

LOWRANCE®

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XOG™

Mapping GPS and Multimedia Player Operation Instructions

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WARNING!

A CAREFUL NAVIGATOR NEVER RELIES ON ONLY ONE METHOD TO OBTAIN POSITION INFORMATION.

CAUTION

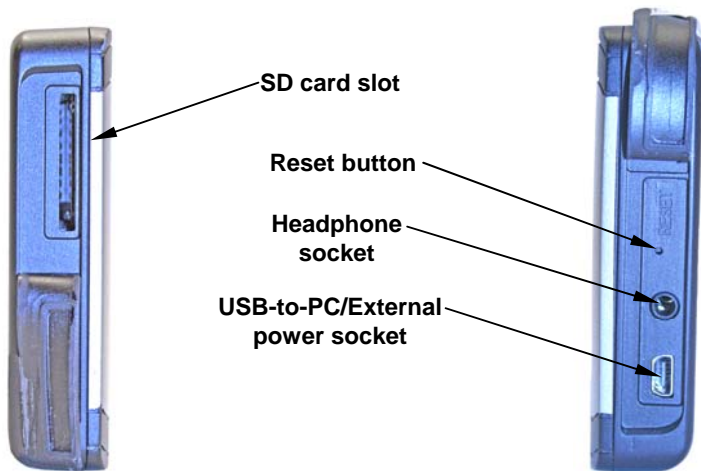
When showing turn-by-turn navigation data, a GPS unit will show the shortest, most direct route to the destination. There are times when it may give directions, such as a U-turn, that may be prohibited in some locations. While navigating, a driver is responsible for noting all traffic signs and obeying all local traffic laws. When following turn-by-turn directions, a driver must take advantage of all available navigation tools, and must visually check to make sure a clear, safe path to the next destination is available.

WARNING:

Do not attempt to configure, adjust or enter information into this unit while driving. Driver assumes all responsibility for using safe and prudent driving and navigation methods. When a GPS unit is used in a vehicle, the vehicle operator is solely responsible for operating the vehicle in a safe manner. Vehicle operators must maintain full surveillance of all pertinent driving conditions at all times. An accident or collision resulting in damage to property, personal injury or death could occur if the operator of a GPS-equipped vehicle fails to pay full attention to travel conditions and vehicle operation while the vehicle is in motion. Do not attempt to configure, adjust or enter information into your GPS unit while driving.

External Connections

Section 1 includes information on external connections.



Left side of unit

Right side of unit

SD card slot: To insert an SD card, hold it so the label faces forward and slide it into the slot, pushing with the tip of the finger until the card locks in place. To remove the card, again use your finger tip to push on the card, releasing the catch and ejecting the card. When Music Mode or the Pictures slideshow is selected, the unit will automatically search the SD card for the related files.

Reset button: If the unit is not responding, use the Reset button located on the right side of the unit. Use the tip of a pen or something pointed to firmly press the Reset button recessed in the hole. Pressing the Reset button will force the unit to power off so it can be restarted.

Headphone socket: Used to connect headphones. Listening to music or turn-by-turn instructions with headphones can seriously impede your ability to drive. Check local laws before using headphones.

USB-to-PC/External power socket: The unit operates on an internal rechargeable battery. When the external power cable is connected the unit draws power directly through the power cable and recharges the battery. The unit also comes with a USB-to-PC cable. The XOG acts like a removable disk drive when connected to a computer. The USB cable is used to transfer files from a computer to the SD card. Additional SD cards will be needed to store music, picture and GPS files.



The external power cable (top left) is used to power the unit in a vehicle. The USB-to-PC cable (bottom left) is used to transfer data from a computer to the XOG's SD card.

Portable Battery Charger

With a full charge, the internal battery will power the unit for approximately 2.5 hours. To extend battery time, try turning down the backlight. You can also save power by turning off the satellite receiver from the Satellites screen. See the topic *Enable-Disable GPS* on page 34.

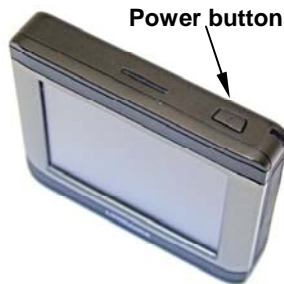
An external power pack can be used to recharge the unit. There are two main types of external power packs. One runs on replaceable AA batteries. The other contains a built-in rechargeable battery. The external power pack must have a USB connection and output 5 volts. In the case of replaceable AA types, the power pack must hold 4 AA batteries.

Map Mode

Section 2 addresses on-screen commands, power button, and creating and saving contacts.

Power Button

The Power button turns the unit on and off and controls the map screen's backlight. The unit has three preset backlight levels. Repeatedly pressing **POWER** will cycle through the backlight settings. To turn the unit off, press and hold the **POWER** key.



Touch Screen

The touch screen is used to enter commands. On-screen toolbars, menus and text lists are used to select entries and change features. From time to time there may be a slight delay between pressing a command and seeing the unit respond. The delay may be necessary while the unit retrieves information from the hard drive. Close menus and dialogs by pressing **X** in the top right corner of the screen.

Use an optional microfiber towel to clean the unit's screen. **DO NOT** use cleaning chemicals on the screen or damage may occur. Cleaning fabrics other than a microfiber towel may scratch the screen. Damage caused by incorrect cleaning is not covered by the warranty. To check the availability of optional accessories go to our web site at www.lei-extras.com.

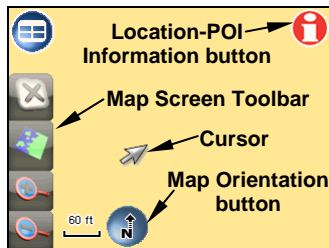
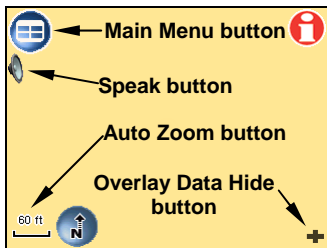
Opening Warning Dialog and Language Menus

The unit will display an *Alarm* dialog when powered up. Press **X** to close the dialog box. The Language – Text menu will appear. Select the text language the unit will display and press **NEXT**. The Language – Voice menu will appear. Select the spoken language for turn-by-turn voice instructions. The unit will speak a short test message. Press **BACK** to reselect the text language or press **DONE** to continue to the map screen.



On-Screen Commands

When the map screen is touched, the cursor and Map Screen Toolbar will appear. Use the cursor and Map Screen Toolbar to move around the map screen. When the unit is navigating the cursor and Map Screen Toolbar are hidden.



Main Menu button: Map, Music, Find and Options are all available from the Main Menu.

Location-POI Information button: Brings up the Location Information or POI Information screen which is explained under the topic "*Creating and Saving Contacts.*"

Speak button: Push to repeat the current navigation instruction or to bring up the on-screen volume control slider.

Auto Zoom button: As the map screen moves to track your position, Auto Zoom will enlarge the map based on your speed and the distance to the next turn. If you prefer to manually control the zoom level, turn the Auto Zoom feature off by pressing the **AUTO ZOOM** button. Turn the feature back on by touching the button again.

Map Screen Toolbar: Controls the map screen.

Cursor: Use to highlight map POI (Point of Interest) symbols.

Overlay Data Hide button: Clears Overlay Data Boxes from the screen. Press it again to bring them back.

Map Orientation button: Toggles between three different map views. By default, the unit displays the map in 3D view.



