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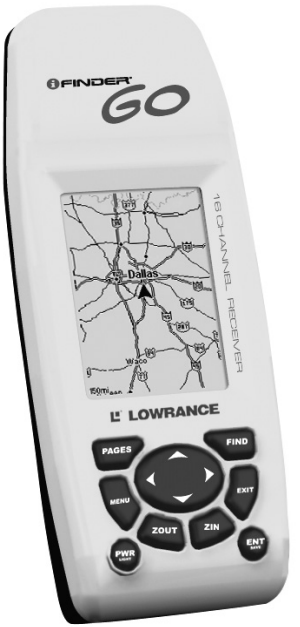

iFINDER® Go

Handheld Mapping GPS Receiver
Advanced Users Guide

For free owner's manuals and the most current information on this product, its operation and accessories, visit our web site:

www.lowrance.com

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Table of Contents

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

CAUTION
When showing navigation data to a position (waypoint), a GPS unit will show the shortest, most direct path to the waypoint. It provides navigation data to the waypoint regardless of obstructions. Therefore, the prudent navigator will not only take advantage of all available navigation tools when traveling to a waypoint, but will also visually check to make sure a clear, safe path to the waypoint is always available.

WARNING!
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, boating or flying 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.

Section 1: Read Me First!

How this manual can get you out on the road, fast!

Welcome to the exciting world of GPS satellite navigation! We know you're anxious to begin finding your way with this advanced technology, but we have a favor to ask. Before you grab the batteries and head outside, please give us a moment or two to explain how our manual can help you get the best performance from this remarkable little GPS unit.

First, we want to thank you for buying an iFINDER® Go. Whether you're a first-time user or a professional navigator, you'll discover that the iFINDER is a true pocket-sized, full-featured mapping GPS receiver. No other consumer GPS mapping system on the market offers so much information and so many features in one package.

Our goal for this book is to get you on the road or out to the woods and water fast, with a minimum of fuss. Like you, we'd rather spend more time traveling, and less time reading the manual!

So, we designed our book so that you *don't* have to read the *whole thing* from front to back for the information you want. At the start (or end) of each segment, we'll tell you what content is coming up next. If it's a concept you're already familiar with, we'll show you how and where to skip ahead for the next important topic. We've also made it easy to look up any tips you may need from time to time. Here's how:

The manual is organized into six sections. This first section is an introduction to Lowrance GPS. It tells you the basics you need to know before you can make the unit look around and tell you where you are.

Section 2 will help you get the batteries correctly installed in your iFINDER. We'll also tell you about some of the accessories available for your unit.

Section 3 is the heart of our book, *Easy Mode Operation*. It will introduce you to the basic GPS functions. We lead off this section with a one-page Easy Mode Quick Reference. **(If you've already figured out how to load the batteries yourself, and you just *can't* wait any longer, turn to the Quick Reference on page 20 and head outside with your iFINDER!)**

The rest of Section 3 contains short, easy-to-scan lessons that follow one another in chronological order. They're all you'll need to know to find your way on the water or in the wilderness quickly.

Easy Mode operation will meet the navigation needs of many users. But, after you've learned the basics (or if you already have some GPS experience), you may want to try out some of iFINDER's many ad-

vanced navigation features. That brings us to Section 4, *Advanced Mode Operation*. After we introduce the Advanced Mode menus and submenus, this section contains the rest of iFINDER's command functions, *organized in alphabetical order*.

When you come to a GPS menu command on the iFINDER screen, you can look it up in the manual by skimming over the table of contents or index, just flipping through Section 3 or scanning through the command portion of Section 4.

iFINDER is ready to use right out of the box, but you can fine tune and customize its operation with dozens of options. We describe how to use general system options along with GPS options in Section 5, *System Setup and GPS Setup Options*. This section covers both Easy Mode and Advanced Mode options.

Finally, in Section 6, we offer *Supplemental Material*, including a list of the GPS datums used, warranties, and customer service information.

Now, if you're into the fine details, glance over the next segment on specifications to see just how much GPS power you hold in your hand. It's important to *us* (and our power users), but if *you* don't care how many waypoints iFINDER can store or how long the batteries last, skip ahead to important information on how iFINDER works, on page 3.

Capabilities and Specifications: iFINDER® Go, Go2

General

Display:..... 2" (51 mm) diagonal high contrast Film SuperTwist, 16-level grayscale.

Resolution:..... 200V pixel x 140H pixel resolution; 28,000 total pixels.

Backlighting:..... Amber LED for night and low-light viewing.

Input power:..... 3 volts DC (two 1.5v AA batteries); operates up to 61 hours on batteries with no backlight. Operates for 30 hours with backlight set to half bright and for 18 hours with backlight set to full bright.

Case size: .....pocket-size, 5.15" H x 2.12" W x 1.25" D (131 x 58 x 32 mm); waterproof to IPX7 standards.

Weight:..... 5.7 ounces (162 grams) with batteries.

Back-up memory: ..... Built-in memory stores GPS data for decades. User settings are stored when the unit is turned off.

Map & data memory: .... Go has 32 MB of built-in memory for the map and GPS data; Go2 has 64 MB.

Languages: ..... 10; menu selectable by user.

GPS

Receiver/antenna: ..... Internal; 16 parallel channel GPS/WAAS.

Background map: ..... Go contains low-detail world map and medium-detail USA map. Go2 contains same maps plus high-detail USA shoreline data. Go2 International contains world reference map. For complete description of data contained in these maps, see information elsewhere in this manual.

Position updates: ..... Every one second.

Man Overboard: ..... MOB feature precisely marks man overboard location with special icon, then automatically displays navigation data to that position.

Screen alarms: ..... Arrival/off-course/destination passed/anchor.

Graphic symbols for waypoints or event marker icons: ..... 42.

Position points: ..... 1,000 waypoints; 1,000 event marker icons.

Routes: ..... 100; up to 100 waypoints per route.

Plot Trails: ..... 100 savable; up to 9,999 points per trail.

Zoom range: ..... 40 map zoom ranges; 0.02 to 4,000 miles.

How iFINDER Works

You'll navigate faster and easier if you understand how iFINDER scans the sky to tell you where you are on the earth — and, where you're going. (But if you already have a working understanding of GPS receivers and the GPS navigation system, skip on ahead to Section 2, *Installation & Accessories* on page 9. If you're new to GPS, read on, and you can later impress your friends with your new-found knowledge.)

First, think of your iFINDER as a small but powerful computer. (But don't worry — we made iFINDER easy to use, so you don't need to be a computer expert to find your way!) The iFINDER includes a keypad and a screen with menus so you can tell it what to do. The screen also lets iFINDER show your location on a moving map, as well as point the way to your destination.

This pocket-sized computer also contains an antenna and specialized scanning receiver, something like your car radio. But instead of your favorite dance tunes, this receiver tunes in to a couple of dozen GPS satellites circling the earth. (It will also listen in to the WAAS satellites in orbit, but more about that in the upcoming segment introducing you to GPS and WAAS.)

iFINDER listens to signals from as many satellites as it can "see" above the horizon, eliminates the weakest signals, then computes its location in relation to those satellites. Once iFINDER figures its latitude and longitude, it plots that position on the moving map shown on the screen. While the screen is updated once a second, your iFINDER is making these internal calculations and determining its position several times a second!

The performance doesn't stop there. Stored in the permanent memory of each iFINDER is a basic background map of the *entire* world. We lock it in here at the factory — you can't change or erase this map.

Another portion of iFINDER's onboard memory is devoted to *recording* GPS navigation information, which includes waypoints, event marker icons, trails and routes. This lets you look back the way you came. Think of this data storage like the hard drive memory in a computer or a tape in a cassette tape recorder. You can save several different GPS data files, erase 'em and record new ones, over and over and over again.

Introduction to GPS and WAAS

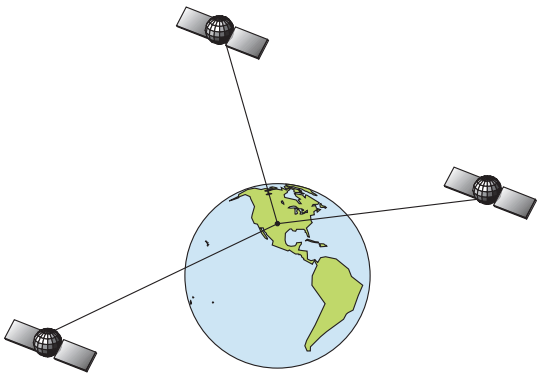
Well, now you know the basics of how iFINDER does its work. You might be ready to jump ahead to Section 2, *Installation & Accessories,* on page 9, so you can install the batteries. Or you might want to see how our text formatting makes the manual tutorials easy to skim. If that's the case, move on to "How to Use This Manual" on page 6. But, if you want to understand the current state of satellite navigation, look over this segment describing how GPS and its new companion WAAS work together to get you where you're going.

The Global Positioning System (GPS) was launched July 17, 1995 by the United States Department of Defense. It was designed as a 24-hour-a-day, 365-days-a-year, all weather global navigation system for the armed forces of the U.S. and its allies. Civilian use was also available at first, but it was less accurate because the military scrambled the signal somewhat, using a process called Selective Availability (SA).

GPS proved so useful for civilian navigation that the federal government discontinued SA on May 2, 2000, after the military developed

other methods to deny GPS service to enemy forces. Reliable accuracy for civilian users jumped from 100 meters (330 feet) under SA to the present level of 10 to 20 meters (about 30 to 60 feet.)

Twenty-four satellites orbit 10,900 nautical miles above the Earth, passing overhead twice daily. A series of ground stations (with precisely surveyed locations) controls the satellites and monitors their exact locations in the sky. Each satellite broadcasts a low-power signal that identifies the satellite and its position above the earth. Three of these satellites are spares, unused until needed. The rest virtually guarantee that at least four satellites are in view nearly anywhere on Earth at all times.



A minimum of three satellites are required to determine a 2D fix.

The system requires signal reception from three satellites in order to determine a position. This is called a 2D fix. It takes four satellites to determine both position and elevation (your height above sea level — also called altitude.) This is called a 3D fix.

Remember, the unit must have a clear view of the satellites in order to receive their signals. Unlike radio or television signals, GPS works at very high frequencies. These signals can be easily blocked by trees, buildings, an automobile roof, even your body.

Like most GPS receivers, iFINDER doesn't have a compass or any other navigation aid built inside. It relies solely on the signals from the satellites to calculate a position. Speed, direction of travel, and distance are all calculated from position information. Therefore, in order for iFINDER to determine direction of travel, you must be moving and the faster, the better. This is not to say that it won't work at walking or trolling speeds — it will. There will simply be more "wandering" of the data shown on the display.

GPS is plenty accurate for route navigation, but the U.S. Federal Aviation Administration has special needs for aircraft traffic control that go

beyond basic GPS. The FAA has a plan under way to boost GPS performance even further with its Wide Area Augmentation System, or WAAS. This GPS add-on will include a time control element that will help airliners fly closer together while avoiding collisions. In addition to carefully spacing airplanes along travel corridors, WAAS will eventually make instrument landings and takeoffs more accurate as it replaces existing aviation navigation systems.

Non-aviators can use WAAS signals to make their GPS navigation even more accurate. Your iFINDER receives both GPS and WAAS signals. However, WAAS has some limits you should know about.

First, the U.S. government has not completed construction of the WAAS system, so it is not yet fully operational. The ground stations are in place, but only a few of the needed WAAS satellites have been launched.

WAAS *can* boost the accuracy of land GPS navigation, but the system is designed for aircraft. The satellites are in a fixed orbit around the Equator, so they appear very low in the sky to someone on the ground in North America. Aircraft and vessels on open water can get consistently good WAAS reception, but terrain, foliage or even large man-made structures frequently block the WAAS signal from ground receivers.

You'll find that using your GPS receiver is both easy and amazingly accurate. It's easily the most accurate method of electronic navigation available to the general public today. Remember, however, that this receiver is only a tool. Always have another method of navigation available, such as a map or chart and a compass.

Also remember that this unit will always show navigation information in the shortest line from your present position to a waypoint, regardless of terrain! It only calculates position, it can't know what's between you and your destination, for example. It's up to you to safely navigate around obstacles, no matter how you're using this product.

How to Use this Manual: Typographical Conventions

Many instructions are listed as numbered steps. The keypad and arrow "keystrokes" appear as boldface type. So, if you're in a real hurry (or just need a reminder), you can skim the instructions and pick out what menu command to use by finding the boldface command text. The following paragraphs explain how to interpret the text formatting for those commands and other instructions:

Arrow Keys

The arrow keys control the movement of dotted cross-hair lines on your mapping screen called the cursor. The arrow keys also help you move around the iFINDER menus so you can execute different commands. They are represented by symbols like these, which denote the down arrow key, the up arrow, the left arrow and the right arrow: ↓ ↑ ← →.

Keyboard

The other keys perform a variety of functions. When the text refers to a key to press, the key is shown in bold, sans serif type. For example, the "Enter/Save" key is shown as **ENT** and the "Menu" key is shown as **MENU**.

Menu Commands

A menu command or a menu option will appear in small capital letters, in a bold sans serif type like this: **ADVANCED MODE**. These indicate that you are to select this command or option from a menu or take an action of some kind with the menu item. Text that you may need to enter or file names you need to select are shown in italic type, such as *trail name*.

Instructions = Menu Sequences

Most functions you perform with iFINDER are described as a sequence of key strokes and selecting menu commands. We've written them in a condensed manner for quick and easy reading.

For example, instructions for backtracking a trail in Easy Mode would look like this:

1. Press **MENU** | ↓ to **NAVIGATE TRAIL** | **ENT**.
2. Now, begin moving and follow your iFINDER.

Translated into complete English, step 1 means: "Press the Menu key. Next, press the down arrow key to scroll down the menu and select (highlight) the Navigate Trail menu command. Finally, press the Enter key."

Also note that throughout this text, we will refer to the iFINDER Go as iFINDER, or simply as the unit.

Notes

Section 2:
Installation & Accessories

Power

The iFINDER operates from two AA batteries or on 3 volts DC using an optional external power cable with a cigarette lighter adapter. If the power cable is used, the iFINDER automatically switches to it if the external power is greater than the battery voltage. If the external power fails, the unit automatically switches to the batteries.

Flash memory and an internal lithium battery will keep your stored data safe and accessible for the life of the product.

Batteries

The unit requires two 1.5-volt AA batteries. We recommend that you use alkaline batteries for the best trade-off between battery life and cost. We recommend DURACELL® brand, but other brands will work. If you're looking for an extended-life battery, the Duracell® ULTRA battery has performed well in our tests.

You can also use rechargeable AA alkaline batteries, such as those made by RAYOVAC®, or rechargeable AA nickel metal hydride (NiMH) batteries. We do not recommend nickel cadmium (NiCd) rechargeable batteries because you will get poor battery life from them.

Rechargeable alkaline batteries will not last as long as standard alkaline batteries. NiMH batteries are rechargeable, however, and should give you suitable battery life.

Do not mix different battery types. Mixing battery types may cause leakage. (For example, don’t use both alkaline and NiMH batteries at the same time, and don't use standard alkalines with rechargeable alkalines.)

Battery Installation

Turn the unit over so that the back is facing you. Use your thumb to press the latch on the battery compartment cover toward the bottom of the unit.

Release the latch to remove iFINDER battery cover.

When the latch clicks free, lift the battery compartment cover away from the unit. Install the batteries according to the decal in the battery compartment, which shows the correct polarity.

Replace the battery compartment cover. Align the two tabs in the bottom of the cover with two small sockets in the base of the unit. Then fold the cover into place and make sure the latch clicks closed.

Replace battery compartment cover.
Align tabs with slots, then snap cover in place.

Cigarette Lighter Power Adapter

To use external DC power: Plug the power cable's cigarette lighter adapter into a cigarette lighter receptacle. Next, slide the other connector over the power contacts on the bottom of the iFINDER case.

Attach external power cable to iFINDER.

R-A-M® Bracket Mounting System

A R-A-M® mounting bracket is available for your iFINDER. The mounting arm and cradle can swivel on a ball for easy viewing in any type of vehicle.

