

# Magellan eXplorist 200

## Reference Manual

### Topics:

- eXplorist 200 GPS Receiver
- Using the eXplorist 200
- Starting Up
- Navigation Screens
- Points of Interest
- Routes
- Track Logs
- Preferences
- Specifications
- Accessories
- Contacting Magellan Support



# **\*\*\* Warnings \*\*\***

## **IN THE INTEREST OF SAFETY, DO NOT USE THIS NAVIGATION DEVICE WHILE DRIVING A VEHICLE.**

Please do not try to change any settings on the Magellan® eXplorist™ while driving. Come to a complete stop or have a passenger make any changes. Taking your eyes off the road is dangerous and can result in an accident in which you or others could be injured.

### **USE GOOD JUDGMENT**

This product is an excellent navigation aid, but it does not replace the need for careful orienteering and good judgment. Never rely solely on one device for navigating.

### **USE CARE**

The Global Positioning System (GPS) is operated by the U.S. Government, which is solely responsible for the accuracy and maintenance of the GPS network. The accuracy of position fixes can be affected by the periodic adjustments to GPS satellites made by the U.S. government and is subject to change in accordance with the Department of Defense civil GPS user policy and the Federal Radionavigation Plan. Accuracy can also be affected by poor satellite geometry and obstructions, such as buildings and large trees.

### **USE PROPER ACCESSORIES**

Use only Magellan cables and antennas; the use of non-Magellan cables and antennas may severely degrade performance or damage the receiver, and will void the warranty.

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\* \* \*

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

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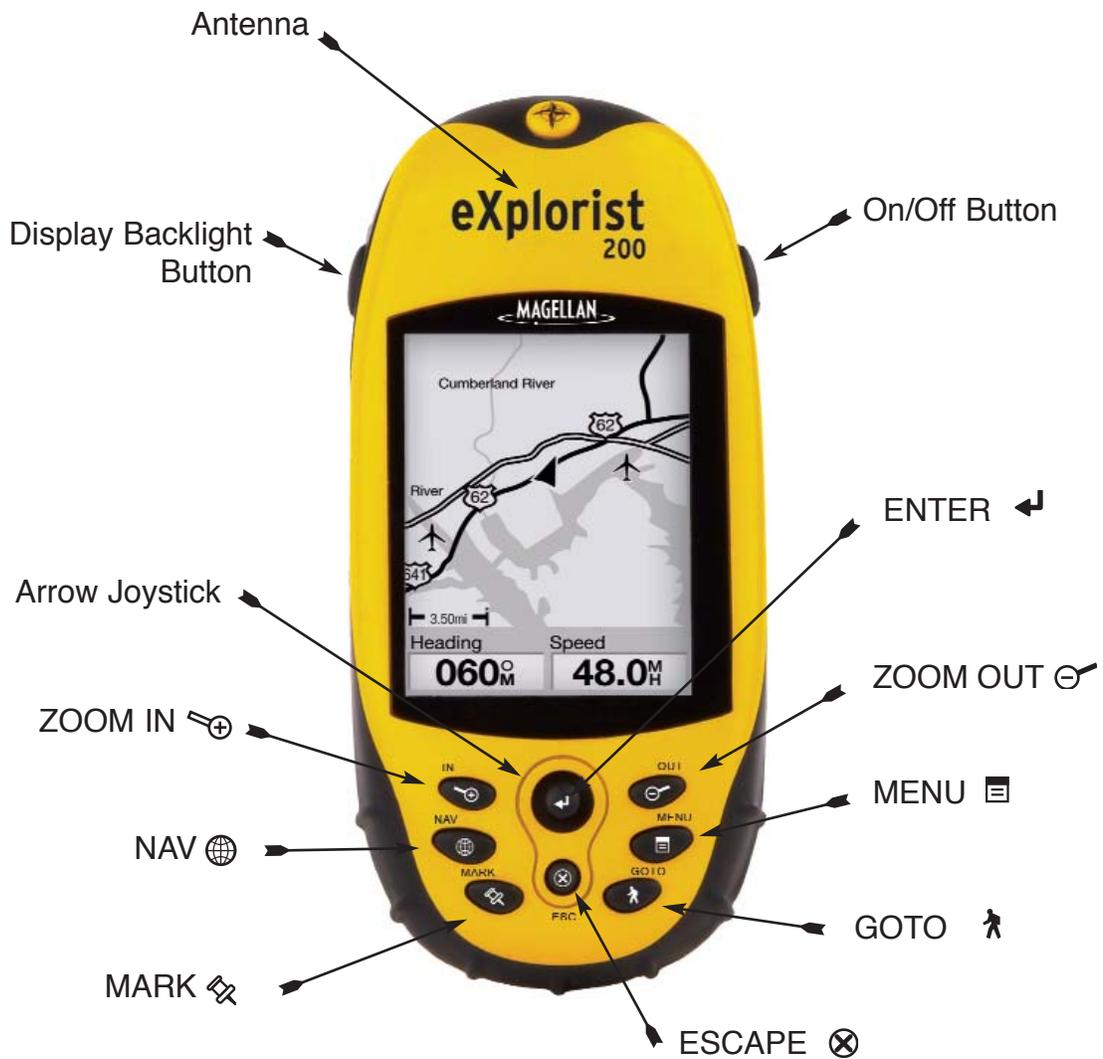
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## Features of the Magellan eXplorist GPS receiver:

- Built-in background map
- Preloaded points of interest
- Rugged design, rubber-protected
- 8 MB of background map
- Superior tracking with 14 parallel channels
- 14 hour+ battery life on 2 AA batteries
- TrueFix™ GPS technology
- 3 meter accuracy (WAAS/EGNOS)
- Multiple track logs
- Stores up to 500 points of interest and 20 routes
- Pocket-sized and waterproof to IPX-7



**eXplorist 200 GPS Receiver (front)**

## Button Descriptions:

<b>On/Off</b>		Turns the eXplorist on or off.
<b>Backlight</b>		Turns the display backlight on. Sequences from off to low to high intensity.
<b>ENTER</b>		Used to access highlighted menu items or accept highlighted buttons.
<b>ESCAPE</b>		Cancels data inputs. Closes the accessed function and goes back to the last viewed screen. Steps backward through the navigation screens.
<b>ZOOM IN</b>		Used on the <i>Map</i> screen to zoom in on the map displayed. The map display can be zoomed in to 100 ft. (35.0 m). Also used to quickly step through the list of POIs when doing an alphabetical search.
<b>ZOOM OUT</b>		Used on the <i>Map</i> screen to zoom out on the map displayed. The map display can be zoomed out to 1700 mi (2700 km). Also used to quickly step through the list of POIs when doing an alphabetical search.
<b>MENU</b>		Brings up a menu with available options. Options can be selected by using the arrow joystick to highlight the option and pressing <b>ENTER</b> to access it.
<b>NAV</b>		Steps through the navigation screens. ( <i>Map</i> screen > <i>Compass</i> screen > <i>Position</i> screen > <i>Satellite Status</i> screen)
<b>MARK</b>		Used to save your present position as a point of interest. Points of interest that you save are stored in the <i>My Points of Interest</i> portion of the database.
<b>GOTO</b>		Creates a one-leg route from your present position to a destination selected from the Points of Interest database or by using the cursor on the background map.
<b>Arrow joystick</b>		Pans the cursor on the Map screen. Moves the highlight bar to select menu options and data-entry fields.

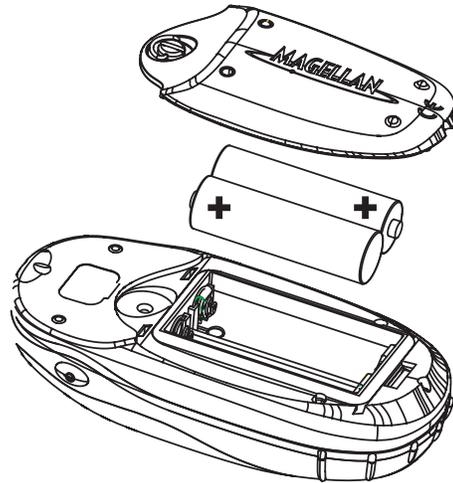


**eXplorist 200 GPS Receiver (back)**

## Installing the Batteries

The eXplorist 200 uses two AA batteries that are installed as shown in the accompanying diagram. Be sure to observe the proper polarity when installing the batteries.

Under normal operating conditions you can expect to get more than 14 hours of battery life when using fresh batteries.



### Tips on conserving battery life:

- *Turn the eXplorist off when not in use.* Whether you are moving or standing still, the eXplorist is constantly calculating position fixes and using power at the same rate. If you are going to be at the same position for any length of time, turn the eXplorist off.
- *Use the Power Timer to automatically turn the eXplorist off.* The Power Timer option allows you to set a time that the eXplorist will automatically turn off when none of the buttons have been pressed and you are not moving for a selected time. You can select from 5, 10, 30 or 60 minutes.
- *Use the display backlight sparingly.* The most severe drain on the batteries is the use of the display backlight. You will notice a drastic drop in battery life with the backlight display on continuously. You should use the Light Timer to set a time interval that the display backlight will automatically turn off when none of the buttons have been pressed.

### Setting the Power Timer

From any *Nav* screen press **MENU**. Highlight **Preferences** and press **ENTER**. Highlight **Pwr Management** and press **ENTER** twice. Use the arrow joystick to select **5 Minutes**, **10 Minutes**, **30 Minutes**, **60 Minutes** or **Off**. Press **ENTER**. Press **NAV** to return to the last viewed navigation screen.

### Setting the Light Timer

From any *Nav* screen press **MENU**. Highlight **Preferences** and press **ENTER**. Highlight **Pwr Management** and press **ENTER**. Use the down arrow to highlight the Light Timer field. Press **ENTER**. Use the arrow joystick to select **30 Seconds**, **1 Minute**, **2 Minutes**, **4 Minutes**, **10 Minutes** or **Timer Off**. Press **ENTER**. Press **NAV** to return to the last viewed navigation screen.

The eXplorist 200 uses information from the GPS satellites orbiting the earth to provide you with detailed information about your exact location. This is the foundation that your eXplorist will use to provide you with the necessary information to arrive at your destination.

## Going to a Destination

The most common use of your eXplorist will be to provide you with the navigation tools you'll need to arrive at your chosen destination. The simplest route, and the one used most, is a GOTO route. This is a route that is computed as a straight line from where you are to where you want to go.

### Step One: Compute Your Position

The basic operation of your eXplorist is to use the GPS satellites to compute your present position. This is done internally in the software of your eXplorist. The only thing that you need to do is to give your eXplorist a clear view of the sky so that it can receive the signals from the satellites.

#### Do:

- Point the antenna up toward the sky.
- Maintain a clear view of the sky.

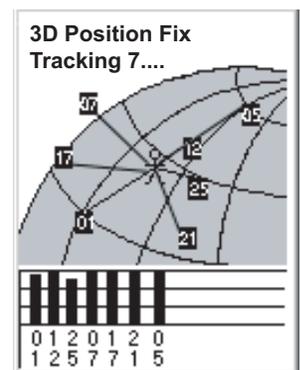
#### Don't:

- Cover the antenna with your hand or other objects.
- Point the antenna down.
- Stand under trees or other heavy foliage.
- Stand where the satellite signals are being blocked by large obstructions (such as buildings, in a narrow canyon, etc.)



If you find that the eXplorist is not computing a position, just move to a place that has a better view of the sky.

Anytime that you want to view the status of the satellites and their signal strength, switch to the Satellite Status screen. Here, you will graphically see the satellites and their relative signal strength. You need at least three satellites with good signal strength (indicated by black bars) to compute your position. A computed position with only three satellites is termed a 2D position fix. When you are getting a 2D position fix, your elevation is not being computed. To add elevation to your position fix, you need at least four satellites with good signal strength. Positions that use four or more satellites are called 3D position fixes.



## Step Two: Where Do You Want To Go?

Now that the eXplorist knows where you are, you need to tell it where you want to go. There are many different ways you can do this, but the simplest and most commonly used is a “GOTO” route. This is a one-leg route with a beginning (where you are now) and a destination (where you want to go). The destination is selected by using the *Points of Interest* database. This database has two main options: positions you have saved (*My Points of Interest*) or points of interest that have been preloaded into your eXplorist (*Background Map*).

Creating a GOTO route is as simple as pressing the **GOTO** button and selecting the destination from the points of interest database.

## Step Three: Calculating Movement

As you move, your eXplorist is constantly calculating new positions, comparing the new position to the previous position and calculating such things as heading and speed. This is all done in the eXplorist’s software communicating with the satellites and is instantaneously shown on your display.