3D View



North Up

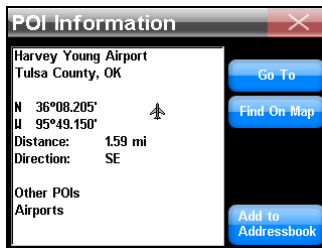
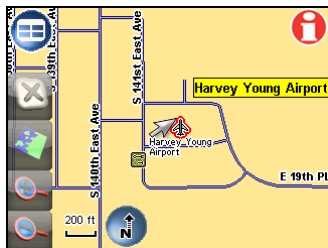


Track Up

3D View displays the map from a position above, and slightly behind, the black arrow icon which represents you on-screen. North Up always shows the map with North at the top of the screen. Track Up rotates the map so that the direction you are traveling is always at the top of the screen.

Creating and Saving Contacts

Use the POI Information screen to view information on POI symbols and save contacts in the Address Book. Touch the map screen and the cursor will appear. Use the cursor to select and highlight a POI symbol. Press the **LOCATION-POI INFORMATION** button. The POI Information screen will appear. To save the POI in the Address Book select **ADD TO ADDRESSBOOK** in the POI Information screen.



The cursor (left) has been used to highlight a POI symbol. When the Location-POI Information button is selected the POI Information screen (right) will appear.

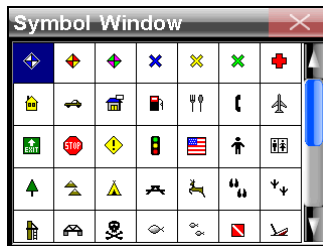
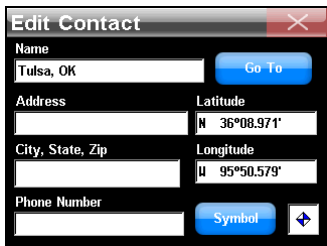
When **ADD TO ADDRESSBOOK** is selected, the Edit Contact screen will appear with the option to *Go To* the selected location or add an on-screen symbol by pressing the **SYMBOL** button.



The Edit Contact screen (left) shows a saved contact. The Find By Name screen (right) is the screen for saved contacts in the unit's Address Book.

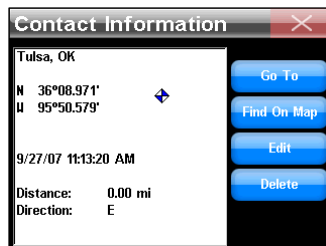
Saving Symbols On-screen

To save a symbol on the map, place the cursor where you want the symbol to appear on-screen. Press the **LOCATION-POI INFORMATION** button. In the Location Information screen press **ADD TO ADDRESSBOOK**. The location will be added to the Address Book and the Edit Contact screen will appear. Press the **SYMBOL** button in the Edit Contact screen. The Symbol Window will appear. Highlight and select a symbol. Close the screen. The Edit Contact screen will appear. The symbol will appear in a small window in the bottom right of the Edit Contact screen. When the Edit Contact screen is closed the symbol will appear on-screen.



In the Edit Contact screen (left) press the Symbol button to bring up the Symbol Window screen, shown at right.

The symbol will remain on-screen until it is deleted or changed. To delete or change a symbol, go to the Address Book. In the Address Book highlight and select the contact to be edited. When the Address Book entry is selected the Contact Information screen will appear. The Contact Information screen has four buttons on the right side: *Go To*, *Find On Map*, *Edit* and *Delete*.

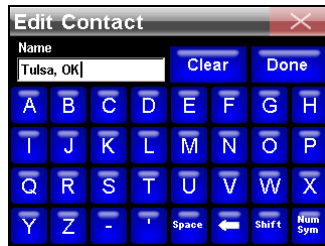
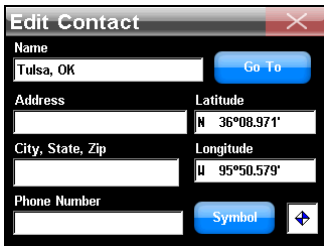


Go To: Makes the unit navigate to the Address Book entry.

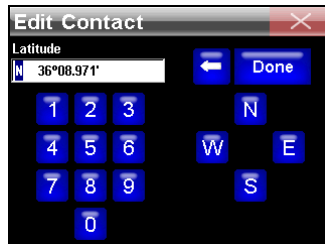
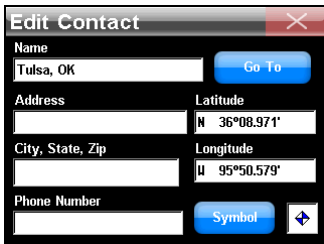
Find On Map: Displays the location on the map screen.

Edit: Changes information about an Address Book entry.

Delete: Deletes an icon or Address Book entry.



To change information about a saved contact touch the entry header in the Edit Contact screen and a keyboard will appear. The *Name* header was selected in the Edit Contact screen, at right, and a keyboard (left) appeared.

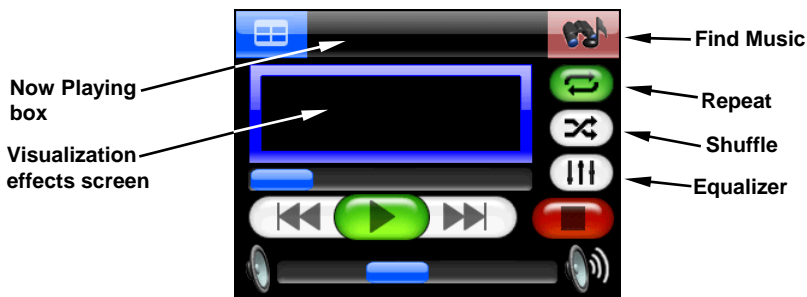


To manually change the latitude or longitude, press either the *Latitude* or *Longitude* header and a numbers keyboard will appear.

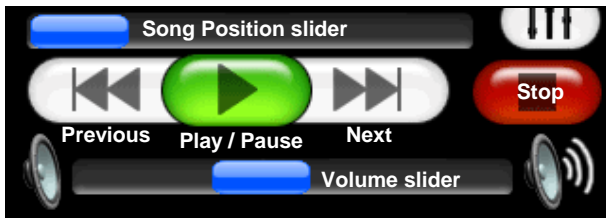
Music Mode

Use SD cards to store music and picture files. When Music Mode is selected the unit automatically searches the SD card for the specified media files. Insert an empty SD card into the unit and use the USB-to-PC cable to connect the unit to a computer. Once connected, the unit acts like a removable disk.

The Music screen has a central area for visualization effects with a set of play control buttons along the right side and bottom of the screen. When a song is playing the name of the song will appear at the top of the screen along with the song's length and quality in kbps.



Music screen



Play control buttons

Previous: Skips to previous song.

Play/Pause: Starts a song or play list. If a song is playing, pressing this button will pause the song.

Next: Skips to next song.

Stop: Stops the song.

Volume slider: Adjusts volume.

Song Position slider: Indicates the playback position of a song. Quickly skip to any point in a song by pressing and dragging the blue button on the Song Position slider.

Now Playing box: Displays the name, position and quality of the song. Touch the screen inside the Now Playing box to open the Browse Music Files screen.

Find Music: Opens the Audio Search screen. To find a specific song or play list by its filename, press the **FIND MUSIC** button and touch any-

where inside the Name Filter box to open a keyboard. Enter all or part of a song's filename and press **DONE**. The Audio Search screen will provide a list of all audio files that match the text entered in the Name Filter field.

Visualization Effects: Takes up the center of the Music Mode display and provides either a Waveform Analyzer or Spectrum Analyzer effect. To switch between the available visualization effects press the screen inside the Visualization Area.

Shuffle: When this feature is on, at the end of a song, the unit will randomly choose another song to play next.

Repeat: When this feature is on, at the end of a song, the unit will start playing the play list again from the beginning.

