# User Manual

## XSG2 Infotainment Center

Navigation Software XSG2

English

May 2010, ver. 1.2



**125G2NAVIMN01**

Thank you for choosing the XSG2 as your door-to-door in-car navigator. Read the Quick Start Guide first and start using your XSG2 right away. This document is the detailed description of the software. Please do not operate your navigation while driving or allow it to dstract you. We recommend that you read this manual to understand the screens and the features of the XSG2 navigation.

For the latest in map updates please visit www.naviextras.com. If you have questions or require assistance please contact River Park Inc. at navi@riverparkinc.com.

# Table of contents

# 1 Warnings and Safety information

XSG2 is a navigation system that helps you find your way to your destination with its built-in GPS receiver. XSG2 does not transmit your GPS position; others cannot track you.

It is important that you look at the display only when it is safe to do so. If you are the driver of the vehicle, we recommend that you operate XSG2 before you start your journey. Plan the route before your departure and stop if you need to change something in the route.

You must obey the traffic signs and follow the road geometry. If you deviate from the route that XSG2 recommended, XSG2 changes the instructions accordingly.

For more information, consult the End User License Agreement (page 56).

## 2 Getting started with XSG2

The XSG2 is optimized for in-vehicle use. You can use it easily by tapping the screen buttons and the map with your fingertips.

The XSG2 contains complete maps North America. The XSG2 can plan routes throughout the whole installed map set; you do not need to change maps or switch to a poorly detailed general map to navigate between map segments or countries.

| Tasks | Instructions |
|---|---|
| Using a stylus | You do not need a stylus to use XSG2. Tap the buttons and the map with your fingertips. |
| Double tapping the screen | You do not need to tap the screen twice for any action. With buttons and controls, a single tap is enough. |
| Tapping and holding the screen | You do not need this to access the basic navigation functions. Tap and keep pressing the following buttons to reach extra functions:<br><br>• Tap and hold 🔲 on the Map screen: you can set the minimum and maximum zoom level of Smart Zoom.<br><br>• Tap and hold any of the 🔲 🔲 🔲 buttons on the Map screen: you can set or reset the zoom value of the button (2D map).<br><br>• Tap and hold any of the 🔲 🔲 🔲 buttons on the Map screen: you can set or reset the tilt and zoom values of the button (3D map).<br><br>• Tap and hold ⬅ on list and menu screens: the Navigation menu appears.<br><br>• Tap and hold any of the ⬅, ➡, ⬆, ⬇, ➕, and ➖ buttons on the Map screen: you can rotate, tilt or scale the map continuously.<br><br>• Tap and hold ⬅ on keyboard screens: you can delete several characters quickly.<br><br>• Tap and hold ◀ or ▶ in long lists: you can scroll pages continuously.<br><br>• Tap and hold the buttons in the Quick menu to open screens related with the function of the button from the Manage menu or the Settings menu. |
| Gestures (drag&drop) | You do not need gestures to access the basic navigation features. You need to drag and drop the screen only in cases like:<br><br>• Moving the handle on a slider.<br><br>• Moving the map: grab the map, and move it in the desired direction.<br><br>• Shortcut to open the Map screen: slide your finger from the bottom right corner to the bottom left corner on any screen.<br><br>• Shortcut to open the Navigation menu: slide your finger from the top left corner to the bottom left corner on any screen. |

## Start using XSG2

When the XSG2 navigation is started the first time, you need to do the following:

1. Select the written language of the application interface. Later you can change it in Settings (page 52).

2. Select the language and speaker used for voice guidance messages. Later you can change it in Settings (page 52).

3. Read the warning message and tap Accept to continue.

After this, the Navigation menu appears and you can start using the XSG2 navigation.



The typical way of using the XSG2 navigation is to select a destination, and start navigating. You can select your destination in the following ways:

- Use the selected location on the map (the Cursor) (page 21).

- Enter a full address or a part of an address, for example a street name without a house number or the names of two intersecting streets (page 22).

- Enter an address with ZIP code (page **Error! Bookmark not defined.**). This way you do not need to select the name of the city and the search for street names might be faster as well.

- Use a coordinate (page **Error! Bookmark not defined.**)

- Use a saved location:

    - a Favorite (page **Error! Bookmark not defined.**)

    - a POI (page **Error! Bookmark not defined.**)

    - the History of previously set destinations and waypoints (page **Error! Bookmark not defined.**)

## 2.1 Buttons and other controls on the screen
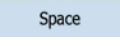
When you are using the XSG2, you usually tap buttons on the touch screen.

You only need to confirm selections or changes in the XSG2 if the application needs to restart, it needs to perform a major reconfiguration, or you are about to lose some of your data or settings. Otherwise, the XSG2 saves your selections and applies the new settings without confirmation as soon as you use the controls.

| Type | Example | Description | How to use it |
|---|---|---|---|
| Button | **Info** | Tap it to initiate a function, to open a new screen, or to set a parameter. | Tap it once. |
| Icon |  | Shows GPS position quality. | Some icons also function as a button. Tap them once. |
| List |  | When you need to select from several options, they appear in a list. | Move between pages with the ◄ and ► buttons and tap the value that you want. |
| Slider |  | When a feature has several different unnamed values, XSG2 shows an indicator on a gauge that displays and sets a value from a range. | Drag the handle to move the slider to its new position. Tap the slider where you want the handle to appear; the thumb jumps there. |
| Switch | ☑ ☐ | When there are only two choices, a checkmark shows whether the feature is enabled. | Tap it to turn the switch on or off. |
| Virtual keyboard |  | Alphabetic and alphanumeric keyboards to enter text and numbers. | Each key is a touch screen button. |

## 2.1.1 Using keyboards

You only need to enter letters or numbers in the XSG2 when you cannot avoid it. You can type with your fingertips on the full-screen keyboards and you can switch between various keyboard layouts, for example ABC, QWERTY, or numerical.

| Task | Details |
|---|---|
| Switching to another keyboard layout, for example from an English QWERTY keyboard to a Greek keyboard | Tap **Keys** , and select from the list of available keyboard types. |
| | XSG2 remembers your last keyboard choice and offers it the next time you need to enter data. |
| Correcting your entry on the keyboard | Remove the unneeded character(s): tap ←. Tap and hold the button to delete the entire input string. |
| Entering a space, for example between a first name and a family name or in multi-word street names | Tap Space . |
| Entering symbols | Tap @/! to switch to a keyboard offering symbol characters. |
| Finalising the keyboard entry | Tap **Done** . |

## 2.2 Using the map

The map screen is the most frequently used screen of the XSG2 navigation. It can be accessed from the Navigation menu by tapping Map .
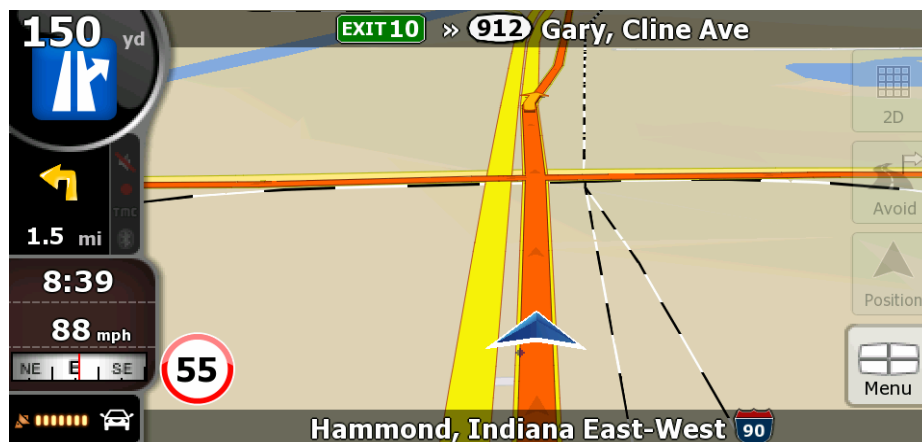


For further information about the map screen, see page 34.

### 2.2.1 Checking the details of a map location

- If you are interested in the details of your current position during navigation:

    1. Check the bottom line of the map. It shows the current street and house number information.

    2. For further details, tap to open the Position menu.

    3. Tap Info . The address, the coordinate and the list of nearby POIs will be displayed.

- You can check the details of any other location by selecting it on the map:

    1. Tap the map anywhere to open the map control buttons.

    2. Tap the desired location on the map. The Cursor appears there. The address of the location is displayed at the bottom of the map.

    3. For further details, tap to open the Cursor menu.

    4. Tap Info . The address, the coordinate and the list of nearby POIs will be displayed.

- It is even easier if you select the desired point in the Find menu. Then the Cursor menu opens automatically. You only need to tap the Info button.
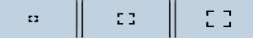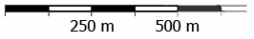
### 2.2.2 Manipulating the map

Position markers on the map:

- Current GPS position: (page 17)

- Selected location (Cursor): (page 17)

The following controls help you modify the map view to suit your actual needs the best. Most of these controls appear only if you tap the map once, and disappear after a few seconds of inactivity.

| Action | Button(s) | Description |
|---|---|---|
| Moving the map with drag&drop | No buttons | You can move the map into any direction: tap and hold the map, and move your finger to the direction in which you want to move the map.<br>If GPS position is available and you have moved the map, the ⊕ button appears. Tap this button to return to the GPS position. |
| Opening/closing map control buttons | ◄► 🔍 | Tap this button to show or hide the following map control buttons:<br>• Zoom in/out<br>• Rotate left/right (3D map only)<br>• Tilt up/down (3D map only)<br>• Zoom preset buttons (2D map only)<br>• Tilt and zoom preset buttons (3D map only)<br>• Return to GPS position button<br>• Smart Zoom button |
| Zooming in and out | ✚ , ➖ | Changes how much of the map is displayed on the screen.<br>XSG2 uses high-quality vector maps that let you see the map at various zoom levels, always with optimized content. It always displays street names and other text with the same font size, never upside-down, and you only see the streets and objects that you need.<br>Map scaling has different limits in 2D and in 3D map view modes. |
| Tilting up and down | ⬆ , ⬇ | Changes the vertical view angle of the map in 3D mode. |
| Rotating left and right | ➡ , ⬅ | Changes the horizontal view angle of the map in 3D mode.<br>When GPS position is available, XSG2 always rotates the map so its top faces your direction of travel (Track-Up orientation). You can turn away from Track-Up with these buttons.<br>If GPS position is available and you have rotated the map, the ⊕ button appears. Tap this button to re-enable the automatic map rotation. |
| Viewing modes | ▦ , ◈ | Gives you the following map perspectives in XSG2:<br>• classic top-down view (2D), the top of the map always faces North<br>• perspective view (3D) the top of the map always points in the current driving direction<br>The icon always shows the mode the button switches to: If you are in 3D mode, you can see the ▦ button and you need to tap it to switch to 2D mode. |

| Action | Button(s) | Description |
|---|---|---|
| Smart Zoom | | XSG2 can automatically rotate, scale and tilt the map and give you the optimal view:<br>• When you are approaching a turn, XSG2 zooms in and raises the view angle to let you easily recognize your maneuver at the next junction.<br>• If the next turn is at a distance, XSG2 zooms out and lowers the view angle to show you the road in front of you.<br>Tap this button once to enable Smart Zoom.<br>Tap&hold the button to set the zoom limits of Smart Zoom. |
| Returning to normal navigation (back to the GPS position with automatic map rotation) | | Tap this button to move the map back to the current GPS position. If the map has been rotated in 3D mode, automatic map rotation is also re-enabled. |
| Zoom preset buttons | | Tap one of the preset buttons to set the zoom level to a fixed, predefined value. Smart Zoom is disabled. These buttons are available in 2D mode.<br>Tap&hold any of the buttons to set its value to the current zoom level, or to reset it to its original value. |
| Tilt and zoom preset buttons | | Tap one of the preset buttons to set the tilt and zoom levels to fixed, predefined values. Smart Zoom is disabled. These buttons are available in 3D mode.<br>Tap&hold any of the buttons to set its value to the current tilt and zoom levels, or to reset it to its original value. |
| Map scale | 250 m    500 m | XSG2 shows the scale of the map in 2D mode. |

### 2.2.3 Lane information and Signposts

When navigating on multilane roads, it is important to take the appropriate lane in order to follow the recommended route. If lane information is available in the map data, XSG2 displays the lanes and their directions using small arrows either at the bottom or at the top of the map (the position of these arrows can be modified in Map Screen settings). Arrows in yellow color represent the lanes you need to take.
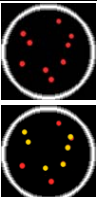
Where there is additional information available, signposts substitute arrows. Signposts are always displayed at the top of the map. The color and style of the signposts are similar to the real ones you can see above road or by the roadside. They show the available destinations and the number of the road the lane leads to.

