


Route Options

Setting Route Options

Using the functions available from the Route Options screen, you can change the route options, stop the route guidance or check the route. Use the following procedures:


- 1 Press the **MENU** button.




- 2 Select  (route options).

The Route Options screen will appear. Select any of the following displayed functions as necessary:




-  (search condition):


This function allows you to specify the way in which the system calculates the route to the destination. (See Page 43.)

-  (detour):

This function allows you to prompt the system to calculate an alternative route from your current position within a specified distance. (See Page 44.)

-  (route preferences):

This function allows you to prompt the system to alter the route search conditions and recalculate the route accordingly. (See Page 45.)

-  (destination and waypoint):

This function allows you to modify the destination and waypoints, and prompt the system to recalculate the route accordingly. (See Page 45.)

-  (display route):

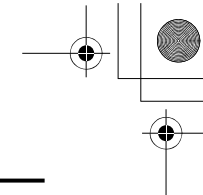
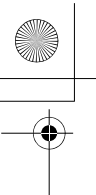
This function allows you to confirm the entire route and, if necessary, prompt the system to recalculate the route according to your specification. (See Page 49.)

-  (route preview):

This function allows you to simulate a drive along the system-calculated route before departure. (See Page 50.)

-  (calculate):

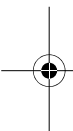
Selecting this key prompts the system to recalculate the route.



Route Options



Cancel Guidance (cancel guidance):
 Selecting this key prompts the system to stop route guidance.
 Note that this erases the destination and waypoints. To prompt the system to start guidance again, select **Calculate** (calculate).

NOTE
 A recalculated route will sometimes be the same route as the one displayed before recalculation.



Search condition

You can specify the way in which the system calculates your route.

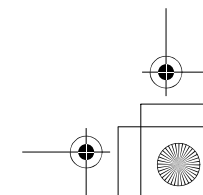
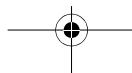
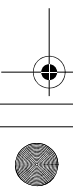
- 1 Press the **MENU** button, then select  (route options), and then select  (search condition).
- 2 Select **Quick** (Quick), **Alt.** (Alt.), or **Short** (Short) to specify the way of calculating the route to reach the next waypoint or the destination from the current point.



Quick : The system will calculate a route with the shortest driving time required.

Alt. : The system will calculate an alternative route.

(You can select **Quick**, **Alt.** or **Short** for the first waypoint. Only **Quick** or **Short** can be specified for the second and subsequent waypoints.)





Short : The system will calculate a route with the shortest driving distance.

3 Select **Calculate** (calculate)

4 Select **Start** (start).

Detour

You can specify a detour distance from your current position. The system will calculate an alternative route according to the distance specification, enabling you to take a detour.

1 Press the **MENU** button, then select  (route options), and then select  (detour).

2 Select a detour distance using **1 mi**, **3 mi**, **5 mi**, or **Whole route** (whole route).

The system will then calculate an alternative route that detours from the current location within the specified distance.



When driving on the freeway, make a selection from among **5 mi**, 15 mi, 25 mi and **Whole route**.

3 Select **Start** (start).



NOTE

If you are driving off the route, it is not possible to calculate a detour route.

Route Options

Route preferences

Use this function to specify preferred route search conditions. The system will start recalculating the route according to your specified conditions.

1 Press the **MENU** button, then select  (route options), and then select  (route preferences).


2 Specify conditions by selecting keys.

Each time you select a key, it will toggle between "usage" and "non-usage" of the corresponding roads or ferries.

3 Select  (calculate).



NOTE



- The  (calculate) key can be selected during route guidance.
- The route calculation will not always be able to follow the specified conditions.

Destination and waypoints

You can change the destination or waypoints for the route calculation by using this function.

■ Addition of waypoints

Use the following procedure to add new waypoints to the current route for recalculation.

1 Press the **MENU** button, then select  (route options), and then select  (destination and waypoints).

2 Select  (add).

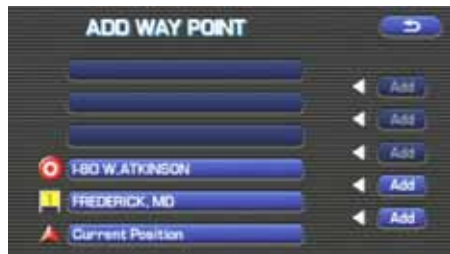


- 3** Set a waypoint using any method available from the screen.




- 4** Specify the order in which all the set waypoints are to be visited.

Choose the location of the waypoint to be added, and then select **Add** (add).





- 5** Select **Calculate** (calculate).

NOTE

- When a new destination is set using  (destination), it will replace the current destination and the route calculation will be carried out again.
- Step 4 must be performed for the second and any subsequent waypoints.
- Repeat Steps 1 to 4 for each waypoint to be set.

Modifying destination or waypoint positions

Use this procedure to modify the destination or waypoint positions. The screen will display the calculated route and the positions of the destination or waypoints that you will be able to modify.



- 1** Press the **MENU** button, then select  (route options), and then select  (destination and waypoints).
- 2** Select **List** (list).
- 3** Select **Chg. Loc.** (change location).



Route Options

- 4 Select the key corresponding to the location that is to be modified.

The map for the area around your current location will be displayed.





- 5 Scroll the map to bring the crosshair  to the location and then select .




- 6 Select  (calculate).

■ Modifying visiting order

You can change the order for visiting your waypoints by using this procedure.

- 1 Press the  button, then select  (route options), and then select  (destination and waypoints)
- 2 Select  (list).

- 3 Select the waypoint keys according to the order of your visit.

