GARMIN

Alpha® 100 with TT™ 15

Owner's Manual

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Getting Started

⚠ WARNING

See the *Important Safety and Product Information* guide in the product box for product warnings and other important information.

Setting Up the Alpha System

NOTICE

Avoid using a high-powered radio (greater than 5 watts) in close proximity to the device. It may cause irreversible damage to the device.

Before you can use the Alpha handheld device and the TT 15 dog collar device, you must set up the devices.

1. Install the battery in the handheld device (page 2).
2. Charge the handheld device (page 3).
3. Charge the dog collar device (page 4).
4. Turn on the devices (page 4).
5. If necessary, add the dog collar device to the handheld device (page 7).
6. Acquire satellite signals (page 5).
7. Attach the collar (page 10).

Device Overviews

Alpha 100 Handheld Device

①	GPS antenna
②	VHF radio antenna
③	Training keys
④	Power key
⑤	Mounting spine

⑥	microSD™ memory card slot (under battery)
⑦	Battery cover D-ring
⑧	Mini-USB port (under weather cap)

TT 15 Dog Collar Device

①	VHF antenna
②	GPS antenna
③	Power key
④	Contact points
⑤	Status LED and flashing beacon LEDs

Getting More Information

You can find more information about this product on the Garmin® website.

- Go to www.garmin.com/alpha.
- Go to www.garmin.com/outdoor.
- Go to www.garmin.com /learningcenter.
- Go to http://buy.garmin.com, or contact your Garmin dealer for information about optional accessories and replacement parts.

Registering Your Device

Help us better support you by completing our online registration today.

- Go to http://my.garmin.com.
- Keep the original sales receipt, or a photocopy, in a safe place.

Installing the Battery Pack

⚠ WARNING

This product contains a lithium-ion battery. To prevent the possibility of personal injury or product damage caused

by battery exposure to extreme heat, store the device out of direct sunlight.

1 Turn the D-ring counter-clockwise, and pull up to remove the cover.

2 Locate the metal contacts on the end of the lithium-ion battery.

3 Insert the battery into the compartment, contacts first.

4 Press the battery into place.

5 Replace the battery cover, and turn the D-ring clockwise.

Charging the Handheld Device

NOTICE

To prevent corrosion, thoroughly dry the USB port, the weather cap, and the surrounding area before charging or connecting to a computer.

You should fully charge the battery before you use the device for the first time. Charging a fully depleted battery takes about 2 hours.

NOTE: The device will not charge when it is outside the temperature range of 32° to 104°F (0° to 40°C).

1 Lift the weather cap ①.

2 Plug the small end of the power cable into the mini-USB port ② on the device.

3 Plug the other end of the power cable into an appropriate power source.

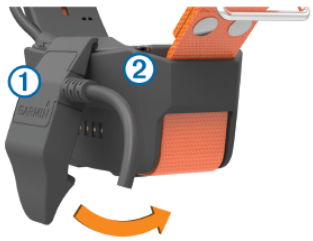
Charging the Dog Collar Device

NOTICE

To prevent corrosion, thoroughly dry the contacts on the collar and the surrounding area before connecting the charging clip.

You should fully charge the battery before you use the device for the first time. Charging a fully depleted battery takes about five hours. The device will not charge when outside the temperature range of 32° to 104°F (0° to 40°C).

1 Snap the charging clip ① onto the device ②.



2 Plug the included power cable into the mini-USB port on the charging clip cable.

3 Plug the power cable into a power source.

The status LED is solid red when the collar is charging.

4 After the status LED turns solid green, remove the charging clip from the collar.

Turning On the Devices

- On the handheld device, hold the power key until the LCD display turns on.
- On the dog collar device, hold the power key until the status LED flashes and the collar beeps.

Turning Off the Devices

- On the handheld device, hold the power key until the LCD display turns off.
- On the dog collar device, hold the power key until the status LED changes color.

Acquiring Satellite Signals

Both the collar and handheld device must acquire satellite signals before you put the collar on your dog. Acquiring satellites can take a few minutes.

1. Go outdoors to an open area.
2. Turn on both devices (page 4).
3. Select the power key on the handheld device.

   shows the GPS signal strength.

When the collar has acquired satellite signals, the status LED flashes a double-blink or triple-blink in green.

Using the Touchscreen

- Select to open the application drawer.
- Select to open a menu.
- Select to close the page and return to the previous page.
- Select to return to the previous page.
- Select to save changes and close the page.
- Select and to scroll.
- Select to search by name.

Locking the Touchscreen

You can lock the screen to prevent inadvertent screen touches.

1. Select the **Power** key.
2. Select .

Unlocking the Touchscreen

1. Select the **Power** key.
2. Select .

Dog Collar Device Setup

Methods to Add a Dog Collar Device to a Handheld Device

If you purchased the dog collar device and the handheld device separately, you must add the dog collar device to the handheld device. You can add up to 20 dog collar devices to one handheld device.

Using MURS/VHF: Allows you to add a dog collar device after you have placed the dog collar device into

pairing mode by pressing the power key.

This method is helpful when you are adding a new accessory collar to the system prior to leaving for the hunt (page 7).

Entering the track and train codes: Allows you to add a dog collar device that you do not own and that is not in the area. The dog's owner must determine if you can only track the dog or can track and train the dog. This method requires the dog's owner to find and communicate the codes to the person adding the dog collar device.

This method is helpful when you would like to add a dog collar device during a hunt, but you are not near the dog. For example, you are adding another member of your hunting party's dog collar device to your handheld device, but you do not own the dog collar device (page 7).

NOTE: This feature varies based on dog collar device type and feature availability in your area. You may see track codes only or track and train codes.

Sharing wirelessly using ANT+™ wireless technology: Allows you to add a dog collar device that you do not own and that is not in the area. The dog's owner must determine if you can only track the dog or can track and train the dog. This method does not require the dog's owner to find and communicate the codes to the person adding the dog collar device. This method also adds dog information, such as the dog's name, communication settings, and initial position, from the sending handheld device to your device. The two handheld devices must be within range 3 m (10 ft.) to share data wirelessly.

This method is helpful when you want to add a dog collar device during a hunt, but you are not near the dog. For example, the dogs have already been let loose, and you are near the dog owner, who can share the dog wirelessly (page 8).