All signposts look similar when cruising (when there is no recommended route). When navigating a route, only that signpost is displayed in vivid colors that points to the lane(s) to be taken; all others are darkened out.
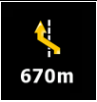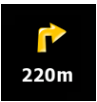
## 2.2.4 Status information and hidden controls on the map

The following information appears in the rounded field in the top left corner, the Turn Preview field. When tapping this area, the result depends on the information currently shown.

| Icon | Information | Details | Action |
|------|-------------|---------|--------|
|  | There is no active route | If there is no route to be navigated, this icon appears in the Turn Preview field. | Tap this area to open Find. |
|  | There is no valid GPS position. | If an active route exists, and there is no valid GPS position, the view of the sky above you is shown with colored dots for each satellite. Some dots need to turn green to be able to navigate. | Tap this area to open the Route Information screen. |
|  | If the icon is a static picture, route calculation is needed | GPS position and an active route are available, but automatic off-route recalculation is switched off, and you deviated from the route. | Tap this area to make XSG2 recalculate the recommended route. |
|  | If the icon is animated, route calculation is in progress | XSG2 is calculating or recalculating the route. | Nothing happens if you tap this area of the screen. |
|  | Next route event (next maneuver) | GPS position and an active route are available, and you navigate the recommended route. This area gives you information about the type and distance of the next route event. | Tap this area to open the Route Information screen. |

The following area appears next to the above described rounded area. When tapping this area, the result depends on the information currently shown.

| Icon | Information | Details | Action |
|------|-------------|---------|--------|
|  | There is no valid GPS position | If there is no valid GPS position, this symbol appears here. | Tap this area to open the GPS Data screen to check the signal status or the connection settings. |
|  | Traffic restriction | When GPS position is available but there is no route to be navigated, the traffic restriction of the upcoming intersection is shown here if there is any. | Nothing happens if you tap this area of the screen. |
|  | Second route event (maneuver after the next maneuver) | When GPS position and an active route are both available, this field shows the route event that follows the next route event shown in the above described area. | Tap this area to open the Itinerary screen with the turn by turn guidance instructions. |
|  | Stops the running simulation | This icon appears during Route Simulation. | Tap this area to stop the simulation. |
|  | Route recalculation progress | During route recalculation, this field shows the recalculation progress between 0% and 100%. | Nothing happens if you tap this area of the screen. |

| Icon | Information | Details | Action |
|---|---|---|---|
| | Indicator strip | - sounds muted/enabled | Nothing happens if you tap this area of the screen. |
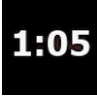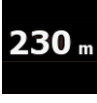
The following symbols appear in the Indicator strip:

| Icon | Description |
|---|---|
| | The sound output of XSG2 is muted. |
| | The sound output of XSG2 is enabled. |

The following information can be seen in the three data fields shown on the map screen. Tap this area to open the Trip Information screen where you can select which values to be shown in these three fields.

When there is no active route, these fields show the following information: current speed, compass and the current time of day.

| Icon | Type | More information |
|---|---|---|
| SW W | Compass | Shows the direction of your heading both when the map is automatically rotated (3D) and when the map is always facing North (2D). |
| 24 km/h | Speed information | There are speed values that can be shown:<br>• Current speed<br>• Speed limit on the current road |
| 1:05 | Time information | There are time values that can be shown:<br>• Current GPS time<br>• Time remaining to reach the destination<br>• Time remaining to reach the next via point<br>• Estimated arrival time at the destination<br>• Estimated arrival time at the next via point |
| 230 m | Distance information | There are distance type values that can be shown:<br>• Distance remaining to reach the destination<br>• Distance remaining to reach the next via point<br>• Current altitude |

The next area is the GPS position quality indicator field. Tap this area to open the Quick menu (page **Error! Bookmark not defined.**).

| Icon | Status for | More information |
|---|---|---|
| | GPS position quality | A higher number of lit bars indicates better GPS position accuracy. |

### 2.2.5 Using the Cursor (the selected map location)

First, place the Cursor at the desired map location with one of the following options:

• Use the Find menu to select a location. The map returns with the selected point (the Cursor) in the middle, and the Cursor menu appears with the available options.

• Tap the screen and tap again to place the Cursor at the desired location. Now tap to open the Cursor menu.

You can perform the following actions:

| Button | Action |
|---|---|
| Set as Start | In the active route, uses the Cursor as the start point by replacing the current GPS position |
| Set as Destination | In the active route, uses the Cursor as the destination by replacing the previous destination |
| Insert as Via | In the active route, uses the Cursor as a via point (an intermediate destination) preceding the destination |
| Continue | In the active route, uses the Cursor as the destination while keeping the previous destination as a via point |
| Routing Methods | Shows the different routes calculated by the available routing methods. Choose the one that suits your needs the best |
| Save as POI | Saves the Cursor as a POI |
| Add to Favorites | Saves the Cursor as a Favorite location |
| Place Pin | Marks the map with a Pin at the Cursor |
| Info | Opens a screen with the name, address and coordinate information of the Cursor, and the list of POIs near it |

## 2.3 XSG2 concepts

### 2.3.1 Smart Zoom

Smart Zoom provides much more than just a usual automatic zoom feature:

- **While following a route calculated by XSG2:** when approaching a turn, it will zoom in and raise the view angle to let you easily recognize your maneuver at the next junction. If the next turn is at a distance, it will zoom out and lower the view angle to be flat so you can see the road in front of you.

- **While driving without an active route in XSG2:** Smart Zoom will zoom in if you drive slowly and zoom out when you drive at high speed.

### Enabling Smart Zoom

Tap the map to let the map control buttons appear, and then tap 🔳 to enable Smart Zoom.

### Fine-tuning Smart Zoom

Tap the map to let the map control buttons appear, and then tap and hold 🔳 to open the Smart Zoom Settings window. Modify the zoom limits of Smart Zoom if necessary.

### 2.3.2 Position markers

### 2.3.2.1 Current GPS position and Lock-on-Road

When your GPS position is available, XSG2 marks your current position with the ![icon] icon on the map.

The ![icon] icon is aligned to the nearest road to suppress GPS position errors. The direction of the icon is one of the directions of the route.

To use the current GPS position, tap ![Position]. The Position menu appears and you can save the GPS position as one of the following:

- a Favorite

- a POI

- a map marker Pin

### 2.3.2.2 Returning to normal navigation

When GPS position is available, and you have moved the map (the ![icon] icon is moving or is not even visible), or you have rotated the map in 3D mode, the ![button] button appears. Tap it to move the map back to the GPS position and re-enable Track-up map orientation (automatic map rotation).

| | |
|---|---|
| ![Note icon] Note! | Even if you move the map while you are driving, XSG2 continues navigating if there is an active route: it plays the voice instructions and displays the turn preview icons according to your current GPS position. |

### 2.3.2.3 Selected location (Cursor)

If you select a location in the Find menu, or you tap the map when the map control buttons are visible, the Cursor appears at the selected point on the map. XSG2 displays the Cursor with a radiating red dot ![dot] to make it visible at all zoom levels, even when it is in the background of a 3D map view.

When the Cursor is set, tap ![Cursor]. The Cursor menu appears and you can use the Cursor as one of the following:

- the start point of a route

- a via point in a route

- the destination of a route

You can also search for POIs around the Cursor.

Or you can save the location of the Cursor as:

- a Favorite

- a POI

- a map marker Pin

### 2.3.2.4 Original position in the Cursor menu

When the Cursor menu is open, a special icon ![icon] shows the Cursor position the menu was opened with.

You can move and zoom the map, and you can set the Cursor to a different place. The usual Cursor ⊙ appears, and the buttons of the Cursor menu initiate actions for this new location.

To return to the original Cursor position, tap ⦿. The map jumps back to the position with which the Cursor menu was opened, and the ✛ icon appears again.

### 2.3.3 Daytime and night color schemes

XSG2 uses different color schemes during the day and during the night.

- Daytime colors are similar to paper road maps.

- The night color schemes use dark colors for large objects to keep the average brightness of the screen low.

XSG2 offers different daytime and night color schemes. It can also switch automatically between the daytime and the night scheme based on the current time and GPS position a few minutes before sunrise, when the sky has already turned bright, and a few minutes after sunset, before it becomes dark.

### 2.3.4 Color scheme in tunnels

When entering a tunnel, the colors of the map change. All buildings disappear, the large objects (such as surface waters or forests) and the empty areas between roads become black.

However roads and streets keep their original colors from the daytime or night color scheme currently used.

After leaving the tunnel, the original colors return.

### 2.3.5 Route calculation and recalculation

XSG2 calculates the route based on your preferences:

- Route calculation method:
  - Fast
  - Short
  - Economical
- Easy Vehicle types :
  - Car
  - Bus
- Road types
  - Unpaved Roads
  - Permit Needed
  - Freeways
  - Toll Roads
  - Charge Roads

- Ferries

- Cross-border Planning

XSG2 automatically recalculates the route if you deviate from the proposed itinerary.

## 2.3.6 Itinerary

The Itinerary is the list of the route events, that is, the driving instructions.
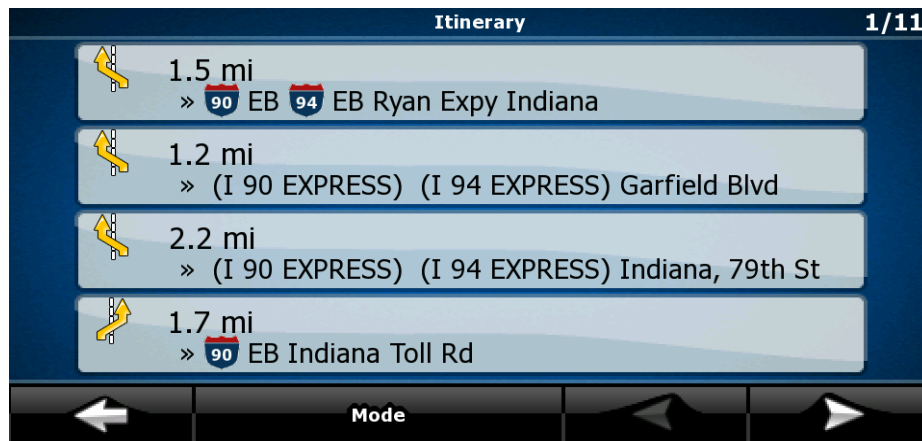


When you are on the Map screen, you can display the Itinerary in one of the following ways:

- Tap the area between the Turn preview and the Travel data fields where the symbol of the second next maneuver is displayed (for example ).

