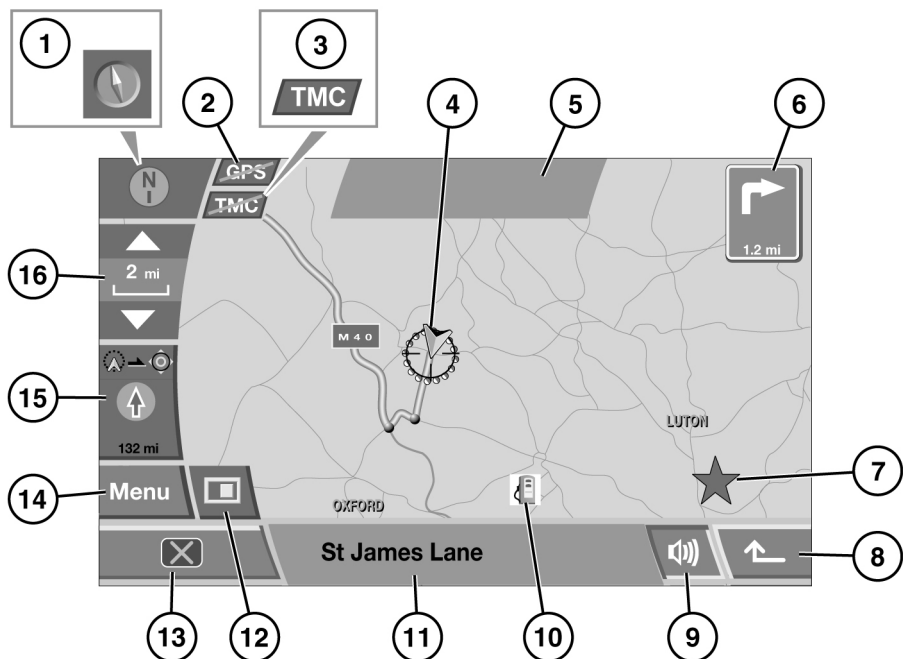## NAVIGATION SCREEN OVERVIEW

SL1459

1. Map direction control. This icon controls the orientation of the map. Touch to toggle between North is up on the map, or direction of vehicle travel is up.

2. Global positioning system (GPS) availability. If a line appears through this icon, GPS is not available.

3. Traffic Master Channel (TMC) availability. If a line appears through this icon, TMC is not available.

4. Vehicle position icon. When **North is up** is selected, this icon will follow the direction of vehicle travel.

5. Message display area.

6. Distance to next turn.

7. Location of a TMC incident.

8. Return to previous screen soft key.

9. Repeat last voice instruction soft key.

10. Point of Interest (POI). Fuel station icon is shown in the example.

    Note: POI icons will not be displayed if the zoom level is above 1km (1/2 mile).

11. Current street location.

12. Display screen mode options soft key.

13. Screen off soft key.

14. Return to the navigation menu soft key.

15. Straight line direction and distance to destination. When a number is shown at top right of the icon, this is the distance to the next way point.

16. Zoom control soft key.

ACCESSING NAVIGATION

To turn on the navigation system touch the **Navigation** soft key. Alternatively press the **NAV** hard key on the facia.

After touching the **AGREE** soft key, the touch screen will display the screen or menu that was in use when you last switched off the system.

*Note: After approximately 12 seconds, the menu soft keys will disappear and display the map information only. Touch the **MENU** soft key to display the full MENU screen.*

SCREEN MODE OPTIONS

Touch the screen mode options soft key to display the possible options. Touch the relevant icon to change the screen mode:

Show full screen

Show the split screen. A more detailed view of the local area and road system is displayed in the right side of the screen.

Show the compass

List of forthcoming junctions and turn directions shown on the split screen

This icon displays enlarged next junction guidance info on the split screen

This facility is only available when travelling on the motorway, and displays the remaining motorway exits (up to your required exit) and the exit numbers

Automatically shows the next junction on the right of the screen.

COMPASS VIEW

It is possible to use compass view in North is up or Direction of travel is up mode.

VOICE GUIDANCE

Voice guidance may be cancelled (or re-instated) at any time by touching the Voice Guidance soft key on the map screen.

To set voice guidance volume, press and hold the **Tone** hard key on the fascia while voice guidance is in use. Once the **Volume Setup** menu is displayed, select **Navigation** and adjust the volume setting as desired. After approximately 10 seconds the screen will return to the previously display.

PERSONAL NAVIGATION SETTINGS

To access the navigation system settings menu, select NAVIGATION SETUP from the main menu.

The following parameters may be configured:

- Personal settings related to system operation (e.g. arrival time readout, map text size, keyboard layout etc.).
- Points of interest (POI) icons may be added or removed from the map screen.
- RDS-TMC Traffic information settings. See **RDS-TMC OVERVIEW** (page 159).
- 2D/3D view. Both the map view and guidance view can be toggled between 2D and 3D views.
- System defaults may be restored.
- The vehicle position may be calibrated.