VHF Radio Information

This product may be used only on specific radio frequencies, which vary depending on the country of use. See the product packaging or go to www.garmin.com/tracking-legal for details about the radio frequency of this product.

Adding a Dog Over MURS/VHF

1. If the dog collar device is on, turn off the dog collar device (page 4).
2. Hold ⏻ until the dog collar device emits two series of beeps (about 2 seconds), and then release ⏻.

   The status LED flashes rapidly in green. The dog collar device is now ready to be linked, or paired, with a handheld device.
3. On the handheld device, select **Dog List** > **Add Dog**.
4. Bring the dog collar device near the handheld device, and select **Yes**.
5. After successfully adding the dog collar device, enter the name of the dog, and select ✔ > **OK**.

Adding a Dog Using the Track and Train Codes

NOTE: This feature varies based on dog collar device type and feature availability in your area.

Before you can add a dog using the track and train codes, the dog owner must find the track and train codes (page 8) and tell them to you.

If you are not near the dog you want to add or you cannot put the collar into pairing mode, you can add the dog using the track and train codes.

1. Select **Add Dog**.
2. When asked if you are near the collar, select **No**.
3. When asked if you know the track and train codes, select **Yes**.
4. Enter the track or train code for the collar, and select ✔.

   The dog's track code allows you to track the dog. The dog's train code allows you to both track and train the dog.
5. Enter the name of the dog, and select ✔ > **OK**.

Finding the Dog ID and Track and Train Codes

You can share a dog's track code so another person can view your dog's location with the map and dog tracking compass. Also, you can share a dog's train code so another person can track your dog and train (correct) your dog.

1. Select **Dog List**.
2. Select a dog.
3. Select **Show Info**.

Sharing a Dog Wirelessly

Before you can share data wirelessly over ANT+, you must bring your Alpha handheld device within 10 ft. (3 m) of the other handheld device.

1. Select **Dog List**.
2. Select the dog to share.
3. Select **Share Wirelessly**.
4. Select an option:
   - To allow the other person only to track your dog's location with the map and dog tracking compass, select **Track Only**.
   - To allow the other person to track your dog and correct your dog's behavior, select **Track and Train**.
5. On the other handheld device, select **Dog List** > ☰ > **Receive Wirelessly**.

Editing Dog Information

Resetting a Dog's Statistics and Track

You might want to clear the dog statistics and track before a new hunt.

1. Select **Dog List**.
2. Select a dog.
3. Select **Show Info** > **Reset** > **Yes**.

Changing the Length of the Dog's Track

You can adjust the length of the dog's tracks shown on the map. Showing less tracks on the map can help to declutter the map view. Changing the length of the track shown on the map does not affect the tracks stored in the internal memory.

1. Select **Setup** > **Dogs** > **Dog Track On Map**.

2 Select an option to show more or less of the tracks on the map.

Changing the Dog Name

1 Select **Dog List**.
2 Select a dog.
3 Select **Show Info**.
4 Select the dog's name.
5 Enter the name, and select ✔ > **OK**.

Changing the Color of the Dog's Track

You can change the track color of the dog. It is helpful to have the track color match the color of the collar strap, if possible.

1 Select **Dog List**.
2 Select a dog.
3 Select **Show Info**.
4 Select the colored square next to the dog's name.
5 Select a color.

Changing the Dog Type

Before you can change the dog type, the collar must be turned on and within range of the handheld device.

1 Select **Dog List**.
2 Select a dog.
3 Select **Show Info** > ☰ > **Change Dog Type**.
4 Select a dog type.

Changing the Dog ID

Before you can change the dog ID, the collar must be turned on and within range of the handheld device.

If you are experiencing interference from other collars or handheld devices in the area, you might need to change the ID for the dog.

1 Select **Dog List**.
2 Select a dog.
3 Select **Show Info**.
4 Select ☰ > **Change ID**.
5 Select an available ID.

If another handheld device is tracking this dog, for best results, remove the dog from

the device, and use the track and train codes (page 7) or share wirelessly over ANT+ (page 8) to add the dog again.

Setting Dog Alerts

You can adjust how the handheld device alerts you to certain actions of the dog.

1. Select **Setup** > **Dogs** > **Dog Alerts**.
2. Select an alert.
3. Select the handheld device action for the specific alert.
4. Repeat steps 2 and 3 as needed.

Removing a Dog

1. Select **Dog List**.
2. Select a dog.
3. Select **Remove**.

Fitting the Collar on Your Dog

⚠ CAUTION

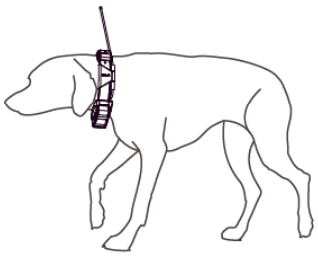
To prevent irritation from the contact points, remove the collar for at least eight hours out of every 24-hour period.

This device is not intended for human use. Do not attempt to use on any person.

In order to properly correct the dog, the collar and device must fit the dog properly. If the collar is too loose or positioned incorrectly, corrections may be inconsistent. This can delay or prevent successful training.

1. Position the device at the front of the dog's neck, with the status LED facing toward the dog's chin and the contact points against the throat.
2. Tighten the strap so that it is very snug around the dog's neck, and fasten the buckle.

   NOTE: The collar should fit tightly and should not be able to rotate or slide on the dog's neck. The dog must be able to swallow food and water normally. You should observe your dog's behavior to verify that the collar is not too tight.



3 Wiggle the device to work the contact points through the dog's coat.

NOTE: The contact points must have contact with the dog's skin to be effective.

4 If the strap is too long, cut off the excess, leaving at least 3 in. (8 cm) to spare.

TIP: You can mark the hole used to fasten the buckle for future reference.

Enabling Bark Detection

NOTE: This feature is not available in all areas.

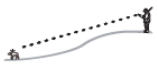
Select **Setup** > **Dogs** > **Bark Detection**.

A barking icon appears on the dog tracking page and the map page.

When the dog collar device is active and properly fitted on the dog (page 10), it detects barks automatically. After bark detection is enabled, you can set up a bark alert (page 10).