- Tap the following buttons: , , .

You have the following options on the Itinerary screen:

| Button | Description |
|---|---|
| Any of the list items | Opens the map with the selected maneuver in the middle. |
| **Mode** | Changes the detail level of the Itinerary. The levels are as follows:<br>• Detailed Instructions: all intersections are listed<br>• Itinerary: only significant intersections (the ones announced in voice guidance) are listed<br>• Road list: the list of the roads used while navigating the route |
| ◀ , ▶ | Moves between pages for additional list items. |

When the map is open with a maneuver in the middle:

| Button | Description |
|---|---|
| **+** | Zooms in the map. |
| **−** | Zooms out the map. |
| ◀ , ▶ | Moves the map to show the previous or next maneuver. |
| **Avoid** | Opens a screen where you can avoid a part of the route starting from the selected maneuver. |

### 2.3.7 Route demonstration

A simulation drives you through the route, following the driving instructions (page 31).

You can use it, for example, to see which bridge XSG2 planned for the route; if you do not want to take that bridge, you can avoid it.

Route demonstration can be started from the Route menu by tapping the **Simulate** button.

### 2.3.8 POI (Points of Interest)

A point of interest (POI) is a location that someone might find useful or interesting. XSG2 is delivered with thousands of POIs and you can also create your own POIs in the application.

POI locations are marked on the map with special icons. POI icons are quite large so you can easily recognize the symbol. The icons are also semi-transparent: they do not cover the streets and intersections behind them.

POIs are grouped into several levels of categories and subcategories. The icon of a POI that comes with the map shows the symbol of the POI category. If you save your own POI, you can select an icon for it independently of the POI category you have put it in.

### Saving POIs

To save a POI, place the Cursor  at the desired location, then tap the following buttons: , , .

### Managing POIs
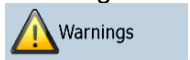
You can select which POI groups to show and which ones to hide on the map, and from which zoom levels POI icons are visible. At the same place you can manage your saved POIs. A saved POI can be renamed, moved to a different POI group, its icon can be changed, or a phone number and

additional information can be added to it. Tap the following buttons: , , .

### 2.3.9 Speed limit warning

Maps sometimes contain information about the speed limits of the road segments. This information may not be available for your region (ask your local dealer) or may not be fully correct for all roads on the map.

You can configure XSG2 to warn you if you exceed the current limit. Tap the following buttons: , , , .

When you exceed the speed limit, the following happens:

- Visible Warning: A symbol with the speed limit appears in the corner of the map 
- Audible Warning: A voice message is played using the selected voice guidance profile.

# 3 Navigating with XSG2

You can set up your route in the XSG2 in several ways:

- if you need a simple route (a route with only one destination, without any intermediate via points), you can select the destination and start navigating to it right away

- you can plan a multi-point route

- you can also plan a route independently of your current GPS position or even without GPS reception
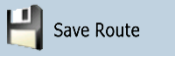
## 3.1 Selecting the destination of a route

XSG2 offers you several ways of choosing your destination and via points (intermediate destinations):

- Use the selected location on the map (the Cursor) (page 21).

- Enter a full address or a part of an address, for example a street name without a house number or the names of two intersecting streets (page 22).

- Enter an address with ZIP code (page **Error! Bookmark not defined.**). This way you do not need to select the name of the city and the search for street names might be faster as well.

- Use a coordinate (page **Error! Bookmark not defined.**)

- Use a saved location:

  - a Favorite (page **Error! Bookmark not defined.**)

  - a POI (page **Error! Bookmark not defined.**)

  - the History of previously set destinations and waypoints (page **Error! Bookmark not defined.**)

---

If you are going to use a route later, save it before you start navigating. Tap the following buttons: Menu , Route , Save Route .

Tip!

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### 3.1.1 Selecting the Cursor as the destination

1. Locate your destination on the map: move and scale the map as needed (page **Error! Bookmark not defined.**).

2. Tap the location that you want to select as your destination. The Cursor appears.

3. Tap Cursor to open the Cursor menu.

4. The map appears with the selected point in the middle. Tap Set as Destination from the Cursor menu. The route is then automatically calculated, and you can start navigating.

| | If you know that you will use a destination later, when the Cursor menu appears, save it as a POI, or put it on the list of your Favorites first. The Cursor menu returns automatically with the same point. Now you can use it as a route point. |
|---|---|
| Tip! | |

## 3.1.2 Entering an address or part of an address

If you know at least a part of the address, it is the quickest way to select the destination of the route.
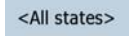
Using the same screen, you can find an address by entering:
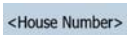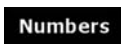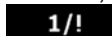
- the exact address, including house number
- the center of a city
- an intersection
- the midpoint of a street
- any of the above, starting the search with the ZIP code (page **Error! Bookmark not defined.**)

### 3.1.2.1 Entering an address

The parts of the address are shown on buttons. Start reading from the top, and if you want to change any of them, tap the button.



The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: , .

2. By default, the XSG2 proposes the country, state and city where you are. If needed, tap the button with the name of the country, and select a different one from the list. If you select a new country, you also need to select the state, or tap <All states> to search for a city regardless of the state it is in.

3. If needed, change the city:

   - To select the city from the list of recently used ones, tap the  button.
   - To enter a new city:

1. Tap the button with the name of the city, or if you have changed the country/state, tap <City Name> .

2. Start entering the city name on the keyboard.

3. Get to the list of search results:

   - After entering a couple of characters, the names that match the string appear in a list.

   - Tap **Done** to open the list of results before it appears automatically.

4. Select the city from the list.

4. Enter the street name:

   1. Tap <Street Name> .

   2. Start entering the street name on the keyboard.

   3. Get to the list of results:

      - After entering a couple of characters, the names that match the string appear in a list.

      - Tap **Done** to open the list of results before it appears automatically.

   4. Select the street from the list.

5. Enter the house number:

   1. Tap <House Number> .

   2. Enter the house number on the keyboard. (To enter letters, tap **Numbers** and select an alphabetic keyboard layout. To enter symbols, tap **1/!** ).

   3. Tap **Done** to finish entering the address.

6. The map appears with the selected point in the middle. Tap Set as Destination from the Cursor menu. The route is then automatically calculated, and you can start navigating.

### 3.1.2.2 Entering an address if house numbering is restarted

There are long roads where house numbering is restarted at some point. This way the same house number can appear twice or even more times on the same road. If this is the case, after entering the house number, you need to select the appropriate address by the district/suburb information.

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: Find , Find Address .

2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.

3. If needed, change the city:

   - To select the city from the list of recently used ones, tap the button.

   - To enter a new city:

     1. Tap the button with the name of the city, or if you have changed the country/state, tap <City Name> .

     2. Start entering the city name on the keyboard.

3. Get to the list of search results:

   - After entering a couple of characters, the names that match the string appear in a list.

   - Tap **Done** to open the list of results before it appears automatically.

   4. Select the city from the list.

4. Enter the street name:

   1. Tap <Street Name>.

   2. Start entering the street name on the keyboard.

   3. Get to the list of results:

      - After entering a couple of characters, the names that match the string appear in a list.

      - Tap **Done** to open the list of results before it appears automatically.

   4. Select the street from the list.

5. Enter the house number:

   1. Tap <House Number>.

   2. Enter the house number on the keyboard.

   3. Tap **Done** to finish entering the address.

6. A list appears with the matching addresses. Tap the desired one.

7. The map appears with the selected point in the middle. Tap Set as Destination from the Cursor menu. The route is then automatically calculated, and you can start navigating.


### 3.1.2.3 Entering an address without knowing the district/suburb

Long roads can run across several districts or suburbs. You may not know what particular house number is located where. In this case, follow the instructions below:

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: Find , Find Address .

2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.

3. If needed, change the city:

   - To select the city from the list of recently used ones, tap the button.

   - To enter a new city:

      1. Tap the button with the name of the city, or if you have changed the country/state, tap <City Name> .

      2. Start entering the city name on the keyboard.

      3. Get to the list of search results:

         - After entering a couple of characters, the names that match the string appear in a list.

         - Tap **Done** to open the list of results before it appears automatically.

4. Select the city from the list.

4. Enter the street name:

   1. Tap `<Street Name>`.

   2. Start entering the street name on the keyboard.

   3. Get to the list of results:

      • After entering a couple of characters, the names that match the string appear in a list.

      • Tap **Done** to open the list of results before it appears automatically.

   4. Instead of selecting one of the streets, tap **Search in All**.

5. Enter the house number:

   1. Tap `<House Number>`.

   2. Enter the house number on the keyboard.

   3. Tap **Done** to finish entering the address.

6. A list appears with the matching addresses. Tap the desired one.

7. The map appears with the selected point in the middle. Tap **Set as Destination** from the Cursor menu. The route is then automatically calculated, and you can start navigating.


### 3.1.2.4 Selecting an intersection as the destination

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: **Find** , **Find Address**.

2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.

3. If needed, change the city:

   • To select the city from the list of recently used ones, tap the [icon] button.

   • To enter a new city:

      1. Tap the button with the name of the city, or if you have changed the country/state, tap `<City Name>`.

      2. Start entering the city name on the keyboard.

      3. Get to the list of search results:

         • After entering a couple of characters, the names that match the string appear in a list.

         • Tap **Done** to open the list of results before it appears automatically.

      4. Select the city from the list.

4. Enter the street name:

   1. Tap `<Street Name>`.

   2. Start entering the street name on the keyboard.

   3. Get to the list of results:

- After entering a couple of characters, the names that match the string appear in a list.

- Tap **Done** to open the list of results before it appears automatically.

4. Select the street from the list.

5. Tap the **Intersection** button.

- If only a few intersecting streets exist, their list appears immediately.

- In case of a longer street, a keyboard screen appears. Start entering the name of the intersecting street on the keyboard. As you type, if the matching streets can be shown on one screen, their list appears automatically.

6. Tap the desired intersecting street in the list.

7. The map appears with the selected point in the middle. Tap **Set as Destination** from the Cursor menu. The route is then automatically calculated, and you can start navigating.


### 3.1.2.5 Selecting a city center as the destination

The City Center is not the geometric center of the city but an arbitrary point the map creators have chosen. In towns and villages, it is usually the most important intersection; in larger cities, it is an important intersection.

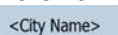The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: **Find** , **Find Address** .

2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.

3. If needed, change the city:

- To select the city from the list of recently used ones, tap the button.

- To enter a new city:
    1. Tap the button with the name of the city, or if you have changed the country/state, tap **<City Name>** .
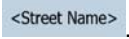    2. Start entering the city name on the keyboard.
    3. Get to the list of search results:
        - After entering a couple of characters, the names that match the string appear in a list.
        - Tap **Done** to open the list of results before it appears automatically.
    4. Select the city from the list.

4. Tap the **City Center** button.

5. The map appears with the selected point in the middle. Tap **Set as Destination** from the Cursor menu. The route is then automatically calculated, and you can start navigating.


### 3.1.2.6 Entering an address with a ZIP code

All of the above address searching possibilities can be performed with entering the ZIP code instead of the city name. Find below an example with a full address:

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: [Find] , [Find Address] .