R-A-M mounting system.

Other Accessories

Other iFINDER accessories include a belt holster with a see-through cover, as well as other cable connections. If these accessories are not available from your dealer, see the accessory ordering information on the inside back cover of this manual.

See-through belt holster for the iFINDER Go.

Section 3:
Easy Mode Operation

This section addresses Easy Mode operation for iFINDER's main GPS functions. The principles are the same in both operating modes, so this discussion also serves as a good introduction to Advanced Mode work.

Before you turn on iFINDER and find where you are, it's a good idea to learn about the different keys, the three Page screens and how they all work together. BUT, if you just can't wait to get outside, grab the batteries and turn to the one-page ***Quick Reference*** on page 20.

Keypad

iFINDER keypad.

1. **PWR/LIGHT** (Power & Light) – The PWR key turns the unit on and off and activates the backlight. Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

2. **PAGES** – Pressing this key switches the unit between the three different page screens in Easy Mode. (Satellite, Navigation and Map.) Each page represents one of the unit's major operation modes.

3. **MENU** – Press this key to show the menus, which allow you to select or adjust a feature from a list.

4. **ARROW KEYS** – These keys are used to navigate through the menus, make menu selections, move the map cursor and enter data.

5. **ENT/SAVE** (Enter & Save) – This key allows you to save data, accept values or execute menu commands.

6. **EXIT** – The Exit key lets you return to the previous screen, clear data or erase a menu.

7. **FIND** – The Find key launches the iFINDER search menus.

8. **ZOUT** – (Zoom Out) – This key lets you zoom the screen out to see a larger geographic area on the map. Less detail is seen as you zoom out.

9. **ZIN** – (Zoom In) – This key lets you zoom the screen in to see greater detail in a smaller geographic area on the map.

Power/lights on and off

To turn on the unit, press **PWR**. To turn on the backlight, press **PWR** again. Pressing **PWR** once again will turn off the backlight. (Press **EXIT** to clear any message or alarm displays.)

Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

Main Menu

Easy Mode has a single Main Menu, which contains some function commands and some setup option commands. The tutorial lessons in this section will deal only with functions, the basic commands that make iFINDER do something. iFINDER will work fine for these lessons right out of the box with the factory default settings. But, if you want to learn about the various options, see *Sec. 5, System Setup and GPS Setup Options.*

Main Menu, Easy Mode.

The Main Menu commands and their functions are:
Go To Cursor command: navigates to the current cursor position on the map

Cancel Navigation command: turns off the navigation command after you have reached the end of a back trail or your destination waypoint, Point of Interest or map cursor location.

Screen command: changes the contrast or brightness of the display screen.

Sun/Moon command: finds the rising and setting time of the sun and the moon.

Units of Measure command: changes the speed or distance units. Also used to change the heading and time formats.

Set Local Time command: sets the time for your local time zone.

Advanced Mode command: used to switch from Easy Mode to Advanced Mode. Easy Mode shows only the most commonly used features to simplify the interface and simplify operation.

Software Info command: shows the product name and software version of the unit's operating system software, as well as copyright notices.

Pages

Easy Mode has three Page displays that represent the three major operating modes. They are the Satellite Status Page, the Navigation Page and the Map Page. They are accessed by pressing the **PAGES** key. Pressing **PAGES** repeatedly scrolls among the three screens in an endless circular loop.

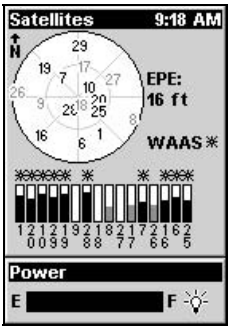
Satellite Status Page

This Page, shown in the following images, provides detailed information on the status of iFINDER's satellite lock-on and position acquisition. To get to the Satellite Status Page: press **PAGES** repeatedly until the page you want appears.

No matter what page you are on, a flashing current position indicator/question mark symbol and flashing GPS data displays indicate that satellite lock has been lost and there is no position confirmed. This page shows you the quality and accuracy of the current satellite lock-on and position calculation.

WARNING:

Do not begin navigating with this unit until the numbers have stopped flashing!



Satellite Page showing active satellites with varying degrees of signal strength.

This screen shows a graphical view of the satellites that are in view. Each satellite is shown on the circular chart relative to your position. The point in the center of the chart is directly overhead. The small inner ring represents 45° above the horizon and the large ring represents the horizon. North is at the top of the screen. You can use this to see which satellites are obstructed by obstacles in your immediate area if you hold the unit facing north.

The GPS receiver is tracking satellites that are in bold type. The receiver hasn't locked onto a satellite if the number is grayed out, therefore it isn't being used to solve the position.

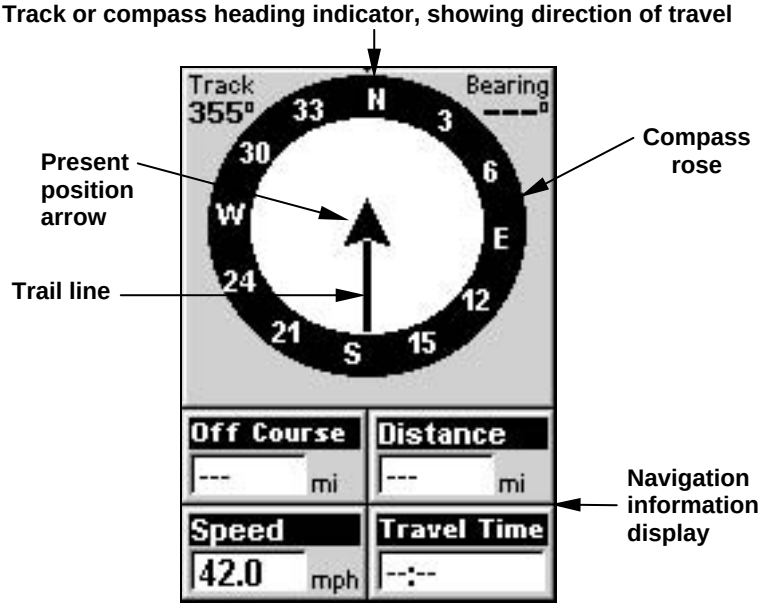
Beneath the circular graph are the bar graphs, one for each satellite in view. Since the unit has twelve channels, it can dedicate one channel per visible satellite. The taller the bar on the graph, the better the unit is receiving the signals from the satellite.

The "Estimated Position Error" (horizontal position error) shown in the upper right corner of the screen is the expected error from a benchmark location. In other words, if the EPE shows 50 feet, then the position shown by the unit is estimated to be within 50 feet of the actual location. This also gives you an indicator of the fix quality the unit currently has. The smaller the position error number, the better (and more accurate) the fix is. If the position error flashes dashes, then the unit hasn't locked onto the satellites, and the number shown isn't valid.

Navigation Page

This Page has a compass rose. It shows your direction of travel and the direction to a recalled waypoint. The navigation screen looks like the one in the following image when you're not navigating to a waypoint or other destination. No graphic course information is displayed. Your position is shown by an arrow in the center of the screen. Your trail his-

tory, or path you've taken, is depicted by the line extending from the arrow. The arrow pointing down at the top of the compass rose indicates the current track (direction of travel) you are taking.



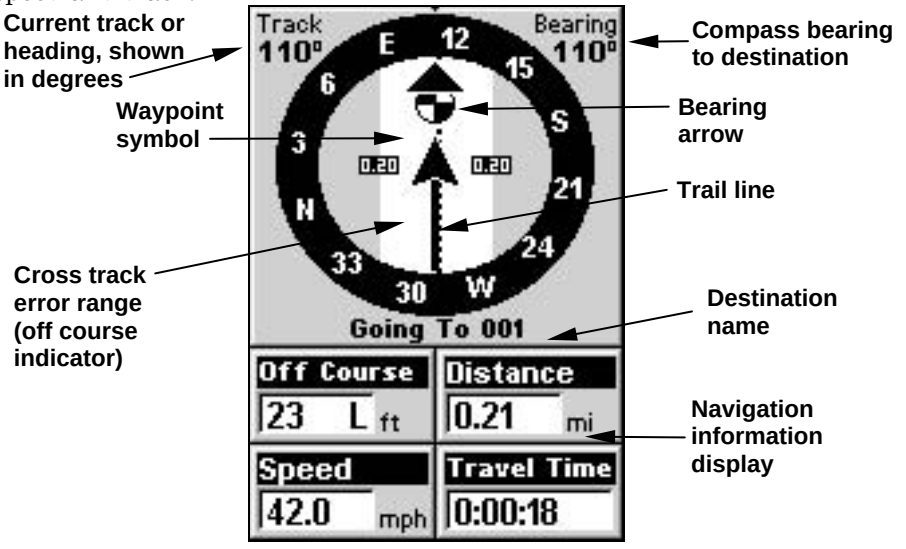
Navigation Page, recording a trail, traveling due north. Page looks like this when not navigating to a waypoint, or following a route or trail.

When navigating to a waypoint or following a route, the Navigation screen looks like the one shown in the following image. Your ground speed, track, distance and bearing to waypoint, and course are all shown digitally on this screen. Closing speed is also known as velocity made good. It's the speed that you're making towards the waypoint.

The current cross track error is shown in the Off Course line. This is the distance you are off-course to the side of the desired course line. The course line is an imaginary line drawn from your position when you started navigating to the destination waypoint. It's shown on the steering screen as a vertical dotted line.

Lines on either side of the present position show the current cross track error range. The default for the cross track error range is 0.20 mile. For example, if the present position symbol touches the right cross track error line, then you are .20 mile to the right of the desired course. You need to steer left to return to the desired course. You can use the **ZIN** or **ZOUT** keys to change the cross track error range. A circular symbol depicting your destination (waypoint) appears on the screen as you approach the waypoint as shown on the screen below.

Travel Time is the time that it will take to reach your destination at your present closing speed. Arrival Time is the local time that it will be when you arrive at the destination, based upon your present closing speed and track.



Navigation Page, backtracking a trail. Driver is headed due east (a 110° track) toward a waypoint 110° (bearing) away. The cross track error range (white corridor) is 0.20 miles either side of the course. The driver is headed toward waypoint 001, which is 0.21 miles away. The vehicle is very nearly on course (off course 23 feet). Traveling at a speed of 42 mph, the driver will arrive at the waypoint in 18 seconds.

Map Page

The map screens show your course and track from a "bird's-eye" view. By default, this unit shows the map with north always at the top of the screen. (This can be changed using options in Advanced Mode. See the topic *Map Orientation*, in Sec. 5.) If you're navigating to a waypoint, the map also shows your starting location, present position, course line and destination.

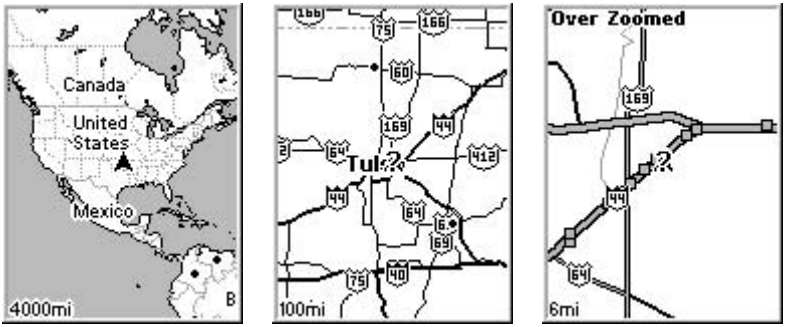
NOTE:

When our text says, "navigating to a waypoint," we really mean navigation to *any* selected item, whether it is a waypoint you made, a map feature or a map place such as a city or town.

Using the map is as simple as pressing the **PAGES** key. A screen similar to those in following images appears. The arrow flashing in the center of the screen is your present position. It points in the direction you're traveling. The solid line extending from the arrow is your plot trail, or path you've taken. (Remember, a flashing question mark on the arrow symbol or flashing text displays means iFINDER has not yet calculated a position.)

The map zoom range is the distance across the screen. This number shows in the lower left corner of the screen. In the first example below left, the range is 4,000 miles from the left edge of the map to the right edge of the map.

The Zoom In and Zoom Out keys zoom the map to enlarge or reduce its coverage area and the amount of mapping detail shown. There are 39 available map zoom ranges, from 0.02 miles to 4,000 miles.



Far left, Map Page opening screen. Center, zoomed to 100 miles and right, zoomed to 6 miles. Over Zoomed means you have reached the detail limits in an area covered only by the basic background map. Zooming in any closer will reveal no more map details.

The map data loaded in your iFINDER Go contains a low-detail world map and a medium detail USA map. The Go2 model contains the same maps plus high detail USA lake, river and coastal shoreline data.

The low-detail world map contains some large cities and most country political boundaries. The medium-detail U.S. map contains: all incorporated cities; shaded metropolitan areas; county boundaries; some major city streets; Interstate, U.S. and state highways; lakes and streams and more than 60,000 navigation aids and 10,000 wrecks and obstructions in U.S. coastal and Great Lakes waters. The map also contains exit services information for Interstate highways.

The iFINDER Go2 International contains a world reference map with basic worldwide coverage of country political boundaries, major inland lakes, rivers and coastal waters, plus key cities, and major and minor highways.

The following page contains an 11-step quick reference for Easy Mode operation. If you don't want to carry the manual with you as you practice with iFINDER, you might consider photocopying this quick reference page and tucking it into your pocket.

iFINDER Easy Mode Quick Reference

1. Install two AA batteries in the battery compartment on back of case.

2. To turn on iFINDER, press and release **PWR** key.

3. Opening screen displays map of North America at the 4,000 mile zoom range. Rotate through the three main Page screens (Map Page, Satellite Status Page, Navigation Page) by repeatedly pressing **PAGES** key. Switch Pages to display Satellite Status Page.

4. Wait while unit locates satellites and calculates current position. Process is visible on Satellite page. This takes an average of 1 minute or less under clear sky conditions (unobstructed by terrain or structures). When the unit acquires position, a position acquired message appears.

5. With position acquired, press **PAGES** key to display Map Page, which shows a bird's eye view of the earth. You can move around the map by:

> **Zoom in** closer to see greater detail: press **ZIN** (zoom in key.)
> **Zoom out** to see more area, less detail: press **ZOUT** (zoom out key.)
> **Scroll** map north, south, east or west using arrow keys ↑ ↓ → ←.

To stop scrolling and return to current position on map, press **EXIT** key.

6. Set Home waypoint at your current position so you can navigate back here: press **ENT** | **ENT**.

7. Zoom/scroll map to find a nearby object or location. Use arrow keys to center cursor cross-hair over the map object or location.

8. To navigate to the selected location: press **MENU** | **ENT** | **EXIT**. Follow steering arrow on Map Page or compass bearing arrow on Navigation Page.

9. At destination, Arrival Alarm goes off; to clear it, press **EXIT**. Cancel navigation: press **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**.

10. Navigate back home by Go To Home or Navigate Trail. ***Go Home***: press **FIND** | **ENT**; follow navigation arrows. ***Trail:*** press **MENU** | ↓ to **NAVIGATE TRAIL** | **ENT**. Wait while route is calculated, then follow arrows.

11. Back home, Arrival Alarm goes off; press **EXIT**. Cancel navigation: press **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**.

Find Your Current Position

Finding your current position is as simple as turning iFINDER on. Under clear sky conditions, the unit automatically searches for satellites and calculates its position in approximately one minute or less.

NOTE:

"Clear sky" means open sky, unobstructed by terrain, dense foliage or structures. Clouds do not restrict GPS signal reception.

If for some reason satellite acquisition takes longer, you may be inside a structure or vehicle or in terrain that is blocking signal reception. To correct this, be sure you are positioned so that the unit has as clear a view of the sky as possible, then turn the unit off and back on again.

Moving Around the Map: Zoom & Cursor Arrow Keys

The map is presented from a bird's eye view perspective. The current zoom range shows in the lower left corner of the screen.

1. Press the **ZIN** key (zoom in) to move in closer and see greater detail in a smaller geographic area.

2. Press the **ZOUT** key (zoom out) to move farther away and see less map detail, but a larger geographic area.

When you are walking or riding in a vehicle, the map will automatically move as you move. This keeps your current location roughly centered on the screen.