*Note: Settings for language, screen brightness etc., should be set for the entire vehicle system via **SYSTEM SETTINGS**, available from the HOME menu.*

*Note: The **MAP CHANGE** option is used by your Land Rover Dealer/Authorised Repairer to update map information stored within the system. There are no user configurable settings within map change.*

ENTERING A DESTINATION

From the navigation menu, select Destination Entry.

If you are travelling to another country on your journey, it is advisable to change the destination search using the **Search Area** soft key prior to entering your destination. This will reduce the time taken to calculate a route.

There are several methods for entering a destination. With each method you can select from a list of route preferences, choose alternative routes and add intermediate points to your journey.

The following destination entry options are available, all are selected by touching the appropriate soft key:

- **Address:** This allows you to enter a specific street address, street or town.
- **Point of Interest (POI):** This allows selection of a destination from the POI categories.
- **Postcode:** The simplest method to enter a destination using the postcode.
- **Map:** A destination can be selected by pinpointing on a map.
- **Coordinates:** The destination is entered as longitude and latitude coordinates.
- **Memory:** Up to 106 destination locations can be stored in the system memory.
- **Previous:** The previous 20 destinations are stored for future use, and one of them may be selected using this option.
- **Motorway Entry/Exit:** Enables selection of a motorway junction as a destination.

- **Home:** Can be used to store a frequently used location.
- **Off-road Point:** This allows a destination used in off-road navigation to be selected as a destination.

ENTERING AN ADDRESS AS A DESTINATION

Select Address, then Town Name and enter the name of the town on the keyboard. Next, enter the Street using the soft key, then House Number (if known).

When an entry is made (in **Street** or **Town Name**), if the system recognises enough letters, a list of matching options from the database will be displayed. Select the required street or town by touching it.

Once the address has been entered, touch the **OK** soft key, and a map of the destination will be displayed overlaid with fine tune arrows.

To fine tune the destination use touch the required arrow on the screen. When you are ready to calculate a route, touch the **Destination** soft key.

A route will be calculated, and a map overview of the route displayed. The destination is identified by a red circle containing a white ring.

If satisfied with the destination and route displayed, touch the **Start** soft key begin your journey. Your route will be highlighted on the map, with an arrow depicting your current location, and voice guidance instructions will guide you along the route.

ENTERING A POINT OF INTEREST (POI) AS A DESTINATION

Select the POI soft key, followed by a POI Name. Use the keyboard to enter a place name (e.g. Banbury) to display any related locations on the map.

Touch the **Categ** soft key to view a list of the POI categories, or touch the **List** soft key to view a alphabetical list of available POIs in all categories.

POI entry may also be made using the **POI Near** or **Phone Number** options.

Note: POI icons can only be displayed up to the 1km (1/2 mile) zoom level.

When a suitable POI has been selected, touch the **Destination** key to begin route calculation.

A confirmation screen will be displayed, followed by the map screen with the destination identified by a red circle containing a white ring.

If satisfied with the destination and route displayed, touch the **Start** soft key begin your journey. Your route will be highlighted on the map, with an arrow depicting your current location, and voice guidance instructions will guide you along the route.

ENTERING A DESTINATION USING A POSTCODE

If the destination postcode is known, it can be used to calculate a route. Select the Postcode soft key, and enter the postcode using the keyboard, including any spaces or punctuation. When entered, touch OK, followed by Destination.

If satisfied with the destination and route displayed, touch the **Start** soft key begin your journey. Your route will be highlighted on the map, with an arrow depicting your current location, and voice guidance instructions will guide you along the route.

Destination entry by postcode is not available in all countries. The navigation system provides full postcode entry in the following countries:

Austria	Italy
Belgium	Luxembourg
Denmark	Spain
France	Switzerland
Germany	United Kingdom

The navigation system provides reduced postcode entry in the following countries:

- Netherlands - first 4 numeric digits only. For example, 4817
- Sweden - first 3 digits only, for example 162 00 must be entered as 162

ENTERING A DESTINATION USING THE MAP

If the destination is in the general location of your vehicle, entry via the map may be used.

Select **Map** from the Destination menu. The local area will be displayed as a map overlaid with fine tune arrows. Using the **Zoom** function and the fine tune arrows, position the destination arrow over your required destination and select **Destination**.

The navigation system will calculate your route and display it on the screen. To start your journey, select **Start**.

ENTERING A DESTINATION USING COORDINATES

To navigate to a latitude/longitude destination, select Coordinates. Enter the coordinates on the following screen using the numeric keypad.

Note: The full latitude must be entered first, followed by the latitude.

Once the coordinates have been entered (using the appropriate symbols for degrees, minutes, seconds as required) select **OK**. The system will calculate the route and display on the map.

Note: If the coordinates entered are not within the area covered by the navigation system, a error message will be displayed. This may also occur if the coordinates are entered incorrectly.

RECALLING A DESTINATION FROM THE MEMORY

Over time it is possible to build up a list of stored destinations. Information such as location name, the name of a person or a telephone number can be stored alongside each destination.