If you wish to cancel the visiting order number indication, select  (undo).



- 4 When you complete the sequencing, the visiting order will be updated automatically.





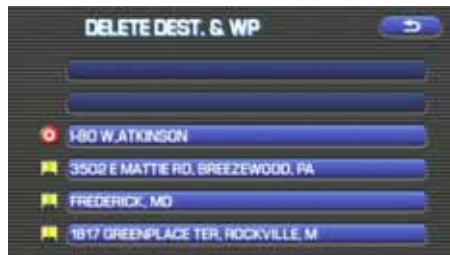
- 5 Select .

- 6 Select  (calculate).

■ Deleting destination or waypoints

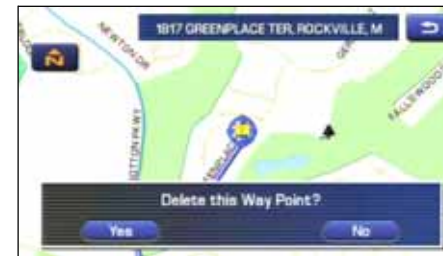
Use this procedure when you wish to delete the previously set destination or waypoint.

- 1 Press the **MENU** button, then select  (route options), and then select  (destination and waypoints).
- 2 Select **Delete** (delete).
- 3 Select the key corresponding to the destination or waypoint you wish to delete.



- 4 Confirmation message will be displayed. Select **Yes** (yes).

Select **No** (no) to cancel the deletion.





- 5 Select **Calculate** (calculate).

Route Options

■ Deleting destination and all waypoints



You can delete the destination and all previously set waypoints in a single process.

- 1 Press the **MENU** button, then select  (route options), and then select  (destination and waypoints).
- 2 Select **DelAll** (delete all).
- 3 Confirmation message will be displayed. Select **Yes** (yes).
Select **No** (no) to cancel the deletion.



Display route

Use this function to display the entire route. You can also specify an area you wish to avoid and prompt the system to recalculate the route accordingly.

- 1 Press the **MENU** button, then select  (route options), and then select  (display route).
- 2 Select **Turn List** (turn list).
The entire route screen will appear and then it will change to the Turn List screen.





Avoid (avoid):

Select this key if you wish to specify any areas to avoid from the list of street names.

Reroute (Reroute):



The system will recalculate the route.

If the data for the route cannot be shown on one screen, scroll the screen using the ▲ and ▼ keys.


- 3** When the Reroute is selected: Select **Start** (start).

Route preview


The system can show you an automated simulation of the calculated route.



- 1** Press the **MENU** button, then select  (route options), and then select  (route preview).
- 2** Start the simulation drive according to the calculated route using the keys on the screen as follows:

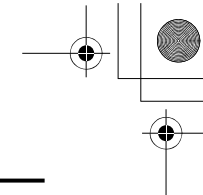
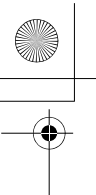


 : Move to the start point.

 : The simulation drive will start toward the start point. After the start, this key will be displayed as , and when it is selected, the simulation drive will switch to high-speed driving.


 : The simulation drive will stop.


 : The simulation drive will start toward the destination. After the start, this key will be displayed as , and



Route Options

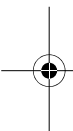
when it is selected, the simulation drive will switch to high-speed driving.

 : Move to the destination.

 : The EDIT ROUTE PREVIEW screen will be displayed. (See Page 51.)




NOTE

The visual speed of the simulation vehicle varies with the map scale selected. The speed appears to be faster with a wide-area map than with a zoom-in map.



■ Setting conditions for simulation drive


You can change the simulation drive conditions using this procedure.


1 Press the  button, then select  (route options), and then select  (route preview).

2 Select  (edit).

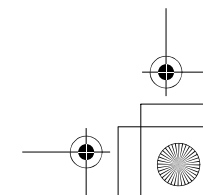
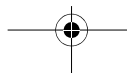
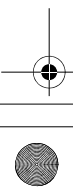
The EDIT ROUTE PREVIEW screen will appear.




 (to destination or next waypoint):
The simulation drive will stop at the destination or the next waypoint.

 (to next POI):
The simulation drive will stop at a point of interest that has been set up on the route.


 (delete):
A selected POI will be deleted.

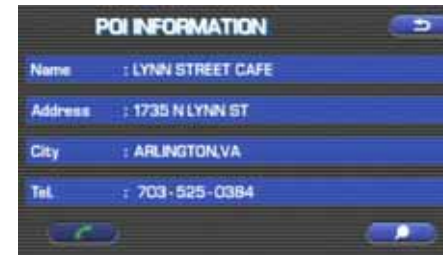



POI keys:

When you select one of the six POI category keys, the system will retrieve the selected POI from the Quick POI storage and display it on the map. When you select the  (others) key, you can find POIs of other categories. For more details, See Page 56.

If, for example, the  (to next POI) category key is selected and a simulation drive is started, your simulation vehicle will then stop at a restaurant on the route.

If you then select  (information), the system will display information on the restaurant.



Selecting  allows you to make a phone call to the phone number displayed.

* The Bluetooth Phone is required to be set in advance

NOTE

You must finish the simulation drive before you actually start to drive. Although the simulation drive will automatically stop when you actually start to drive, not finishing it properly can lead to an error in the display of your vehicle's current position.

Navigation Setup

Setting Your Navigation System

Using the functions available from the Navigation Setup screen, you can change the map display conditions and alter the route guidance conditions.

- 1 Press the **MENU** button.