You can manually pan or scroll the map northward, southward, eastward or westward by using the arrow keys, which launches the crosshair map cursor. This allows you to look at map places other than your current position. To clear the cursor, press **EXIT**, which jumps the map back to the current position or the last known position.

Tip:

Use the cursor to determine the distance from your current position (or last known position, when working indoors) to any map object or location. Simply use the arrow keys to position the cursor over the object or place. The distance, measured in a straight line, appears in the data box at the bottom of the map. Press **EXIT** to clear the cursor.

Selecting Any Map Item with the Cursor

1. Use the zoom keys and the arrow keys to move around the map and find the item you wish to select.

2. Use the arrow keys and center the cursor cross-hair on the desired object. On most items, a pop-up box will give the name of the selected item.

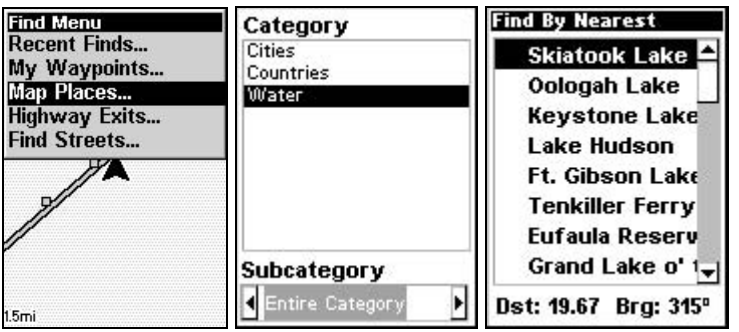
You will also notice a black ring surrounds the item as it becomes selected. Once that happens, if you press **FIND** the Find Menu will pop up with an extra option at the top of the list: **SELECTED ITEM**. Press **ENT** to see the Waypoint Information screen for the selected item.

Searching

Now that you've seen how iFINDER can find where *you* are, let's search for something somewhere else. Searching is one of the most powerful features in the Lowrance GPS product line.

In this example, we'll look for the *body of water*. For more information on different types of searches, refer to *Sec. 4, Advanced Mode Operation*.

After iFINDER has acquired a position:
1. Press **FIND** | ↓ to **MAP PLACES** | **ENT** | ↓ to **WATER** | **ENT**.

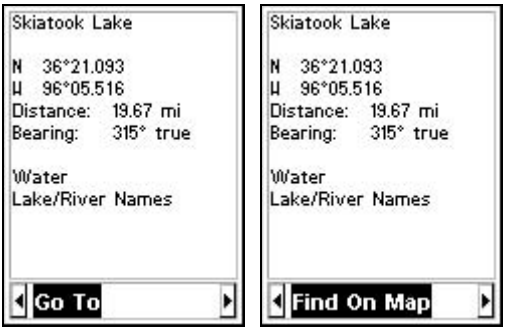


Find Map Places Menu, left, category menu with water selected, center, and Find By Nearest menu, right.

2. A window will pop up giving you the option of choosing a body of water by *name* or viewing a list of the locations *nearest* you. For this example, we'll search by nearest, so press **ENT**. A list appears, with the closest body of water at the top of the list, and the farthest at the bottom of the list. The nearest is highlighted.

3. If you wish, you could scroll ↑ or ↓ here to select another location, but for now we will just accept the nearest one. Press **ENT**.

4. The Map Place's Waypoint Information screen appears. If you wanted to navigate there, you could press Enter, since the Go To command is highlighted. But we just want to see it on the map, so press → to **FIND ON MAP** | **ENT**.



Waypoint Information screen with the lake nearest our position, Skiatook Lake. Screen shows name, map category, latitude/longitude, distance to the location and its compass bearing. Figure at left shows Go To command; right figure shows Find On Map command.

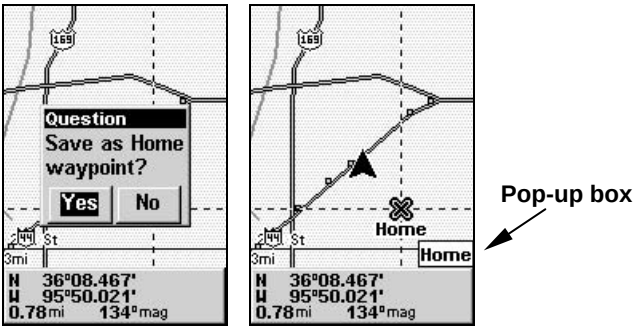
5. iFINDER's map appears, with the cross-hair cursor highlighting the lake's waypoint symbol. A pop-up name box identifies the map place. A data box at the bottom of the screen continues to display the location's latitude and longitude, distance and bearing.

Map screen showing Finding Waypoint, the result of a Water search.

6. To clear the search and return to the last page displayed, press **EXIT | EXIT | EXIT**. (Before you completely exited out of the Search menus, you could have gone looking for another place.)

Set Home Waypoint

A waypoint is simply an electronic "address," based on the latitude and longitude of a position on the earth. Easy Mode allows you to save two waypoints (Home and Man Overboard). To save a Home Waypoint: 1. Press and release **ENT**. 2. The **SAVE AS HOME WAYPOINT?** menu appears, with **YES** highlighted. To accept yes, press **ENT**. The waypoint appears on the map as an X, named "Home."



Save Home Waypoint menu, left. At right, Home waypoint, with X symbol and name. When selected by the cursor, the pop-up box appears.

The example shows waypoint set at the cursor location. If cursor was not active, the point would be placed at the current position.

Caution:

Saving a new "Home" waypoint will overwrite and erase the previous "Home" waypoint.

Navigate Back Home

This command will automatically take you back to the "Home" waypoint you created.

1. Press **FIND**|**ENT**; then follow navigation arrows on the Map Page or the compass rose on the Navigation Page.

To cancel navigation, press **MENU**|↓ to **CANCEL NAVIGATION**|**ENT**|← to **YES**|**ENT**. iFINDER stops showing navigation information.

Set Man Overboard (MOB) Waypoint

One of boating's most terrifying events is having a friend or family member fall overboard. This situation can be deadly on any body of water — fresh or salt. It's particularly dangerous at night or if you're out of sight of land. Of course, the first thing to do is remain calm and try all standard safety measures to try and rescue the person.

This unit has a man overboard feature that shows navigation data to the location where the feature was activated. To activate it, press the **ZOUT** and **ZIN** keys at the same time. Your position at the time these keys are pressed is used as the man overboard position.

Caution:

Saving a new "Man Overboard" waypoint will overwrite and erase the previous "Man Overboard" waypoint.

Navigate Back to MOB Waypoint
Find your way back to the accident position with the Navigation Page or Map Page. When MOB is activated, the Navigation Page automatically shows the compass rose with its bearing arrow pointing toward the man overboard position, and the destination name says "Going To Man Overboard." The Map Page displays a Man Overboard waypoint, represented by a human figure, and the steering arrow points where to steer to reach that position.

The man overboard position is also stored in the waypoint table for future reference. It can be edited the same as any other waypoint in Advanced Mode. This prevents the inadvertent loss of the current Man Overboard position.

Tip:

You don't need to have an emergency to use the MOB waypoint. It is the only way you can set an additional waypoint other than "Home" in Easy Mode. When you set the MOB point, just cancel navigation and then use MOB like a regular waypoint. (Remember, you can set 1,000 waypoints in Advanced Mode.)

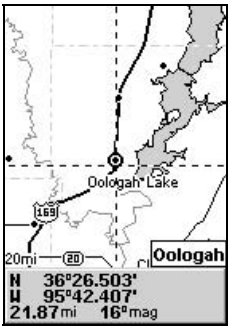
To cancel navigation to MOB, press **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**. iFINDER stops showing navigation information.

Navigate to Cursor Position on Map

The **Go To Cursor** command navigates to the current cursor position on the map. It's a quick and handy way to navigate to anything you can see on the map display.

1. Use the cursor (controlled by the arrow keys) with the zoom in and zoom out keys to maneuver around the map until you find a location you want to go to.

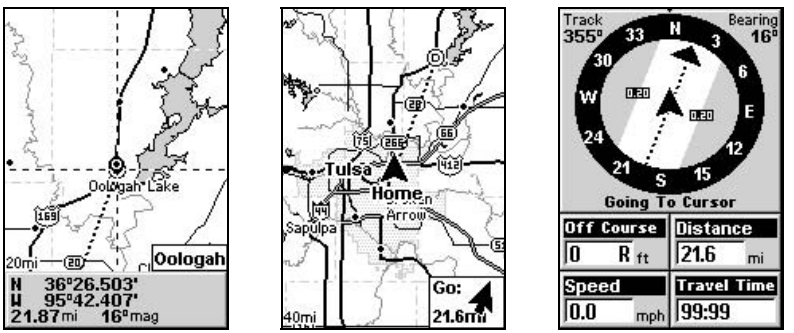
2. Center the cursor over the location to select it. See the example below. (Many map items such as waypoints, Points of Interest, towns, etc. can be "selected," and appear "highlighted" with a pop-up box. Other features, such as a river or a street intersection will not appear "highlighted," but the cursor will take you to those locations just the same.)



Navigate to cursor. In this example, the cursor has selected the town of Oologah, Oklahoma.

3. Press **MENU**|**ENT** and iFINDER will begin navigating to the cursor location.

The Map Page will display a dotted line from your current position to the cursor position. The Navigation Page displays a compass rose showing navigation information to your destination. See the following examples.



The 15-mile zoom figure at left clearly shows the dotted course line connecting your current position to your destination. The 60-mile zoom, center, shows both current position and destination on screen. The Navigation Page, right, will also show navigation information.

To stop navigating to the cursor, use the Cancel Navigation command: press **MENU**|↓ to **CANCEL NAVIGATION**|**ENT**|← to **YES**|**ENT**. iFINDER stops showing navigation information.

Navigate to a Map Place

For Map Places that are in view on the map, you can easily use the Navigate to Cursor command above; just use the cursor to select the Map Place's icon.

Another method involves searching for Map Places with the Find Map Places command, launched with the **FIND** key. (See the searching example earlier in this section, or turn to Sec. 4*, Advanced Mode Operation*, for detailed instructions on other search methods.)

After you have looked up an item with the Find Map Places command, use the ← to make sure the **GO TO** command is highlighted at the bottom of the screen, then press **ENT**. iFINDER begins showing navigation information to the item.

To cancel navigation, press **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**. iFINDER stops showing navigation information.

Creating and Saving a Trail

A trail, or plot trail, is a history of the path you have taken. On the screen, trails are represented by a solid line extending from the back of the current position arrow.

By default, the trail flashes once a second, making it easier to see against the background map. With the default auto setting, iFINDER creates a trail by placing a dot (trail point) on the screen every time you change directions. (The method used for creating a trail and the trail update rate can both be adjusted in Advanced Mode. See Sec. 5 for *Trail Options*.)

In Easy Mode, this unit automatically creates a plot trail when turned on, and this trail is automatically saved in memory when the unit is turned off. iFINDER continues recording the *same* trail until you "clear the trail," which *erases* the old trail and starts creation of a new trail.

NOTE:

iFINDER can record up to 9,999 points per trail, which can be adjusted in Advanced Mode. The default setting is a maximum of 2,000 points. When trail length exceeds the maximum setting, the unit begins recording the trail over itself.

In Advanced Mode, you can save and recall up to 10 different plot trails.

Caution:

You also have the option of turning off trail recording in Advanced Mode. If the option is left turned off, it will cancel the automatic trail creation feature in Easy Mode.

Displaying a Saved Trail

The trail is automatically displayed in Easy Mode by default. Trail display can be selectively turned off and on only in Advanced Mode.

Navigating or Backtracking a Trail

There are two methods for following your back trail. The simplest requires no menu commands at all, but provides no navigation information during the trip, such as the time to your destination. The other requires only three key strokes and provides a full range of navigation data. Try both methods and see which you prefer. When hiking at walking speed, we often just use visual back trailing because it is better at following each little turn on a foot path. At faster speeds, such as the highway or on the water, the Navigate Trail command is handy.

Visual Back Trailing

1. On the Map Page, zoom (**ZIN** or **ZOUT**) so your flashing trail is visible.

2. Begin moving and watch the Map Page (or Navigation Page, if you prefer). Simply walk or steer so that your current position arrow traces along the trail you have just made.

Navigate a Back Trail

1. Press **MENU** | ↓ to **NAVIGATE TRAIL** | **ENT**.

2. Now, begin moving and follow your iFINDER.

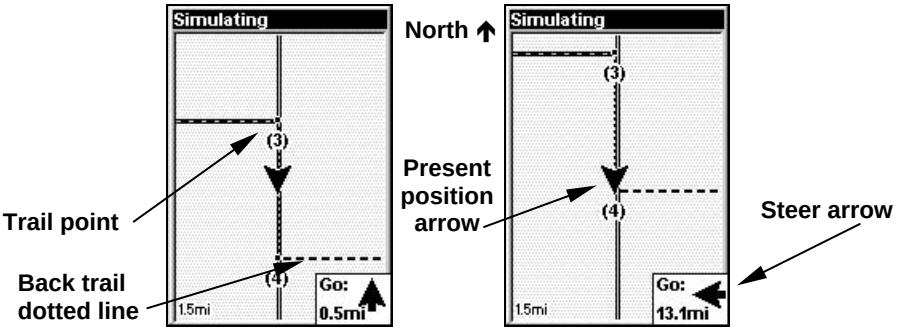
NOTE:

If you are already located at or near the beginning of your back trail, the arrival alarm will go off as soon as you hit Enter. Just press **EXIT** to clear the alarm and proceed.

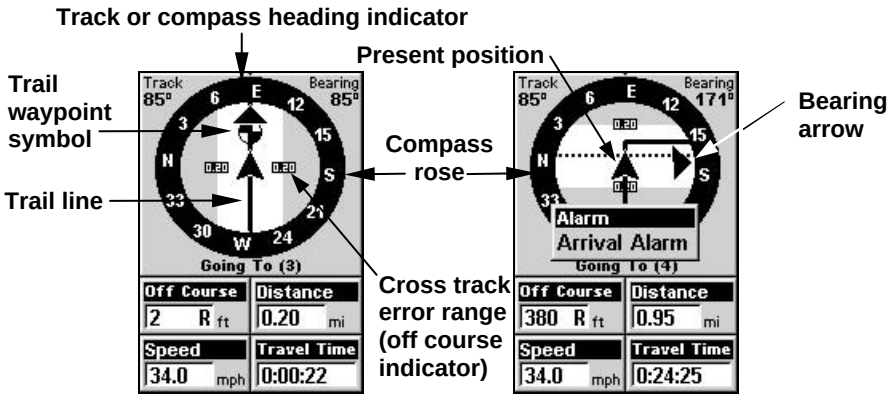
On the map, your original trail is visible as a flashing solid line, along with a roughly parallel dotted line indicating the back trail to follow. The map contains a steer arrow in the lower right corner. This arrow shows you where to steer to reach the next waypoint on your back trail.

The Navigation Page will also show the trail line and a bearing arrow, which points to the next waypoint on the trail.

As you travel, the arrival alarm will go off when you near a trail waypoint, and the steer arrow (on the map) and bearing arrow (on the compass rose) will swing around and point to the next trail waypoint. Press **EXIT** to clear the alarm.



Navigate trail, map views: at left driver is southbound heading straight toward trail point 4; steer arrow says steer straight. At right, southbound driver has reached point 4 and must turn east to follow trail. Steer arrow swings around to say turn left (east), toward the next trail waypoint (arrival alarm message turned off for clarity.)



Navigate trail, navigation page (compass rose) views: at left, driver is eastbound heading straight toward trail point 3; bearing arrow shows the trail point is due east (straight ahead.) At right, driver has reached trail point 3 and must turn south to follow the trail. Arrival alarm goes off and bearing arrow swings around to say turn right (south), toward the next waypoint, trail point 4. iFINDER now shows navigation information to point 4, which is 0.95 miles away.