2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.

3. Tap the button with the name of the city, and enter the ZIP code:

   1. Start entering the ZIP code on the keyboard.

   2. Get to the list of results:

      - After entering a couple of numbers, matching results appear in a list.

      - Tap **Done** to open the list of results before it appears automatically.

   3. Pick the city from the list.

4. Enter the street name:

   1. Tap <Street Name> .

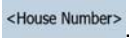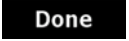   2. Start entering the street name on the keyboard.

   3. Get to the list of results:

      - After entering a couple of characters, the names that match the string appear in a list.

      - Tap **Done** to open the list of results before it appears automatically.

   4. Select the street from the list.

5. Enter the house number:

   1. Tap <House Number> .

   2. Enter the house number on the keyboard.

   3. Tap **Done** to finish entering the address.

6. The map appears with the selected point in the middle. Tap [Set as Destination] from the Cursor menu. The route is then automatically calculated, and you can start navigating.


**3.1.2.7 Tips on entering addresses quickly**

- When you are entering the name of a city or a street, XSG2 only displays those characters that appear in possible search results. The other characters are grayed out.

- When entering the city name or the street name, tap the **Done** button after a couple of letters; XSG2 lists the items that contain the specified letters.

- You can speed up finding an intersection:

  - Search first for the street with a less common or less usual name; fewer letters are enough to find it.

  - If one of the streets is shorter, search for that one first. You can then find the second one faster.

- You can search for both the type and the name of a road. If the same word appears in several names, for example in the name of streets, roads and avenues, you can obtain the result faster if you enter the first letter of the street type: For example, enter **Pi A** to obtain **Pine Avenue** and skip all **Pine Streets** and **Pickwick Roads**.

- You can also search in ZIP codes. This is useful when a street name is common and it is used in several districts of a city.

### 3.1.3 Selecting the destination from your Favorites

You can select a location that you have already saved as a Favorite to be your destination.

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: [Find] , [Favorites] .

2. Tap the Favorite that you want to set as your destination.

3. The map appears with the selected point in the middle. Tap [Set as Destination] from the Cursor menu. The route is then automatically calculated, and you can start navigating.

### 3.1.4 Selecting the destination from the POIs

You can select your destination from the POIs included with XSG2 or from the ones you have previously created.

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: [Find] , [Find POI] .

2. Select the area around which the POI should be searched for:

   - [Around Address]: The POI will be searched for around a given address.

   - [Around Cursor]: The map appears with the Cursor in the middle. Modify the location of the Cursor if necessary, then tap [OK]. The POI will be searched for around the given location.

   - [Around GPS Position]: The POI will be searched for around the current GPS position.

   - [Around Destination]: The POI will be searched for around the destination of the active route.

   - [Along Route]: The POI will be searched for not around a given point, but by the size of the detour it adds to the active route. This can be useful if you search for a later stopover that causes only a minimal detour, for example upcoming gas stations or restaurants.

3. You can narrow the search with the following:

   - Select the POI group (e.g. Accommodation), and after that, if needed, select the POI subgroup (e.g. Hotel or Motel).

   - To find the POI by its name, tap [Search], and use the keyboard to enter a part of the name.

   - To list all POIs in a given POI group, tap [List All in this Group].

4. [optional] When finally the list of results appear, you can sort the list:

   - [Order by Name]: sort the list alphabetically (available when you search around a single location)

-  : sort the list by the distance from your current position in a straight line (available when you search around a single location)

-  : sort the list by the distance to drive on route from your current position (available when you search along the active route)

-  : sort the list by the size of the needed detour (available when you search along the active route)

5. Tap the desired POI in the list.

6. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

### 3.1.5 Selecting the destination from the History

The destinations that you have set earlier appear in the History.

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: , .

2. If necessary, move between pages with  to see earlier destinations.

3. Tap the desired item.

4. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

### 3.1.6 Selecting the destination by entering its coordinates

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: , .

2. [optional] Tap  to change the format of the displayed coordinates.

3. Tap the latitude or longitude value to change the coordinates.

4. Enter the coordinate values in WGS84 format on the keyboard: the latitude (N or S) and the longitude (E or W).

5. Tap .

6. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

## 3.2 Creating a multi-point route (inserting a via point)

Multi-point routes are created from simple routes, so a route must be active first. One of the ways of expanding the route is to keep the destination, and to add via points (intermediate destinations).

1. Select a new location as you did in the previous sections. This will be the additional destination in the route.

2. The map appears with the selected point in the middle, and the Cursor menu opens automatically.

3. Tap [Insert as Via] to add the point as an intermediate destination preceding the final destination of the route.

4. [optional] To add more points to the route, repeat the above steps as many times as you like.

If you insert a via point in a route that is already a multi-point route, you will automatically be taken to the Edit Route screen where you can determine the position of the intermediate route point. When you enter the screen, the new via point is placed as the last via point before the final destination. The new point is the selected point in the list.
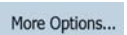
You have the following options:

| Button | Action |
|---|---|
| ⬆ | The selected point moves up in the list (becomes a via point to be reached earlier). Tap this button repeatedly, and the point becomes the start point of the route. |
| ⬇ | The selected point moves down in the list (becomes a via point to be reached later). Tap this button repeatedly, and the point becomes the final destination of the route. |
| ⤵ | The route is reversed. The start point becomes the destination, the destination becomes the start point, and all via points are to be reached in the opposite order than before. |
| **Optimize** | The route is optimized. The start point and the destination remain at their position, but the via points are reordered to make the shortest possible route. |
| **Remove** | The selected point is removed from the route. The route remains as it was before adding the new point. |

Every time a new point is added, the route is recalculated automatically, and you can start navigating right away.

## 3.3 Creating a multi-point route (appending a new destination)

Multi-point routes are created from simple routes, so a route must be active first. One of the ways of expanding the route is to add a new destination. The previous destination becomes the last via point of the route.

1. Select a new location as you did in the previous sections. This will be the additional destination in the route.

2. The map appears with the selected point in the middle, and the Cursor menu opens automatically.

3. Tap [More Options...] to open the full Cursor menu with the additional functions.

4. Tap [Continue] to add the point as a new final destination demoting the previous one to the last intermediate destination.

5. [optional] To add more points to the route, repeat the above steps as many times as you like.

Every time a new point is added, the route is recalculated automatically and you can start navigating right away.

## 3.4 Editing the route

Tap the following buttons: ![Menu], ![Route], ![Edit Route].

The list of route points appear with the start point at the top of the list and the final destination at the bottom. If several via points exist, you might need to scroll between pages.

Tap one of the route points in the list. You have the following options:

| Button | Action |
|---|---|
| ![up arrow] | The selected point moves up in the list (becomes a via point to be reached earlier). Tap this button repeatedly, and the point becomes the start point of the route. |
| ![down arrow] | The selected point moves down in the list (becomes a via point to be reached later). Tap this button repeatedly, and the point becomes the final destination of the route. |
| ![reverse arrow] | The route is reversed. The start point becomes the destination, the destination becomes the start point, and all via points are to be reached in the opposite order than before. |
| **Optimize** | The route is optimized. The start point and the destination remain at their position, but the via points are reordered to make the shortest possible route. |
| **Remove** | The selected point is removed from the route. |

As soon as you leave this screen, the route is recalculated automatically, and you can start navigating right away.

## 3.5 Watching the simulation of the route

The procedure is explained starting from the Map screen.

1. Tap the following buttons: ![Menu], ![Route].

2. The Route menu appears.

3. Tap **Simulate** to run the simulation at normal speed and with voice guidance instructions announced.

4. The simulation can be aborted any time by tapping ![Stop].

## 3.6 Enabling Safety Mode

Safety Mode disables the touch screen above 10 km/h (6 mph) to keep your attention on the road. While driving, you will not be able to set a new destination or to change settings. The only screen control that remains enabled is the gesture that puts you back on the Map screen.

The procedure is explained starting from the Map screen.

Tap the following buttons: ![Menu], ![Settings], ![Warnings], **Safety Mode**.

## 3.7 Pausing the active route

You do not need to pause the active route: when you start driving again, XSG2 restarts the voice instructions from your position.

## 3.8 Deleting the next via point from the route

The easiest way to delete the upcoming route point (the next via point) is to open the Route Information screen by tapping the Turn Preview field ![icon] on the Map screen, and then tapping `Skip Next Via`.

You have another option. Tap the following buttons: `Menu` , `Route` , `Route Info` , `Skip Next Via`.

## 3.9 Deleting the active route

The easiest way to delete the active route is to open the Route Information screen by tapping the Turn Preview field ![icon] on the Map screen, and then tapping `Delete Route`.

You have another option. Tap the following buttons: `Menu` , `Route` , `Delete Route`.

| ![note icon] Note! | If via points exist in the active route, you cannot delete the route immediately on the Route Information screen. Tap `Skip Next Via` repeatedly until all via points disappear and the `Delete Route` button appears. Tap it to cancel the whole route. |
|---|---|

## 3.10 Saving a route

The procedure is explained starting from the Map screen.

1. Tap the following buttons: `Menu` , `Route` , `Save Route`.

2. Enter a name for the saved route, and then tap `Done`.

When you save a route, XSG2 not only saves the route points but the whole itinerary:

- If you updated your map since you first saved the route, XSG2 recognizes the change, and recalculates the driving instructions according to the latest available map information.

- XSG2 deletes from the route any via points that you already left behind during navigation together with the road segments used to reach it. To avoid this, if you want to save the route, you need to save it before you start navigating.

## 3.11 Loading a saved route

The procedure is explained starting from the Map screen.
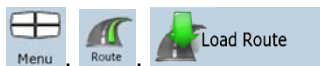
1. Tap the following buttons:  ,  ,  .

2. Tap the route you wish to navigate.

3. In the very likely case when the start position of the saved route is different from the current GPS position, you need to confirm whether you want to stop navigating from the current GPS position to use the start point of the loaded route.

   - If you choose this option, automatic off-route recalculation will be disabled.

   - If you choose to keep the current GPS position as the start point, the route will be recalculated starting from your current position.

4. The map appears, and you can start navigating.

# 4 Reference Guide

On the following pages you will find the description of the different menu screens of XSG2.

### The Navigation menu:

XSG2 starts with the Navigation menu. From there you can access the following screens:

| Screen | Button | Description |
|---|---|---|
| Map | **Map** | The Map screen. |
| Find | Find | Selecting the destination (for example an address or a POI) or using the search engine of XSG2 for any other reason (for example to look for the phone number of a POI). |
| Route | Route | Managing the active route (obtaining information about it, changing or deleting it or parts of it) or planning a route without GPS reception. |
| Manage | Manage | Managing user data, such as saved locations (POIs, Favorites, Pins, and History items), and Saved Routes. |
| Settings | Settings | Managing the behavior of XSG2, for example the map layout during navigation, the used languages or the warnings. |

## 4.1 Map screen
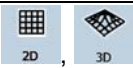
XSG2 is primarily intended for land navigation. That is why maps in XSG2 look similar to paper road maps. However, XSG2 provides much more than regular paper maps: you can customize the look and the content of the map.
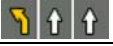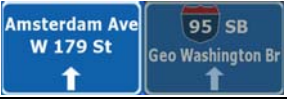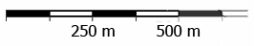
The most important and most often used screen of XSG2 is the Map screen.