## Step Four: Providing Directions

Your eXplorist constantly computes a direct line from your present position to your destination. From there, it will provide you instructions to guide you along that straight path. Unless you are on a large body of water, it will be unlikely that you will be able to follow these instructions exactly. To compensate for that, your eXplorist automatically updates the route, providing you with up-to-date information about getting to your destination.

GOTO routes are the simplest and most commonly used feature of your eXplorist 200. With just the **GOTO** button the eXplorist will provide you with the tools needed to get to any point of interest stored in your database.

## Saving Your Position

Another commonly used feature of the eXplorist is saving your position to the points of interest database. This feature is accessed by pressing the **MARK** button. When saving your position, you can also add attributes such as the icon or a name for the point of interest. This will help you to find this spot in the future when accessing it from the points of interest database.

Suppose that you have set up camp for the night. Tomorrow, you plan on doing some nature exploring and you want to be able to come back to the campsite when you are done. Press the **MARK** button and set the name of the point of interest to “Camp”. After your hiking is done, simply use the **GOTO** button and select “Camp” from the list of *My Points of Interest*. It’s that simple to find your way back.

While out fishing on the lake, you come across the perfect spot for catching your limit. Next year, you want to be able to come back to this same spot. Turn on your eXplorist; and after it has computed your position, press the **MARK** button to save it. This time you can enter the name “Catfish1” and save your point of interest. Next year, you can be back at the same hot spot with just a press of the **GOTO** button.

A simpler example, and one you can do at just about any time, is finding your car in that ocean of other cars in the shopping mall parking lot. Just park your car, step outside and let your eXplorist compute your position. (Make sure that you have a clear view of the sky.) Using the **MARK** button, save this position with the name “Car”. When you are done shopping, just go outside the mall and create a GOTO with the destination “Car”. No matter where you parked, your eXplorist will guide you back, simply and easily.

## Tracing Your Steps

Hikers, mountain bikers and outdoor enthusiasts often need the option of leaving a trail of breadcrumbs that they can follow back to where they started. The eXplorist has a feature called *BackTrack* that enables you to do just that.

It was mentioned earlier that your eXplorist is constantly computing your present position and that you can save your position by using the **MARK** button. Now, imagine that your eXplorist automatically saved your computed positions as you moved along the trail. Pretty soon there would be a set of saved positions, like breadcrumbs, that represents the trail you have taken. This is exactly what the eXplorist does. It saves the computed positions as hidden points of interest and strings them together to represent your travels. This is called your *Track*, and the hidden points of interest are your *Track Log*.

Your eXplorist enables you to use this Track, reverse it and navigate you along the same path that you followed to get you back to your destination.

You might drive to the ranger station and follow the trail that leads you to the waterfalls you have been wanting to see. With your eXplorist turned on and able to compute position fixes, you continue along the trail. The trail winds along and has many smaller trails attached to it. As the day progresses you arrive at the falls. When it's time to head back to your car, you access your Track Logs list and select the *Active Track* log. Now, press **MENU**, highlight BackTrack and press **ENTER**. Your eXplorist will now seamlessly guide you along the path, tracing your footsteps, back to where you started.

Another nice feature of Track Logs, which you may find useful, is that you are able to save the Track Logs and recall them at any time. In the above example, at the waterfall, you could save that track and use it anytime you wanted to go back.

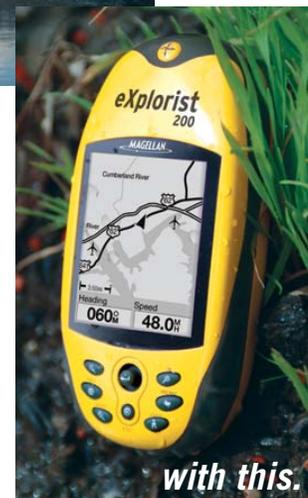
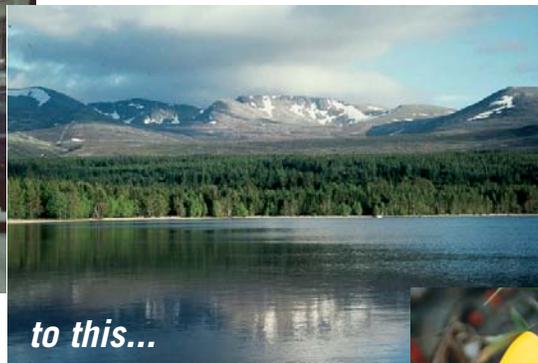
## Additional Features

Your Magellan eXplorist contains all of the features that you would expect from a high-quality Magellan-brand handheld navigation device, as well as many more to make your outdoor experience more enjoyable. You have the ability to customize the navigation screens, enabling you to view the information that is important to you. The eXplorist makes full use of the *Map* screens, enabling you to graphically see your position, the route you are navigating, the path you have trekked (Track), and points of interest icons. There is a built-in odometer so that you can log the length of your journey. User preferences enable you to set up and maintain your eXplorist so that it fits your needs and requirements. The eXplorist gives you all of this and more in an easy-to-use, portable navigation tool that includes built-in help files that you can access in the great outdoors.



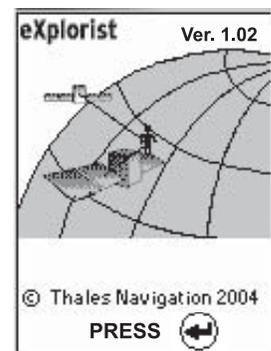
Magellan eXplorist 200  
with optional  
swivel mounting bracket

## Summary



## Turning the eXplorist On

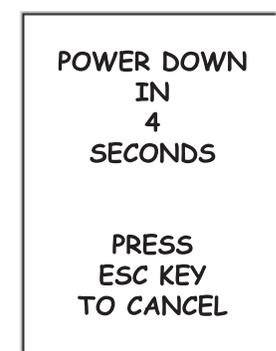
To turn the eXplorist on, press the **POWER** button on the top right side. To prevent the eXplorist from being turned on accidentally, draining the batteries, you need to press **ENTER** when the *Startup* screen is displayed. You have approximately 30 seconds between pressing the **POWER** button and pressing the **ENTER** button, otherwise the eXplorist will automatically turn itself off.



## Turning the eXplorist Off

To turn the eXplorist off, press the **POWER** button on the top right side.

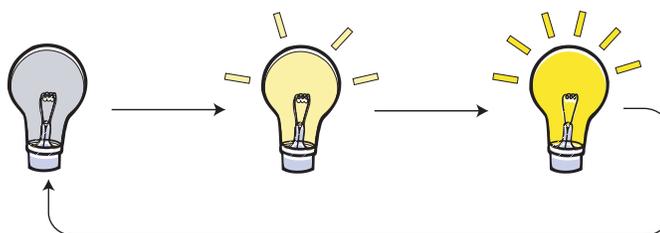
There is a 5-second countdown after you press the **POWER** button. If you change your mind and decide to leave the eXplorist on, just press the **ESC** button. If you press the **POWER** button during this countdown period, the eXplorist will immediately turn off.



## Turning the Display Backlight On/Off

The display backlight has three levels of intensity: off, low and high. When the eXplorist is first turned on, the display backlight is off. Press the **LIGHT** button on the top left side of the eXplorist to turn the backlight on low. Pressing the **LIGHT** button a second time sets the backlight to high. To turn off the backlight, press the **LIGHT** button again.

Backlight intensity changes each time you press the **LIGHT** button.



**REMEMBER:** Using the display backlight causes severe drain on the batteries.

## Using the eXplorist for the First Time

**Turn the eXplorist on.** Press the **Power** button. When the *Startup* screen is displayed, press **ENTER**.

**Select Language.** When you turn on the eXplorist for the first time, you are given the option of selecting one of the ten languages that can be used.

You can change the language selection at any time by accessing Menu > Preferences > Languages.

**Tip:** If you accidentally change the language but you can't read the text and need to change it back, press the **NAV** button until the *Satellite Status* screen is displayed. Press **MENU**. Use the **Arrow** joystick to highlight the fourth line and press **ENTER**. Use the **Arrow** joystick to highlight the fifth line and press **ENTER**. The *Language Select* screen will be displayed.



Use arrow joystick to move the highlight up and down. Press **ENTER** to accept

**Read Warning.** When you agree to the warning statement, press **ENTER** to continue.



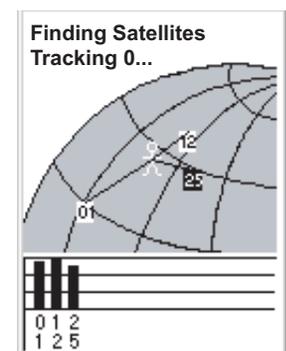
Press **ENTER** to continue

**Compute Initial Position.** For this operation, it is best if you are outside and have a clear, unobstructed view of the sky. Without a clear view, this will take much longer and could result in the eXplorist being unable to compute the initial position automatically.

The eXplorist begins to compute your initial position. This may take a few minutes while it is doing a *cold start*.

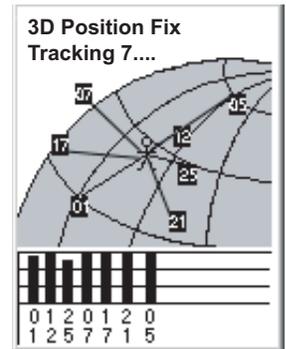
Normally, when you first turn the eXplorist on it will compute your position in a matter of seconds when able to do a *warm start*. (An explanation of *cold start* vs. *warm start* is provided following this section.)

The *Satellite Status* screen is displayed, showing you the progress of the collection of satellite data.

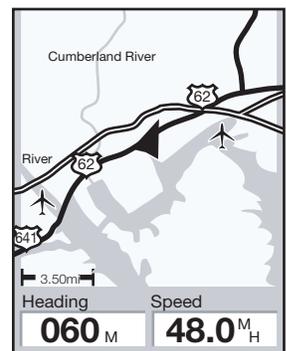


*Satellite Status* screen shows how many satellites are being tracked, as well as the relative strength of the signal.

The *Satellite Status* screen will continuously update, and you will be able to graphically see how well your eXplorist is performing.



When the eXplorist has enough information to compute a position fix, the *Satellite Status* screen is replaced with the *Map* screen. The arrow cursor in the center of the *Map* screen represents your position. As you move, the arrow will point in the direction you are traveling.



**Tip:** Use the **ZOOM IN** and **ZOOM OUT** buttons to change the map scale so that you can see your present position better.

**If the eXplorist is unable to compute your initial fix in a few minutes:** If the eXplorist determines that it is unable to track the satellites within a few minutes, it will present you with the following screens in an effort to better determine its approximate location.

**Select Region.** Use the arrow joystick to highlight the region that you are located in. With the region highlighted, press the **ENTER** button.



**Select Area.** This displays a list of areas for the region you selected. Use the **Arrow** joystick to highlight the area that applies to you, and press the **ENTER** button.

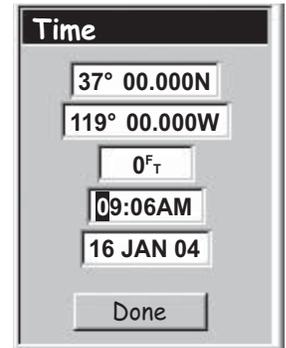


**Enter Current Time.** Use the arrow joystick to enter the current time.

- Arrow Joystick Up: Increases the highlighted number
- Arrow Joystick Down: Decreases the highlighted number
- Arrow Joystick Right: Moves the highlight one character to the right
- Arrow Joystick Left: Moves the highlight one character to the left

Toggle between AM and PM by moving the arrow joystick up or down when AM or PM is highlighted.

When you have entered the correct time, press **ENTER**.



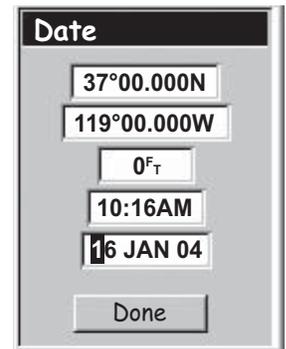
The latitude and longitude that represents the center of the region and area you selected is displayed.

**Enter the Date.** Use the **Arrow** joystick to set the date displayed to the current date.

- Arrow Joystick Up: Increases the highlighted number
- Arrow Joystick Down: Decreases the highlighted number
- Arrow Joystick Right: Moves the highlight one character to the right
- Arrow Joystick Left: Moves the highlight one character to the left

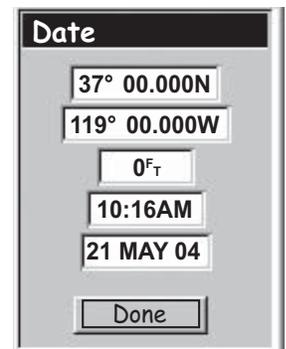
When the month is highlighted, use the arrow joystick up or down to scroll through the list of months.