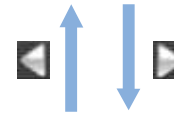



- 2 Select **Navigation Setup** (navigation setup).

The NAVIGATION SET UP screen will appear.



Select any of the displayed functions as necessary. This screen consists of two pages. Change the page by using the **▶** or **◀** keys.




 (user settings):


This function allows you to change the screen display and sound settings. (See Page 54.)

 (quick POI selection):


This function allows you to set the point of interest categories that are displayed when you select the menu from the current position screen. (See Page 56.)

 (language):


This function allows you to change the language for the menu screens and the voice guidance. (See Page 57.)

 (calibration):

You can use this function to correct display errors in the vehicle's position and direction. (See Page 57.)

 (set clock):

This function allows you to set the time. (See Page 59.)

 (restore system defaults):



This function allows you to change the system's current settings back to the default settings (factory settings). (See Page 60.)



 (Vehicle Signal):

This function allows you to confirm the vehicle signal, the version of the DVD-ROM disc. (See Page 60.)

User settings

You can change the screen display and sound settings using this procedure.

- 1 Press the **MENU** button, then select  (navigation setup), and then select  (user settings).
- 2 Select the setting item you wish to change.

The USER SETTINGS screen consists of three pages. Use the  or  keys to change the screen page when selecting a setting item.



Navigation Setup

Distance:

Units of distance can be selected from **km** (km) and **mile** (mile).

Road Restriction Warnings:

You can select or deselect display of traffic restriction warnings during route guidance.

Keyboard layout:

The layout of input keys can be selected from **ABC** ("ABC" layout) or **QWERTY** ("QWERTY" layout).

Arrival Time:

Time of arrival at the destination or a waypoint can be displayed in two different ways: estimated arrival time or remaining driving time. Select **ETA** for the estimated arrival time display or **RTA** for the remaining time display.



<Estimated arrival time>



<Required remaining time>

Map Mode:

The map display mode can be set to any of the automatic, daytime, and nighttime modes.

Auto (automatic):

The brightness of the display will automatically change to daytime brightness and nighttime brightness when the headlights are turned off and on, respectively.

Day (daytime):

The brightness of the display is fixed at the daytime setting regardless of whether the headlights are on or off.

Night (nighttime):

The brightness of the display is fixed at the nighttime setting regardless of whether the headlights are on or off.

Guidance Screen:

This function allows you to select or deselect display of guidance messages on the screen.

Freeway Information:

This function allows you to select or deselect display of guidance messages when driving on freeway.

Auto Volume:

A setting can be made so that the sound volume of the navigation system automatically increases as the speed of the vehicle increases.

Beep:

A setting can be made so that a beep sounds.

Clock Display:

A setting can be made so that the clock is displayed.

Audio Status Display:



A setting can be made so that the status of the audio system is displayed.

Reverse Mute:

A setting can be made so that the sound volume of the audio system is reduced while reversing the vehicle.

Quick POI selection

Using this function, you can set the point of interest categories that are displayed when you select the Point of Interest menu key on the current map screen. Set up to six different categories that you use most frequently. (See Page 72 for the method of displaying POI categories on the map and searching for the nearest points of interest.)

- 1 Press the **MENU** button, then select  (navigation setup), and then select  (quick POI selection).
- 2 Select one of the six category keys you wish to program into the Quick POI storage.



Default (default):
Use this key to restore the factory settings.

3 Select a category.

Once you have selected a category key, subcategories will be displayed.



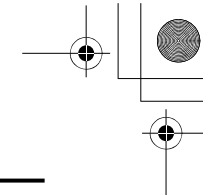
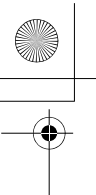
All category list (all category list):
Subcategories from all individual categories will be displayed together.

4 Select the subcategories to be displayed on the map.



NOTE



Repeat Steps 1 to 4 to add more POI categories for display on the menu screen.

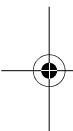


Navigation Setup

Language Selection

Use the following procedure to select your preferred language for the menu screens and the voice guidance.



- 1 Press the **MENU** button, then select  (navigation setup), and then select  (language)
- 2 Select your preferred language from the list.

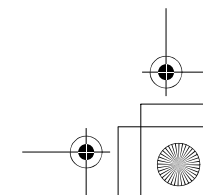
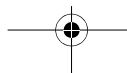
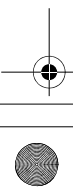
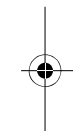
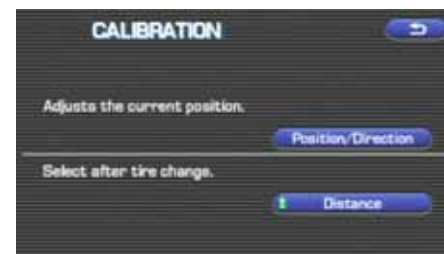




Calibration

This function allows you to correct any display errors in the position and direction of your vehicle on the map display.




■ Adjusting current position and direction

- 1 Press the **MENU** button, then select  (navigation setup), and then select  (calibration).
- 2 Select **Position/Direction** (position/direction).



- 3 Move the crosshair  to the correct position, and then select .







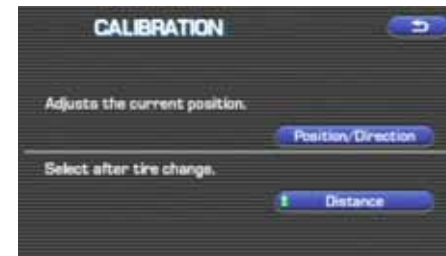
- 4 Use  or  to adjust the direction in which you are heading, and then select .



