

User Manual

XSG2 Infotainment Center

Navigation Software XSG2

English



125G2NAVIMN01

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Thank you for choosing the XSG2 as your door-to-door in-car navigator. Read the Quick Start Guide first and start using your XSG2 right away. This document is the detailed description of the software. Please do not operate your navigation while driving or allow it to distract you. We recommend that you read this manual to understand the screens and the features of the XSG2 navigation.

For the latest in map updates please visit www.naivextras.com. If you have questions or require assistance please contact River Park Inc. at navi@riverparkinc.com.

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1 Warnings and Safety information

XSG2 is a navigation system that helps you find your way to your destination with its built-in GPS receiver. XSG2 does not transmit your GPS position; others cannot track you.

It is important that you look at the display only when it is safe to do so. If you are the driver of the vehicle, we recommend that you operate XSG2 before you start your journey. Plan the route before your departure and stop if you need to change something in the route.


















You must obey the traffic signs and follow the road geometry. If you deviate from the route that XSG2 recommended, XSG2 changes the instructions accordingly.

For more information, consult the End User License Agreement (page 56).

2 Getting started with XSG2

The XSG2 is optimized for in-vehicle use. You can use it easily by tapping the screen buttons and the map with your fingertips.

The XSG2 contains complete maps North America. The XSG2 can plan routes throughout the whole installed map set; you do not need to change maps or switch to a poorly detailed general map to navigate between map segments or countries.

Tasks	Instructions
Using a stylus	You do not need a stylus to use XSG2. Tap the buttons and the map with your fingertips.
Double tapping the screen	You do not need to tap the screen twice for any action. With buttons and controls, a single tap is enough.
Tapping and holding the screen	<p>You do not need this to access the basic navigation functions. Tap and keep pressing the following buttons to reach extra functions:</p> <ul style="list-style-type: none"> • Tap and hold  on the Map screen: you can set the minimum and maximum zoom level of Smart Zoom. • Tap and hold any of the    buttons on the Map screen: you can set or reset the zoom value of the button (2D map). • Tap and hold any of the    buttons on the Map screen: you can set or reset the tilt and zoom values of the button (3D map). • Tap and hold  on list and menu screens: the Navigation menu appears. • Tap and hold any of the      and  buttons on the Map screen: you can rotate, tilt or scale the map continuously. • Tap and hold  on keyboard screens: you can delete several characters quickly. • Tap and hold  or  in long lists: you can scroll pages continuously. • Tap and hold the buttons in the Quick menu to open screens related with the function of the button from the Manage menu or the Settings menu.
Gestures (drag&drop)	<p>You do not need gestures to access the basic navigation features. You need to drag and drop the screen only in cases like:</p> <ul style="list-style-type: none"> • Moving the handle on a slider. • Moving the map: grab the map, and move it in the desired direction. • Shortcut to open the Map screen: slide your finger from the bottom right corner to the bottom left corner on any screen. • Shortcut to open the Navigation menu: slide your finger from the top left corner to the bottom left corner on any screen.

Start using XSG2

When the XSG2 navigation is started the first time, you need to do the following:

1. Select the written language of the application interface. Later you can change it in Settings (page 52).
2. Select the language and speaker used for voice guidance messages. Later you can change it in Settings (page 52).
3. Read the warning message and tap Accept to continue.

After this, the Navigation menu appears and you can start using the XSG2 navigation.











The typical way of using the XSG2 navigation is to select a destination, and start navigating. You can select your destination in the following ways:

- Use the selected location on the map (the Cursor) (page 21).
- Enter a full address or a part of an address, for example a street name without a house number or the names of two intersecting streets (page 22).
- Enter an address with ZIP code (page **Error! Bookmark not defined.**). This way you do not need to select the name of the city and the search for street names might be faster as well.
- Use a coordinate (page **Error! Bookmark not defined.**)
- Use a saved location:
 - a Favorite (page **Error! Bookmark not defined.**)
 - a POI (page **Error! Bookmark not defined.**)
 - the History of previously set destinations and waypoints (page **Error! Bookmark not defined.**)

2.1 Buttons and other controls on the screen



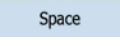


When you are using the XSG2, you usually tap buttons on the touch screen.

You only need to confirm selections or changes in the XSG2 if the application needs to restart, it needs to perform a major reconfiguration, or you are about to lose some of your data or settings. Otherwise, the XSG2 saves your selections and applies the new settings without confirmation as soon as you use the controls.

Type	Example	Description	How to use it
Button		Tap it to initiate a function, to open a new screen, or to set a parameter.	Tap it once.
Icon		Shows GPS position quality.	Some icons also function as a button. Tap them once.
List		When you need to select from several options, they appear in a list.	Move between pages with the  and  buttons and tap the value that you want.
Slider		When a feature has several different unnamed values, XSG2 shows an indicator on a gauge that displays and sets a value from a range.	Drag the handle to move the slider to its new position. Tap the slider where you want the handle to appear; the thumb jumps there.
Switch		When there are only two choices, a checkmark shows whether the feature is enabled.	Tap it to turn the switch on or off.
Virtual keyboard		Alphabetic and alphanumeric keyboards to enter text and numbers.	Each key is a touch screen button.

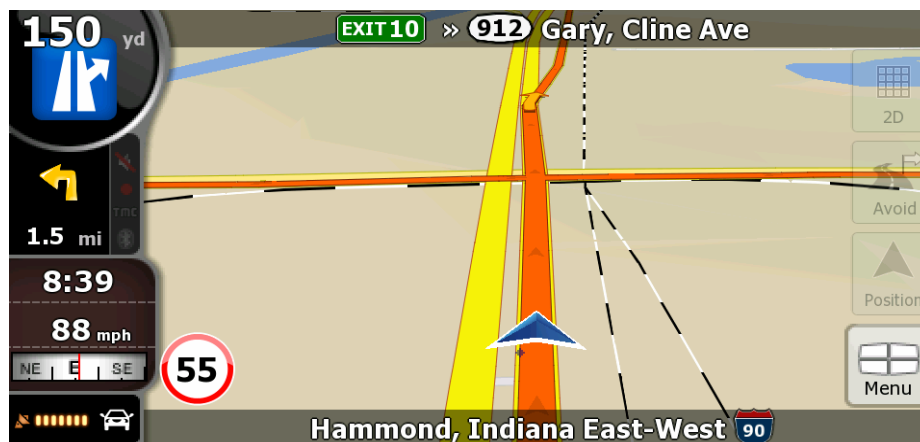
2.1.1 Using keyboards

You only need to enter letters or numbers in the XSG2 when you cannot avoid it. You can type with your fingertips on the full-screen keyboards and you can switch between various keyboard layouts, for example ABC, QWERTY, or numerical.

Task	Details
Switching to another keyboard layout, for example from an English QWERTY keyboard to a Greek keyboard	Tap  , and select from the list of available keyboard types. XSG2 remembers your last keyboard choice and offers it the next time you need to enter data.
Correcting your entry on the keyboard	Remove the unneeded character(s): tap  . Tap and hold the button to delete the entire input string.
Entering a space, for example between a first name and a family name or in multi-word street names	Tap  .
Entering symbols	Tap  to switch to a keyboard offering symbol characters.
Finalising the keyboard entry	Tap  .




2.2 Using the map

The map screen is the most frequently used screen of the XSG2 navigation. It can be accessed from the Navigation menu by tapping **Map**.





For further information about the map screen, see page 34.

2.2.1 Checking the details of a map location













- If you are interested in the details of your current position during navigation:
 1. Check the bottom line of the map. It shows the current street and house number information.
 2. For further details, tap  to open the Position menu.
 3. Tap **Info**. The address, the coordinate and the list of nearby POIs will be displayed.
- You can check the details of any other location by selecting it on the map:
 1. Tap the map anywhere to open the map control buttons.
 2. Tap the desired location on the map. The Cursor  appears there. The address of the location is displayed at the bottom of the map.
 3. For further details, tap  to open the Cursor menu.
 4. Tap **Info**. The address, the coordinate and the list of nearby POIs will be displayed.
- It is even easier if you select the desired point in the Find menu. Then the Cursor menu opens automatically. You only need to tap the **Info** button.



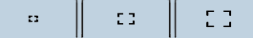

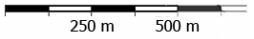
2.2.2 Manipulating the map

Position markers on the map:

- Current GPS position:  (page 17)
- Selected location (Cursor):  (page 17)

The following controls help you modify the map view to suit your actual needs the best. Most of these controls appear only if you tap the map once, and disappear after a few seconds of inactivity.

Action	Button(s)	Description
Moving the map with drag&drop	No buttons	You can move the map into any direction: tap and hold the map, and move your finger to the direction in which you want to move the map. If GPS position is available and you have moved the map, the  button appears. Tap this button to return to the GPS position.
Opening/closing map control buttons		Tap this button to show or hide the following map control buttons: <ul style="list-style-type: none"> • Zoom in/out • Rotate left/right (3D map only) • Tilt up/down (3D map only) • Zoom preset buttons (2D map only) • Tilt and zoom preset buttons (3D map only) • Return to GPS position button • Smart Zoom button
Zooming in and out	 , 	Changes how much of the map is displayed on the screen. XSG2 uses high-quality vector maps that let you see the map at various zoom levels, always with optimized content. It always displays street names and other text with the same font size, never upside-down, and you only see the streets and objects that you need. Map scaling has different limits in 2D and in 3D map view modes.
Tilting up and down	 , 	Changes the vertical view angle of the map in 3D mode.
Rotating left and right	 , 	Changes the horizontal view angle of the map in 3D mode. When GPS position is available, XSG2 always rotates the map so its top faces your direction of travel (Track-Up orientation). You can turn away from Track-Up with these buttons. If GPS position is available and you have rotated the map, the  button appears. Tap this button to re-enable the automatic map rotation.
Viewing modes	 , 	Gives you the following map perspectives in XSG2: <ul style="list-style-type: none"> • classic top-down view (2D), the top of the map always faces North • perspective view (3D) the top of the map always points in the current driving direction The icon always shows the mode the button switches to: If you are in 3D mode, you can see the  button and you need to tap it to switch to 2D mode.

Action	Button(s)	Description
Smart Zoom		XSG2 can automatically rotate, scale and tilt the map and give you the optimal view: <ul style="list-style-type: none"> When you are approaching a turn, XSG2 zooms in and raises the view angle to let you easily recognize your maneuver at the next junction. If the next turn is at a distance, XSG2 zooms out and lowers the view angle to show you the road in front of you. <u>Tap this button once</u> to enable Smart Zoom. <u>Tap&hold the button</u> to set the zoom limits of Smart Zoom.
Returning to normal navigation (back to the GPS position with automatic map rotation)		Tap this button to move the map back to the current GPS position. If the map has been rotated in 3D mode, automatic map rotation is also re-enabled.
Zoom preset buttons		<u>Tap one of the preset buttons</u> to set the zoom level to a fixed, predefined value. Smart Zoom is disabled. These buttons are available in 2D mode. <u>Tap&hold any of the buttons</u> to set its value to the current zoom level, or to reset it to its original value.
Tilt and zoom preset buttons		<u>Tap one of the preset buttons</u> to set the tilt and zoom levels to fixed, predefined values. Smart Zoom is disabled. These buttons are available in 3D mode. <u>Tap&hold any of the buttons</u> to set its value to the current tilt and zoom levels, or to reset it to its original value.
Map scale		XSG2 shows the scale of the map in 2D mode.

2.2.3 Lane information and Signposts

When navigating on multilane roads, it is important to take the appropriate lane in order to follow the recommended route. If lane information is available in the map data, XSG2 displays the lanes and their directions using small arrows either at the bottom or at the top of the map (the position of these arrows can be modified in Map Screen settings). Arrows in yellow color represent the lanes you need to take.


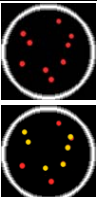



Where there is additional information available, signposts substitute arrows. Signposts are always displayed at the top of the map. The color and style of the signposts are similar to the real ones you can see above road or by the roadside. They show the available destinations and the number of the road the lane leads to.

All signposts look similar when cruising (when there is no recommended route). When navigating a route, only that signpost is displayed in vivid colors that points to the lane(s) to be taken; all others are darkened out.



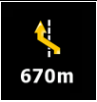
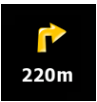





2.2.4 Status information and hidden controls on the map

The following information appears in the rounded field in the top left corner, the Turn Preview field. When tapping this area, the result depends on the information currently shown.



Icon	Information	Details	Action
	There is no active route	If there is no route to be navigated, this icon appears in the Turn Preview field.	Tap this area to open Find.
	There is no valid GPS position.	If an active route exists, and there is no valid GPS position, the view of the sky above you is shown with colored dots for each satellite. Some dots need to turn green to be able to navigate.	Tap this area to open the Route Information screen.
	If the icon is a static picture, route calculation is needed	GPS position and an active route are available, but automatic off-route recalculation is switched off, and you deviated from the route.	Tap this area to make XSG2 recalculate the recommended route.
	If the icon is animated, route calculation is in progress	XSG2 is calculating or recalculating the route.	Nothing happens if you tap this area of the screen.
	Next route event (next maneuver)	GPS position and an active route are available, and you navigate the recommended route. This area gives you information about the type and distance of the next route event.	Tap this area to open the Route Information screen.

The following area appears next to the above described rounded area. When tapping this area, the result depends on the information currently shown.

Icon	Information	Details	Action
	There is no valid GPS position	If there is no valid GPS position, this symbol appears here.	Tap this area to open the GPS Data screen to check the signal status or the connection settings.
	Traffic restriction	When GPS position is available but there is no route to be navigated, the traffic restriction of the upcoming intersection is shown here if there is any.	Nothing happens if you tap this area of the screen.
	Second route event (maneuver after the next maneuver)	When GPS position and an active route are both available, this field shows the route event that follows the next route event shown in the above described area.	Tap this area to open the Itinerary screen with the turn by turn guidance instructions.
	Stops the running simulation	This icon appears during Route Simulation.	Tap this area to stop the simulation.
	Route recalculation progress	During route recalculation, this field shows the recalculation progress between 0% and 100%.	Nothing happens if you tap this area of the screen.



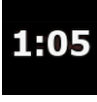
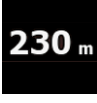
Icon	Information	Details	Action
	Indicator strip	 - sounds muted/enabled	Nothing happens if you tap this area of the screen.

The following symbols appear in the Indicator strip:


Icon	Description
	The sound output of XSG2 is muted.
	The sound output of XSG2 is enabled.

The following information can be seen in the three data fields shown on the map screen. Tap this area to open the Trip Information screen where you can select which values to be shown in these three fields.

When there is no active route, these fields show the following information: current speed, compass and the current time of day.


Icon	Type	More information
	Compass	Shows the direction of your heading both when the map is automatically rotated (3D) and when the map is always facing North (2D).
	Speed information	There are speed values that can be shown: <ul style="list-style-type: none"> • Current speed • Speed limit on the current road
	Time information	There are time values that can be shown: <ul style="list-style-type: none"> • Current GPS time • Time remaining to reach the destination • Time remaining to reach the next via point • Estimated arrival time at the destination • Estimated arrival time at the next via point
	Distance information	There are distance type values that can be shown: <ul style="list-style-type: none"> • Distance remaining to reach the destination • Distance remaining to reach the next via point • Current altitude

The next area is the GPS position quality indicator field. Tap this area to open the Quick menu (page **Error! Bookmark not defined.**).









Icon	Status for	More information
	GPS position quality	A higher number of lit bars indicates better GPS position accuracy.

2.2.5 Using the Cursor (the selected map location)

First, place the Cursor at the desired map location with one of the following options:

- Use the Find menu to select a location. The map returns with the selected point (the Cursor) in the middle, and the Cursor menu appears with the available options.
- Tap the screen and tap again to place the Cursor at the desired location. Now tap  to open the Cursor menu.