When you have entered the correct date, press **ENTER**.



**Accept Information.** The Done button is highlighted at the bottom of the display. Review the information you entered; if correct, press **ENTER**.

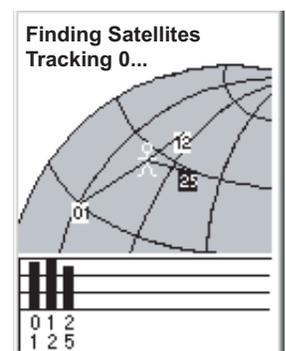
**Tip:** If the time or the date is incorrect, you can fix it now. Use the **Arrow** joystick to highlight the time or the date field that you want to change. With the field highlighted, press **ENTER**. You can now change the information using the same technique used before.



The *Satellite Status* screen is displayed again and the eXplorist will try to compute your position using the information you just provided.

**Tip:** If you notice that the satellite signal-strength bars are still not changing, try moving to a new location where you have a clearer view of the sky.

As before, when the eXplorist computes the initial position, the *Map* screen will be displayed, with your computed position indicated by the arrow cursor in the middle of the display.



**Cold vs. Warm Start.** When the eXplorer is turned on, one of the first things it does is to find out which satellites are overhead, along with their relative position. It does this by using a built-in satellite almanac. This almanac, when given the current date, time and approximate position, can provide the eXplorer with information on which satellites are overhead and their approximate relationship to the eXplorer. Now with information on satellite availability, the eXplorer can begin setting its internal satellite channels to receive satellite transmissions.

**Cold Start.** Cold start is defined as when the eXplorer does not have an approximate position to use when referring to its almanac. This can occur when:

- The eXplorer is turned on for the first time after purchase. The memory is cleared prior to shipping so that any position that may have been in the eXplorer is set to a null value.
- If you have cleared the eXplorer's memory, (found in **Preferences**) all of the memory will be cleared and the last computed position will be set to a null value.
- If you have traveled with your eXplorer with it turned off, the last position saved may be so far away that when the eXplorer begins looking for satellites, the ones it is expecting to find are not there. (As a rule of thumb, any time you move for more than 500 mi [804.7 km] with the eXplorer turned off, there is a good chance that it will start up using a cold start.

A cold start should take no more than 2-3 minutes to compute the initial position fix.

**Warm Start.** Warm starts are when the last position calculated before the eXplorer was turned off is still in memory and you are in the same approximate position. Most of the time that the eXplorer is turned on, it will be in its warm-start mode. With a clear view of the sky, the eXplorer should compute its position in a matter of seconds.

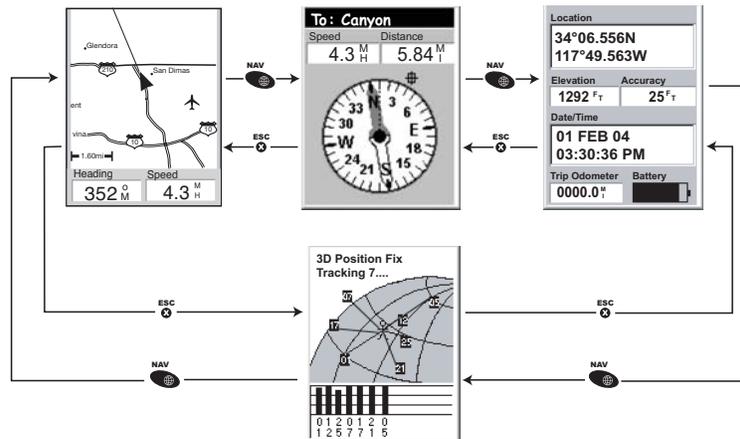
## Conclusion

This concludes the initial startup procedure for the Magellan eXplorer 200. Once the *Map* screen is displayed, you have successfully initialized the eXplorer and are ready to go.

Now would be a good time to familiarize yourself with the different navigation screens (using the **NAV** button) and to set any preferences that may be different from the factory defaults.

## Accessing the Navigation Screens

The eXplorist has three navigation screens, as well as a *Satellite Status* screen that can be accessed by pressing the **NAV** button. Each screen provides the same information in a different format, giving you the choice of choosing the screen that best suits your needs.



*Tip:* The **ESC** button will also set through the navigation screens, just like the **NAV** button but in the reverse order.

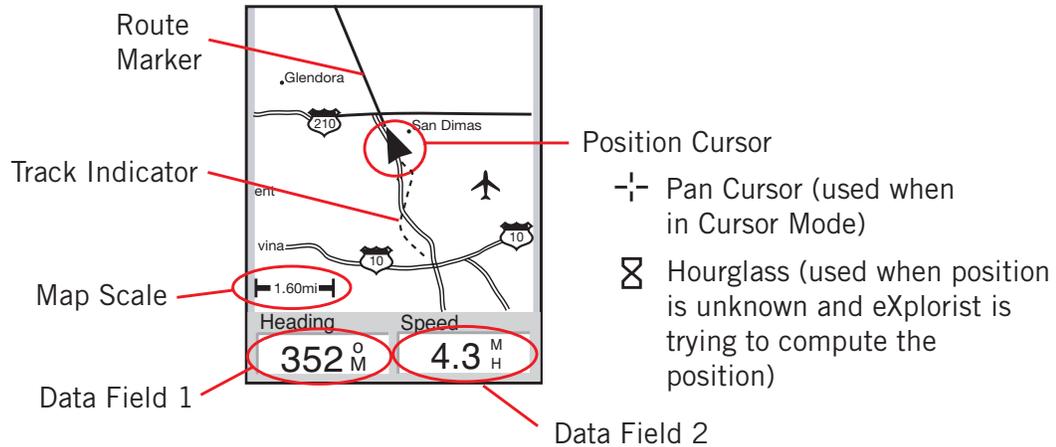
## Map Screen

The first, and most commonly used, screen is the *Map* screen. The *Map* screen displays your position, as well as POIs and any background map data for the area displayed.

Highlights of the *Map* screen:

- Use the zoom in/out buttons to change the scale.
- The arrow cursor in the middle of the display indicates your position and, if moving, points in the direction you are heading.
- Press **MARK** to save your position.
- Use the **Arrow** joystick to move the cursor. The arrow cursor changes to a crosshair cursor, with any available information about the position of the cursor at the bottom of the display. You can also save the position of the crosshair cursor as a POI by pressing the **MARK** button.
- Press **ESC** when you are done panning with the crosshair cursor to display your present position with the arrow cursor.
- Press **MENU** and select **Hide Map Info** or **Show Map Info** to turn the information boxes at the bottom of the screen on or off.
- Press **MENU** and select **Customize page** to change the information displayed at the bottom of the screen.
- Press **MENU** and select **Map Setup** to change the orientation of the screen and the primary usage (land or marine).

## Map Screen Overview



## Changing Map Scale

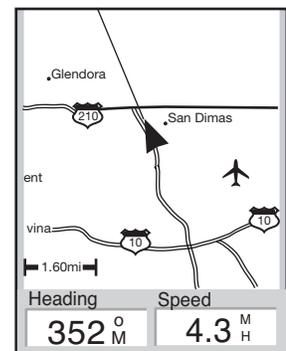
Press the **Zoom In** or the **Zoom Out** buttons to change how much of the map is displayed on the screen. The map scale indicator in the bottom left corner of the map indicates the relative distance between the two end-points of the scale. The scale can be changed from 1700 mi (2700 km) to 100 ft (35.0 m).

*Tip:* Press and hold the **Zoom In** or the **Zoom Out** buttons to rapidly step through the map scales.

## Map Screen Modes

The *Map* screen has two modes that it can be in: position or cursor. In the Position mode the Map screen displays your position, indicated by the arrow icon in the center of the map. The arrow not only displays your position but also, when moving, will point in the direction you are heading.

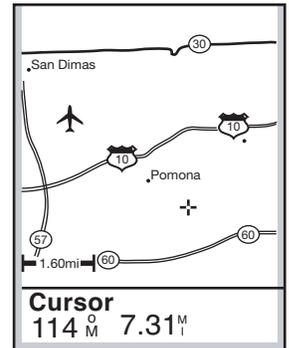
The Position mode is the default mode for the *Map* screen. Whenever you enter the *Map* screen it will be in the Position mode.



The *Map* screen in the Position Mode

In the Cursor mode, you have a cursor icon displayed that you can use to pan around the map. The information displayed at the bottom of the screen provides you with the heading and distance of the cursor from your present position. In the Cursor mode you can:

- scroll around the map, checking available information for areas on the map not displayed around your present position
- create a POI for the position indicated by the cursor
- create a GOTO route to the position indicated by the cursor location
- get detailed information about POIs or map objects found at the cursor location



The Map screen in the Cursor Mode

These options will be explained in the section of this manual on creating POIs and GOTO routes.

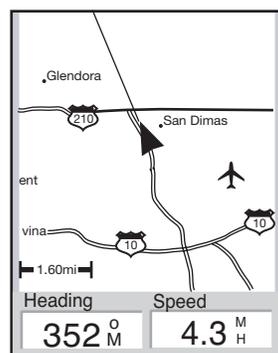
To enter the Cursor mode, use the **Arrow** joystick to move the cursor. As soon as the joystick is moved, a crosshair cursor is displayed and the bottom of the screen changes to provide information about the cursor position.

To exit the cursor mode, press the **ESC** button. When pressed, the *Map* screen is returned to the Position mode, with your present position displayed in the center of the screen.

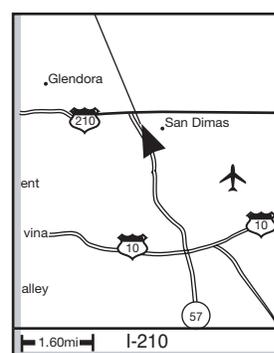
## Showing or Hiding Map Information

The information at the bottom of the *Map* screen provides you with information that can be used to assist you in navigating to your destination. However, you may want to display more of the map and may not need this information. The eXplorist gives you the capability to turn this information on or off.

1. While viewing the *Map* screen, press **MENU**.
2. With **Hide Map Info** or **Show Map Info** highlighted, press **ENTER**.



The Map screen with map information shown



The Map screen with map information hidden

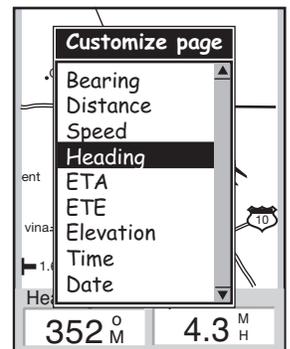
## Customizing the Map Information

The information displayed at the bottom of the screen can be customized to change what is shown in the two map information fields. You can select from:

- Bearing
- Distance
- Speed [default]
- Heading [default]
- ETA (Estimated Time of Arrival)
- ETE (Estimated Time Enroute)
- Elevation
- Time
- Date

To customize the map information:

1. While viewing the *Map* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Customize page**.
3. Press **ENTER**.
4. The title bar for one of the fields is highlighted. Use the **Arrow** joystick to highlight the title bar for the field you want to customize.
5. Press **ENTER**.
6. Highlight the information you want displayed from the list.
7. Press **ENTER**.
8. The highlight will automatically jump to the other field. Go back to step 5 to change the information displayed for this field.
9. When the information to be displayed is chosen, press **ESC** to exit the customize function.



## Changing the Map Orientation

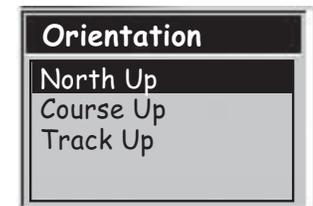
The default orientation for the *Map* screen is North Up. This means that the top of the display represents true north. This orientation can be changed so that the top of the display is more useful to you. You can choose from:

- North Up [default]. This orientates the top of the map display to represent true north.
- Course Up. In course up, the top of the map displays the direction to your destination. (When there is not an active route, the top of the display indicates true north.)
- Track Up. In track up, the top of the map display changes to reflect your heading. (If you are not moving, the top of the display indicates true north.)

*Note:* In Course Up and Track Up, a north indicator is displayed in the upper right corner of the display. This arrow points in the direction of true north.

To change the map orientation:

1. While viewing the *Map* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Map Setup**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the Orientation field.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **North Up**, **Course Up** or **Track Up**.
7. Press **ENTER**.
8. Press **MAP** to return to the *Map* screen.



## Changing the Primary Usage

The *Map* screen can be changed to be primarily used on land (default) or marine.

When in land usage, land areas are displayed as white areas on the display and water is displayed as dark gray.