Communication with the Collar

You should keep an unobstructed line of sight between your handheld device and the dog collar device to produce the best communication signal. To achieve the best line-of-sight conditions, you should move to the highest elevation point in your area (for example, on the top of a hill).

Best	
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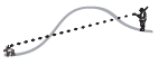
Poor	

Dog Tracking

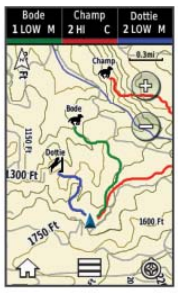
The handheld device allows you to track your dog, using the tracking compass or map. The map displays your location and your dog's location and tracks. The compass pointer indicates the direction of the dog's current location.

Tracking Your Dog on the Map

Before you can track a dog or contact on the map, you must add them to the handheld device (page 7 and page 20).

You can view the dog's location and other contacts' locations on the map.

1 Select .



2 If necessary select + and − to zoom in and out of the map.

TIP: If necessary, select to track the dog using the dog tracking compass (page 13).

Tracking and Training One Dog at a Time

NOTE: This feature applies only to dog collar devices with training features.

When you are tracking and training multiple dogs, you can enable the device to display only one dog at a time, and you can ensure the dog being viewed on the compass is the dog being trained.

1 Select ⊙ > ☰ > **List Sync On**.

2 Select ◄ and ► to cycle through the dogs.

Dog Status Icons

	Sitting
	Running
	On point
	Treed
?	Unknown*

*The unknown status icon indicates that the collar has not acquired a satellite signal and that the handheld device cannot determine the location of the dog.

Dog Tracking Compass

To open the dog tracking compass, select ⊙.

You can use the dog tracking compass to view the direction and distance to your dog. The dog tracking compass also shows the dog's status, such as running or on point (page 13). The color of the pointer corresponds to the color of the dog track.

The dog tracking compass is most accurate when the dog is more than 30 ft. (9.1 m) away. When the dog is less than 30 ft. (9.1 m) away, "Near" appears.

Navigating to Your Dog

1 Select **Dog List**.

2 Select the dog.

3 Select **Show Info** > **Go**.

The map opens.

4 Follow the magenta line to the dog.

5 If necessary, select ⊕ to track the dog using the dog tracking compass.

Tracking with BaseCamp™ BaseStation

Before you can track your dogs and contacts using BaseCamp, you must download BaseCamp to your computer (www.garmin.com/basecamp).

The BaseStation feature of BaseCamp allows you to track your dogs and contacts in real-time on a computer. For more information on using BaseCamp, see the help file in the application.

1 Select **Setup** > **System** > **BaseCamp BaseStation** > **Prompted**.

2 Open BaseCamp.

3 Follow the on-screen instructions.

Pausing Dog Tracking

You can pause the tracking of a single dog during a hunt. This can be helpful if the dog is taking a break.

1 Select **Dog List**.

2 Select a dog.

3 Select **Show Info** > ☰ > **Stop Tracking**.

Pausing All Dog Tracking

If you are moving the dogs during a hunt and you do not want to record the transportation of the dogs, you can pause the tracking of all of the dogs.

1 Select ⊕.

2 Select ☰ > **Pause All Tracking**.

Location Alerts

Location alerts notify you when your dogs or contacts enter or exit a particular location. You can create a custom geofence or use a radius around your current location.

A geofence is an invisible boundary around an area and is created using points on the map. The virtual boundaries of a geofence are accurate up to approximately 10 ft. (3 m). Geofences perform best when sized to cover an area encompassing an average sized backyard (approximately ¼ acre).

Setting a Geofence Alert

You can set up an invisible boundary around an area and receive an alert when a dog or contact enters and exits that area.

1. Select **Setup** > **Location Alerts** > **Add Alert** > **Geofence**.
2. Select a point on the map, and select **Use**.
3. Repeat step 2 to define a geofence with up to 10 points.
4. Select **Done**.

Setting a Radius Alert

You can receive an alert when a dog or contact gets within or outside of a certain distance away from you.

1. Select **Setup** > **Location Alerts** > **Add Alert** > **Radius**.
2. Select the unit of measurement.
3. Enter the radius distance, and select ✔.

Editing Location Alerts

1. Select **Setup** > **Location Alerts**.
2. Select an alert.
3. Select an option:
   - Select **Disable** to turn off notifications for this alert.
   - Select **Set Alert Type** to set the way the device notifies you for this alert.
   - Select **Set Alert Mode** to set the notification to sound on exit, entrance, or both.
   - Select **Delete** to remove the alert.

Dog Training

You should research and investigate the training methods best suited for you, your dog, and your needs. This manual provides some basic guidelines for training, but each dog has unique training needs.

When used properly, the Alpha training system is a very effective training tool to aid your dog in reaching its full potential. The use of the training system should be part of an overall training program.

Begin training your dog on a leash, without the Alpha training system. You should train your dog how to heel, sit, and

come to you. After the dog understands these three basic commands, you can begin training with the dog collar device and the leash. Finally, when the dog consistently obeys commands using the leash and collar, you may be able to remove the leash to train with only the dog collar device.

Selecting and Installing the Contact Points

For best results, select the correct contact points based on your dog's coat.

1. Select the correct contact point length for your dog's coat type:
   - For dogs with thicker coats, use the longer contact points.
   - For dogs with shorter coats, use the shorter contact points.
2. If necessary, use the included wrench to remove the contact points.
3. Twist the contact points into the collar.
4. Tighten with the included wrench, but do not overtighten.

When you put the collar on the dog, make sure the contact points are tight against the neck.

Removing the Contact Points

When you are not training the dog using the training keys, remove the contact points.

1. Use the included wrench to remove both contact points.
2. Place the cap over the contact point holes.

Training Methods

NOTE: Training features are not available in all areas for tracking collars.

Momentary stimulation: Applies a brief stimulation when you press the training key, regardless of how long the key is depressed.

Continuous stimulation: Applies stimulation to the dog the entire time you press the training key, for a maximum of 8 seconds. Your stimulations should typically be much shorter than 8 seconds.

Tone: Activates an audible tone instead of stimulation. A tone can be used as either a positive or negative training cue, depending on your training program.