3. When you reach your destination, be sure to cancel your navigation: press **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT**. iFINDER asks if you're sure; press ← | **ENT**.

Clearing or Erasing a Trail

You can erase the current trail and automatically begin recording a new one by using the Clear Trail command.

WARNING:

Clearing a trail will erase the trail from iFINDER's memory. You will not be able to backtrack to that trail head if the trail is erased. If you need to preserve the trail, switch to Advanced Mode and use the instructions in Sec. 4 for *Creating and Saving a Trail*.

1. Press **MENU** | ↓ to **CLEAR TRAIL** | **ENT**. iFINDER asks if you're sure; press ← | **ENT**. 2. Return to the page by pressing **EXIT**.

Switch to Advanced Mode

To leave Easy Mode and switch to Advanced Mode:

1. Press **MENU** | ↓ to **ADVANCED MODE** | **ENT**.

2. Unit asks "Are you sure you want to enter Advanced Mode?" 3. press ← | **ENT** and the unit switches to Advanced Mode.

Switch Back to Easy Mode from Advanced Mode

To leave Advanced Mode and switch back to Easy Mode:

1. Press **MENU** | **MENU** | ↓ to **EASY MODE** | **ENT**.

2. Unit asks "Are you sure you want to turn on Easy Mode?"

press ← | **ENT** and the unit switches to Easy Mode.

Section 4:
Advanced Mode Operation

Keypad

iFINDER keypad.

1. **PWR/LIGHT** (Power & Light) – The PWR key turns the unit on and off and activates the backlight. Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

2. **PAGES** – Pressing this key switches the unit between the three different page screens in Easy Mode. (Satellite, Navigation and Map.) Each page represents one of the unit's major operation modes.

3. **MENU** – Press this key to show the menus, which allow you to select or adjust a feature from a list.

4. **ARROW KEYS** – These keys are used to navigate through the menus, make menu selections, move the map cursor and enter data.

5. **ENT/SAVE** (Enter & Save) – This key allows you to save data, accept values or execute menu commands.

6. **EXIT** – The Exit key lets you return to the previous screen, clear data or erase a menu.

7. **FIND** – The Find key launches the iFINDER search menus.

8. **ZOUT** – (Zoom Out) – This key lets you zoom the screen out to see a larger geographic are on the map. Less detail is seen as you zoom out.

9. **ZIN** – (Zoom In) – This key lets you zoom the screen in to see greater detail in a smaller geographic area on the map.

Power/lights on and off

To turn on the unit, press **PWR**. To turn on the backlight, press **PWR** again. Pressing **PWR** once again will turn off the backlight. (Press **EXIT** to clear any message or alarm displays.)

Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

Main Menu

Advanced Mode has a single Main Menu, which contains some function commands and some setup option commands. The instructions in this section will deal only with functions, the basic commands that make iFINDER do something. iFINDER will work fine for these instructions right out of the box with the factory default settings. But, if you want to learn about the various options, see *Sec. 5, System Setup and GPS Setup Options*.

1. To get to the main menu from any page: press **MENU**|**MENU**. To clear the menu screen and return to the page display, press **EXIT**.

Main Menu, Advanced Mode.

Pages

Advanced Mode has four Page displays that represent the four major operating modes. They are the Satellite Status Page, the Position Page, the Navigation Page and the Map Page. They are accessed by pressing the **PAGES** key. Pressing **PAGES** repeatedly scrolls between the four screens in an endless circular loop.

Each Page has a submenu screen associated with it. You access a Page Submenu by pressing the **MENU** key one time while the page is displayed. (Pressing the Menu key twice takes you to the Main Menu.)

Satellite Status Page

This page provides detailed information on the status of iFINDER's satellite lock-on and position acquisition. No matter what page you are

on, a flashing current position indicator/question mark symbol and flashing GPS data displays indicate that satellite lock has been lost and there is no position confirmed. This page shows you the quality and accuracy of the current satellite lock-on and position calculation.

WARNING:

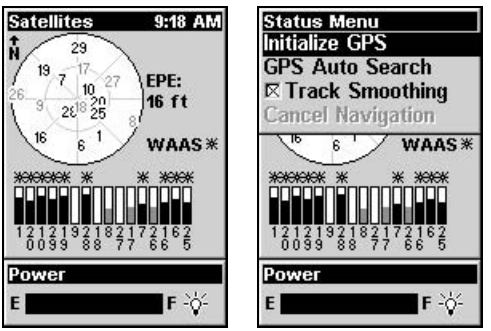
Do not begin navigating with this unit until the numbers have stopped flashing!

NOTE:

Refer to Sec. 2, *Easy Mode Operation*, for further explanation and more illustrations of the Satellite Page.

1. To get to the Satellite Status Page: press **PAGE** repeatedly until the page you want appears.

2. To get to Satellite Status Menu: press **MENU**.



Satellite Status Page, left, Satellite Status Menu, right.

Status Menu

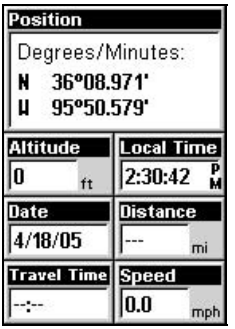
The Satellite Status Menu allows you to set your own GPS options such as power saving, track smoothing, and whether you want the GPS engine to stop searching (a power-saving function for use indoors).

Position Page

This page provides detailed information on the position of iFINDER's cursor. From this page you can determine your latitude, longitude, altitude, travel time, speed, and other useful information about your position and trip.

1. To get to Position Page: press **PAGE** repeatedly until the page you want appears.

2. To get to Position Page Sub Menu: press **MENU**.



Position Page, left, Position Menu, right.

Position Menu

The Position Menu allows you to set your own coordinate system, change your map datum or even set your local time.

Navigation Page

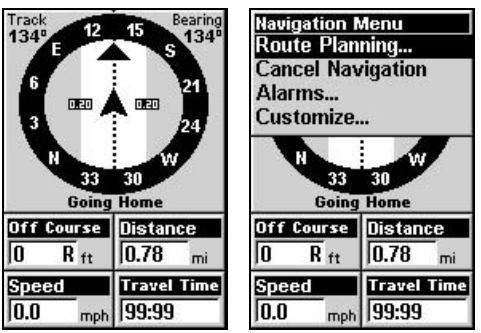
This screen has a compass rose that not only shows your direction of travel, but also the direction to a recalled waypoint. The navigation screen looks like the one below when you're navigating to a waypoint. Your position is shown by an arrow in the center of the screen. Your trail history, or path you've taken is depicted by the line extending from the arrow. The large arrow pointing down at the top of the compass rose indicates the current track (direction of travel) you are taking.

NOTE:

Refer to Sec. 3, *Easy Mode Operation*, for further explanation and more illustrations of the Navigation Page.

1. To get to Navigation Page: press **PAGE** repeatedly until the page you want appears.

2. To get to Navigation Page Sub Menu: press **MENU**.



Navigation Page, left, Navigation Menu, right.

Navigation Menu
The Navigation Menu allows you to cancel navigation, set up alarms, and plan or edit your route.

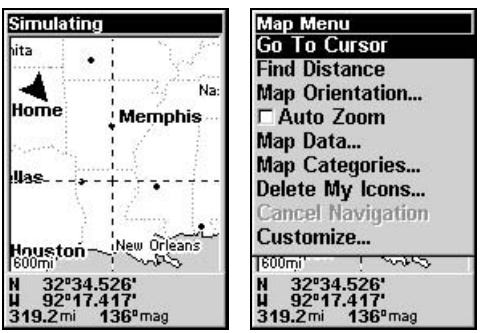
Map Page
The map screens show your course and track from a "bird's-eye" view. By default, this unit shows the map with north always at the top of the screen. (This can be changed. See the topic *Map Orientation*, in Sec. 5.) If you're navigating to a waypoint, the map shows your starting location, present position, course line and destination. You don't have to navigate to a waypoint, however, to use the map.

The Zoom In and Zoom Out keys zoom the map to enlarge or reduce its coverage area and the amount of mapping detail shown. There are 39 available map zoom ranges, from 0.02 miles to 4,000 miles.

NOTE:
Refer to Sec. 3, *Easy Mode Operation*, for further explanation and more illustrations of the Map Page.

1. To get to Map Page: Map page is the default when iFINDER is turned on. To switch from another page to the Map Page, press **PAGE** repeatedly until the page you want appears.

2. To get to Map Page Menu: press **MENU**.



Map Page, left, Map Menu, right.

Map Menu
The map menu has many options. The map menu allows you to find distances, change the orientation of your map, view map data, and other helpful map functions.

Moving Around the Map: Zoom & Cursor Arrow Keys

The map is presented from a bird's-eye view perspective. The current zoom range shows in the lower left corner of the screen. If the zoom range says "4 mi," the map shows an area 4 miles wide from the left edge of the screen to the right edge of the screen.

1. Press the **ZIN** key (zoom in) to move in closer and see greater detail in a smaller geographic area.

2. Press the **ZOUT** key (zoom out) to move farther away and see less map detail, but a larger geographic area.

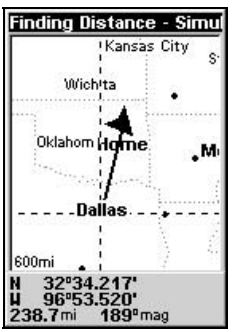
You can pan or scroll the map northward, southward, eastward or westward by using the arrow keys, which launches the cross-hair map cursor. To clear the cursor, press **EXIT**, which jumps the map back to the current position or the last known position.

Find Distance From Current Position To Another Location

1. While on the Map page press: **MENU** | ↓ to **FIND DISTANCE** | **ENT**.

2. Center your cursor over the position you want to find the distance to. A rubber band line appears, connecting your current position to the cursor's location. The distance along that line will appear in the lower left-hand corner of the screen.

3. Press **EXIT** to return to regular operation.



The distance to Dallas from the starting point is 238.7 miles.

Find Distance From Point to Point

You can also measure distance between two other points on the map.

1. While on the Map page press: **MENU** | ↓ to **FIND DISTANCE** | **ENT**.

2. Center your cursor over the first position. (A rubber band line appears, connecting your *current* position to the cursor's location.) Press **ENT** to set the first point, and the rubber band line disappears.

3. Move the cursor to the second position. The rubber band line reappears, connecting the first point you set to the cursor. The distance along that line will appear in the lower left-hand corner of the screen.

4. Press **EXIT** to clear the command and return to the page screen.

Find Your Current Position

Finding your current position is as simple as turning iFINDER on. Under clear sky conditions, the unit automatically searches for satellites and calculates its position in approximately one minute or less.

NOTE:

"Clear sky" means open sky, unobstructed by terrain, dense foliage or structures. Clouds do not restrict GPS signal reception.

If for some reason satellite acquisition takes longer, you may be inside a structure or vehicle or in terrain that is blocking signal reception. To correct this, be sure you are positioned so that the unit has as clear a view of the sky as possible, then turn the unit off and back on again.

If you have the cursor activated, any information the unit gives you will be based on the cursor position, not your own. If you want to find where you are, just press **EXIT** until the cursor goes away and the map snaps back to center on your position.

Icons

Icons are graphic symbols used to mark some location, personal point of interest or event. They can be placed on the map screen, saved and recalled later for navigation purposes. These are sometimes referred to as event marker icons. iFINDER has 42 different symbols you can pick from when creating an icon.

Icons are similar to waypoints, but they do not store as much information (like names) as waypoints do. You can't use a menu to navigate to icons as you can with waypoints.(But, you *can* use the map cursor and navigate to any icon on the map.)

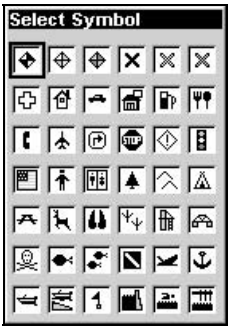
You can create an icon at the cursor position on the map, or at your current position while you are navigating.

Create Icon on Map

1. Use the arrow keys to move the cursor to the place where you want to make an icon.

2. Press and *hold* **ENT** until the screen shows a "Save Icon" menu, then *release* the **ENT** key.

3. Press ← or ↑ or → or ↓ to select your icon symbol, then press **ENT**. The icon appears on the map.



Select Icon symbol menu.

Create Icon at Current Position

1. While you are traveling, press and *hold* **ENT** until the screen shows a "Save Icon" menu, then *release* the **ENT** key.

3. Press ← or ↑ or → or ↓ to select your icon symbol, then press **ENT**. The icon appears on the map.

Delete an Icon

To delete an icon, you must be in Advanced Mode. You can delete all the icons at one time, you can delete all icons represented by a particular symbol, or you can use the cursor to delete a selected icon from the map.

1. Press **MENU** | ↓ to **DELETE MY ICONS** | **ENT**.

2. Press ↓ to **DELETE ALL ICONS**, **DELETE BY SYMBOL**, or **DELETE FROM MAP** and press **ENT**.

Delete icons menu.

Navigate

Navigation is one of the most powerful reasons for owning an iFINDER. With the navigation options available you can get accurate information about where you want to go, how to get there, how long it will take, and other useful trip information.

Navigate Back Home

You can navigate to the "Home" waypoint created in Easy Mode, but you must use Advanced Mode's procedure for navigating to a waypoint. See the entry later in this section on *Navigate to a Waypoint*.

Navigate Back to Man Overboard Waypoint

This unit has a man overboard feature that shows navigation data to the location where the feature was activated. To activate it, press the **ZOUT** and **ZIN** keys at the same time. Your position at the time these keys are pressed is used as the man overboard position. The unit automatically begins navigating to the MOB waypoint. For further details, see this subject in Sec. 3, *Easy Mode Operation*.

Cancel Navigation

In Easy Mode:

Press **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**.

In Advanced Mode

Press **MENU** | **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**.

Navigate a Route

1. From the **NAVIGATION PAGE**, press **MENU** | **ENT** or from the **MAP PAGE**, press **MENU** | **MENU** | ↓ to **ROUTE PLANNING** | **ENT**.

2. Press ↓ to select *route name* | **ENT** | **ENT**.

3. Upon arrival at your destination, cancel navigation:
press **MENU** | **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**.

Navigate to Cursor Position on Map

1. Use arrow keys to center cursor cross-hair over the map object or location.

2. To navigate to the selected location: press **MENU** | **ENT** | **EXIT**. Follow steering arrow on Map Page or compass bearing arrow on Navigation Page.

Navigate to an Icon

Use the Navigate to Cursor command above, and use the cursor to select the icon.

Navigate to Map Place

For Map Places that are in view on the map, you can easily use the Navigate to Cursor command above; just use the cursor to select the Map Place's icon. The other method involves searching for Map Places with the Find command. (See the information on *Searching* later in this section for detailed instructions on Map Places searches.)

Whenever you locate a Map Place, the Waypoint Information screen appears (with name, position, etc.) and the **GO TO** command is automatically highlighted in the command box. To navigate to that Map Place, press **ENT** and iFINDER begins displaying navigation information to that location.

Navigate to a Waypoint

You can select any waypoint visible on the Map Page with the cursor, then use the Navigate to Cursor command. However, you can avoid scrolling the map to pick your waypoint if you use the Find commands:

1. Press **FIND** | **ENT**. To look up the nearest waypoint, press **ENT**, or to look by name (and scroll through the entire waypoint list), press ↓ | **ENT**. For this example, look by name.

2. If your waypoint list is a long one, you can spell out the waypoint name in the **FIND BY NAME** box to search for it. (Press ↑ or ↓ to change the first character, then press → to move the cursor to the next character and repeat until the name is correct, then press **ENT** to jump to the list below.)

3. If the list is short, you can jump directly to the **FIND IN LIST** box by pressing **ENT**. Use ↑ or ↓ to select the waypoint name, press **ENT** and the waypoint information screen appears with the **GO TO** command selected.

4. To begin navigating to the waypoint, press **ENT**.

Navigate a Trail

1. Press **MENU** | **MENU** | ↓ to **MY TRAILS** | **ENT** and a screen similar to the one below appears.

Trails Menu, Advanced Mode.