The opposite is true when the map is set for marine usage. (Water is white and land areas are displayed as dark gray.)

This is provided as an option to provide you with the ability to view the text and map details more easily, depending on where you are navigating.

To change the primary usage:

1. While viewing the *Map* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Map Setup**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the Primary Usage field.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **Marine** or **Land**.
7. Press **ENTER**.
8. Press **NAV** to return to the *Map* screen.



The *Map* screen with the primary usage in Land



The *Map* screen with the primary usage in Marine

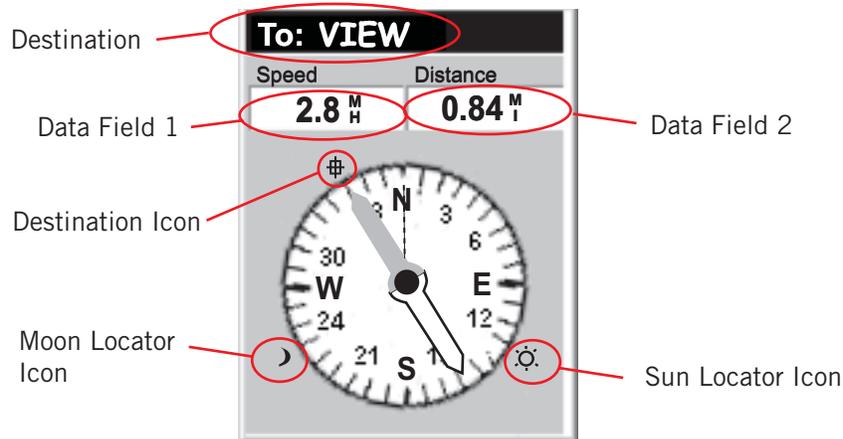
## Compass Screen

The *Compass* screen provides an easy-to-use graphical compass that should be familiar to most GPS users.

Highlights of the *Compass* screen:

- With an active route, the top of the *Compass* screen displays the name of the destination.
- Press **MENU** and select **Customize page** to change the information displayed at the top of the screen.
- When there is no active route, the graphical compass performs like a standard compass, indicating to your heading as referenced to true north. (Note: You must be moving at least 0.5 mph for the compass to display heading information.)
- With an active route, the compass graphically displays an icon representing your destination. The compass arrow points in the direction you are heading when you are moving.

## Compass Screen Overview



The top of the screen (the header bar) displays the name of the destination if you have an active route. Without an active route, the destination name is blank.

Also, two navigation information fields (customizable) are displayed.

When there is no active route, the graphical compass indicates the direction you are travelling. (When you are not moving, the compass points to the last computed heading.) When there is an active route, an icon representing the destination is displayed outside the compass diameter, with the compass arrow pointing in the direction you are heading. When the compass arrow points directly to the destination icon, you are going in the direction of your destination.

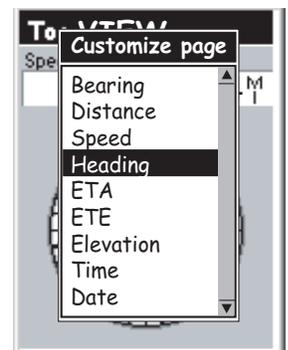
## Customizing the Information Fields

The information displayed at the top of the screen can be customized to information that is important to you. You can select from:

- Bearing
- Distance [default]
- Speed [default]
- Heading
- ETA (Estimated Time of Arrival)
- ETE (Estimated Time Enroute)
- Elevation
- Time
- Date

To customize the map information:

1. While viewing the *Compass* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Customize page**.
3. Press **ENTER**.
4. The title bar for one of the fields is highlighted. Use the **Arrow** joystick to highlight the title bar for the field you want to customize.
5. Press **ENTER**.
6. Highlight the information you want displayed from the list.
7. Press **ENTER**.
8. The highlight will automatically jump to the other field. Go back to step 5 to change the information displayed for this field.
9. When the information to be displayed is chosen, press **ESC** to exit the customize function.



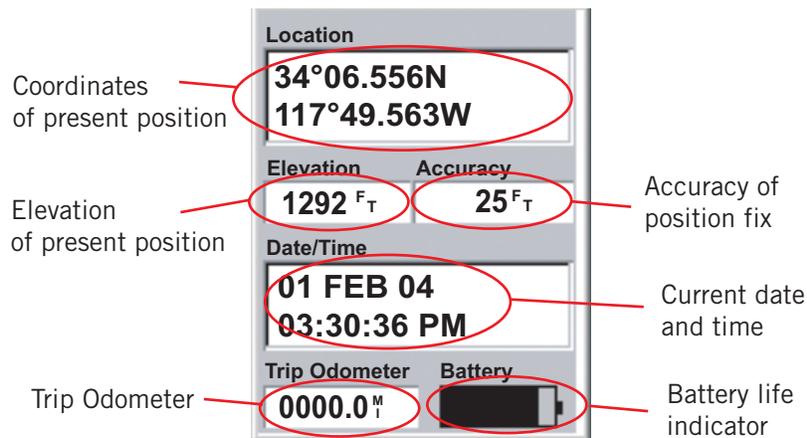
## Position Screen

The *Position* screen provides detailed position information in a text format that is familiar to seasoned navigators.

Highlights of the *Position* screen:

- Position is displayed in textual format using the coordinate system selected. (See *Setting Coordinate System* for information on how to select the coordinate system.)
- Elevation information is displayed. (Accurate when four or more satellites are being used to compute the position.)
- Computed accuracy of the position computed is displayed. WAAS is also displayed in the Accuracy field when the eXplorist is using WAAS information to increase the accuracy of the position fix.
- Date and time are shown, automatically adjusted from time information supplied from the atomic clocks in the GPS satellites.
- A resettable trip odometer to keeps track of the distance you've travelled.
- A graphical battery indicator provides you with information on the current condition of the AA batteries in the eXplorist.

## Position Screen Overview



## Resetting the Trip Odometer

Whenever you begin a trip and you want to record how far you have travelled, you will want to reset the trip odometer to zero.

To reset the trip odometer:

1. While viewing the *Position* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Reset Trip**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Yes**.
5. Press **ENTER**.



Warning page offers you the opportunity to change your mind.

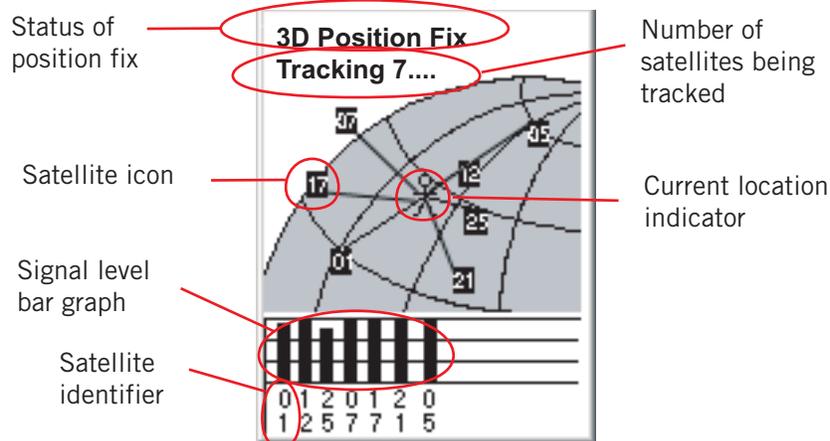
## Satellite Status Screen

The *Satellite Status* screen is a handy way to visually see just how well the eXplorist is tracking and receiving satellite signals.

Highlights of the *Satellite Status* screen:

- Type of position fix and the number of satellites being tracked is displayed. [A 2D Position Fix requires three satellites; a 3D Position Fix requires four satellites or more.]
- Graphical indication of the location of the satellites, as well as their assigned number identifiers, are shown.
- Bar chart supplies information as to the signal strength for each satellite. [A hollow bar indicates that the satellite is being tracked but has not been locked on yet; a solid bar indicates that the satellite has been locked on.

## Satellite Status Screen Overview



Whether driving in a car, hiking on the trail, or out for an afternoon sail, you are going to want to save places you've been in your eXplorist so that you can go back to them in the future. This is the fundamental starting point for any GPS navigator.

Saving these places is called "Marking Your position" or just MARK for short. The saved positions are called points of interest, or just POIs. (You may have heard the term "waypoints" to describe marked positions. Waypoints and points of interest are identical.)

There are two types of POIs in your eXplorist 200: POIs that you have marked (saved) and POIs that have been stored in your eXplorist as part of the built-in background map. These two classes of POIs are accessed from the same MENU option and can be used independently or combined to create routes.



## Marking Your Position

The most common way of adding POIs to the database will be to mark your present position. There are two levels of marking your position. The first that will be described will be quick-marking your position. The second method provides you with the means to personalize POIs you are saving.

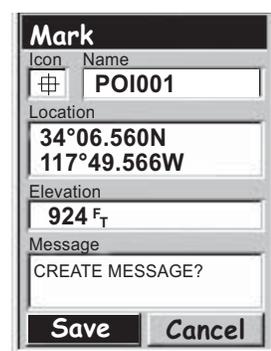
### Quick Marking Your Position

This saves your present position in the database using mark-position defaults.

1. Press **MARK**.
2. Press **ENTER**.

Note: If a position fix is not being computed or if only a 2D position fix (no elevation information) is being computed, a warning will be displayed asking you to confirm that you still want to save this position.

When you save a 2D position fix you will notice that even though elevation was not computed, that a elevation value is included as part of the POI. This elevation is the last elevation that was computed by the eXplorist.



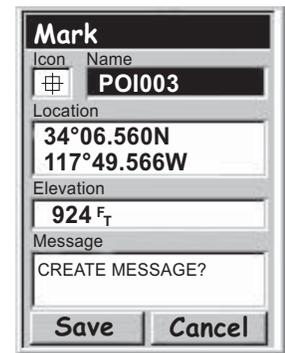
Sample Mark Screen

*Tip:* Later in this manual you will see a way to modify the icon, name, and message of positions you have quick-marked.

**Marking Your Position (Personalized)**

Normally, marking your position is simply a two-button process: MARK and ENTER. However, sometimes you will want to personalize the POI you are marking to make it easier to identify later. You are able to change the icon, change the name, and create a message. You are also able to change the location coordinates and the elevation. This changes the position that is being saved and is discussed in a following section.

1. Press **MARK**.
2. Use the **Arrow** joystick to highlight the field you want to change.
3. Press **ENTER**.
- 4a. If the icon field was selected: Use the **Arrow** joystick to select the icon desired and press **ENTER**. To aid in your selection, the type of icon selected is displayed in the information block at the top of the keypad.
- 4b. If the Name field was selected: Use the **Arrow** joystick to select the character desired and press **ENTER**. If you make a mistake, highlight **Back** and press **ENTER**. To access the lower-case characters, highlight **Shift** and press **ENTER**. To clear everything and start over, highlight **CLEAR** and press **ENTER**. When you are satisfied with the name, highlight **OK** and press **ENTER**.
- 4c. If the Message field was selected: Use the keypad displayed, just as was described in 4b, to enter a message for this POI. Message fields can have up to 30 characters, including spaces.
5. When the Icon, Name, and Message fields are done, use the **Arrow** joystick to highlight **Save**.
6. Press **ENTER**.



Mark Screen with Name field highlighted

*Note:* User-saved POI names can only be eight characters long (including spaces).

## Making POIs for Locations Other Than Your Present Position

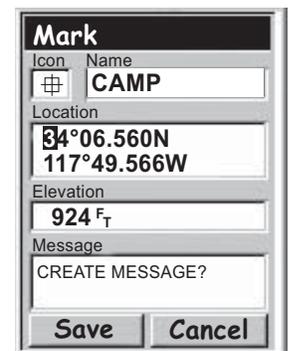
Sometimes, you may want to save a position that is not your present position. The eXplorist offers you two ways of doing that. You can modify the coordinates of your present position or you can use the Cursor mode of the *Map* screen to pan to the location you want to mark.

### Marking a Position by Entering Coordinates

This method of marking a position would normally be used when you have gotten the coordinates for the position from a map or chart. It is also possible that you have gotten the coordinates from a friend and want to save this POI in your eXplorist database.

Before beginning, make sure that your eXplorist has been set to use the same coordinate system of the coordinates you plan on entering. If not, you will have to go to Preferences and change the coordinate system used by your eXplorist.

1. Press **MARK**.
2. Use the **Arrow** joystick to highlight the Location field.
3. Press **ENTER**.
4. Depending on the coordinate system used, the information will be different but the process is the same. Use the **Arrow** joystick in an up/down motion to increase or decrease the value at the cursor point. To move the cursor point left or right, use the **Arrow** joystick in a left/right motion.  
Input the data on the first line of the Location field. When done, press **ENTER** and the cursor will drop to the second line. Continue inputting the data for the second line of the Location field.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **Save**.
7. Press **ENTER** to save the new POI.