Vibration: Applies vibration instead of stimulation to the dog the entire time you press the training key, for a maximum of 8 seconds. The effectiveness of vibration may vary based on the dog's temperament and experience.

Linear and Traditional Stimulation

You can use linear or traditional stimulation to customize your training experience. The default intensity method is linear, which allows progressive stimulation from level 1 to level 18. Traditional stimulation allows you to make quick changes using low, medium, and high settings within predetermined stimulation levels (1 through 6).

Choosing the Correct Intensity Level

1. Set the intensity to the lowest level (page 18).
2. Select a training key.
3. Observe the dog for a reaction, such as a head shake, neck movement, or just a change in expression.

   Sometimes dogs will vocalize due to the surprise of the electrical stimulation. If the dog vocalizes more than once, the intensity level is too high for beginning training.
4. If there is no reaction, increase the intensity level by one level until the dog has a slight but recognizable reaction to the stimulation.

The intensity level that causes a slight but recognizable reaction is your dog's baseline level for beginning collar training. You do not need to, and should not, apply this intensity selection test again.

After you begin training, the dog's performance guides your intensity selection. As the dog advances in training, you may need to change the level depending upon the training situation.

Setting Up the Training Keys for One Intensity Level

Before you can assign the training keys to a dog, you must add the dog to the handheld device (page 7).

By default, the training keys are set to the lowest stimulation setting, with momentary (**M**), continuous (**C**), and tone (**T**) or vibration (**V**) for each key. This mode is most useful when training only one dog. When training multiple dogs, it may be helpful to customize a training key for each dog and for each intensity level (page 18).

1. Select **Setup** > **Training** > **Training Buttons**.
2. Select the area at the top of the screen directly below the keys.
3. Select ➖ or ➕ to choose the intensity level for each of the stimulation keys.
4. If you are using traditional stimulation mode, select **LOW**, **MED**, or **HI**.
5. Select ↩.

In this mode, the left key provides momentary simulation. The center key provides continuous stimulations. The right key provides a tone or vibration.

Customizing the Training Keys

Before you can assign the training keys to a dog, you must add a dog to the handheld device (page 7).

You can assign a specific dog intensity level and stimulation mode to each training key. You can add multiple pages of training key settings. This mode is most useful when training multiple dogs. When training only one dog, it might be more useful to set only the intensity level.

1. Select **Setup** > **Training** > **Training Buttons** > **Change Mode**.
2. Select ➕ below the key you are customizing.
3. Select the dog you want to train with this key.
4. Select ➖ or ➕ to choose the intensity level.
5. If you are using traditional stimulation mode, select **LOW**, **MED**, or **HI**.

6 Select momentary (**M**), continuous (**C**), tone (**T**), or vibration (**V**).

7 Repeat steps 3-6 for all three keys.

8 If you need to train with more than three keys, select ↩ > **Insert Page**, and program the additional keys.

9 Select ↩.

Collar Training

Begin training your dog on a leash, without using the Alpha training system. After the dog shows a grasp of the commands "heel," "sit," and "here," you can begin training with the collar and the leash.

During the initial stage of collar introduction, the dog learns that collar stimulation means the same thing as a tug on the leash. At first, the dog may be alarmed by the electronic stimulation. The key is to be patient and consistent and not to start off at too high of an intensity. Be fair and consistent, and use repetition and praise when using the collar as a training tool.

If the dog does not respond to the stimulation level you have selected (page 17), increase the stimulation one level at a time until you achieve the appropriate response. After you achieve the desired response, you can lower the stimulation level as long as the dog maintains consistency.

As the dog becomes more proficient with the commands, you can begin to introduce distractions, such as rolling a ball in front of the dog or walking him in the presence of others.

After the dog begins to respond consistently to the command during collar training, you can remove the leash and train with just the collar.

NOTE: You should train without a leash only when it is appropriate for your environment and your dog's temperament. You should follow all laws and regulations for your area regarding the use of dog leashes.

Eventually in most training situations, your commands will not require stimulation to be given with the command. You should only use stimulation when you need to repeat a command because the dog did not obey the first one.

As the dog becomes better trained, you can decrease the use of collar training. Continue to have the dog wear the collar until you feel certain that it is no longer needed to reinforce known commands. Abandoning the collar too early can lead to problems in the future.

Contact Tracking

You can track other hunters so you know where they are at all times. You can also send messages to your contacts. One Alpha handheld device can track up to 20 devices, including TT 15 dog collar devices and Alpha handheld devices.

Adding a Contact Using MURS/VHF

Before you can add a contact using MURS/VHF, you should be near the contact, and you must turn on the transmitter (page 45).

You can add fellow hunters to your handheld device so you can track them on the map (page 21) and send messages to them (page 21).

1. On your handheld device, select ^ > **Contacts** > **Add**.
2. Bring the two handheld devices near each other, and select **Yes** on your handheld device.
3. On the contact's handheld device, select ^ > **Contacts** > **Pair**.
4. On your handheld device, enter the name of the contact, and select ✓ > **OK**.

The contact is added to your handheld device.

You can repeat this procedure using another hunter's handheld device to add your contact ID to that device.

Adding a Contact Using a Contact ID

Before you can add a hunter using a contact ID, the hunter must find the contact ID (page 22) and send it to you. You must also turn on the transmitter (page 45).

If you are not near the hunter you want to add, you can add the hunter using a contact ID.

1. On your handheld device, select ^ > **Contacts** > **Add**.
2. When asked if you are near the other handheld device, select **No**.
3. When asked if you know the contact ID, select **Yes**.
4. Select the contact ID for the contact you are adding.
5. Enter the name of the contact, and select ✓ > **OK**.

The contact is added to your handheld device.

You can repeat this procedure using another hunter's handheld device to add your contact ID to that device.

Initiating an Emergency Alert

Before you can initiate an emergency alert, you must turn on the transmitter (page 45).

Before someone can receive your emergency alert, someone must add you as a contact (page 20).

You can use an emergency alert when you need immediate assistance and you are away from your group.

Select ^ > **Contacts** > ⚠ > **Yes**.

When your contact accepts your emergency alert request, the device displays a message indicating that your contact has started navigating to your location.

After receiving the alert, your contacts can navigate to your location.

