power off) since the last time you used it.
- If the StreetPilot's memory has been cleared and all internally stored data has been lost.

Once the StreetPilot has calculated your location, you will have anywhere from three to 12 satellites in view. The receiver will then continuously select the best satellites in view to update your location.

If the StreetPilot is unable to calculate your location after a few minutes:

1. A 'Poor Satellite Reception' box appears on the screen (top right picture).

2. If you are indoors, or would otherwise like to simulate GPS location and motion, use the **ROCKER** keypad to highlight **Start Simulator** and press the **ENTER** key. The Simulator Mode starts, and the StreetPilot returns to the page it was showing beforehand.

   If the StreetPilot is brand new, or if the StreetPilot unit has been moved hundreds of miles since the last time it tracked a GPS location, use the **ROCKER** keypad to highlight **Set New Location** and press the **ENTER** key.

   If neither of the above applies, and you would like the StreetPilot to continue looking for GPS satellites, use the **ROCKER** keypad to highlight **Continue Acquiring** and press the **ENTER** key. The StreetPilot will return to the page is was showing beforehand.

3. If you chose **Set New Location**, a new box appears asking what method you would like to use for aiding the StreetPilot in determining your location.

4. If you know the general area of the continent where you are located, you can speed up the calculation of your location by pointing to that area on a map. Use the **ROCKER** keypad to highlight **Use Map** (top right picture) and press the **ENTER** key.

   Otherwise, use the **ROCKER** keypad to select **AutoLocate** and press the **ENTER** key. The StreetPilot will determine where you are located. This process is fully automatic and under normal circumstances will calculate your position in 3-5 minutes when the unit has a good view of the sky and is stationary.

5. If you choose **Use Map**, a continental map is displayed with an arrow pointer on it (lower right picture). Use the **ROCKER** keypad to move the arrow pointer to your approximate location and press the **ENTER** key. Remember, you do not need to be exact. The StreetPilot only needs an idea where you are within a few hundred miles.
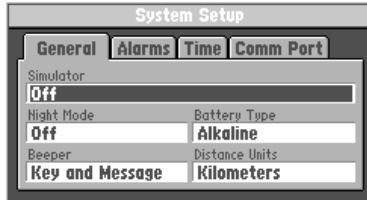
Finding Your Location

Using the Map to Set Location

Choosing 'Use Map'

7

Using the Simulator


Simulator "On" Selection

You can start the Simulator Mode if you are indoors where the StreetPilot is unable to receive signals from GPS satellites. It is useful to do this when planning a trip or finding cities, Map Data Cartridge addresses, intersections, or businesses.

To start the Simulator Mode:

1. Press the **OPTION** key twice. The StreetPilot displays the System Setup menu. The 'General' file tab should be displayed, and the cursor should be on the 'Simulator' field. If not, use the **ROCKER** keypad to select the 'Simulator' field (see top left picture).

2. Press the **ENTER** key and use the **ROCKER** keypad to select **On** (see bottom left picture).

3. Press the **ENTER** key again to start the Simulator Mode.

4. Press the **PAGE** key or **QUIT** key to return to the page the StreetPilot was previously displaying.

Main Page Sequence

The StreetPilot features two main pages, the Map Page and the Dashboard page. Press the **PAGE** or **QUIT** key to switch back and forth between the two main pages.

If the StreetPilot is navigating to a destination, there is a third page called the Road Sign Page. The diagram below shows the relationship between the main pages when this is the case. You could say that the Road Sign Page is inserted "between" the Map Page and the Dashboard Page while navigating to a destination.

Map Page

QUIT

PAGE

Dashboard Page

Road Sign Page (If Navigating)
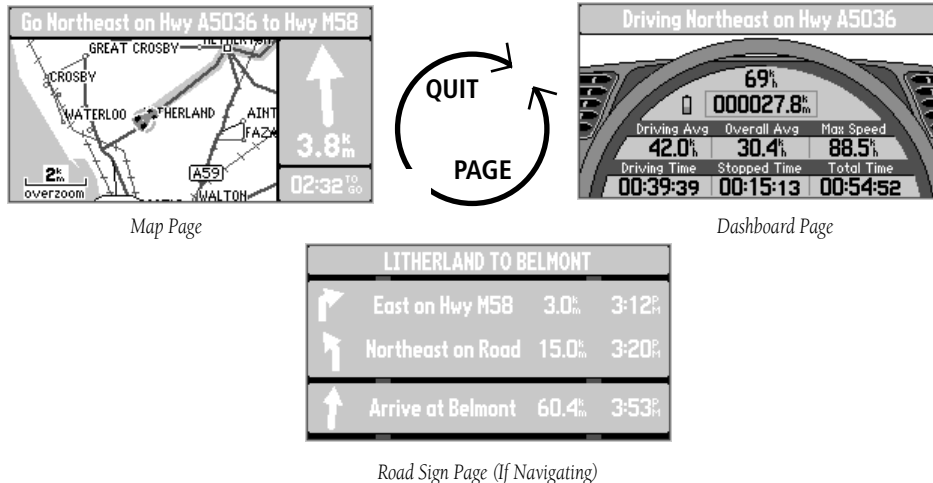
Map Zooming and Panning
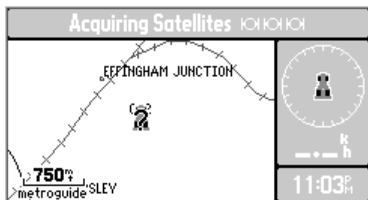
Small Area - More Detail

Large Area - Less Detail

Once the StreetPilot calculates your location, you may find it enjoyable just to view the Map Page and watch your movement along roads and streets. There will be time later to learn about the 'Find' and 'Route' functions.

If you are not already looking at the Map Page, press the **PAGE** key until the map is shown on the screen. If the StreetPilot is still trying to determine your position, there will be a flashing question mark (?) in the center of the map (top left picture). Otherwise, the StreetPilot is ready to follow as you drive.

Now, take time to experiment with the Zoom **IN** and **OUT** keys. Notice that the further you zoom in, the more map features that are shown, to the point where every street in the memory is displayed. If you zoom out to some of the larger views of the map, it is possible to view most of a continent at one time (bottom left picture). In addition, you can use the rocker keypad to pan from your current location to other places on the map.

To change the map scale:

Press the **IN** key to see a smaller area with more detail.

Press the **OUT** key to see a larger area with less detail.

To pan the map:

1. Press the **ROCKER** keypad anywhere and an arrow appears. Use the **ROCKER** keypad to move the arrow around the map, even to areas not currently shown on the map.

2. When you are finished panning, press the **QUIT** key. The panning arrow disappears.

Now, try taking a look at the Trip Computer by pressing the **PAGE** key until you see the steering wheel and a dashboard (top right picture). The page shows your speed, an odometer, and a variety of other valuable information. Refer to page 26 for additional information.
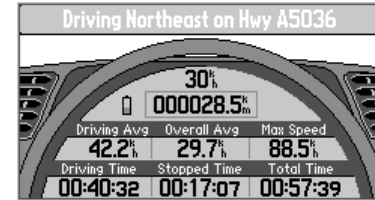
The OPTION Key

The StreetPilot has an **OPTION** key which you may press at any time to see a menu of options for the page you are viewing. As an example, reset the Trip Computer, as you would at the beginning of a trip using the StreetPilot.

To reset the Trip Computer

1. With the Trip Computer view of the Dashboard Page on the screen, press the **OPTION** key to display the Trip Computer options.

2. Use the **ROCKER** keypad to highlight **Reset Trip Computer** (bottom right picture) and press **ENTER**. All information on the Trip Computer is reset to zero.
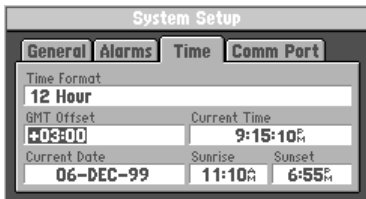
Additional Information

At any time, you can press the **OPTION** key twice to see the System Setup Menu which includes settings that influence general StreetPilot operation.

Trip Computer OPTION Key

Trip Computer

Trip Computer Options

Making Keypad Entries

Changing between pages and zooming the map in and out are not the only functions of the keypad. The keypad is also used for finding and entering information.

There are street addresses, points of interest, and city names to find. Personal Waypoints and Routes to give meaningful names to, and menu options to select. Most of these operations can be accomplished using the **ROCKER** Keypad and the **ENTER** key.

The "Current Time" and "Arrival Time" readouts on your StreetPilot unit may need to be adjusted for your local time zone. The following is an example of a typical keypad entry.

Setting the time zone:

1. Press **OPTION** twice to select the System Setup Page.

2. If the cursor is not on one of the file tabs at the top of the page, use the **UP** area of the **ROCKER** keypad to highlight a file tab.

3. Use the **LEFT** or **RIGHT** area of the **ROCKER** keypad to select the "Time" file tab.

4. Use the **DOWN** area of the **ROCKER** keypad to highlight the "GMT Offset" field (left picture).

5. Press **ENTER** to begin editing the time zone.

6. Use the **UP**, **DOWN**, **LEFT**, and **RIGHT** areas of the **ROCKER** keypad to select the appropriate time zone by entering the appropriate Greenwich Mean Time Offset value. Use **UP** and **DOWN** to enter numbers, then **LEFT** and **RIGHT** to move to the next character slot. Refer to the Time Offset Chart in Appendix G, page 72.

7. Press **ENTER** to accept the entry. The 'Current Time' field should now display the correct time.

GMT Offset Field Highlighted

Making a character entry to name a Personal Waypoint:

1. Press the **MENU** key to display the 'Mark Personal Waypoint' page.

2. Use the **ROCKER** keypad to highlight the waypoint name field and press **ENTER**. The first digit of the waypoint name is highlighted.

3. Press the **UP** and **DOWN** areas of the **ROCKER** keypad to select the first character (right top picture). Keep in mind that it may be fastest to use the **DOWN** key to go backwards through letters and numbers to get the one you are looking for.

4. Press the **RIGHT** area of the keypad to move on to the next digit, or press the **LEFT** area of the keypad to move back to the left and change a digit that you have already entered.

5. Repeat Steps 3 and 4 until the desired information is shown on the screen (bottom right picture).

6. Press **ENTER** to accept the new name for the Personal Waypoint.

7. Use the **ROCKER** keypad to highlight **OK** and press **ENTER** to store the Personal Waypoint.
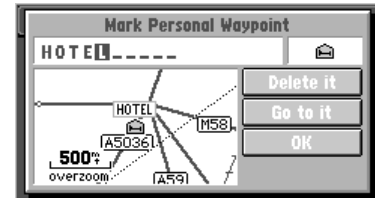
Additional Information

If you wish to clear the entire entry, press the **LEFT** area of the **ROCKER** keypad while the first character of the entry is highlighted.
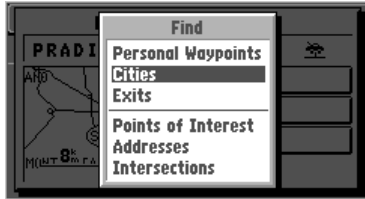
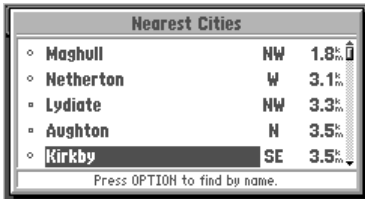## Making Keypad Entries
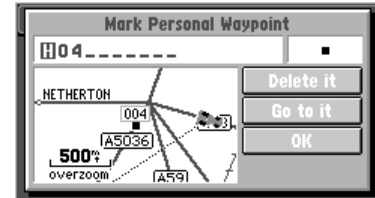
Marking a Personal Waypoint

Named Waypoint

Using Find and Goto


Find Menu

Nearest Cities

As an example, imagine that you are driving in Litherland, U.K. while looking at the Map Page. You are on your way to an appointment in Kirkby and you want to know what direction to go, the distance away, and how much time is required to drive there.

To find and go to a location:

1. Press **FIND**. A window will appear, asking what kind of location to find.
2. Use the **ROCKER** keypad to select Cities (top left picture) and press **ENTER**. A list of the 25 nearest cities is displayed on the screen, including the direction and approximate distance. Keep in mind that the specified cities shown will vary depending on your actual location.
3. Use the **ROCKER** keypad to scroll through the list and highlight **Kirkby** (lower left picture).
4. Press **ENTER**. An information page is displayed for Kirkby.
5. Use the **ROCKER** keypad to highlight **Go to it** (left picture below) and press **ENTER**.
6. The screen returns to the Map Page, which now informs you of the direction, distance and time to go before arrival. (right picture below)
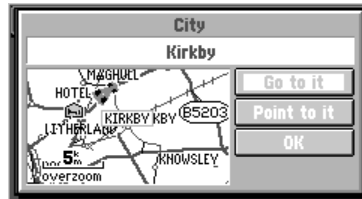
Going To a City
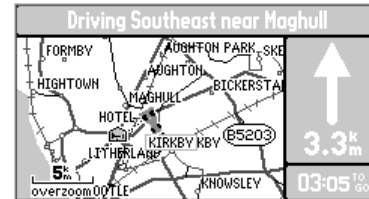
Direction, Distance & Time

14

The Map Page

At the center of StreetPilot features is the Map Page (top right picture), which shows where you are, where you have been, and where you are going. The Map Page shows your current location on the background of highways, major thoroughfares, lakes, rivers and coastlines. If you are using the optional MetroGuide map data, most city streets for that area will also be available for display. An on-screen cursor allows you to pan around to different areas of the map to view roads and geographic features. The StreetPilot also features **IN** and **OUT** keys for instant zooming. The map portion of the page displays your current location as a pointer icon. Nearby Personal Waypoints are shown with names and symbols. You may select which objects are shown on the Map Page with the 'Customize Map' option (see page 22).