Entering new positioning coordinates

Note: While not described here, you can change the icon, name, elevation, and add a message, just as described in *Marking Your Position (Personalized)*.

## Marking a Position using the Map Cursor

This gives you a way of marking a position, other than your present position, by moving the cursor around the map to a place where you want to create a POI.

1. While viewing the *Map* screen, use the **Arrow** joystick to put the eXplorist into Cursor mode.
2. Continue moving the crosshair cursor until you are over the location where you want to add a POI.
3. Press **MARK**.
4. [Optional] Use the **Arrow** joystick to highlight fields (icon, name, etc.) of the POI that you want to edit. When you are done editing the field, press **ENTER**.
5. With **Save** highlighted, press **ENTER**.
6. Press **ESC** to exit the Cursor mode and return to the Position mode.

## Marking a Position from a Map Object

Another method of marking a position while in the Cursor mode is to use the crosshair cursor to mark a map object (road, city, etc.).

1. While viewing the *Map* screen, use the **Arrow** joystick to put the eXplorist into Cursor mode.
2. Continue moving the crosshair cursor until you are over a map object that you want to add as a POI. (The information about the map object will be displayed at the bottom of the display.)
3. Press **ENTER**.
4. Use the **Arrow** joystick to select, from the list of map objects for that location, the one you want to use as the baseline for the new POI.
5. Press **ENTER**.
6. The **Save** option will be highlighted.
7. Press **ENTER**.
8. [Optional] Use the **Arrow** joystick to highlight fields (icon, name, etc.) of the POI that you want to edit. When you are done editing the field, press **ENTER**.
9. With **Save** highlighted, press **ENTER**.
10. Press **ESC** to exit the Cursor mode and return to the Position mode.

## The POI Database

All of the POIs that you have saved and background map POIs that came with your eXplorist, can be accessed using the POI database. Once the database has been accessed and the POI selected, you can view or edit the POI.

Highlights of the POI database are:

- Searching for POIs you have saved, nearest to your position or in alphabetical order.
- Searching for POIs that have been preloaded into the eXplorist, nearest to your position or in alphabetical order.
- Ability to edit POIs you have saved.
- Ability to delete POIs you have saved.
- Function letting you view a POI (ones you have saved or preloaded) on the map.
- Provides another means to save a preloaded POI as a user-entered POI.
- While viewing the list of POIs, the bearing and distance from your present position is displayed at the bottom of the screen.

## Searching for a User-Entered POI

When searching for a POI that you have entered, you have two options to choose from: nearest or alphabetical.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick in an up/down motion to highlight **My Pts of Interest**.
5. Use the **Arrow** joystick in a left/right motion to select **Nearest** or **Alphabetical**.
6. Press **ENTER**.
7. Use the **Arrow** joystick to highlight the desired POI.



POI database set to search for user-entered POIs alphabetically

From here you can edit, delete, or view on the map the POI you have highlighted by pressing **ENTER** and selecting the desired function from the menu. Detailed information on these functions can be found later in this manual.

## Searching for a Preloaded POI using Nearest

Searching for a preloaded POI using the Nearest option is similar to searching for user-entered POIs with an additional step. Preloaded POIs have been categorized into five categories (Cities, Highways, Airports, Waterways, and Parks) and you need to select the category that the POI will be found in.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick in an up/down motion to highlight **Background Map**.
5. Use the **Arrow** joystick in a left/right motion to select **Nearest**.
6. Press **ENTER**.
7. Use the **Arrow** joystick to highlight the category (**Cities**, **Highways**, **Airports**, **Waterways**, or **Parks**) for the POI.
8. Press **ENTER**.
9. Use the **Arrow** joystick to highlight the POI desired.



List of cities, nearest to the present position

## Searching for a Preloaded POI using Alphabetical

This is very similar to searching for a POI using nearest; but, due to the large numbers of POIs in the database, an additional step has been added to speed up the process of finding the POI you are looking for.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick in an up/down motion to highlight **Background Map**.
5. Use the **Arrow** joystick in a left/right motion to select **Alphabetical**.
6. Press **ENTER**.
7. Use the **Arrow** joystick to highlight the category (**Cities**, **Highways**, **Airports**, **Waterways**, or **Parks**) for the POI.
8. Press **ENTER**.
9. Use the **Arrow** joystick and the **ENTER** button to enter the first few characters of the POI you are searching for. (Five characters is usually enough to put you close enough on the list to the POI you are looking for.)
10. Use the **Arrow** joystick to highlight **OK**.
11. Press **ENTER**.
12. Use the **Arrow** joystick to highlight the POI desired.



Keyboard used to narrow the search

From here you can copy or view on the map the POI you have highlighted by pressing **ENTER** and selecting the desired function from the menu. Detailed information on these functions can be found later in this manual.

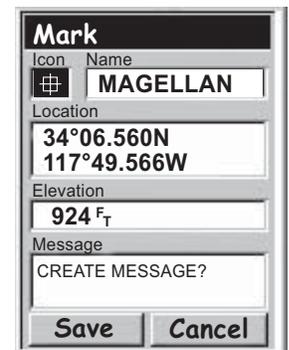
## Editing a User-Created POI

POIs that you have saved can be edited to change the icon, name, elevation and message. You can also change the location, but keep in mind that this effectively is creating a new POI in a new location.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick up/down to highlight **My Pts of Interest**.
5. Use the **Arrow** joystick left/right to select **Nearest** or **Alphabetical**.
6. Press **ENTER**.
7. Use the **Arrow** joystick to highlight the POI to be edited.
8. Press **ENTER**.
9. Use the **Arrow** joystick to highlight **Edit POI**.
10. Press **ENTER**.

NOTE: If the POI you are trying to edit is used in a route, you will be asked to confirm that you want to edit this POI.

11. Use the **Arrow** joystick to highlight the field you want to change.
12. Press **ENTER**.
- 13a. If the Icon field was selected: Use the **Arrow** joystick to select the icon desired and press **ENTER**. To aid in your selection, the type of icon selected is displayed in the information block at the top of the keypad.
- 13b. If the Name field was selected: Use the **Arrow** joystick to select the character desired and press **ENTER**. If you make a mistake, highlight **Back** and press **ENTER**. To access the lower-case characters, highlight **Shift** and press **ENTER**. To clear everything and start over, highlight **CLEAR** and press **ENTER**. When you are satisfied with the name, highlight **OK** and press **ENTER**.  
*Note:* User-entered POI names can be only eight characters long (including spaces).
- 13c. If the Message field was selected: Use the keypad displayed, just as was described in 13b, to enter a message for this POI.
14. When the Icon, Name and Message fields are ready, use the **Arrow** joystick to highlight **Save**.
15. Press **ENTER**.



Editing an existing POI with the Icon field highlighted

## Deleting a User-Created POI

POIs that you have saved can be deleted using this operation. If you have created a lot of POIs, you may wish to delete any unnecessary ones so that you may more easily search for a newly created POI.

POIs that have been deleted cannot be restored. You will need to input the information for a deleted POI if you will want it again. To prevent accidental deletion, a confirmation window will be displayed, confirming the deletion.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick up/down to highlight **My Pts of Interest**.
5. Use the **Arrow** joystick left/right to select **Nearest** or **Alphabetical**.
6. Press **ENTER**.
7. Use the **Arrow** joystick to highlight the POI to be deleted.
8. Press **ENTER**.

Note: If the POI selected is used in a route, you will be asked to confirm the deletion.

9. Use the **Arrow** joystick to highlight **Delete POI**.
10. Confirm the deletion by highlighting **Yes**, or cancel the deletion by highlighting **No**.
11. Press **ENTER**.

## Viewing a User-Created POI on the Map Screen

POIs that you have saved can be viewed on the *Map* screen to assist you in locating the POI.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick up/down to highlight **My Pts of Interest**.
5. Use the **Arrow** joystick left/right to select **Nearest** or **Alphabetical**.
6. Press **ENTER**.
7. Use the **Arrow** joystick to highlight the POI to be viewed.
8. Press **ENTER**.
9. Use the **Arrow** joystick to highlight **View on Map**.
10. Press **ENTER**.
11. The *Map* screen will be displayed in the Cursor mode. The cursor will be directly over the POI you have selected. You may use the **Zoom** buttons to change the scale of the map displayed; and if your position icon is within range, it will be shown.
12. Press **ESC** to return to the list of POIs found in step 7.

Note: Remember that pressing the **NAV** button will return you to the last viewed *Map* screen. In step 12 if you are finished with the POIs in the POI database, you could press **NAV** to close the POI database and return to the last viewed *Map* screen.

## Copying a Preloaded POI

POIs that have been preloaded as part of the background map can be saved as a user-entered POIs. Preloaded POIs cannot be deleted; it just copies it to the **My Points of Interest** portion of the database.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick up/down to highlight **Background Map**.
5. Use the **Arrow** joystick left/right to select **Nearest** or **Alphabetical**.
6. Press **ENTER**.
7. [Only if Alphabetical selected] Use the **Arrow** joystick and the **ENTER** button to enter the first few characters of the POI you are searching for. Highlight **OK** and press **ENTER** to continue.
8. Use the **Arrow** joystick to highlight the POI to be copied.
9. Press **ENTER**.
10. Use the **Arrow** joystick to highlight **Save**.
11. Press **ENTER**.

Steps 12 through 14 are optional.

12. Use the **Arrow** joystick to highlight the field you want to change.
13. Press **ENTER**.
- 14a. If the Icon field was selected: Use the **Arrow** joystick to select the icon desired and press **ENTER**. To aid in your selection, the type of icon selected is displayed in the information block at the top of the keypad.
- 14b. If the Name field was selected: Use the **Arrow** joystick to select the character desired and press **ENTER**. If you make a mistake, highlight **Back** and press **ENTER**. To access the lower-case characters, highlight **Shift** and press **ENTER**. To clear everything and start over, highlight **CLEAR** and press **ENTER**. When you are satisfied with the name, highlight **OK** and press **ENTER**.

Note: User-entered POI names can be only eight characters long (including spaces).

- 14c. If the Message field was selected: Use the keypad displayed, just as was described in 14b, to enter a message for this POI.
15. When the Icon, Name and Message fields are ready, use the **Arrow** joystick to highlight **Save**.
16. Press **ENTER**.

## Viewing a Preloaded POI on the Map Screen

POIs that have been preloaded as part of the background map can be viewed on the Map screen to assist you in locating a POI.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick up/down to highlight **Background Map**.
5. Use the **Arrow** joystick left/right to select **Nearest** or **Alphabetical**.
6. Press **ENTER**.
7. [Only if Alphabetical selected] Use the **Arrow** joystick and the **ENTER** button to enter the first few characters of the POI you are searching for. Highlight **OK** and press **ENTER** to continue.
8. Use the **Arrow** joystick to highlight the POI to be viewed.
9. Press **ENTER**.
10. Use the **Arrow** joystick to highlight **View**.
11. Press **ENTER**.
12. The *Map* screen will be displayed in the Cursor mode. The cursor will be directly over the POI you have selected. You may use the **Zoom** buttons to change the scale of the map displayed; and if your position icon is within range, it will be shown.
13. Press **ESC** to return to the detail screen of POIs found in step 8.

Note: Remember that pressing the **NAV** button will return you to the last viewed *Map* screen. In step 13 if you are finished with the POIs in the POI database, you could press **NAV** to close the POI database and return to the last viewed *Map* screen.

Routes are the least understood and one of the most important functions of a GPS receiver. The better you understand routes and how to use them, the more enjoyment you will receive from using your eXplorist.

The simplest and most common form of a route is a **GOTO** route. A GOTO route is a one-leg route with a starting point (your present position) and a destination (a POI you select). This route is useful when you want to go to a specific preloaded or user-entered POI.



The next type of a route is a **multi-leg route**. The easiest way to understand multi-leg routes is to know that they are GOTO routes stuck together. If a GOTO route is from A to B then a multi-leg route goes from A to B, B to C, C to D, and so on. (Using the term multi-leg is somewhat misleading because it can be a single-leg route; but these types of routes are rarely used as a one-leg routes, a GOTO route would be used instead.) An advantage of a multi-leg route is that it can be saved in the eXplorist's memory to be activated and used over and over.

A third type of route is a **backtrack** route. (The creation of backtrack routes is not described in this section of the manual because these routes are part of the Track Log functions of the eXplorist.) As you travel the eXplorist records your track. Creating a backtrack route uses this track information and creates a multi-leg route, in reverse order, enabling you to navigate back to where you started.