You can perform the following actions:

Button	Action
 Set as Start	In the active route, uses the Cursor as the start point by replacing the current GPS position
 Set as Destination	In the active route, uses the Cursor as the destination by replacing the previous destination
 Insert as Via	In the active route, uses the Cursor as a via point (an intermediate destination) preceding the destination
 Continue	In the active route, uses the Cursor as the destination while keeping the previous destination as a via point
 Routing Methods	Shows the different routes calculated by the available routing methods. Choose the one that suits your needs the best
 Save as POI	Saves the Cursor as a POI
 Add to Favorites	Saves the Cursor as a Favorite location
 Place Pin	Marks the map with a Pin at the Cursor
Info	Opens a screen with the name, address and coordinate information of the Cursor, and the list of POIs near it

2.3 XSG2 concepts

2.3.1 Smart Zoom


Smart Zoom provides much more than just a usual automatic zoom feature:

- **While following a route calculated by XSG2:** when approaching a turn, it will zoom in and raise the view angle to let you easily recognize your maneuver at the next junction. If the next turn is at a distance, it will zoom out and lower the view angle to be flat so you can see the road in front of you.
- **While driving without an active route in XSG2:** Smart Zoom will zoom in if you drive slowly and zoom out when you drive at high speed.

Enabling Smart Zoom


Tap the map to let the map control buttons appear, and then tap  to enable Smart Zoom.


Fine-tuning Smart Zoom


Tap the map to let the map control buttons appear, and then tap and hold  to open the Smart Zoom Settings window. Modify the zoom limits of Smart Zoom if necessary.

2.3.2 Position markers

2.3.2.1 Current GPS position and Lock-on-Road



When your GPS position is available, XSG2 marks your current position with the  icon on the map.

The  icon is aligned to the nearest road to suppress GPS position errors. The direction of the icon is one of the directions of the route.

To use the current GPS position, tap . The Position menu appears and you can save the GPS position as one of the following:

- a Favorite
- a POI
- a map marker Pin

2.3.2.2 Returning to normal navigation


When GPS position is available, and you have moved the map (the  icon is moving or is not even visible), or you have rotated the map in 3D mode, the  button appears. Tap it to move the map back to the GPS position and re-enable Track-up map orientation (automatic map rotation).




Note!

Even if you move the map while you are driving, XSG2 continues navigating if there is an active route: it plays the voice instructions and displays the turn preview icons according to your current GPS position.

2.3.2.3 Selected location (Cursor)

If you select a location in the Find menu, or you tap the map when the map control buttons are visible, the Cursor appears at the selected point on the map. XSG2 displays the Cursor with a radiating red dot  to make it visible at all zoom levels, even when it is in the background of a 3D map view.

When the Cursor is set, tap . The Cursor menu appears and you can use the Cursor as one of the following:


- the start point of a route
- a via point in a route
- the destination of a route


You can also search for POIs around the Cursor.



Or you can save the location of the Cursor as:

- a Favorite
- a POI
- a map marker Pin

2.3.2.4 Original position in the Cursor menu

When the Cursor menu is open, a special icon  shows the Cursor position the menu was opened with.

You can move and zoom the map, and you can set the Cursor to a different place. The usual Cursor  appears, and the buttons of the Cursor menu initiate actions for this new location.

To return to the original Cursor position, tap . The map jumps back to the position with which the Cursor menu was opened, and the  icon appears again.

2.3.3 Daytime and night color schemes

XSG2 uses different color schemes during the day and during the night.

- Daytime colors are similar to paper road maps.
- The night color schemes use dark colors for large objects to keep the average brightness of the screen low.

XSG2 offers different daytime and night color schemes. It can also switch automatically between the daytime and the night scheme based on the current time and GPS position a few minutes before sunrise, when the sky has already turned bright, and a few minutes after sunset, before it becomes dark.

2.3.4 Color scheme in tunnels

When entering a tunnel, the colors of the map change. All buildings disappear, the large objects (such as surface waters or forests) and the empty areas between roads become black.

However roads and streets keep their original colors from the daytime or night color scheme currently used.

After leaving the tunnel, the original colors return.

2.3.5 Route calculation and recalculation

XSG2 calculates the route based on your preferences:

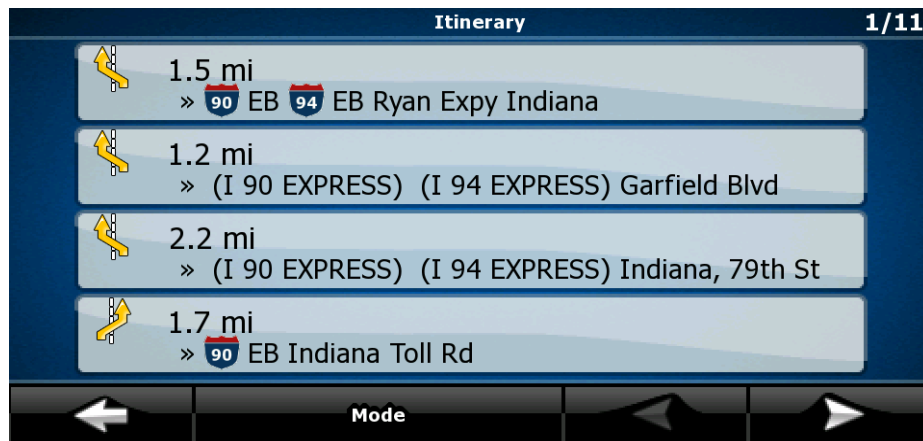
- Route calculation method:
 - Fast
 - Short
 - Economical
- Easy Vehicle types :
 - Car
 - Bus
- Road types
 - Unpaved Roads
 - Permit Needed
 - Freeways
 - Toll Roads
 - Charge Roads

- Ferries
- Cross-border Planning





XSG2 automatically recalculates the route if you deviate from the proposed itinerary.

2.3.6 Itinerary


The Itinerary is the list of the route events, that is, the driving instructions.






When you are on the Map screen, you can display the Itinerary in one of the following ways:

- Tap the area between the Turn preview and the Travel data fields where the symbol of the second next maneuver is displayed (for example ).
- Tap the following buttons: , , .

You have the following options on the Itinerary screen:

Button	Description
Any of the list items	Opens the map with the selected maneuver in the middle.
Mode	Changes the detail level of the Itinerary. The levels are as follows: <ul style="list-style-type: none"> • Detailed Instructions: all intersections are listed • Itinerary: only significant intersections (the ones announced in voice guidance) are listed • Road list: the list of the roads used while navigating the route
	Moves between pages for additional list items.

When the map is open with a maneuver in the middle:

Button	Description
	Zooms in the map.
	Zooms out the map.
	Moves the map to show the previous or next maneuver.
Avoid	Opens a screen where you can avoid a part of the route starting from the selected maneuver.

2.3.7 Route demonstration

A simulation drives you through the route, following the driving instructions (page 31).

You can use it, for example, to see which bridge XSG2 planned for the route; if you do not want to take that bridge, you can avoid it.

Route demonstration can be started from the Route menu by tapping the  button.

2.3.8 POI (Points of Interest)

A point of interest (POI) is a location that someone might find useful or interesting. XSG2 is delivered with thousands of POIs and you can also create your own POIs in the application.

POI locations are marked on the map with special icons. POI icons are quite large so you can easily recognize the symbol. The icons are also semi-transparent: they do not cover the streets and intersections behind them.

POIs are grouped into several levels of categories and subcategories. The icon of a POI that comes with the map shows the symbol of the POI category. If you save your own POI, you can select an icon for it independently of the POI category you have put it in.




Saving POIs

To save a POI, place the Cursor  at the desired location, then tap the following buttons: .

 .


Managing POIs


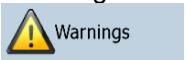

You can select which POI groups to show and which ones to hide on the map, and from which zoom levels POI icons are visible. At the same place you can manage your saved POIs. A saved POI can be renamed, moved to a different POI group, its icon can be changed, or a phone number and

additional information can be added to it. Tap the following buttons:   .


2.3.9 Speed limit warning

Maps sometimes contain information about the speed limits of the road segments. This information may not be available for your region (ask your local dealer) or may not be fully correct for all roads on the map.

You can configure XSG2 to warn you if you exceed the current limit. Tap the following buttons: .

  .

When you exceed the speed limit, the following happens:

- Visible Warning: A symbol with the speed limit appears in the corner of the map 
- Audible Warning: A voice message is played using the selected voice guidance profile.

3 Navigating with XSG2

You can set up your route in the XSG2 in several ways:

- if you need a simple route (a route with only one destination, without any intermediate via points), you can select the destination and start navigating to it right away
- you can plan a multi-point route
- you can also plan a route independently of your current GPS position or even without GPS reception



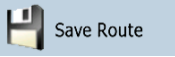
3.1 Selecting the destination of a route

XSG2 offers you several ways of choosing your destination and via points (intermediate destinations):




- Use the selected location on the map (the Cursor) (page 21).
- Enter a full address or a part of an address, for example a street name without a house number or the names of two intersecting streets (page 22).
- Enter an address with ZIP code (page **Error! Bookmark not defined.**). This way you do not need to select the name of the city and the search for street names might be faster as well.
- Use a coordinate (page **Error! Bookmark not defined.**)
- Use a saved location:
 - a Favorite (page **Error! Bookmark not defined.**)
 - a POI (page **Error! Bookmark not defined.**)
 - the History of previously set destinations and waypoints (page **Error! Bookmark not defined.**)



Tip!

If you are going to use a route later, save it before you start navigating. Tap the following buttons:    .

3.1.1 Selecting the Cursor as the destination

1. Locate your destination on the map: move and scale the map as needed (page **Error! Bookmark not defined.**).
2. Tap the location that you want to select as your destination. The Cursor  appears.
3. Tap  to open the Cursor menu.
4. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.



Tip!

If you know that you will use a destination later, when the Cursor menu appears, save it as a POI, or put it on the list of your Favorites first. The Cursor menu returns automatically with the same point. Now you can use it as a route point.

3.1.2 Entering an address or part of an address

If you know at least a part of the address, it is the quickest way to select the destination of the route.



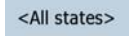

Using the same screen, you can find an address by entering:





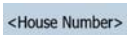
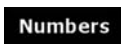
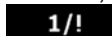


- the exact address, including house number
- the center of a city
- an intersection
- the midpoint of a street
- any of the above, starting the search with the ZIP code (page **Error! Bookmark not defined.**)

3.1.2.1 Entering an address

The parts of the address are shown on buttons. Start reading from the top, and if you want to change any of them, tap the button.

The procedure is explained starting from the Navigation menu.




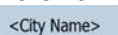
1. Tap the following buttons:  .
2. By default, the XSG2 proposes the country, state and city where you are. If needed, tap the button with the name of the country, and select a different one from the list. If you select a new country, you also need to select the state, or tap  to search for a city regardless of the state it is in.
3. If needed, change the city:
 - To select the city from the list of recently used ones, tap the  button.
 - To enter a new city:

1. Tap the button with the name of the city, or if you have changed the country/state, tap .
 2. Start entering the city name on the keyboard.
 3. Get to the list of search results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap  to open the list of results before it appears automatically.
 4. Select the city from the list.
4. Enter the street name:
1. Tap .
 2. Start entering the street name on the keyboard.
 3. Get to the list of results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap  to open the list of results before it appears automatically.
 4. Select the street from the list.
5. Enter the house number:
1. Tap .
 2. Enter the house number on the keyboard. (To enter letters, tap  and select an alphabetic keyboard layout. To enter symbols, tap .
 3. Tap  to finish entering the address.
6. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.2.2 Entering an address if house numbering is restarted

There are long roads where house numbering is restarted at some point. This way the same house number can appear twice or even more times on the same road. If this is the case, after entering the house number, you need to select the appropriate address by the district/suburb information.

The procedure is explained starting from the Navigation menu.




1. Tap the following buttons:  , .
2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.
3. If needed, change the city:
 - To select the city from the list of recently used ones, tap the  button.
 - To enter a new city:
 1. Tap the button with the name of the city, or if you have changed the country/state, tap .
 2. Start entering the city name on the keyboard.

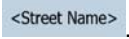


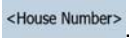
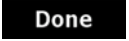

3. Get to the list of search results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap **Done** to open the list of results before it appears automatically.
4. Select the city from the list.
4. Enter the street name:
 1. Tap **<Street Name>**.
 2. Start entering the street name on the keyboard.
 3. Get to the list of results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap **Done** to open the list of results before it appears automatically.
 4. Select the street from the list.
5. Enter the house number:
 1. Tap **<House Number>**.
 2. Enter the house number on the keyboard.
 3. Tap **Done** to finish entering the address.
6. A list appears with the matching addresses. Tap the desired one.
7. The map appears with the selected point in the middle. Tap **Set as Destination** from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.2.3 Entering an address without knowing the district/suburb

Long roads can run across several districts or suburbs. You may not know what particular house number is located where. In this case, follow the instructions below:






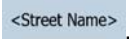
The procedure is explained starting from the Navigation menu.

1. Tap the following buttons:  .
2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.
3. If needed, change the city:
 - To select the city from the list of recently used ones, tap the  button.
 - To enter a new city:
 1. Tap the button with the name of the city, or if you have changed the country/state, tap **<City Name>**.
 2. Start entering the city name on the keyboard.
 3. Get to the list of search results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap **Done** to open the list of results before it appears automatically.

4. Select the city from the list.
4. Enter the street name:
 1. Tap .
 2. Start entering the street name on the keyboard.
 3. Get to the list of results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap  to open the list of results before it appears automatically.
 4. Instead of selecting one of the streets, tap .
5. Enter the house number:
 1. Tap .
 2. Enter the house number on the keyboard.
 3. Tap  to finish entering the address.
6. A list appears with the matching addresses. Tap the desired one.
7. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.2.4 Selecting an intersection as the destination

The procedure is explained starting from the Navigation menu.




1. Tap the following buttons: , .
2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.
3. If needed, change the city:
 - To select the city from the list of recently used ones, tap the  button.
 - To enter a new city:
 1. Tap the button with the name of the city, or if you have changed the country/state, tap .
 2. Start entering the city name on the keyboard.
 3. Get to the list of search results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap  to open the list of results before it appears automatically.
 4. Select the city from the list.
4. Enter the street name:
 1. Tap .
 2. Start entering the street name on the keyboard.
 3. Get to the list of results:

- After entering a couple of characters, the names that match the string appear in a list.
 - Tap **Done** to open the list of results before it appears automatically.
4. Select the street from the list.
 5. Tap the **Intersection** button.
 - If only a few intersecting streets exist, their list appears immediately.
 - In case of a longer street, a keyboard screen appears. Start entering the name of the intersecting street on the keyboard. As you type, if the matching streets can be shown on one screen, their list appears automatically.
 6. Tap the desired intersecting street in the list.
 7. The map appears with the selected point in the middle. Tap **Set as Destination** from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.2.5 Selecting a city center as the destination

The City Center is not the geometric center of the city but an arbitrary point the map creators have chosen. In towns and villages, it is usually the most important intersection; in larger cities, it is an important intersection.



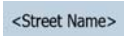


The procedure is explained starting from the Navigation menu.

1. Tap the following buttons:  .
2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.
3. If needed, change the city:
 - To select the city from the list of recently used ones, tap the  button.
 - To enter a new city:
 1. Tap the button with the name of the city, or if you have changed the country/state, tap **<City Name>**.
 2. Start entering the city name on the keyboard.
 3. Get to the list of search results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap **Done** to open the list of results before it appears automatically.
 4. Select the city from the list.
4. Tap the **City Center** button.
5. The map appears with the selected point in the middle. Tap **Set as Destination** from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.2.6 Entering an address with a ZIP code

All of the above address searching possibilities can be performed with entering the ZIP code instead of the city name. Find below an example with a full address:

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons:  .
2. By default, XSG2 proposes the country/state and city where you are. If needed, tap the button with the name of the country/state, and select a different one from the list.
3. Tap the button with the name of the city, and enter the ZIP code:
 1. Start entering the ZIP code on the keyboard.
 2. Get to the list of results:
 - After entering a couple of numbers, matching results appear in a list.
 - Tap **Done** to open the list of results before it appears automatically.
 3. Pick the city from the list.
4. Enter the street name:
 1. Tap .
 2. Start entering the street name on the keyboard.
 3. Get to the list of results:
 - After entering a couple of characters, the names that match the string appear in a list.
 - Tap **Done** to open the list of results before it appears automatically.
 4. Select the street from the list.
5. Enter the house number:
 1. Tap .
 2. Enter the house number on the keyboard.
 3. Tap **Done** to finish entering the address.
6. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.2.7 Tips on entering addresses quickly




- When you are entering the name of a city or a street, XSG2 only displays those characters that appear in possible search results. The other characters are grayed out.
- When entering the city name or the street name, tap the **Done** button after a couple of letters; XSG2 lists the items that contain the specified letters.
- You can speed up finding an intersection:
 - Search first for the street with a less common or less usual name; fewer letters are enough to find it.
 - If one of the streets is shorter, search for that one first. You can then find the second one faster.
- You can search for both the type and the name of a road. If the same word appears in several names, for example in the name of streets, roads and avenues, you can obtain the result faster if you enter the first letter of the street type: For example, enter **Pi A** to obtain **Pine Avenue** and skip all **Pine Streets** and **Pickwick Roads**.