Select **Memory** from the Destination screen. The Memory Points menu is displayed with a list of any stored memory points. Use the arrow soft keys to scroll through the list. Touch a destination to select it, and the details will be displayed as a confirmation. Select **Destination** to confirm and select.

The navigation system will calculate the route and display it on the map.

Note: While driving, scrolling on the destination list will be disabled and you will only be able to select from the destinations visible at the top of the list.

RECALLING A PREVIOUS DESTINATION

To recall one of the previous 20 destinations, select Previous. A list of the stored destinations is displayed. Touch the desired destination to select it. The details will be displayed as confirmation, select Destination to confirm.

The navigation system will calculate the route and display it on the map.

Note: While driving, scrolling on the destination list will be disabled and you will only be able to select from the destinations visible at the top of the list.

RECALLING A MOTORWAY JUNCTION AS A DESTINATION

Motorway junctions must be previously stored before they may be entered as a destination. The motorways are also stored as memory points. See **STORING NEW LOCATIONS** (page 155).

Select **Motorway Entry/Exit** to display a list of stored junctions and select your desired destination by touching it. The details will be displayed as confirmation, select **Destination** to confirm.

The navigation system will calculate the route and display it on the map.

Note: While driving, scrolling on the destination list will be disabled and you will only be able to select from the destinations visible at the top of the list.

RECALLING HOME AS A DESTINATION

Once a Home destination is stored (see **155, STORING NEW LOCATIONS**), it can be easily recalled.

Select **Home**, followed by **OK** to confirm. The navigation system will calculate the route and display it on the map. Select **Start** to begin your journey.

RECALLLING AN OFF-ROAD POINT

If an off-road route has already been stored, it can be recalled and used as a new destination.

Select **Off-Road Point** and a list of stored routes will be displayed. Up to 20 off-road routes can be stored (see **155, STORING NEW LOCATIONS**). Select the desired route from the list, and touch to select.The details will be displayed as confirmation, select **Destination** to confirm. The navigation system will calculate the route and display it on the map. Select **Start** to begin your journey.

Note: While driving, scrolling on the destination list will be disabled and you will only be able to select from the destinations visible at the top of the list.

MAKING CHANGES TO A ROUTE

The route calculated by the navigation system may not exactly fit the requirements of a particular journey. A choice of options are provided which may be selected to tailor the route, these include:

- Specific road types.
- Vehicle transport types.
- A choice of routes.
- A facility to add additional points along the route.

Each of the options is accessed via a soft key when they become available.

ROUTE PREFERENCES

With each of the destination entry methods described above, a map screen appears when the route is selected, showing the fine tune arrows and the selected route. Also on this screen, to the right, is the Route Prefs soft key.

This soft key allows selection of a number of options available on the selected route. Options include:

- Ferry.
- Toll roads.
- Major roads (includes motorways).
- Restricted roads.
- Car trains.

The arrow soft keys allow scrolling through the list. To select an option touch the appropriate soft key, and then select **OK** to confirm. The navigation system will then recalculate the route according to the option selected and continue in the normal way.

The Route Preferences menu may also be accessed via the main navigation Menu. From here, select **Route Options**, followed by **Route Preferences**.

SELECTING ALTERNATIVE ROUTES

While setting a destination, the map screen is displayed showing the suggested route that the navigation system has calculated. To see available alternate routes, select 3 Route at the bottom of the screen. Up to 3 alternate route options will then be displayed on the right hand side of the screen.

To select one of the alternate routes, touch the appropriate information box. The navigation system will then continue in the normal way with the newly selected route.

ADDING WAYPOINTS TO A ROUTE

Additional points added to a route are called waypoints. Up to 5 waypoints can be added to a journey. To add a waypoint, prior to selecting Start (to begin the journey), select Change Route (located at the bottom of the screen). The Route Options screen will be displayed.

Select **Destination/Waypoints**, then select **Add**. The Destinations menu will be displayed, and waypoint destinations may be added in the same way as the original destination.

Once a waypoint has been added, and the map screen is reached, select **Waypoint** to confirm.

The system will then return to the Route Options menu, where further waypoints may be added if desired. To add a waypoint between two other waypoints, touch the **Add** soft key between them. When all waypoints have been added, select **Calculate** to calculate the route. When ready to begin the journey, select **Start**.

Waypoints may be added at any point in the journey by selecting **Waypoint** and following the above procedure.

CHANGING THE ORDER OF WAYPOINTS

To change the order of waypoints, select Waypoint, then select Edit. A list of waypoints in the current journey will be displayed. Select Change Location and it will change to Change Order. Touch the soft key again to highlight it, and then touch the waypoints in the order you would like to visit them. The order number will be displayed to the right of each waypoint. When satisfied with the new order, select OK to confirm. The new route will then be calculated. Numbers will be displayed next to Waypoints on the map to indicate their order in the journey. When ready to begin the journey, select Start.

PREVIEWING THE ROUTE

From the Route Options menu, it is possible to preview the chosen route, turn by turn.