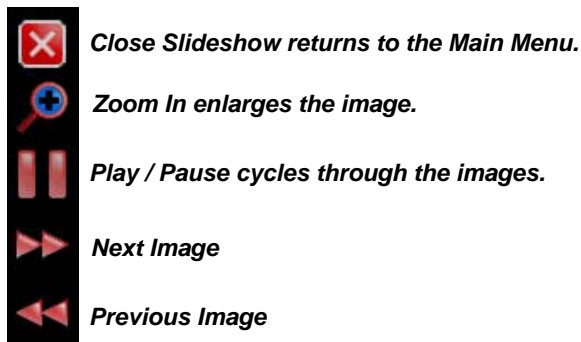
Equalizer: Use this feature to customize audio levels.

Browse Music Files screen

Touch inside the Now Playing box to launch the Browse Music Files screen. The Browse Music Files screen shows the location of any music file being played. Press **PLAY ALL** to play all of the music files in a selected folder.

Pictures, Gauge and Options

The unit can display .gif and .jpg images stored on an SD card. The unit will automatically search the SD card for any stored images. Select **PICTURES** located at the bottom left of the Main Menu screen. The picture toolbar controls are:



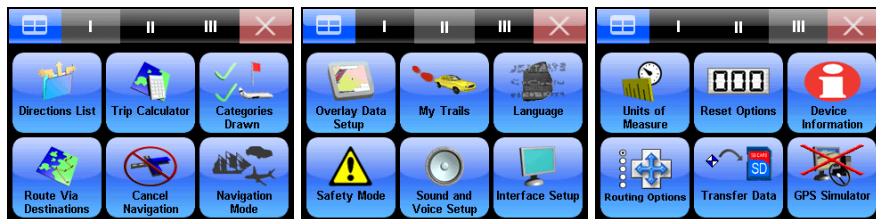
The toolbar can be hidden using the icon located in the bottom right corner of the pictures screen.

Gauge Page

The Gauge Page shows the estimated time of arrival, time to destination, distance to destination, average speed and max speed. To view the Gauge Page select **GAUGE PAGE** located on the bottom right of the Main Menu screen. To return to the Main Menu press the **MENU** button in the top left corner of the screen.

Options Pages

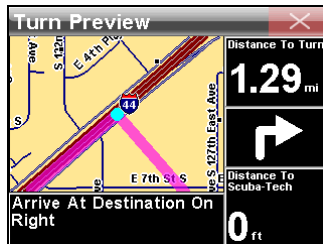
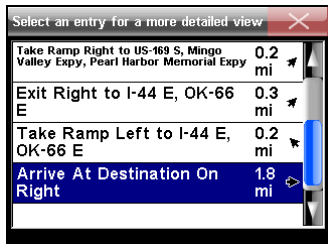
The Options feature in the Main Menu contains three pages of menus used to customize the operation of the unit.



Directions List



The Directions list is created when the unit begins navigating. The Directions list shows all the turns from the start of a route to the end, including an arrow icon indicating the direction of each turn.



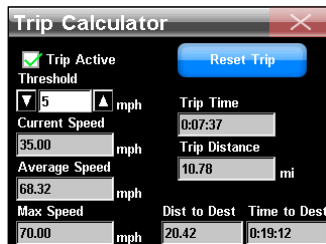
The Directions List (left) and Turn Preview screen, at right.

Use the blue slider bar in the Directions screen to scroll through the list. The Turn Preview screen will appear when a turn is selected from the Directions list.

Trip Calculator



Trip Calculator displays information about a route, including current speed, average speed, max speed, trip time and trip distance. Pressing **RESET TRIP** will reset all on-screen values to zero. The Trip Calculator will only track time spent and distance traveled when you are moving faster than what the *Threshold* level is set at.

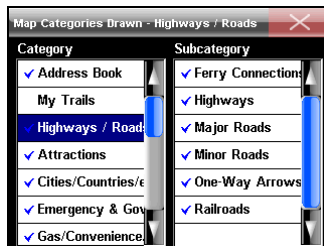
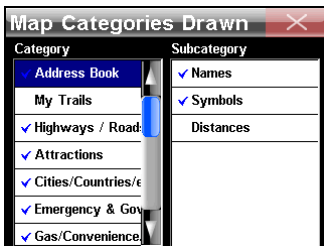


Use the arrow buttons to the left and right of the Threshold level to adjust its value. The *Trip Active* checkbox toggles the Trip Calculator feature on and off.

Categories Drawn



Use Categories Drawn to select how much mapping detail to display on the map screen. Map detail can include contacts, points of interest, cities, highways, etc. Use the Categories Drawn command to selectively turn any of these items on or off.



Use the Map Categories Drawn screen to customize the map. In this example the category My Trails and subcategory Distances are off. The right image shows what Map Categories Drawn features have been activated.

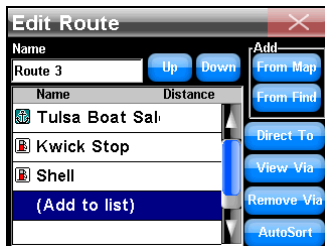
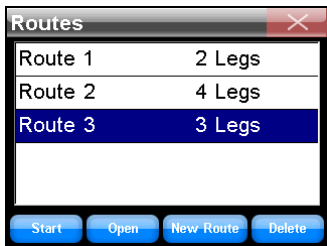
The Map Categories Drawn menu is divided into two columns, *Category* and *Subcategory*. Press and highlight any item to turn it on or off. If a category is turned off none of its subcategories will appear.

Route Via Destinations



Use Route Via Destinations to access the Routes menu where routes are stored and managed. To create a route the unit must know its position.

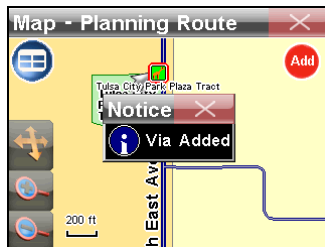
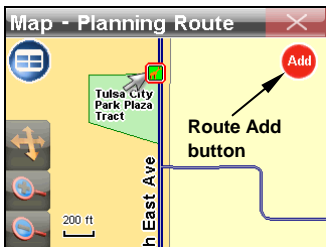
Once the unit has locked on, select **OPTIONS** from the Main Menu. Select **ROUTE VIA DESTINATIONS** and the Routes menu will appear. Select **NEW ROUTE** and the Edit Route menu will appear.



Use the Routes list menu (left) to store and manage different routes. The left image shows several stored routes. Each route contains different "legs." Each leg is a destination in the route. The Edit Route menu (right) shows all of the routing controls and a generated route from the Routes list. In this case it is the last route from the Routes menu.

The Edit Route menu has two options to choose from to find a location and generate a route. Select either **FROM MAP** or **FROM FIND**. If **FROM MAP** is selected the map will appear.

Use the cursor arrow on the map screen and drag it to a specific location or address and select the **ADD** button. A dialog box will appear indicating the location has been added to the route. Continue to select and add other locations in this same manner.



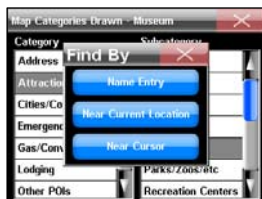
The Add to route button is shown at left. When you select a location to add to a route, a Notice Via Added dialog (right) will appear.

Once all the locations are added, press the **MAIN MENU** button. Return to the Route Via Destinations menu to access the route you created in the Routes list. To begin navigating the route, highlight it and select **START** from the bottom of the screen.