- You can also search in ZIP codes. This is useful when a street name is common and it is used in several districts of a city.

3.1.3 Selecting the destination from your Favorites

You can select a location that you have already saved as a Favorite to be your destination.









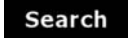


The procedure is explained starting from the Navigation menu.





1. Tap the following buttons:  , .
2. Tap the Favorite that you want to set as your destination.
3. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.4 Selecting the destination from the POIs

You can select your destination from the POIs included with XSG2 or from the ones you have previously created.

The procedure is explained starting from the Navigation menu.





1. Tap the following buttons:  , .
2. Select the area around which the POI should be searched for:
 -  : The POI will be searched for around a given address.
 -  : The map appears with the Cursor in the middle. Modify the location of the Cursor if necessary, then tap  . The POI will be searched for around the given location.
 -  : The POI will be searched for around the current GPS position.
 -  : The POI will be searched for around the destination of the active route.
 -  : The POI will be searched for not around a given point, but by the size of the detour it adds to the active route. This can be useful if you search for a later stopover that causes only a minimal detour, for example upcoming gas stations or restaurants.
3. You can narrow the search with the following:
 - Select the POI group (e.g. Accommodation), and after that, if needed, select the POI subgroup (e.g. Hotel or Motel).
 - To find the POI by its name, tap  , and use the keyboard to enter a part of the name.
 - To list all POIs in a given POI group, tap .
4. [optional] When finally the list of results appear, you can sort the list:
 -  : sort the list alphabetically (available when you search around a single location)

- : sort the list by the distance from your current position in a straight line (available when you search around a single location)
 - : sort the list by the distance to drive on route from your current position (available when you search along the active route)
 - : sort the list by the size of the needed detour (available when you search along the active route)
5. Tap the desired POI in the list.
 6. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.

3.1.5 Selecting the destination from the History






The destinations that you have set earlier appear in the History.

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: , .
2. If necessary, move between pages with  to see earlier destinations.
3. Tap the desired item.
4. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.


3.1.6 Selecting the destination by entering its coordinates

The procedure is explained starting from the Navigation menu.

1. Tap the following buttons: , .
2. [optional] Tap  to change the format of the displayed coordinates.
3. Tap the latitude or longitude value to change the coordinates.
4. Enter the coordinate values in WGS84 format on the keyboard: the latitude (N or S) and the longitude (E or W).
5. Tap .
6. The map appears with the selected point in the middle. Tap  from the Cursor menu. The route is then automatically calculated, and you can start navigating.




3.2 Creating a multi-point route (inserting a via point)

Multi-point routes are created from simple routes, so a route must be active first. One of the ways of expanding the route is to keep the destination, and to add via points (intermediate destinations).

1. Select a new location as you did in the previous sections. This will be the additional destination in the route.
2. The map appears with the selected point in the middle, and the Cursor menu opens automatically.
3. Tap  to add the point as an intermediate destination preceding the final destination of the route.
4. [optional] To add more points to the route, repeat the above steps as many times as you like.

If you insert a via point in a route that is already a multi-point route, you will automatically be taken to the Edit Route screen where you can determine the position of the intermediate route point. When you enter the screen, the new via point is placed as the last via point before the final destination. The new point is the selected point in the list.

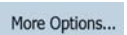

You have the following options:

Button	Action
	The selected point moves up in the list (becomes a via point to be reached earlier). Tap this button repeatedly, and the point becomes the start point of the route.
	The selected point moves down in the list (becomes a via point to be reached later). Tap this button repeatedly, and the point becomes the final destination of the route.
	The route is reversed. The start point becomes the destination, the destination becomes the start point, and all via points are to be reached in the opposite order than before.
Optimize	The route is optimized. The start point and the destination remain at their position, but the via points are reordered to make the shortest possible route.
Remove	The selected point is removed from the route. The route remains as it was before adding the new point.

Every time a new point is added, the route is recalculated automatically, and you can start navigating right away.

3.3 Creating a multi-point route (appending a new destination)

Multi-point routes are created from simple routes, so a route must be active first. One of the ways of expanding the route is to add a new destination. The previous destination becomes the last via point of the route.

1. Select a new location as you did in the previous sections. This will be the additional destination in the route.
2. The map appears with the selected point in the middle, and the Cursor menu opens automatically.
3. Tap  to open the full Cursor menu with the additional functions.
4. Tap  to add the point as a new final destination demoting the previous one to the last intermediate destination.
5. [optional] To add more points to the route, repeat the above steps as many times as you like.




Every time a new point is added, the route is recalculated automatically and you can start navigating right away.

3.4 Editing the route

Tap the following buttons:   .

The list of route points appear with the start point at the top of the list and the final destination at the bottom. If several via points exist, you might need to scroll between pages.




Tap one of the route points in the list. You have the following options:

Button	Action
	The selected point moves up in the list (becomes a via point to be reached earlier). Tap this button repeatedly, and the point becomes the start point of the route.
	The selected point moves down in the list (becomes a via point to be reached later). Tap this button repeatedly, and the point becomes the final destination of the route.
	The route is reversed. The start point becomes the destination, the destination becomes the start point, and all via points are to be reached in the opposite order than before.
Optimize	The route is optimized. The start point and the destination remain at their position, but the via points are reordered to make the shortest possible route.
Remove	The selected point is removed from the route.

As soon as you leave this screen, the route is recalculated automatically, and you can start navigating right away.

3.5 Watching the simulation of the route

The procedure is explained starting from the Map screen.

1. Tap the following buttons:  .
2. The Route menu appears.
3. Tap **Simulate** to run the simulation at normal speed and with voice guidance instructions announced.
4. The simulation can be aborted any time by tapping .

3.6 Enabling Safety Mode

Safety Mode disables the touch screen above 10 km/h (6 mph) to keep your attention on the road. While driving, you will not be able to set a new destination or to change settings. The only screen control that remains enabled is the gesture that puts you back on the Map screen.


The procedure is explained starting from the Map screen.

Tap the following buttons:    **Safety Mode**.

3.7 Pausing the active route


You do not need to pause the active route: when you start driving again, XSG2 restarts the voice instructions from your position.

3.8 Deleting the next via point from the route

The easiest way to delete the upcoming route point (the next via point) is to open the Route Information screen by tapping the Turn Preview field  on the Map screen, and then tapping **Skip Next Via**.

You have another option. Tap the following buttons: , ,  Route Info, **Skip Next Via**.

3.9 Deleting the active route

The easiest way to delete the active route is to open the Route Information screen by tapping the Turn Preview field  on the Map screen, and then tapping **Delete Route**.

You have another option. Tap the following buttons: , ,  Delete Route.






Note!

If via points exist in the active route, you cannot delete the route immediately on the Route Information screen. Tap **Skip Next Via** repeatedly until all via points disappear and the **Delete Route** button appears. Tap it to cancel the whole route.

3.10 Saving a route

The procedure is explained starting from the Map screen.

1. Tap the following buttons: , ,  Save Route.
2. Enter a name for the saved route, and then tap **Done**.

When you save a route, XSG2 not only saves the route points but the whole itinerary:

- If you updated your map since you first saved the route, XSG2 recognizes the change, and recalculates the driving instructions according to the latest available map information.
- XSG2 deletes from the route any via points that you already left behind during navigation together with the road segments used to reach it. To avoid this, if you want to save the route, you need to save it before you start navigating.

3.11 Loading a saved route

The procedure is explained starting from the Map screen.








1. Tap the following buttons: Menu , Route , Load Route .
2. Tap the route you wish to navigate.
3. In the very likely case when the start position of the saved route is different from the current GPS position, you need to confirm whether you want to stop navigating from the current GPS position to use the start point of the loaded route.
 - If you choose this option, automatic off-route recalculation will be disabled.
 - If you choose to keep the current GPS position as the start point, the route will be recalculated starting from your current position.
4. The map appears, and you can start navigating.

4 Reference Guide

On the following pages you will find the description of the different menu screens of XSG2.

The Navigation menu:

XSG2 starts with the Navigation menu. From there you can access the following screens:

Screen	Button	Description
Map		The Map screen.
Find		Selecting the destination (for example an address or a POI) or using the search engine of XSG2 for any other reason (for example to look for the phone number of a POI).
Route		Managing the active route (obtaining information about it, changing or deleting it or parts of it) or planning a route without GPS reception.
Manage		Managing user data, such as saved locations (POIs, Favorites, Pins, and History items), and Saved Routes.
Settings		Managing the behavior of XSG2, for example the map layout during navigation, the used languages or the warnings.





4.1 Map screen

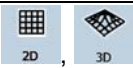












XSG2 is primarily intended for land navigation. That is why maps in XSG2 look similar to paper road maps. However, XSG2 provides much more than regular paper maps: you can customize the look and the content of the map.



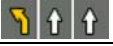
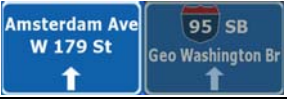
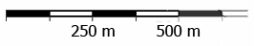
The most important and most often used screen of XSG2 is the Map screen.



During navigation, the screen shows route information and trip data (left screenshot), but when you tap the map, additional buttons and controls appear for a few seconds (right screenshot). Most parts of the screen behave as buttons.

Symbol	Name	Action
	Turn Preview, that is, the next route event	Opens the Route Information screen
	Second upcoming route event	Opens the Itinerary
	Trip data	Opens the Trip Information screen
	GPS position quality	Opens the Quick menu
Top row	Next street	n/a
Bottom row	Current street and house numbers on left and right	n/a

Symbol	Name	Action
	Map view modes	Switches between 2D and 3D map modes: <ul style="list-style-type: none"> • 2D North-up • 3D rotated
	Menu	Opens the Navigation menu
	Avoid	Opens the Avoid screen, offering ways to avoid parts of the route
	Position menu (appears when navigating a route)	Opens the Position menu
	Cursor menu (appears when there is no GPS position or the Cursor is not at the current GPS position)	Opens the Cursor menu
	Open/Close Map control buttons	Tap this button to show or hide the following map control buttons: <ul style="list-style-type: none"> • Zoom in/out • Rotate left/right (3D map only) • Tilt up/down (3D map only) • Zoom preset buttons (2D map only) • Tilt and zoom preset buttons (3D map only) • Return to GPS position button • Smart Zoom button
	Rotate left, rotate right	Rotates the 3D map left or right
	Tilt up, tilt down	Tilts the 3D map
	Zoom in, zoom out	Scales the map
	Return to GPS position (appears when GPS position is available and you have moved the map)	Tap this button to move the map back to the current GPS position. If the map has been rotated in 3D mode, automatic map rotation is also re-enabled.
	Enable Smart Zoom (replaces the previous button if there is no GPS position or the map has not been moved)	Tap this button once to enable Smart Zoom. Tap&hold the button to set the zoom limits of Smart Zoom.
	Zoom preset buttons	Tap one of the preset buttons to set the zoom level to a fix, predefined value. Smart Zoom is disabled. These buttons are available in 2D mode. Tap&hold any of the buttons to set its value to the current zoom level, or to reset it to its original value.
	Tilt preset buttons	Tap one of the preset buttons to set the tilt and zoom levels to fix, predefined values. Smart Zoom is disabled. These buttons are

Symbol	Name	Action
		available in 3D mode. Tap&hold any of the buttons to set its value to the current tilt and zoom levels, or to reset it to its original value.
	Current GPS position (on nearest road)	n/a
	Cursor (selected map location)	n/a
	Lane information	n/a
	Signpost information	n/a
Blue line	Active route	n/a
	Map scale (2D map only)	n/a

4.1.1 Icons on the map





There are several status icons on the map. Most of them also function as a button. The information they provide is as follows:

- GPS position quality
- Sound status (muted or enabled)

4.1.1.1 GPS position quality indicator



This area is a status indicator, and also acts as a button that opens the Quick menu.

GPS reception quality shows the current accuracy of the position information.

Icon	Description
	XSG2 has no connection to the GPS receiver: GPS navigation is not possible. Devices with a built-in GPS receiver are permanently connected. On such devices, the icon does not appear in normal circumstances.
	XSG2 is connected to the GPS receiver, but the signal is too weak and the receiver cannot determine the GPS position. GPS navigation is not possible.
	Only a few satellites are received. Position information is available, but elevation (altitude) cannot be calculated. GPS navigation is possible, but the position error may be significant.
	Altitude information is available, the position is a 3D position. GPS navigation is possible.

4.1.1.2 Status indicator strip

This is a multiple status indicator. It indicates the following status information on a single strip:

Icon	Description
	The sound output of XSG2 is muted.
	The sound output of XSG2 is enabled.

4.1.1.3 Next two route events (Turn Preview fields)

There are two fields reserved on the Map screen to display the next two maneuvers (route events that are listed in the Itinerary). Both the type of the event (turn, traffic circle, exiting freeway, etc.) and its distance from the current GPS position is displayed.

Most of these icons are very intuitive and you also know them as road signs. The following table lists some of the frequently shown route events. The same symbols are used in both fields:

Icon	Description
	Turn left.
	Turn right.
	Turn back.
	Bear right.
	Turn sharp left.
	Keep left.
	Continue straight in the intersection.
	Enter traffic circle. The number of the exit is shown in the circle, but only for the next turn.
	Enter freeway.
	Exit freeway.
	Board ferry.
	Leave ferry.
	Approaching the next via point.
	Approaching the destination.

These fields may show other useful pieces of information. Please see page 14.

4.1.2 Objects on the map

4.1.2.1 Streets and roads

XSG2 shows the streets in a way that is similar to how the paper road maps show them. Their width and colors correspond to their importance: you can easily tell a freeway from a small street.



Tip!

If you prefer not to see street names during navigation, turn them off (page **Error! Bookmark not defined.**).

4.1.2.2 3D object types

To enable or disable 3D visualization on the map, tap the following buttons:



3D Settings



XSG2 (Premium optional package only) supports the following 3D object types:

Type	Description
3D landmarks	Landmarks are 3D artistic or block representations of prominent or well-known objects. 3D landmarks are only available in selected cities and countries.
Elevated roads	Complex intersections and vertically isolated roads (such as overpasses or underground tunnels) are displayed in 3D.
Building Visibility	Full 3D city building data that represents actual building size and position on the map. Building data is limited to the city centers of major cities in the US and Europe.
Terrain Detail Level	3D terrain map data shows changes in terrain, elevations or depressions in the land when you view the map, and use it to plot the route map in 3D when you navigate.

4.1.2.3 Elements of the active route


XSG2 shows the route in the following way:

Symbol	Name	Description
	Current GPS position	Your current position displayed on the map. This is not the exact GPS position. The arrow is put on the nearest road.
	Cursor (selected map location)	The location selected in the Find menu, or a map point selected by tapping the map.
	Start point	<p>The first point of the route.</p> <p>Normally if GPS position is available, it is the start point of the route. If there is no valid GPS position, XSG2 uses the last known GPS position as the start point.</p> <p>When you are using a saved route, XSG2 asks you if you want to use your GPS position or the first point in the saved route as the start point.</p> <p>You can also modify the start point in the Cursor menu. If you do so, automatic off-route recalculation needs to be turned off to keep the selected point as the start point.</p> <p>If automatic off-route recalculation is disabled for any of the above, tapping the icon in the Turn Preview field not only initiates route recalculation from the current GPS position, but it will re-enable the automatic off-route recalculation as well.</p>
	Via point	A via point is an intermediate destination. You can place as many via points as you want.
	Destination (end point)	The last point of the route, the final destination.
	Route color	The route always stands out with its color on the map, both in daytime and in night color mode. The active leg of the route is always displayed in a brighter shade than the inactive (upcoming) legs.
	Active leg of the route	The section of the route on which you are driving. If you have not added any via points (only a


Symbol	Name	Description
		destination), the entire route is the active leg. If you have added via points, the active leg is the part of the route from your current location to the next route point (the next via point, or the destination if there are no more via points to reach).
	Inactive legs of the route	The future sections of the route; each of them becomes active when you reach the via point at its beginning.
	Streets and roads that are excluded from the navigation	You can choose whether you want to use or avoid certain road types (page Error! Bookmark not defined.). However, when XSG2 cannot avoid such roads, the route will include them and it will show them in a color that is different from the route color.