At the middle of the Map Page is the vehicle pointer, which is in the shape of a vehicle or an arrow point. The vehicle pointer points in the direction you are moving. If the map is set to 'North Up' orientation, north is always at the top and the pointer turns different directions as you drive. When using the 'Track up" option, the map automatically rotates as you make turns, keeping the current direction of travel at the top of the map. If the StreetPilot GPS receiver has yet to calculate your location, there is a flashing question mark over the vehicle pointer and the status line at the top of the page screen displays, 'Acquiring Satellites'. The three satellite icons indicate the unit's progress in getting information from the GPS satellites (bottom right picture). Generally, the more satellite symbols that are filled-in, the closer the unit is establishing your location.

The StreetPilot's accuracy depends on many factors. In many instances an 'Accuracy Circle' is shown on the screen. This screen shows the vehicle pointer according to its position calculations and a circle that shows the estimated accuracy at that moment. The StreetPilot has a very high certainty that your location is within the Accuracy Circle. A smaller circle indicates a more accurate location.
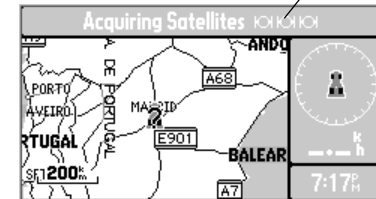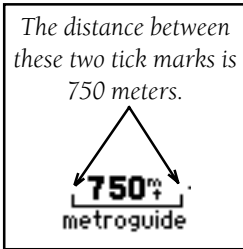

Map Page

Vehicle Pointer

Satellite Icons

Map Page while the StreetPilot is finding your location

The Map Page

If you are driving along a road which is shown on the map, the vehicle pointer will often be shown moving down the road. This occurs when your location and direction you are driving indicate that you probably are on that street. While the StreetPilot performs at optimum to indicate the correct street, there are occasions when the Map Page may momentarily indicate that you are on one street when you are actually driving on another. This is due to the inherent accuracy limitations of GPS and the mapping information.

Zooming

The distance between these two tick marks is 750 meters.

At this point, you should be familiar with the Zoom **IN** and **OUT** keys, and how they change the map display. The map scale is shown at the lower left corner of the map display area. In the example at the left, the map scale is 750 meters between the two tick marks. If the map page is displaying MetroGuide information from the Map Data Card, the word 'metroguide' is inserted below the map scale, as shown to the right.

It is possible to zoom the Map Page to a scale which is too small for the resolution of the stored map information to be displayed with out sacrificing the quality of the resolution. When this occurs, the word 'overzoom' will be inserted below the map scale, as shown to the left.

When you are driving on city streets or roads that are within a Map Data coverage area, more detailed map scales (for example 500 meters or less) may be more helpful, since they provide you with a good view of all streets, not merely thoroughfares. However, you may find map scales of 2 kilometers or greater more practical for freeway driving, especially in non-urban areas.

The top of the Map Page indicates your Driving Status:

The direction you are driving; one of eight possible directions - North (N), South (S), East (E), West (W), NE, SE, SW, or NW.

- The name of the road or street you are driving on (if the StreetPilot has selected a road).
- Often, the name of a nearby city or town is displayed. You may not necessarily be within the boundaries of this city, and you may even be within the boundary of another city. Cities are stored in the StreetPilot as points, if a city name is displayed, it is because it is the nearest reference point to your current location.

The Navigation Information Window is shown to the right of the map display area. If the StreetPilot is not navigating to a destination, the Navigation Information area displays a compass indicating your direction of travel at the top, your speed and the current time of day.
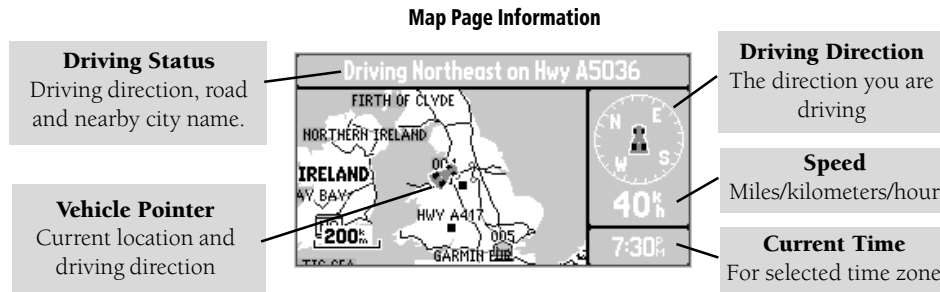
Driving Status

Note:
The information displayed for the Driving Status and the Navigation Information window changes if the StreetPilot is navigating to a destination, either on a Direct GOTO or a Route. There will be more information on this subject on page 52.
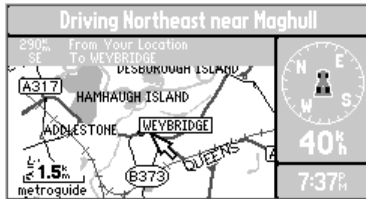
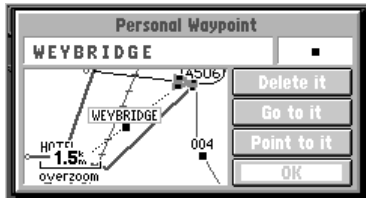**Navigation Information**

Note:
The driving direction shown on the StreetPilot may not exactly match a magnetic compass. This is because the StreetPilot uses "True North" as a reference instead of "Magnetic North".

Map Page Information

Driving Status
Driving direction, road and nearby city name.

Vehicle Pointer
Current location and driving direction

Driving Direction
The direction you are driving

Speed
Miles/kilometers/hour

Current Time
For selected time zone

17

Map Panning

Arrow Pointer Panning

Saving a Selected Map Feature as a Waypoint

The pan function, which allows you to identify features on the map, and to move the map to view additional areas not currently shown on the screen.

To activate the pan function:

1. Press any area of the **ROCKER** keypad to cause the arrow pointer to appear.

2. Use **ROCKER** keypad to move the arrow in any direction. The direction and distance from your location to the arrow pointer is shown at the top of the map. (top left picture.)

3. When you have finished panning, press **ENTER** to remove the panning arrow.

The arrow serves as a target marker for the map. When placed on a map feature, the name of feature will be highlighted. This applies to Personal Waypoints, roads, cities, lakes, rivers, Points of Interest, etc.

When a map feature is highlighted, you can review information about that feature and go to it using the StreetPilot directional guidance to get there.

### To select an on-screen location with the panning arrow:

1. Use the **ROCKER** keypad to move the panning arrow to the desired Personal Waypoint, City, or Point of Interest, as shown in the top left picture.

2. Press **ENTER** to review information for the selected waypoint (bottom left picture)

3. To go back to the Map Page, highlight **OK** and press **ENTER** (or **QUIT**).

You may see an area or features on the map that you would like to go to. For example, you can pan to a city, road, lake, or river and create a Personal Waypoint. You will receive directional guidance there after the waypoint has been created.

To create a Personal Waypoint on the Map:

1. Press the **ROCKER** keypad to move the panning arrow to the desired area or object on the map. You may also want to use Zooming to display more map features or view a larger area. If the panning arrow is near a map feature such as a city, or road, the name of that feature is displayed with a box around it. (top right picture)

2. Press the **ENTER** key to create a Personal Waypoint where the panning arrow was located. If a map object has been highlighted, the unit will suggest a name that reflects the name of the map feature. (lower right picture)

3. You can highlight the Personal Waypoint name or symbol and press the **ENTER** key to modify either. Refer to "Marking Your Location as a Personal Waypoint" on page 39.

4. To accept the new Personal Waypoint and go back to the map page, highlight **OK** and press the **ENTER** key. If you have changed your mind about creating the waypoint, highlight **Delete It** and press the **ENTER** key.
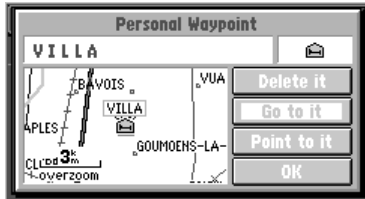
Personal Waypoints
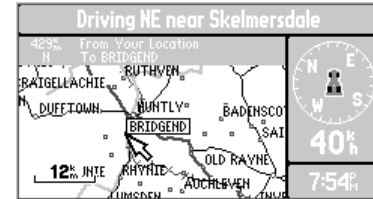
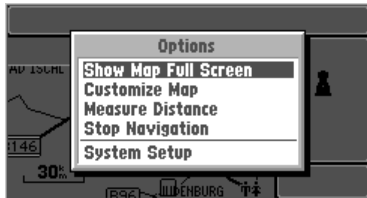*Displaying a Map Object*

Creating a Personal Waypoint

19

Goto a Waypoint

Going To a Personal Waypoint

Map Page Options

Map Page Options

To go to a highlighted Personal Waypoint

1. Use Steps 1 through 3 of the previous page to create a Personal Waypoint on the Map Page.

2. Use the **ROCKER** keypad to highlight **Go to it** (top left picture), then press the **ENTER** key.

To cancel the pan function and re-center the map on your location:

Press the **QUIT** key to remove the panning arrow from the screen.

To display the map page options:

Press the **OPTION** key while the Map page is on the screen. The Map Options are shown on the screen (bottom left picture) and are as follows:

Show Map Full Screen or Show Map and Nav Info - To enable a larger map display, select **Show Map Full Screen,** which remove the Driving Status and other information that is usually displayed above and to the right of the map. If the map is currently displayed full screen then **Show Map and Nav Info** is presented as an option instead of **Show Map Full Screen**. Select this option to display the driving status and other information again.

Customize Map - Allows you to set a variety of options that select what is displayed on the Map Page, as well as how it is displayed.

Measure Distance - Allows you to compute the distance between any two points you choose on the Map Page, whereas regular map panning only allows viewing of the distance and direction from your current location to a point on the map.

To measure the distance between two points:

1. From the Map Page, press the **OPTION** key..

2. Highlight **Measure Distance** and press the **ENTER** key. An on-screen pointer will appear on the map display at your current location.

3. Move the panning arrow to the desired reference point, the point you want to measure from, (top right picture) and press the **ENTER** key.

4. Move the paning arrow to the second point, to which you want to measure. The direction and distance from the reference point is shown on the top of the Map Page (bottom right picture).

5. If you want to use this point, or another, to measure a distance, repeat Steps 3 and 4 as desired.

6. When you have finished measuring distances on the Map Page, press the **QUIT** key to return to the regular Map Page display.

Stop Navigation *-* If the StreetPilot is navigating to a destination, and you wish to discontinue navigation because you have reached that destination or no longer require guidance to get there, highlight this field and press the **ENTER** key.
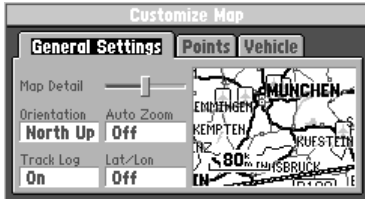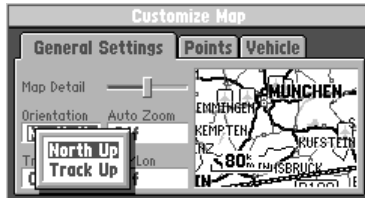
Map Page Options
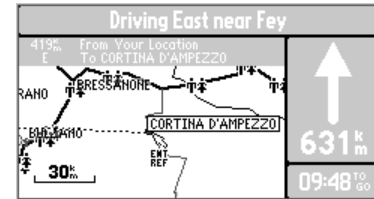
Measuring the Distance Between Two Points

Customizing the Map

'Customize Map' Screen

'Orientation' Options

When you select **Customize Map** from the Map Page options, a page is displayed with three file tabs, 'General Settings', 'Points', and 'Vehicle' (picture at left).

