

TERRAIN RESPONSE OPERATION



E150019

Terrain response selection is via a rotary control. There are 6 Terrain response programs, marked around the control.

Automatic mode determines and applies the most appropriate program, for the conditions. If the rotary selector is in the elevated position, press the selector to engage the automatic mode.

Information relating to the suitability of each Terrain response program, on different types of surface, is given on the Touch screen, via the **Extra features** soft key. Touch the Terrain response icon and then the information icon. The displayed text is relevant to the currently selected Terrain response program.

GENERAL PROGRAM (SPECIAL PROGRAMS OFF)



This program is compatible with all on and off-road conditions.

If not already active, it should be selected before driving on surfaces which are similar to a hard road surface. Dry cobbles, tarmac, dry wooden planks, etc., all fall into this category.

This program should be selected once the need for a special program has passed. Once the special program has been deselected, all of the vehicle's systems will return to their normal settings except Hill descent control (HDC). HDC will remain active if it was selected manually.

GRASS/GRAVEL/SNOW



This program should be used where a firm surface is covered with loose or slippery material.

Note: For deep gravel, it is recommended that the Sand program is selected.

Note: If the vehicle is unable to gain traction in deep snow, switching Dynamic stability control (DSC) off may help. DSC should be switched on again, as soon as the difficulty is overcome.

MUD-RUTS



This program should be used for crossing terrain that is muddy, rutted, soft or uneven.

Low range is recommended for this program and if not selected, the Message centre will prompt you.

If the Mud-Ruts program and Low range are selected together, the vehicle's ride height raises automatically.

SAND



This program should be used for terrain which is predominantly soft dry sand or deep gravel.