Sending a Message to Your Contacts

You can send and receive automated messages. There are 18 messages choose from, such as "Help" and "I'm Coming."

1. Select ^ > **Contacts** > **Message**.
2. Select a message.

The message is sent to your contacts with your name before the message. Anyone tracking your handheld device receives the message.

Tracking a Contact

You can keep track of contacts' locations using the map.

Select .

Finding Your Contact ID

Select **Setup** > **Contacts** > **Pairing Setup**.

The contact ID for your handheld device is listed under **ID**.

Changing Your Contact ID

If you are experiencing interference from other collars or handheld devices in the area, you might need to change the contact ID for your handheld device.

1. Select **Setup** > **Contacts** > **Pairing Setup** > **ID**.
2. Select a contact ID that is not yet assigned to another device in the area.

   If you select a contact ID that interferes with devices in the area, you should select a new contact ID.

Each time a contact changes their contact ID, you must update the contact ID in your handheld device(page 22).

Updating a Contact ID

If a contact has changed their contact ID (page 22), you can quickly update the contact ID in your handheld device.

1. Select ^ > **Contacts**.
2. Select the contact.
3. Select **Show Info**.
4. Select ☰ > **Change ID**.
5. Select the contact ID that matches the contact's new contact ID.

Hunting with the Alpha System

You can perform many tasks that are very helpful when you are hunting with the Alpha system.

- Mark your truck's location (page 23).
- Track your dogs (page 12).
- Track your fellow hunters (page 21).
- Mark the location of a covey (page 23).
- Send messages to your fellow hunters (page 21).

- Turn on the collar light (page 23).
- Put the collar into rescue mode to save battery power (page 23).
- Pause tracking while you move the dogs (page 14).

Marking Your Truck Location

You can mark the location of the truck, so you can navigate back to your truck after the hunt.

1. Select **New Hunt**.
2. Follow the on-screen instructions.

Marking a Covey

You can mark a covey location and enter the estimated number of birds flushed and the number of birds taken.

1. Select **Mark**.
2. Select **Covey**.
3. Enter the number of birds flushed.
4. Enter the number of birds taken.
5. Select **OK**.

Turning On the Collar Light

You can turn on the LEDs on the collar at night to help locate a dog or to warn drivers if a dog wanders near a road. The light is visible for up to 100 yards.

1. Select **Dog List**.
2. Select a dog.
3. Select **Show Info**.
4. Select ☰ > **Adjust Collar Light**.
5. Select **Continuous**, **Blink Slow**, or **Blink Fast**.

   TIP: Select different light setting for each dog to help you identify the dogs in the field.

Turning On Rescue Mode

You can turn on rescue mode to conserve battery power at the end of a long hunt or if your dog might get out of range.

1. Select **Dog List**.
2. Select a dog.
3. Select **Show Info** > ☰ > **Rescue Mode**.

After you have turned on rescue mode, it stays on until you turn it off.

When the collar battery power falls below 25%, the collar data updates only once every 2 minutes.

Waypoints, Routes, and Tracks

Waypoints

Waypoints are locations you record and store in the device.

Marking Your Current Location

1. Select **Mark**.
2. Select an option:
   - Select **New**.
   - Select a default location name, such as **Truck** or **Camp**.
3. Select **Save**.

Marking a Waypoint Using the Map

1. Select .
2. Select the location on the map.
3. Select the information bar along the top of the screen.
4. Select > **OK**.

Editing a Waypoint

Before you can edit a waypoint, you must create a waypoint.

1. Select > **Waypoint Manager**.
2. Select a waypoint.
3. Select an item to edit, such as the name.
4. Enter the new information.
5. Select .

Repositioning a Waypoint to Your Current Location

You can change the position of a waypoint. For example, if you move your vehicle, you can change the location to your current position.

1. Select > **Waypoint Manager**.
2. Select a waypoint.
3. Select > **Reposition Here**.

The waypoint location changes to your current location.

Moving a Waypoint on the Map

1. Select > **Waypoint Manager**.
2. Select a waypoint.

3 Select ☰ > **Move Waypoint**.
4 Select the new location on the map.
5 Select **Move**.

Increasing the Accuracy of a Waypoint Location

You can refine a waypoint location for more accuracy. When averaging, the device takes several readings at the same location and uses the average value to provide more accuracy.

1 Select ▲ > **Waypoint Manager**.
2 Select a waypoint.
3 Select ☰ > **Average Location**.
4 Move to the waypoint location.
5 Select **Start**.
6 Follow the on-screen instructions.
7 When the confidence status bar reaches 100%, select **Save**.

For best results, collect 4 to 8 samples for the waypoint, waiting at least 90 minutes between samples.

Projecting a Waypoint

You can create a new location by projecting the distance and bearing from a marked location to a new location.

1 Select ▲ > **Waypoint Manager**.
2 Select a waypoint.
3 Select ☰ > **Project Waypoint**.
4 Enter the bearing, and select ✓.
5 Select a unit of measure.
6 Enter the distance, and select ✓.
7 Select **Save**.

Deleting a Waypoint

1 Select ▲ > **Waypoint Manager**.
2 Select a waypoint.
3 Select ☰ > **Delete** > **Yes**.

Routes

A route is a sequence of waypoints or locations that leads you to your final destination.

Creating a Route

1 Select ▲ > **Route Planner** > **Create Route** > **Select First Point**.

2. Select a category.
3. Select the first point on the route.
4. Select **Use** > **Select Next Point**.
5. Select a point.
6. Repeat steps 3 through 6 to add all the points in the route.

Editing the Name of a Route

1. Select ^ > **Route Planner**.
2. Select a route.
3. Select **Change Name**.
4. Enter the new name, and select ✓.

Navigating a Saved Route

1. Select ^ > **Route Planner**.
2. Select a route.
3. Select **View Map** > **Go**.
4. Navigate using the compass (page 30) or map (page 29).

Editing a Route

1. Select ^ > **Route Planner**.
2. Select a route.
3. Select **Edit Route**.
4. Select a point.
5. Select an option:
   - To view the point on the map, select **Review**.
   - To change the order of the points on the route, select **Move Up** or **Move Down**.
   - To insert an additional point on the route, select **Insert**.