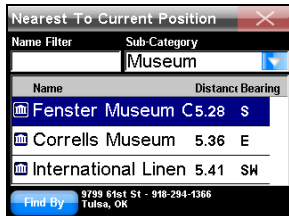
To view the destinations in a particular route select **OPEN** and the Edit Route screen will appear. To delete a route from the Routes menu press **DELETE**. If you select **FROM FIND** in the Edit Route screen the Find menu will appear. Use this menu to search for a desired destination by Category and Subcategory.



The Category and Subcategory list in the Find menu. In this example a search is being conducted for a museum to add to a route.



Selecting a Category or Subcategory will bring up the Find By menu (left) with three options: *Name Entry*, *Near Current Location* and *Near Cursor*. Depending on how you want to search for a specific location will determine which option you should select.



The three Find By option screens.

Choose a desired destination, select it, and add it to your route. You can add 99 waypoints to a route. To rearrange the order of the waypoints in a route use the **UP** and **DOWN** buttons in the Edit Route screen to move a waypoint higher or lower in the list. The unit can generate a route from several locations even if you don't know which order to go in. Enter all of the destinations in any order and select **AUTOSORT**. The unit will organize the list of locations to create the shortest route.

Cancel Navigation



When a destination is reached, a dialog box will appear asking if the unit should cancel navigation. Select **YES** to stop navigating. Navigation can be canceled at any time with the Cancel Navigation command. From the Options menu select **CANCEL NAVIGATION** and the unit will display a dialog box to confirm your choice. Choose **YES** and the unit will stop navigating. When navigating a route with multiple destinations, and Cancel Navigation is selected, the unit will give you the option to cancel navigation of the entire route or cancel navigation to the current destination and continue to the next destination in the route.

Navigation Mode

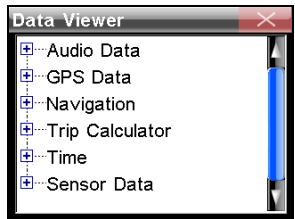
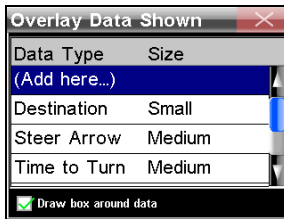
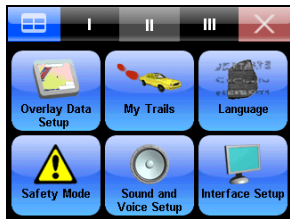
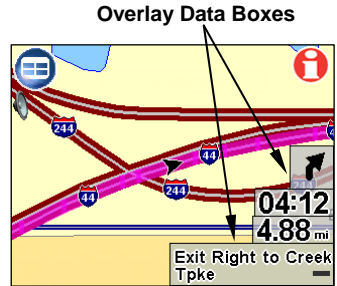


Instructions for switching between turn-by-turn and point-to-point navigation modes are available in Section 6. Section 6 also explains how to use point-to-point navigation. The different map options for point-to-point navigation also are discussed.

Overlay Data Setup

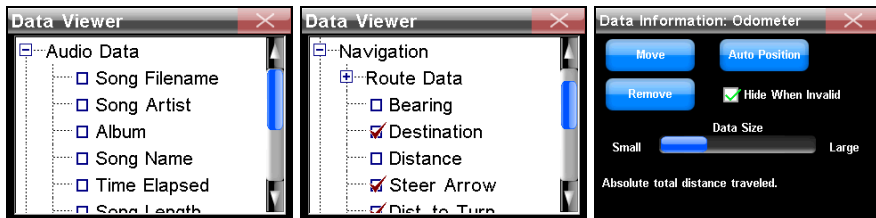


Overlay Data Boxes appear in semi-transparent boxes on the map screen and are used to display information about a route, including distance to the next turn, the direction and angle of a turn, speed, estimated time to destination and text directions. Control the transparency level of Overlay Data Boxes from the Interface Options screen.



The Overlay Data Setup (far left) can be found on Page 2 in the Options menu. If you select "(Add here ...)" in the Overlay Data Shown screen (center) the Data Viewer screen will appear. The Data Viewer screen is shown far right.

Use the Data Viewer to select data to display on-screen. Press the + sign to view the sub-categories listed under each main category.



The Data Viewer screen left and center image. The Data Information screen for the Odometer setting is shown at right.

When Audio Data (left image above) is selected its subcategories appear. Press in the box to the left of each category to activate it. When a feature is activated (center image above) a check mark will appear in the box next to it. The size of Overlay Data Boxes can be controlled with the slider in the Data Information screen (far right). Each Data Viewer category will have its own Data Information screen. Bring up the Data Information screen by highlighting and pressing on the category in the Overlay Data Shown screen.

Move: Used to manually position data boxes on the map screen.

Auto Position: Automatically positions overlay data boxes on-screen.

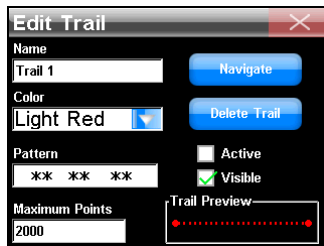
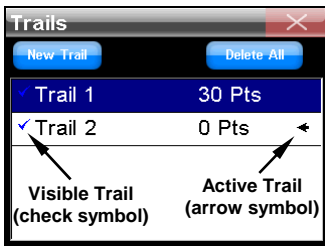
Remove: Removes the overlay data box from the map screen.

Hide When Invalid (check box): Hides the overlay data box when it is not valid.

My Trails



The unit is designed to record Trails. By default, Trails are hidden on-screen. Trails can be displayed, showing your travel history. For instructions on displaying Trails see the earlier discussion of Categories Drawn. For the My Trails feature to work it must be activated in the Categories Drawn menu.



Trails Menu (left) showing two trails. Trail 2 is the active trail, indicated by the arrow to the right. Trail 1 is displayed on-screen, indicated by the check mark to the left but it is not active. The Edit Trail screen (right) allows you to modify an existing Trail.

My Trails controls how the unit records and displays Trails. The Trails menu lists all the Trails, with symbols to indicate which trail is active. To modify a Trail press its entry in the list. The Edit Trail screen will appear. From the Edit Trail screen you can navigate a Trail, delete it, rename it or modify its color, pattern and visibility.

Language



Use the Language menu to select the text and spoken voice language. When the Language button is selected, the Language – Text menu will appear. The unit will display text in English, UK English, Dansk, Nederlands, Suomi, Francais, Deutsch, Italiano, Norsk, Portugues, Espanol and Svenska. Once the text language is selected, press **NEXT** and the Language – Voice menu will appear. Use this menu to select what language the unit speaks when giving turn-by-turn instructions. When finished making your selection press **DONE**.

Safety Mode



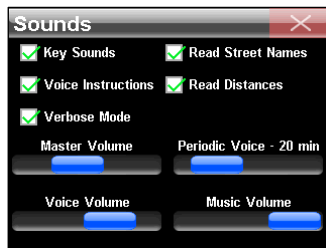
The unit has a Safety Mode to prevent vehicle drivers from operating the unit while a vehicle is in motion. The touch-screen buttons are temporarily disabled whenever Safety Mode is on. For more information about Safety Mode refer to the Auto Safety Warning insert included with the unit's documentation.

Sound and Voice Setup



Use the Sound and Voice Setup menu to adjust audio output. In the Sounds menu, press inside the box to the left of each feature to check it (turn on) or uncheck it (turn off).

Key Sounds: When this feature is on the



unit will emit a sound every time a command is entered.

Voice Instructions: If Voice Instructions are turned off, voice instructions can still be accessed by pressing the **SPEAK** button on the map screen.

Verbose Mode: This feature will cause the unit to give slightly more detailed spoken navigation instructions.

Read Street Names: When this feature is active the unit will speak the name of streets being navigated.