4.1.3 Avoid menu

This screen contains quick detour possibilities during navigation. It can be opened directly from the


Map screen by tapping .

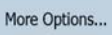
You have the following options:








- Tap any of the distance buttons if you want to bypass a part of the route starting from the next intersection.
- : If you have used the above function before, tap this button to clear the restrictions from the map.














4.1.4 Cursor menu

As soon as you select one point in the Find menu, the map appears with the Cursor menu, a menu with possible actions for the selected point.

Alternatively when you tap the map, control buttons appear. Tap again to place the Cursor, a radiating red dot. Now tap , and the Cursor menu opens with a list of options.

In order to show a part of the map with the Cursor menu, it contains only a few buttons first. Tap  to get all the options.

Button	Description
	Closes the Cursor menu, and returns to the previous screen.
	Zooms out the map.
	Zooms in the map.
	With the Cursor menu open, you can still move or scale the map, and tap the map anywhere to place the Cursor to a new location, but when you use this button, the Cursor jumps back to the place where it was at the time when you opened the Cursor menu.
	Displayed at the Cursor if it is at the same location with which the Cursor menu was opened.
	Displayed at the Cursor if it has been relocated since the Cursor menu was opened.
	Opens a new screen with the address and coordinate of the Cursor, and

Button	Description
	the list of nearby POIs.
More Options...	Opens the full-screen Cursor menu with all the possible options.
 Set as Destination	A new route is calculated with the Cursor as the destination. The previous route is deleted.
 Remove Destination	If the Cursor is at or near the destination, this button replaces the previous one, and deletes the current destination from the route. The last via point is promoted as destination, or if there are no via points, the route is deleted.
 Insert as Via	The Cursor is added to the active route as an intermediate route point, a point to be reached before the destination. If there is already a via point in the route, the Edit Route screen opens to let you decide where the new via point is to appear in the route.
 Remove Via	If the Cursor is at or near one of the via points, this button replaces the previous one, and deletes the selected via point from the route. The route is recalculated without the deleted point.
 Continue	The Cursor is appended at the end of the route as the new destination. The previous destination is demoted, and becomes the last via point.
 Routing Methods	This button is similar to the  Set as Destination button, but a new screen opens, and the route is calculated with all the possible route calculation methods (Fast, Short, Economical and Easy). Observe the results, and choose one of the routes to navigate.
 Set as Start	The Cursor becomes the start point of the route. This means that the route is not started from the current GPS position, and Automatic Off-route Recalculation needs to be turned off to keep the selected point as the start point.
 Remove Start	If the Cursor is at or near the selected start point, this button replaces the previous one and deletes the start point from the route. The current GPS position is used again as the start point, and Automatic Off-route Recalculation is re-enabled.
 Save as POI	The Cursor is saved as a user POI. Select the POI group and give a name for the POI, then select a suitable icon, enter a phone number, and additional information if you like.
 Place Pin	Map locations can be marked with Pins. Unlike POIs, a Pin has no name and other details, only a color to let you tell one from another on the map.
 Remove Pin	If the Cursor is at or near a Pin, this button replaces the previous one, and deletes the Pin the Cursor is near to.
 Add to Favorites	The location of the Cursor is added to the list of frequently visited destinations, the so called Favorites. You can give a name for the Favorite.




4.1.5 Position menu

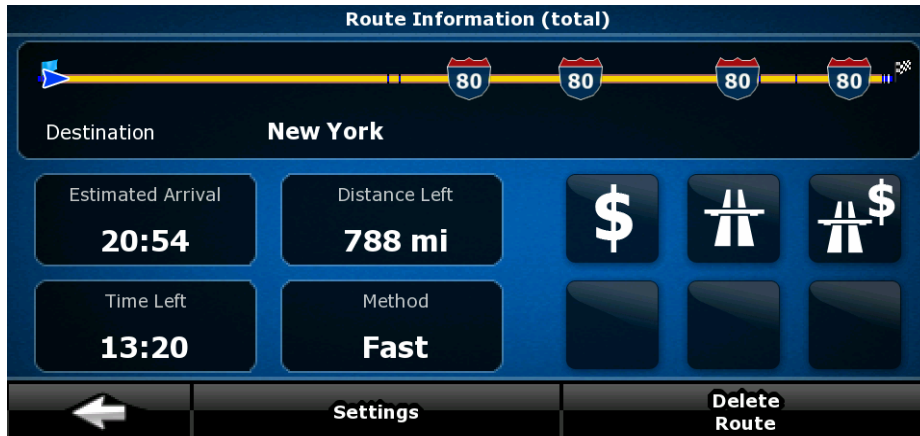
When you follow the recommended route on the map (the Cursor is the current GPS position), the Position menu replaces the Cursor menu. It does not contain buttons that modify the current route, as the GPS position is not useful as a route point.

To open the Position menu, tap .

4.1.6 Route Information screen

The Route Information screen has all the data and some of the functions you need while you navigate. There are two ways to open this screen:

- It can be opened directly from the Map screen by tapping the Turn Preview field .
- From the Navigation menu, tap the following buttons:   Route Info.



In the top section of the screen you see information about the current route. The fields on this screen are continuously updated while you keep the screen open.

When you open the screen, all fields contain information about reaching your final destination. Tap any of the fields to see data on the via points starting from the first one through the final destination again.

You have the following data and functions on this screen:

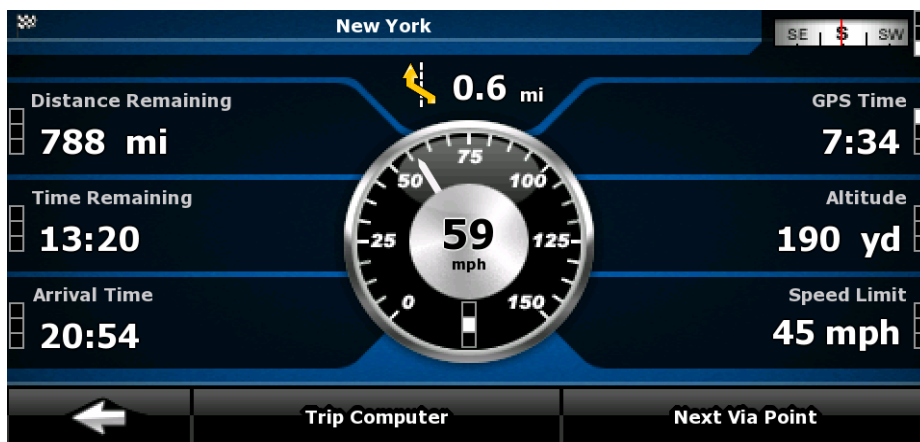
Name	Description	Function
Route Line	The upper part of this screen shows your planned route as a horizontal line. Its leftmost point is the start of the route, the rightmost one is the final destination, and you can see your via point flags along the line, spaced in proportion to their distance.	Tap this field to change the content of all data fields to via point information.
Estimated Arrival	Shows the estimated arrival time at the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.	Tap this field to change the content of all data fields to via point information.
Distance Left	Shows the distance you need to travel on the route before reaching your final destination.	Tap this field to change the content of all data fields to via point information.
Time Left	Shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.	Tap this field to change the content of all data fields to via point information.
Method	This field shows how the route was calculated. It displays the Route Calculation Method: Fast, Short, Easy or Economical.	Tap this field to change the content of all data fields to via point information.
Warning icons	In these square fields graphical symbols are displayed in case warnings are attached to the planned route. These are warnings, so icons always show information for the whole route,	Tap any of the icons for an explanation.

Name	Description	Function
	even if the data fields display values from your current position to a via point only.	
Settings		Opens the Route Planning options screen from the Settings menu.
Skip Next Via	Appears only if at least one via point exists.	Deletes the next via point from the route.
Delete Route	Appears only if there are no via points in the route.	Deletes the active route.

4.1.7 Trip Information screen

The Trip Information screen has both route and travel data you might need during your journey. It can be opened directly from the Map screen by tapping the Trip Data field



4:04
24 km/h
0:02




The fields on this screen are continuously updated while you keep the screen open.





When you open the screen, all route data fields contain information about reaching your final destination. Tap **Next Via Point** and the fields concerning your route display data for the next via point. Tap the button repeatedly to toggle between the two options.

You have the following data and functions on this screen:


Name	Description	Function
 or 	Shows whether the route data fields show information about the final destination (checkered flag) or about the next via point (yellow flag) .	
Field next to the flag	Shows the name or number of the current street or road.	
Turn Preview	Shows the type and distance of the next route event.	
Compass	Shows the current heading.	Tap this field to show it on the map screen in one of the Trip Data fields.
Speedometer	Shows the current speed both graphically and as a number.	Tap this field to show it on the map screen in one of the Trip

Name	Description	Function
		Data fields.
Distance Remaining	Shows the distance you need to travel on the route before reaching your final destination.	Tap this field to show it on the map screen in one of the Trip Data fields.
Time Remaining	Shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.	Tap this field to show it on the map screen in one of the Trip Data fields.
Arrival Time	Shows the estimated arrival time at the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.	Tap this field to show it on the map screen in one of the Trip Data fields.
GPS Time	Shows the current time corrected with time zone offset. The accurate time comes from the GPS satellites, and the time zone information comes from the map or it can be set manually in Regional settings.	Tap this field to show it on the map screen in one of the Trip Data fields.
Altitude	Shows the elevation if it is provided by the GPS receiver.	Tap this field to show it on the map screen in one of the Trip Data fields.
Speed Limit	Shows the speed limit of the current road if the map contains it.	Tap this field to show it on the map screen in one of the Trip Data fields.
Trip Computer		Opens a new screen with three resettable Trip Computers.
Next Via Point		Tap this button to change the content of the Route Data fields to show information about the next via point.
Destination	If you tap the previous button, this one replaces it.	Tap this button and the Route Data fields show information about the final destination again.

Most of the fields on this screen have a  symbol next to them. This symbol shows whether the field it is attached to is shown on the map as a Trip Data. It also shows the position of the data as follows:

Symbol	Description
	This value is not shown on the map screen.
	This value appears on the map screen in the Trip Data area. This is the value at the top.
	This value appears on the map screen in the Trip Data area. This is the value in the middle.
	This value appears on the map screen in the Trip Data area. This is the value at the bottom.



4.1.7.1 Trip Computer screen

The Trip Computer screen provides collected trip data. It can be opened from the Trip Information screen by tapping .

The fields on this screen are continuously updated while you keep the screen open.

You can switch between the trips, pause then resume them, or reset their data.

You have the following functions on this screen:





Name	Description
Pause	Pauses the trip currently shown on the screen. Values on the screen stop changing.
Resume	This button replaces the previous one if it has been activated. Tap it to resume collecting trip data.
Reset	Resets all counters of the currently shown trip. Collecting trip data is restarted only when XSG2 receives a position from the GPS.
 , 	Cycles through all trips.

4.1.8 Quick menu



The Quick menu is a selection of controls that are frequently needed during navigation. It can be opened directly from the Map screen by tapping .










If you tap any of the switches in the Quick menu, the Map screen immediately returns.

Name	Main function (single tap)	Function (tap and hold)
	If you only adjust the volume, you need to use this button to return to the Map screen.	Opens the Navigation menu.
	Mutes all sounds of XSG2.	Opens Sound settings.
	Switches between the daytime and night color schemes manually. This will not disable the automatic switching between the two schemes: the other color scheme returns at the next scheduled time.	Opens Color Profiles settings.
	3D buildings can be displayed on the map. Use this switch to suppress them temporarily.	Opens 3D Settings.
GPS	Opens the GPS Data screen with satellite information, data coming from the GPS receiver.	No action.

4.1.9 GPS Data screen

Tap the following buttons: , and then  to open the GPS Data screen and to see the status of GPS reception.



Icon	Color	Name	Description
	Green	GPS position quality indicator	XSG2 has a connection to the GPS receiver and GPS position information is available in 3D: XSG2 can calculate both your horizontal and vertical GPS position.
	Yellow		XSG2 has a connection to the GPS receiver and GPS position information is available in 2D: only the horizontal position is calculated, XSG2 cannot calculate your vertical GPS position.
	Gray		XSG2 has a connection to the GPS receiver but GPS position information is not available.
	Red		XSG2 has no connection to the GPS receiver. Since the device has a built-in GPS receiver, this status should not appear under normal circumstances.
	Green, blinking	GPS connection quality indicator	XSG2 is connected to the GPS receiver.
	Yellow, blinking		XSG2 has no connection to the GPS receiver but it is still trying to establish a connection.
	Red, blinking		XSG2 has no connection to the GPS receiver and is not trying to establish a connection.
Sky view circle			The virtual sky shows the visible part of the sky above you, with your position as the center. The satellites are shown at their current positions. The GPS receives data from both the green and yellow satellites.
n/a	Coordinates		Your current GPS position in WGS84 format.
n/a	Status bar for the satellites		Dark bars are for the yellow and lit bars are for the green satellites. The more satellites your GPS tracks (the green ones), the better is your calculated position.

4.2 Find menu



Select the destination of your route. Tap the following buttons: Menu , Find .

Button	Description	Reference
Find Address	If you know at least a part of the address, this is the quickest way to find the location.	page 22
Find POI	You can select your destination from the thousands of POIs included with XSG2 or from the ones you have previously created.	page Error! Bookmark not defined.
History	The destinations that you have already entered in XSG2 are available in the History list.	page 29
Find Coordinate	You can select your destination by entering its coordinates.	page 29
Favorites	You can select as your destination a location that you have already saved as a Favorite.	page Error! Bookmark not defined.

4.3 Route menu



Save, load and edit your routes. Tap the following buttons: Menu , Route .




Button	Description	Reference
Route Info	Opens a screen with useful route data.	page Error! Bookmark not defined.
Itinerary	You can browse the driving instructions that XSG2 follows during navigation. You can exclude maneuvers or streets to adjust the route to your preferences.	page Error! Bookmark not defined.
Edit Route	You can modify the route: remove route points or change their order.	page Error! Bookmark not defined.
Delete Route	Erase the active route with all its route points (start point, via points and destination).	page Error! Bookmark not defined.
Save Route	You can save the active route for later use.	page Error! Bookmark not defined.
Load Route	You can load a previously saved route for navigation.	page 33
Settings	Opens the Route settings screen with controls to modify the vehicle, the road types used for route calculation, or the route calculation method.	page Error! Bookmark not defined.
Simulate	You can run a demonstration of the route at normal speed.	

4.4 Manage menu



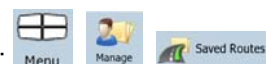
You can manage the content that XSG2 stores. Tap the following buttons: Menu , Manage .



Button	Description	Reference
Saved Routes	Renaming or deleting saved routes	page Error! Bookmark not

Button	Description	Reference
		defined.
 History	Deleting History items	page Error! Bookmark not defined.
 Favorites	Renaming or deleting Favorites	page 49
 POI	Creating, updating or deleting POIs and POI Groups Modifying POI visibility settings	page Error! Bookmark not defined.

4.4.1 Manage Saved Routes

You can manage the previously saved routes. Tap the following buttons:





Button	Description
Button with the name of the saved route	Opens the selected route for editing.
	Deletes the selected route.
Clear All	Clears the list of saved routes.
	Moves between pages for additional list items.

4.4.2 Manage History

You can manage the list of locations you used lately. Tap the following buttons:










Button	Description
	Deletes the selected item in the History.
Clear History	Deletes the entire History.
	Moves between pages for additional list items.

4.4.3 Manage POIs

You can manage your POIs, and set POI visibility for both your POIs and the ones that came with the product. Tap the following buttons:





Button / Icon	Description
Button with the name of the	Opens the list of the subgroups of this POI group. The new list

Button / Icon	Description
POI group	behaves the same as this one.
Button with the name and address of a POI item	Opens the selected POI for editing. Only the POIs you have created appear in this list.
Edit	Opens the selected POI group for editing.
	Tap to filter the list to contain only the POIs that you saved.
All	Tap to see all POIs in the list.
New Group	Creates a new POI group at the given group level.
 , 	Moves between pages for additional list items.
	This POI group is not shown on the map.
	This POI group and all its subgroups are shown on the map.
	This POI group and some of its subgroups are shown on the map.
	This POI group contains POIs that you saved.




When a POI group is open for editing:





Button	Description
Off	Items in the POI group will not be shown on the map.
Close , Medium , ...	The distance buttons set the zoom level from which the items in the POI group will be shown on the map.
Same Visibility in Subgroups	Subgroups under the edited POI group will inherit the visibility settings of the POI group.
Button with the icon of the POI group	Tap this button to select a new icon for the POI group.
Remove	Deletes the edited POI group. You are only allowed to remove POI groups that you have created.