Distance

When selected, this function automatically corrects an error in the current position display that might occur after tire replacement.

- 1 Press the  button, then select  (navigation setup), and then select  (calibration).
- 2 Select .





NOTE

You will have to drive about 6 miles (10 km) before the distance correction is complete.

Navigation Setup

Set clock

Since the adjustments for minutes and seconds are made automatically using the time data provided by GPS satellites, you can set your clock by simply performing a time-zone and daylight saving time adjustment using this function.

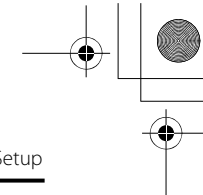
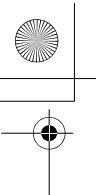
- 1 Press the **MENU** button, then select  (navigation setup), and then select  (set clock).
- 2 Select **24H** if you prefer 24-hour display; select **12H** for 12-hour display.



- 3 Select the time-zone by pressing **←** or **→**.




NOTE

Initial time-zone setting of this navigation unit is Eastern (Disc A)/Mid (Disc B)/Pacific (Disc C).

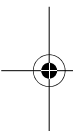


Vehicle signal

This function allows certain vehicle data and GPS satellite data to be displayed.




- 1 Press the **MENU** button, then select  (navigation setup), select  and then select  (vehicle signal).

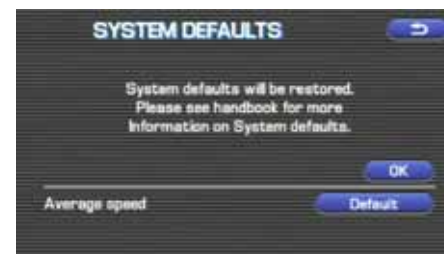
The VEHICLE SIGNAL screen will appear.



Restore system defaults

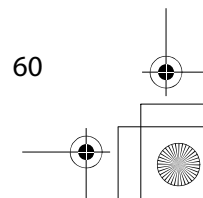
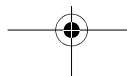
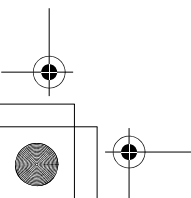
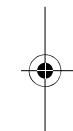
Use this function if you want to change all of the system's current settings back to the default settings.

- 1 Press the **MENU** button, then select  (navigation setup), select  and then select  (restore system defaults).
- 2 Select **OK** to return all current systems settings to default.
Select **Default** (default) to return average speed setting to default.



NOTE

If you select this function, all your settings will be deleted.



Navigation Setup

[Default List]


Item	Initial condition
Map display	
Search Area	Disc A (WEST): CA Disc B (MID): IL Disc C (EAST): DC
Display Guidance Language	US English, female
Map Orientation (1 and 2 screen)	North up
Map Display Mode	Single-screen display
Map Display Scale	Single-screen: 10,000 map (1/16 mi) (100 m) Dual-screen: 40,000 map (1/4 mi) (500 m)
Map Configuration	Arrow Mode
Q-POI Map Display	Off
Show POI Icon Display	Off
Right Screen Setting, POI	On
Passage Point Display/ Current Location, Map Screen (Time Requirement, Time, Direction / Distance)	Next passage point
Passage Point Display/ Full Route, Map Screen (Time Require- ment, Time, Direction / Distance)	Destination
Restricted Road	On
Freeway Information	Off
Volume Control	
Volume Preset	4

Item	Initial condition
Navigation Setup Menu	
Distance	mile
Road Restriction Warnings	On
Reverse Mute	Off
Keyboard Layout	ABC
Arrival Time	Required remaining time
Item	
Map Mode	Auto
Guidance Screen	On
Q-POI Selection	A: Gas station B: ATM C: Parking D: Grocery store E: All Restaurants F: Hotel
Language Selection	US English, female, male, French, Español
Route Options	
Search Condition	Quick
Route Preferences	Allow Toll Road: Off Allow Ferry: Off Allow Major Roads: On Allow Time Restricted Road: Off

Stored Locations

You can store, edit, or delete any destinations, waypoints, and other marked points using the procedures described in this section.


1 Press the **MENU** button.

2 Select  (stored locations).




3 Select the desired item.




 **(Memory Points):**


Use this function to place markers on the map. (See Page 63.)

 **(Avoid Area):**

Use this function to store into the system's memory any areas you want to avoid. (See Page 68.)

 **(Previous Destination):**

Use this function to delete previously stored destinations and waypoints. (See Page 70.)

 **(Display memory point icons):**
Selecting this key allows you to display icons for memory points.

Each of the above six functions has some or all of the following four standard editing functions (see the table below):

 **(add):**
You can store a new location into memory.












 **(list):**
You can see a list of the stored locations.

 **(delete):**
You can delete stored locations.

 **(delete all):**
You can delete all stored locations.

Stored Locations

Editing keys displayed for each function are as follows:





 Memory Points (100)	   
 Avoid Area (10)	   
 Previous Deset. (5)	 

The numbers in parentheses following the function names indicate the maximum locations you can store in the memory.

Memory points

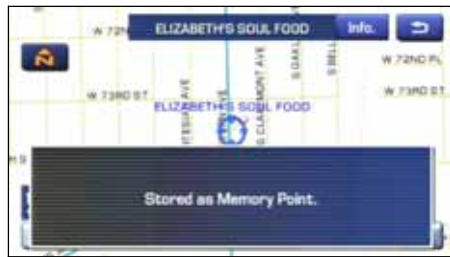
■ Storing new memory points

Memory points can be stored into any of the four categories of storage locations.