'General Settings' File Tab

The General Settings File Tab includes a map window to the side. It allows you to monitor the vehicle's motion and view the effect of changes you have made immediately after they have been made. You may even zoom **IN** and **OUT** on this map window.
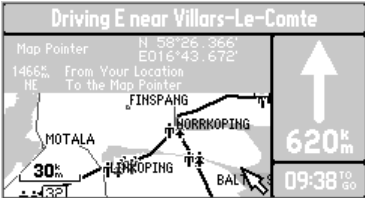
Map Detail - A slider control allows you to increase or decrease the amount of map information shown on a given map range. You can increase the detail level when driving in non-urban areas in order to see more information, in urban areas, you may want to decrease the map detail for increased map clarity.

Orientation - Allows you to set the orientation of the map display. You can choose **North Up** or **Track Up** (middle left picture). The advantage of **North Up** is that it looks like paper maps. The advantage of **Track Up** is that the picture on the screen represents what you see out the windshield of your vehicle, placing streets and points near the top of the screen that are in front of your vehicle.

Auto Zoom - When the Auto Zoom is **On** and the StreetPilot is navigating on a Direct Goto or Route, the StreetPilot will automatically adjust the map zoom so that the next waypoint is on the map screen. Auto Zoom is set for **Off** at the factory.

Track Log - The StreetPilot records your location and stores it in internal memory. When the Track Log is **On**, the recorded points are displayed on the Map Page. The unit stores the most recently recorded points. To empty the memory, select **Clear** and the Track Log will be turned **On** if it was previously turned **Off**.
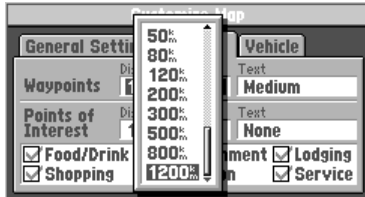
Lat/Lon - When **On**, the Map Page includes a display of your current location in terms of elevation above sea level and latitude/longitude (picture at right). The unit displays latitude and longitude in degrees, minutes, and thousands of minutes using the WGS-84 map datum.

Customizing the Map

Map Page with Lat/Lon Display

23

Customizing the Map

"Points' File Tab

Selecting a Map Scale

'Points' File Tab (top left picture)

Waypoints - Allows you to determine which map scales (if any) show Personal Waypoints.

Points of Interest - Allows you to set which map scales (if any) show Points of Interest, such as Food / Drink locations.

To modify the display of waypoints:

1. Use the **ROCKER** keypad to highlight the 'Display Up To" field and press the **ENTER** key.

2. Use the **ROCKER** keypad to select a map scale (bottom left picture). The map scale you select causes waypoint symbols to be displayed on the Map Page only when that scale or a smaller scale is selected. You may also select **Off** if you do not want to display waypoints on any map scale.

3. Press the **ENTER** key to accept your entry.

4. Press the **RIGHT ROCKER** keypad to highlight the 'Text' field and press the **ENTER** key.

5. Use the **ROCKER** keypad to set the text size for the waypoint name (**Small, Medium** or **Large**). If you do not want the waypoint name to be displayed next to the waypoint symbol, select **None**. If the Map Page is at a scale where waypoints are not displayed, no waypoint name will appear.

6. Press the **ENTER** key to accept your entry.

To modify the display of Points of Interest:

1. Use Steps 1 - 6 from the previous page (Waypoint Display Modification). This sets the map scales on which Point of Interest symbols are displayed and the text size for the Point of Interest name.

2. If you would like to exclude some types of Points of Interest from the display on the Map Page, use the **ROCKER** keypad to highlight those types and press the **ENTER** key (top right picture). A check mark indicates that type will be included in the display (if the map is at a scale setting where Points of Interest are displayed).

'Vehicle' File Tab (lower right picture)

Vehicle icon - Allows you to view your vehicle as an Indy Car or an Arrow.

Vehicle Color - Allows you to choose from four different colors.

Show Vehicle - allows you to program the StreetPilot to match your vehicle with roads in its memory. It may be set to **On Roads** or **At GPS Location**. If set for **On Roads**, the StreetPilot shows your map location on the nearest road. If it is not certain which road you are on, it will not show you on any road. If set for **At GPS Location**, the unit will show your vehicle at your GPS location as accurately as possible.
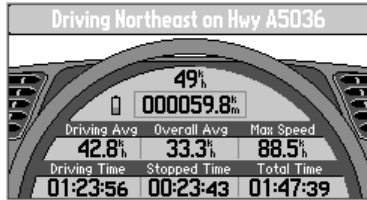
Customizing the Map
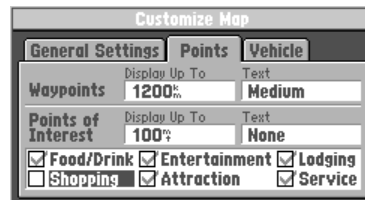
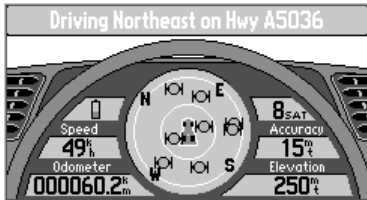*Excluding Points from the Map Display*
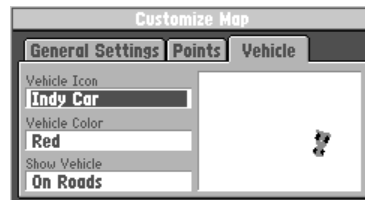
Customizing the Vehicle Icon

25

The Dashboard Page

Trip Computer View

Satellite Status View

To view the Dashboard Page, press the **PAGE** key until you see the page resembling an automobile dashboard with a steering wheel. The Dashboard Page has two different views, the Trip Computer view and the Satellite Status view. The first time you look at this page, it usually will be displaying the Trip Computer (top left picture).

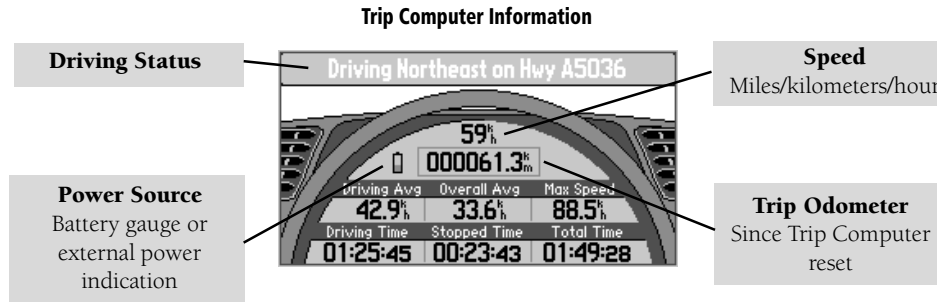**To display the Satellite Status View of the Dashboard Page:**

1. While the StreetPilot is displaying the Trip Computer view of the Dashboard Page (top left picture), press the **OPTION** key to display the Dashboard Page options window.

2. Use the **UP** and **DOWN** keys to highlight **Show Satellite Status**.

3. Press **ENTER** to show the Satellite Status View. (bottom left picture.)

The Dashboard Page displays the Driving Status across the top of the screen just as the Map Page does.

The Trip Computer

Trip Computer View

If you are making a long trip, you will find the Trip Computer very useful. It indicates your current speed and many helpful statistics about your trip. The following are useful suggestions to aid in maximizing the use of the Trip Computer:

- Be certain to reset the Trip Computer before beginning the trip. Instruction on resetting will follow.
- If you make frequent stops, leave the StreetPilot powered on and receiving satellites. This will allow the unit to accurately measure elapsed time during the trip. However, some vehicles disconnect power to the cigarette lighter when the ignition is turned off. In order to continue receiving satellites, use batteries and the cigarette lighter adapter for your trip. The unit will then ask, with a screen prompt, if it can use the batteries when vehicle power is not available.

Trip Computer Information

Driving Status

Speed
Miles/kilometers/hour

Power Source
Battery gauge or external power indication

Trip Odometer
Since Trip Computer reset

Note:
The driving status shown on the Dashboard Page displays driving directions (as well as a street and nearby city in some instances) all the time, even when the StreetPilot is navigating to a destination.

27

The Trip Computer

Trip Computer Information

Speed - (Displayed at the top of the dashboard area) The current speed at which you are traveling.

Odometer - (Displayed in a box, below the speed display) A running total of distance traveled, based up on the distance between second-by-second location readings, since the Trip Computer was last reset.

Power/Battery - (Displayed to the left of the odometer) If the StreetPilot is using its internal AA batteries, a battery symbol is shown. Notice the shaded area of the battery. The higher the shading extends, the more battery power remains. When operating from an external power source, a power plug symbol is shown.

Driving Avg - Your average speed of travel during the time the vehicle has been in motion, since the Trip Computer was last set.

Overall Avg - Your average speed of travel (including time stopped) during the time the StreetPilot has been tracking your location, since the Trip Computer was last reset.

Max Speed - The maximum speed recorded since the Trip Computer was last reset. Max Speed may also be reset individually, without resetting other Trip Computer information.

Driving Time - The length of time that the vehicle has been in motion, since the Trip Computer was last reset.

Stopped Time - The length of time that the vehicle has been stopped (stationary) during the time the StreetPilot has been tracking your location, since the Trip Computer was last reset.

Total Time - The total length of time that the StreetPilot has been tracking your location, since the Trip Computer was last reset. This is always equal to Driving Time plus Stopped Time.

Additional Information:

When the StreetPilot is in the Simulator mode, the simulated motion may be controlled from the Trip Computer View:

- Pressing the **UP** area of the **ROCKER** keypad increases the speed by 10 kilometers per hour (kh)

- Pressing the **DOWN** area of the **ROCKER** keypad decreases the speed by 10 kh.

- Pressing the **LEFT** area of the **ROCKER** keypad causes a turn to the left.

- Pressing the **RIGHT** area of the **ROCKER** keypad causes a turn to the right.

To reset the Trip Computer or the Maximum Speed:

1. While the StreetPilot is displaying the Trip Computer View of the Dashboard Page, press the **OPTION** key to display the Options window.

2. Use the **UP** and **DOWN** keys to highlight **Reset Trip Computer**.

3. Press the **ENTER** key.

4. To reset the Maximum Speed only, highlight **Reset Max Speed Only** and then press the **ENTER** key.
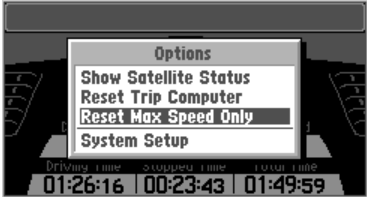
Resetting the Max Speed

Satellite Status

Satellite Status View

Satellite Status View

The Satellite Status view of the Dashboard Page shows you status information that helps you understand what the GPS receiver is doing at any given time, it is a page that you can refer back to as you use the StreetPilot. It features a sky view of available satellites, corresponding signal strength bar graphs, and your current accuracy. Just as in the Trip Computer view, the power source (external power indication or battery gauge) is shown.

Satellites are indicated on the sky view by a satellite icon. Satellites that have been acquired appear green, those that are being acquired (sending data to the StreetPilot) appear orange and those satellites that are plotted but not yet communicating with the StreetPilot appear dark. The sky view shows the direction and elevation (angle above the horizon). The sky view rotates as you drive different directions. The top of the sky view should be showing the satellites that are in the sky in front of your vehicle. When all satellites in view have been acquired, a "Ready To Navigate" message will appear at the top of the screen.

If you have moved the StreetPilot several hundred miles since the last time it navigated using satellite signals, you may find that the StreetPilot will calculate your location more quickly if you set the approximate initial location.

To set the initial location:

1. From the Satellite Status page, press the **OPTION** key.

2. Highlight **Set Initial Location** and press the **ENTER** key.

3. Use the **ROCKER** keypad to point the panning arrow to your approximate area of the continent (picture at right).

4. Press the **ENTER** key to select the location and begin searching for satellites.

Satellite Status

Setting the Initial Location
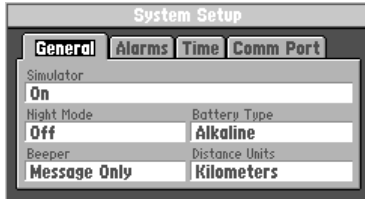
System Setup

System Setup
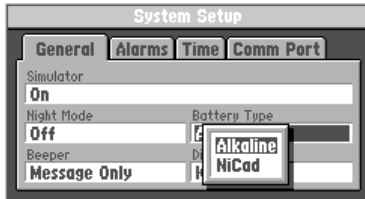
"Pop Up" Options Windows

The System Setup Pages (top left picture) can be accessed in two ways. All option menus include **System Setup** as a choice. In addition, at any time you may press the **OPTION** key <u>twice</u> to display the System Setup. This is a group of pages used to perform various System Setup functions, including configuring the display and backlighting, units of measure, and setting various alarms. Each available page is denoted by a 'file tab' at the top that identifies the function of that page.

To select a System Setup option:

1. With the System Setup on the screen, highlight the file tab for the desired function. The associated information and options are automatically displayed when the file tab is highlighted.

2. Once the desired file tab has been selected use the **DOWN** key to highlight the desired option to view or modify.

3. Press the **ENTER** key to change to a different option. In most cases, a list of available options is shown (bottom left picture).