When a POI item is open for editing:




Button	Description
Button with the name of the POI	Tap this button to rename the POI.
Button with the icon of the POI	Tap this button to select a new icon for the POI.
	Tap this button to enter a telephone number for the POI.
	Tap this button to enter additional information for the POI.
Delete	Tap this button to delete the selected POI.
Change Group	Tap this button to move the POI to another POI group or subgroup.


4.4.4 Manage Favorites

You can manage the list of your Favorites. Tap the following buttons:  ,  , .

Button	Description
Button with the name of the Favorite	Opens the selected Favorite for editing.
	Deletes the selected item in the list of Favorites.
	Clears the list of Favorites.
 , 	Moves between pages for additional list items.




4.4.5 User Data Management

You can manage the data you have saved (Pins, POIs, Favorites, and History) and the settings you have made in the program. Tap the following buttons:  ,  , .


Button	Description
Remove Pins	Map locations can be marked with Pins using the  button in the Cursor menu. Tap this button to remove all your Pins from the map.
Back up User Data	All user data and the current settings will be saved on the inserted memory card. There is always one backup file. If you perform a backup later, the previous backup will be overwritten with the new information.
Restore User Data	All user data and settings will be overwritten with the information stored in the backup file. Data and settings created after the latest backup will be lost.
Delete User Data	All user data will be deleted, and settings will return to their factory defaults.
Reset All Settings	All settings will return to their factory defaults, but no user data will be deleted.








4.5 Settings menu

You can configure the program settings, and modify the behavior of XSG2. Tap the following buttons:

 ,  . The Settings menu has two pages of submenus. Tap  to access the other options.

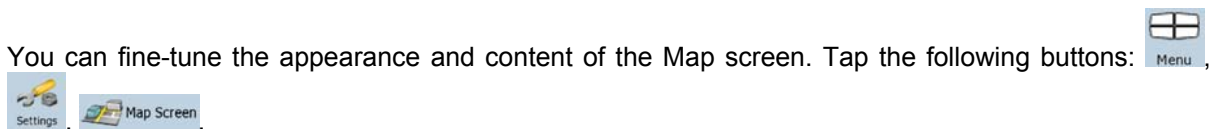


Button	Description	Reference
 Map Screen	You can select the appearance and content of the Map screen.	page Error! Bookmark not defined.

Button	Description	Reference
 Route Planning	These settings determine how routes will be calculated.	page Error! Bookmark not defined.
 Sound	You can adjust the volume of application sounds.	
 Navigation	You can control how XSG2 behaves during navigation.	page 51
 Regional	These settings allow you to select local language, measurement units, time and date settings and formats, as well as to choose the voice guidance profile you prefer.	page 52
 Menu	You can modify the look and behavior of the Menu screens.	page Error! Bookmark not defined.
 Warnings	You can enable speed warning.	page 53
 About	This screen has no navigation feature. It contains licensing, safety, map revisions and customer support information	

4.5.1 Map Screen settings


You can fine-tune the appearance and content of the Map screen. Tap the following buttons:



Button	Description
3D Settings (Premium Option)	Use 3D settings to determine which of the present 3D objects are shown on the map, and adjust the level of 3D visual detail. The options are as follows: <ul style="list-style-type: none"> Landmarks: Landmarks are 3D artistic or block representations of prominent or well-known objects. 3D landmarks are only available in selected cities and countries. Elevated Roads: Complex intersections and vertically isolated roads (such as overpasses or underground tunnels) are displayed in 3D. Building Visibility: Full 3D city building data that represents actual building size and position on the map. Building data is limited to the city centers of major cities in the US and Europe. Terrain Detail Level: 3D terrain map data shows changes in terrain, elevations or depressions in the land when you view the map, and use it to plot the route map in 3D when you navigate.
Color Profiles	XSG2 is able to show the map and the menus in different colors during the day and during the night. Select the color profiles to be used in each mode, and select the automatic or manual switching between the daytime and night color profiles.
Elevation on 2D Map	2D maps can also display 3D information. These top-down maps can display elevation by colors and shading.
Street Names During Navigation	Street names and POI icons can be disturbing on the map during navigation. With this switch you can suppress these map elements when XSG2 is following your position on the map. If you move the map, both the street names and POI icons reappear immediately.
Lane Information	Some maps contain lane information to help you position your car in the upcoming intersection. This setting tells XSG2 whether to display




Button	Description
	this information at the top or at the bottom of the map.

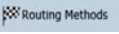
4.5.2 Navigation settings

To control how XSG2 behaves during navigation. Tap the following buttons:   .

Button	Description
Keep Position on Road	This feature allows car drivers to always correct GPS position errors by matching the vehicle position to the road network. By turning off this feature you also turn off the GPS position error filtering. The position shown on the map will be subject to all position errors and position fluctuations.
Off-route Recalculation	This switch tells XSG2 whether to automatically recalculate the route when you deviate from it. If this feature is turned off, you need to initiate route recalculation manually otherwise navigation will be stopped until you return to the originally recommended route. Setting a point other than the current GPS position as the start point of the active route will automatically disable this feature.
Restore Lock-to-Position	If you have moved or rotated the map during navigation, this feature moves the map back to your current GPS position and re-enables automatic map rotation after the given period of inactivity.
Automatic Overview	This feature switches the map view to Overview mode when the next route event is at a distance. Overview is a zoomed out 2D view to let you see the surrounding area. You have the following controls for Automatic Overview: <ul style="list-style-type: none"> • Turn Distance for Overview: The map view will be switched to Overview mode if the next route event is at least as far as this value. • Default Zoom Level: Overview mode will appear with this zoom level. You can scale the map in Overview mode but next time Overview appears again, this zoom level will be applied.

4.5.3 Route Planning options

These settings determine how routes will be calculated. Tap the following buttons:   .

Button	Description
Road Types Used for Route Planning	To let the route fit your needs, you can also set which road types are to be considered for or to be excluded from the route, if possible. Excluding a road type is a preference. It does not necessarily mean total prohibition. If your destination can only be accessed using some of the excluded road types, they will be used, but only as much as necessary. In this case a warning icon will be shown on the Route Information screen, and the part of the route not matching your preference will be displayed in a different color on the map.
Route Calculation Method	You can choose from different route types. The routing method can also be chosen while creating the route: when the destination is selected, tap  in the Cursor menu.

Road Types Used for Route Planning:

Type	Description
Freeways	You might need to avoid freeways when you are driving a slow car or you are




Type	Description
	towing another vehicle.
Unpaved roads	XSG2 excludes unpaved roads by default: unpaved roads can be in a bad condition and usually you cannot reach the speed limit on them.
Toll roads	By default XSG2 includes toll roads (pay roads where there is a per-use charge) in the routes. If you disable toll roads, XSG2 plans the best toll-free route.
Charge roads	Charge roads are pay roads where you can purchase a pass or vignette to use the road for a longer period of time. They can be enabled or disabled separately from toll roads.
Permit needed	You might need a permit or permission from the owners to use certain roads or to enter certain areas. XSG2 excludes these roads from the route calculation by default.
Ferries	XSG2 includes ferries in a planned route by default. However, a map does not necessarily contain information about the accessibility of temporary ferries. You might also need to pay a fare on ferries.
Cross-border planning	In some cases the route calculated according to your other navigation and route preferences would lead through another country. If you wish to always stay within the same country, turn this option off.

Route Calculation Method types:

Option	Description
Fast	Gives the quickest possible route if you can travel at or near the speed limit on all roads. Usually the best selection for fast and normal cars.
Short	Gives a route that has the smallest total distance of all possible routes between the route points. Usually practical for slow vehicles.
Economical	Combines the benefits of Fast and Short: XSG2 calculates as if it were calculating the Fast route, but it takes other roads as well to save fuel.
Easy	Results in a route with fewer turns. With this option, you can make XSG2 to take, for example, the freeway instead of series of smaller roads or streets.

4.5.4 Regional settings

These settings allow you to customize the application for your local language, measurement units, time and date settings and formats, as well as to choose the voice guidance profile you prefer. Tap

the following buttons:  ,  , .




Button	Description
Program Language	This button displays the current written language of the XSG2 user interface. By tapping the button, you can select a new language from the list of available languages. The application will restart if you change this setting; you are asked to confirm this.
Voice Profile	This button shows the current voice guidance profile. By tapping the button, you can select a new profile from the list of available languages and speakers. Tap any of these to hear a sample voice prompt. Just tap OK when you have selected the new spoken language.
Units	You can set the distance units to be used by the program. XSG2 may not support all the listed units in some voice guidance languages. If you select a measurement unit not supported by the chosen voice guidance language, a warning message will appear.
Set Date & Time Format	You can set the date and time format. Various international formats

Button	Description
	are available.
Time and Time Zone Settings	You can access time and time zone settings. XSG2 helps you with correcting the device time to the ever accurate GPS time. XSG2 can also help you set the time zone based on your current GPS position.

Time and Time Zone Settings:




Button	Description
Auto Time Correction to GPS	Use this feature to synchronize the clock of your device to the highly accurate time provided by the GPS receiver.
Use Auto Time Zone	Use this feature to synchronize the time zone of the clock of your device to the time zone based on your current GPS position. This is useful if you travel abroad.
Set Time Zone	Set time zone manually if you do not want to synchronize the time zone automatically. This allows you to use Auto Time Correction and apply a time zone offset to obtain the desired time.
Compare GPS and device times	The current time of the GPS receiver and the device clock are displayed. Please note that the GPS clock is only available with GPS reception. This allows you to check whether any correction is needed.


4.5.5 Menu settings

You can modify the look and behavior of the Menu screens. Tap the following buttons:  ,  , 

Button	Description
Background	You can choose the image to be used as the menu background image.

4.5.7 Warning settings

You can enable speed warning. Tap the following buttons:  ,  , 

Button	Description
Warn When Speeding	<p>Maps may contain information about the speed limits of the road segments. XSG2 is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer), or may not be fully correct for all roads in the map. This setting lets you decide whether you wish to receive the warnings. You can set the relative speeding level at which the application warns you (100% represents the current speed limit):</p> <ul style="list-style-type: none"> • In Built-up Areas: in cities and towns • Elsewhere: at all other locations <p>There are two types of warnings. You can turn them on or off independently:</p> <ul style="list-style-type: none"> • Audible Warning: A voice message is played using the selected voice guidance profile. • Visible Warning: 

5 Glossary

2D/3D GPS reception

The GPS receiver uses satellite signals to calculate its (your) position and needs at least four signals to give a three-dimensional position, including elevation. Because the satellites are moving and because objects can block the signals, your GPS device might not receive four signals. If three satellites are available, the receiver can calculate the horizontal GPS position but the accuracy is lower and the GPS device does not give you elevation data: only 2D reception is possible.

Active route

The currently navigated route. You can save and load routes in XSG2, but only one route can be active at any given time, and it is always active until you delete it, reach your destination or you quit XSG2. See also: Route.

City Center

The City Center is not the geometric center of the city but an arbitrary point the map creators have chosen. In towns and villages, it is usually the most important intersection; in larger cities, it is an important intersection.

GPS accuracy

Several factors have impact on the deviation between your real position and the one given by the GPS device. For example, signal delay in the ionosphere or reflecting objects near the GPS device have a different and varying impact on how accurately the GPS device can calculate your position.

Map

XSG2 works with digital maps which are not simply the computerized versions of traditional paper maps.

You can use digital maps interactively: you can zoom in and out (increase or decrease the scale), you can tilt them up and down, and turn them left and right. In GPS-supported navigation, digital maps facilitate route planning.

North-up map orientation

In North-up mode the map is rotated so its top always faces North. This is the orientation in 2D map view mode and in Overview mode. See also: Track-up map orientation.

Overview mode

You can instruct XSG2 to automatically switch to Overview mode if the next route event is in a distance. In Overview mode the map is shown in 2D but scaled down to a predefined zoom level. When you approach the next route event, the previous 2D or 3D map view returns automatically.

Route

A series of destinations to be reached one after the other. A simple route contains one start point and only one destination. Multi-point routes contain one or more via points (intermediate destinations). The last route point is the final destination and the route is cut into different legs (from one destination to the next).

Scheme

XSG2 comes with different color schemes for the map for daytime or night use. Schemes are custom graphic settings for the map and they can have different colors for streets, blocks or surface waters in 2D and 3D modes, and they display shades or shadows in different ways in 3D mode.

One daytime scheme and one night scheme is always selected. XSG2 uses them when it switches from day to night and back.

Track-up map orientation

In Track-up mode the map is rotated so its top always points in the current driving direction. This is the default orientation in 3D map view mode. See also: North-up map orientation.

6 End User License Agreement

1 The contracting parties

1.1 This Agreement has been entered into by and between Nav N Go Kft. (registered seat: 23 Bérc utca, H-1016 Budapest, Hungary; Company reg.no.: 01-09-891838) as Licensor (hereinafter: Licensor) and You as the User (hereinafter: User; the User and the Licensor jointly referred to as: Parties) in subject of the use of the software product specified in this Agreement.

2 Conclusion of the Agreement

2.1 The Parties hereby acknowledge that this Agreement shall be concluded by implicit conduct of the Parties without signing the Agreement.

2.2 The User hereby acknowledges that following the lawful acquisition of the software product constituting the object of this Agreement (Section 4), any degree of use, installation into a computer or other hardware, installation of such hardware into a vehicle, pressing of the "Accept" button displayed by the software during installation or use (hereinafter referred to as Use) shall mean that the User has accepted the terms and conditions of this Agreement as legally binding.

2.3 This Agreement shall by no means authorise use of the software product by those persons having unlawfully acquired the software product or having unlawfully installed it on a computer or in a vehicle.

3 Relevant laws and regulations

3.1 To all issues not regulated by this Agreement, the laws of the Republic of Hungary, with specific reference to Act IV of 1959 on the Civil Code and to Act LXXVI of 1999 on Copyrights shall apply.

3.2 The original language version of this Agreement is the Hungarian version. This Agreement has versions in other languages as well. In case of dispute the Hungarian version shall prevail.

4 Object of the Agreement

4.1 The object of this Agreement shall be the navigation guidance software product of Licensor (hereinafter referred to as the Software Product).

4.2 The Software Product shall include the operating computer program, its complete documentation, the map database pertaining thereto and any third-party content and XSG2 accessible through the Software Product (hereinafter: Database).

4.3 Any form of display, storage, coding, including printed, electronic or graphic display, storage, source or object code, or any other as yet undefined form of display, storage, or coding, or any medium thereof shall be deemed parts of the Software Product.

4.4 Error corrections, additions, updates used by the User following the conclusion of this Agreement shall also be deemed parts of the Software Product.

5 Rights under copyright

5.1 Unless otherwise provided by law or contractual provisions, the Licensor is the sole and exclusive owner of all material copyrights vested in the Software Product.

5.2 Copyrights extend to the whole Software Product and to its parts separately as well.

5.3 The owner(s) of the copyrights of the Database forming part of the Software Product is (are) the natural person(s) or corporate entity(ies) listed in the Appendix to this Agreement or in the "About" menu item of the operating computer program (hereinafter referred to as Database Owner). The user's manual of the Software Product includes the name of the menu option where all the owners of the Database items are listed. The Licensor hereby states that it has obtained sufficient usage and representation rights from the Database owners in order to utilize the Database, to offer it for utilization and to transfer it for utilization as set forth in this Agreement.

5.4 Pursuant to this Agreement, all rights vested in the Software Product shall remain in the ownership of the Licensor, except for those to which the User is entitled under law or by virtue of this Agreement.

6 Rights of the User

6.1 The User is entitled to install the Software Product into one hardware device (desktop, handheld, portable computer, navigation device), and to run and use one copy of the Software Product or a preinstalled copy of the Software Product thereon.

6.2 The User is entitled to make one backup copy of the Software Product. However, if the Software Product operates after installation without the use of the original media copy, then the original media copy shall be deemed to be a backup copy. In all other cases, the User is only entitled to use the backup copy if the original media copy of the Software Product has been ascertainably and unequivocally rendered unsuitable for its lawful and intended use.