## GOTO Routes

A GOTO route is the most commonly used form of a route in your eXplorist. The creation of a GOTO route is no harder than pressing the **GOTO** button and searching in the POI database for the destination POI.

Features of a GOTO route:

- A straight line from your present position to a selected POI.
- GOTO routes cannot be saved.
- GOTO routes are erased when the eXplorist is turned off.
- GOTO routes can be created by pressing the **GOTO** button and selecting the destination POI from the POI database.
- GOTO routes can also be created in the Cursor mode of the *Map* screen.

## Creating a GOTO Route

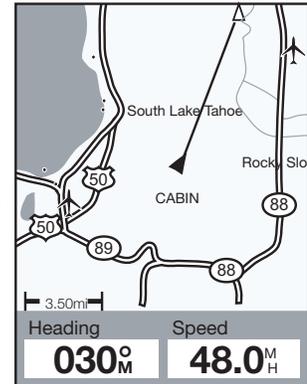
The instructions here describe the most common and easiest way to create a GOTO route.

1. Press **GOTO**.
2. Use the POI database to select the POI to be the destination.

Note: Detailed instructions for searching the POI database can be found in the Points of Interest section of this manual.

3. With the POI highlighted, press **ENTER**.
4. If you already have a GOTO you will be asked to confirm the creation of this GOTO.

After you press **ENTER**, the last viewed navigation screen will be displayed, updated as needed to provide information about the GOTO route you have created. On the *Map* screen, a line will be drawn representing the GOTO route. The *Compass* screen will change to display the name of the POI used as the destination in the screen header bar and an icon representing the destination outside the diameter of the compass.



Map screen with a GOTO route active. Notice the line on the screen that graphically displays the route.

## Creating a GOTO Route from the Map Cursor

This will create a GOTO route to a point on the map that you have indicated by moving the crosshair cursor on the *Map* screen.

1. While viewing the *Map* screen, use the **Arrow** joystick, causing the eXplorist to go into Cursor mode.
2. Continue using the **Arrow** joystick to move the crosshair cursor to a point on the map that represents where you want to go.
3. Press **GOTO**.
4. If a GOTO is active, you will be asked to deactivate it and create a new GOTO route. Highlight **Yes** and press **ENTER** to overwrite the existing GOTO. You are then asked whether you want to create a new GOTO route. Highlight **Yes** and press **ENTER**.
5. Confirm that you want to create a GOTO from the current cursor position. Highlight **Yes**.

(If you highlight **No** and press **ENTER**, the eXplorist assumes that you still want to create a GOTO, just not to the current cursor position. The POI database screen will be displayed so that you can search the database for the POI you want to use as the destination.)

6. Press **ENTER**.



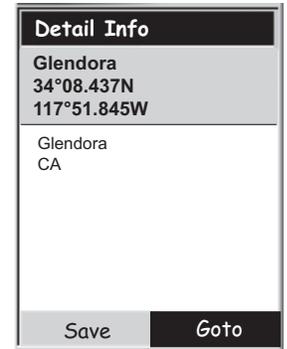
Creating a GOTO using the cursor confirmation

After you press **ENTER**, the last viewed navigation screen will be displayed, updated as needed to provide information about the GOTO route you have created. On the *Map* screen, a line will be drawn representing the GOTO route. The *Compass* screen will change to display the name of the POI used as the destination in the screen header bar and an icon representing the destination outside the compass diameter.

## Creating a GOTO Route to a Map Object

This will create a GOTO route to a map object (city, highway, user POI, etc.) that you have indicated by moving the crosshair cursor on the *Map* screen over the map object.

1. While viewing the *Map* screen, use the **Arrow** joystick, causing the eXplorist to go into Cursor mode.
2. Continue using the **Arrow** joystick to move the crosshair cursor to the map object that you want to go.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the map object that you want to use as the GOTO. (Some areas of the map may have multiple map objects in the same location.)
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *Goto*.
7. Press **ENTER**.
8. If a GOTO is active, you will be asked to deactivate it and create a new GOTO route. Highlight *Yes* and press **ENTER**.



Sample City Detail screen with Goto highlighted

After you press **ENTER**, the last viewed navigation screen will be displayed, updated as needed to provide information about the GOTO route you have created. On the *Map* screen, a line will be drawn representing the GOTO route. The *Compass* screen will change to display the name of the POI used as the destination in the screen header bar and an icon representing the destination outside the compass diameter.

## Multi-Leg Routes

Multi-leg routes can be used to navigate to a final destination using multiple legs. An example would be leaving the dock, motoring over to buoy 1, then the bait boat, and finally to a fishing hot spot. This route would go from Dock to Buoy 1, Buoy 1 to Bait, Bait to Fish.

Features of a multi-leg route:

- Multi-leg routes can be saved in memory. (A maximum of 20 routes can be saved. Each saved route can have up to 29 legs in the route.)
- Multi-leg routes remain active even after the eXplorer has been turned off.
- Multi-leg routes can be edited, reversed, deleted, or viewed on the map.
- When a multi-leg route is active, you can switch which leg will be used as the next destination point. In the above example, you could skip going to Buoy 1 by selecting the Bait leg when the route is active.

### Creating a Multi-leg Route

The eXplorist will provide you with an empty list for your route, and you can use the POIs saved in the POI database to create the route. All the tools you'd need to create the route will be described here.

Steps in creating a multi-leg route:

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **<New>**.
5. Press **ENTER**.
6. **<Add POI>** is highlighted. Press **ENTER**.
7. The POI database is shown. Search the database for the POI you want to use as the starting POI for the route.
8. Continue pressing **ENTER** with **<Add POI>** highlighted. Select the next POI for the route from the POI database.
9. [Optional] As you are creating the route you may want to edit what you have already entered. You can insert, delete, or replace a POI that is already in the route list.



Create Route screen

*Inserting:* Use the **Arrow** joystick to highlight the POI that you want to insert a new leg before. Press **MENU**, highlight **Insert POI**, and press **ENTER**. Search the POI database for the new POI. The new POI will be inserting into the route you are creating.

*Deleting:* Use the **Arrow** joystick to highlight the POI you want to delete from the route. Press **MENU**, highlight **Delete POI** and press **ENTER**.

*Replacing:* Use the **Arrow** joystick to highlight the POI you want to replace. Press **MENU**, highlight **Replace POI**, and press **ENTER**. Search the POI database for the new POI. The POI you select will replace the POI that was originally highlighted.

10. When you have added all of the legs to the route you are creating, use the **Arrow** joystick to highlight **Save Route**.
11. Press **ENTER**.
12. Use the **Arrow** joystick and the **ENTER** button to input a name, up to ten characters, for the route.
13. Highlight **OK**.
14. Press **ENTER**.

## Activating/Deactivating a Route

An active route is the route you are presently navigating on. Anytime you activate a route, it will remain the active route until you either turn it off (deactivate) or activate a new route. GOTOs are automatically activated when they are created, while multi-leg routes need to be activated manually.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to activate or deactivate. (Active routes have their names bolded in the route list.)
5. Press **MENU**.
6. Highlight **Activate Route** or **Deactivate Route**.
7. Press **ENTER**.



List of routes with route named "Magellan" active.

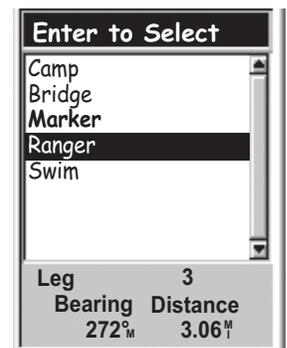
You will be returned to the last viewed navigation screen with the route chosen activated or deactivated.

### Changing the Destination Leg of an Active Route

When a route is created it can have many different legs to it, each leg with its own destination. If during your travels you want to skip some of the legs, you can select the leg that you want to proceed to next.

An example would be that your planned route starts at your campsite. The first leg goes to the bridge. The second leg goes across the bridge to the stone marker. Leg 3 leaves the stone marker and takes you to the ranger station. To finish out the route, the final leg goes from the ranger station to the swimming area. This route would be **Camp > Bridge > Marker > Ranger > Swim**. Suppose that after crossing the bridge you don't want to go to the stone marker but instead you want to go to the ranger station. Because the route is active (you can select legs only from active routes), you would follow the instructions below and tell the eXplorist to set the next leg to the ranger station. The route would be recomputed, eliminating the navigation instructions to go to the stone marker.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the active route.
5. Press **MENU**.
6. Highlight **Select Leg**.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the next destination POI from the route list that you want to go to. In the example to the right, that would be **Ranger**.
9. Press **ENTER**.
10. Confirm that you want to do this by using the **Arrow** joystick to highlight **Yes**.
11. Press **ENTER**.
12. Press **NAV** to return to the last viewed navigation screen.



Route leg list with **Ranger** selected. Note that **Marker** is **bold** because it is the current active leg.

## Editing a Saved Route

Saved routes can be edited to add a new leg at the end of the route (<Add POI>), remove a leg (**Delete POI**), insert a new leg (**Insert POI**), or change the destination from one POI to another (**Replace POI**).

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to edit.
5. Press **ENTER**.

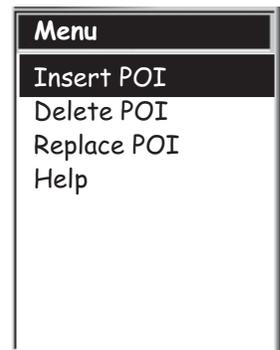
6. *Adding a Leg:* Use the **Arrow** joystick to highlight <Add POI>. Press **ENTER**. Search the POI database for the new POI. The new POI will be added to the end of the route.

*Inserting:* Use the **Arrow** joystick to highlight the POI that you want a new leg inserted in front of. Press **MENU**, highlight **Insert POI** and press **ENTER**. Search the POI database for the new POI. The new POI will be added inserting into the route you are creating.

*Deleting:* Use the **Arrow** joystick to highlight the POI you want to delete from the route. Press **MENU**, highlight **Delete POI**, and press **ENTER**.

*Replacing:* Use the **Arrow** joystick to highlight the POI you want to replace. Press **MENU**, highlight **Replace POI**, and press **ENTER**. Search the POI database for the new POI. The POI you select will replace the POI that was originally highlighted.

7. When the route has been edited, use the **Arrow** joystick to highlight **Save Route**.
8. Press **ENTER**.
9. [Optional] Use the **Arrow** joystick and the **ENTER** button to input a name, up to ten characters, for the route.
10. Highlight **OK**.
11. Press **ENTER**.



## Reversing a Route

Reversing a route takes a saved route and recreates it in reverse order. The sample route that was discussed earlier, *Camp > Bridge > Marker > Ranger > Swim*, would now be *Swim > Ranger > Marker > Bridge > Camp*.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to reverse.
5. Press **MENU**.
6. Highlight **Reverse Route**.
7. Press **ENTER**.

## Deleting a Route

The eXplorist can hold up to 20 different routes. When you have 20 routes saved, you will need to delete one before you can create a new one.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to delete.
5. Press **MENU**.
6. Highlight **Delete Route**.
7. Press **ENTER**.
8. Highlight **Yes** to confirm deletion, or **No** to cancel deletion.
9. Press **ENTER**.



## Copying a Route

Copying a route makes an exact duplicate of a route that can then be edited, saving you time in creating a new route that is similar to an existing route. Another use would be to copy a route and reverse it.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to copy.
5. Press **ENTER**.
6. Press **MENU**.
7. Use the **Arrow** joystick to highlight **Edit Route**.
8. Press **ENTER**.
9. Use the **Arrow** joystick to highlight **Save Route**.
10. Press **ENTER**.
11. Use the **Arrow** joystick and the **ENTER** button to input a new name, up to ten characters, for the route.
12. Highlight **OK**.
13. Press **ENTER**.

## Viewing a Route on the Map

Viewing the route on the map gives you a way of graphically seeing the legs of the route as they appear on the map.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to view.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **View on Map**.
7. Press **ENTER**.

The route is displayed with the map scaled to display the entire route. You can use the **Zoom In** and **Zoom Out** buttons to change the scale, and the **Arrow** joystick to move around the map.

8. When you are done viewing the route, press **ESC** to return to the *Route List* screen.

As you are moving, the eXplorist continuously records your track. Much like leaving breadcrumbs on the trail that you can use later to find your way back, the eXplorist leaves “electronic breadcrumbs” on the map. The advantage here is that you don’t have to worry about animals coming along and eating your return route markers.

This provides you with just another tool to make your eXplorist more valuable to you out in the field or on the waters. You can save your active track as a track log or as a multi-leg route that you can use over and over. You can also create a backtrack route that will guide you back to your starting point, following the same path you just took. You will find many other additional uses for track logs once you feel comfortable with them.