Read Distances: When this feature is active the unit will speak the distance to the next turn.

Music Volume: This setting only affects music playback; spoken instructions will remain unchanged.

Periodic Voice: Use this feature to increase or decrease the frequency of spoken instructions. Voice instructions are repeated at set intervals and are intended as reminders.

Voice Volume: This setting only affects spoken instructions; music volume will remain unchanged.

Master Volume: This setting affects all audio output.

Interface Setup



Interface Options controls the visual display of the unit, including brightness, contrast and the "graphical" skin.

Interface Selection: Several skin options are available. To change the skin display touch inside the Interface Selection box and a drop-down list will appear showing all of the available skins.

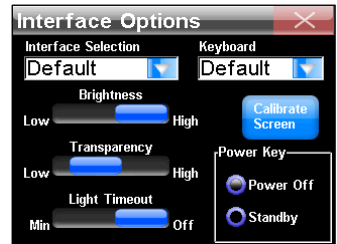
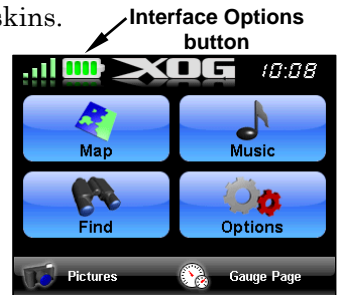
Keyboard: Changes the keyboard button layout.

Brightness: Controls the brightness of the screen.

Transparency: Controls the transparency of Overlay Data Boxes.

Light Timeout: Controls the screen's backlight. When this feature is off the screen will stay at a constant brightness. Moving the slider to the left will cause the screen to dim after a set amount of time. This feature is designed to save battery life.

Calibration Screen: If the touch screen isn't responding correctly try calibrating the screen. In the Interface Options menu press the Calibrate Screen button. Touch Screen Calibration will appear with a small target icon. Press the target icon and a new target icon will appear somewhere on-screen. Press each of the target icons in turn. After the third time the screen should be calibrated.



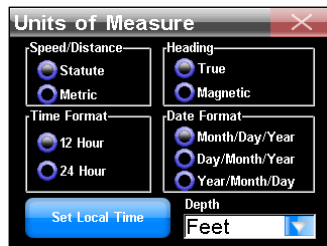
Power Key: Power Off and Standby

Power Off is the unit's default mode. Standby mode allows the unit to "sleep" and draw very little battery power. If the unit is left idle for 12 hours, it will automatically leave Standby mode and switch to a full shut down to save battery power. To place the unit in Standby mode, select **STANDBY** in the bottom right corner of the Interface Options screen. To place the unit back in Power Off mode select **POWER OFF**.

Units of Measure



This feature adjusts the units of measure, including speed and distance, heading, time and date. The unit will not automatically update when traveling to a different time zone. Access the Set Local Time feature and use the up and down arrows to reset the local time.



To change any setting, press the button next to the format. Depth is available when using optional lake or coastal maps for point-to-point navigation.

Reset Options



To reset all customizable settings to factory defaults, select **RESET OPTIONS**. A dialog box will appear asking if you want to "Reset all the options?" To reset all options select **YES**. An

other dialog box will appear asking, "Do you want to clear your address book?" Select **YES** or **NO** depending on whether you want to clear all Address Book contacts.

Device Information



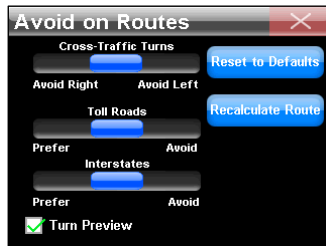
To view the unit's software version, access the Device Information page.

Routing Options



Routing Options are used to control how the unit generates a route. Use the three slide controls to determine how much the unit avoids or prefers the associated options when generating a route. A Warning dialog will appear when the Routing Options feature is accessed, stating, "Changing routing preferences can drastically alter routing results and may significantly increase time to calculate routes."

If the values are changed significantly and the unit begins generating poor routes try using Reset to Defaults. The Recalculate Route button can be used to automatically generate a new route to the same destination using new preferences.



Cross-Traffic Turns: Use this option to avoid turns across busy lanes of traffic.

Toll Roads: By default, toll roads have a fairly high value in routes generated by the unit. Drag the slider all the way to the right and the unit will not use toll roads.

Interstates: The default setting is designed to avoid Interstates for short trips but if the unit is sending you to the highway too often try setting the unit to Avoid Interstates.

Turn Preview

The Turn Preview checkbox in the Avoid on Routs screen controls whether or not the unit displays a Turn Preview. The Turn Preview screen includes a close-up of the turn while data boxes provide text instructions about the turn. Access the Turn Preview for any turn in a route from the Directions List.

Transfer Data



SD cards can be used to store and transfer GPS data files recorded on the unit. To transfer data to and from the SD card select **TRANSFER DATA**. A dialog box will appear asking, "*Transfer data which way?*" The two choices are: *Save* or *Load*. When you press **LOAD** or **SAVE** the Transfer My Data screen will appear. Use the dropdown box to select the filename of the GPS data file you want to load. Use the Filename text box to enter a name for the data being saved.

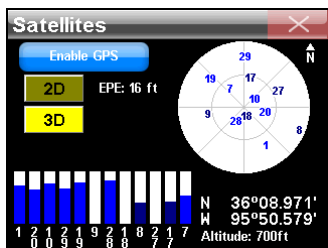
GPS Simulator



The GPS Simulator simulates the navigation of a route. If the unit is in Simulator mode and you reach a speed of 15 m.p.h. or greater, and the unit acquires a satellite lock, the unit will leave Simulator mode. If the unit does not have satellite lock it will prompt you to simulate when navigation begins.

Satellites screen

Press the **SATELLITES** button located in the top left corner of the Main Menu screen to access the Satellites screen.



The Satellites screen (left) provides information on the satellites the unit is monitoring to determine its position.

Enable-Disable GPS: Turns the GPS feature on and off. If the GPS feature is *Disabled* it WILL NOT achieve satellite lock. The GPS feature must be *Enabled* for the unit to get a position fix.

Current Position Lock

Two buttons on the left side of the Satellites screen indicate the quality of the units position lock. If 2D or 3D is not highlighted the unit may not have a satellite lock.

2D lock does not include altitude. The unit must receive reliable signals from 3 satellites to establish a 2D lock.

3D means the unit has achieved a more reliable lock, including altitude. The unit must receive signals from 4 satellites to establish a 3D lock.

EPE (Estimated Position Error)

The Estimated Position Error, or EPE, represents the expected error from a benchmark location. If the EPE shows 50 feet, then the position shown by the unit is estimated to be within 50 feet of your actual location.

Satellite Display

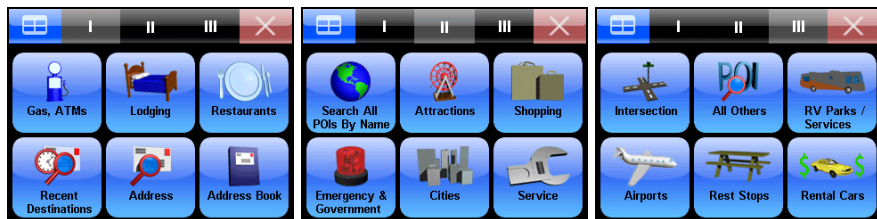
A white circle serves as a graphical view of the satellites overhead. Each satellite is shown on the circular chart relative to your position. The GPS receiver is tracking satellites that are in light blue type. The receiver has not locked onto a satellite if the number is in dark blue.

Lat/Lon Coordinates

Beneath the Satellite Display are the coordinates in latitude and longitude.