During navigation, the screen shows route information and trip data (left screenshot), but when you tap the map, additional buttons and controls appear for a few seconds (right screenshot). Most parts of the screen behave as buttons.

| Symbol | Name | Action |
|---|---|---|
| 190 m | Turn Preview, that is, the next route event | Opens the Route Information screen |
| 220m | Second upcoming route event | Opens the Itinerary |
| 4:04 / 24 / 0:02 | Trip data | Opens the Trip Information screen |
| GPS position quality | GPS position quality | Opens the Quick menu |
| Top row | Next street | n/a |
| Bottom row | Current street and house numbers on left and right | n/a |

| Symbol | Name | Action |
|---|---|---|
| 2D , 3D | Map view modes | Switches between 2D and 3D map modes:<br>• 2D North-up<br>• 3D rotated |
| Menu | Menu | Opens the Navigation menu |
| Detour | Avoid | Opens the Avoid screen, offering ways to avoid parts of the route |
| Position | Position menu (appears when navigating a route) | Opens the Position menu |
| Cursor | Cursor menu (appears when there is no GPS position or the Cursor is not at the current GPS position) | Opens the Cursor menu |
| ◄►🔍 | Open/Close Map control buttons | Tap this button to show or hide the following map control buttons:<br>• Zoom in/out<br>• Rotate left/right (3D map only)<br>• Tilt up/down (3D map only)<br>• Zoom preset buttons (2D map only)<br>• Tilt and zoom preset buttons (3D map only)<br>• Return to GPS position button<br>• Smart Zoom button |
| ← , → | Rotate left, rotate right | Rotates the 3D map left or right |
| ↑ , ↓ | Tilt up, tilt down | Tilts the 3D map |
| + , − | Zoom in, zoom out | Scales the map |
| ⊛ | Return to GPS position (appears when GPS position is available and you have moved the map) | Tap this button to move the map back to the current GPS position. If the map has been rotated in 3D mode, automatic map rotation is also re-enabled. |
| 🔳 | Enable Smart Zoom (replaces the previous button if there is no GPS position or the map has not been moved) | <u>Tap this button once</u> to enable Smart Zoom.<br><u>Tap&hold the button</u> to set the zoom limits of Smart Zoom. |
| ▫ ⌗ ⌗ | Zoom preset buttons | <u>Tap one of the preset buttons</u> to set the zoom level to a fix, predefined value. Smart Zoom is disabled. These buttons are available in 2D mode.<br><u>Tap&hold any of the buttons</u> to set its value to the current zoom level, or to reset it to its original value. |
| ⌒ ⌒ ⌒ | Tilt preset buttons | <u>Tap one of the preset buttons</u> to set the tilt and zoom levels to fix, predefined values. Smart Zoom is disabled. These buttons are |

| Symbol | Name | Action |
|---|---|---|
| | | available in 3D mode. <br> <u>Tap&hold any of the buttons</u> to set its value to the current tilt and zoom levels, or to reset it to its original value. |
|  | Current GPS position (on nearest road) | n/a |
|  | Cursor (selected map location) | n/a |
|  | Lane information | n/a |
|  | Signpost information | n/a |
| Blue line | Active route | n/a |
|  | Map scale (2D map only) | n/a |

## 4.1.1 Icons on the map

There are several status icons on the map. Most of them also function as a button. The information they provide is as follows:

- GPS position quality
- Sound status (muted or enabled)

### 4.1.1.1 GPS position quality indicator

This area is a status indicator, and also acts as a button that opens the Quick menu.

GPS reception quality shows the current accuracy of the position information.

| Icon | Description |
|---|---|
|  | XSG2 has no connection to the GPS receiver: GPS navigation is not possible. <br> Devices with a built-in GPS receiver are permanently connected. On such devices, the icon does not appear in normal circumstances. |
|  | XSG2 is connected to the GPS receiver, but the signal is too weak and the receiver cannot determine the GPS position. <br> GPS navigation is not possible. |
|  | Only a few satellites are received. Position information is available, but elevation (altitude) cannot be calculated. <br> GPS navigation is possible, but the position error may be significant. |
|  | Altitude information is available, the position is a 3D position. <br> GPS navigation is possible. |

### 4.1.1.2 Status indicator strip

This is a multiple status indicator. It indicates the following status information on a single strip:

| Icon | Description |
|---|---|
|  | The sound output of XSG2 is muted. |
|  | The sound output of XSG2 is enabled. |

### 4.1.1.3 Next two route events (Turn Preview fields)

There are two fields reserved on the Map screen to display the next two maneuvers (route events that are listed in the Itinerary). Both the type of the event (turn, traffic circle, exiting freeway, etc.) and its distance from the current GPS position is displayed.

Most of these icons are very intuitive and you also know them as road signs. The following table lists some of the frequently shown route events. The same symbols are used in both fields:

| Icon | Description |
|------|-------------|
| | Turn left. |
| | Turn right. |
| | Turn back. |
| | Bear right. |
| | Turn sharp left. |
| | Keep left. |
| | Continue straight in the intersection. |
| | Enter traffic circle. The number of the exit is shown in the circle, but only for the next turn. |
| | Enter freeway. |
| | Exit freeway. |
| | Board ferry. |
| | Leave ferry. |
| | Approaching the next via point. |
| | Approaching the destination. |

These fields may show other useful pieces of information. Please see page 14.

### 4.1.2 Objects on the map

### 4.1.2.1 Streets and roads

XSG2 shows the streets in a way that is similar to how the paper road maps show them. Their width and colors correspond to their importance: you can easily tell a freeway from a small street.

> If you prefer not to see street names during navigation, turn them off (page **Error! Bookmark not defined.**).
>
> Tip!

**4.1.2.2 3D object types**

To enable or disable 3D visualization on the map, tap the following buttons: [Menu], [Settings],
[Map Screen], [3D Settings].
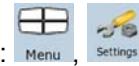
XSG2 (Premium optional package only) supports the following 3D object types:

| Type | Description |
|------|-------------|
| 3D landmarks | Landmarks are 3D artistic or block representations of prominent or well-known objects. 3D landmarks are only available in selected cities and countries. |
| Elevated roads | Complex intersections and vertically isolated roads (such as overpasses or underground tunnels) are displayed in 3D. |
| Building Visibility | Full 3D city building data that represents actual building size and position on the map. Building data is limited to the city centers of major cities in the US and Europe. |
| Terrain Detail Level | 3D terrain map data shows changes in terrain, elevations or depressions in the land when you view the map, and use it to plot the route map in 3D when you navigate. |

**4.1.2.3 Elements of the active route**

XSG2 shows the route in the following way:

| Symbol | Name | Description |
|--------|------|-------------|
| | Current GPS position | Your current position displayed on the map. This is not the exact GPS position. The arrow is put on the nearest road. |
| | Cursor (selected map location) | The location selected in the Find menu, or a map point selected by tapping the map. |
| | Start point | The first point of the route. Normally if GPS position is available, it is the start point of the route. If there is no valid GPS position, XSG2 uses the last known GPS position as the start point. When you are using a saved route, XSG2 asks you if you want to use your GPS position or the first point in the saved route as the start point. You can also modify the start point in the Cursor menu. If you do so, automatic off-route recalculation needs to be turned off to keep the selected point as the start point. If automatic off-route recalculation is disabled for any of the above, tapping the [icon] icon in the Turn Preview field not only initiates route recalculation from the current GPS position, but it will re-enable the automatic off-route recalculation as well. |
| | Via point | A via point is an intermediate destination. You can place as many via points as you want. |
| | Destination (end point) | The last point of the route, the final destination. |
| | Route color | The route always stands out with its color on the map, both in daytime and in night color mode. The active leg of the route is always displayed in a brighter shade than the inactive (upcoming) legs. |
| | Active leg of the route | The section of the route on which you are driving. If you have not added any via points (only a |

| Symbol | Name | Description |
|---|---|---|
| | | destination), the entire route is the active leg. If you have added via points, the active leg is the part of the route from your current location to the next route point (the next via point, or the destination if there are no more via points to reach). |
| | Inactive legs of the route | The future sections of the route; each of them becomes active when you reach the via point at its beginning. |
| | Streets and roads that are excluded from the navigation | You can choose whether you want to use or avoid certain road types (page **Error! Bookmark not defined.**). However, when XSG2 cannot avoid such roads, the route will include them and it will show them in a color that is different from the route color. |

### 4.1.3 Avoid menu

This screen contains quick detour possibilities during navigation. It can be opened directly from the

Map screen by tapping  .

You have the following options:

- Tap any of the distance buttons if you want to bypass a part of the route starting from the next intersection.

- **Delete Avoids** : If you have used the above function before, tap this button to clear the restrictions from the map.

### 4.1.4 Cursor menu

As soon as you select one point in the Find menu, the map appears with the Cursor menu, a menu with possible actions for the selected point.

Alternatively when you tap the map, control buttons appear. Tap again to place the Cursor, a radiating

red dot. Now tap **Cursor** , and the Cursor menu opens with a list of options.

In order to show a part of the map with the Cursor menu, it contains only a few buttons first. Tap

**More Options...** to get all the options.

| Button | Description |
|---|---|
| ← | Closes the Cursor menu, and returns to the previous screen. |
| − | Zooms out the map. |
| + | Zooms in the map. |
| ·⊙· | With the Cursor menu open, you can still move or scale the map, and tap the map anywhere to place the Cursor to a new location, but when you use this button, the Cursor jumps back to the place where it was at the time when you opened the Cursor menu. |
| ✛ | Displayed at the Cursor if it is at the same location with which the Cursor menu was opened. |
| ⊙ | Displayed at the Cursor if it has been relocated since the Cursor menu was opened. |
| Info | Opens a new screen with the address and coordinate of the Cursor, and |

| Button | Description |
|---|---|
| More Options... | Opens the full-screen Cursor menu with all the possible options. |
| the list of nearby POIs. (continued) | |
| Set as Destination | A new route is calculated with the Cursor as the destination. The previous route is deleted. |
| Remove Destination | If the Cursor is at or near the destination, this button replaces the previous one, and deletes the current destination from the route. The last via point is promoted as destination, or if there are no via points, the route is deleted. |
| Insert as Via | The Cursor is added to the active route as an intermediate route point, a point to be reached before the destination. If there is already a via point in the route, the Edit Route screen opens to let you decide where the new via point is to appear in the route. |
| Remove Via | If the Cursor is at or near one of the via points, this button replaces the previous one, and deletes the selected via point from the route. The route is recalculated without the deleted point. |
| Continue | The Cursor is appended at the end of the route as the new destination. The previous destination is demoted, and becomes the last via point. |
| Routing Methods | This button is similar to the Set as Destination button, but a new screen opens, and the route is calculated with all the possible route calculation methods (Fast, Short, Economical and Easy). Observe the results, and choose one of the routes to navigate. |
| Set as Start | The Cursor becomes the start point of the route. This means that the route is not started from the current GPS position, and Automatic Off-route Recalculation needs to be turned off to keep the selected point as the start point. |
| Remove Start | If the Cursor is at or near the selected start point, this button replaces the previous one and deletes the start point from the route. The current GPS position is used again as the start point, and Automatic Off-route Recalculation is re-enabled. |
| Save as POI | The Cursor is saved as a user POI. Select the POI group and give a name for the POI, then select a suitable icon, enter a phone number, and additional information if you like. |
| Place Pin | Map locations can be marked with Pins. Unlike POIs, a Pin has no name and other details, only a color to let you tell one from another on the map. |
| Remove Pin | If the Cursor is at or near a Pin, this button replaces the previous one, and deletes the Pin the Cursor is near to. |
| Add to Favorites | The location of the Cursor is added to the list of frequently visited destinations, the so called Favorites. You can give a name for the Favorite. |

### 4.1.5 Position menu

When you follow the recommended route on the map (the Cursor is the current GPS position), the Position menu replaces the Cursor menu. It does not contain buttons that modify the current route, as the GPS position is not useful as a route point.