## Track Logs

As mentioned above, track logs are records of your travels using electronic breadcrumbs to record where you have been. Track logs can be a track history that you have saved or the active track the eXplorist is recording.

Features of Track Logs:

- Active track is recording your travels whenever you are moving unless you have intentionally turned it off.
- Up to five track logs can be saved and recalled at a later date.
- Active tracks can be cleared, stopped, and resumed, adding flexibility to recorded tracking.
- Active tracks can be converted to a saved multi-leg route, providing a quick and easy way to create routes that can be used in the future.
- BackTrack, a function of Track Logs, provides an easy, and quick way to activate a route that will return you to your starting position.

## Stopping and Resuming Active Track Logging

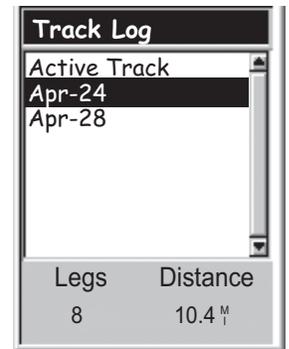
This provides the ability to turn off the recording of the active track and then to starting it up again.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. With Active Track highlighted, press **MENU**.
5. Highlight **Stop Logging** or **Resume Logging**.

Note: Stop Logging is displayed only when the active track is being recorded; Resume Logging appears only when the active track is not being recorded.

6. Press **ENTER**.

Note: The eXplorist will fill in a straight line from the point where track logging was stopped to the point where it has been resumed. This is true unless more than four hours have elapsed between the stop and the Resume Logging command. In that case, the eXplorist will not draw a straight line from the stop to the resume points of the track.

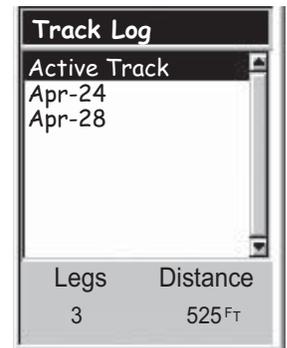


Track Log List with information at the bottom for the number of legs and the distance of the track log highlighted

## Starting a New Active Track Log

Before you can start a new active track log, you need to stop the one that is presently recording.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **Stop Logging**. (If **Resume Logging** is displayed, the Track Log has already been stopped. Go to step 10.)
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight **Active Track**.
9. Press **MENU**.
10. Highlight **New Track**.
11. Press **ENTER**.



Active route menu with New Track highlighted

## Saving an Active Track Log

This will save your active track log with a name you enter that you can use at some time in the future. This does not erase your presently active route; only saves the current active track and adds it to the list of available track logs. Up to five track logs can be saved, each with a name no more than seven characters long.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **Save**.
7. Press **ENTER**.
8. If there are not enough track points to save, an alert will be displayed, informing you of the same and canceling the save.
9. Use the **Arrow** joystick and **ENTER** button to assign a name for the track log. Track log names can be up to seven characters in length.
10. Use the **Arrow** joystick to highlight **OK** when the name has been entered.
11. Press **ENTER**.

## Creating a BackTrack Route

BackTrack routes use your active track to create a route back to where you started, turning around and following the electronic breadcrumb trail that the eXplorist dropped.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **BackTrack**.
7. Press **ENTER**.
8. [Track logging is turned off alert status] Press **ENTER**.



After BackTrack has been activated, the last viewed navigation screen will be displayed. The eXplorist will now begin computing the navigation information needed to guide you back to your starting point.

*NOTE:* When you have an active BackTrack route, the eXplorist will not be recording track information. The previously mentioned options – Stop Logging, Resume Logging New Track – will not be available. The eXplorist will automatically begin recording your track when:

- You have arrived at your destination.
- You activate a new route (GOTO or from Route menu).
- You deactivate the BackTrack. To deactivate a BackTrack:

Press **MENU**

Highlight **Track Log**, press **ENTER**

Highlight **Active Track**, press **MENU**

Highlight **Deactivate**, press **ENTER**

Press **ENTER**.

## Clearing the Active Track

The active track can get to be very large, especially if you haven't cleared it in a while. It is recommended that if you plan to use BackTrack or to save the upcoming track log that you should clear the active track before beginning your journey. If you do not, the other functions will still work, but you will probably have a lot more track log information than you want.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **Clear Track**.
7. Press **ENTER**.



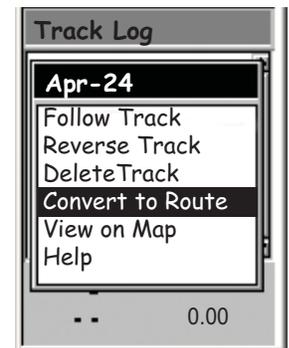
The active track is cleared, and you are returned to the *Track Log* screen.

## Converting the Track Log to a Route

This function takes the track log and turns it into a multi-leg route that is saved in your route list. From here, the route can be edited if necessary.

*Note:* **Convert to Route** is available for both active track logs and track logs you have saved.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track** or any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Convert to Route**.
7. Press **ENTER**.
8. Use the **Arrow** joystick and **ENTER** button to assign a name for the route. Route names can be up to ten characters in length.
9. Use the **Arrow** joystick to highlight **OK** when the name has been entered.
10. Press **ENTER**.



The route is created with the name you assigned, and you are returned to the *Track Log* screen.

## Viewing the Track Log on the Map

Selecting **View on Map** displays the track log chosen and plots it on the Map screen. This gives you the opportunity to graphically view the track log.

*Note:* **View on Map** is available for both active track logs and track logs you have saved.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track** or any track log you have previously saved.
5. Press **MENU**.
6. Highlight **View on Map**.
7. Press **ENTER**.

The *Map* screen is displayed, in the Cursor mode, with the selected track log displayed on the screen. The **ZOOM IN** and **ZOOM OUT** buttons can be used to change the map scale, and the cursor can be moved by using the **Arrow** joystick.

When you have finished viewing the track, press **ESC** to return to the *Track Log* screen.

## Working with Saved Track Logs

It has been mentioned before that you can convert saved track logs to a route and view saved track logs on the map. There are three functions unique to saved track logs that you can perform: following, reversing, and deleting the track.

### Following Saved Track Logs

This function provides you with a means to use a saved track as a multi-leg route. Once this function has been activated, the eXplorist will navigate you along your saved track.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Follow Track**.
7. Press **ENTER**.
8. {Track logging will be turned off alert status.} Press **ENTER**.

The last viewed navigation screen is displayed with the track log selected being used as an active route.

### Reversing a Saved Track Log

Reversing a saved track log is identical to following a saved track log, with the exception that the route created is reversed from the original track log.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Reverse Track**.
7. Press **ENTER**.
8. {Track logging will be turned off alert.} Press **ENTER**.

The last viewed navigation screen is displayed with the reversed track log selected being used as an active route.

## Deleting a Saved Track Log

Use this function to remove track logs that have been previously saved and are no longer needed.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Delete Track**.
7. Press **ENTER**.

The saved track log is deleted, and you are returned to the *Track Log* screen.

The Preferences portion of the eXplorist provides the tools to personalize the eXplorist to your usage and needs. There are tools that are designed to give you full flexibility over its use, as well as to perform maintenance on the internal memory should the need arise.

Features found in Preferences:

- Restarting the GPS (Initializing) to give the eXplorist its approximate location if it has been moved a large distance while turned off.
- Access to setting the units of measure for information displayed.
- A means to set the north reference used to be either magnetic north or True North.
- The coordinate system for position information and the map datum used to compute the coordinate information can be chosen.
- Full control over the built-in power-management tools to assist in prolonging battery life.
- Personalize your eXplorist.
- Choose from ten different languages that can be used to display information.
- Access to tools that will provide you with the means to clear all or part of the internal memory.



## Restarting the GPS

Restarting the GPS provides a means of giving the eXplorist information about its approximate position. Long time GPS receiver users will know this option as initializing. To understand when you would use this option, a brief explanation of how the eXplorist works will be helpful.

The GPS constellation consists of 24 satellites and three spares that orbit the earth. At any given time of the day a different collection of satellites will be overhead. To keep track of which satellites are in view, the eXplorist has a built-in almanac that uses the present date and time, along with its approximate position, to “look up” which satellites should be in view. Every time you turn your eXplorist off, it records, in a special place in its memory, the last position fix computed. Then when it is turned back on, it assumes that it is still in the same approximate location and uses this last position fix when doing its “look up” in the almanac.

Now, if you turn your eXplorist off and fly across the country, the next time you turn it back on it will think it is still at the location where it was turned off and will begin looking for the satellites that it thinks are overhead. If the satellites are not there, the eXplorist begins “polling” the skies, trying to determine which satellites are in view. This process can take time and can appear as if the GPS portion of the eXplorist is not working. Under normal conditions, the eXplorist will still be able to compute your position, but this can take longer than normal.

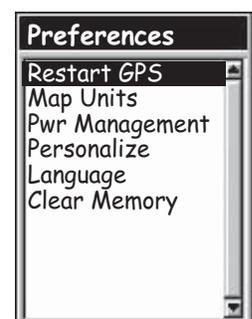
**Restart GPS** gives you the ability to give the eXplorist its approximate location, hence speeding up the time to acquire its first fix. Many eXplorist users will never need to use the **Restart GPS** option, but it is available should the need arise.

When to use **Restart GPS**:

- When the eXplorist has been moved more than 500 miles (804.67 km) while turned off.
- When the eXplorist is sluggish and takes more than a few minutes to compute its first position fix when turned on. (This really isn't an option that you need to be concerned about. Thanks to a built-in feature, the eXplorist, when it has trouble computing its first position fix, automatically asks you to supply your approximate position.)

Restarting the GPS:

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Restart GPS**.
5. Press **ENTER**.



6. **Region.** Use the **Arrow** joystick to highlight the region of the world for your present location.

You can also enter the coordinates for your present position, if you know them, by highlighting **Enter Coord**. This is rarely used and is not described in this manual.



7. Press **ENTER**.

8. **Area.** Use the **Arrow** joystick to highlight the area of your location. The list of areas is different for each region selected in step 6.



9. Press **ENTER**.

10. **Time.** Use the **Arrow** joystick to enter the current time. Push the **Arrow** joystick up or down to change the value and left or right to move the cursor.

*Note:* Time is one of the first pieces of information transmitted by the satellites. Even without enough satellite information to compute a position fix, the time displayed may have already been corrected.

11. Press **ENTER**.

12. **Date.** Use the **Arrow** joystick to enter the present date. Push the **Arrow** joystick up or down to change the value and left or right to move the cursor.

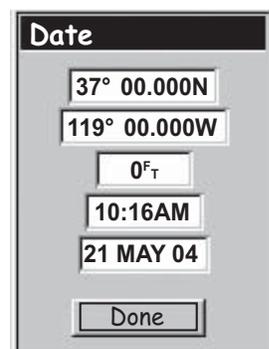
*Note:* Date is also sent by the satellites and may already be correct, as well.

13. Press **ENTER**.

14. Use the **Arrow** joystick to highlight **Done**.

15. Press **ENTER**.

16. The last viewed navigation screen is displayed, and the eXplorist will begin tracking satellites.



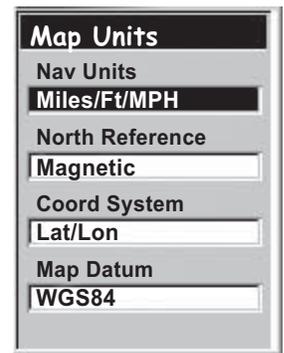
## Setting the Map Units

In the Map Units option of Preferences you can select which units of measure for navigation data, the north reference, the coordinate system, and the map datum that will be used by the eXplorist.

### Selecting Navigational Units of Measure

The eXplorist can be set to display navigation data in *Miles/Yd/MPH*, *Miles/Ft/MPH*, *NM/Ft/Knots*, *NM/M/Knots*, or *KM/KPH*.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Map Units*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *Nav Units*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired navigational units of measure.
9. Press **ENTER**.

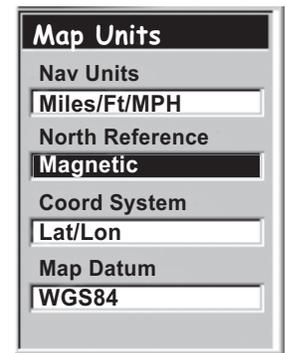


The *Map Units* screen is displayed with the new **Nav Units** shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

## Selecting the North Reference

You can set the north reference used by the eXplorist to be either magnetic north or True North.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Map Units*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *North Reference*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight *Magnetic* or *TRUE*.
9. Press **ENTER**.