     The additional point is inserted before the point you are editing.
   - To remove the point from the route, select **Remove**.

Reversing a Route

1. Select ^ > **Route Planner**.
2. Select a route.
3. Select **Reverse Route**.

Viewing a Route on the Map

1. Select ^ > **Route Planner**.
2. Select a route.
3. Select **View Map**.

Viewing the Active Route

1. Select ^ > **Active Route**.

2 Select a point in the route to view additional details.

Deleting a Route

1 Select ^ > **Route Planner**.
2 Select a route.
3 Select **Delete Route** > **Yes**.

Tracks

A track is a recording of your path. The track log contains information about points along the recorded path, including time, location, and elevation for each point.

Recording Track Logs

1 Select ^ > **Setup** > **Tracks** > **Track Log**.
2 Select **Record, Do Not Show** or **Record, Show On Map**.

If you select **Record, Show On Map**, a line on the map indicates your track.

3 Select **Record Method**.
4 Select an option:

- To record tracks at a variable rate that create an optimum representation of your tracks, select **Auto**.
- To record tracks at a specified distance, select **Distance**.
- To record tracks at a specified time, select **Time**.

5 Select **Interval**.
6 Complete an action:

- If you selected **Auto** for the **Record Method**, select an option to record tracks more or less often.

NOTE: Using the **Most Often** interval provides the most track detail, but fills up the device memory quicker.

- If you selected **Distance** or **Time** for the **Record Method**, enter a value, and select ✓.

As you move with the device turned on, a track log is created.

Viewing Details about the Track

1 Select ^ > **Track Manager**.
2 Select a track.
3 Select **View Map**.

The beginning and the end of the track are marked by flags.

4 Select the information bar along the top of the screen.

Information about the track is listed.

Viewing the Elevation Plot of a Track

1 Select ^ > **Track Manager**.
2 Select a track.
3 Select **Elevation Plot**.

Navigating to the Start of a Track

You can navigate back to the beginning of a track. This can be helpful when finding your way back to camp or the trail head.

1 Select ^ > **Track Manager** > **Current Track** > **View Map**.
2 Select **TracBack**.

The map page opens with your route marked with a magenta line.

3 Navigate using the map (page 29) or the compass (page 30).

Changing the Track Color

1 Select ^ > **Track Manager**.
2 Select a track.
3 Select **Set Color**.
4 Select a color.

Saving the Current Track

1 Select ^ > **Track Manager**.
2 Select a track.
3 Select an option:

- To save the entire track, select **Save Track**.
- To save part of the track, select **Save Portion**, and select the part to save.

Saving a Location on a Track

1 Select ^ > **Track Manager**.
2 Select a track.
3 Select **View Map**.
4 Select a location along the track.
5 Select the information bar along the top of the screen.
6 Select ⚑.
7 Select **OK**.

Clearing the Current Track

Select ^ > **Track Manager** > **Current Track** > **Clear Current Track**.

Deleting a Track

1. Select ^ > **Track Manager**.
2. Select a track.
3. Select **Delete** > **Yes**.

Archiving a Saved Track

You can archive saved tracks to save memory space.

1. Select ^ > **Track Manager**.
2. Select a saved track.
3. Select **Archive**.

Archiving Tracks Automatically

1. Select **Setup** > **Tracks** > **Auto Archive**.
2. Select an option.

Sending and Receiving Data Wirelessly

Before you can share data wirelessly, you must be within 10 feet (3 m) of a compatible Garmin device.

You can share waypoints, geocaches, routes, and tracks wirelessly.

1. Select ^ > **Share Wirelessly**.
2. Select **Send** or **Receive**.
3. Follow the on-screen instructions.

Navigation

You can navigate routes and tracks, to a waypoint, geocache, photo, or any saved location in the device. You can use the map or the compass to navigate to your destination.

Map

▲ represents your location on the map. As you travel, the icon moves and leaves a track log (trail). Waypoint names and symbols appear on the map. When you are navigating to a destination, your route is marked with a magenta line on the map.

When the map orientation is **Track Up**, objects on the map appear to rotate around your position. As you travel, the entire map reorients in the direction you are facing. You can stabilize the objects by setting the orientation to **North Up** (page 37).

To open the map, select .

Measuring Distance on the Map

You can measure the distance between two points.

1. From the map, select a location.
2. Select ☰ > **Measure Distance** > **Use**.
3. Move the pin to another location on the map.

Compass

The handheld device has a 3-axis, tilt-compensated compass. You can use a bearing pointer or a course pointer to navigate to your destination.

Calibrating the Compass

NOTICE

Calibrate the electronic compass outdoors. To improve heading accuracy, do not stand near objects that influence magnetic fields, such as vehicles, buildings, and overhead power lines.

You should calibrate the compass after moving long distances, experiencing temperature changes, or removing the battery.

1. Select ⌃ > **Compass** > ☰ > **Calibrate Compass** > **Start**.
2. Follow the on-screen instructions.

Navigating with the Bearing Pointer

When navigating to a destination, ▲ points to your destination, regardless of the direction you are moving.

1. While navigating to a destination, select ⌃ > **Compass**.
2. Turn until ▲ points toward the top of the compass, and continue moving in that direction to the destination.

Course Pointer

The course pointer is most useful if you are navigating on water or where there are no major obstacles in your path. It also helps you avoid hazards to either side of the course, such as shoals or submerged rocks.

To enable the course pointer, from the compass, select ☰ > **Setup Heading** > **Go To Line/Pointer** > **Course (CDI)**.

The course pointer ① indicates your relationship to the course line leading to the destination. The course deviation indicator (CDI) ② provides the indication of drift (right or left) from the course. The scale ③ refers to the distance between dots ④ on the course deviation indicator, which tell you how far off course you are.

Where To? Menu

You can use the **Where To?** menu to find a destination to navigate to. Not all **Where To?** categories are available in all areas and maps.

Finding a Waypoint by Name

1. Select ▲ > **Where To?** > **Waypoints** > ☰ > **Spell Search**.
2. Enter the name.
3. Select ✓.

Finding a Waypoint Near Another Waypoint

1. Select ▲ > **Waypoint Manager**.
2. Select a waypoint.
3. Select ☰ > **Find Near Here**.
4. Select a category.

The list displays waypoints near the original waypoint.