A list of roads can be displayed, giving the opportunity to add road avoidance requests (if desired). From the Route Options menu, select **Route Preview**. A map is displayed, showing the current vehicle location. At the base of the screen, is a set of soft keys allowing you to play through the route as required.

Start preview playback

Jump to the next way point or destination

Fast forward through the preview (only available during playback)

Pause the preview playback

Preview the route in reverse, starting with the destination

Jump back to the start point

Fast reverse through the preview (only available during playback)

Note: If waypoints are included in the route, the preview will pause at each waypoint. To continue the preview, touch the appropriate preview control soft key.

VIEWING POINTS OF INTEREST (POI) IN PREVIEW MODE

While in preview mode, it is possible to view points of interest along the route. Select **Edit** (on the right of the preview) to display the Edit Route Preview options.

A list of selected POIs is displayed (e.g. fuel stations, restaurants, hotels, etc.). If the POI category required is not displayed, select **Other** to display a full list. Once a POI category has been selected, select **OK** to confirm.

Note: The route preview edit menu also allows other playback settings to be altered to the users preferred settings.

WHOLE ROUTE PREVIEW AND TURN LIST

To preview the entire route, from the Route Options menu, select Display Route. A start to finish preview of the entire route will be displayed.

A list of all the roads on the route, their designations, distance between turns, and the type of junction or turn will be displayed.

Select **Turn List** to display a list of all the roads on the route (it may be necessary to use the scroll soft keys to view the full list).

To avoid a particular road on the list, select **Street Avoid** to display a list of road names. Touch a street on the list to avoid it, then select **Yes** to confirm. To cancel a street avoid request once entered, touch the highlighted street name a second time.

When satisfied with all choices select **Re-route** to calculate the new route, then select **Start**.

STORING NEW LOCATIONS

To store a location, from the Navigation menu, select Stored Locations.

A number of different locations may be stored within the navigations system (e.g. a place of work, a road junction, a favourite restaurant or an area to avoid).

Up to 106 locations may be stored for future use, and six of those may be linked to the **Home** and 1-5 preset location soft keys at the bottom of the screen.

To add a location, select **Memory Points**, then select **Add**. The Store Memory Points page is displayed.

In this example, the M69 motorway exit onto the A5 major road will be stored. Select **Motorway Entry/Exit** to display the keyboard screen.

Add the motorway letter **M** on the keyboard, then select **0-9** to bring up the numeric keyboard, and enter the motorway number (e.g. **69**). Select **M69** motorway from the list to select it. Select **Exit** and a list of motorway exits on the M69 is displayed.

Use the arrow soft keys to scroll through the list and select **A5**.

A map screen is displayed with the fine tune arrows present. If required, fine tune the destination with the arrows and when satisfied, select **OK**.

The screen will return to the Memory Point menu. Before saving the location, further information can be added to the location, as follows:

- **Attribute:**

   To add an attribute to the memory point, touch the attribute soft key.

   This allows the memory point to be designated as your home address or some other memorable location, and remembered as one of the preset soft keys.

   To set as a home address, touch the **Home** icon soft key at the top of the page.

   Note: It is highly recommended that your actual home address is not stored as a memory point, but a point near to your home is stored. This prevents a thief locating your home in the event that the keys and vehicle are stolen.

   To set as one of the 5 preset keys described, touch a blank 1-5 soft key and enter a name for the memory point on the next screen. Then select **OK**.

   If all the presets have memory points stored to them, go back to the Memory Points menu and delete one of the existing preset memory points using the **Delete** soft key.

- **Name:**

   To add a name to a memory point, select **Name**. Enter the name using the keyboard and select **OK** to confirm.

   Note: To change the name, you must first delete the entry.

   The name can be displayed on the navigation map by selecting **Show Name** on the memory point menu.

- **Location:**

   The location of the memory point may be fine tuned using the location soft key. This will bring up the fine tune map screen with the fine tune arrows. Use this screen to alter the location, and when satisfied, select **OK** to confirm.

- **Icon:**

   An icon and a sound bite may be added to the memory point using this soft key. If an icon is attached, it will be displayed on screen maps if it is within the display area.

   Any attached sound bite will be replayed as you approach the memory point.

   On touching the **Icon** soft key, a menu will appear giving a choice of icons to attach. Select an icon or, if no suitable icon is present, select **No icon**.

   To add a sound bite, select **With Sound**. Select a sound icon, then touch the **Play** icon to record the sound.

Once all additional information has been stored, select **OK** to store.

The display will return to the Memory Point menu, which can be selected for editing. When satisfied, select **Return** (bottom right hand corner of the screen) to return to the main Memory Points menu.

From this menu, memory points may be added to the other categories:

- Address.
- POI.
- Postcode.
- Map.
- Coordinates.
- Memory.
- Previous.
- Home.

The process used for adding memory points to the other categories is the same as that described above.

EDITING A MEMORY POINT

To edit a memory point, select Edit from the Memory Points menu.

Select the memory point to edit and edit using the same process as entering a new memory point.