The *Map Units* screen is displayed with the new *North Reference* shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

## Selecting the Coordinate System

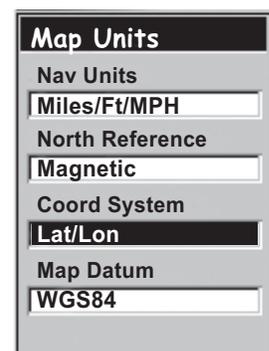
Position data will be displayed in the coordinate system chosen in Map Units. The default system is latitude/longitude (Lat/Lon) and should be fine for most users. Experienced navigators will want to select a coordinate system that matches the maps or charts they are using. Coordinate systems that can be selected are:

- Lat/Lon
- UTM
- OSGB
- Irish
- Swiss
- Swedish
- Finnish
- German
- French
- USNG
- MGRS
- User Grid

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Map Units**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for **Coord System**.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired coordinate system.

If User Grid is selected, additional information is required. This option will be used only by experienced users and is not described in this manual.

9. Press **ENTER**.

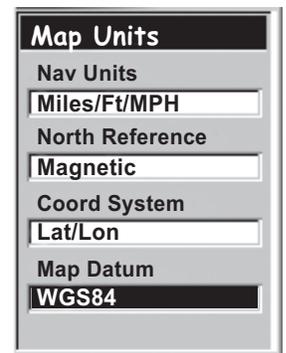


The *Map Units* screen is displayed with the new **Coord System** shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

## Selecting the Map Datum

When using the eXplorist in conjunction with a map or chart, you should make sure that the map datum in the eXplorist matches the map datum that the map or chart uses. This can usually be found in the legend block on the map or chart. The default map datum for the eXplorist is WGS84 and should be used when in doubt.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Map Units*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *Map Datum*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired map datum.
9. Press **ENTER**.



The *Map Units* screen is displayed with the new **Map Datum** shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

## Using the Power Management Tool

When you are out in the field or on the water, extending the life of the batteries in your eXplorist should be something that you are mindful of. Two areas that you can control to extend the battery life are turning the eXplorist off when not in use and setting how long the display backlight will be on.

### Setting the Power-Off Timer

The eXplorist has a power-off timer that will turn the eXplorist off after a defined time period if no buttons have been pressed or if you are not moving. This will prevent the batteries from running out if you accidentally leave the eXplorist on.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Pwr Management**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for **Power Off Timer**.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired time interval or set to **Off**.
9. Press **ENTER**.



*Note:* When using a GOTO route you should note that if the eXplorist turns off, the GOTO route is erased. If you have a GOTO route activated and you think that the power timer may elapse and turn the eXplorist off, you might want to set the Power-Off Timer to **Off**. This does not apply to multi-leg routes and BackTrack routes.

## Setting the Light Timer

As has been mentioned before, the display backlight makes the display easier to read in low-light situations, but it also is the largest drain on the batteries. The Light Timer function provides you with the selection of how long you want the backlight to remain on while no buttons have been pressed.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Pwr Management*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *Light Timer*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired time interval or set to *Timer Off*.
9. Press **ENTER**.

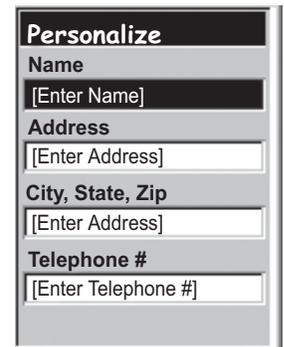
Light Timer
30 Seconds
1 Minute
2 Minutes
<b>4 Minutes</b>
10 Minutes
Timer Off

## Personalizing the eXplorist

This function provides a way to input information about yourself that could be used to return your eXplorist should you happen to lose it. The name you enter in the **Name** field will be displayed on the *About* screen.

### Steps to Personalize your eXplorist

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Personalize**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for **Name**.
7. Press **ENTER**.
8. Use the **Arrow** joystick and **ENTER** button to input your name.
9. Use the **Arrow** joystick to highlight OK when the name is entered.
10. Press **ENTER**.
11. [Optional] Use the **Arrow** joystick to highlight the data field for **Address**. Repeat steps 7 through 10 for your address.
12. [Optional] Use the **Arrow** joystick to highlight the data field for **City, State, Zip**. Repeat steps 7 through 10 for your city, state and zip code.
13. [Optional] Use the **Arrow** joystick to highlight the data field for **Telephone #**. Repeat steps 7 through 10 for your telephone number.
14. Press **ESC** to exit the **Personalize** function.



The screenshot shows a vertical menu titled "Personalize" with a dark header. Below the header are several sections, each with a label and an input field. The sections are: "Name" with a field containing "[Enter Name]"; "Address" with a field containing "[Enter Address]"; "City, State, Zip" with a field containing "[Enter Address]"; and "Telephone #" with a field containing "[Enter Telephone #]". The input fields are highlighted with a dark border.

## Selecting Languages

The eXplorist can be set to display information from any one of ten different languages. You can select from English, Français (French), Deutsch (German), Nederlands (Dutch), Suomi (Finnish), Español (Spanish), Italiano (Italian), Português (Portuguese), Svenska (Swedish), and Norsk (Norwegian).

### Selecting the Language for Your eXplorist

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Language*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to select the language desired.
7. Press **ENTER**.



## Clearing Memory

The Clear Memory function of Preferences gives you a tool that you can use to globally clear:

- all track logs [**All Track Log**]
- all user-entered POI's and routes [**POIs/Routes**]
- all multi-leg routes [**Routes**]
- all track logs, user-entered POIs, and routes [**All**]

Using Clear Memory, you can also set all of the defaults in the eXplorist to the factory defaults.

## Clearing All Track Logs

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Clear Memory**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **All Track Log**.
7. Confirm. Use the **Arrow** joystick to highlight **Yes** to confirm or **No** to cancel.
8. Press **ENTER**.



## Clearing All User-Entered POIs and Routes

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Clear Memory*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *POIs/Routes*.
7. Confirm. Use the **Arrow** joystick to highlight *Yes* to confirm or *No* to cancel.
8. Press **ENTER**.

## Clearing All Routes

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Clear Memory*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *Routes*.
7. Confirm. Use the **Arrow** joystick to highlight *Yes* to confirm or *No* to cancel.
8. Press **ENTER**.

## Clearing All Track Logs, User-Entered POIs, and Routes

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Clear Memory*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *All*.
7. Confirm. Use the **Arrow** joystick to highlight *Yes* to confirm or *No* to cancel.
8. Press **ENTER**.
9. The eXplorist will automatically shut off.

## Resetting the eXplorist to Factory Defaults

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Reset Default**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **All**.
7. Confirm. Use the **Arrow** joystick to highlight **Yes** to confirm or **No** to cancel.
8. Press **ENTER**.

## Performance

Receiver	14 parallel-channel technology, tracks up to 14 satellites to compute and update information.	
Antenna	Patch	
Acquisition Times (optimal conditions)		
	Warm	less than 1 minute
	Cold	less than 2 minutes
	Update Rate	1 second continuous
Accuracy		
	Position	<7 meters, 95% 2D RMS w/WAAS/EGNOS <3 meters, 95% 2D RMS
	Velocity	0.1 knot RMS steady-state
Limits		
	Speed	951 MPH (1530.5 km/h)
	Altitude	60,000 ft. (18,600 meters)



## Physical

Size	4.6" x 2.1" x 1.3" [h] x [w] x [d] 11.7 cm x 5.3 cm x 3.3 cm
Weight	4 ounces (110 grams) with 2 AA batteries installed
Display	1.8" x 1.4" [h] x [w] 4.6 cm x 3.6 cm 4-level grayscale, high-contrast LCD with backlit display
Housing	Weatherproof construction, wraparound rubber armor
Temp. Range	Operating: 14°F to 140°F (-10°C to 60°C)

## Power

Source	2 AA alkaline batteries
Battery Life	Greater than 14 hours w/backlight display off

## Memory

8 MB background map

## Coordinate Systems

Available	11 plus 1 user grid. Lat/Lon, UTM, OSGB, Irish, Swiss, Swedish, Finnish, German, French, USNG and MGRS
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## Routes

Total	Up to 20 saved routes GOTO route BackTrack route
Name Length	10 characters (including spaces)

## Track Logs

Total	Up to 5 saved track logs plus active track log
Name Length	7 characters (including spaces)

## Points of Interest

### *User-entered*

Total	Up to 500 saved points of interest
Name Length	8 characters (including spaces)

### *Built-in (included with background map)*

Categories	Cities, highways, airports, waterways, and parks
------------	--

## Navigation Screens

Map	Includes background map and 2 data fields (customizable)
Compass	Includes graphical compass and 2 data fields (customizable)
Position	Includes position, elevation, accuracy, date and time, trip odometer, and battery life

## Alarms

XTE Alarm	Alerts when more than 250 ft. left or right of computed track
Arrival Alarm	Alerts when within approximately 250 ft. of destination

Expand the use of your Magellan eXplorist with accessories from the Magellan Online Store for all of your adventures.

### ***Carrying Case***

Specially designed for your Magellan eXplorist, this rugged black canvas carrying case attaches conveniently to your belt or pack strap. It features handy pockets for carrying extra batteries. Protect your Magellan eXplorist while traveling or being stored.

Part number: 980773



### ***Swivel Mount***

Conveniently mount your Magellan eXplorist in your car, truck, boat, or virtually any vehicle. This easy-to-install mounting bracket securely holds your receiver for optimal viewing while on-road or off-road, or on the water, wherever your adventure takes you.

Part number: 702209



### ***Bike Mounting Bracket***

Mount your Magellan eXplorist on your bicycle, snowmobile, or motorcycle for convenient operation and viewing. The easy-to-install mounting bracket securely holds your receiver at just the right angle while on the trails, back roads, city street, or anywhere your adventure takes you.

Part number: 702211



### ***Vehicle Mount***

Strong suction cups conveniently secure your Magellan eXplorist to the windshield of your car, truck, or RV. Full-tilt and swivel positioning enables optimal viewing of your receiver wherever your adventure takes you.

Part number: 702210



To order accessories, you can go to the Magellan Online Store at:

[www.magellangps.com/en/store/](http://www.magellangps.com/en/store/)

for a complete listing of these and any additional accessories that are available for your Magellan eXplorist.

The following information is provided so that if you need support for your Magellan eXplorist in North America, you can direct your questions/comments to the proper person at Thales Navigation.

## **Customers in North America, Central America, South America, Asia, and South Pacific regions.**

### **Technical Support**

If you need technical assistance, "how-to" help, or an answer to a technical question about the functionality of your Magellan product, please contact us on the Internet at [www.magellangps.com](http://www.magellangps.com) or you may reach technical support by fax or phone.

Our technical support phone representatives are available Monday through Friday, 6:00 a.m. to 5:00 p.m. P.S.T/P.D.T.

Telephone: 800-707-9971 or +1 909-394-5000 (Outside North America).

You may also reach technical support by fax: +1 909-394-7050 [Attn: Tech. Support].

E-mail: [magellansupport@thalesnavigation.com](mailto:magellansupport@thalesnavigation.com)

### **Warranty Service**

To obtain warranty service on your eXplorist, you must contact us for a return authorization prior to shipment of product. Packages arriving at our dock without an RMA (Return Merchandise Authorization) may be refused. To obtain an RMA, simply contact our technical support group at:

Tel: 800-707-9971 or 909-394-5000

Fax: 909-394-7050 [Attn: Tech. Support]

E-mail: [magellansupport@thalesnavigation.com](mailto:magellansupport@thalesnavigation.com)

## Customers in Europe, Middle East, or Africa regions

### Contacting Magellan in Europe

#### Technical support and warranty service

For Magellan product support and warranty service information in English, French, German, Spanish, Portuguese, Dutch, Norwegian, Finnish and Danish please dial FREE PHONE:

00800MAGELLAN\* ( 00800 62435526)

from 9 AM to 6 PM GMT & GMT+1 or send an e-mail in English, French, German, Spanish, Portuguese, Dutch, Norwegian, Finnish and Danish to:  
magellansupportfr@thalesnavigation.com

\*free of charge phone access available from Eire, UK, Portugal, Spain, France, Belgium, The Netherlands, Germany, Austria, Switzerland, Norway, Sweden, Denmark and Finland

For Magellan product phone support in English, French or German from other Europe, Middle East or African locations please dial:

+33 2 28 09 38 00\*

or send an e-mail to: magellansupportfr@thalesnavigation.com

\* international communication charge according to operator.

For Magellan product phone support in other European, Middle East or African Languages please contact our distributors listed on [www.magellangps.com](http://www.magellangps.com) in our dealer locator or send an e-mail to: magellansupportfr@thalesnavigation.com