Searching, Finding and Navigating

When Find is selected from the Main Menu, the first of three Find menus will appear.



The unit can search for locations before it has acquired a position lock. If a search is conducted before its position is determined, the unit will display distance and bearing from the unit's last known location.

In the Find menu, search options are divided into specific POI categories: Gas, ATMs, Lodging, Restaurants, Shopping, Attractions and Airports have their own separate search screens. Use the Address menu to search for POIs by street name, city, State, Province or zip code.

Keyboard

Search options in the Find menu require data, such as a shop name, address, State or Province, to be entered. A keyboard will be used to enter the information. The header of each Find Address screen will indicate what type of information should be entered.

Select **DONE** when the information is entered in the text field. The unit may provide a list with more than one location/address that closely resembles the information entered. Scroll through the list and choose the desired destination by highlighting and selecting it.

The button in the bottom right corner of the keyboard, *Num/Sym*, stands for Numbers and Symbols. This button toggles between the letters and numbers keyboards.

Auto Complete

The unit has an Auto Complete feature. Before you finish entering an address, state or province the unit may generate a list of choices.

Find Address

To search for a specific location, press the **ADDRESS** button in the Find 1 menu. The Find Address screen will appear with the word *Choose* on-screen, press **CHOOSE** and a keyboard will appear. Enter the name of a State or Province and press **DONE**.

To see an alphabetical list of States or Provinces leave the *State/Province* selection box empty and press **DONE**. The unit will display an alphabetical list. Use the slider to scroll through the list and make your entry.

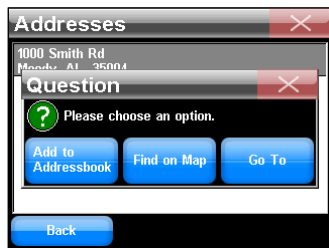


Num/Sym key



The unit will prompt you to search by State/Province. When the Choose button is selected, a keyboard (right) will appear.

When a State or Province is entered another keyboard will appear. Use the keyboard to enter a City or Zip. Once the unit has determined the city, it will prompt you to enter an address. The unit will sometimes provide a list with more than one address that closely resembles the one you entered.



Scroll through the list of addresses provided by the unit and make your selection. When an address is selected, a dialog box will appear with three choices: *Add to Addressbook*, *Find on Map* and *Go To*.

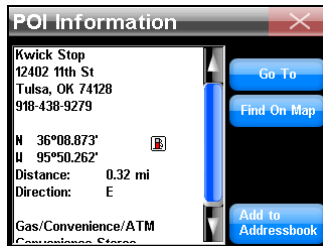
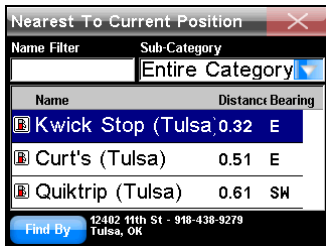
Add to Addressbook: Saves an address in the Address Book.

Find on Map: Displays a location on-screen. Anytime a search is performed with the cursor, the distance will be calculated from the cursor position and not the unit's current position.

Go To: Generates a route to a selected address.

Fuel, Lodging, Restaurants and other POIs

To find a local gas station, press **FIND** from the Main Menu to open the first Find screen. Now select **GAS, ATMS**. A screen will appear with a list of gas stations nearest to your current position. It may take a moment for the unit to compile the list. Select a gas station from the list. The POI Information screen will appear. Select **Go To** from the information screen and the unit will generate a route to the gas station.



Use the Gas, ATMs command in the first Find menu to locate the nearest gas station. The Nearest To Current Position screen (left) will appear. Scroll through the list and select a gas station. The POI Information screen (right) will appear. Select Go To and the unit will generate a route to the gas station.

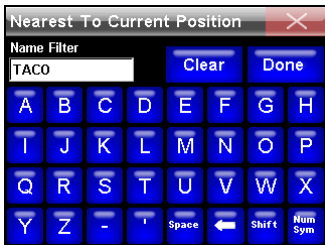
The unit searches for locations in several different ways. When navigating, the unit searches for locations nearest to its current route. If the cursor is on-screen the unit will search for locations nearest to the cursor.

If you are not navigating, and do not have the cursor on-screen, the unit will search for locations near your current position. To select a specific search setting, press the **FIND BY** button in the Nearest To Current Position screen. The Find By menu allows you to search for a location by *Name Entry*, *Near Current Location* or *Near Cursor*.

Name Filter

If a search returns too many results, the Name Filter in the Nearest To Current Position screen can help narrow a search. Press **NAME FILTER** and a keyboard will appear. Type all, or part, of the POI name and press **DONE**.

The unit will return to the previous list but will only show locations whose names contain the text you entered. For example, a search could be significantly narrowed by entering the word "Taco" in the Name Filter field. This will return results for the nearest restaurants with "Taco" in its name, as shown in the following images.



To search for a specific restaurant by name, select the Name Filter option; "Taco" search results are shown at right.

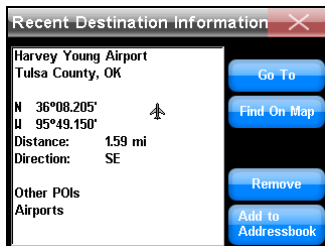
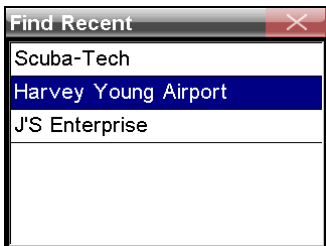
Navigating to a Selected POI

When a POI is selected the unit will display a POI Information screen with details about the location. Press **FIND ON MAP** to have the unit close the POI Information screen and center the map on the selected POI. To navigate to the POI press **Go To** and the unit will generate a route to the destination.

Recent Destinations



Recent Destinations provides a list of the most recent destinations. Use the Find Recent screen to get back on route if you diverted to another location during your trip.



The Find Recent screen is shown at left. When a recent destination is selected the Recent Destination Information screen appears.

Finding Intersections



Select **INTERSECTION** to open the Find Streets screen. Select **CHOOSE** and a keyboard will appear. Enter the name of the first street without direction or street type modifiers such as "N." for North or "Ave." for Avenue. Press **DONE** and another Find Streets screen will appear with a dialog directing you to enter the name of the second street. Press **SPELL** and use the keyboard to enter the name of the second street. Press **DONE** and a dialog box will appear stating, *"Finding street intersection. Please wait."*

If the unit is not able to locate the intersection a dialog box will appear indicating it was unable to locate the intersection. When the unit locates the intersection a dialog box will appear stating, *"Please choose an option."* You will have three options: *Add to Addressbook*, *Find on Map* or *Go To*.

Choosing New Destinations while Navigating

When navigating and an alternate destination is selected a dialog box will appear asking, "Which would you like to do?" You will have three choices: *Detour here*, *New final destination* or *Cancel old navigation*.

Detour here: Navigates to the new location. Once you arrive, the unit will resume navigating to the original destination.

New final destination: Will add a new location to the end of a route.

Cancel old navigation: Will stop navigating to the original destination and start navigating to a new location.



Point-to-Point Navigation

The unit can use optional "plug and play" map cards available through LEI, the source for Lowrance accessories. Optional maps include: NauticPath™ USA marine charts, Fishing Hot Spots® Elite lake maps, Navionics® marine charts, FreedomMaps™ for North America and Europe, and LakeMaster® ProMaps.

Caution:

The unit is designed to be used inside an automobile. The mounting bracket included with the XOG package is not designed for boats, motorcycles or off-road vehicles. These installation types require an optional bracket and cradle designed for rugged outdoor use. The unit's case is not waterproof. If used in wet conditions the unit must be protected from moisture.