2. Press ↓ then use ↓ or ↑ to select a trail to navigate.

3. With the trail name highlighted, press **ENT** | ↓ to **NAVIGATE** | **ENT**.

4. Wait while iFINDER creates a route from the trail. When the progress message disappears, the unit displays a trail information screen, with the **NAVIGATE** command highlighted in the top command box.

Tip: Back Track a Trail

Simply running the Navigate command will lead you along the trail from its starting point to its ending point — forward order. You can also *back track* a trail, or follow it in *reverse* order (from its ending point to its starting point). In Easy Mode, this is done automatically with the most recently created active trail. In Advanced Mode you must first select the Reverse command to reverse the trail point order before you start navigating: press → to **REVERSE** | **ENT** | ← to **NAVIGATE**.

5. To follow the trail, press **ENT**. The unit begins showing navigation data along the trail. Follow the steering arrow on the Map Page or the compass bearing arrow on the Navigation Page.

NOTE:

If you are at or near the start of the trail, the arrival alarm will go off as soon as navigation begins because of your proximity to the trail's first point. Just press **EXIT** to clear the alarm.

6. Upon arrival at your destination, cancel navigation:
press **MENU** | **MENU** | ↓ to **CANCEL NAVIGATION** | **ENT** | ← to **YES** | **ENT**.

Backtrack a Trail

See the "tip" paragraph in the previous entry, *Navigate a Trail*.

Routes

A route is a series of waypoints, linked together in an ordered sequence, that's used to mark a course of travel. You can visualize a route as a string of beads: The beads represent waypoints and the string represents the course of travel connecting waypoint to waypoint.

The course from one waypoint to the next is a leg; routes are composed of one or more legs. The legs of all GPS routes are based on straight lines between waypoints.

A route provides the automatic capability to navigate through several waypoints without having to reprogram the unit after arriving at each waypoint. Once programmed into the GPS unit, a route provides the option of navigating forward through the route waypoints or in reverse order (you can even begin navigating in the middle of a route!).

Create and Save a Route

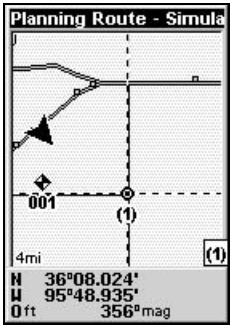
In iFINDER, routes can be created, edited and navigated only in Advanced Mode. You can create a route by selecting existing waypoints from the waypoint list or you can set a series of route waypoints on the map with cursor arrows and the Enter key. In this example, we'll create a route from the map.

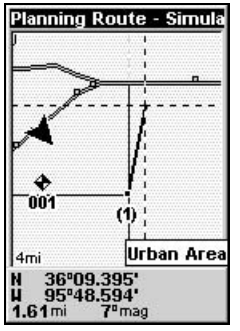
1. From the **NAVIGATION PAGE**, press **MENU**|**ENT** or from the **MAP PAGE**, press **MENU**|**MENU**|↓ to **ROUTE PLANNING**|**ENT**.

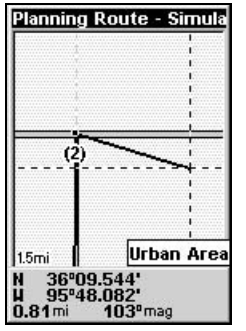
2. Press **ENT**|↓ to **(ROUTE END)**|**ENT**|↓ to **ADD FROM MAP**|**ENT**. The Map Page appears with the cursor showing.

3. Use the Zoom keys and arrow keys to move the map and cursor until the cursor is centered on the spot where you want your route to begin. (If you are starting at your current position or the current cursor position, you are already at the starting spot.)

4. Set the first route waypoint: press **ENT**. In this example we moved to the intersection of 11th Street and 145th E. Ave. to start our route to a public hunting area next to a river.

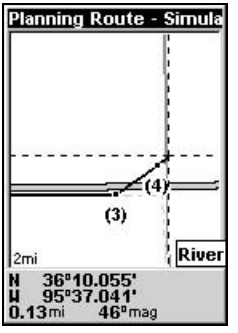
1. 

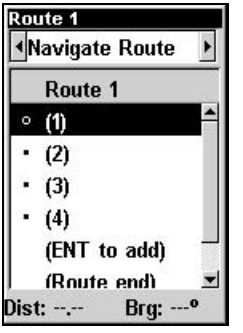
2. 

3. 

Route creation sequence, from left: Fig. 1. Set route waypoint (1) at 11th St. & 145th Ave. Fig. 2 and 3. Zoom in; move cursor north to set point (2) at intersection with interstate I-44. In figures 2 and 3, notice the rubber band line extending from the previously set waypoint to the cursor. This line will become the course for the route.

4. 

5. 

6. 

Route creation sequence, continued: Fig. 4. Point (2) set at on-ramp, zoom out and use the → to move east toward end of route. Fig. 5. Zoom in to set waypoint (3) at highway exit to frontage road leading to river. Waypoint (4) ends the route at a tree stand in the hunting area. Fig. 6. Press EXIT to save the route and you return to this screen.

5. Move the cursor to the next point in the route, a spot where you need to turn or change direction, and press **ENT** to set the next waypoint.

6. Repeat step five until the route reaches your destination.

7. To save your route, press **EXIT**. iFINDER reverts to the Route screen, with the route automatically named "Route 1" and stored in iFINDER's internal memory.

8. You can edit the name if you wish. Press ↑ to select the screen's command box, then press → to **EDIT NAME** | **ENT**. Press ↑ or ↓ to change the first character, then press → to move the cursor to the next character and repeat until the name is correct, then press **ENT**.

9. You can execute other route commands, such as **NAVIGATE**. With the command box active, just press → to highlight a different command, then press **ENT**.

10. If you are finished with the route for now, you can return to the last page displayed by pressing **EXIT** | **EXIT** | **EXIT**.

Delete a Route

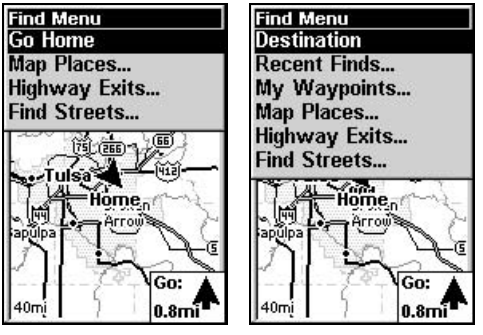
1. From the **NAVIGATION PAGE**, press **MENU** | **ENT** or from the **MAP PAGE** press **MENU** | **MENU** | ↓ to **ROUTE PLANNING** | **ENT**.

2. Press ↓ to the route list | press ↓ or ↑ to select *route name* | **ENT**.

3. Press ← to **DELETE** | **ENT** | ← to **YES** | **ENT**.

Searching

Whether you are in Easy Mode or Advanced Mode, iFINDER's search functions all begin with the **FIND** key, and the search menus work the same in each mode. However, the Go Home command works only in Easy Mode and the Find Waypoints command works only in Advanced Mode. (You can still find a "Home" waypoint in Advanced mode — you just search for it using the Find Waypoints command.)



Easy Mode Find menu, left; Advanced Mode Find menu, right.

NOTE:

You can search for items even if iFINDER hasn't acquired a position yet, or start from a position other than your own. When you do a search, distance and bearing to the selected item will be calculated from iFINDER's current position. If iFINDER hasn't acquired a position, it will use the last known position. If the cursor is active, iFINDER will always begin the search at the cursor. You can look up items by name, or search for the item nearest to you.

Find Any Item Selected by Map Cursor

With a Map Place or other map feature selected by the cursor, press **FIND** | **ENT**. To return to the previous page, press **EXIT**.

A highway exit selected by the cursor, left, The Find Menu, center, Waypoint Information screen, right.

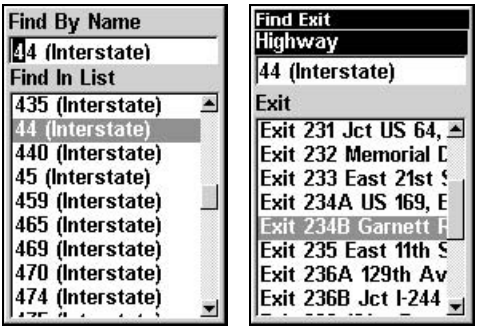
NOTE:

Since the Go To command is highlighted, you can navigate to the selected waypoint by pressing **ENT** while in the Waypoint Information screen.

Find Interstate Highway Exits

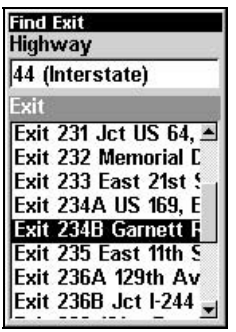
1. Press **FIND** | ↓ to **HIGHWAY EXITS** | **ENT**, which calls up the Find Exit Menu.

2. First, select a highway name by pressing **ENT**, which calls up the Find By Name menu. There are two highway search options: **A.** You can **spell out** the highway name in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT** | **ENT**. **B.** Jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a highway from the list, then press **ENT**.



Find Exit using the Highway Name.

3. Once you have selected a highway name you can then select an exit. Press ↓ to switch to the Exit List, then press ↓ or ↑ until you highlight the exit you want, then press **ENT**.



Selected exit.

4. In the Exit Information screen you have two choices. **A.** Press **ENT** to navigate or "go to" the exit. **B.** Press →| **ENT** to find the exit on the map.

"Go To" option, left, "Find On Map" option, right.

Tip:

You can also look up some additional information on the Exit Services located near this exit. Press ↓ to **SERVICES** | ↓ or ↑ to select *service name* | **ENT**.

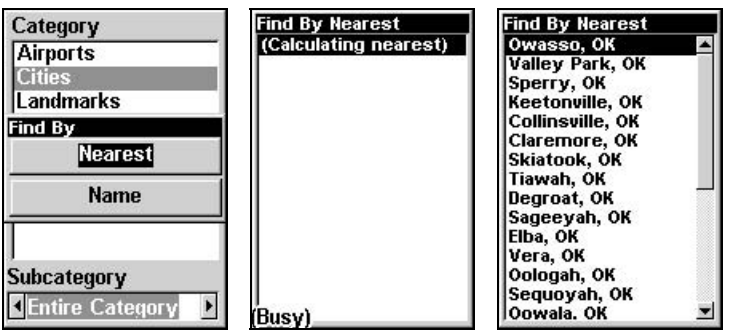
Find Map Places

1. Press **FIND** | ↓ to **MAP PLACES** | **ENT**.

2. Press ↓ or ↑ to select a Map Place category then press **ENT**. (To narrow your search, press ← or → to select a subcategory before pressing **ENT**.) You will be given two options: Search by Name or by Nearest.

Map Places category menu.

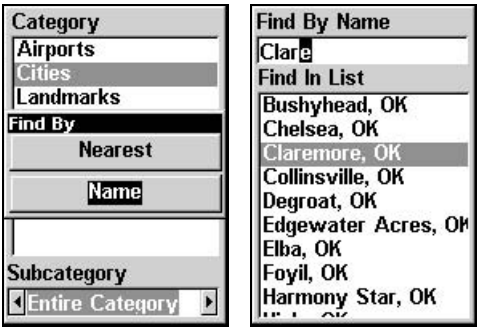
3. **Search by nearest location.** At the Find By menu, press **ENT**. The Find by Nearest menu will show a "calculating" screen then a list of nearest Map Places will appear. Press ↓ or ↑ to select the place you want and press **ENT** to call up the Waypoint Information screen.



Find by nearest option, left, Calculating screen, center, places list, right.

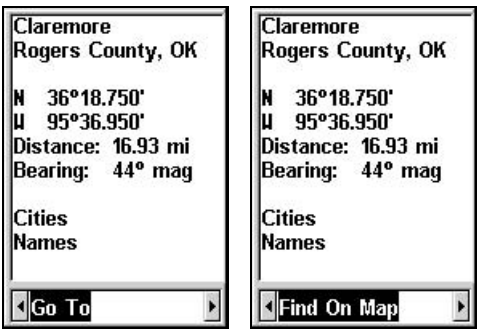
4. **Search by name of location.** At the Find By menu, press ↓ | **ENT**. There are two options: **A.** You can **spell out** the Map Place in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct,

then press **ENT**|**ENT**. **B.** Jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a Map Place from the list, then press **ENT** to call up the Waypoint Information screen.



Find by name option, left, Find by name menu, right.

5. When the Map Place's Waypoint Information screen appears, you can choose to "Go To" the location by pressing **ENT** or find it on the map by pressing →|**ENT**.



"Go To" Map Place option, left, "Find on Map" option, right.

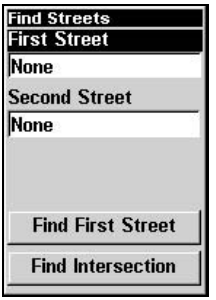
Find Streets or Intersections

You can use the iFINDER to find any of the streets displayed on the map.

Find a Street

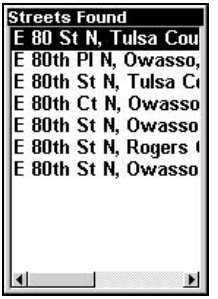
1. Press **FIND**|↓ to **STREETS**|**ENT** and the Find Streets menu appears.

2. You must first fill in a street name in the First Street dialog box. Press **ENT** to display the Find By Name menu. There are two options: **A.** You can **spell out** the street in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT**|**ENT**. **B.** Jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a street from the list, then press **ENT**.



Find streets or intersections menu, left, Find street by name, right.

3. The Find Streets menu reappears with the street you're searcing for in the First Street box. (In this example, it's 80th Street.) To search for that street, press ↓ to **FIND FIRST STREET | ENT**. A message appears asking you to wait while the unit finds the street. When the Streets Found list appears, press ↑ or ↓ to the street you are searching for and press **ENT**.



Find first street, left, Street found, right.

If you want to navigate to the found street at the cursor location, just press **MENU | ENT | EXIT**.

Find an Intersection

You must enter one street in the First Street dialog box and enter the next street in the Second Street dialog box.

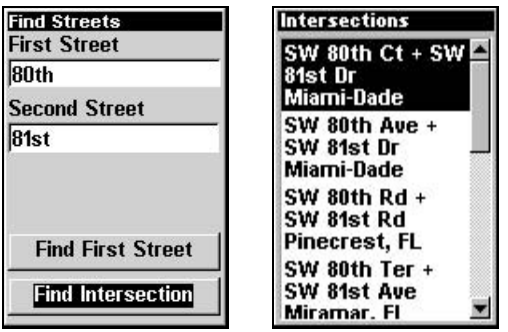
1. Press **FIND | ↓** to **STREETS | ENT** and the Find Streets menu appears.

2. You must first fill in a screet name in the First Street dialog box. Press **ENT** to display the Find By Name menu. There are two options: **A.** You can **spell out** the street in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT | ENT**. **B.** Jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a street from the list, then press **ENT**.

3. The Find Streets menu reappears with the street you're searcing for in the First Street box.

4. Now fill in the second street. Press ↓ to **SECOND STREET | ENT** and the Find by Name menu appears again. Just like before, there are two options: **A.** You can **spell out** the street in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT | ENT**. **B.** Jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select the second street from the list, then press **ENT**.

5. The Find Streets menu reappears with the first and second streets dialog boxes filled in. In this example we selected 81st Street as our second street. You could now use similar techniques to select a city or Zip Code, but your search will probably be faster if you leave those boxes blank. (You can specify a city and/or Zip Code later on to narrow the search, if the resulting list is too long.)



Find intersection, left, Intersection list, right.

6. To search for the intersection of the two streets, press ↓ to **FIND INTERSECTION | ENT**. A message appears asking you to wait while the unit finds the intersection. When the Intersections Found list appears, press ↑ or ↓ to select the intersection you are searching for and press **ENT**. (In the previous example, we selected the intersection of SW 80th Court and SW 81st Drive in Miami, Fla.)