7 Limitations of use

7.1 The User is not entitled

7.1.1 to duplicate the Software Product (to make a copy thereof);

7.1.2 to lease, rent or lend it or to transfer it to a third person for any reason;

7.1.3 to translate the Software Product (including translation (compilation) to other programming languages);

7.1.4 to decompile the Software Product;

7.1.5 to evade the protection of the Software Product or to modify, circumvent or obviate such protection through technological or by any other means;

7.1.6 to modify, extend, transform the Software Product (in whole or in part), to separate it into parts, combine it with other products, install it in other products, utilize it in other products, not even for the purpose of achieving interoperability with other devices;

7.1.7 apart from using the computer program, to obtain information from the Database as a part of the Software Product, to decompile the Database, to use, copy, modify, extend, transform the Database in whole or in part or the group of data stored therein, or to install it in other products or otherwise, utilize it in other products or to transfer it, not even with the aim of achieving interoperability with other products.

7.2 The User may only use the contents available through the Software Product and provided by third parties and the data received through the XSG2 provided by third parties (including but not limited to the traffic data received from the RDS TMC traffic information XSG2) for his/her own personal benefit and at his/her own risk. It is strictly prohibited to store, to transfer or to distribute these data or contents or to disclose them in full or in part to the public in any format or to download them from the product.

8 No warranty or limitation of responsibility

8.1 The Licensor hereby informs the User that although the greatest care was taken in producing the Software Product, given the nature of the Software Product and its technical limitations, the Licensor does not provide a warranty for the Software Product being completely error-free, and the Licensor is not bound by any contractual obligation whereby the Software Product obtained by the User should be completely error-free.

8.2 The Licensor does not warrant that the Software Product is suitable for any purpose defined either by the Licensor or the User, and does not warrant that the Software Product is capable of interoperating with any other system, device or product (e.g. software or hardware).

8.3 The Licensor does not assume any responsibility for damages incurred due to an error in the Software Product (including errors of the computer program, the documentation and the Database).

8.4 The Licensor does not assume any responsibility for damages incurred due to the Software Product not being applicable for any defined purpose, or due to the error or incompatibility of the Software Product with any other system, device or product (e.g. software or hardware).

8.5 The Licensor also draws the attention of the User to the fact that, when using the Software Product in any form of vehicle, observing the traffic regulations and rules (e.g. use of obligatory and/or reasonable and suitable security measures, proper and generally expected care and attention in the given situation, and special care and attention required due to the use of the Software Product) is the exclusive responsibility of the User. The Licensor shall not assume any responsibility for any damages occurred in relation to use of the Software Product in a motor vehicle.

8.6 By concluding the Agreement, the User shall, in particular, acknowledge the information stated in Section 8 above.

9 Sanctions

9.1 The Licensor hereby informs the User that, if the Licensor finds its rights under the Copyright Act to be breached, the Licensor may

9.1.1 seek judicial recognition of this breach;

9.1.2 demand that the breach cease and order the person in breach to refrain from continuing such actions;

9.1.3 demand that the person under breach give proper compensation (even by way of publicity at the expense of the person in breach);

9.1.4 claim the return of the increase of assets due to the breach;

9.1.5 demand the cease of the wrongful action and, demand restitution to its state before the breach was committed at the expense of the person in breach, and may demand the destruction of instruments and materials used to commit the breach as well as of the products created by the breach;

9.1.6 claim for damages.

9.2 The Licensor hereby also informs the User that the breach of copyrights and related rights is a crime under Act IV of 1978 on the Hungarian Criminal Code, which may be sentenced of two years in prison in basic cases and up to eight years in prison in aggravated cases.

9.3 Contents and XSG2 provided by third parties

The Licensor hereby excludes any liability of its own for the Database in the Software Product and for any content or XSG2 provided by a third party by using the Database. The Licensor does not warrant the quality, suitability, accuracy, fitness for a specific purpose or territorial coverage of the product or XSG2 or the availability of the XSG2, and it specifically excludes any liability for the suspension of the XSG2, and any damage arising in relation to the XSG2 or for complete cancellation of the XSG2.

The relevant information and data in connection with the contents and XSG2 provided by third parties are available at www.navngo.com. The User hereby acknowledges that the contents and XSG2 provided by third parties may only be used at the risk of the User and for the personal benefit of the User.

9.4 Contents and XSG2 provided by the Licensor or an agent of the Licensor

The Licensor or a contractual partner may offer various products and XSG2 to the User through www.naviextras.com. The User may only use the XSG2 when the User has read and understood the relevant end user license agreement(s) at www.naviextras.com and the User is obliged to use the XSG2 in line with the terms and conditions thereof.

9.5 The parties hereby agree that - depending on the nature of the dispute - either the Pest Central District Court (Pesti Központi Kerületi Bíróság) or the Metropolitan Court of Budapest (Fővárosi Bíróság) will have exclusive jurisdiction to rule on any disputes arising in connection with this Agreement.

INFOTAINMENT CENTER

Owner's Manual



Before using this product, please read this manual fully to ensure correct operation.
Keep the manual at hand for future reference.

**THIS IS A DISCLAIMER OF LIABILITY AND DAMAGE RESPONSIBILITY AS
REGARDS TO THE INFOTAINMENT CENTER MANUFACTURER
AND YOUR USE OF THE PRODUCT.
YOU ASSUME TOTAL RESPONSIBILITY AND RISK FOR USING THIS SYSTEM.**

Failure to properly focus on the operation of your motor vehicle can result in death, serious injury and property damage. The Infotainment Center should never be used at a time or in a manner that distracts you from properly focusing on operation of the motor vehicle in which it is installed.

Always operate the vehicle in a safe manner and in full compliance with speed limits, road safety signs and all other laws and devices which regulate operation of a motor vehicle.

Always remain aware of driving conditions at all times when using this system while operating a motor vehicle.

Operation of this unit, including its camera, navigation, audio and other features, can be distracting to your operation of the motor vehicle. While the system is intended to provide both entertainment and helpful vehicle and navigation information, it is not intended to, nor should you allow it to, distract you from properly focusing on operating the motor vehicle in which it is installed. It is up to you to minimize or prevent such distraction.

Learn how to use this system before placing the vehicle in operation. Minimize the amount of time spent viewing the screen of the unit while driving and use voice prompts whenever possible. Do not attempt to adjust settings of the system or resolve any malfunction with it while driving. Instead, pull off the road in a safe and legal manner, and then adjust its settings or deal with any malfunction.

In the event of serious malfunction, disable the unit (turn power off or remove power from the system) and contact a qualified service personnel.

Your optional navigation feature is intended to assist you with guidance to your destination. The navigation is NOT intended to replace, supersede or take precedence over any traffic signs, street signs, hazard signs, etc. IT IS YOUR RESPONSIBILITY TO ENSURE THE ROADS YOU ARE TRAVELLING ARE APPROPRIATE FOR THE VEHICLE YOU ARE DRIVING.

Do not enter destinations, change settings or access any functions requiring prolonged use of the controls of the unit while operating your motor vehicle. For safety, pull off the road before making any adjustments to the system or resolving any navigation discrepancies or questions.

If your Infotainment Center includes optional navigation features please refer to your navigation user manual for further specific information regarding its features, warnings, instructions and disclaimers.

IMPORTANT SAFETY INFORMATION

Safety Information

Read the operating instructions for the Infotainment Center and all other components of the system carefully before using the system. **FAILURE TO OBSERVE THE INSTRUCTIONS GIVEN IN THIS MANUAL MAY CAUSE INJURY OR DAMAGE AND VOID THE WARRANTY.**



Warnings

Observe the following warnings when using this unit:

- **The driver should neither watch the display nor operate the system while driving.**
Watching the display or operating the system will distract the driver from looking ahead of the vehicle and can cause accidents. Always stop the vehicle in a safe location and use the parking brake before watching the display or operating the system. While navigating please use voice prompts.
- **Use the proper power supply.**
This product is designed for operation with a negative grounded 12 V DC battery system. Never operate this product with other battery systems, especially not with a 24 V DC battery system.
- **Protect the DVD loader mechanism.**
Do not insert any foreign objects into the slot of this unit. Only insert appropriate CD or DVD products.
- **Do not disassemble or modify the unit.**
Do not disassemble or modify the unit, or attempt to repair the product yourself. This may cause serious injury or damage and your warranty will be null and void. If the product needs repair, consult your dealer or contact technical support (see page 5).
- **Do not use the unit when it is out of order.**
If the unit is out of order (no power, no sound) or in an abnormal state (has foreign objects in it, is exposed to water, is smoking, or smells), turn it off immediately and consult your dealer.
- **Refer installation to qualified personnel.**

USA-Federal Communications Commission (FCC)

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

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy. If not installed and used in accordance with the instructions, it may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

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

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



CAUTION: THIS DVD VIDEO RECORDER IS A CLASS 1 LASER PRODUCT. USE OF CONTROLS, ADJUSTMENTS OR PERFORMANCE OF PROCEDURES OTHER THAN THOSE SPECIFIED HEREIN MAY RESULT IN HAZARDOUS RADIATION EXPOSURE. DO NOT OPEN COVERS AND DO NOT REPAIR THE PLAYER YOURSELF. REFER SERVICING TO QUALIFIED PERSONNEL.



CAUTION: FOLLOW THE LAWS AND REGULATIONS OF YOUR STATE, PROVINCE OR COUNTRY FOR INSTALLATION.

Notes on Use: Video Sources and On-Screen Display

- Your Infotainment Center is designed to only display video when the parking brake is fully engaged.
- Never attempt to circumvent, defeat or bypass any of these safety features. These designs are intended to reduce driver distractions.
- Failure to use the safety features as designed could lead to serious injury, death and property damages. Your manufacturer and partners will not be liable for any injury or loss.

Notes on Use: Liquid Crystal Panel

- Do not cause impact to the liquid crystal panel. Only use your finger to gently touch the LCD panel.
- Do not touch the liquid crystal fluid if the LCD is damaged or broken. The liquid crystal fluid may be hazardous to your health or fatal. If the liquid crystal fluid from LCD contacts your body or clothing, wash it off with soap immediately.
- When the temperature is very cold or very hot, the image may appear unclear or may move slowly.
- In order to protect the liquid crystal panel, keep it out of direct sunlight while the unit is not in use.
- Sudden changes in the temperature inside the vehicle such as those which occur immediately after the vehicle's air conditioner or heater has been turned on may cause condensation (droplets of water) to form and, as a result, the panel may not work properly. Do not use the unit while these symptoms are in evidence but leave the unit standing for about an hour and then resume or start use.
- To clean the monitor, wipe only with a dry silicone cloth or soft cloth. Do not use a stiff cloth or volatile solvents such as paint thinner and alcohol.

Customer Feedback

Your Infotainment Center has been designed specifically for use in Recreational Vehicles. This system has been designed to offer a rich and intuitive feature set that is simple to use and even easier to enjoy. We have engineered this system based off input from real RV'ers like you!

We want your feedback. Do you have comments on your Infotainment Center? Questions about operating the system, suggestions or concerns? Send us a note or talk to one of our Infotainment Specialists and give us your comments. You can find our contact information at the bottom of this page.

Product Registration

Please take a moment to fill out your Infotainment Center Registration Card and mail it to the address provided on it or contact us by phone or email at the address below.

By registering your product you will be kept up to date on any enhancements to the Infotainment Center. It will also help us expedite any service or support needs you may have.

River Park Inc.
21953 Protecta Drive
Elkhart, IN 46516
1-800-442-7717
www.riverparkinc.com

For Technical and Warranty questions please contact our Technical Department at the number above or email us at navi@riverparkinc.com

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1 Features

- Motorized 6.95" Touch Screen LCD Display
- Picture in Picture (PIP) Display
- GPS Navigation (Optional)
- SIRIUS Satellite Radio Ready
- AM/FM/RDS Stereo Radio
- iPod/iPhone Interface and Control¹
- DVD R/RW, CD R/RW, VCD Compatible
- MP3, WMA, MPEG Audio/Video File Compatible
- Bluetooth Hands-Free Calling and Streaming Audio Player (A2DP)²
- Rearview Camera Connectivity³
- Auxiliary Monitor Support⁴
- USB Input
- ESP-Electronic Shock Protection for DVD, MP3, CD
- High Power MOSFET Speaker Output 4 X 50W
- Steering Wheel Control Compatible
- Premium Remote Control (Optional Accessory)

¹ iPod/iPhone device not included

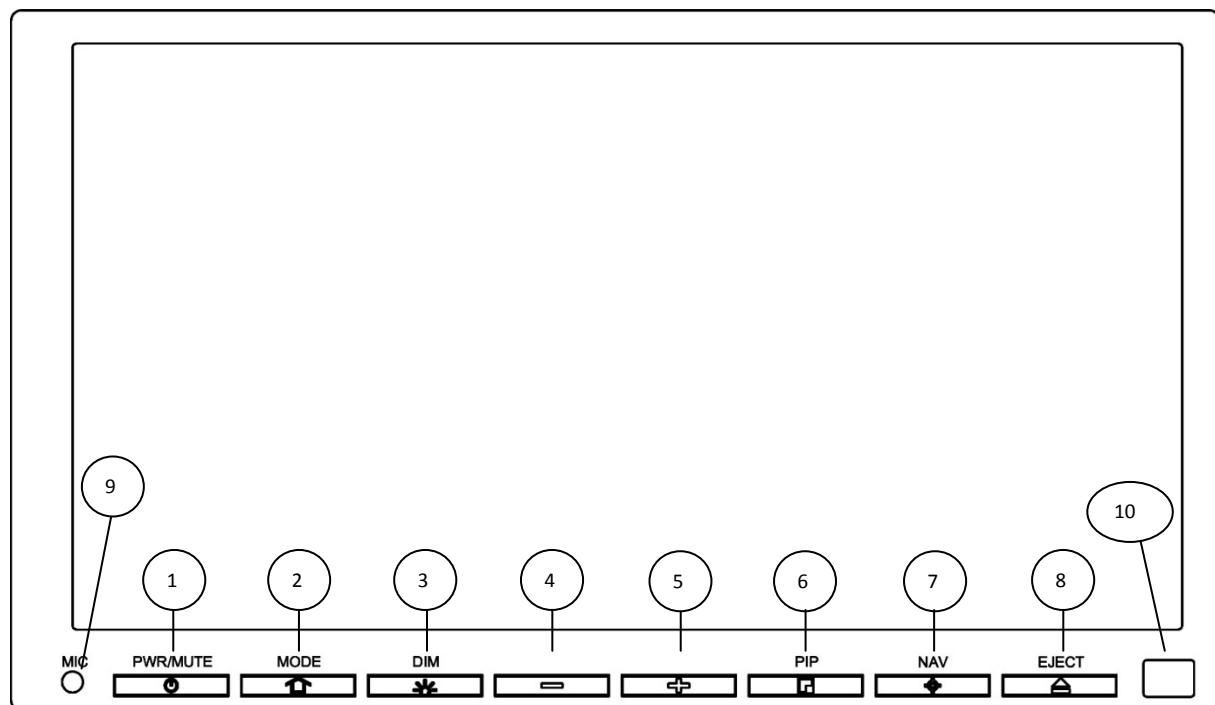
² Compatible mobile phone required

³ Will connect to vehicle camera system composite video/audio output

⁴ Auxiliary monitor sold separately

2 Main Unit Display

The buttons located on the Infotainment Center front display are assigned the same reference here below.



Main unit buttons

- | | | | |
|---|----------------------------|----|--------------------------|
| 1 | PWR (Power On/Off) or MUTE | 6 | PIP (Picture in Picture) |
| 2 | Mode (Main Menu) | 7 | Navigation |
| 3 | DIM | 8 | Eject |
| 4 | Volume Down | 9 | Bluetooth Microphone |
| 5 | Volume Up | 10 | IR Receiver |

POWER

1. Turn on the ignition to power up the Infotainment Center. The buttons on the front of the unit light up. When the Infotainment Center is started up, it will immediately go to the last mode (memory on playback) before it was turned off.
2. In order to put the unit in standby mode, please press the Power button (PWR) for more than 2 seconds. During standby, the display will show your vehicle graphic or be off. Your preference can be set in the Settings menu (See page 10). Press the Power button again to start up again.
3. In order to turn the unit off completely remove ignition key and/or ensure any auxiliary battery power to the system is turned off.
4. Quickly pressing the Power button will mute the audio on your system. Press again or a volume button to resume audio.

MODE

1. Touch the Mode button to go to the Main Menu.
2. When in the Main Menu, use the touch screen to select the desired functionality.
3. You can also access the Main Menu from any screen by touching the function icon in the top left of the current screen.

NOTE: When viewing video in full screen please touch the screen once to bring up the screen header which will display the function icon. Touch the icon to return to the Main Menu.