- 1 Press the  button, then select  (stored locations), and then select  (memory points).
- 2 Select  (add).



- 3 Set the memory point using the preferred method available on the displayed screen.





NOTE

Up to 100 memory points can be stored. Once that number has been reached, you must delete memory points that you no longer require (See Page 67) before you can store new memory points. The number of memory points you can store is indicated on the screen.

■ Reviewing and modifying memory points

Using this function, you can review the stored memory points in the form of a list on the screen and modify names, icons, telephone numbers, and other memory point data.

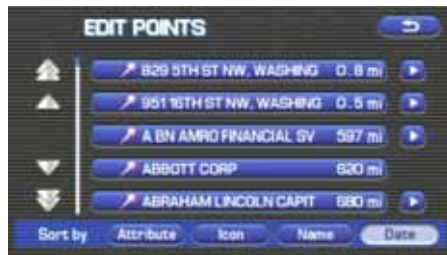
- 1 Press the **MENU** button, then select  (stored locations), and then select  (memory points).
- 2 Select **List** (list).



Stored Locations

3 Select the memory point to be modified.

You can change the sequence in which memory points are listed by selecting **Attribute** (Attribute), **Icon** (icon), **Name** (name), or **Date** (date).










4 Select the category key corresponding to the memory point to be modified.



Icon (icon): Selecting this key allows you to choose a display icon. **Page 1** (Page 1) and **Page 2** (Page 2) of the CHANGE ICON screen contain standard icons, whereas the "With Sound" (with sound) page contains icons that are accompanied by response sounds. Select **With sound** (with sound) to listen to these sounds.

NOTE

The "With direction" ( / ) keys in the "With Sound" page are used to activate response sounds only when you come near the memory point from the specified direction. Select  or  and set the direction using  or . Selecting  allows you to listen to respective sounds.

Category (category): Use this key to change the storage category. After selecting this key, select either key of HOME or Preset Destinations 1 to 5.

For memory points to which the category has been set, it is possible to set them quickly as a destination. It is convenient to set in advance the category to your home or a spot to which you go frequently. When setting it as a destination, select the relevant key on the DESTINATION ENTRY screen. See Page 22.



Name (name): Select this key to change the name of a memory point. When the change has been completed, select **OK** (OK). Then select **On** (on) if the name is to be displayed on the map, or **Off** (off) if it is not to be displayed.

Position (position): Select this key to review the memory points and modify a memory point on the map screen. After checking or modifying it, select **OK** (OK).





Tel. (Tel): Select this key to modify a telephone number. When the modification has been completed, select **OK** (OK).

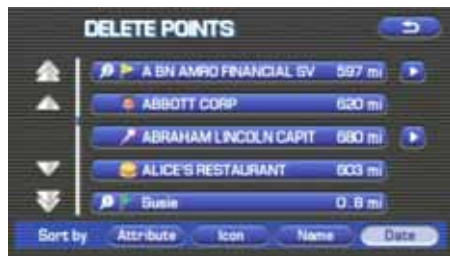


Stored Locations

Deleting memory points

You can delete stored memory points by using this function.

- 1 Press the **MENU** button, then select  (stored locations), and then select  (memory points).
- 2 Select the category of the memory point to be deleted.
- 3 Select **Delete** (delete).
- 4 Select the memory point to be deleted.





- 5 Confirmation message will be displayed. Select **Yes** (yes).

Select **No** (no) to cancel the deletion.



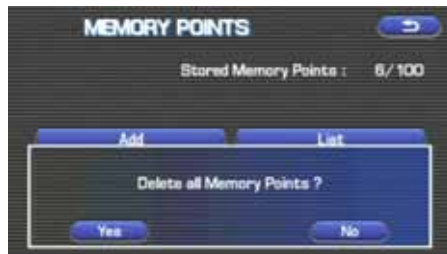
Deleting all memory points

Using this function, you can delete all memory points.

- 1 Press the **MENU** button, then select  (stored locations), and then select  (memory points).
- 2 Select the category of the memory points to be deleted.
- 3 Select **Del.All** (delete all).

4 Confirmation message will be displayed. Select **Yes** (yes).



Select **No** (no) to cancel the deletion.



Avoid area

■ Storing avoid areas

If you use this function to store into the system's memory the areas you want to avoid, the system will avoid the areas when calculating routes.

1 Press the **MENU** button, then select  (stored locations), and then select  (avoid area).

2 Select **Add** (add).



3 Set an avoid area using your preferred method.

A map including the specified avoid area will appear. The method of setting avoid areas is identical to that of setting destinations.

Stored Locations

4 Select **Reduce** (reduce) or **Enlarge** (enlarge).



Reduce (reduce): Reduces the size of the avoid area.

Enlarge (enlarge): Increases the size of the avoid area.



5 Select **OK** (OK).

NOTE

- Reduce the scale of the map to specify a larger area.
- Avoid areas can be set only when the scale of the map is 0.6 mile (1 km) or less.

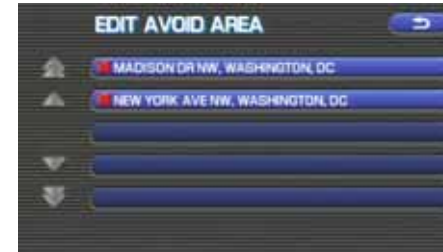
■ Reviewing and modifying avoid areas

Using this function, you can review the stored avoid areas in the form of a list and modify them if necessary.