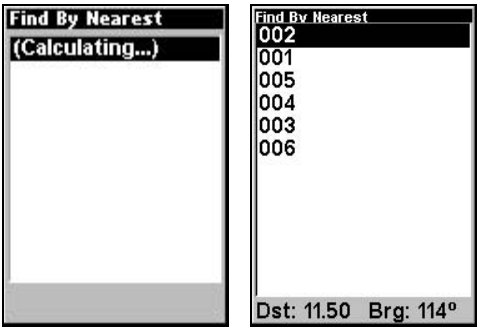
If you want to navigate to the found intersection, just press **MENU | ENT | EXIT**.

Find Waypoints

1. Press **FIND | ENT**.

2. If searching for the ***Nearest*** waypoint, press **ENT**. If searching for a waypoint ***By Name***, press ↓ to **NAME | ENT**. (To search by name, jump to step 5 below.)

3. **If you're looking for nearest**, iFINDER says it is calculating, then a list of waypoints appears. The closest is highlighted at the top of the list and the farthest is at the bottom of the list.



Calculating message, left, and list of the nearest waypoints, right.

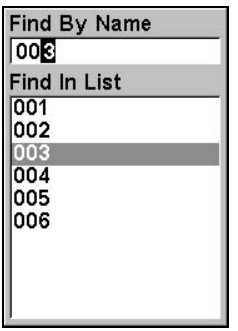
4. To see location information on the closest (highlighted) waypoint, press **ENT** and the Waypoint Information screen appears. (If you wanted to, you could select another waypoint from the list with the ↑ or ↓ keys.)

A. ***To navigate*** to the waypoint, press press ENT. (The Go To Waypoint command is already highlighted.) The unit will show navigation information to the waypoint.

B. ***To find*** the waypoint, press → to **FIND ON MAP | ENT**. The Map Page appears with the cursor highlighting the found waypoint.

To clear these menus and return to the previous page, press **EXIT** repeatedly.

5. **If you're looking by name**, there are two options: **A.** You can **spell out** the name in the top selection box. Press ↑ or ↓ to change the first letter, then press → to move the cursor to the next letter and repeat until the name is correct, then press **ENT | ENT**. **B.** Jump down to the lower selection list by pressing **ENT**, then press ↓ or ↑ to select a waypoint from the list, then press **ENT**. The Waypoint Information screen appears.



Find By Name menu.

A. ***To navigate*** to the waypoint, press **ENT**. (The Go To Waypoint command is already highlighted.) The unit will show navigation information to the waypoint.

B. ***To find*** the waypoint, press → to **FIND ON MAP** | **ENT**. The Map Page appears with the cursor highlighting the found waypoint.

To clear these menus and return to the previous page, press **EXIT** repeatedly.

Switch to Easy Mode

To leave Advanced Mode and switch to Easy Mode:

1. Press **MENU** | **MENU** | ↓ to **EASY MODE** | **ENT**.
2. Unit asks, "Are you sure you want to turn on Easy Mode?"
3. Press ← | **ENT** and the unit switches to Easy Mode.

Switch Back to Advanced Mode from Easy Mode

To leave Easy Mode and switch back to Advanced Mode:

1. Press **MENU** | ↓ to **ADVANCED MODE** | **ENT**.
2. Unit asks, "Are you sure you want to enter Advanced Mode?"
3. Press ← | **ENT** and the unit switches to Advanced Mode.

Trails

A trail, or plot trail, is a string of position points plotted by iFINDER as you travel. It's a travel history, a record of the path you have taken. Trails are useful for repeating a journey along the same track. They are particularly handy when you are trying to retrace your trip and go back the way you came.

Easy Mode only allows you to work with one trail. But Advanced Mode lets you save up to 10 trails in iFINDER's memory.

(For various trail options, see the *Trail Options* entry in Sec. 5.)

Create and Save a Trail

iFINDER is set at the factory to automatically create and record a trail while the unit is turned on. It will continue recording the trail until the length reaches the maximum trail point setting (default is 2,000, but the unit can record trails 9,999 points long). When the point limit is reached, iFINDER begins recording the trail over itself.

To preserve a trail from point A to point B, you must :"turn off" the trail by making it inactive before heading to point C or even back to point A. When a trail is set inactive, iFINDER automatically creates and begins recording a new trail.

Clear a Trail

This is the command Easy Mode uses to erase the active trail and immediately begin recording a new one. It's only available in Easy Mode.

1. Press **MENU** | ↓ to **CLEAR TRAIL** | **ENT** | ← to **YES** | **ENT**.

Delete a Trail

This is the command Advanced Mode uses to erase or delete a trail: Press **MENU** | **MENU** | ↓ to **MY TRAILS** | **ENT** | ↓ to *trail name* | **ENT** | ↓ to **DELETE TRAIL** | **ENT** | ← to **YES** | **ENT**.

Edit a Trail Name

To edit a trail name: press **MENU** | **MENU** | ↓ to **MY TRAILS** | **ENT** | ↓ to *trail name* | **ENT** | **ENT**. Press ↑ or↓ to change the first character, then press → to the next character and repeat until the name is correct. Press **EXIT** | **EXIT** | **EXIT** | **EXIT** to return to the previous page display.

Utilities

Utilities are useful tools for traveling or for outdoor activities.

Alarm Clock

To get to the alarm clock menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **ALARM CLOCK** | **ENT**.

Sun/Moon Rise & Set Calculator

To get to the Sun/Moon menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | **ENT**.

Trip Calculator

To get to the Calculator menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **TRIP CALCULATOR** | **ENT**.

Trip Down Timer

To get to the Down Timer menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **DOWN TIMER** | **ENT**.

Trip Up Timer

To get to the Up Timer menu: press **MENU** | **MENU** | ↓ to **UTILITIES** | **ENT** | ↓ to **UP TIMER** | **ENT**.

Waypoints

A waypoint is simply an electronic "address," based on the latitude and longitude of a position on the earth. A waypoint represents a location, spot, or destination that can be stored in memory, then be recalled and used later on for navigation purposes. Simply think of it as an electronic address. You can create a waypoint at the cursor position on the map, or at your current position while you are navigating.

Create a Waypoint

These techniques use the Quick Save method, the fastest and easiest way to create a waypoint.

Create Waypoint on Map

1. Use the arrow keys to move the cursor to the place where you want to make a waypoint.

2. Press **ENT**|**ENT**. The waypoint is saved and automatically given a name with a sequential number, such as "waypoint 001." The waypoint symbol and number appear on the map.

Create Waypoint at Current Position

1. While you are traveling, press **ENT**|**ENT**. The waypoint is saved and automatically given a name with a sequential number, such as "waypoint 002." The waypoint symbol and number appear on the map.

Create a Man Overboard Waypoint

This unit has a man overboard feature that shows navigation data to the location where the feature was activated. To activate it, press the **ZOUT** and **ZIN** keys at the same time. Your position at the time these keys are pressed is used as the man overboard position. The unit automatically begins navigating to the MOB waypoint. For further details, see this subject in the Easy Mode Operation section.

Create a Waypoint by Average Position

This feature sets a waypoint at the current position after taking several position readings and averaging them. This boosts waypoint position accuracy by helping to eliminate errors caused by atmospheric conditions and other factors.

1. Press **ENT**|↓ to **AVERAGE POSITION**|**ENT**|(cursor jumps to highlight **CREATE**)|**ENT**.

2. Wait while the unit takes points to average for the position. (The greater the number of points, the greater the accuracy.) When the desired number of points accumulates, press **ENT** to create and save the waypoint.

3. The Edit Waypoint menu appears. You can simply save the waypoint by pressing **EXIT**|**EXIT** or you can edit the waypoint.

Create a Waypoint by Projecting a Position

This feature sets a waypoint at a point located a specific distance and bearing from a reference position. The reference position can be selected from your waypoint list, or any item in the Map Places list.

1. Press **ENT**|↓ to **PROJECTED POSITION**|**ENT**|(cursor jumps to highlight **CREATE**)|**ENT**.

2. Press ↓ to **SET REFERENCE**|**ENT**. Use ↑ and ↓ to select a waypoint or Map Place. When the point has been selected, press **ENT** and the point's position appears as the reference position.

3. Press ↑ to **DISTANCE**|**ENT**. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the distance is correct. Press **ENT**.

4. Press ↑ to **BEARING**|**ENT**. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the bearing is correct. Press **ENT**.

5. Press ↓ to **PROJECT** | **ENT**. The Edit Waypoint menu appears. You can simply save the new projected waypoint by pressing **EXIT** | **EXIT** or you can edit the waypoint. (Press **EXIT** | **ENT** if you want to immediately begin navigating to the new waypoint.)

Select a Waypoint

To select a waypoint on the map (for navigating to, for editing, etc.,) use the arrow keys and center the cursor over the waypoint. A highlighted halo will appear around the waypoint.

Delete a Waypoint

To delete a waypoint: press **FIND** | **ENT** | ↓ to **NAME** | **ENT** | **ENT** | ↓ to *waypoint name* | **ENT** | → to **DELETE** | **ENT** | ← to **YES** | **ENT**. To return to the previous page, press **EXIT** | **EXIT**.

Edit a Waypoint

Waypoint Name

To edit waypoint name: press **FIND** | ↓ | **MY WAYPOINTS** | **ENT** | ↓ to **NAME** | **ENT**. Use ↓ ↑ and ← → to change the characters in the waypoint name. To return to the previous page, press **EXIT**.

Waypoint Symbol

To edit waypoint symbol: 1. Press **FIND** | **ENT** | ↓ to **NAME** | **ENT** | **ENT** | ↓ to *waypoint name* | **ENT** | → to **EDIT SYMBOL** | **ENT**. 2. Use arrow keys to select desired symbol and press **ENT**. To return to the previous page, press **EXIT** | **EXIT** | **EXIT**.

Waypoint Position

To edit waypoint position: 1. Press **FIND** | **ENT** | ↓ to **NAME** | **ENT** | **ENT** | ↓ to *waypoint name* | **ENT** | → to **EDIT POSITION** | **ENT**.

2. Latitude: press **ENT**, then press ↑ or ↓ to change the first character, then press → to the next character and repeat until the latitude is correct. Press **EXIT**.

3. Longitude: press ↓ | **ENT**, then press ↑ or ↓ to change the first character, then press → to the next character and repeat until the latitude is correct. Press **EXIT**.

4. When latitude and longitude are correct, return to the previous page: press **EXIT** | **EXIT** | **EXIT** | **EXIT**.

Waypoint Altitude

To edit waypoint altitude: 1. Press **FIND** | **ENT** | ↓ to **NAME** | **ENT** | **ENT** | ↓ to *waypoint name* | **ENT** | → to **EDIT ALTITUDE** | **ENT**.

2. Press **ENT**, then press ↑ or ↓ to change the first character, then press → to the next character and repeat until the altitude is correct. Press **EXIT**.

3. To return to the previous page: press **EXIT** | **EXIT** | **EXIT**.

Section 5:
System & GPS Setup Options

Alarms

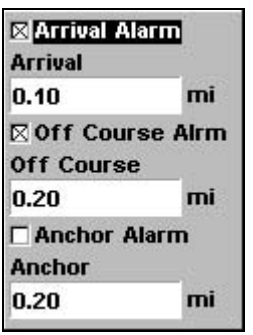
This unit has several GPS alarms. The factory default setting has all the alarms turned on. You can turn the alarms off and on and change their distance settings.

You can set an arrival alarm to flash a warning message when you cross a preset distance from a waypoint. For example, if you have the arrival alarm set to 0.1 mile, then the alarm will flash a message when you come within 0.1 mile of the recalled waypoint.

The off course alarm warns you when your track drifts too far to the right or left of the course line to the waypoint. For example, if the alarm is set to 0.1 mile, then the alarm flashes a message if you drift 0.1 mile or more to the right or left of the line to the waypoint.

The anchor alarm is triggered when you drift outside of a preset radius. Again, using the 0.1 mile as an example, if you're anchored and your boat moves more than 0.1 mile, the alarm will flash a message.

You can only adjust alarm distance settings or turn alarms off or on in Advanced Mode. (Switch from Easy to Advanced: **MENU** | ↓ to **ADVANCED MODE** | **ENT** | ← | **ENT**.)



The Alarm settings menu.

To change alarm settings:
1. Press **MENU** | **MENU** | ↓ to **ALARMS** | **ENT**.

2. Scroll ↓ or ↑ to select the desired category, then press **ENT** to check or clear the enabled box. This turns the alarm on (checked) or off (un-checked).

3. To change distance settings, scroll ↑ or ↓ to select the desired category, then press **ENT** to activate the distance dialog box. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the distance is correct.

4. When your adjustments are finished, return to the last page displayed by repeatedly pressing **EXIT**.

IMPORTANT ALARM NOTES:

Anchor Alarm – The anchor alarm may be triggered even when you're sitting still. This typically happens when using small (less than 0.05 mile) anchor alarm ranges.

Arrival Alarm – If you set the arrival alarm's distance to a small number and you run a route (see the Navigate Routes segment), this unit may not show navigation data to the next waypoint, once you arrive at the first one, since you may not be able to come close enough to the first waypoint to trip the arrival alarm.

Auto Satellite Search

To lock onto the satellites, the GPS receiver needs to know its current position, UTC time and date. (Elevation (altitude) is also used in the equation, but it's rarely required to determine a position.) It needs this data so that it can calculate which satellites should be in view. It then searches for only those satellites.

When your GPS receiver is turned on for the first time, it doesn't know what your position or elevation (altitude) is. The unit begins searching for the satellites using data that it acquired the last time it was turned on. This was probably at the factory. Since it's almost certain that you're not at our factory, it's probably looking for the wrong satellites.

If it doesn't find the satellites it's looking for after a short time, it switches to Auto Search. The receiver looks for any satellite in the sky. Due to advanced technology, the auto search time has shrunk significantly from the early days of GPS.

Once the unit locks onto the satellites, it should take less than a minute to find your position the next time it's turned on, provided you haven't moved more than approximately 100 miles from the last location it was used.

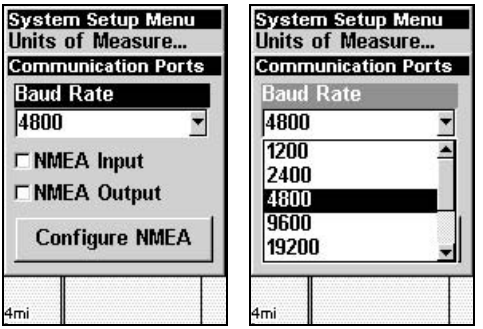
You can force the unit to immediately kick into auto search mode. Here's how:

1. While in Advanced Mode press **PAGES** until you are on the "Satellites" screen.

2. Press **MENU** | ↓ to **AUTO SEARCH** | **ENT** then ← to **YES** | **ENT**.

Com Port Configuration

iFINDER has one NMEA 0183 version 2.0 compatible communication port, or com port for short. The Com Port Menu, which is accessed from the System Setup Menu in Advanced Mode, allows you to configure the communications port to send data to another electronic device, such as an autopilot.



Menus for changing Com Port settings.

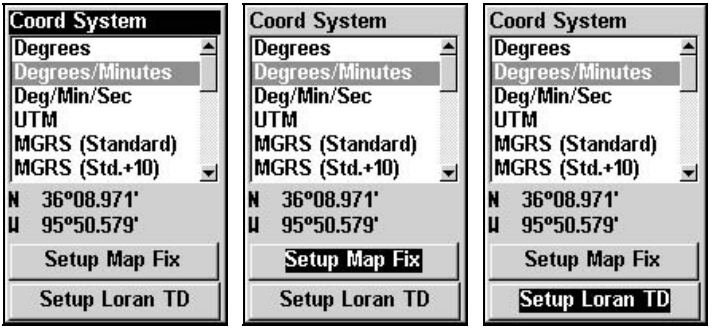
For connectors and wiring information for another device, consult the factory; phone numbers are in the back of this manual. To set Com Port Configuration:

1. Press **MENU** | **MENU** | ↓ to **SYSTEM SETUP** | **ENT**.

2. Press ↓ to **COM PORT** | **ENT**.

Coordinate System Selection

The Coordinate System Menu lets you select the coordinate system to use when displaying and entering position coordinates. Access this function only in Advanced Mode.



Menus for changing coordinate system used to display positions.