DELETING A MEMORY POINT

To delete a memory point, select **Delete** from the Memory Points menu. Select the memory point you wish to delete by touching it. A confirmation screen will be displayed, select **Yes** to confirm. The display will return to the Memory Points menu.

To delete all memory points, select **Delete All** on the delete screen.

AVOID POINTS

Once a route has been selected, a single or a series of avoid points may be selected.

Once the avoid points are entered, the system will recalculate the route to avoid them.

To add avoid points, select **Avoid Points** and select **Add**. A destination screen is displayed, allowing a number of options for adding avoid points.

When the fine tune map screen is reached, use the arrows and zoom soft key to fine-tune your selection in the normal way. When satisfied, select **OK**.

The following screen allows the size of the avoided area to be set, use the **Reduce** and **Enlarge** soft keys to set the size of the area, and when finished, select **OK**.

A confirmation screen will be displayed and the area stored to the memory.

From the Avoid Points menu, the **Edit** and **Delete** soft keys can be used to adjust or remove an avoid point.

STORING A HOME LOCATION

⚠ When storing a home location, it is advisable to store an alternative location close to your home address. This is to avoid giving away your home address should the keys and vehicle be stolen.

The Home function allows a stored destination used frequently to be selected quickly and easily. Only one destination can be allocated as home.

From the Stored Locations menu select **HOME**, then select **Add**.

*Note: Select **Edit** to edit the details of the existing stored location, and select Delete to remove the existing stored location.*

Enter the home destination in the same as other destinations, adding attributes etc as desired.

POINTS OF INTEREST (POI)

To make selection easier, POIs are categorised into several different types or groups. Some POI groups also contain subgroups.

Any of the POIs can be selected as a destination or added to your route as a waypoint. An icon will be displayed on your route map next to any POIs that you add.

To cancel the display of a POI icon, touch the map screen display additional soft keys. Touch the **POI** soft key at the bottom of the screen to access the Quick POI Menu and select **POI Off**.

POI CATEGORIES AND SUB-CATEGORIES

The system has 8 main POI categories (listed below). When a category is selected from the POI Category screen, the navigation system will display the first 4 choices of that category in alphabetical order. Each category is accompanied by an icon for visual reference.

To list all options in a category, touch the **More** soft key, and select a category to view all available options.

Only POIs in the current search area will be displayed, except for the sub-categories marked **All Search Areas** in the POI category list.

CATEGORY LIST

Restaurants

Car

Leisure

Travel

Shopping

Hotel

Community

Others

CREATING A QUICK POI ICON

Quick POIs are frequently used POIs that are stored in a special quick access list. This allows them to be quickly selected when required. Up to 5 POIs may be stored.

To store a quick POI:

1. From the map guidance screen, touch anywhere on the map.

2. Touch the **POI** icon at the bottom of the screen.

   Note: The POI soft key is only available if the zoom level is less than 1km (1/2 mile).

3. Select the required category. If the category you require is not displayed, touch the **More** soft key to view all categories.

4. If required, scroll through the list to locate the required category, and touch it to highlight.

5. Repeat for other POIs you wish to add (up to 5), then touch **OK** to confirm.

SELECTING A QUICK POI AS A DESTINATION

During a journey, touch the **POI** soft key at the bottom of the screen, and then touch the required **Quick POI** icon.

CHANGING A QUICK POI ICON TO A NEW POI

To change one of the stored quick POI icons to a different POI:

1. Access the **Quick POI** screen, and select the one to be changed.

2. Touch the **Delete** soft key to remove it.

3. Select the new category you would like to add, and select **OK**.

RDS-TMC OVERVIEW

RDS-TMC allows traffic hold ups to be detected and displayed by the navigation system. It used a pre-determined radio station (known as the Traffic Master Channel or TMC) to receive this information.

The system will alert the driver to any roadworks, contra-flows, accidents etc., which may affect the current journey, in the following ways:

- A TMC event icon is shown on the map at the alert location.
- Text can be displayed showing the details of each alert.
- Voice guidance will describe the alert (if voice guidance is active).
- Dynamic route guidance will calculate and offer an alternative route.
- All alerts along the current route will be show in a list, sorted according to road name/distance along the route.

ACTIVATING RDS-TMC

To activate RDS-TMC, touch the RDS-TMC soft key on the main Menu. RDS-TMS may also be selected from the Navigation Setup menu.

To begin scanning for alerts, select **Change**. **Searching** will be displayed on the screen and when a suitable TMC radio station has been found, it will be displayed on the right of the screen. The system will continue to search for further TMC stations.

To stop the search at any time, select **Change** a second time. The list of available TMC stations will be displayed. To select a suitable station, touch its name on the list.

If no TMC station is available or selected, the TMC icon on the left of the screen will appear with a line through it.

RDS-TMC EVENT ICONS

TMC events will be displayed as warning icons on the map and a more detailed alert may be displayed. Voice guidance will also advise of the hold-up, when an event icon exists on the current route.

TMC data is stored in the system for up to 30 minutes.