To open the Position menu, tap Position.

## 4.1.6 Route Information screen

The Route Information screen has all the data and some of the functions you need while you navigate. There are two ways to open this screen:

- It can be opened directly from the Map screen by tapping the Turn Preview field .

- From the Navigation menu, tap the following buttons: , Route Info .
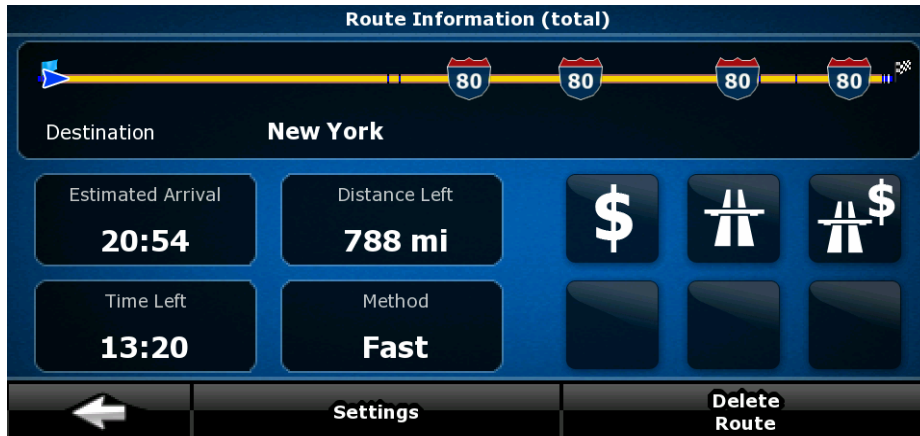


In the top section of the screen you see information about the current route. The fields on this screen are continuously updated while you keep the screen open.

When you open the screen, all fields contain information about reaching your final destination. Tap any of the fields to see data on the via points starting from the first one through the final destination again.

You have the following data and functions on this screen:

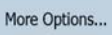| Name | Description | Function |
|---|---|---|
| Route Line | The upper part of this screen shows your planned route as a horizontal line. Its leftmost point is the start of the route, the rightmost one is the final destination, and you can see your via point flags along the line, spaced in proportion to their distance. | Tap this field to change the content of all data fields to via point information. |
| Estimated Arrival | Shows the estimated arrival time at the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays. | Tap this field to change the content of all data fields to via point information. |
| Distance Left | Shows the distance you need to travel on the route before reaching your final destination. | Tap this field to change the content of all data fields to via point information. |
| Time Left | Shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays. | Tap this field to change the content of all data fields to via point information. |
| Method | This field shows how the route was calculated. It displays the Route Calculation Method: Fast, Short, Easy or Economical. | Tap this field to change the content of all data fields to via point information. |
| Warning icons | In these square fields graphical symbols are displayed in case warnings are attached to the planned route. These are warnings, so icons always show information for the whole route, | Tap any of the icons for an explanation. |

| Name | Description | Function |
|---|---|---|
| | even if the data fields display values from your current position to a via point only. | |
| **Settings** | | Opens the Route Planning options screen from the Settings menu. |
| **Skip Next Via** | Appears only if at least one via point exists. | Deletes the next via point from the route. |
| **Delete Route** | Appears only if there are no via points in the route. | Deletes the active route. |

### 4.1.7 Trip Information screen

The Trip Information screen has both route and travel data you might need during your journey. It can be opened directly from the Map screen by tapping the Trip Data field
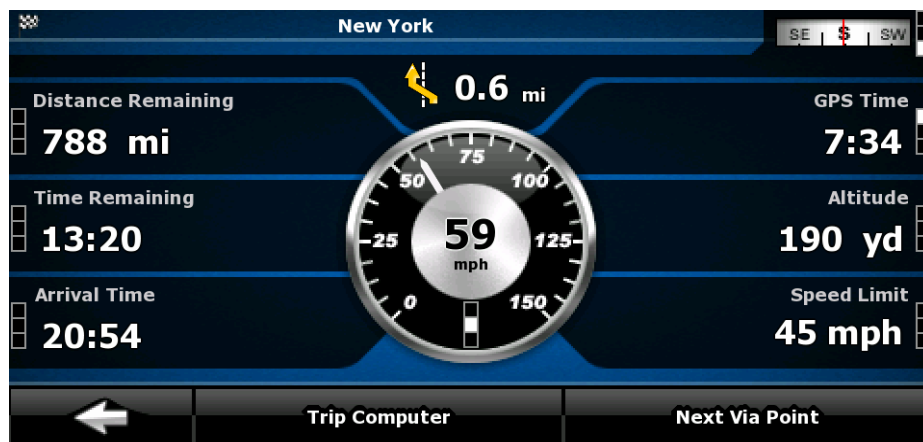
.

The fields on this screen are continuously updated while you keep the screen open.

When you open the screen, all route data fields contain information about reaching your final destination. Tap **Next Via Point** and the fields concerning your route display data for the next via point. Tap the button repeatedly to toggle between the two options.

You have the following data and functions on this screen:

| Name | Description | Function |
|---|---|---|
| or | Shows whether the route data fields show information about the final destination (checkered flag) or about the next via point (yellow flag) . | |
| Field next to the flag | Shows the name or number of the current street or road. | |
| Turn Preview | Shows the type and distance of the next route event. | |
| Compass | Shows the current heading. | Tap this field to show it on the map screen in one of the Trip Data fields. |
| Speedometer | Shows the current speed both graphically and as a number. | Tap this field to show it on the map screen in one of the Trip |

| Name | Description | Function |
|---|---|---|
| | | Data fields. |
| Distance Remaining | Shows the distance you need to travel on the route before reaching your final destination. | Tap this field to show it on the map screen in one of the Trip Data fields. |
| Time Remaining | Shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays. | Tap this field to show it on the map screen in one of the Trip Data fields. |
| Arrival Time | Shows the estimated arrival time at the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays. | Tap this field to show it on the map screen in one of the Trip Data fields. |
| GPS Time | Shows the current time corrected with time zone offset. The accurate time comes from the GPS satellites, and the time zone information comes from the map or it can be set manually in Regional settings. | Tap this field to show it on the map screen in one of the Trip Data fields. |
| Altitude | Shows the elevation if it is provided by the GPS receiver. | Tap this field to show it on the map screen in one of the Trip Data fields. |
| Speed Limit | Shows the speed limit of the current road if the map contains it. | Tap this field to show it on the map screen in one of the Trip Data fields. |
| **Trip Computer** | | Opens a new screen with three resettable Trip Computers. |
| **Next Via Point** | | Tap this button to change the content of the Route Data fields to show information about the next via point. |
| **Destination** | If you tap the previous button, this one replaces it. | Tap this button and the Route Data fields show information about the final destination again. |

Most of the fields on this screen have a ▤ symbol next to them. This symbol shows whether the field it is attached to is shown on the map as a Trip Data. It also shows the position of the data as follows:

| Symbol | Description |
|---|---|
| ▤ | This value is not shown on the map screen. |
| ▤ | This value appears on the map screen in the Trip Data area. This is the value at the top. |
| ▤ | This value appears on the map screen in the Trip Data area. This is the value in the middle. |
| ▤ | This value appears on the map screen in the Trip Data area. This is the value at the bottom. |
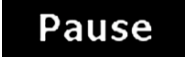
### 4.1.7.1 Trip Computer screen

The Trip Computer screen provides collected trip data. It can be opened from the Trip Information screen by tapping Trip Computer.

The fields on this screen are continuously updated while you keep the screen open.

You can switch between the trips, pause then resume them, or reset their data.

You have the following functions on this screen:
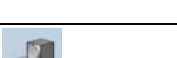
| Name | Description |
|---|---|
| Pause | Pauses the trip currently shown on the screen. Values on the screen stop changing. |
| Resume | This button replaces the previous one if it has been activated. Tap it to resume collecting trip data. |
| Reset | Resets all counters of the currently shown trip. Collecting trip data is restarted only when XSG2 receives a position from the GPS. |
| ◀ , ▶ | Cycles through all trips. |

### 4.1.8 Quick menu

The Quick menu is a selection of controls that are frequently needed during navigation. It can be opened directly from the Map screen by tapping 



If you tap any of the switches in the Quick menu, the Map screen immediately returns.

| Name | Main function (single tap) | Function (tap and hold) |
|---|---|---|
| ◀ | If you only adjust the volume, you need to use this button to return to the Map screen. | Opens the Navigation menu. |
| 🔊 | Mutes all sounds of XSG2. | Opens Sound settings. |
| 🌙 | Switches between the daytime and night color schemes manually. This will not disable the automatic switching between the two schemes: the other color scheme returns at the next scheduled time. | Opens Color Profiles settings. |
| 🏢 | 3D buildings can be displayed on the map. Use this switch to suppress them temporarily. | Opens 3D Settings. |
| GPS | Opens the GPS Data screen with satellite information, data coming from the GPS receiver. | No action. |

### 4.1.9 GPS Data screen

Tap the following buttons: , and then  to open the GPS Data screen and to see the status of GPS reception.



| Icon | Color | Name | Description |
|------|-------|------|-------------|
|  | Green | GPS position quality indicator | XSG2 has a connection to the GPS receiver and GPS position information is available in 3D: XSG2 can calculate both your horizontal and vertical GPS position. |
|  | Yellow | | XSG2 has a connection to the GPS receiver and GPS position information is available in 2D: only the horizontal position is calculated, XSG2 cannot calculate your vertical GPS position. |
|  | Gray | | XSG2 has a connection to the GPS receiver but GPS position information is not available. |
|  | Red | | XSG2 has no connection to the GPS receiver. Since the device has a built-in GPS receiver, this status should not appear under normal circumstances. |
|  | Green, blinking | GPS connection quality indicator | XSG2 is connected to the GPS receiver. |
|  | Yellow, blinking | | XSG2 has no connection to the GPS receiver but it is still trying to establish a connection. |
|  | Red, blinking | | XSG2 has no connection to the GPS receiver and is not trying to establish a connection. |
| Sky view circle | | | The virtual sky shows the visible part of the sky above you, with your position as the center. The satellites are shown at their current positions. The GPS receives data from both the green and yellow satellites. |
| n/a | Coordinates | | Your current GPS position in WGS84 format. |
| n/a | Status bar for the satellites | | Dark bars are for the yellow and lit bars are for the green satellites. The more satellites your GPS tracks (the green ones), the better is your calculated position. |

## 4.2 Find menu

Select the destination of your route. Tap the following buttons: Menu , Find .

| Button | Description | Reference |
|---|---|---|
| Find Address | If you know at least a part of the address, this is the quickest way to find the location. | page 22 |
| Find POI | You can select your destination from the thousands of POIs included with XSG2 or from the ones you have previously created. | page **Error! Bookmark not defined.** |
| History | The destinations that you have already entered in XSG2 are available in the History list. | page 29 |
| Find Coordinate | You can select your destination by entering its coordinates. | page 29 |
| Favorites | You can select as your destination a location that you have already saved as a Favorite. | page **Error! Bookmark not defined.** |

## 4.3 Route menu

Save, load and edit your routes. Tap the following buttons: Menu , Route .