1 Press the **MENU** button, then select  (stored locations), and then select  (avoid area).

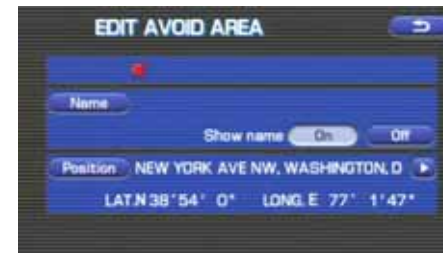
2 Select **List** (list).

3 Select the avoid area to be modified.



4 Select the key corresponding to the item to be modified.

For details regarding the function of each key, refer to "Reviewing and modifying memory points" on Page 64.





NOTE

The methods for deleting individual and all avoid areas are the same as those described on Page 67 and 67 for memory points.

Previous destination (deleting stored locations)

Use this function to delete previously set destinations.

1 Press the **MENU** button, then select  (stored locations), and then select  (previous destinations).

2 Select **Delete** (delete).


If **Del.All** (all delete) is selected, all previously set destinations will be deleted.




3 Select the destination to be deleted.



 : Use this key to display up to five previous destinations.

 : Use this key to display the previous destination.

 : Use this key to display the next destination.

 : Use this key to display up to five of the next destinations.

Name (name): Use this key to search through the list by name (alphabetical search).

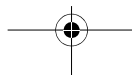
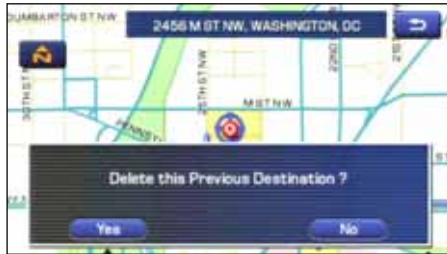
Date (date): Use this key to search through the list by date.



Stored Locations

4 Confirmation message will be displayed. Select (yes).

Select (no) to cancel the deletion.



Other Functions

Displaying POIs on a map

Using this function, you can display POIs on the current map screen.

- 1 Touch the current map screen.
- 2 Select **POI** (points of interest).



- 3 Select desired POIs using the displayed category keys.
When selecting two or more categories, select **List Categories** to make a selection of them. The selection of up to five categories is available.

All Local POIs (all local POIs): Use this key to search for all local points of interest (see below).



Once you have made your selection of POIs, corresponding markers will appear on the current map screen.
To delete the markers for these POIs, See Page 75.

NOTE

Displayed information about each POI facility might not include recent changes. It is recommended that you check the location or business days/hours before departure.

Other Functions

Local search

- 1 Touch the current map screen.
- 2 Select **POI** (points of interest).



- 3 Select **All Local POI's** (all local points of interest).



When searching local points of interest, it is necessary to set in advance the category you want to make a search to the Quick POI. (See Page 74.)

- 4 Select the POI you want to find from the list of categories.




- : Use this key to display up to five previous POIs.
- : Use this key to display the previous POI.
- : Use this key to display the next POI.
- : Use this key to display up to five of the next POIs.
- Dist.** : Use this key to search through the list by distance.
- Icons** : Use this key to search through the list by icon type.
- Name** : Use this key to search through the list by name (alphabetical search).
- Route** : Use this key to display a list of POIs only along the route up to the destination.

Once you have made your selection of POIs, corresponding markers will appear on the map.

Displaying POI data

You can display the information on a POI, such as the name, address and telephone number.

- 1 Display the desired POI markers on the current map screen. (See Page 56 and 72 for the procedure.)
- 2 Select the POI marker for which you want information by moving the crosshair  over it.

The name of the POI will appear.

If no data is stored for the selected POI, no name is displayed.



- 3 Select **Info.** (information).

The information on the POI will be displayed.



 : Use this key to store the POI location as a memory point.



Other Functions

Deleting POI markers

Use this function when you want to delete any POI markers on the map.

- 1 Touch the current map screen.
- 2 Select **POI** (point of interest).
- 3 Select **POI Off** (point of interest off).

The marker for the POI will disappear from the map.



Editing Quick POI categories


Use this function when you want to edit the Quick POI categories on this unit.

- 1 Select **MENU** (menu).



- 2 Select **NAV. MENU** (navigation set up).



3 Select  (quick POI selection).



4 Select the item that you want to edit.

(Following procedure show how to change the category from ATM to SUBARU dealership on Quick POI for example.)



5 Select  (ATM).

6 Select  Automotive (automotive).



7 Select  SUBARU DEALERSHIP (SUBARU dealership).



Other Functions




Shopping Mall bookmarked as  SUBARU DEALER to Quick POI.



Selecting [Default] returns the Q-POI SELECTION items to their default settings.

SUBARU dealership search

■ SUBARU dealership search from POI

- 1 Press the  button and select  (point of interest).
- 2 Press the  (category).



- 3 Press the  Automotive (automotive).



- 4 Select **SUBARU DEALERSHIP** (SUBARU dealership) from the list.



NOTE

- Displayed information about a specific facility might not include recent changes. It is recommended that you check the location or business days/hours of a desired point of interest before departure.

- 5 The system refine the destination search only for SUBARU dealership.

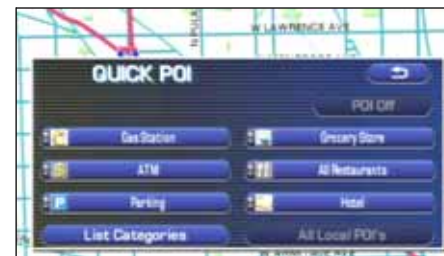


■ Displaying SUBARU dealership on map

- 1 Touch the current map screen.
- 2 Select **POI** (points of interest).