The colour of the TMC icon changes in order to show the type and priority of a TMC event. Red is for a more serious event. Other colours are for events of less serious nature. Grey is used for information.

Note: TMC event icons will appear on the map, even if the event does not occur on the current route.

★	Incident (Red)
➡	Moving Tailback Ahead (Red)
⬌	Moving Tailback Both Carriageways (Red)
➡❙	Stationary Traffic Ahead (Red)
❙◀❙	Stationary Traffic Both Carriageways (Red)
☆	Incident (Yellow)
⇨	Slow Traffic Ahead (Yellow)
⬌	Slow Traffic Both Carriageways (Yellow)
⬤	Information (Yellow)

Other Hazard (Yellow)

Slippery Road (Yellow)

Diversion (Yellow)

Roadworks (Pink)

Narrow Road (Pink)

Contraflow (Pink)

Accidents (Pink)

Parking Information (Grey)

Information (Grey)

Congestion (Red)

In normal map mode, while the map scale is between 50 m and 4 km (1/32 mile and 2 miles) and when an event icon is displayed, further information can be viewed by touching the event icon.

The map will zoom in on the event icon and another icon is displayed to identify the nature of the event (e.g. road works).

A message box appears at the top of the screen. Touch the **Info** soft key to display further detail of the traffic event.

Touch the **Return** soft key to return to the map guidance screen.

USING ALTERNATIVE ROUTE GUIDANCE

When an event warning is received the system will calculate an alternative route. The new route will include any way points already set.

If the event will seriously affect progress and the original route was not set within the previous 5 minutes, a message asking for new route confirmation will be displayed for up to 10 minutes. When confirmed, the alternative route map is displayed.

USING VOICE GUIDANCE WITH RDS-TMC

With voice guidance activated, the system will give audible notification of traffic events during the journey (they are disabled at the destination).

To repeat the voice guidance message, touch the TMC alert icon.

After the vehicle passes the event, the next event on route will be displayed.

ROUTE TRAFFIC EVENT LIST

During a journey, touch the **Traffic on Route** soft key to generate a traffic event list for that journey.

The traffic event list will identify the cause of each event, the road that the event is affecting and the distance to the event. To view more detail about an event or to view a map of the event area, select the relevant **Detail** or the **Map** soft key alongside the event list.

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

NEARBY TRAFFIC EVENTS

When the **All Traffic Events** soft key is touched, all nearby traffic events are listed.

Up to 20 events can be shown in distance order from the current vehicle position. Use the scroll arrows if required.

While the list is being displayed the information will not update.

Further information will be displayed when a road is selected.

Touching the **Map** or **Detail** soft keys will display detailed information.

CUSTOMISING TMC INFORMATION

To edit which TMC alerts are displayed, touch the **Show TMC Information** soft key.

Touch the categories to highlight (orange) the traffic events required. Use the arrow soft keys to scroll through the list.

Alternatively, select **All On** or **All Off** to highlight all or none of the options.

When satisfied with the selection, select **OK** to confirm.

AREA SURVEILLANCE

This feature allows up to 3 frequently travelled areas to be monitored for slow or stationary traffic. The information can be viewed at any time, and the vehicle does not need to be in or near the area.

RDS-TMC must be available in the selected area and TMC must be enabled in order to display TMC events.

To activate area surveillance, from the RDS-TMC menu, select **Surveillance Setting**, and select **Add**.

Choose any of the available methods to select a surveillance area. Setting the location of a surveillance area is similar to entering a destination or way point.

If you select **Map**, you can position the area accurately by zooming in. Save the surveillance area to one of the three tabs. The map will then display the saved area.

ACCESSING A SURVEILLANCE POINT

To access a surveillance area, touch one of the surveillance icons on the map guidance screen.

Select the surveillance point you wish to view.

The chosen surveillance point is displayed. Any traffic events will appear as icons on the map.

- Select **Set Destination** to set the surveillance point as the destination or as a way point.
- Select **POI** to view POIs in the locality of the surveillance point.
- Select the marker pin soft key to set the surveillance point as a memory point.

Touch the **Reset Map** icon at the top of the screen to return to normal map mode.

OFF-ROAD NAVIGATION

If available, Off-Road Navigation is accessed by touching the soft key on the navigation home screen.

Off-road navigation maps are similar to the on-road maps but have additional features and information, such as a large compass display, heading, altitude, latitude and longitude etc.

When switching to off-road navigation mode during on-road guidance, the current highlighted route will be removed from the map and on-road guidance will be suspended.

Way points and destination icons will remain displayed. The destination is marked with a double circle.

When exiting off-road guidance, the system recalculates the route and reverts to on-road guidance.

Note: TMC is not available in off-road navigation mode.

NEW ROUTE

From the off-road navigation main menu, the New Route soft key allows the following route entry methods:

- Map.
- Previous.
- Memory.
- Distance and Bearing.
- Coordinates.
- Off Road Points.

Entering destinations is achieved using the same methods as on-road navigation mode.