| Button | Description | Reference |
|---|---|---|
| Route Info | Opens a screen with useful route data. | page **Error! Bookmark not defined.** |
| Itinerary | You can browse the driving instructions that XSG2 follows during navigation. You can exclude maneuvers or streets to adjust the route to your preferences. | page **Error! Bookmark not defined.** |
| Edit Route | You can modify the route: remove route points or change their order. | page **Error! Bookmark not defined.** |
| Delete Route | Erase the active route with all its route points (start point, via points and destination). | page **Error! Bookmark not defined.** |
| Save Route | You can save the active route for later use. | page **Error! Bookmark not defined.** |
| Load Route | You can load a previously saved route for navigation. | page 33 |
| Settings | Opens the Route settings screen with controls to modify the vehicle, the road types used for route calculation, or the route calculation method. | page **Error! Bookmark not defined.** |
| Simulate | You can run a demonstration of the route at normal speed. | |

## 4.4 Manage menu

You can manage the content that XSG2 stores. Tap the following buttons: Menu , Manage .

| Button | Description | Reference |
|---|---|---|
| Saved Routes | Renaming or deleting saved routes | page **Error! Bookmark not** |

| Button | Description | Reference |
|---|---|---|
| | | defined. |
| History | Deleting History items | page **Error! Bookmark not defined.** |
| Favorites | Renaming or deleting Favorites | page 49 |
| POI | Creating, updating or deleting POIs and POI Groups Modifying POI visibility settings | page **Error! Bookmark not defined.** |

### 4.4.1 Manage Saved Routes

You can manage the previously saved routes. Tap the following buttons: Menu , Manage , Saved Routes .
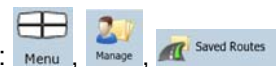
| Button | Description |
|---|---|
| Button with the name of the saved route | Opens the selected route for editing. |
| ✖ | Deletes the selected route. |
| Clear All | Clears the list of saved routes. |
| ◀ , ▶ | Moves between pages for additional list items. |

### 4.4.2 Manage History

You can manage the list of locations you used lately. Tap the following buttons: Menu , Manage , History .

| Button | Description |
|---|---|
| ✖ | Deletes the selected item in the History. |
| Clear History | Deletes the entire History. |
| ◀ , ▶ | Moves between pages for additional list items. |

### 4.4.3 Manage POIs

You can manage your POIs, and set POI visibility for both your POIs and the ones that came with the product. Tap the following buttons: Menu , Manage , POI .

| Button / Icon | Description |
|---|---|
| Button with the name of the | Opens the list of the subgroups of this POI group. The new list |

| Button / Icon | Description |
|---|---|
| POI group | behaves the same as this one. |
| Button with the name and address of a POI item | Opens the selected POI for editing. Only the POIs you have created appear in this list. |
| Edit | Opens the selected POI group for editing. |
| My POI | Tap to filter the list to contain only the POIs that you saved. |
| All | Tap to see all POIs in the list. |
| New Group | Creates a new POI group at the given group level. |
| ◀ , ▶ | Moves between pages for additional list items. |
| ▢ | This POI group is not shown on the map. |
| ▣ | This POI group and all its subgroups are shown on the map. |
| ▣ | This POI group and some of its subgroups are shown on the map. |
| ✎ | This POI group contains POIs that you saved. |

When a POI group is open for editing:

| Button | Description |
|---|---|
| Off | Items in the POI group will not be shown on the map. |
| Close , Medium , ... | The distance buttons set the zoom level from which the items in the POI group will be shown on the map. |
| Same Visibility in Subgroups | Subgroups under the edited POI group will inherit the visibility settings of the POI group. |
| Button with the icon of the POI group | Tap this button to select a new icon for the POI group. |
| Remove | Deletes the edited POI group. You are only allowed to remove POI groups that you have created. |

When a POI item is open for editing:

| Button | Description |
|---|---|
| Button with the name of the POI | Tap this button to rename the POI. |
| Button with the icon of the POI | Tap this button to select a new icon for the POI. |
| ☎ | Tap this button to enter a telephone number for the POI. |
| i | Tap this button to enter additional information for the POI. |
| Delete | Tap this button to delete the selected POI. |
| Change Group | Tap this button to move the POI to another POI group or subgroup. |

### 4.4.4 Manage Favorites

You can manage the list of your Favorites. Tap the following buttons: Menu , Manage , Favorites .

| Button | Description |
|---|---|
| Button with the name of the Favorite | Opens the selected Favorite for editing. |
| ✖ | Deletes the selected item in the list of Favorites. |
| Clear All | Clears the list of Favorites. |
| ◀ , ▶ | Moves between pages for additional list items. |

### 4.4.5 User Data Management

You can manage the data you have saved (Pins, POIs, Favorites, and History) and the settings you have made in the program. Tap the following buttons: Menu , Manage , User Data Management .

| Button | Description |
|---|---|
| Remove Pins | Map locations can be marked with Pins using the Place Pin button in the Cursor menu. Tap this button to remove all your Pins from the map. |
| Back up User Data | All user data and the current settings will be saved on the inserted memory card. There is always one backup file. If you perform a backup later, the previous backup will be overwritten with the new information. |
| Restore User Data | All user data and settings will be overwritten with the information stored in the backup file. Data and settings created after the latest backup will be lost. |
| Delete User Data | All user data will be deleted, and settings will return to their factory defaults. |
| Reset All Settings | All settings will return to their factory defaults, but no user data will be deleted. |

## 4.5 Settings menu

You can configure the program settings, and modify the behavior of XSG2. Tap the following buttons: Menu , Settings .The Settings menu has two pages of submenus. Tap ▶ to access the other options.

| Button | Description | Reference |
|---|---|---|
| Map Screen | You can select the appearance and content of the Map screen. | page **Error! Bookmark not defined.** |

| Button | Description | Reference |
|---|---|---|
| Route Planning | These settings determine how routes will be calculated. | page **Error! Bookmark not defined.** |
| Sound | You can adjust the volume of application sounds. | |
| Navigation | You can control how XSG2 behaves during navigation. | page 51 |
| Regional | These settings allow you to select local language, measurement units, time and date settings and formats, as well as to choose the voice guidance profile you prefer. | page 52 |
| Menu | You can modify the look and behavior of the Menu screens. | page **Error! Bookmark not defined.** |
| Warnings | You can enable speed warning. | page 53 |
| About | This screen has no navigation feature. It contains licensing, safety, map revisions and customer support information | |

### 4.5.1 Map Screen settings

You can fine-tune the appearance and content of the Map screen. Tap the following buttons: Menu , Settings , Map Screen .

| Button | Description |
|---|---|
| 3D Settings (Premium Option) | Use 3D settings to determine which of the present 3D objects are shown on the map, and adjust the level of 3D visual detail. The options are as follows:<br>• Landmarks: Landmarks are 3D artistic or block representations of prominent or well-known objects. 3D landmarks are only available in selected cities and countries.<br>• Elevated Roads: Complex intersections and vertically isolated roads (such as overpasses or underground tunnels) are displayed in 3D.<br>• Building Visibility: Full 3D city building data that represents actual building size and position on the map. Building data is limited to the city centers of major cities in the US and Europe.<br>• Terrain Detail Level: 3D terrain map data shows changes in terrain, elevations or depressions in the land when you view the map, and use it to plot the route map in 3D when you navigate. |
| Color Profiles | XSG2 is able to show the map and the menus in different colors during the day and during the night. Select the color profiles to be used in each mode, and select the automatic or manual switching between the daytime and night color profiles. |
| Elevation on 2D Map | 2D maps can also display 3D information. These top-down maps can display elevation by colors and shading. |
| Street Names During Navigation | Street names and POI icons can be disturbing on the map during navigation. With this switch you can suppress these map elements when XSG2 is following your position on the map. If you move the map, both the street names and POI icons reappear immediately. |
| Lane Information | Some maps contain lane information to help you position your car in the upcoming intersection. This setting tells XSG2 whether to display |

| Button | Description |
|---|---|
|  | this information at the top or at the bottom of the map. |

## 4.5.2 Navigation settings

To control how XSG2 behaves during navigation. Tap the following buttons: Menu , Settings , Navigation .

| Button | Description |
|---|---|
| Keep Position on Road | This feature allows car drivers to always correct GPS position errors by matching the vehicle position to the road network. By turning off this feature you also turn off the GPS position error filtering. The position shown on the map will be subject to all position errors and position fluctuations. |
| Off-route Recalculation | This switch tells XSG2 whether to automatically recalculate the route when you deviate from it. If this feature is turned off, you need to initiate route recalculation manually otherwise navigation will be stopped until you return to the originally recommended route. Setting a point other than the current GPS position as the start point of the active route will automatically disable this feature. |
| Restore Lock-to-Position | If you have moved or rotated the map during navigation, this feature moves the map back to your current GPS position and re-enables automatic map rotation after the given period of inactivity. |
| Automatic Overview | This feature switches the map view to Overview mode when the next route event is at a distance. Overview is a zoomed out 2D view to let you see the surrounding area. You have the following controls for Automatic Overview: <br> • Turn Distance for Overview: The map view will be switched to Overview mode if the next route event is at least as far as this value. <br> • Default Zoom Level: Overview mode will appear with this zoom level. You can scale the map in Overview mode but next time Overview appears again, this zoom level will be applied. |

## 4.5.3 Route Planning options

These settings determine how routes will be calculated. Tap the following buttons: Menu , Settings , Route Planning .

| Button | Description |
|---|---|
| Road Types Used for Route Planning | To let the route fit your needs, you can also set which road types are to be considered for or to be excluded from the route, if possible. Excluding a road type is a preference. It does not necessarily mean total prohibition. If your destination can only be accessed using some of the excluded road types, they will be used, but only as much as necessary. In this case a warning icon will be shown on the Route Information screen, and the part of the route not matching your preference will be displayed in a different color on the map. |
| Route Calculation Method | You can choose from different route types. The routing method can also be chosen while creating the route: when the destination is selected, tap Routing Methods in the Cursor menu. |

**Road Types Used for Route Planning:**

| Type | Description |
|---|---|
| Freeways | You might need to avoid freeways when you are driving a slow car or you are |

| Type | Description |
|---|---|
| | towing another vehicle. |
| Unpaved roads | XSG2 excludes unpaved roads by default: unpaved roads can be in a bad condition and usually you cannot reach the speed limit on them. |
| Toll roads | By default XSG2 includes toll roads (pay roads where there is a per-use charge) in the routes. If you disable toll roads, XSG2 plans the best toll-free route. |
| Charge roads | Charge roads are pay roads where you can purchase a pass or vignette to use the road for a longer period of time. They can be enabled or disabled separately from toll roads. |
| Permit needed | You might need a permit or permission from the owners to use certain roads or to enter certain areas. XSG2 excludes these roads from the route calculation by default. |
| Ferries | XSG2 includes ferries in a planned route by default. However, a map does not necessarily contain information about the accessibility of temporary ferries. You might also need to pay a fare on ferries. |
| Cross-border planning | In some cases the route calculated according to your other navigation and route preferences would lead through another country. If you wish to always stay within the same country, turn this option off. |

**Route Calculation Method types:**

| Option | Description |
|---|---|
| Fast | Gives the quickest possible route if you can travel at or near the speed limit on all roads. Usually the best selection for fast and normal cars. |
| Short | Gives a route that has the smallest total distance of all possible routes between the route points. Usually practical for slow vehicles. |
| Economical | Combines the benefits of Fast and Short: XSG2 calculates as if it were calculating the Fast route, but it takes other roads as well to save fuel. |
| Easy | Results in a route with fewer turns. With this option, you can make XSG2 to take, for example, the freeway instead of series of smaller roads or streets. |