The unit also can display custom maps prepared by LEI's MapCreate™ topographical mapping software and Lowrance Enhanced Lake Maps that can be downloaded free from the Lowrance web site, www.lowrance.com. Turn-by-turn navigation does not work with any of these optional maps.

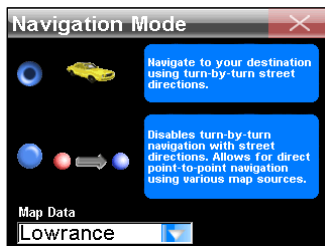
When using optional maps, you must search for POIs using the **SEARCH ALL POIS BY NAME** button in the Find 2 menu. Other search categories will not work. If a POI symbol is selected on the map screen with the cursor, pressing the Location-POI Information button displays a POI information screen for that item.

Navigation Modes



Point-to-point navigation creates a straight-line navigation course between you and another point on the map screen. To switch to point-to-point mode, press the **MAIN MENU** button and select **OPTIONS**. From the Options menu select the **NAVIGATION MODE** button to display the Navigation Mode screen.

Turn-by-turn is selected as the default setting. When Point-to-Point is selected, a dialog appears asking if you want to change modes. Choose **YES** and close the Navigation Mode screen. Settings in the *Map Data* pull-down menu do not need to be changed unless a Navionics card is used.



When a Navionics card is inserted, the Map Data pull-down menu becomes active. Scroll down and select *Navionics*, now close the Navigation Mode screen. To switch back to turn-by-turn, go to the Navigation Mode screen and select **TURN BY TURN**.

WARNING:

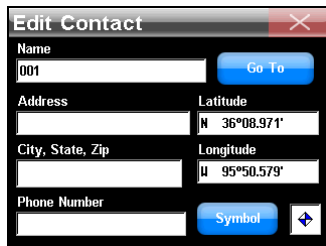
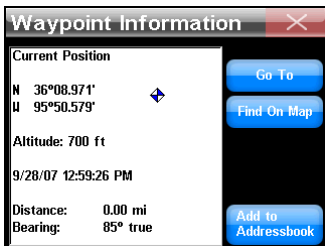
In point-to-point mode the unit will display the shortest, most direct path. The unit provides navigation data to waypoints regardless of obstructions.

Straight-line Navigation Commands

The two basic commands used for straight-line navigation are *Go To Cursor* and *Go To Waypoint*. *Go To Cursor* will navigate to any spot, landscape feature or waypoint selected on-screen using the cursor. The *Go To Waypoint* command works with the Address Book feature.

Create Waypoint at Current Position

Press the **LOCATION-POI INFORMATION** button on the map screen and the Waypoint Information screen will appear. Select **ADD TO ADDRESSBOOK** to save the waypoint. The Edit Contact screen appears. You can accept the default name and symbol or edit it.



Waypoint Information screen, at left. The Edit Contact screen for this waypoint is shown at right. To change the waypoint name, symbol or any other information in the Edit Contact screen, touch anywhere inside the relevant box and a keyboard will appear.

Create Waypoint with Cursor

Use the cursor to select a location on-screen. Press the **LOCATION-POI IN-**

FORMATION button to bring up the Waypoint Information screen. Select **ADD TO ADDRESSBOOK** to save the waypoint. The Edit Waypoint screen appears. Select **X** to close the screen and clear the cursor and toolbar from the screen.

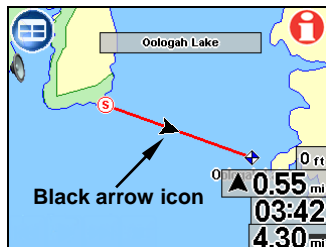
Navigate To a Waypoint

If a waypoint cannot be viewed on the map screen, the easiest way to navigate to the waypoint is to look it up in the Address Book. Press the **MENU** button, select **FIND** and choose **ADDRESS BOOK**. The waypoint can be found one of three ways.

- Drag the slider bar to scroll down the list and select the waypoint.
- To search by name, touch the **FIND BY NAME** box to launch the keyboard. Enter the waypoint name to find it in the Address Book.
- The **FIND BY** button gives you the option to search by name or narrow the search by looking near your current location or near the cursor location. Select the waypoint and the Waypoint Information screen appears. Choose **Go To** and the unit creates a red course line from your current position to the waypoint.

Go To Cursor

Use the Go To Cursor command to navigate to a waypoint on the map screen. Highlight a waypoint on-screen with the cursor and press the **LOCATION INFORMATION** button. Now choose **Go To**.



Navigating with the Go To Cursor command. At left, a waypoint was selected with the cursor. The image at right shows the straight-line navigation course.

Red Course Line

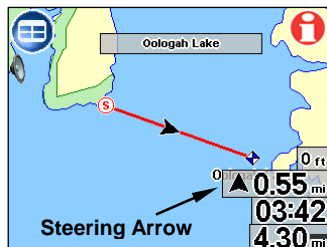
The turn-by-turn magenta line is replaced with a red course line in point-to-point mode. An "S" symbol is placed at the starting point. To navigate a red course line, zoom the map screen in closely and steer so the black arrow icon moves along the red course line. An arrival alarm will sound when the destination is reached. Cancel navigation by going to Options Page 1 and pressing **CANCEL NAVIGATION**.

Steering Arrow and other Overlay Data

Different types of navigation information can be displayed as Overlay Data. Overlay Data boxes will not appear in point-to-point mode unless the Hide When Invalid setting is turned off. To do this, go to Options Page 1 and select **OVERLAY DATA SETUP**. In the Overlay Data Shown menu, select the desired overlay type to display its Data Information screen.

Uncheck **HIDE WHEN INVALID** and close the menus. Some overlay categories do not work the same in point-to-point mode, but several data types can help guide you. One of the easiest to use is the Steering Arrow. The Steering Arrow shows which way to steer to a destination.

It always points to the destination, regardless of the map orientation. The arrow automatically shows the distance from your current position to the destination. In addition to the Steer arrow, the most commonly used overlay data for point-to-point navigation are:



Track: The direction traveled; shown in degrees, true or magnetic format.

Bearing: The direction to a destination from your current position; shown in degrees, true or magnetic format.

Course: The direction traveled to reach a destination.

Off Course (Pos Error): Distance to the left or right of the course line when not directly on the course line.

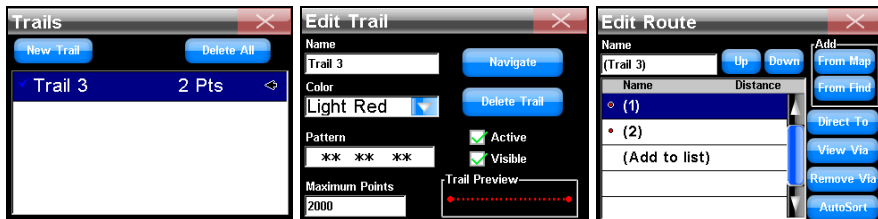
Navigating With Trails

Displaying and editing trails is discussed under the topics Categories Drawn and My Trails. A trail is a history of the path you have taken and is represented by a dotted line extending from the back of the black

arrow icon. The unit creates a Trail line by recording a string of trail points along your path. The unit can save 100 trails with 10,000 points per trail. The default setting is 2,000 points per trail. When the trail exceeds the maximum point setting, the unit will begin recording a trail over itself. Up to 100 Trails can be saved to an SD card. Trails can then be deleted from the unit's memory and a new set of trails recorded. GPS data files can be backed up on a computer using the USB-to-PC cable.