- 3 Select **List Categories** (list categories).



If **SUBARU DEALER** (SUBARU DEALER) has been registered as a quick POI on the screen shown above, turn it on and then proceed to step 6.

Other Functions


- 4 Select **Automotive** (automotive).



- 5 Select **SUBARU DEALERSHIP** (SUBARU dealership) and press **Show** (show).

The POI marker of SUBARU dealership will appear.



- 6 Select the SUBARU dealership marker by moving the cross hair  over it.



- 7 Select **Info.** (info).


- 8 The information of SUBARU dealership will be displayed.



Version and Initialization

Version

Use this function to check the version of the DVD-ROM disc you are presently using.

- 1 Press the **MENU** button.
- 2 Select  (version).



- 3 The version of the DVD-ROM disc will be displayed on the screen.



Initialization of the navigation settings

The settings of the navigation system can be initialized. When initialized, data such as memory points, travel history and telephone numbers are all deleted. Data once deleted cannot be restored.

1 Press the **MENU** button.

2 Select  (version).

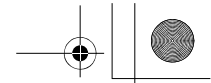


3 Select **Default**.



4 Select **Agree**.



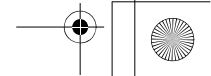
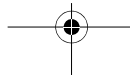
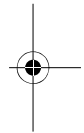
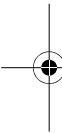


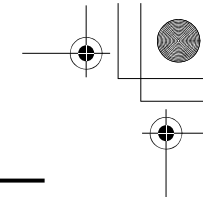
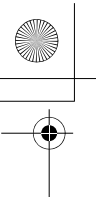
5 Select **Yes**.



6 The navigation system is restarted automatically.

All of the settings are initialized.





General Information

■ Accuracy of vehicle position

Area in which GPS signals cannot be received

Because the radiowave signals from the GPS satellites travel primarily by line of sight, the navigation system might not be able to receive the signals in the areas described below. (If the GPS mark does not appear on the map screen, it means that the GPS radiowave signals are not being properly received.)

- (1) Inside a tunnel
 - (2) Inside a building
 - (3) Under a three-dimensional road system such as for high speed roads
 - (4) On boulevards lined with trees
 - (5) Between buildings
 - (6) Under a cliff or in a cave
- If the GPS antenna or its surroundings are blocked by an obstacle (including cargo), it might not be possible for the system to receive the GPS radiowave signals.
 - If multiple paths are created due to the reflection from buildings, a large measurement error could occur, causing the vehicle's mark to deviate from its actual position.

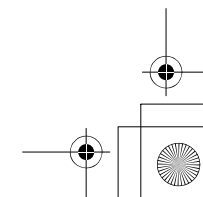
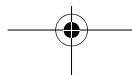
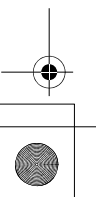
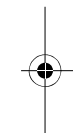
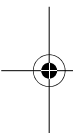
Deviation of the vehicle's position mark

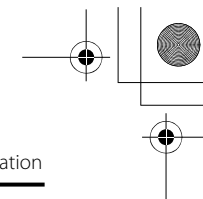
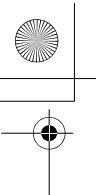
The vehicle's position mark could deviate from its actual position when the vehicle is being driven under the conditions listed below or due to conditions of the GPS satellites.

If the vehicle travels on a road whose actual shape differs from that in the map data, the vehicle's mark could deviate from the actual posi-

tion. The correct position will eventually appear on the screen through the correction function. If the screen does not show the correct position for an excessively long time, correct the current position or make an automatic correction.

- (1) The vehicle's mark could appear on a parallel road.
- (2) When the road splits into a narrow Y, the vehicle's mark could appear on the other fork of the Y.
- (3) When the vehicle makes a right or left turn, the vehicle's mark could appear on one street ahead or behind.
- (4) If the vehicle is transported by means other than the vehicle's own power, such as on a ferryboat, the vehicle's mark will remain in the position it was before the transport until the system can calculate the position through the GPS.
- (5) When the vehicle is driven on a steep incline, the vehicle's mark could deviate from its actual position.
- (6) If there are continuous gradual curves in the same direction, the vehicle's mark could deviate from its actual position.
- (7) If the vehicle is driven in a zigzag pattern, such as through frequent lane changes, the vehicle's mark could deviate from its actual position.
- (8) If the vehicle is placed on a turntable, such as in a parking area, and turned with the ignition OFF, the vehicle's mark could deviate from its actual orientation. The vehicle's mark could also deviate even after the vehicle has exited the parking area.
- (9) The vehicle's mark could deviate from its actual position if the vehicle is driven using tire chains or snow tires on a snow-covered road or on a mountainous road.





- (10) The vehicle's mark could deviate from its actual position after the tires have been replaced.

■ How the vehicle position is detected

Detecting the vehicle's position through the GPS

GPS stands for "Global Positioning System", which is a system used for detecting an object's position through the use of satellites of the U.S. Department of Defense.

Radiowave signals from three or more satellites are received by the navigation system, which utilizes the principle of triangulation to detect the position at which the radiowave signals are received.

When the navigation unit is receiving the GPS radiowave signals, a "GPS" mark will appear on the map screen.

Detecting the vehicle's position through self-contained navigation

Self-contained navigation is a system that detects the vehicle's position by calculating the vehicle's driven distance and turning angle though the use of various types of sensors that are mounted on the vehicle.

Through the use of self-contained navigation, the vehicle's position can be detected even in an area where the GPS radiowave signals cannot be received.