DIM

1. Press to manually adjust the brightness of the LCD.

-/+ VOLUME CONTROL

1. The volume level can be adjusted on the front of the Infotainment Center display by using the volume up and volume down buttons or by the steering wheel control buttons (optional).
2. The volume level can be muted completely by briefly pressing the PWR button on the front of the Infotainment Center. The MUTE logo will appear the display.

PIP (Picture in Picture)

1. Your Infotainment Center is equipped with PIP. This button will toggle between PIP and full screen of the active source (see page 11 for more details on this feature).

NAV

1. Press the NAV button to go to the navigation system.
2. While viewing your navigation press the NAV button to return to your active source. If you are running a navigational route, voice audio voice prompts will continue to be heard over your speakers according to the NAV audio settings you have selected in the settings menu (see page 10).

EJECT

1. By pushing the EJECT button, the LCD display will move to its lowest position. When a CD/DVD is in the player, it will be ejected automatically. When the display is in the lowest position, a CD/DVD can be inserted. Please note that the display will automatically go up again after a series of beep tones unless beep tone has been turned off (see page 11).

Main Menu

The Infotainment Center is designed for simple maneuvering throughout. The screen shown on the right is the **MAIN MENU** screen. From here you can choose which function to access by touching the appropriate icon on the LCD display. To return back to the Main Menu or change the active source touch the icon in the top left corner of any screen.

If the device is left idle on the Main Menu or on any system settings screen the video will revert back to the active source (radio, etc.) after 15 seconds.



3 Setup

3.1 General Settings

Access the System Settings by using the **Settings** icon in the Main Menu. The first screen shown is the first page of the system setup. The pages of the Settings menu can be changed by using the on-screen button in the top right corner. To exit the Settings menu at any time, press the Settings icon in the top left of the screen.

System Settings page one (1/2):

Tilt Position: This option allows the manual control of the tilt mechanism behind the LCD screen. Here you can set the angle of the LCD display.

Tilt Movement: The LCD panel will close during power down and return to its set position if Auto is selected.

AUX Zone: This option selects the AV source for a display connected to the AV output. The following sources can be selected: Current/DVD/CAM/NAV/AUX/OFF. Audio only sources of Radio/SIRIUS/iPod may be selected. Control of most functions must be done from the main screen.

AUX Zone Vol: Independent volume controls

Language: Here the language of the User Interface can be selected (English, Spanish, French).

Beep Tone: Turn ON/OFF audible sound when touching the LCD screen. The Beep Tone will also provide warning of LCD display closing.



System Settings page two (2/2):

Rear View: This option selects whether a rear view camera is connected. When ON the display will automatically switch to camera mode when the reverse gear is engaged or a trigger signal is received. When no camera is connected, select OFF.

NOTE: Please use all available safety features and procedures to ensure proper driving to avoid damage and/or injury.

Standby Screen: Selecting ON, the Infotainment Center will display your clock when the unit is powered off by pressing the PWR button while the vehicle remains on.

Auto Dim: Set to Auto, LCD will dim with your vehicle lighting, if equipped.

Touch Adjustment: This option allows the user to calibrate the touch screen accuracy. Follow the on-screen directions step by step to complete the procedure. This procedure is only necessary when the accuracy of the touch screen is not good.

Time Set: This option allows setting the time in the system displays.

Factory Set: With this option, the Infotainment Center can be reset to factory default.

Note: All stored settings, presets, SIRIUS lock code, etc., will be erased and return to original factory settings. Locked/Skipped channels in SIRIUS will remain unchanged.

Note: Loss of power due to battery disconnect will cause a factory reset to automatically be performed during the next start up of the Infotainment Center.



3.2 Video Setup

By touching the VIDEO button, the settings for the video part of the Infotainment Center can be changed.

Video Settings page one (1/1):

Brightness: Sets the brightness level (-10 – +10).

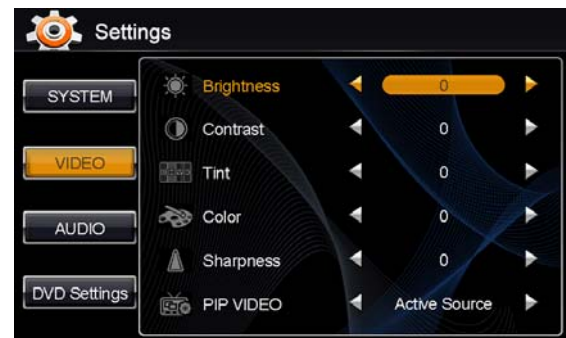
Contrast: Sets the contrast level (-10 – +10).

Tint: Sets the tint level (-10 – +10).

Color: Sets the color level (-10 – +10).

Sharpness: Sets the sharpness level (-10 – +10)

PIP: This option lets you choose your video display when in PIP (Picture in Picture) mode. Left side ALWAYS displays your navigation. The right side of the screen allows you to choose either: ACTIVE SOURCE (radio, etc), CAMERA (audio will still be from active source), or AUX source.



Note: The Infotainment Center has a factory default for optimal LCD settings, however the level can be adjusted to set the display according to individual taste.

3.3 Audio Setup

By touching the AUDIO button, the settings for the Audio part of the Infotainment Center can be changed.

Audio Settings page one (1/2):

Treble: Sets the treble level (-10 – +10).

Mid: Sets the mid level (-10 – +10).

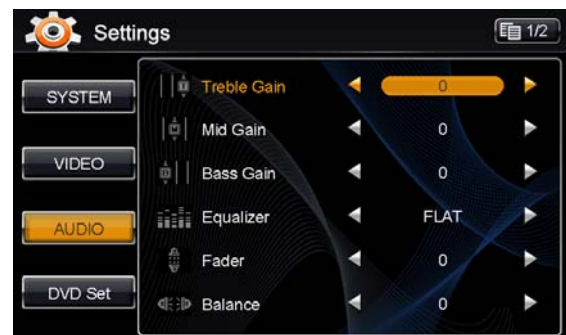
Bass: Sets the bass level (-10 – +10).

Equalizer: Here a selection can be made for the equalizer to fit a music style. The following options are available:

- ROCK
- CLASSIC
- POP
- LIVE
- JAZZ
- FLAT (normal level)

Fader: Sets the fader level between front and rear (F10 – R10). 0 is the center level.

Balance: Sets the balance level between left and right (L10 – R10). 0 is the center level.



Audio Settings page two (2/2):

Center Volume: Sets the volume level for an optional center speaker when connected (MUTE – MAX).

Woofer Volume: Sets the volume level for a an optional subwoofer speaker when connected (MUTE – MAX).

NAV Volume: Sets the gain of navigation volume (-10 - +10). This feature will help balance the navigation audio prompts with the system volume level according to the individual user preference.

NAV Audio Mix: This option allows setting the way of navigation voice behavior in relation to the normal audio playback. The following options are available:

1. **OFF:** Navigation voice will not be audible.
2. **MIX:** Navigation voice will mix through normal audio.
3. **FULL:** Normal audio will be muted on the front speakers during navigation voice instructions.



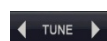
4 Radio Operation

Radio mode can be selected from the Main Menu by pressing the **Radio** icon on the LCD display. The Radio mode can be left at any time by pressing the Radio icon at the top left of the Radio screen.

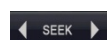
The radio interface contains several buttons that all have their specific purpose. Below is an explanation of each button and its functionality.



This button allows the selection between the FM and AM bands. There are 3 FM and 2 AM ranges available, all with 6 available presets.



This button allows fine tuning or manual searching for radio stations.



This button starts automatic searching for the next radio station.



A/S means Auto Store and will store received stations in the memory. Six stations will be stored per radio band.



P/S means Program Scan and will go through all the frequencies stored in the memory and pauses for 10 seconds. To stay at a specific station, press the Seek button.



DX is the default mode. When LO is selected, the sensitivity of the radio receiver is reduced so that only the strongest signals are found when searching. Press the button to switch between DX and LO.



These six buttons can be used to switch to a radio station in the memory by touching it once or storing a station by holding it for 2 seconds.



AF means Alternative Frequencies. When this function is activated, the radio will search for other frequencies on which the same station is present to offer the best reception. The AF button will blink when activated.



PTY means Program Type. Some radio stations broadcast their program type. When the PTY button is pressed, use the TUNE and SEEK buttons to select the program type to search and listen to.

POP M	ROCK M	EASY M	LIGHT M	CLASSICS	OTHER M
JAZZ	COUNTRY	NATION M	OLDIES	FOLK M	NEWS
AFFAIRS	INFO	SPORT	EDUCATE	DRAMA	CULTURE
SCIENCE	VARIED	WEATHER	FINANCE	CHILDREN	SOCIAL
RELIGION	PHONE IN	TRAVEL	LEISURE	DOCUMENT	



TA means Traffic Announcement and will interrupt any audio source when a traffic announcement message is relayed from a radio station supporting this functionality. When the volume is set lower than 10, a TA message will automatically raise the volume to 10.



REG means Regional and this functionality will support the AF functionality by searching for local broadcasts to improve reception of local radio stations.

Note: The reception and audio quality is highly dependent on the strength of the incoming signal from the radio broadcasting. When experiencing difficulties with getting a good reception, moving the vehicle to a different location can improve the audio reception. When problems persist, please contact your dealer for a solution.



5 CD Player Operation








CD/DVD mode can be selected from the Main Menu by pressing the **DVD** icon on the LCD display. The CD/DVD mode can be left at any time by pressing the Disc icon at the top left of the CD/DVD screen.

Disc Insert/Eject

1. Press the EJECT button below the LCD display to get access to the CD/DVD player behind the LCD display.
2. Place the CD (label side up) into the CD/DVD slot. Push the disc in gently until the loader inserts the disc itself.
3. After inserting the disc, playback will start automatically and the CD mode's playback is shown on the display.



Functions

-  This button can be used to pause or start playing a track from the CD.
-  This button is used to stop playback. Press it once to pre-stop (resume when play is pressed again) and press twice to stop completely.
-  Press once to skip to previous track. Press and hold to reverse within a track.
-  Press once to skip to next track. Press and hold to fast forward within a track.
-  This button can be used to set how the CD player should play back the available tracks. The available options are RPT ALL (normal playback), RPT 1 (repeat one track) or RPT OFF.
-  This is the random option that will allow random playback of the available tracks. Press this button once to enable random playback, press again to return to normal playback.
-  Pressing the magnifying glass will bring up a keypad where the user can directly enter the track number to listen to.

The track list displayed on the right side can be used to navigate through the available tracks on the CD. By using the arrows next to the list, you can scroll through all the tracks on the CD. By pressing a track on the LCD screen, playback of the selected track will start.

6 USB - MP3/WMA/MP4 Player Operation

USB mode can be selected from the Main Menu by pressing the **USB** icon on the LCD display. The USB mode can be left at any time by pressing the USB icon at the top left of the USB screen. To access and use the USB feature please connect your USB compatible device (USB stick, HD, etc.) first to the USB cable provided.

The MP3/WMA/MP4 files can be accessed from USB memory or from a CD/DVD disc.

The functions of play, pause, stop, track selection, fast forward, fast reverse, repeat play, random play, etc. are the same for MP3/WMA/MP4 and CD operation. Please see the CD player operation section for information about these functions (page 13). When a CD/DVD is inserted, the playback will start automatically. When a USB memory device is connected, the playback has to be manually started by selecting the appropriate mode in the Main Menu.



In the MP3/WMA mode the following additional functionalities are available:

Track list: The track list supports the possibility to browse through all the available data and folders. Press stop first and the arrows next to the track list will become available to browse through the data.



This is the icon for a folder. When a folder is selected, the track list will show the content of the selected folder. In the top of the track list the folder icon can be used to leave the current folder and return to the root.



This is the icon for a JPEG image. The Infotainment Center also has the ability to show JPEG images (please see safety instructions). When a JPEG is selected, a slideshow will automatically be created of all the available images within a folder.



This is the icon for a MP3 file. When a file is selected from the track list, the playback of this file will be started automatically.



This is the icon for a WMA file. When a file is selected from the track list, the playback of this file will be started automatically.



This is the icon for Movie files. When a movie file is selected, the playback will start automatically (please see safety instructions).

Note: If a file cannot be found by the Infotainment Center, please make sure that the extensions of your files are correct. For images, the only accepted format is JPEG. For music files, both MP3 and WMA files are compatible. The Infotainment Center does support the playback of MP4 movie files (with AVI extension). The compatibility and performance of the playback is highly dependent on the specifications of the source file.

7 DVD/VCD Player Operation

(Please refer to the safety instructions in regard to video playback on page 3)






CD/DVD mode can be selected from the Main Menu by pressing the **DVD** icon on the LCD display. The CD/DVD mode can be left at any time by pressing the Disc icon at the top left of the CD/DVD screen.

Disc Insert/Eject

1. Press the EJECT button below the LCD Display to get access to the CD/DVD player behind the LCD Display.
2. Place the DVD (label side up) into the CD/DVD slot. Push the disc in gently until the loader inserts the disc itself.
3. After inserting the disc, playback will start automatically and the DVD mode's playback is shown on the display.



While a DVD is playing full screen, press the display once to see the DVD control interface. The control interface allows all the settings for DVD playback. On the bottom all normal functions are available (as with CD player operation) with the added MENU, Audio, Sub Titles, Angle and Chapter Search buttons.

-  DVD Audio track selection can be made by pressing this icon and cycling through the audio tracks available on the DVD. *Note: when a DTS audio track is selected, no audio will be available.*
-  Some DVD's support multiple angle views. Pressing this icon will switch between each available angle.
-  DVD's will allow several subtitles to be blended into the video file. Press this icon to select subtitle.
-  Press to go to the DVD Main Menu
-  Press for Chapter Search. A keypad will be visible on the left side of the LCD screen. Enter the chapter number to jump to.

Note: The options for these functions are dependent on the contents of the DVD.

7.1 DVD System Settings

To access the DVD Settings in the System Settings Menu from the DVD Screen:

1. Touch the DVD icon in the top left corner of the screen to return to the Main Menu.
 - a. If you are watching a video full screen please touch the screen once to bring up the Icon header then perform step 1 above.
2. Select Settings icon.
3. Select DVD Set on left side.

DVD Settings page one (1/2):

Audio Language: This option sets the default audio language the DVD should start in (when available on the DVD).

Menu Language: Choose the language for menu display.

Subtitle Language: This option sets the default subtitle language the DVD should start in (when available on the DVD).

DVD Aspect: The following options are available: Pan Scan— Wide – Letterbox.

Video System: The following options are available: NTSC – PAL – AUTO.

DRC: This option turns the Dynamic Range Control ON or OFF.



DVD Settings page two (2/2):

Sound Mode: Here a selection can be made to set up the speaker system connected. When a full 5.1 system is connected, the sound mode can be set to 6CH. When a normal audio system is connected, 2CH has to be selected.

Speaker Set Up (available when 6CH is selected):

Front Speaker: Select the type of front speakers that are connected: Large– Small

Rear Speaker: Select the type of rear speakers that are connected: Large – Small – Off

Center Speaker: Select the type of center speaker that is connected: Large – Small – Off

Woofer Speaker: Select the type of front speakers that are connected: Large – Off



Note: When Large is selected, the speakers will receive the full frequency spectrum. When Small is selected, the speakers will only receive the mid and high frequency.

Speaker Test: This will test all the connected speakers independently. When this test is performed, the display will show the current speaker tested and the speaker itself will sound a testing tone to confirm.


8 Bluetooth Operation

Bluetooth mode can be selected from the Main Menu by pressing the **Bluetooth** icon on the LCD display. The Bluetooth mode can be left at any time by pressing the Bluetooth icon at the top left of the Bluetooth screen.

The Infotainment Center supports Bluetooth wireless connections. It can set up a wireless link with a Bluetooth mobile phone. The unit supports a hands-free profile and A2DP (Audio Advanced Distribution Profile).

Before using the Bluetooth functionality, please make sure your mobile phone is equipped with Bluetooth and turn it on in your phone menu. Please check your mobile phone user manual for instructions using Bluetooth.

8.1 Bluetooth Setup

To access the Bluetooth Setup, select the Bluetooth icon from the Main Menu and press  found in the bottom left corner of the Bluetooth Screen.


Bluetooth Settings page one (1/1):

Connecting Role: This is the profile setting for the connection role between the Infotainment Center and the mobile phone.