4. Use the **ROCKER** keypad to select the desired choice, then press the **ENTER** key again to accept the change.

5. Use the **UP** key to return to the file tab area and select another file tab, if desired.

At some time, you may desire to change part of the System Setup back to the way it was the first time you used your StreetPilot. This can be done by selecting the option called **Restore Factory Settings**.

To restore the factory settings:

1. Use the **ROCKER** keypad to move the cursor to the file tab for which you want to restore the factory settings.
2. Press the **OPTION** key. A window is displayed with **Restore Factory Settings** highlighted (top right picture).
3. Press the **ENTER** key. Only the settings for that file tab are modified.
4. If desired, repeat steps 1 through 3 for other file tabs.

Restoring Factory Settings

The file tab headings and System Setup functions are:

General - Simulator, Night Mode, Battery Type, Beeper, and Distance Units.

Alarms - Approaching Waypoint Alarm, Speed Alarm.

Time - Formats for 12- or 24-hour Time, Time Zone, Display of Current Time and Date, Sunrise and Sunset Times.

Comm Port - Serial Data Communication Format.

The following pages describe, in more detail, the available setting for each System Setup file tab item.

33
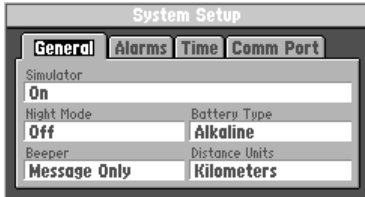
'General' File Tab

'General' File Tab

'General' File Tab (see top left picture)

Simulator - Allows you to operate the StreetPilot indoors to plan trips and find locations when the unit is unable to receive GPS satellite signals. Can be set to **Off** or **On**. The Simulator Mode is especially useful if you are indoors and wish to try the StreetPilot features. For more information on the Simulator Mode, refer to page 8.

Night Mode - Night Mode alters the display colors for more comfortable viewing in dim ambient conditions. Can be set to **Off**, **On**, or **Auto**. Auto mode activates the Night Mode feature between sunset and sunrise using the GPS clock for the current day of the year.

Battery Type - Used to designate the type of batteries currently being used to power the StreetPilot: **Alkaline** or **NiCad** (Nickel Cadmium). This setting enables more accurate readings from the battery gauge on the Dashboard Page (see page 27).

Beeper - Allows you to determine when the internal beeper sounds: **Key and Message**, **Message Only**, or **None**. The beep confirms that a button has been pressed or indicates a message.

Distance Units - Allows you to select the desired units of measure for distance in **Miles** or **Kilometers**. If you select **Kilometers**, the speed will be shown in Kilometers per Hour and the elevation will be shown in meters.
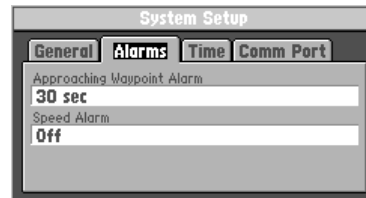
'Alarms' File Tab (top right picture)

Approaching Waypoint Alarm - Provides an alarm message once you are within a set time (choices range from 15 seconds to five minutes) from your turn or destination waypoint. As you approach the waypoint, a message occurs when your estimated arrival time is within the alarm time entered.

'Alarms' File Tab

**Speed Alarm -** Provides an alarm message as a reminder when your speed exceeds a preset limit.

To enable/disable the speed alarm:

1. Highlight the 'Speed Alarm' field and press the **ENTER** key.

2. Select **On** or **Off** (as desired) and press the **ENTER** key.

3. If enabling the alarm, highlight the speed field and press the **ENTER** key. Enter the desired alarm speed using the **ROCKER** keypad (see bottom right picture) and press the **ENTER** key.
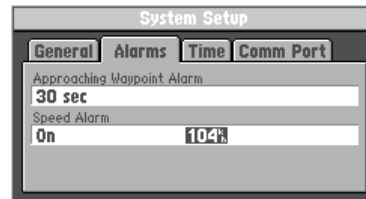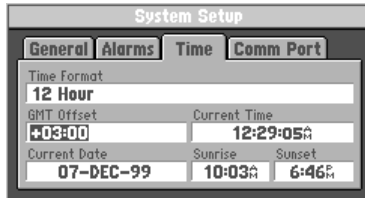

Setting the Speed Alarm

35
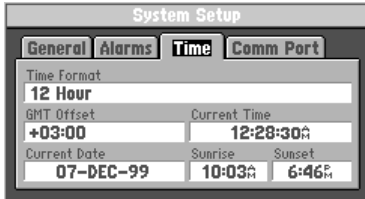
'Time' File Tab

'Time' File Tab

Selecting an Offset Amount

'Time' File Tab (see top left picture)

Time Format - Allows the current time to be displayed using a 12 or 24-hour clock.

GMT Offset - Used to determine the current local time.

To enter a time zone:
1. Use the **ROCKER** keypad to move down the page to select and highlight **'GMT Offset'**.
2. Press the **ENTER** key to modify the GMT Offset.
3. Select the desired offset direction (**+** or **-**). **+** indicates that the local time zone is ahead of gmt and **-** indicates that the local time zone is behind gmt. Use the Time Offset chart provided in Appendix G on page 72 to select the appropriate offset.
4. Enter the desired offset amount (in hours and minutes) using the **ROCKER** keypad (bottom left picture) and press the **ENTER** key. The 'Current Time' value will change to reflect your entry.

Current Time, Current Date - Display the current time and date based on the settings made above and the information provided by the GPS satellites received.

Sunrise, Sunset - Display the sunrise and sunset times for the current day of the year, based on your current location.

'Comm Port' File Tab   (top right picture)

Serial Data Format - Allows you to control the input/output format used when connecting the StreetPilot to external devices. Six format settings are available:

- GARMIN Data Transfer - the proprietary format used to exchange waypoint, route, and track log data with a PC or with another StreetPilot.

- NMEA Out - supports the input/output of standard NMEA 0183 version 2.0 data.

- None - provides no interfacing capabilities.

- DGPS RTCM/NMEA - allows Differential GPS (DGPS) input using a standard RTCM format and also provides NMEA 0183 version 2.0 output.

- DGPS RTCM In - allows a standard RTCM DGPS input and other baud rates (besides 4800), without any output capabilities.

Refer to Appendix C for more information on Wiring/Interfaces.

To select a serial data format:
1. Highlight the 'Serial Data Format' field and press the **ENTER** key.
2. Select the desired setting and press the **ENTER** key.

'Comm Port' File Tab
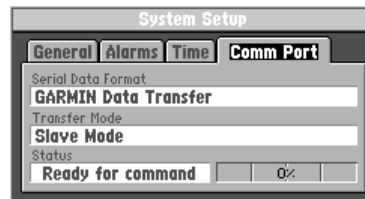
'Comm Port' File Tab
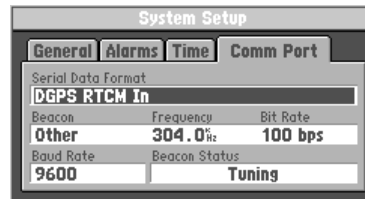
Selecting an RTCM Format

'Comm Port' File Tab

Transfer Mode List

Selecting a Beacon Frequency from the RCTM Format

To select a 'Transfer Mode' :

If the **GARMIN** format is selected, highlight the 'Transfer Mode' field and press the **ENTER** key. Select the desired setting (top left picture) and press the **ENTER** key. The 'Transfer Mode' field allows you to specify what information to request or send to a second StreetPilot. The **Host** setting lets you control all data transfer functions from the second StreetPilot or from a PC.

To select a beacon frequency when selecting an RCTM format:

If an **RTCM** format is selected, additional fields are provided to control a GARMIN beacon receiver directly from the StreetPilot. Highlight the 'Beacon' field and select the DGPS beacon you desire from the list provided. Frequency and bit rate will be automatically entered. By selecting 'Other', you can enter the beacon frequency and bit rate on the StreetPilot and the information will be used to tune the beacon receiver (lower left picture). For more information, refer to the Owner's Manual for the GARMIN beacon receiver or request the GARMIN DGPS Beacon Reference Card, Part Number: 190-00069-01 Rev. C. After selecting the desired setting, press the **ENTER** key.

Understanding 'Beacon Status' messages:

If an **RTCM** format is selected, the unit must be connected to a Beacon Receiver. While the beacon is operating a status field keeps you informed of changes in operation. Advisory information such as "Tuning", "No Differential GPS Position", or "Beacon Receiver Disconnected" will display in the 'Beacon Status' field. Take appropriate action as required.

Marking Your Location as a Personal Waypoint

It is useful to mark a location, so that you can drive to it again later. These locations are called 'Personal Waypoints'. The StreetPilot can hold up to 500 Personal Waypoints.
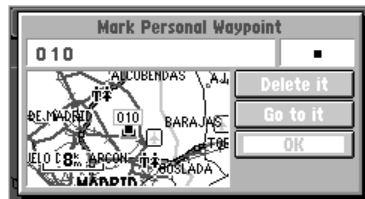
To mark your location as a Personal Waypoint:

Press the **MENU** key. The 'Mark Personal Waypoint' page appears (top right picture), with a default three-digit name for the new Personal Waypoint in the upper-left portion of the page. The StreetPilot remembers the location from the instant at which you pressed the Menu key, so you do not need to be concerned about moving around or losing satellite reception, your Personal Waypoint is safely stored.

Marking a Personal Waypoint

To rename the Personal Waypoint:

1. Use the **ROCKER** keypad to highlight the name and press the **ENTER** key.
2. Enter the new waypoint name using the **ROCKER** keypad (bottom right picture), and press the **ENTER** key.

Each waypoint may also be assigned a custom Personal Waypoint symbol for easy recognition on the Map Page.
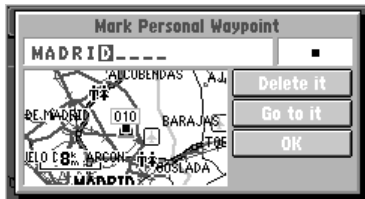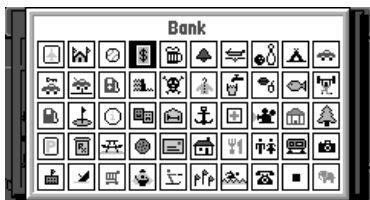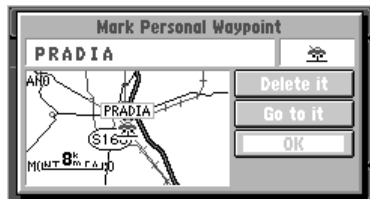
Renaming a Personal Waypoint

Marking Your Location

Waypoint Symbol Page

Marking a Personal Waypoint

To change the Personal Waypoint symbol:

1. Highlight the Personal Waypoint symbol (immediately to the right of the waypoint name) and press the **ENTRY** key.

2. Use the **ROCKER** keypad to select the desired symbol. There are about 50 symbols to choose from (top left picture). Notice that a written description of the symbol is shown at the top of the screen.

3. Press the **ENTER** key when you find the most appropriate symbol.

4. Move the cursor to the **OK** field (bottom left picture), and press the **ENTER** key. An alternate method is to move the cursor to the **Go to it** field and press the **ENTER** key to activate the new personal waypoint as a destination. For more information, refer to "Driving on a Direct Goto" on page 52.

The 'Mark Personal Waypoint' Page will be replaced with the page you were looking at when you pressed the Menu key. The new Personal Waypoint is now stored in the StreetPilot's memory.

You can search for Personal Waypoints, Cities or Exits that are included in the StreetPilot basemap. In addition, if you are using an optional Map Data cartridge, you can search for and find Points of Interest, Addresses, or Intersections.

Using the StreetPilot Find Function to Find a City

To illustrate the procedure for finding items with the StreetPilot, follow the example of finding a City.

To find a City using the Nearest Cities list:

1. Press the **FIND** key.

2. Use the **ROCKER** keypad to highlight Cities (top right picture) and press the **ENTER** key.

3. If the 'Cities by Name' list is on the screen, press the **OPTION** key, highlight **Find Nearest** and press the **ENTER** key. Cities are listed in order of their distance from your current location (or the panning arrow if you were panning on the Map Page when you pressed the **FIND** key). There will be up to 25 Cities in the list.

Selecting a Desired City

4. Use the **ROCKER** keypad to select the desired City (middle right picture). The specific cities shown vary depending on your location.