Making corrections to the detection of the vehicle's position through map matching

- In map matching, the position information resulting from the detection of the vehicle's position and the locus of the travel of the vehicle up to the present are constantly compared to the

shape of the roads on the map in order to correct the vehicle's position mark to the most appropriate road.

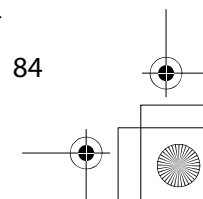
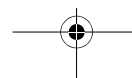
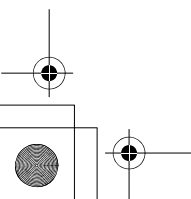
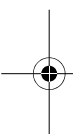
- If the vehicle is driven on a road whose actual shape differs from its map data, the vehicle's position mark on the map could deviate from its actual position.

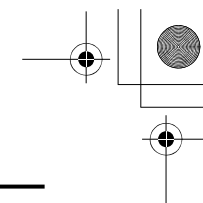
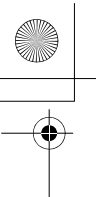
Occasionally, the correction of the vehicle's position mark to the actual road on the map can be observed, particularly after the vehicle has turned at an intersection or has exited from a parking area.

■ Accuracy of the route guidance

The conditions listed below do not indicate a malfunction.

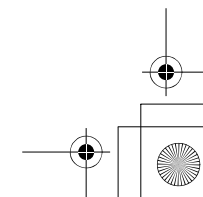
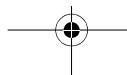
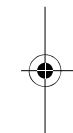
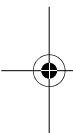
- (1) The guidance might prompt the driver to drive straight even though the vehicle is being driven on a straight road.
- (2) The directional guidance could display multiple place names.
- (3) If the vehicle makes a turn at an intersection before the guided route, the wrong type of voice guidance could be outputted.
- (4) The guidance might not be outputted while the vehicle is making a turn at an intersection.
- (5) The system might not be able to search for the proper route.
- (6) If there is no road to the destination or if there is only a narrow road, the route might be indicated up to an area that is short of the destination.
- (7) The repeat search could take a long time while the vehicle is being driven at high speeds.
- (8) While the system is searching again for the route, the route indication might not appear in time for the next right or left turn.
- (9) The route might not change even if a search is made again.

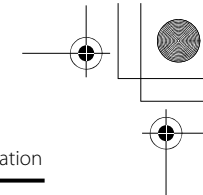
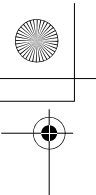




General Information

- (10) The system might guide the driver to make a U-turn.
- (11) The system might guide the driver to a road that cannot actually be travelled (such as a road to which entry is prohibited).
- (12) The system might not output guidance even if the vehicle is driven in reverse on the guided route.
- (13) The system might not use a local ferryboat even if the ferry priority is selected.
- (14) If the intersection that you're being guided to is near the end of the route search, the system might not be able to provide guidance.
- (15) The route might not go on a toll road even if the toll-road priority is selected.
Similarly, a route that uses a toll road could appear on the screen even if the toll-road priority is not selected. (The driver may or may not be able to select "toll-road priority" if both toll and free roads are available.)





When a Problem Occurs

Confirm whether the problem is due to a minor operational error or a malfunction in the system by referring to the table below before you contact your SUBARU dealer for any repair service.

The map does not scroll even when the vehicle is moving.

The screen shown might not be the current map screen.

See Page 12 of this manual for instructions on displaying the current map screen.

The vehicle marker does not appear.

The screen shown might not be the current map screen.

See Page 12 of this manual for instructions on displaying the current map screen.

The GPS marker is not displayed.

The GPS antenna or your vehicle might be in a position where GPS signals cannot be received.

Try moving the GPS antenna or your vehicle to a position where there are no obstacles around.

There is no voice guidance.

- Route guidance might be suspended.
- The guidance volume might be too low.

• See "Volume" on Page 11.

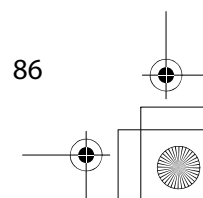
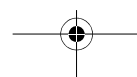
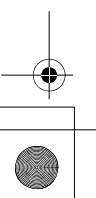
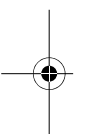
Small spots or bright flashes appear on the screen display.

This is probably due to the natural characteristics of the liquid crystal display (LCD).

There is nothing wrong with the display and no need for concern.

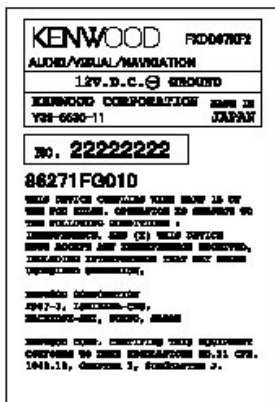
The DVD-ROM disc cannot be ejected.

The disc might be incompatible or might have been inserted incorrectly.



CAUTION

Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure. In compliance with Federal Regulations, following are reproductions of labels on, or inside the product relating to laser product safety.

**FCC WARNING**

This equipment may generate or use radio frequency energy. Changes or modifications to this equipment may cause harmful interference unless the modifications are expressly approved in the instruction manual. The user could lose the authority to operate this equipment if an unauthorized change or modification is made.

IC Regulatory Information

This device complies with RSS210 of Industry Canada. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of this device.

NOTE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment may cause harmful interference to radio communications, if it is not installed and used in accordance with the instructions. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE

This Class B digital apparatus complies with Canadian ICES-003.