## 4.5.4 Regional settings

These settings allow you to customize the application for your local language, measurement units, time and date settings and formats, as well as to choose the voice guidance profile you prefer. Tap

the following buttons: Menu , Settings , Regional .

| Button | Description |
|---|---|
| Program Language | This button displays the current written language of the XSG2 user interface. By tapping the button, you can select a new language from the list of available languages. The application will restart if you change this setting; you are asked to confirm this. |
| Voice Profile | This button shows the current voice guidance profile. By tapping the button, you can select a new profile from the list of available languages and speakers. Tap any of these to hear a sample voice prompt. Just tap OK when you have selected the new spoken language. |
| Units | You can set the distance units to be used by the program. XSG2 may not support all the listed units in some voice guidance languages. If you select a measurement unit not supported by the chosen voice guidance language, a warning message will appear. |
| Set Date & Time Format | You can set the date and time format. Various international formats |

| Button | Description |
|---|---|
| | are available. |
| Time and Time Zone Settings | You can access time and time zone settings. XSG2 helps you with correcting the device time to the ever accurate GPS time. XSG2 can also help you set the time zone based on your current GPS position. |

**Time and Time Zone Settings:**

| Button | Description |
|---|---|
| Auto Time Correction to GPS | Use this feature to synchronize the clock of your device to the highly accurate time provided by the GPS receiver. |
| Use Auto Time Zone | Use this feature to synchronize the time zone of the clock of your device to the time zone based on your current GPS position. This is useful if you travel abroad. |
| Set Time Zone | Set time zone manually if you do not want to synchronize the time zone automatically. This allows you to use Auto Time Correction and apply a time zone offset to obtain the desired time. |
| Compare GPS and device times | The current time of the GPS receiver and the device clock are displayed. Please note that the GPS clock is only available with GPS reception. This allows you to check whether any correction is needed. |

### 4.5.5 Menu settings

You can modify the look and behavior of the Menu screens. Tap the following buttons: Menu , Settings , Menu .

| Button | Description |
|---|---|
| Background | You can choose the image to be used as the menu background image. |

### 4.5.7 Warning settings

You can enable speed warning. Tap the following buttons: Menu , Settings , Warnings .

| Button | Description |
|---|---|
| Warn When Speeding | Maps may contain information about the speed limits of the road segments. XSG2 is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer), or may not be fully correct for all roads in the map. This setting lets you decide whether you wish to receive the warnings. You can set the relative speeding level at which the application warns you (100% represents the current speed limit):<br>• In Built-up Areas: in cities and towns<br>• Elsewhere: at all other locations<br>There are two types of warnings. You can turn them on or off independently:<br>• Audible Warning: A voice message is played using the selected voice guidance profile.<br>• Visible Warning: |

# 5 Glossary

## 2D/3D GPS reception

The GPS receiver uses satellite signals to calculate its (your) position and needs at least four signals to give a three-dimensional position, including elevation. Because the satellites are moving and because objects can block the signals, your GPS device might not receive four signals. If three satellites are available, the receiver can calculate the horizontal GPS position but the accuracy is lower and the GPS device does not give you elevation data: only 2D reception is possible.

## Active route

The currently navigated route. You can save and load routes in XSG2, but only one route can be active at any given time, and it is always active until you delete it, reach your destination or you quit XSG2. See also: Route.

## City Center

The City Center is not the geometric center of the city but an arbitrary point the map creators have chosen. In towns and villages, it is usually the most important intersection; in larger cities, it is an important intersection.

## GPS accuracy

Several factors have impact on the deviation between your real position and the one given by the GPS device. For example, signal delay in the ionosphere or reflecting objects near the GPS device have a different and varying impact on how accurately the GPS device can calculate your position.

## Map

XSG2 works with digital maps which are not simply the computerized versions of traditional paper maps.

You can use digital maps interactively: you can zoom in and out (increase or decrease the scale), you can tilt them up and down, and turn them left and right. In GPS-supported navigation, digital maps facilitate route planning.

## North-up map orientation

In North-up mode the map is rotated so its top always faces North. This is the orientation in 2D map view mode and in Overview mode. See also: Track-up map orientation.

## Overview mode

You can instruct XSG2 to automatically switch to Overview mode if the next route event is in a distance. In Overview mode the map is shown in 2D but scaled down to a predefined zoom level. When you approach the next route event, the previous 2D or 3D map view returns automatically.


## Route

A series of destinations to be reached one after the other. A simple route contains one start point and only one destination. Multi-point routes contain one or more via points (intermediate destinations). The last route point is the final destination and the route is cut into different legs (from one destination to the next).


## Scheme

XSG2 comes with different color schemes for the map for daytime or night use. Schemes are custom graphic settings for the map and they can have different colors for streets, blocks or surface waters in 2D and 3D modes, and they display shades or shadows in different ways in 3D mode.

One daytime scheme and one night scheme is always selected. XSG2 uses them when it switches from day to night and back.


## Track-up map orientation

In Track-up mode the map is rotated so its top always points in the current driving direction. This is the default orientation in 3D map view mode. See also: North-up map orientation.

# 6 End User License Agreement

1 The contracting parties

1.1 This Agreement has been entered into by and between Nav N Go Kft. (registered seat: 23 Bérc utca, H-1016 Budapest, Hungary; Company reg.no.: 01-09-891838) as Licensor (hereinafter: Licensor) and You as the User (hereinafter: User; the User and the Licensor jointly referred to as: Parties) in subject of the use of the software product specified in this Agreement.

2 Conclusion of the Agreement

2.1 The Parties hereby acknowledge that this Agreement shall be concluded by implicit conduct of the Parties without signing the Agreement.

2.2 The User hereby acknowledges that following the lawful acquisition of the software product constituting the object of this Agreement (Section 4), any degree of use, installation into a computer or other hardware, installation of such hardware into a vehicle, pressing of the "Accept" button displayed by the software during installation or use (hereinafter referred to as Use) shall mean that the User has accepted the terms and conditions of this Agreement as legally binding.

2.3 This Agreement shall by no means authorise use of the software product by those persons having unlawfully acquired the software product or having unlawfully installed it on a computer or in a vehicle.

3 Relevant laws and regulations

3.1 To all issues not regulated by this Agreement, the laws of the Republic of Hungary, with specific reference to Act IV of 1959 on the Civil Code and to Act LXXVI of 1999 on Copyrights shall apply.

3.2 The original language version of this Agreement is the Hungarian version. This Agreement has versions in other languages as well. In case of dispute the Hungarian version shall prevail.

4 Object of the Agreement

4.1 The object of this Agreement shall be the navigation guidance software product of Licensor (hereinafter referred to as the Software Product).

4.2 The Software Product shall include the operating computer program, its complete documentation, the map database pertaining thereto and any third-party content and XSG2 accessible through the Software Product (hereinafter: Database).

4.3 Any form of display, storage, coding, including printed, electronic or graphic display, storage, source or object code, or any other as yet undefined form of display, storage, or coding, or any medium thereof shall be deemed parts of the Software Product.

4.4 Error corrections, additions, updates used by the User following the conclusion of this Agreement shall also be deemed parts of the Software Product.

5 Rights under copyright

5.1 Unless otherwise provided by law or contractual provisions, the Licensor is the sole and exclusive owner of all material copyrights vested in the Software Product.

5.2 Copyrights extend to the whole Software Product and to its parts separately as well.

5.3 The owner(s) of the copyrights of the Database forming part of the Software Product is (are) the natural person(s) or corporate entity(ies) listed in the Appendix to this Agreement or in the "About" menu item of the operating computer program (hereinafter referred to as Database Owner). The user's manual of the Software Product includes the name of the menu option where all the owners of the Database items are listed. The Licensor hereby states that it has obtained sufficient usage and representation rights from the Database owners in order to utilize the Database, to offer it for utilization and to transfer it for utilization as set forth in this Agreement.

5.4 Pursuant to this Agreement, all rights vested in the Software Product shall remain in the ownership of the Licensor, except for those to which the User is entitled under law or by virtue of this Agreement.

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6.1 The User is entitled to install the Software Product into one hardware device (desktop, handheld, portable computer, navigation device), and to run and use one copy of the Software Product or a preinstalled copy of the Software Product thereon.

6.2 The User is entitled to make one backup copy of the Software Product. However, if the Software Product operates after installation without the use of the original media copy, then the original media copy shall be deemed to be a backup copy. In all other cases, the User is only entitled to use the backup copy if the original media copy of the Software Product has been ascertainably and unequivocally rendered unsuitable for its lawful and intended use.

7 Limitations of use

7.1 The User is not entitled

7.1.1 to duplicate the Software Product (to make a copy thereof);

7.1.2 to lease, rent or lend it or to transfer it to a third person for any reason;

7.1.3 to translate the Software Product (including translation (compilation) to other programming languages);

7.1.4 to decompile the Software Product;

7.1.5 to evade the protection of the Software Product or to modify, circumvent or obviate such protection through technological or by any other means;

7.1.6 to modify, extend, transform the Software Product (in whole or in part), to separate it into parts, combine it with other products, install it in other products, utilize it in other products, not even for the purpose of achieving interoperability with other devices;

7.1.7 apart from using the computer program, to obtain information from the Database as a part of the Software Product, to decompile the Database, to use, copy, modify, extend, transform the Database in whole or in part or the group of data stored therein, or to install it in other products or otherwise, utilize it in other products or to transfer it, not even with the aim of achieving interoperability with other products.

7.2 The User may only use the contents available through the Software Product and provided by third parties and the data received through the XSG2 provided by third parties (including but not limited to the traffic data received from the RDS TMC traffic information XSG2) for his/her own personal benefit and at his/her own risk. It is strictly prohibited to store, to transfer or to distribute these data or contents or to disclose them in full or in part to the public in any format or to download them from the product.

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8.6 By concluding the Agreement, the User shall, in particular, acknowledge the information stated in Section 8 above.

9 Sanctions

9.1 The Licensor hereby informs the User that, if the Licensor finds its rights under the Copyright Act to be breached, the Licensor may

9.1.1 seek judicial recognition of this breach;

9.1.2 demand that the breach cease and order the person in breach to refrain from continuing such actions;

9.1.3 demand that the person under breach give proper compensation (even by way of publicity at the expense of the person in breach);

9.1.4 claim the return of the increase of assets due to the breach;

9.1.5 demand the cease of the wrongful action and, demand restitution to its state before the breach was committed at the expense of the person in breach, and may demand the destruction of instruments and materials used to commit the breach as well as of the products created by the breach;

9.1.6 claim for damages.

9.2 The Licensor hereby also informs the User that the breach of copyrights and related rights is a crime under Act IV of 1978 on the Hungarian Criminal Code, which may be sentenced of two years in prison in basic cases and up to eight years in prison in aggravated cases.

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The Licensor or a contractual partner may offer various products and XSG2 to the User through www.naviextras.com. The User may only use the XSG2 when the User has read and understood the relevant end user license agreement(s) at www.naviextras.com and the User is obliged to use the XSG2 in line with the terms and conditions thereof.

9.5 The parties hereby agree that - depending on the nature of the dispute - either the Pest Central District Court (Pesti Központi Kerületi Bíróság) or the Metropolitan Court of Budapest (Fővárosi Bíróság) will have exclusive jurisdiction to rule on any disputes arising in connection with this Agreement.