5. Press the **ENTER** key to display the City Information page (bottom right picture).
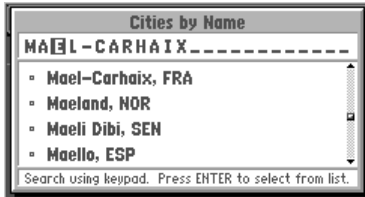
Find Functions
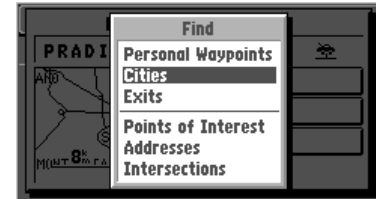
Highlighting Cities

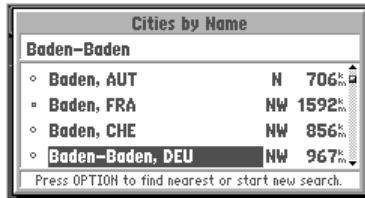*City Information Page*

41

Finding a City

Finding a City by Name

Moving to Alphabetical List

To find a City by Name:

1. If the 'Nearest Cities' list is on the screen, press the **OPTION** key, select **Find by Name** and press the **ENTER** key. Cities are listed in alphabetical order. If you have searched for a City before, the name of that City is shown when you first get to this page (top left picture).

2. If necessary, use the **UP** and **DOWN** areas of the **ROCKER** keypad to select the first character of the desired City.

3. Press the **RIGHT** area of the **ROCKER** keypad to move to the next character of the name, and repeat Step 2 as necessary.

4. Once you see the City you are looking for on the screen, or can see that you are getting close to it (bottom left picture), press the **ENTER** key to move down to the alphabetical list.

5. Use the **ROCKER** keypad to select the desired item (picture below) and press the **ENTER** key to display the City Information page. If you decide the City you are looking for is in another area of the alphabetical list, press the **OPTION** key, select **Start New Search**, press the **ENTER** key and go back to Step 2.

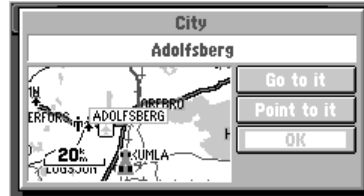*City Information Page*

Additional Information
Once you get to the scrolling alphabetical list, you can use the **UP** and **DOWN** areas of the **ROCKER** keypad to quickly scan to entries that start with other letters or numbers. Large cities (several hundred thousand or more people) are shown as large circles. Medium-population cities (tens of thousands) are shown as small circles. Small cities (a few thousand people or less) are shown as dots.

To find a City using the Last Used list:

1. From anywhere in the StreetPilot programming, press the **FIND** key and then the **OPTION** key, to select the **Last Used List** (top right picture). Highlight **'Last Used Cities'** and press the **ENTER** key, they are ordered by how recently you have selected them (bottom right picture). The Last Used lists allow you to view last used, Waypoints, Cities, Exits, Points of Interest, Addresses and Intersections . If the listing appears faint instead of bold, you have not stored any data for that option.

2. Use the **ROCKER** keypad to select the desired City and then press the **ENTER** to display the City Information page.
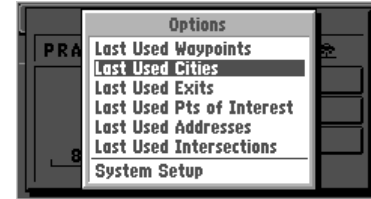

Last Used List

To view City information:

1. The City information page (bottom left picture) shows the City name at the top of the page. A map window showing the area surrounding the City is shown below the name. You may use the zoom **IN** and **OUT** keys to change the scale of the map window.

2. If you would like the StreetPilot to go to the city, highlight **Go to it** and press the **ENTER** key. This initiates a Direct Goto. For more information, refer to "Driving on a Direct Goto" on page 52.

3. If you would like to see the city on the Map Page, with the panning arrow on it, highlight **Point to it** and press the **ENTER** key.

City Information Page

4. If you would like to save the location of the city as a Personal Waypoint, press the **OPTION** key, select **Save as Personal Waypoint**, and press the **ENTER** key. The StreetPilot will name it, which you can change later if desired.

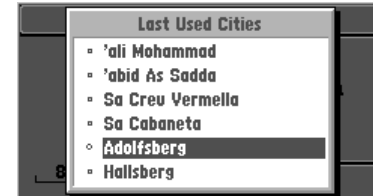5. To go back to the previous page, highlight **OK** and press the **ENTER** key.

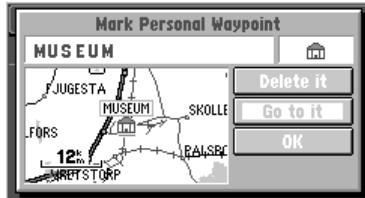*Last Used Cities List*

Finding a Personal Waypoint

Viewing Waypoint Information Page

Move On Map Option

Finding a Personal Waypoint is very similar to finding a City (refer to page 41). When you select Find Personal Waypoints, you may search for them using the 'Nearest', 'by Name' or 'Recently Used' list. If you have yet to create any Personal Waypoints, there may not be any entries in the 'Nearest' list. The Personal Waypoint information page includes a few options in addition to those on the City information page.
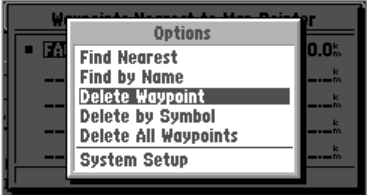
To view Personal Waypoint information:

1. The Personal Waypoint information page (top left picture) shows the waypoint name, symbol, and a map window. You may change the Personal Waypoint name or symbol. For details on doing this, see "Marking Your Location as a Personal Waypoint" on page 39.

2. To view a Personal Waypoint, press the **FIND** key, select **'Personal Waypoints'** from the Find List, and then select the desired waypoint from the Waypoint List and press the **ENTER** key.

3. Both **Go to it** and **Point to it** options are available and, if the Personal Waypoint is no longer needed, highlight **Delete it** and press the **ENTER** key.

4. If you would like to change the location of the Personal Waypoint, press the **OPTION** key, select **Move On The Map** then press the **ENTER** key. You can then use the **ROCKER** keypad and Zoom **IN** and **OUT** keys to point to the new location (bottom left picture) and press the **ENTER** key.

Additional Information
If you would like to view the location of the Personal Waypoint in terms of its latitude and longitude (instead of on the map window), press the **OPTION** key, select **Location in Lat/Lon** and press the **ENTER** key. You may also move a Personal Waypoint to a specific latitude and longitude by highlighting the displayed lat/lon, pressing the **ENTER** key, and entering the desired coordinates.

To delete Personal Waypoints:

1. Use one of the previously-described methods of highlighting a Personal Waypoint name on the 'Nearest' or 'by Name' lists.

2. Press the **OPTION** key.

3. To delete the highlighted waypoint, select **Delete Waypoint** (top left picture) and press the **ENTER** key.

4. To delete all Personal Waypoints with the same symbol as the highlighted Personal Waypoint, select **Delete by Symbol** and press the **ENTER** key.

5. To delete all Personal Waypoints in the StreetPilot memory, select **Delete All Waypoints** and press the **ENTER** key. Before deleting any waypoints, a deletion prompt will appear (top right picture). Highlight **Yes** and press the **ENTER** key to delete.
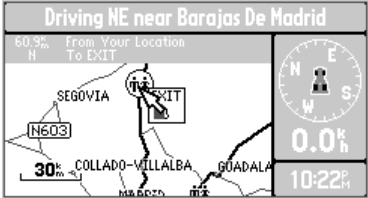

Deleting a Waypoint

Finding Highway Exits

To find Exits on Highways using the Map Pointer:

1. Use the **ROCKER** keypad to pan to an exit on a highway and when in proximity to the exit the icons for various services (food, gas, lodging) will highlight (middle right picture).

2. With the exit highlighted, press the **ENTER** key to view the various services displayed on the Exit Information Page (bottom right picture).

To find Exits Nearest to Your Location:

1. Press the **FIND** key and then select **Exits** from the list of Find Options.

2. Make a selection from the list of exit types (**All Types, Services, Rest Areas or Other**) and press the **ENTER** key to display the list of nearest exits.

3. Scroll through the list of exits nearest you and highlight the one you want to find. Then, press the **ENTER** key to display the Exit Information Page (bottom right picture). Press the **'Go To Exit'** or **'Point to it'** key to either mark a route to it or to locate it on the map .
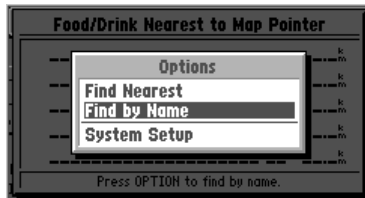
Deleting Personal Waypoints

Deletion Prompt

Finding Exits Using the Map
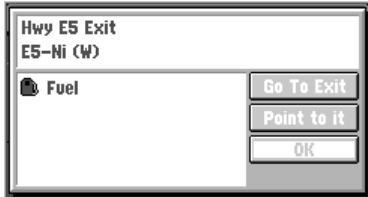
Services Detail Page

45

Finding a Point of Interest

Selecting a Point of Interest Major Category

Find By Name Option

Finding a Point of Interest (within MetroGuide cartridge coverage area)

Finding a Point of Interest is also very similar to finding a City (see page 41). When you select Find Points of Interest after pressing the **FIND** key, you will see a box with the eight major categories. Use the **ROCKER** keypad to select the major category (top left picture) and press the **ENTER** key. The categories are as follows:

Food and Drink   Restaurants of various types; Fast Food; Bakeries

Lodging   Hotels; Motels; Resorts; Bed & Breakfasts; Campgrounds; RV Parks

Attractions   Amusement Parks; Museums; Libraries; Landmarks; Schools; Parks; Zoos

Entertainment   Movie Theatres; Live Theatre; Bars & Nightclubs

Shopping   Shopping Centers; Grocery Stores; Convenience Stores; Pharmacies

Services   Auto Fuel & Repair; Post Offices; Banks

Transportation   Air or Ground Transportation; Auto Rental

Emergency/Gov.   Hospitals: City Halls, Courthouses: Police Stations: Border Crossings

After you select a category, you may search for Points of Interest using the **'Find Nearest'** or **'Find by Name'** list (bottom left picture). When you look at one of the lists, there is an icon associated with each entry which identifies the nature of the Point of Interest.

To select and find a Point of Interest from the list of categories:

1. With the Point of Interest option selected, press the **ENTER** key to display the list of categories (top left picture).

2. Use the **ROCKER** keypad to scroll through the list of categories and make a selection then press the **ENTER** key to display the list of types for your selection. (See example to the right.)

3. Use the **ROCKER** keypad to scroll through the list of types and make a selection then press the **ENTER** key to display the list of names for the type you selected (top left picture). The list will displayed by "Nearest" or "By Name"

4. Press the **OPTION** key to switch from **'Find by Name'** to **' Find Nearest '** as desired.

5. Highlight a name from the displayed list and press the **ENTER** key to open the Information Page for your selection (top right picture). The information page shows the major category (Food/Drink), and name at the top of the page. The window below may be changed to show the selection on a local map when the **'Map'** button is selected and pressed (bottom left picture) or toggled back to display the address, city, and telephone number by pressing the **'Information'** button displayed when in the map mode.

6. Use the **ROCKER** keypad to select either **'Point to it'**, **'Go to it'**, **'Information'** or display it on the **'Map'**. Press the **ENTER** key to complete the process. Pressing the **ENTER** key with **'OK'** selected will: close the window, add the attraction to a route, or save it as a waypoint, depending on the programming mode. When selecting **'Go to it'** the point of interest will be displayed on the Map Page with a route line, direction, time, and distance information (bottom right picture).

List of Point of Interest Names

Point of Interest Displayed on Map

Finding a Point of Interest

Point of Interest Information Page

Point of Interest Displayed with Navigation Directions and Distance

47

Finding an Address
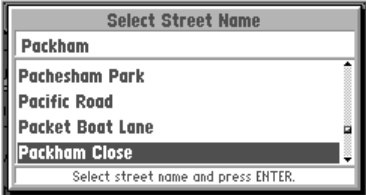

Editing a Number

Entering the Street Name

Finding an Address (within MetroGuide map data coverage area)

The procedure for finding Addresses and Intersections is a little different than Personal Waypoints, Cities, or Points of Interest. To find an address, you enter a Number and a Street. Optionally, you can also enter a City to narrow down the search a little bit. If you have searched for an address before, the information you used to search may be filled in on this page.

To find an Address:

1. Press the **FIND** key, highlight **Addresses**, then press the **ENTER** key.

2. If necessary, press the **ENTER** key to edit the Number.

3. Use **UP** and **DOWN** areas of the **ROCKER** keypad to select the first digit of the desired Number.

4. Press the **RIGHT** area of the **ROCKER** keypad to move to the next digit of the Number, and repeat step 3 as necessary (top left picture).

5. Press the **ENTER** key once the desired Number is shown.

6. Press the **DOWN** area of the **ROCKER** keypad to highlight the Street and if necessary, press the **ENTER** key to edit it. The screen changes to display the 'Select Street Name' page (bottom left picture).