LOAD ROUTE

Load route allows a previously stored off-road route to be recalled in the same manner as on-road stored route. Touching the **Load Route** soft key will bring up a list of stored routes, touch the desired route to select. When loading a route, the current vehicle location is stored as the starting point, shown as the letter **S** on the map screen.

ROUTE OPTIONS

The **Route Options** soft key allows access to the following commands:

- **Cancel Route**:
  Allows a selected route to be cancelled. Touch the soft key to cancel guidance. All waypoints and icons will be removed.

- **Display whole route**:
  The whole route can be displayed during guidance mode. It shows the total mileage of each section and updates as the vehicle position changes.

  A backward or return route can be made at any time. All way point icons of the original route are reset and the system draws straight lines between them.

  The original start point is now designated as the destination point and way points are numbered in countdown order.

- **Display way point list**:
  Off-road navigation way points are shown in numerical order. The nearest way point is the last in the list. A maximum of 35 way points can be stored.

  During a forward route, the way point with the smaller number is nearest on the guidance display. During a backward or return route the smaller number is furthest away.

  The bearing (e.g. R170) and distance (e.g. 1 mile) is a reference to the next way point. The bearing is the angle between the previous heading and the next way point. The displayed information is continuously updated.

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

- **Skip Way point**:
  While on a route this soft key can be selected to skip the next way point. Guidance will then be given to the following way point.

- **Trace Points**:
  If **Current Trace Point** is selected via **Route Options**, trace point icons are automatically placed along a route as it is traversed. They are useful to backtrack along the route if required.

  Adjustments to trace point operation can be made via the same screen. After selecting the **Current Trace Point** option, changes can be made to any registered trace point route.

  Select one of the options, and make changes as required (e.g. trace points can be edited, renamed, turned off or deleted).

EDIT ROUTE

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

A maximum of 20 off-road routes can be stored. When the maximum is reached the **New Route** soft key will no longer be active.

VOICE CONTROL OF THE NAVIGATION SYSTEM

Many of the navigation features can be activated by voice control. To use voice control, briefly press the voice button on the steering wheel and after the tone, speak one of the system commands. Navigation commands must be preceded with the word NAVIGATION.

In response to your command, the system will repeat your instruction and then either carry out your command or ask for more information. If the system asks for more information, wait until the tone has sounded before replying.

To cancel a voice control session, press and hold the steering switch.

The voice control system understands pre-defined commands which must be spoken word for word. A list of all navigation voice commands is given in the following table.

Some of the navigation responses are reinforced by text messages appearing in the message centre display.

Navigation system

Voice command	System response
NAVIGATION HELP	Gives spoken information about the navigation commands.
NAVIGATION VOICE GUIDANCE ON	Switches on voice guidance for a set route.
NAVIGATION VOICE GUIDANCE OFF	Switches off voice guidance for a set route.
NAVIGATION SHOW MAP	Displays the navigation map on the touch screen
NAVIGATION SHOW TURN LIST GUIDANCE	Lists forthcoming junctions and turn directions on the split screen.
NAVIGATION SHOW CURRENT POSITION	Shows current position of vehicle on the map.
NAVIGATION SHOW DESTINATION	Shows a route preview and allows you to fast forward to the end.
NAVIGATION SHOW ENTIRE ROUTE MAP	Shows complete route.
NAVIGATION SHOW ARROW GUIDANCE	Changes right-hand side of split screen to show arrow guidance directions.
NAVIGATION SHOW CROSSROADS GUIDANCE	When a crossroads is within 500 metres (1640 feet), the crossroad guidance directions will be displayed. If there are no crossroads, a voice message **There are no nearby crossroads on the set route** will be given.
NAVIGATION SHOW MOTORWAY GUIDANCE	When travelling on a motorway, changes right-hand side of split screen to show the remaining motorway exits, and their numbers, up to the required exit for the route.
NAVIGATION DUAL MAP MODE	Displays split screen view.
NAVIGATION SINGLE MAP MODE	Shows full screen map.
NAVIGATION SHOW NORTH UP	Changes orientation of the map so that North is at the top of the screen.
NAVIGATION SHOW HEADING UP	Changes orientation of the map so that the vehicle is always heading up the screen. A compass in the top left-hand corner will point to North.
NAVIGATION SHOW RIGHT MAP NORTH UP	Changes orientation of the right-hand map so that North is at the top of the screen.
NAVIGATION SHOW RIGHT MAP HEADING UP	Changes orientation of the right-hand map so that the vehicle is always heading up the screen.
NAVIGATION ZOOM IN MAXIMUM	Displays the map (left-hand map in split screen mode) at the maximum magnification.
NAVIGATION ZOOM OUT MAXIMUM	Displays the map (left-hand map in split screen mode) at the minimum magnification.