Navigating with Sight 'N Go

You can point the device at an object in the distance, lock in the direction, and navigate to the object.

1. Select ▲ > **Sight 'N Go**.
2. Point the device at an object.
3. Select **Lock Direction** > **Set Course**.
4. Navigate using the compass (page 30) or map (page 29).

Elevation Plot

By default, the elevation plot displays the elevation for an elapsed time. You can customize the plot (page 32) and the data fields (page 35).

To open the elevation plot, select ^ > **Elevation Plot**.

Calibrating the Barometric Altimeter

You can manually calibrate the barometric altimeter if you know the correct elevation or the correct barometric pressure.

1. Go to a location where the elevation or barometric pressure is known.
2. Select ^ > **Elevation Plot** > ☰ > **Calibrate Altimeter**.
3. Follow the on-screen instructions.

Navigating to a Point on the Plot

1. Select ^ > **Elevation Plot**.
2. Select an individual point on the plot.

   Details about the point appear in the upper-left corner of the plot.
3. Select ☰ > **View Map**.
4. Select the information bar along the top of the screen.
5. Select **Go**.
6. Navigate using the compass (page 30) or map (page 29).

Changing the Plot Type

You can change the elevation plot to display pressure and elevation over time or distance.

1. Select ^ > **Elevation Plot** > ☰ > **Change Plot Type**.
2. Select an option.

Resetting the Elevation Plot

Select ^ > **Elevation Plot** > ☰ > **Reset** > **Clear Current Track** > **Yes**.

Trip Computer

The trip computer displays your current speed, average speed, maximum speed, trip odometer, and other helpful statistics. You can customize the trip computer layout, dashboard, and data fields (page 35).

To open the trip computer, select ^ > **Trip Computer**.

Resetting the Trip Computer

For accurate trip information, reset the trip information before beginning a trip.

Select ^ > **Trip Computer** > ☰ > **Reset** > **Reset Trip Data** > **Yes**.

Applications

Setting a Proximity Alarm

Proximity alarms alert you when you or your dogs are within a specified range of a particular location. A tone sounds when you enter the designated radius.

1. Select ^ > **Proximity Alarms**.
2. Select **Create Alarm**.
3. Select a category.
4. Select a location.
5. Select **Use**.
6. Enter a radius.

When you enter an area with a proximity alarm, the device sounds a tone.

Calculating the Size of an Area

1. Select ^ > **Area Calculation** > **Start**.
2. Walk around the perimeter of the area you want to calculate.
3. When finished, select **Calculate**.

Viewing the Calendar and Almanacs

You can view device activity, such as when a waypoint was saved, and almanac information for the sun and moon, and hunting and fishing.

1. Select ^.
2. Select an option:
   - To view device activity for specific days, select **Calendar**.
   - To view the sunrise, sunset, moonrise, and moonset times, select **Sun and Moon**.
   - To view the predicted best times for hunting and fishing, select **Hunt and Fish**.
3. If necessary, select ◄ or ► to view a different day.

Setting an Alarm

1. Select ^ > **Alarm Clock**.
2. Select + and − to set the time.
3. Select **Turn Alarm On**.
4. Select an option.

The alarm sounds at the selected time. If the device is off at the alarm time, the device turns on and sounds the alarm.

Opening the Stopwatch

Select ^ > **Stopwatch**.

Satellite Page

The satellite page shows your current location, GPS accuracy, satellite locations, and signal strength.

Changing the Satellite View

By default, the satellite view is with North at the top. You can change the view of the satellites to be oriented with your current track toward the top of the screen.

1. Select ^ > **Satellite** > ☰.
2. Select **Track Up**.

Turning Off GPS

Select ^ > **Satellite** > ☰ > **Use With GPS Off**.

Simulating a Location

1. Select ^ > **Satellite** > ☰ > **Use With GPS Off**.
2. Select ☰ > **Set Location On Map**.
3. Select a location.
4. Select **Use**.

VIRB™ Remote

The VIRB remote function allows you to control your VIRB action camera from a distance. Go to www.garmin.com/VIRB to purchase a VIRB action camera.

Controlling a VIRB Action Camera with Your Handheld Device

Before you can use the VIRB remote function on your handheld device, you must enable the remote setting on your VIRB camera. See the owner's manual for your VIRB camera for more information.

1. Turn on your VIRB camera.
2. From your handheld device, select ^ > **VIRB Remote**.
3. Wait while the handheld device connects to your VIRB camera.
4. Select an option:
   - To start and stop recording video, select **REC**.
   - To take a photo, select 📷.

Customizing Your Device

Customizing the Main Menu

You can move, add, and delete items in the main menu.

1. From the main menu, select **Setup** > **Main Menu**.
2. Select a menu item.
3. Select an option:
   - Select **Move Up** or **Move Down** to change the location of the item in the list.
   - Select **Remove** to delete an item from the list.
   - Select **Add Page** to place an item on the list after you have removed it.
   - Select ☰ > **Restore Defaults** to reset the order of all items in the menu.

Customizing the Data Fields

Before you can customize the data fields on the map, you must enable the data fields (page 35).

You can customize the data fields and dashboards of the map, compass, elevation plot, and trip computer.

1. Open the page for which you will change the data fields.
2. Select a data field to customize.
3. Select the new data field.

   For data field descriptions, see page 53.

Enabling the Map Data Fields

Select ◀ > ☰ > **Setup Map** > **Dashboard** > **Small Data Fields**.

System Settings

Select **Setup** > **System**.

GPS: Sets the GPS to **Normal**, **WAAS/EGNOS** (Wide Area Augmentation System/European Geostationary Navigation Overlay Service), or **Demo Mode** (GPS off). For more information about WAAS, go to

http://www.garmin.com/aboutGPS/waas.html.

BaseCamp BaseStation: Sets how the device connects to BaseCamp when the device is connected to the computer.

Dog Settings

Select **Setup** > **Dogs**.

Dog Track On Map: Sets the length (duration in minutes or hours) of the dog track on the map. Reducing the duration of the track shown can reduce the clutter on the map.

Zoom Map To Dogs: Automatically zooms the map to show all of the dogs' locations and your location unless you manually pan the map.