7. Use **UP** and **DOWN** areas of the **ROCKER** keypad to select the first letter or number of the desired Street.

8. Press the **RIGHT** area of the **ROCKER** keypad to move to the next digit of the Street, and repeat step 7 as necessary.
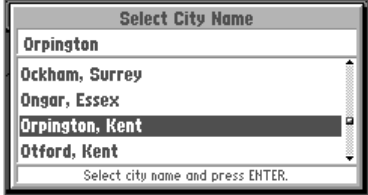
9. Once you see the Street you are looking for on the screen, or can see that you are getting close to it (top right picture), press the **ENTER** key to move down to the alphabetical list.

10. Use the **ROCKER** keypad to select the desired Street (picture to the right) and press the **ENTER** key. If you decide the Street you are looking for is in another area of the alphabetical list, press the **OPTION** key, select 'Start New Search', press the **ENTER** key and go back to step 7.

Select Street Name
Packham
Pachesham Park
Pacific Road
Packet Boat Lane
Packham Close

Select street name and press ENTER.

Selecting the Desired Street

11. Press the **DOWN** area of the **ROCKER** keypad to highlight the City and if necessary, press the **ENTER** key to edit it. If a City name was filled in, the StreetPilot gives you the choice to enter a new City, or to leave it blank. If you would like it to search all Cities, highlight **Leave it Blank** and press the **ENTER** key. Otherwise, highlight Change City, press the **ENTER** key, and use a similar procedure used to find the Street to find the correct City (bottom right picture). Use the same procedure to enter the postal code (Zip).
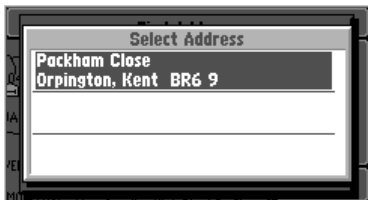
(Continued on the following page.)

Additional Information

Streets are searched according to their "base names". For example, 'Hwy 10', 'I-10', 'SW 10th St', and 'Co Rd 10' would all be found by entering **10**.
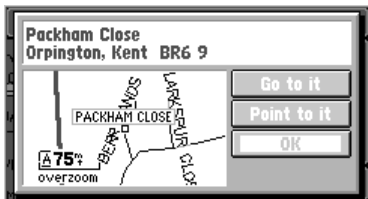
Step 11 is optional. It may be useful in reducing the number of addresses found by the search. The location shown on the map for an address may differ from the actual location, particularly in areas where spacing of streets is irregular.

Finding an Address

Select Street Name
PACE B_ _ _ _ _ _ _ _ _ _ _ _ _
Pachesham Park
Pacific Road
Packet Boat Lane
Packham Close

Search using keypad. Press ENTER to select from list.

Identifying the Street

Select City Name
Orpington
Ockham, Surrey
Ongar, Essex
Orpington, Kent
Otford, Kent

Select city name and press ENTER.

Highlighting a City

Finding an Address

Best Search Matches Displayed

Address Information Page

12. Press the **DOWN** area of the **ROCKER** keypad to highlight **Search** and press the **ENTER** key to begin the search. If more than one matching Address is found, the results of the search are shown with the best matches at the top of the list (top left picture).

13. Use the **ROCKER** keypad to select the desired Address and press the **ENTER** key to display the Address information page (bottom left picture), which typically shows the Number, Street, City, State, Province, County, etc., along with a map window.

Finding an Intersection (within Map Data cartridge coverage area)

Finding an Intersection is similar to finding an Address (see page 48), with the exception that you enter two streets.

Finding an Intersection

To find an Intersection:

1. Use the same procedure for finding an Address, except enter two Street names, instead of a Number and a Street.

2. Press the **DOWN** area of the **ROCKER** keypad to highlight **Search** (top right picture) and press the **ENTER** key to begin the search. If more than one matching Intersection is found, the results of the search are shown with the best matches at the top of the list. If there are no matches, a **No Matching Intersections Found** message is shown.

3. Use the **ROCKER** keypad to highlight the desired Intersection (picture below) and press the **ENTER** key to display the Intersection information page (bottom right picture), which typically shows the intersecting Streets, the City, and Zip (Postal Code) along with a local map.

Searching for an Intersection

Intersection Highlighted

Intersection Information Page

Additional Information

If one or both of the streets in the intersection search is a divided road, it is possible to get more than one matching intersection that are the same crossroads.

51

Driving on a Direct Goto

After you have used the **FIND** key to find someplace that you would like to go, one of the things you can do is select **'Go to it'** to select it as a destination and the StreetPilot will help guide you to it.

The Map Page on a Direct Goto

One of the first things you will notice is that the Map Page changes (picture below):

- The *Driving Status* at the top of the page tells you what direction to go (North, South, etc.), as well as the name of the destination (nearest city, or next intersecting street, depending on the mode).
- A bold line connects your current location and your destination. Note that this line doesn't follow roads, it is simply the shortest distance between the two points

If the Map Page is set up to show Navigation Info (as opposed to the Full Screen Map), the following information is also shown:

- A *Direction to Go* pointer: the direction from your current location to the destination, based on the direction you are driving.
- The *Distance to Go*.
- The *Time to Go*.

The Map Page on a Direct Goto

Driving Status
Direction to go and your destination name

Goto Line
Straight line from current location to destination

Direction to Go
Compared to the direction you are driving

Distance to Go
Straight line distance

Time to Go
Based on distance to go

52

The Road Sign Page on a Direct Goto

The other major difference when the StreetPilot is navigating on a Direct Goto is that a new page called the Road Sign Page (Refer to the top right picture) is displayed between the Map Page and the Dashboard Page.

- A pointer shows the direction from your current location to the destination, based on your direction of travel.
- The compass direction to go (North, South, etc.), as well as the name of the destination, and the address in some cases.
- The *Distance to Go*.
- The *Arrival Time* or *Time to Go*.

To change the time displayed on the Road Sign Page:

1. With the Road Sign Page displayed, press the **OPTION** key.
2. Use the **ROCKER** keypad to select **Show Time to Go** or **Show Arrival Time** (bottom right picture) and press the **ENTER** key.

Once you reach your destination, or you do not require guidance to it anymore, it is often desirable to stop navigation so the Map Page displays other information.
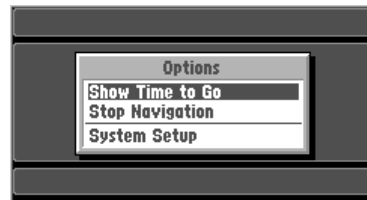
To stop navigation from the Road Sign Page:

1. With the Road Sign Page displayed, press the **OPTION** key.
2. Use the **ROCKER** keypad to select **Stop Navigation** and then press the **ENTER** key.

Navigating on a Direct Goto
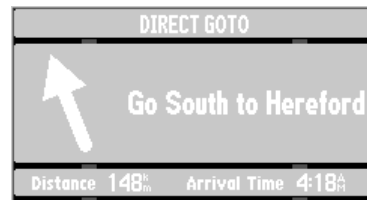
Road Sign Page

Selecting "Show Time to Go"

Routes

Creating a New Route

Pointing To a Starting Point To Start a Route

Although the StreetPilot does not automatically give turn-by-turn directions when a destination is chosen, you can select your starting point and your destination and then manually select a route by choosing the roads and streets you wish to travel. After you have "built a route" you will see turn-by-turn directions. To demonstrate a route, plan a trip from Madrid, Spain to the city of Bacelona in in the same country. As you are creating and editing routes, the top of the screen prompts you for what to do next (see bottom left picture).

To create a new route:

1. Press the **ROUTE** key to view the Route menu.

2. Highlight **Create New Route** (top left picture) and press the **ENTER** key. The screen shows a full-screen map with a panning arrow.

3. Use the **ROCKER** keypad to point to the desired starting point for the route (bottom left picture). It is often desirable to highlight a map object for the route starting and ending points, although it is not necessary. Remember you can use the Zoom **IN** and **OUT** keys to quickly pan around the map. Press the **ENTER** key to accept the starting point.

   OR

   Press the **FIND** key, and find a Personal Waypoint, City, Point of Interest, Address or Intersection to use as the starting point of the route (Find Functions are described on pages 41-51). Once the information page is displayed for the item you found, highlight **Add to route** and press the **ENTER** key.

4. Repeat step 3 to set the desired destination for the route (top right picture on the following page). The total route distance (point to point) is shown in the lower right corner of the screen (first picture in sequence on the following page). This distance will change to reflect the actual driving distance when you have completed adding turns to the route.

5. To have intermediate points on the route, use this same procedure to select the first turn on the route and press the **ENTER** key. If there is a single road that connects the new point and the previous point, the route will follow that road. Otherwise, your route will follow a straight line between the two points.

6. If you desire to have more intermediate turns (points) on the route, repeat step 5 as necessary.

Additional Information: In order for the route to follow roads, it is necessary to select all intermediate turns, including on and off-ramps. The advantages of having the route follow the roads are that the distances and times are more accurate, and the turn guidance is more specific, among others.

Route Distance Displayed (Point to Point)

Point to road intersections
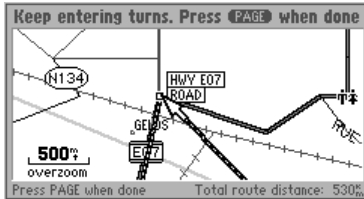
Zoom Back In to Show Nearby Cities

Note How Route Line follows HWY H320

Creating a Route

Finding the Destination

Zoom out if necessary

Entering last turn

55

Editing an Existing Route

"New Route Created" Box

Editing an Existing Route

7. When all the desired points have been added to the route, press the **PAGE** key. The 'New Route Created' box is shown with an assigned name for the new route (Refer to the top left picture).

8. To change the name of the route, highlight the name and press the **ENTER** key to edit it (Refer to page 11 for information on how to make a character entry).
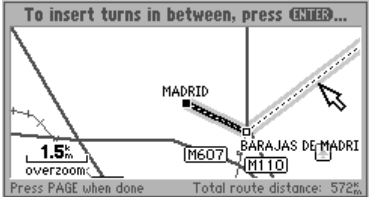
9. If you are ready to use the route for driving guidance, highlight **Start Navigation** and press the **ENTER** key. For more information, refer to the "Driving on a Route" section on page 60.

10. To add, remove, or move points along the route, highlight **Edit** and press the **ENTER** key.

11. To approve the route without using it for driving guidance, highlight **OK** and press the **ENTER** key.
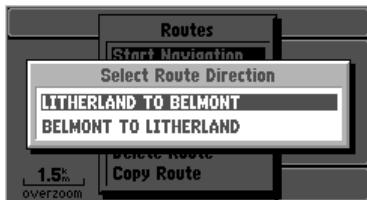
To edit an existing route:

1. Press the **ROUTE** key to view the Route menu.

2. Highlight **Edit Route** and press the **ENTER** key. A box comes on the screen with a list of the routes stored in the StreetPilot's memory (Refer to the bottom left picture).

3. Select the desired route and press the **ENTER** key. The screen displays a full-screen map with a panning arrow (Refer to the bottom right picture).

4. Use the **ROCKER** keypad to move the panning arrow to highlight a route line (if you would like to insert a new turn) or a waypoint on the route (if you would like to move or remove that turn).
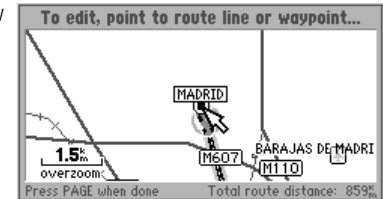
Editing Route Points

5. Press the **ENTER** key.

6. If you selected a route line to insert a new turn, use the **ROCKER** keypad to "drag" the route line to the point where want to insert a new turn (top right picture) and press the **ENTER** key.

   If you selected a turn to view or edit it (middle right picture), you now have the choice to **Review**, **Remove**, or **Move** the waypoint, or move the panning arrow to the Next waypoint. Highlight your choice and press the **ENTER** key.

7. Repeat steps 4-6 as necessary to modify the route.

8. When you have completed your route editing, press the **PAGE** key. The 'Route Reviewed' box is shown with the route name (bottom right picture).

9. If you wish to change the name of the route, highlight the name and press the **ENTER** key to edit.

   When ready to use the route for driving guidance, highlight **Start Navigation** and press the **ENTER** key.

   For detailed information, refer to the "Driving on a Route" section, page 60.

   If you wish to go back and further edit the route, highlight **Edit** and press the **ENTER** key.

   If you wish to approve the route without using it for driving guidance, highlight **OK** and press the **ENTER** key.

Additional Information

   If after changing the route name, you would like to return to the name the StreetPilot automatically assigned, edit the 'Name' field, press the **LEFT** area of the **ROCKER** keypad to clear the name, and then press the **ENTER** key.

Reviewing or Editing a Turn

Editing an Existing Route

Inserting a New Turn

"Route Reviewed" Box

57

Selecting or Deleting a Route

Selecting Route Direction

Deleting a Route

To select an existing route for navigation:

1. Press the **ROUTE** key to view the Route menu.

2. Highlight **Start Navigation** and press the **ENTER** key. A box comes on the screen with a list of the routes stored in the unit's memory.