Trails can be reloaded from an SD card to the unit's memory. To preserve a Trail from Point A to Point B, first create a new trail at Point A. Go to Options Page 2, select **MY TRAILS** and press the **NEW TRAIL** button. When you arrive at Point B, stop recording and save the trail just created. This happens automatically when you start another trail with the **NEW TRAIL** button.

The two ways to navigate a saved Trail are "visual trailing" and the *Navigate Trail* command. Visual trailing is the easiest. Zoom the map in closely so the trail is clearly visible. Begin moving and glance at the map screen. Walk or steer so the black arrow icon stays on the Trail line. The Navigate Trail command converts a trail into a route. Select **MY TRAILS**. When you select a trail from the Trail Menu the Edit Trail menu will appear. Press the **NAVIGATE** button. The Edit Route menu appears. With the first point in the route selected, press the **DIRECT TO** button and the unit begins navigating.



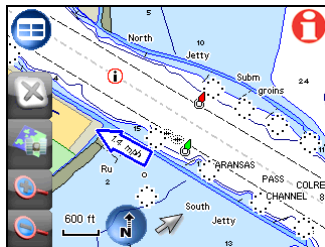
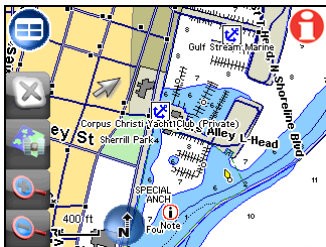
From left to right, menu sequence for navigating a trail.

At the start of a trail the arrival alarm will sound as soon as navigation begins. Press **X** to clear the alarm. Begin navigating by following the red course line. Back tracking a trail requires manually editing the route to change the point order. To back track, begin with the same steps for navigating a trail forward but in the Edit Route menu the route order will need to be changed.

NauticPath™ USA Marine Electronic Charts

NauticPath™ USA map cards show offshore/coastal navigational detail. This plug and play map card provides electronic charts covering the U.S. East and West coasts, Hawaii, Gulf coast, Great Lakes, Alaska, the Bahamas, Puerto Rico and the U.S. Virgin Islands.

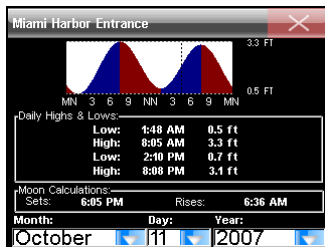
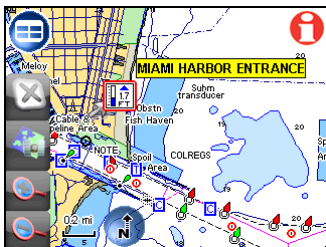
NauticPath features depth contours, intertidal zones and spot soundings, navigational aids with view range and coverage. Extensive object-oriented detail can be viewed, including list of lights, tides and currents, wrecks and obstructions, marine services, restricted areas and anchorage database information.



These images show the offshore/coastal detail using NauticPath™ USA marine charts.

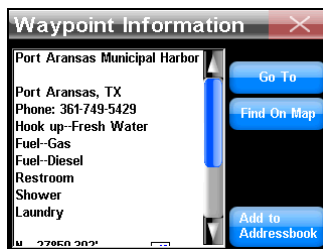
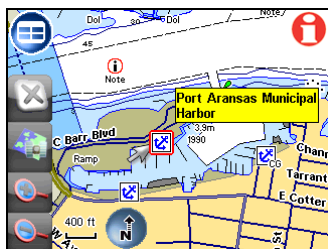
Reading NauticPath Map Information

Use the cursor to highlight a map feature or symbol and a pop-up box will appear identifying the item. Press the **LOCATION-POI INFORMATION** button. A screen appears with information about the selected item.



The Miami Harbor Entrance tide symbol in the left image has been highlighted. At right, the Location-POI Information button has been selected to view tidal information.

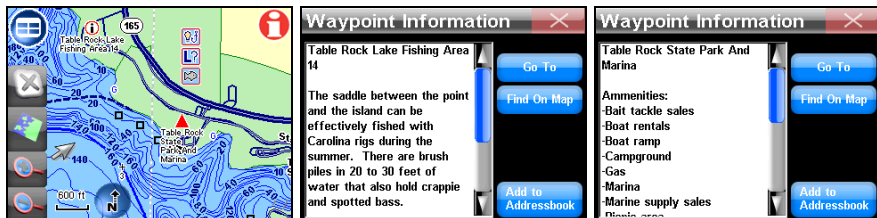
Information for almost any on-screen symbol can be accessed as long as it can be highlighted with the cursor. The Tidal Current Information screen displays daily tidal current data for specific stations on this date at the present time. The graph at the top of the screen is an approximate view of the flood and ebb pattern for the day, from midnight (MN), to noon (NN) to midnight (MN). Slack water, the period of little or no current, is represented by the Slack Water Line (SWL). The flood appears above the SWL and the ebb appears below the SWL. Look up tidal current data for other dates by changing the month, day and year selection boxes at the bottom of the Tidal Current Information screen.



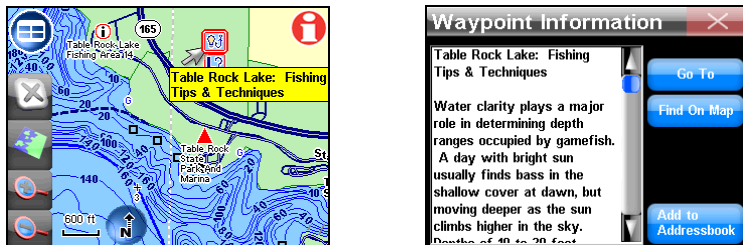
The cursor has selected the Port Aransas Municipal Harbor marina symbol, at left. In the right image, the Location-POI Information button has been selected to view information on the marina.

Fishing Hot Spots® Elite Mapping Data

Fishing Hot Spots' electronic charts contain detail for various U.S. lakes. Enhanced shorelines and underwater depth contours are included in Fishing Hot Spots' databases.



Fishing Hot Spots electronic charts lake detail, far left. Select a Fishing Area POI symbol and press the Location-POI Information button for localized fishing tips, center. Select a Marina symbol to get information about the marina's services, far right.

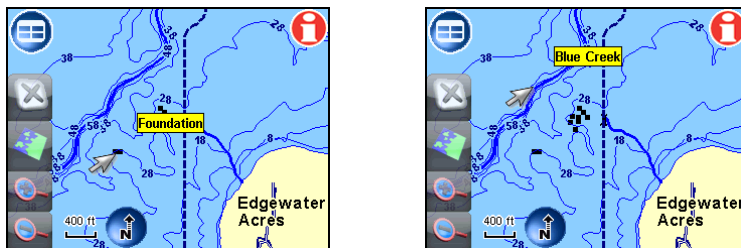


Mapping data includes Fishing Tips & Techniques, Lake Profile and local Fishery information.

Enhanced Lake Maps

U.S. inland lake contour maps can be downloaded for free from www.lowrance.com. In addition to underwater contour features, these maps show shoreline features, small islands and various bottom struc-

tures. More detail appears as the screen is zoomed in. Underwater features on man-made lakes reflect conditions prior to inundation. The amount of detail varies from lake to lake.



Underwater features, such as bridges, old creek channels, roads and other items can be identified with the cursor.

FreedomMaps™ and MapCreate™ Mapping Data

MapCreate™ Topo software can be used to create custom maps for loading onto SD cards. MapCreate version 6.3 includes topographic elevations for 49 states, excluding Alaska.

MapCreate version 7 has elevations for all 50 states. Topographic information is displayed as major and minor contour lines with numbers showing the elevation above sea level. The same data is available in plug and play FreedomMaps.

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