Dog Alerts: Sets how you are alerted to certain actions (page 10).

Bark Detection: Enables the bark detection feature. This feature is not available in all areas.

Contact Settings

Select **Setup** > **Contacts**.

Contact Track On Map: Sets the length (duration in minutes or hours) of the contact track on the map.

Zoom Map To Contacts: Automatically zooms the map to show all of the contacts' locations and your location unless you manually pan the map.

Message Alerts: Sets message alerts to **Tone**, **Vibrate**, **Tone and Vibrate**, or **Message Only**.

Pairing Setup: Sets the options your device uses to track and communicate with other devices.

Display Settings

Select **Setup** > **Display**.

Backlight Timeout: Adjusts the length of time before the backlight turns off.

Screen Capture: Allows you to save the image on the device screen.

Battery Save: Saves the battery power and prolongs the battery life by turning off the screen when the backlight times out (page 45).

Calibrate Screen: Aligns the screen to properly respond to touches (page 37).

Calibrating the Touchscreen

You can calibrate the screen, if it does not seem to be responding properly.

1. Select **Setup** > **Display** > **Calibrate Screen**.
2. Follow the on-screen instructions.

Appearance Settings

Select **Setup** > **Appearance**.

Mode: Sets a light background, a dark background, or automatically switches between the two based on the sunrise and sunset time for your current location.

Background: Sets the background image.

Day Highlight Color: Sets the color for selections made when in day mode.

Night Highlight Color: Sets the color for selections made when in night mode.

Setting the Device Tones

You can customize tones for messages, keys, warnings, and alarms.

1. Select **Setup** > **Tones**.
2. Select a tone for each audible type.

Map Settings

Select **Setup** > **Map**.

Orientation: Adjusts how the map is shown on the page. **North Up** shows north at the top of the page. **Track Up** shows your current direction of travel toward the top of the page. **Automotive Mode** shows an automotive perspective with the direction of travel at the top.

Guidance Text: Sets when the guidance text on the map is shown.

Dashboard: Sets a dashboard to display on the map. Each dashboard shows different information about your route or your location.

Map Information: Enables or disables the maps currently loaded on the device.

Map Speed: Adjusts the speed at which the map is drawn. A faster map

drawing speed decreases the battery life.

Advanced Map Settings

Select **Setup** > **Map** > **Advanced Setup**.

Auto Zoom: Automatically sets the zoom level for optimal use of your map. When **Off** is selected, you must zoom in or out manually.

Detail: Sets the amount of detail shown on the map. Showing more detail may cause the map to redraw more slowly.

Shaded Relief: Shows detail relief on the map (if available) or turns off shading.

Vehicle: Allows you to select a position icon, which represents your position on the map.

Zoom Levels: Sets the zoom level at which map items will appear. Map items do not appear when the map zoom level is higher than the selected level.

Text Size: Sets the text size for map items.

Track Settings

Select **Setup** > **Tracks**.

Track Log: Turns track recording on or off.

Record Method: Sets a track recording method. **Auto** records the tracks at a variable rate to create an optimum representation of your tracks.

Interval: Sets a track log recording rate. Recording points more frequently creates a more-detailed track, but fills the track log faster.

Auto Archive: Sets an automatic archive method to organize your tracks. Tracks are saved and cleared automatically based on the user setting.

Color: Sets the color of the track line on the map.

Routing Settings

The device calculates routes optimized for the type of activity you are doing. The routing settings available vary based on the activity selected.

Select **Setup** > **Routing**.

Activity: Sets an activity for routing. The device calculates routes optimized for the type of activity you are doing.

Route Transitions: Sets how the device routes from one point on the route to the next. This setting is available only for some activities. **Distance** routes you to the next point on the route when you are within a specified distance of your current point.

Lock On Road: Locks the position icon, which represents your position on the map, onto the nearest road.

Changing the Units of Measure

You can customize units of measure for distance and speed, elevation, depth, temperature, and pressure.

1. Select **Setup** > **Units**.
2. Select a measurement type.
3. Select a unit of measure for the setting.

Time Settings

Select **Setup** > **Time**.

Time Format: Sets the device to show time in a 12-hour or 24-hour format.

Time Zone: Sets the time zone for the device. **Automatic** sets the time zone automatically based on your GPS position.

Position Format Settings

NOTE: Do not change the position format or the map datum coordinate system unless you are using a map or chart that specifies a different position format.

Select **Setup** > **Position Format**.

Position Format: Sets the position format for the location information.

Map Datum: Sets the coordinate system on which the map is structured.

Map Spheroid: Shows the coordinate system the device is using. The default coordinate system is WGS 84.

Heading Settings

You can customize the compass settings.

Select **Setup** > **Heading**.

Display: Sets the type of directional heading shown on the compass.

North Reference: Sets the north reference used on the compass.

Go To Line/Pointer: Sets the behavior of the pointer that appears on the map. **Bearing** points in the direction of your destination. **Course (CDI)** shows your relationship to the course line leading to the destination.

Compass: Automatically switches from an electronic compass to a GPS compass when you are traveling at a higher rate of speed for a period of time.

Calibrate Compass: Calibrates the compass (page 30).

Altimeter Settings

Select **Setup** > **Altimeter**.

Auto Calibration: Automatically calibrates the altimeter each time the device is turned on.

Barometer Mode: Sets how the device measures barometric information. **Variable Elevation** allows the barometer to measure changes in elevation while you are moving. **Fixed Elevation** assumes the device is stationary at a fixed elevation, so the barometric pressure should change only due to weather.

Pressure Trending: Sets how the device records pressure data. **Save Always** records all pressure data, which can be helpful when you are watching for pressure fronts.

Plot Type: Sets the type of data recorded and displayed in the plot. Records elevation changes over a period of time or distance, records barometric pressure over a period of time, or records ambient pressure changes over a period of time.

Calibrate Altimeter: Calibrates the altimeter.

Marine Map Settings

Select **Setup** > **Marine**.

Marine Chart Mode: Sets the type of chart the device uses. **Nautical** displays various map features in different colors so the marine POIs are more readable and so the map reflects the drawing scheme of paper charts. **Fishing** (requires marine maps) displays a detailed view of