3. Select the desired route and press the **ENTER** key. A box will appear on the screen asking you to 'Select Route Direction'(top left picture). This feature allows you to create a route for a trip and return trip.

4. Select the desired route direction and press the **ENTER** key. You are now using the selected route. For detailed information, refer to "Driving on a Route", page 60.

To stop route navigation:

1. Press the **ROUTE** key to view the Route menu.

2. Highlight **Stop Navigation** and press the **ENTER** key

.

To delete a route:

1. Press the **ROUTE** key to view the Route menu

. 2. Highlight **Delete Route** and press the **ENTER** key. A box will appear on the screen with a list of the routes stored in the StreetPilot's memory.

3. Select the route you wish to delete and press the **ENTER** key. A box will appear on the screen asking you to confirm the deletion (bottom left picture).

4. Highlight **Yes** and press the **ENTER** key.

Additional Information
To delete all routes, press the **OPTION** key while viewing the list of routes, and selecting **Delete All**.

Copying a Route

There are times when you would like to create a route that is similar to one that already exists. For example, there may be more than one way for you to get from "Point A" to "Point B". To do this, copy the route, and then move or add intermediate turns.

To copy a route:

1. Press the **ROUTE** key to view the Route menu.

2. Highlight **Copy Route** and press the **ENTER** key. A box will appear on the screen with a list of the routes stored in the unit's memory (top right picture).

3. Select the route you want to copy and press the **ENTER** key. A box will appear on the screen asking you to 'Select Route Direction'.

4. Select the desired route direction and press the **ENTER** key. The 'Route Copied' box is shown with an assigned name for the new route (basically the same name as for the route you copied, with a number added on to the end of the name).

5. If you wish to change the name of the route, highlight the name and press the **ENTER** key to edit it.

6. If you are ready to use the route for driving guidance right now, highlight **Start Navigation** and press the **ENTER** key. For more information, refer to "Driving on a Route", page 60.

7. If you wish to add, remove, or move points along the route, highlight **Edit** (bottom right picture) and press the **ENTER** key.

8. If you wish to approve the route without using it for driving guidance, highlight **OK** and press the **ENTER** key.
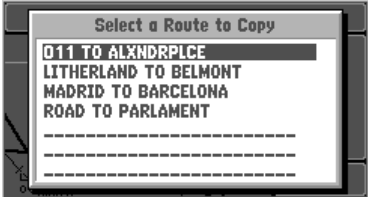
List of Routes to Copy

"Route Copied" Box

Driving on a Route
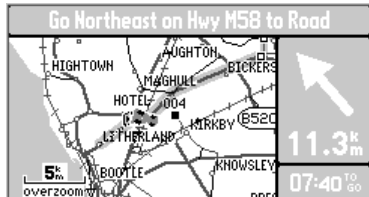
Map Page on a Route

Once you have created a route and have selected **Start Navigation**, the StreetPilot will give you progressive guidance. Just as on a Direct Goto, the Map Page and the Road Sign Page are the two primary sources of this guidance.

The Map Page on a Route

- The Driving Status at the top of the page tells you what direction to go (North, South, etc.), as well as the name of the road and the name of the next road or turn (picture at left).
- A wide route line traces the path to your destination. This line may or may not follow roads, depending on how the route was built.

If the Map Page is set up to show Navigation Info, as opposed to the Full Screen Map (see picture below), the following information is also shown:

- A *Direction to Go* pointer: the direction from your current location to the next turn, based on the direction you are driving. When the "Approaching Waypoint Alarm" activates prior to reaching a turn, this area changes to show the direction of the turn.
- The *Distance to Go*.
- The *Time to Go*.

The Map Page at a Route Turn

Turn Alert
Direction to turn and street name *(press* **ENTER** *to acknowledge)*

Route Line
May or may not follow roads
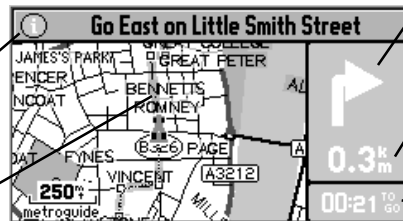
Next Turn Direction
Compared to the current leg of the route

Distance to Next Turn
Along route line

Time to Next Turn
Based on distance to go

The Road Sign Page on a Route

When the StreetPilot is navigating on a Route, the Road Sign Page may be displayed, as was described on page 52 for a Direct Goto. Remember, that on a Direct Goto, the Road Sign Page shows the Direction to Go, directions to the destination, the Distance to Go and the Arrival Time/Time to Go.

Since a Route may include several turns, the Road Sign Page is capable of showing the same Direction, Distance, and Time to Go information to all of the turns along the route (refer to the picture at the right).

- A *Direction to Turn* pointer shows the direction to turn at the next waypoint, based on the current leg of the route. The last line of the Road Sign Page shows the final destination with a *Direction to Go* pointer.
- The compass direction to turn (North, South, etc.), as well as the road or location at which to turn.
- The *Distance to Go*.
- The *Arrival Time* or *Time to Go*.

Driving on a Route

Direction To Turn

Road Sign Page on a Route

Direction To Go
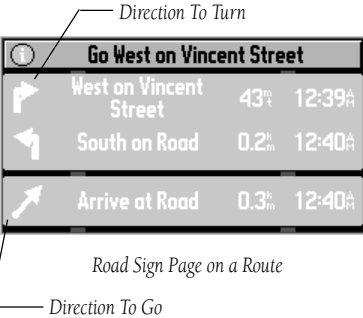
Additional Information

You can review route (or Direct Goto) waypoints by panning to them on the Map Page with the **ROCKER** keypad and pressing the **ENTER** key.

Driving on a Route

Displaying One Route Turn
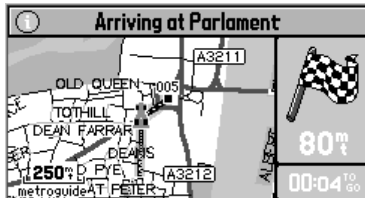
Arriving at the Final Destination

To display only one route turn at time:

1. From the Road Sign Page, press the **OPTION** key.

2. Highlight **Show One Turn** and press the **ENTER** key (top left picture). You can change back by using a similar procedure and selecting **Show More Turns**.

As you complete turns on the route, they change from bold to faint on the Road Sign Page.

Just as on a Direct Goto, you can press the **OPTION** key on the Road Sign Page to alternate between display of Time to Go and Arrival Time, or Stop Navigation (Refer to page 53).

Arriving at the Destination

When you arrive at the final destination of your route, an **Approaching Waypoint Alert** is activated, and you will see a checkered flag (bottom left picture) to let you know you have crossed the finish line!

STANDARD ACCESSORIES

Owner's Manual...Part Number: 190-00161-02

Quick Start Guide...Part Number: 190-00161-03

Dash Mount Kit...Part Number: 010-10199-02

Cigarette Lighter Adapter...Part Number: 010-10085-00

PC Interface Cable-RS 232 Serial Port..Part Number: 010-10141-00

OPTIONAL ACCESSORIES

Bean Bag Dash Mount...Part Number: 010-10199-01

Spare Base for Dash Mount *(For use in second vehicle)*...................................Part Number: 010-10199-02

Carrying Case. *(Not Shown)*...Part Number: 010-10199-03

Spare Dash Mount Base Permanent Adhesive Disks *(5 ea.)*........................... Part Number: 249-00059-00

Spare Dash Mount Base Temporary Adhesive Disks *(5 ea.)*............................Part Number: 291-00037-00

Data Transfer Cable *(Not shown)*..Part Number: 010-10142-00

PC Interface Cable with Cigarette Lighter Adapter -RS 232 Serial Port *(Not Shown)*..

....Part Number: 010-10165-00

GA 26 Remote Amplified Antenna...Part Number: 010-10052-02

Power/Data Cable with bare wires *(Not shown)*.. Part Number: 010-10082-00

8ft Extension Cable for GA 26 Antenna *(Not Shown)*......................................Part Number: 010-10152-00

Handheld/Portable Antenna *(Replacement)*...Part Number: 011-00237-00

Accessories

Contact GARMIN Customer Service or your GARMIN Dealer to obtain Replacement Parts and Optional Accessories.

GARMIN Customer Service
(913)397-8200 or 1-800-800-1020

Bean Bag Dash Mount

Dash Mount Base

Permanent Adhesive

Temporary Adhesive

GA 26 Remote Antenna

Accessories
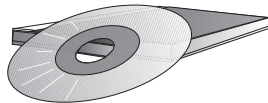
MapSource® CD's

*8MB & 16 MB Memory Cartridges
(Map Data Cartridge)*

WARNING:
GARMIN Accessories have been designed and tested specifically for use with GARMIN products. Accessories offered for sale by other manufacturers have not been necessarily tested or approved for use with GARMIN Products. Use of such accessories might cause damage to your GARMIN Product and void the terms of the warranty.

MapSource* CD-ROM Map Databases:

- United States MetroGuide with Blank 8MB Memory Cartridge (*Most popular and practical for use with the StreetPilot in the U.S.*)........................ Part Number: 010-10215-13
- MetroGuide United Kingdom .... Part Number: 010-10264-00
- Various Country-Specific MetroGuide Products will soon be available!
Please check with your GARMIN Dealer or Distributor for availability, or visit the GARMIN website: www.garmin.com

Blank 8MB Memory Cartridge .... Part Number: 010-10227-00
Blank 16MB Memory Cartridge .... Part Number 010-10226-00

* MapSource: GARMIN MapSource® is collection of detailed mapping data compiled into distinct CD-ROM's which can be downloaded from a PC to 8 and 16 MB data cartridges for use with the StreetPilot. The maximum number of maps that can be used by the StreetPilot is 50. Although 16 MB cartridges allow you to download maps containing more data, the maximum number of maps than can be used by the StreetPilot remains at 50. Many MapSource maps, such as MetroGuides contain large amounts of data and may fill an 8 MB cartridge, thus limiting the number of maps to only one. However, smaller maps such as Topographic and Roads and Recreation can be stored on cartridges in greater numbers. All maps run concurrently and display when you travel through the area of coverage or use the panning arrow to move to them. You cannot view multiple types of MapSource maps at the same time, there is a hierarchy that places certain types of maps in front of others. Here is a list of hierarchy for your reference: 1. MetroGuide, 2. Roads and Recreation, 3. Topographic, and 4. World Map. The type of map being displayed will appear below the map scale bar in the lower left corner of the Map Page.

System requirements are: Pentium processor, Windows 95, Windows 98, or Windows NT 4.0, 16 MB minimum RAM, 10 MB free hard disk space, CD-ROM drive, 256-color display adapter and monitor, mouse or other pointing device. Uses data transfer cable provided with the StreetPilot. Contact your GARMIN Dealer or GARMIN Customer Service to order MapSource CD-ROM's.

PHYSICAL

Case:	Fully-gasketed, high-impact plastic alloy, waterproof to IPX7 standards
Size:	3.19"H x 6.81"L x 2.56"D (8.1 x 17.3 x 6.5 cm)
Weight:	1 pound 4oz (567 g) with batteries
Display:	3.75" diagonal, 240 x 128 pixel, 16 color, backlit
Antenna:	Detachable with standard BNC-type connector
Temp. Range:	5° to 158°F (-15° to 70°C)†

PERFORMANCE

Receiver:	Differential-ready PhaseTrac12™
Acquisition Time:	Approx. 15 seconds (warm start)
	Approx. 45 seconds (cold start or user-initialized)
	Approx. 5 minutes (AutoLocate™)
Update Rate:	Once per second, continuous
Position Accuracy:	1-5 meters (3-15 ft) with DGPS corrections*
	15 meters (49 ft) RMS**
Velocity Accuracy:	0.1 mph RMS steady state
Dynamics:	Performs to specifications to 6 g's
Interfaces:	NMEA 0183, RTCM (for DGPS corrections) and RS-232 for PC interface
Memory Back Up:	Internal Lithium Battery, lasts up to 10 years

Specifications

POWER

Input: Six 1.5-volt AA batteries† or 10-32 VDC external

Power Consumption: 4.3 Watts at full backlight intensity

Battery Life: Maximum of 2.5 hours at full backlight brightness setting. Up to 9 hours using lowest backlight brightness setting.††

Specifications subject to change without notice.

*With optional GARMIN GBR 21 Beacon Receiver Input.

**Subject to accuracy degradation to 100m 2DRMS under the U.S. DoD-imposed Selective Availability (SA) Program.

† The temperature rating for the StreetPilot may exceed the usable range of some batteries. Alkaline batteries can rupture at high temperatures.

†† Alkaline batteries lose a significant amount of their capacity as temperature decreases. Use lithium batteries when operating the StreetPilot in below-freezing conditions. Extensive use of bright screen backlighting will significantly reduce battery life. Low to moderate screen backlighting can significantly prolong battery life.