To get to Coordinate System Selection:
1. Press **MENU** | **MENU** | ↓ to **GPS SETUP** | **ENT**.

2. Press ↓ to **COORD SYSTEM** | **ENT**.

This unit can show a position in degrees (36.14952°); degrees, minutes and thousandths of a minute (36° 28.700'); or degrees, minutes, seconds and tenths of a second (36° 28' 40.9"). It can also show position in: UTM (Universal Transverse Mercator) projection; MGRS (Standard); MGRS (Standard + 10); Map Fix; Loran TD; British, Irish, Finnish, German, New Zealand, Swedish, Swiss, Taiwan, Greek and Military grids.

UTM's are marked on USGS topographic charts. This system divides the Earth into 60 zones, each 6 degrees wide in longitude.

British, Irish, Finnish, German, New Zealand, Swedish, Swiss, Taiwan, and Greek grid systems are the national coordinate system used only in their respective countries. In order to use these grid systems, you must be in the respective country. This unit will pick the matching datum for you when you select the grid. See the entry on Map Datum Selection for more information.

The military grid reference system (MGRS) uses two grid lettering schemes, which are referred to as standard and alternate MGRS on this unit. Your position and datum in use determines which one to use. If you use standard, and your position is off significantly, then try the alternate.

NOTE: When the position format is changed, it affects the way all positions are shown on all screens. This includes waypoints.

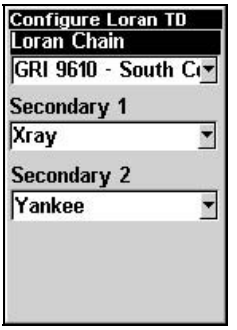
To select a coordinate system:

To change the coordinate system, press **ENT** while **COORDINATE SYSTEM** is highlighted. Press the ↑ or ↓ arrow keys to highlight the desired format. Press **ENT** to select it. Press **EXIT** to erase the menus.

To setup Loran TD:

NOTE:

If the Loran TD conversion is chosen, you must enter the local Loran chain identification for the master and slaves. Do this by selecting "Setup Loran TD" at the bottom of the "Coordinate System" menu and select the ID. Press **EXIT** to erase this menu.



Configure Loran TD menu.

Map Fix

Map Fix is used with charts or maps. This system asks for a reference position in latitude/longitude, which you take from a marked location on the map. It then shows the present position as distance on the map from that reference point.

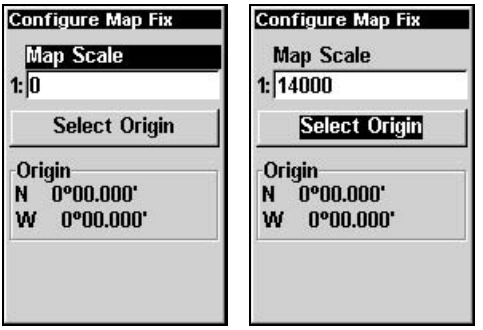
For example, if it shows a distance of UP 4.00" and LEFT 0.50", you then measure up four inches and to the left a half-inch from the reference point on the map to find your location.

To configure a map fix:

To use this format, you need to follow these steps in order. First, take your map of the area and determine a reference latitude/longitude. (Note: in order for this system to work, the latitude/longitude lines must be parallel with the edge of the map. USGS maps are parallel, others may not be. Also, this works better with smaller scale maps.) The reference position can be anywhere on the map, but the closer it is to your location, the smaller the numbers will be that you'll have to deal with.

Once you've decided on a reference position, you can save it as a waypoint. See the waypoint section for information on saving a waypoint. Save the reference position as a waypoint. Exit from the waypoint screens.

Now press **MENU**|**MENU**|↓ to **GPS SETUP**|**ENT**|**ENT**|↓ to **SETUP MAP FIX**|**ENT**. The following screens appear, and **MAP SCALE** is highlighted. Press **ENT** and enter the map's scale. This is generally at the bottom of the paper map. It's shown as a ratio, for example 1:24000. Press **EXIT** and the unit returns to the Configure Map Fix screen.



Configure a map fix so iFINDER can find your position on a printed chart or topographical map.

Press ↓ to **SELECT ORIGIN | ENT | ENT (MY WAYPOINTS)** if you saved the reference point as a waypoint. Select the waypoint name that you assigned to the reference point and press **ENT**. The unit displays a waypoint information screen with the command **SET AS ORIGIN** selected; press **ENT** and the unit returns to the Configure Map Fix menu. Finally, press **EXIT** to erase this menu. Now press ↑ to **COORD SYSTEM | ENT**, select **MAP FIX** from the list and press **ENT**. All position information now shows as a distance from the reference point you chose.

Customize Page Displays

The Position, Navigation, and Map pages all have customizable options. These options decide which information is viewable on each page.

Customize Position or Navigation Page

Both of these Pages have data boxes in the bottom portion of the screen, displaying digital data. To customize these data boxes on either page, press **MENU | ↓** to **CUSTOMIZE | ENT**. Use the arrows keys to select one of the data boxes (the title bar of the currently selected box flashes), and press **ENT**.

The Customize Windows list will appear, with all of the available digital data. Choose which information you want to appear in that data box, and then press **ENT**. After all options are set, press **EXIT** to return to the page display.

Customize Map Page

You can also use the Customize command to add additional data to the bottom of the Map Page screen. While on the Map Page press **MENU | ↓** to **CUSTOMIZE | ENT**. Press ↓ or ↑ to select a display option. With the option highlighted, press **ENT** to check it (turn on display) and uncheck it (turn off display). After all options are set, press **EXIT** to return to the page display.

GPS Simulator

The GPS simulator lets you use the unit as if you were outdoors navigating somewhere. You can set the starting location in latitude/longitude (Starting Position) or from a stored waypoint or Map Place (Select Starting Waypoint). You can steer your position on the map by using the arrow keys (**STEER W/ ARROWS**) or by setting the track and speed in the boxes provided on simulator screen.

To get to the GPS Simulator:
1. Press **MENU** | **MENU** | ↓ to **GPS SETUP** | **ENT**.

2. Press ↓ to **GPS SIMULATOR** | **ENT**.

GPS Simulator Menu.

Make the desired settings, then turn the simulator on by highlighting the **SIMULATOR ON** box and pressing **ENT** key. Press **EXIT** to erase this menu. A message appears periodically, reminding you that the simulator is on. To turn the simulator off, repeat the above steps or turn the unit off.

While in simulator mode, you can press **EXIT** to clear the steering and speed boxes from the screen while continuing the simulation. This will allow you to use the map cursor during a simulation. To turn steering and speed boxes back on again, return to the GPS Simulator menu, select the **STEER WITH ARROWS** command, and press **ENT**, then press **EXIT** | **EXIT** | **EXIT** to return to the previous page.

Simulating Trail or Route Navigation

In Simulator mode, your unit can automatically follow a trail or route without manual steering if you use these steps:

1. From the Map Page, go to the simulator menu. Pick a **STARTING POSITION** at or near the beginning of your trail/route. Enter an approximate **TRACK** (shown in compass degrees) that will point you toward the start of the trail/route.

2. Set **SPEED** to zero. Select **STEER WITH ARROWS** command and press **ENT**, which turns on the simulator and returns you to the Map Page.

3. Begin navigating along the trail/route. (If you are close enough to the first waypoint, the arrival alarm will usually go off as soon as navigation begins. Press **EXIT** to clear the alarm.) When navigation starts, press ↑ (since you're using the Simulator's **STEER WITH ARROWS** command) to increase speed to the desired setting.

4. Press **EXIT** to turn off the steering and speed boxes. The unit will now automatically "steer" along the trail or route. When you arrive at your "destination," cancel navigation as you normally do.

Map Auto Zoom

This receiver has an auto zoom feature that eliminates much of the button pushing that other brands of GPS receivers force you to make. It works in conjunction with the navigation features.

First, start navigation to a waypoint. (See the waypoint section for more information on navigating to a waypoint.) Then, with the auto zoom mode on, the unit zooms out until the entire course shows, from the present position to the destination waypoint. As you travel toward the destination, the unit automatically begins zooming in — one zoom range at a time — always keeping the destination on the screen.

To turn this feature on, from the **MAP PAGE**, press **MENU** | ↓ to **AUTO ZOOM** | **ENT**. Repeat these steps to turn it off.

Map Data

This menu lets you turn the map off, if desired (which turns the map screen into a GPS plotter) or choose another level of map detail; turn off or on the pop-up map info boxes; or fill land areas with gray. You can also turn on or off Map Overlays, which display latitude and longitude grid lines or range rings on the map.

To get to Map Data:
1. From the Map Page, press **MENU** | ↓ to **MAP DATA** | **ENT**.

Map Data Menu.

Earth Map Detail

Press **MENU**|↓ to **MAP DATA**|**ENT**. Press **ENT** to enter the list of available options. Choose how much information you want to appear on your screen. The options are High, Medium, Low, or Off. After the option is set, press **EXIT** to return to the page display.

Pop-up Map Info

Press **MENU**|↓ to **MAP DATA**|**ENT**. Press ↓ to **POPUP MAP INFO**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** to return to the page display.

Fill Land Gray

Press **MENU**|↓ to **MAP DATA**|**ENT**. Press ↓ to **FILL LAND GRAY**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** to return to the page display.

Map Overlays (Range Rings; Lat/Long Grid)

The map screen can be customized with four range rings and/or grids that divide the plotter into equal segments of latitude and longitude.

Range rings are handy for visually estimating distances on the map. The ring diameters are based on the current zoom range. For example: at the 100 mile zoom, the screen will show two rings with your current position in the center. The large ring touching the left and right sides of the screen is 100 miles in diameter (same as the zoom range). The second smaller ring is 50 miles in diameter (always 1/2 the zoom range).

The distance from your current position to the smaller ring (the ring's radius) is 25 miles (always 1/4 the zoom range). With the arrow keys and map cursor, you can scroll the map to see the third and fourth rings. In this example, the distance to the third ring is 75 miles and distance to the fourth ring is 100 miles from your current position.

To set range rings: Press **MENU**|↓ to **MAP DATA**|**ENT**. Press ↓ to **RANGE RINGS**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** to return to the page display.

To set Lat/Lon Grid: Press **MENU**|↓ to **MAP DATA**|**ENT**. Press ↓ to **LAT/LON GRID**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT** to return to the page display.

Map Detail Category Selection

This menu determines which of the mapping features are shown on the screen. This includes waypoints, trails, icons, cities, highways, etc. You can selectively turn on or off any of these items, customizing the map to your needs. Map Detail Categories can be turned off and on only in Advanced Mode. (Switch from Easy to Advanced: **MENU**|↓ to **ADVANCED MODE**|**ENT**|←|**ENT**.)

To get to Map Categories:

1. Press **MENU**|↓ to **MAP CATEGORIES**|**ENT**.

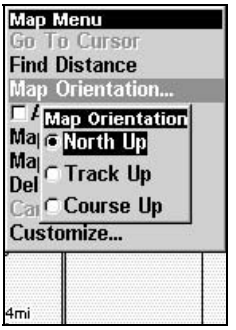
2. Press ↑ or ↓ to select a category or subcategory. Press **ENT** to turn it off (no check) or on (checked).

3. To return to the last page displayed, press **EXIT**|**EXIT**.

Map Categories selection menu.

Map Orientation

By default, this receiver shows the map with north always at the top of the screen. This can only be changed in Advanced Mode.



The Map Orientation menu with the North Up option selected.

As we said, the default for this receiver is North Up – the unit shows the map with north always at the top of the screen. This is the way most maps and charts are printed on paper, which is fine if you're always traveling due north. What you see to your left corresponds to the left side of the map, to your right is shown on the right side of the map, and so on. However, if you travel any other direction, the map doesn't line up with your view of the world.

To correct this problem, a track-up mode rotates the map as you turn. Thus, what you see on the left side of the screen should always be to your left, and so on.

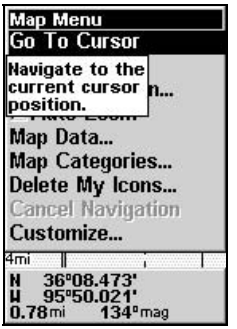
Another option is course-up mode, which keeps the map at the same orientation as the initial bearing to the waypoint. When either the track-up or course-up mode is on, an "N" shows on the map screen to help you see which direction is north.

To change map orientation, from the **MAP PAGE**, press **MENU**|↓ to **MAP ORIENTATION**|**ENT**. Press ↓ or ↑ to select an orientation option. With the option highlighted, press **ENT** to select it. After the option is set, press **EXIT**|**EXIT** to return to the page display.

Pop-up Help

Help is available for virtually all of the menu labels on this unit. By highlighting a menu item and leaving it highlighted for a few seconds, a "pop-up" message appears that describes the function of the menu item. This feature is on by default.

To set up Popup Help: Press **MENU**|**MENU**|↓ to **SYSTEM SETUP**|**ENT**|↓ to **POPUP HELP**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.) After the option is set, press **EXIT**|**EXIT** to return to the page display.



This example shows the Pop-up Help message for the Go To Cursor command, located on the Map Menu in Advanced Mode.

Reset Options

To reset all features to their factory defaults:

In Advanced Mode

1. Press **MENU** | **MENU** | ↓ to **SYSTEM SETUP** | **ENT** | ↓ to **RESET OPTIONS** | **ENT** | ← to **YES** | **ENT**.

In Easy Mode

Hold down the **PAGES** key while you press **PWR** to turn the unit on.

NOTE:

Reset Options does *not* erase any waypoints, routes, icons or plot trails.

Advanced Mode's Reset Options command.

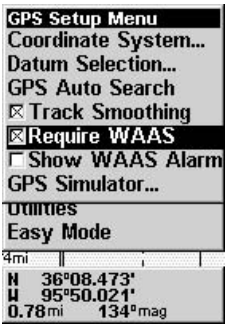
Require WAAS

You can force iFINDER to require WAAS for reporting a valid position. (The default setting, off, uses WAAS automatically, but doesn't require it to yield a position.) Here's how to turn it on and off in Advanced Mode.

1. Press **MENU** | **MENU** | ↓ to **GPS SETUP** | **ENT** | ↓ to **REQUIRE WAAS** | **ENT**.

2. To return to the last page displayed, press **EXIT** | **EXIT**.

3. You can return to this command and press **ENT** again to turn the feature off.



Require WAAS command on the GPS Setup Menu, Advanced Mode.

Screen Contrast and Brightness

The adjustments work the same in both Easy and Advanced Mode, but you access the **SCREEN** command differently in each mode:

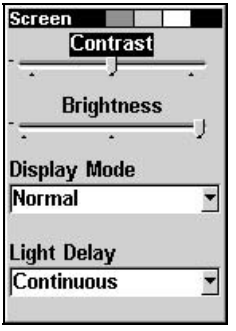
In Easy Mode, you first press **MENU** | ↓ to **SCREEN** | **ENT**.

In Advanced Mode, you first press **MENU** | **MENU** | **ENT**.

Once in the Screen menu:

To adjust the display's contrast:

1. The **CONTRAST** slider bar is already selected. Press → or ← to move the bar. The left end of the scale is minimum contrast; the right end is maximum contrast.



Contrast bar on the Screen Menu.

To adjust the display's brightness:

1. Press ↓ to **BRIGHTNESS**. Press → or ← to move the bar. The left end of the scale is minimum contrast; the right end is maximum contrast.

Brightness bar on the Screen Menu.

To adjust the screen's display mode:
1. Press ↓ to **DISPLAY MODE** | **ENT** then press ↑ or ↓ to select *mode* | **EXIT**.

Display Mode menu.

To adjust the display's back light delay options:
1. Press ↓ to **LIGHT DELAY** | **ENT** | press ↑ or ↓ to select *mode* | **EXIT**.

2. To leave screen settings and return to the last page displayed, press **EXIT** | **EXIT**.

Light Delay menu. Setting shown is "Continuous," which is ideal for night travel in a vehicle on external power.