Voice command	System response
NAVIGATION RIGHT MAP ZOOM IN MAXIMUM	In split screen mode, displays the right-hand map at the maximum magnification.
NAVIGATION RIGHT MAP ZOOM OUT MAXIMUM	In split screen mode, displays the right-hand map at the minimum magnification.
NAVIGATION ZOOM LEVEL (plus number 1 to 13)	Enables magnification of the map (left-hand map in split screen mode), e.g. voice command **Navigation zoom level eleven**. Increments between 1 and 13 can be made.
NAVIGATION ZOOM IN (plus number 1 to 12)	Allows zooming in on the map (left-hand map in split screen mode). If the current zoom level is five, the voice command **Navigation zoom in two**, will cause the system to zoom in to level three. Increments between 1 and 12 can be made.
NAVIGATION ZOOM OUT (plus number 1 to 12)	Allows zooming out on the map (left-hand map in split screen mode). If the current zoom level is five, the voice command **Navigation zoom out two**, will cause the system to zoom out to level seven. Increments between 1 and 12 can be made.
NAVIGATION RIGHT MAP ZOOM IN (plus number 1 to 12)	Allows zooming in on the right-hand map. If the current zoom level is five, the voice command **Navigation zoom in two**, will cause the system to zoom in to level three. Increments between 1 and 12 can be made.
NAVIGATION RIGHT MAP ZOOM OUT (plus number 1 to 12)	Allows zooming out on the right-hand map. If the current zoom level is five, the voice command **Navigation zoom out two**, will cause the system to zoom out to level seven. Increments between 1 and 12 can be made.
NAVIGATION GO HOME	Sets the destination to your currently set Home. Home location can be stored using the Stored locations option, available from the Navigation menu on the touch screen.
NAVIGATION GO TO NAME	The system will respond with **Name please** and you can specify a previously stored nametag either as a destination or a way point.
NAVIGATION GO TO PREVIOUS DESTINATION	Allows you to specify a previously stored destination either as a new destination or a way point. If you are following route guidance and this is the last destination set, this will be your current destination.
NAVIGATION GO TO PREVIOUS STARTING POINT	Allows you to specify the start point of a previous route either as a destination or a way point. If you are following route guidance and this is the last start point set, this will be your current start point.

Navigation system

Voice command	System response
NAVIGATION SHOW (* add word) WAY POINT MAP	Displays the way point asked for, provided it has been set. *Add word - NEXT, 1ST, 2ND, 3RD, 4TH or 5TH.
NAVIGATION DELETE NEXT WAY POINT	Deletes the next way point from the route and recalculates the route if appropriate.
NAVIGATION DETOUR	Prompts the navigation to propose a detour in the current route. This takes effect from your current position and the length of the detour can be specified in Route Preferences.
NAVIGATION DETOUR ENTIRE ROUTE	Prompts the navigation to offer one of the alternative routes calculated for the current destination.
NAVIGATION CANCEL GUIDANCE	Cancels route guidance.
NAVIGATION AVOID MAJOR ROADS	Routes are calculated avoiding major roads.
NAVIGATION PREFER MAJOR ROADS	Major roads are included when routes are calculated.
NAVIGATION AVOID TOLL ROADS	Routes are calculated avoiding toll roads.
NAVIGATION PREFER TOLL ROADS	Toll roads are included when routes are calculated.
NAVIGATION AVOID FERRIES	Routes are calculated avoiding ferries.
NAVIGATION PREFER FERRIES	Ferries are included when routes are calculated.
NAVIGATION PLAY DIRECTORY	Prompts a voice message giving all the navigation nametags. This can be interrupted by pressing the voice control button and, after the tone, saying **REPLAY**, **GO TO**, **DELETE** or **CANCEL**.
NAVIGATION DELETE DIRECTORY	Delete the entire directory of navigation nametags.
NAVIGATION MARK CURRENT POSITION	Marks the vehicle's current position as a memory point.
NAVIGATION DYNAMIC ROUTE GUIDANCE ON	Switches on dynamic route guidance.
NAVIGATION DYNAMIC ROUTE GUIDANCE OFF	Switches off dynamic route guidance.
NAVIGATION SHOW TRAFFIC INFORMATION	Displays Traffic information.
NAVIGATION HIDE TRAFFIC INFORMATION	Hides Traffic information.

Voice command	System response
NAVIGATION STORE NAME	Allows you to store nametags as way points or destinations. Each nametag must meet the following criteria: • Be spoken in more than 0.4 seconds, but less than four seconds. • Not similar to any other nametag. • Once stored, you must always speak the name in the same manner as during storage. If the criteria is not met, the system will supply one of the following feedback: • **Name too short, new name please**. • **Name too long, new name please**. • **(nametag) sounds too much like (another nametag)**. • **The names entered are different, new name please**.
NAVIGATION (plus POI from list)	With the map magnification at 1 km (0.6 mile) or less, this command allows up to five selections from the POI list. • Petrol • Petrol station • Parking • Town centre • Hotel • Hospital • Golf course • Shopping centre • Restaurant • I'm hungry • Tourist information • Motorway services • Land Rover dealer - not Australia • Police station - Australia only If more then five are selected, the message **Navigation POI off** is given. Clear your current selection to allow further POIs to be displayed.
NAVIGATION POI OFF	Hides all the POI icons.

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