Wiring/Interfaces

Interface formats are selected from the System Setup page next to the "Comm Port" tab, described on page 35. The input/output lines on your StreetPilot are RS-232 compatible, allowing easy interface to a wide range of external devices, including PCs, differential beacon receivers, marine autopilots and/or a second GPS receiver.

The NMEA 0183 version 2.0 interface format is supported by the StreetPilot and enables the unit to drive up to three NMEA devices:

NMEA 0183 version 2.0 Approved sentences:

GPGGA, GPGLL, GPGSA, GPGSV, GPRMB, GPRMC, GPRTE, GPWPL, GPBOD

GARMIN proprietary sentences:

PGRME (estimated error), PGRMM (map datum), PGRMZ (altitude), PSLIB (beacon receiver control)

DGPS (Differential GPS) corrections are accepted in RTCM SC-104 version 2.0 format through the Data In line. The GARMIN GBR 21 is the recommended beacon receiver for use with the StreetPilot. Other beacon receivers with the correct RTCM format may be used, but may not correctly display status or allow tuning control from the GPS unit.

Wiring/Interfaces

To remove the attached antenna for connection to a remote antenna: rotate to a 45° angle and gently pull away from the unit. The antenna port accepts a standard BNC connector.
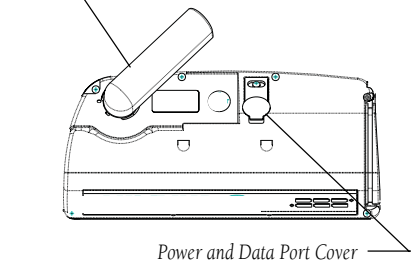
Power and Data Port Cover

(-) Ground

Data IN

Data OUT
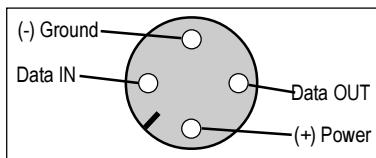
(+) Power

Power and Data Connections from Back of Unit

68

The StreetPilot may be connected to a PC, beacon receiver, marine autopilot or other compatible device using the supplied PC Interface Cable with RS 232 Serial Port Connector (P/N 010-10141-00)

The StreetPilot may be connected to a vehicle's electrical system (10-32 VDC) and a PC, beacon receiver, marine autopilot, or other compatible device using the optional PC Interface Cable with Cigarette Lighter Adapter (P/N 010-10165-00).

The StreetPilot may be connected to a second StreetPilot using the optional Data Transfer Cable (P/N 010-10142-00) in order to transfer data from unit to unit.

The StreetPilot may be hard-wired to the vehicle's electrical system (10-32 VDC) and a PC, beacon receiver, marine autopilot or other compatible device using the Power/Data Cable with bare wire leads (P/N 010-10082-00).

WARNING: the terms of the GARMIN Warranty require that the Power/Data Cable with bare wire leads be installed by experienced installers at a qualified installation facility, (i.e. electrical accessory installation center, auto, or marine dealer service center). The end-user should not attempt installation without proper knowledge of automotive or marine electrical systems and skill in the use of special tools or hardware required for installation.

Consult the wiring diagrams at the side and bottom of the page for proper connections. (The male connector on the back of the StreetPilot and wiring leads are illustrated to the left, wiring lead color coding is illustrated below.)

Power/Data Cable Assembly: P/N 010-10082-00

Brown- Serial Data OUT

White- Serial Data IN

Black- Ground

Red- Power 10-32 VDC

Code Label

ACG/3AG -1/2 AMP Fuse Holder

Unit Power/Data Port Connector
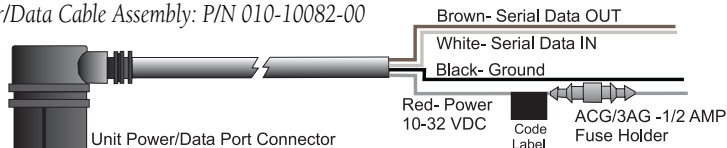
Cleaning

    The StreetPilot is constructed of high quality materials and does not require user maintenance other than cleaning. Clean the unit using a cloth dampened with a mild detergent solution and then wipe dry. Avoid chemical cleaners and solvents that may damage plastic components.

Storage

    Storing alkaline batteries in the unit for extended periods is not recommended. In order to reduce the chance for battery leakage in the battery compartment and map data cartridge slot, remove the batteries when storing the unit for more than six months.

Water Immersion

    The StreetPilot is waterproof to IEC Standard 529 IPX7 . It can withstand immersion iin 1 meter of water for 30 minutes. Prolonged submersion can cause damage to the unit. After submersion, be certain to remove the batteries and map cartridge and dry the compartments before reuse.

Symptom	Probable Cause	Remedy
Unit does not turn ON	Batteries are exhausted.	Replace batteries.
"Poor GPS Coverage" message is constant.	Your location does not allow a clear view of the sky.	Move to a new location.
Unit will not power ON even with new batteries.	Batteries may be installed backwards.	Reinstall batteries.
	Unit has sustained damage from impact.	Return unit to GARMIN for service.
Unit powers up, but then turns OFF.	Batteries may be nearly exhausted.	Replace batteries.

The StreetPilot is programmed to provide "pop-up" messages concerning operational characteristics and conditions. Refer to Appendix E

Trouble-Shooting Guide

To resolve problems that cannot be remedied using this guide:
Contact GARMIN Customer Service at
913-397-8200

Messages

The StreetPilot uses an on-screen message system to alert you to unit operating characteristics. Press the **ENTER** key to acknowledge and return to the page you were viewing.

Battery Power is Low - The batteries in your unit are low and no longer capable of supporting unit operation. Install new batteries.

Data Card Checksum Failure - There is an error in the unit's database. Service is required.

Data Transfer Complete - The unit has finished uploading or downloading information to the connected device.

Leaving Planned Route - You are no longer traveling along the planned route. Make corrections as necessary.

Memory Battery Power is Low - The power that sustains user memory is low and should be replaced by an authorized service center as soon as possible

No Differential GPS Position - The beacon receiver is not communicating with the unit. Go to the 'Interface' setup page to view status messages.

No Matching Addresses Found - There is no such address in the map information database. Check spelling or number entry and try again.

No Matching Intersections Found - There is no such intersection in the map information database. Check spelling and try again.

Poor Satellite Reception - The unit cannot receive enough satellite signals to compute a position. Move to a location with a clearer view of the sky.

Power Down and Re-init - The unit cannot calculate a position due to abnormal satellite conditions. Turn off and try again at a different location.

RAM Failed - The unit has detected a failure in its internal memory. If the message persists, service is required.

Receiver Has Failed - The unit has detected a failure. "Power Down and Re-Init: message will appear. If problem persists, service is required.

Received Invalid Waypoint - A waypoint was received during upload transfer that has an invalid identifier.

Degraded Accuracy - Accuracy has been degraded beyond 500 meters due to poor satellite geometry or data quality. Use other sources to verify position.

Oscillator Needs Adjustment - The unit has detected excessive drift in its internal crystal oscillator. Take the unit to an authorized service center.

ROM Failed - The permanent memory has failed and the unit is not operable. Service is required.

Route Memory Full - No additional waypoints can be added.

Route Waypoint Was Deleted - The waypoint being deleted was part of a route. The waypoint is removed from the route and waypoint memory.

Speed Warning - Your current speed has exceeded the speed alarm setting.

Stored Data Was Lost - All waypoints, routes, time, and almanac data have been lost due to battery failure, or the receiver's memory has been cleared.

Too Many Turns - You have entered more turns in the route than the memory can hold. Restructure your route.

Unknown Data Card Format - The unit does not recognize the format for the Map Data information you are downloading. Check data and settings.

Using Sim for Faster Data Transfer - While using a MapSource program, simulator mode is automatically selected to speed data transfer.

Waypoint Memory Full - All 500 personal waypoints have been assigned.

Navigation Terms

Arrival Time - The estimated time of day you will reach a destination, using current speed and track.

Direction to Go - The direction from your location to a destination point.

Distance to Go - The distance from your location to a destination point.

Driving Avg - Your average speed of travel during the time the vehicle has been in motion, since the Trip Computer was last reset.

Driving Time - The length of time for which the vehicle has been in motion, since the Trip Computer was last reset.

Elevation - The vehicle's height above Mean Sea Level (MSL), based on GPS measurements.

Max Speed - The maximum speed recorded since the Trip Computer was last reset. It may also be reset individually, without resetting other Trip Computer information.

Odometer - A running tally of distance traveled, based upon the distance between second-by-second location readings, since the Trip Computer was last reset.

Overall Avg - Your average speed of travel (including time stopped) during the time the StreetPilot has been tracking your location, since the Trip Computer was last reset.

Speed - The current velocity at which you are traveling, relative to a ground location. Also called 'ground speed'.

Stopped Time - The length of time which the vehicle has been stopped (stationary) during the time the unit has been tracking your location, since the Trip Computer was last reset.

Time to Go - The estimated time it will require for you to reach your destination, based on your current speed and the distance to the destination.

Total Time - The total length of time for which the StreetPilot has been tracking your location, since the Trip Computer was last reset. Equal to Driving Time plus Stopped Time.

Track - The direction of motion relative to a ground location. Also called 'ground track'.

Track Log - A set of plotted points which, when displayed on the map, show where you have traveled. Sometimes known as a 'breadcrumb trail'.

Waypoint - A specific location on the earth. A waypoint can be used as the destination for a Direct Goto, or as part of a route.

Greenwich Mean Time (GMT) Offset Chart
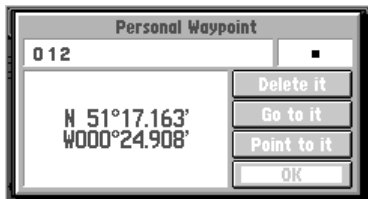
To determine your longitudinal zone: press the MARK key to mark a waypoint and observe the longitudinal coordinates by selecting "Show Lat/Lon" from the options menu.
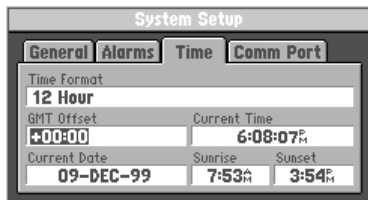
Match it to a set of values on the chart to the right and select the Offset value to be entered in the GMT Offset field on the Time tab of the System Setup menu.

This chart is provided to help you determine the time offset settings for your current location in order to set the correct time on the Time Setup Page. To change the GMT (Greenwich Mean Time) Offset, if necessary, press the **OPTION** key to access the Options Menu. Then scroll down to the System Setup option, press **ENTER** to access and then tab over to the 'Time' page. Highlight the GMT Offset field and press **ENTER** to enter the appropriate offset value from the chart below using the **UP** or **DOWN** areas of the **ROCKER** kepad . To determine your longitudinal zone, press **MARK** to mark your position select 'Show Lat/Lon' from the options menu and observe the longitude value. It should fall between one of the sets of values on the chart.

Longitudinal Zone	Offset	Longitudinal Zone	Offset
W180.0° to W172.5°	-12.00	E007.5° to E022.5°	+01.00
W172.5° to W157.5°	-11.00	E022.5° to E037.5°	+02.00
W157.5° to W142.5°	-10.00	E052.5° to E067.5°	+03.00
W142.5° to W127.5°	-09.00	E067.5° to E082.5°	+04.00
W127.5° to W112.5°	-08.00	E082.5° to E097.5°	+05.00
W112.5° to W097.5°	-07.00	E097.5° to E112.5°	+06.00
W097.5° to W082.5°	-06.00	E112.5° to E122.5°	+07.00
W082.5° to W067.5°	-05.00	E122.5° to E127.5°	+08.00
W067.5° to W052.5°	-04.00	E127.5° to E142.5°	+09.00
W052.5° to W037.5°	-03.00	E142.5° to E157.5°	+10.00
W037.5° to W022.5°	-02.00	E157.5° to E172.5°	+11.00
W022.5° to W007.5°	-01.00	E172.5° to E180.5°	+12.00
W007.5° to E007.5°	-00.00		

Because Time Zone boundaries do not always follow vertical longitudinal lines you may, on occasion, need to adjust the offset by one value in either direction.

Index

Index

Index

Notes: Use this space to record landmarks that you want to retain for future use, but are deleting from the waypoint list contained in the StreetPilot to make space for new more active waypoints.

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Record your unit Serial No. _____ to speed recovery if lost or stolen and for warranty service.

Help us to better support you by completing our on-line registration today! Have the serial number of your StreetPilot ColorMap handy and connect to our website (*www.garmin.com*). Look for the Product Registration link on the Home page.

Why should you register your StreetPilot ColorMap?
- Notification of Product Updates
- Notification of New Products
- Lost or Stolen unit tracking

NOTE: *If you have previously registered your GARMIN product purchase using a mail-in registration card, we invite you to re-register using our NEW on-line system. Many services provided by our new product registration system are now being automated and re-registering your purchase ensures you the best possible support from GARMIN.*

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