Set Language

This unit's menus are available in 10 languages: English, French, German, Spanish, Italian, Danish, Swedish, Russian, Dutch and Finnish. To select a different language:

1. Press **MENU** | **MENU** | ↓ to **SYSTEM SETUP** | **ENT**.

2. Press ↓ to **SET LANGUAGE...** | **ENT**.

3. Use ↓ or ↑ to select a different language and press **ENT**. All menus now appear in the language you selected.

Set Local Time

The local time and date are saved when a waypoint is created. The adjustments work the same in both Easy and Advanced Mode, but you access the **SET LOCAL TIME** command differently in each mode:

In Easy Mode, you first press **MENU** | ↓ to **SET LOCAL TIME** | **ENT**.

In Advanced Mode, you first press **MENU** | **MENU** | ↓ to **SYSTEM SETUP** | **ENT** | ↓ to **SET LOCAL TIME** | **ENT**.

The Time Settings menu.

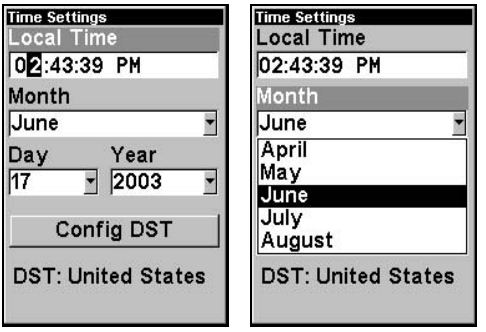
Once in the Time Settings menu:

To set Local Time: Press **ENT**. Press ↑ or ↓ to change the first character, then press → to move the cursor to the next character. Repeat until the time is correct, then press **ENT**.

To set the Month: Press ↓ to **MONTH** | **ENT**. Press ↑ or ↓ to select the month, then press **ENT**.

To set the Day: Press ↓ to **DAY** | **ENT**. Press ↑ or ↓ to select the day, then press **ENT**.

To set the Year: Press ↓ to **YEAR** | **ENT**. Press ↑ or ↓ to select the year, then press **ENT**.



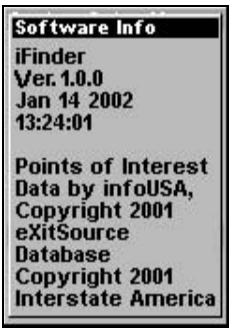
Adjusting the time, left, Adjusting the month, right.

The last field in this menu is **CONFIG DST**. This feature allows your unit to automatically adjust with the time change caused by Daylight Saving Time (you should only have to set it once). You may select which set of rules matches DST in your region, or simply accept the default.

Once you have each field set the way you want, press **EXIT** repeatedly until you return to the previous page.

Software Version Information

From time to time, Lowrance updates the operating system software in some of its products. These software upgrades are usually offered to customers as free downloads from our web site, www.lowrance.com. These upgrades make the unit perform better or introduce a new feature or function. You can find out what software version is running in your iFINDER by using the Software Info command.



The Software Info screen.

The command works the same in both Easy and Advanced Mode, but you access the Software Info command differently in each mode:

In ***Easy Mode***, you:

1. Press **MENU** | ↓ to **SOFTWARE INFO** | **ENT**.
2. Read the information displayed on the screen.
3. To return to the previous page, press **EXIT** | **EXIT**.

In ***Advanced Mode***, you:
1. Press **MENU** | **MENU** | ↓ to **SYSTEM SETUP** | **ENT** | ↓ to **SOFTWARE INFO** | **ENT**.
2. Read the information displayed on the screen.
3. To return to the previous page, press **EXIT** | **EXIT**.

Track Smoothing

This is a factory setting that *should always be left on*. When stopped or traveling at slow speeds (such as walking or trolling), Track Smoothing prevents wandering of trails, the steering arrow, compass rose and a map in track-up mode.

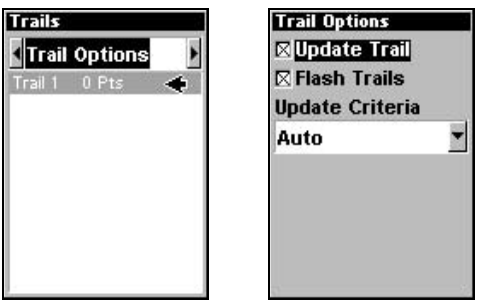
Track Smoothing option, turned on.

Trail Options

There are several options you can use with trails. Some affect all trails, other options can be applied to a particular trail. You can change the way trails are updated, you can display or hide trails, make them flash on the screen or not flash, create a new trail, delete a trail, etc. These options are only available in Advanced Mode, but option changes made in Advanced will affect the appearance of trails in Easy Mode.

General Trail Options

To access the Trails Menu:
1. Press **MENU** | **MENU** | ↓ to **MY TRAILS** | **ENT** | **ENT**.



Trails Menu, left, with Trail Options, right.

Delete All Trails

To remove all of the trails from memory: from the Trails Menu, press → to **DELETE ALL** | **ENT** | ← to **YES** | **ENT**.

Flash Trails on Screen Option

Press ↓ to **FLASH TRAILS**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.)

Trail Options menu: Flash Trails.

Update Trail Option

This menu lets you change the way the trail updates occur.

Trail Options menu.

WARNING:

If you *uncheck* the Update Trail option, automatic trail creation and recording will be turned *off* in both Advanced and Easy modes, and you must turn it back on to record trails. The default setting is on.

Press ↓ or ↑ to **UPDATE TRAILS**. With the option highlighted, press **ENT** to check it (turn on) and uncheck it (turn off.)

Update Trail Criteria (Auto, Time, Distance)

The options are automatic, time, or distance. When it's in the default automatic mode, the unit doesn't update the plot trail while you're

traveling in a straight line. Once you deviate from a straight line, the unit "drops" a plot point (trail waypoint) onto the trail. This conserves plot trail points. If a plot trail uses all of the available points allotted to it, the beginning points are taken away and placed at the end of the trail.

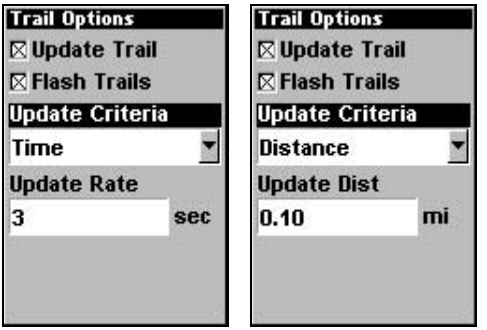
Trail Options menu.

Press ↓ to **UPDATE CRITERIA** | **ENT** | press ↓ or ↑ to select *criteria type* | **ENT**.

Trail Update Rate (Time, Distance)

You can update a trail by time, with a range from 1 second to 9999 seconds; the default is 3 seconds. You can update by distance, with a range from 0.01 mile/nm/km to 9.99 mile/nm/km; the default is 0.10 mile.

With Update Criteria selected, press ↓ to either the rate or distance data entry boxes and press **ENT**. Press ↑ or ↓ to change the first character, then press → to the next character and repeat until the entry is correct. Press **EXIT** | **EXIT** to return to the Trail Options Menu.



Trail Options menu.

Specific Trail Options

Delete Trail

To delete a specific trail: From the Trails menu, press ↓ to *trail name* | **ENT**. The Edit Trail menu appears as seen in the following figure. Press ↓ to **DELETE TRAIL** | **ENT** | ← to **YES** | **ENT**.

New Trail

To manually start a new trail or delete a trail: From the Trail Options Menu, press → to **NEW TRAIL** | **ENT**. The trail menu appears as seen below:

Trail menu.

Trail Visible/Invisible and Other Trail Options

The name, maximum number of points in the trail, activity, and visibility are all changed on the Edit Trail screen. The Active setting determines whether or not iFINDER is recording new points for a particular trail.

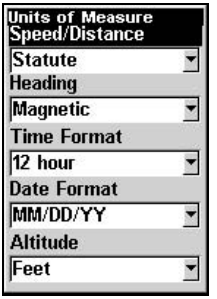
On the Edit Trail menu, press ↓ or ↑ to highlight the section you wish to change, then press **ENT**. Make your changes, then press **EXIT** to erase this menu.

Units of Measure

This menu (shown below) sets the speed and distance (statute or nautical miles, meters), depth (feet, fathoms, or meters), temperature (degrees Fahrenheit or Celsius) and heading (true or magnetic) units. To change the units:

In ***Easy Mode***, you first press **MENU** | ↓ to **UNITS OF MEASURE** | **ENT**.

In ***Advanced Mode***, you first press **MENU** | **MENU** | ↓ to **SYSTEM SETUP** | **ENT** | **ENT**.



Units of Measure Menu.

To set Speed/Distance Unit of Measure: Press **ENT**. Press ↑ or ↓ to change the Speed/Distance, then press **ENT**. After the option is set, press **EXIT**|**EXIT** to return to the page display.

To set Heading: Press ↓ to **HEADING**|**ENT**. Press ↑ or ↓ to change the heading, then press **ENT**. After the option is set, press **EXIT**|**EXIT** to return to the page display.

To set Time Format: Press ↓ to **TIME FORMAT**|**ENT**. Press ↑ or ↓ to change the time format, then press **ENT**. After the option is set, press **EXIT**|**EXIT** to return to the page display.

To set Date Format: Press ↓ to **DATE FORMAT**|**ENT**. Press ↑ or ↓ to change the date format, then press **ENT**. After the option is set, press **EXIT**|**EXIT** to return to the page display.

Notes

Section 6: Supplemental Material

FCC Compliance

This device complies with Part 15 of the U.S. Federal Communications Commission (FCC) Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

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 generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. 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 factory customer service department for help.

Index

N

O

P

R

S

T

U

W

Z

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If there is a defect in any Database, your exclusive remedy shall be, at our option, either a refund of the price you paid for the product containing the defective Database or a replacement of such product. WE WILL NOT UNDER ANY CIRCUMSTANCES BE LIABLE TO ANYONE FOR ANY SPECIAL, CONSEQUENTIAL, INCIDENTAL, OR OTHER INDIRECT DAMAGE OF ANY KIND.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty does NOT apply in the following circumstances: (1) when the product has been serviced or repaired by anyone other than us; (2) when the product has been connected, installed, combined, altered, adjusted, or handled in a manner other than according to the instructions furnished with the product; (3) when any serial number has been effaced, altered, or removed; or (4) when any defect, problem, loss, or damage has resulted from any accident, misuse, negligence, or carelessness, or from any failure to provide reasonable and necessary maintenance in accordance with the instructions of the owner's manual for the product.

We reserve the right to make changes or improvements in our products from time to time without incurring the obligation to install such improvements or changes on equipment or items previously manufactured.

This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

Your remedies under this warranty will be available so long as you can show in a reasonable manner that the defect occurred within one (1) year from the date of your original purchase, and we must receive your warranty claim no later than 30 days after such 1-year period expires. Your claim must be substantiated by a dated sales receipt or sales slip.

LOWRANCE ELECTRONICS
FULL ONE-YEAR WARRANTY

"We," "our," or "us" refers to LOWRANCE ELECTRONICS, INC., the manufacturer of this product. "You" or "your" refers to the first person who purchases this product as a consumer item for personal, family or household use.

We warrant this product against defects or malfunctions in materials and workmanship, and against failure to conform to this product's written specifications, all for one (1) year from the date of original purchase by you. WE MAKE NO OTHER EXPRESS WARRANTY OR REPRESENTATION OF ANY KIND WHATSOEVER CONCERNING THIS PRODUCT. Your remedies under this warranty will be available so long as you can show in a reasonable manner that any defect or malfunction in materials or workmanship, or any non-conformity with the product's written specifications, occurred within one year from the date of your original purchase, which must be substantiated by a dated sales receipt or sales slip. Any such defect, malfunction, or non-conformity which occurs within one year from your original purchase date will either be repaired without charge or be replaced with a new product identical or reasonably equivalent to this product, at our option, within a reasonable time after our receipt of the product. If such defect, malfunction, or non-conformity remains after a reasonable number of attempts to repair by us, you may elect to obtain without charge a replacement of the product or a refund for the product. THIS REPAIR, OR REPLACEMENT OR REFUND (AS JUST DESCRIBED) IS THE EXCLUSIVE REMEDY AVAILABLE TO YOU AGAINST US FOR ANY DEFECT, MALFUNCTION, OR NON-CONFORMITY CONCERNING THE PRODUCT OR FOR ANY LOSS OR DAMAGE RESULTING FROM ANY OTHER CAUSE WHATSOEVER. WE WILL NOT UNDER ANY CIRCUMSTANCES BE LIABLE TO ANYONE FOR ANY SPECIAL, CONSEQUENTIAL, INCIDENTAL, OR OTHER INDIRECT DAMAGE OF ANY KIND.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty does NOT apply in the following circumstances: (1) when the product has been serviced or repaired by anyone other than us; (2) when the product has been connected, installed, combined, altered, adjusted, or handled in a manner other than according to the instructions furnished with the product; (3) when any serial number has been effaced, altered, or removed; or (4) when any defect, problem, loss, or damage has resulted from any accident, misuse, negligence, or carelessness, or from any failure to provide reasonable and necessary maintenance in accordance with the instructions of the owner's manual for the product.

We reserve the right to make changes or improvements in our products from time to time without incurring the obligation to install such improvements or changes on equipment or items previously manufactured.

This warranty gives you specific legal rights and you may also have other rights which may vary from state to state.

REMINDER: You must retain the sales slip or sales receipt proving the date of your original purchase in case warranty service is ever required.

LOWRANCE ELECTRONICS
12000 E. SKELLY DRIVE, TULSA, OK 74128
(800) 324-1356

How to Obtain Service...

...in the USA:

We back your investment in quality products with quick, expert service and genuine Lowrance parts. If you're in the United States and you have technical, return or repair questions, please contact the Factory Customer Service Department. Before any product can be returned, you must call customer service to determine if a return is necessary. Many times, customer service can resolve your problem over the phone without sending your product to the factory. To call us, use the following toll-free number:

800-324-1356

8 a.m. to 5 p.m. Central Standard Time, M-F

Lowrance Electronics may find it necessary to change or end our shipping policies, regulations, and special offers at any time. We reserve the right to do so without notice.

...in Canada:

If you're in Canada and you have technical, return or repair questions, please contact the Factory Customer Service Department. Before any product can be returned, you must call customer service to determine if a return is necessary. Many times, customer service can resolve your problem over the phone without sending your product to the factory. To call us, use the following toll-free number:

800-661-3983

905-629-1614 (not toll-free)

8 a.m. to 5 p.m. Eastern Standard Time, M-F

...outside Canada and the USA:

If you have technical, return or repair questions, contact the dealer in the country where you purchased your unit. To locate a dealer near you, visit our web site, www.lowrance.com and look for the Dealer Locator.

Accessory Ordering Information for all countries

To order Lowrance GPS accessories, please contact:

1) Your local sporting goods, marine, aviation, automobile or consumer electronics store. Most quality dealers that handle outdoor electronic equipment or other consumer electronics should be able to assist you with these items.

To locate a Lowrance dealer near you, visit our web site, and look for the Dealer Locator (www.lowrance.com/support/dealerlocator). Or, you can consult your telephone directory for listings.

2) U.S. customers: LEI Extras Inc., PO Box 129, Catoosa, OK 74015-0129 Call 1-800-324-0045 or visit our web site www.lei-extras.com.

3) Canadian customers can write:
Lowrance/Eagle Canada, 919 Matheson Blvd. E. Mississauga, Ontario L4W2R7 or fax 905-629-3118.

Shipping Information

If it becomes necessary to send a product for repair or replacement, you must first receive a return authorization number from Customer Service. Products shipped without a return authorization will not be accepted. When shipping, we recommend you do the following:

1. Please do not ship the knobs or mounting bracket with your unit.

2. If you are sending a check for repair, please place your check in an envelope and tape it to the unit.

3. For proper testing, include a brief note with the product describing the problem. Be sure to include your name, return shipping address and a daytime telephone number. An e-mail address is optional but useful.

4. Pack the unit in a suitable size box with packing material to prevent any damage during shipping.

5. Write the Return Authorization (RA) number on the outside of the box underneath your return address.

6. For your security, you may want to insure the package through your shipping courier. Lowrance does not assume responsibility for goods lost or damaged in transit.

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