HF/HS: Connecting Hands-Free or Headset (Default setting)

AV: Connecting for only playing audio files from the mobile phone

HF/HS + AV: connecting both HF/HS and AV

Auto Connect: This enables the Infotainment Center to search and connect with any paired mobile phones after power up. You will see the  icon flashing in the top right hand corner while searching for devices when enabled.

Auto Reception: This sets the automatic incoming call answering.

Bluetooth Gain: Setting the volume level of Bluetooth operation (-10 – +10).




MIC Gain: Setting the sensitivity level of the microphone (1–8).

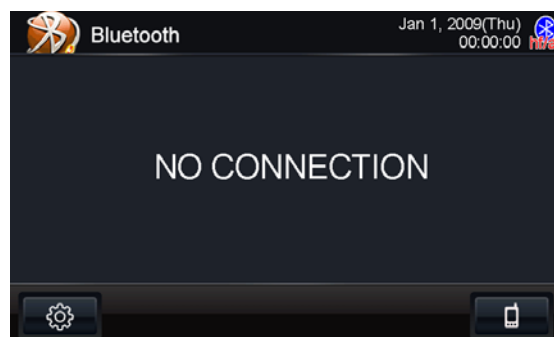
PIN Code: Customizable PIN code for mobile phone connection.



8.2 Pairing your Phone

To pair your compatible mobile phone to the Infotainment Center please have your user manual for your mobile phone and follow the instructions below:

1. Go to the Bluetooth screen by selecting the Bluetooth icon from the Main Menu.
2. When Bluetooth is accessed for the first time, it will show NO CONNECTION on the screen. Touch  to access the device list.
3. Touch  to start pairing mode.
4. Follow the pairing instructions for your mobile phone.
5. If completed successfully your phone will be shown in the device list.
6. If your mobile phone supports phonebook transfer, touch . If the system does not automatically begin transfer please see your mobile phone user manual for further instructions.



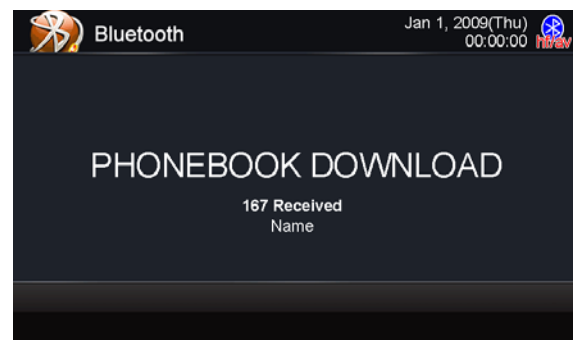
The phones are shown by their unique addresses and if the phone supports it, the mobile phone's name.

Notes on Pairing:

1. If **PAIR START** appears temporarily, the pairing cannot start due to an active connection. Please disconnect any active mobile phones.
2. Only when **PAIRING** is displayed, the Infotainment Center becomes visible for mobile phones. Use your mobile phone to search for the Infotainment Center to connect to your mobile phone.
3. When connecting, the Infotainment Center will identify itself to your phone as "XSG2". The mobile phone will ask for a PIN code. The factory default code is "0 0 0 0" (this code can be changed, see Bluetooth settings). Once the mobile phone confirms that it has established a new paired connection, authorize the Infotainment Center to make an automatic connecting.
4. When the pairing procedure is completed successfully, the display will show **PAIR OK**. When **PAIR FAIL** appears on the display, repeat the pairing procedure.
5. Once the Bluetooth pairing is completed between your mobile phone and the Infotainment Center, both will be automatically recognized and the connection can be made automatically from that moment on.
6. If there are more mobile phones paired to the Infotainment Center and within range, the connecting priority is given to the last paired mobile phone.
7. In case that pairing fails after each attempt, please turn off both your mobile phone and the Infotainment Center. Turn both on again and repeat the procedure as above.

Notes on Phonebook Feature:

1. Phonebook function is matched with OPP (Object Push Profile) in user's mobile phone.
2. To update changes to the phonebook of a paired mobile phone, you must perform the phonebook download step again.
3. The contents in incoming call list, outgoing call list, and missed call list will be only call lists when system and mobile phone are paired.
4. Number of paired devices: max. 4 sets
5. Number of phonebook lists: names - max. 500, phone numbers - max. 1900
6. Incoming call list, outgoing call list, missed call list: max. 20 numbers per category
7. Letters of name: max. 26 letters (English)
8. Length of numbers: max. 20 numbers



*Note: Performance of Bluetooth is highly dependent on the capabilities of the mobile phone in use.
To maintain good connectivity ensure that your mobile phone's battery is adequately charged.*

8.3 Incoming Calls

While the mobile phone is connected, incoming calls will be handled by the Infotainment Center. When an incoming call is present, the LCD display will switch to Bluetooth mode and show the phone number (when available) from the person calling. Under the phone number, the buttons Accept and Reject are present.



Press to accept the call. The Infotainment Center will accept the call and give the call audio over the normal car speakers.



Press to reject the call. The Infotainment Center will close the connection and return to the previous operation. (Some phones may not support the reject mode.)



When a call is ended, the Infotainment Center will switch back to its last mode. This will be done automatically after 5 seconds or can be done manually by pressing the NOW button. If CANCEL is pressed, the Bluetooth mode will remain active.

8.4 Outgoing Calls

Direct Dialing

To place an outgoing call, the screen will show a numeric pad where the phone number can be entered manually.



Press the Backspace button if you have made a dialing error



Press the Redial button to redial the last number called with the mobile phone.



Voice Dialing




When the mobile phone also supports voice dialing, a Voice Dial button will also be available. The Infotainment Center will display Voice Dial on the screen and await a voice command when pressed.

Note: The Voice Dial functionality is highly dependent on the connected mobile phone. Please read the mobile phone's user manual for instructions.

Phonebook Dialing

Calls can be made by accessing your downloaded phonebook.

1. Press  to access your Phonebook.
2. Press the contact name on the right you wish to call.
3. Press the number you wish to call.
4. Press the green phone icon.

Note: Outgoing calls can also be made on the mobile phone itself. The Infotainment Center will still take over the outgoing call and switch to hands-free mode.

8.5 AV (A2DP Audio Playback over Bluetooth)

Some mobile phones also support the functionality of A2DP (Audio transfer protocol). The Infotainment Center uses this protocol to find audio files on the mobile phone and play the audio over the normal speakers.

Press AV in the standard Bluetooth screen. The screen will change to a normal playback screen with the standard functionality:

- play or pause
- stop
- previous track
- next track



Note: The A2DP functionality is highly dependent on the mobile phone used. For information on this protocol and its functions, please read the user manual of the mobile phone.

9 SIRIUS Satellite Radio

The Infotainment Center is compatible with an optional SIRIUS Satellite Radio Direct Connect device (please see your dealer for compatible devices). When a SIRIUS receiver is connected, press the SIRIUS icon in the main menu. The SIRIUS mode can be left any time by pressing the **SIRIUS** icon at the top left of the screen.



This section describes the features and functions of the SIRIUS Satellite Radio system. Before using the optional SIRIUS Satellite radio, you need to subscribe to the SIRIUS service either by phone or via the Internet (see Subscribing to SIRIUS Satellite Radio).

9.1 Subscribing to SIRIUS Satellite Radio

By phone: 1-888-539-7474.

By the Internet: <http://www.sirius.com>

Before activating your service, first:

1. Make sure your SIRIUS tuner is installed with the antenna facing skyward.
2. Tune to "Category – ALL" and to "Channel 184".

Also have on-hand:

1. The System Identification number (SID) from your SIRIUS receiver. This number is located on the SIRIUS receiver. It can also be obtained from the **INFO** screen (Press **INFO** again to return to previously tuned channel) on the SIRIUS page or tuning to channel 000.
2. A major credit card.

9.2 Operating SIRIUS Satellite Radio



Press once to tune to the next/previous channel.
Press and hold to rapid tune.



Press to go to the next channel category.



The Infotainment Center will store up to 18 preset stations of your choice. Press to go to the next series of preset channels (3 Bands X 6 Presets).



Press to display All Channel Mode or Category Search on channel list which is found on right side of screen. Category Search allows you to directly select a Category to enter by selecting it from the list.



Press to display SID and other SIRIUS system information. Press again to return display to channel list.



Press to bring up keypad to allow for Direct Channel Tuning.

1. Enter the channel number and press ↩




These buttons allow direct tuning to your favorite stored channels.

1. Press a preset button quickly to tune to a stored channel.
2. Press and hold a preset button for 2 seconds to store a new channel preset.



LOCK Channels can be locked to restrict access to certain channels.

To lock a channel:

1. Tune to the channel you wish to lock.
2. Press Lock to bring up keypad.
3. Enter a lock code. The first time you use the lock feature you can enter any 4 digits you choose to have as your lock code. You will need to remember this code every time you use the lock feature.
4. Press 
5. Tune to another channel.
6. Channel is now locked and removed from all channel lists.



To tune to a locked channel:

1. Direct tune to the specific locked channel.
2. Enter the lock code in the on screen keypad.
3. You can now listen to the locked channel. This Channel still remains locked. You will need to enter the lock code again if you return to it from another channel or on vehicle start up if this was the last channel selected for listening prior to turning off the Infotainment Center.

To unlock a locked channel:

1. Perform above actions to tune to a locked channel.
2. Press LOCK button.
3. Re-enter the lock code.
4. Channel is now unlocked.

SKIP Channels can be removed from the Channel List without locking by using the SKIP feature.

To Skip a channel:

1. Press SKIP when tuned to the specific channel.
2. Channel now has an "S" to the right of its name. While channel tuning, the system will skip over this channel. This skipped channel can only be accessed by direct tuning or selecting it by touching the LCD display.

To remove a skip command from a channel:

1. Direct tune to the skipped channel.
2. Press SKIP.
3. Channel is now returned to all channel lists and the "S" is now removed.

To see the complete channel list including all lock/skipped channels press and hold the LOCK button for 3 seconds. You will now see an "L" to the right of any locked channels as well as an "S" for skipped. You can use this list to select channels as you would normally. Press and hold again to return to the normal channel lists.

To Reset all Lock/Skip Channels:








1. From the SIRIUS Satellite Radio screen press the Sirius logo in the top left hand corner to return to the main menu.
2. Select Setup.
3. Select the SIRIUS button bottom left.
4. Press reset.
5. You will need to confirm this action by selecting "reset" again.

Note: If you have forgotten your lock code you will need to perform a factory reset to reset the code. Please see page 11 System Settings. The status of any Channels currently locked or skipped will not be changed by the performing of the factory reset.

10 iPod and iPhone AV Interface

The Infotainment Center can also be connected to your Apple iPod or iPhone. When the iPod is connected, press the **iPod** icon in the Main Menu. The iPod mode can be left any time by pressing the iPod icon at the top left of the screen. To access and use the iPod feature please connect your iPod/iPhone device first to the iPod cable provided.

FUNCTIONS

-  Play or pause current playback.
-  Change the track list to find tracks based on categories. The following categories are available: Track, Playlist, Composer, Artist, Audio Book, Album, Podcast, Genre.
-  Go to previous track. Press and hold to fast rewind current track.
-  Go to next track. Press and hold to fast forward current track.
-  Off/Single Track/All Track repeat functions.
-  Off/Track/Album random playback order.
-  Access to all stored iPod video.

Note: iPod video playback requires optional iPod video cable. Please contact your dealer to inquire.

When a Podcaster or Audiobook has 2 or more chapters available, clicking the fast rewind or fast forward button during pause moves the current location to the beginning of the previous or next chapter. Hold the fast rewind or fast forward longer than 2 seconds to fast rewind or fast forward.

Note: All the functions are dependent on the version of iPod used.



11 Camera (Optional)

The Infotainment Center can be connected to an optional rearview camera or camera control box (for multiple cameras) to enhance viewing around your vehicle while performing maneuvers. When connected, the camera AV source can be displayed in two ways:

Manual Viewing:

By selecting the **Camera** icon from the Main Menu you can have full screen display of your rear camera. You can also manually view your rear camera and navigation simultaneously using the Picture in Picture (PIP) feature. (Please see page 11, Video Settings for more details)

Automatic Viewing:

The Infotainment Center can support automatic triggers to display cameras to assist you with reverse driving and side blind spot viewing. While driving, if a turn signal or reverse gear signal is seen by the system the display will change to full screen camera view, even from PIP function. If your rear camera is equipped with audio, you can press the Audio icon on the LCD display while the camera video is displayed to change the audio from the active source to the camera audio.

To turn off the camera audio press the icon again. Camera audio will also switch off once the trigger signal has ended and the Infotainment Center has returned to the active source.

Note: These features are for assistance only and are not intended to replace the use of mirrors and help from spotters. It is only a reference for you. Please use all available safety features and procedures to ensure proper driving to avoid serious injury/death and damage to property.

12 Navigation (Optional)

The Infotainment Center is capable of providing navigation. If you have purchased this option please see your Navigation Program User Manual for instructions on using the navigation software.

Your optional Navigation Program is stored on an SD card. This card is entered into the SD card slot found on the bottom of the LCD display housing. Press the Eject button to lower the screen. Here you will see the SD card slot.

If you have purchased your navigation SD Card please do not misplace it. This card also contains a unique license and registration required to operate your navigation. You will need to purchase another license and SD card if you lose it.

Do not attempt to put any other SD cards or objects into the SD card slot. This may cause a malfunction of your Infotainment Center and will void all warranties.

To access the navigation please select the **NAV** icon from the Main Menu or press the NAV button on the front bezel. To exit navigation press the NAV button again.

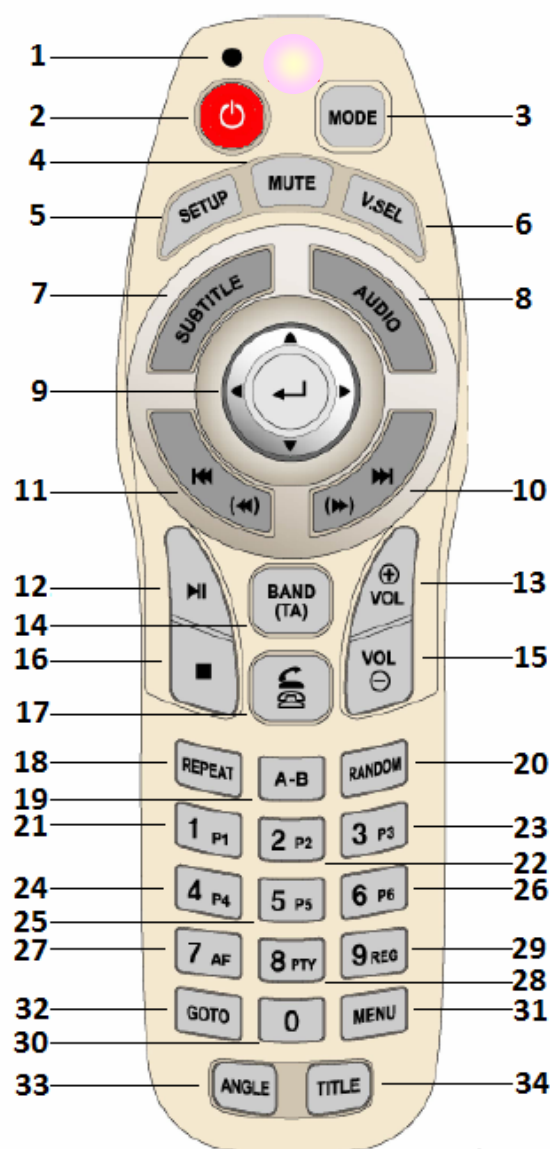
If you are using the Premium Remote Control accessory to operate your navigation please ensure that the Navigation is the current display (full screen) on the Infotainment Center. This is required even if the auxiliary monitor currently displays navigation as well.

NOTE: If there is an active navigation route running and you exit the navigation by pressing the NAV button, audio guidance will still be given.

13 Premium Remote Control Accessory (Optional)

The Infotainment Center is compatible with the Premium Remote Control accessory.

No.	Main
1	Activity LED
2	Power
3	Mode
4	Mute
5	Setup
6	V.Sel/Nav
7	Subtitle (DVD)
8	Audio (DVD)
9	Joystick Control
10	Next (hold for fast forward)
11	Previous (hold for rewind)
12	Play/Pause
13	Volume Up
14	Radio/SIRIUS Band (hold for TA function)
15	Volume Down
16	Stop
17	Pick up/Hang up/Redial (BT)
18	Repeat
19	A-B repeat
20	Random
21	Numeric 1 (Preset 1)
22	Numeric 2 (Preset 2)
23	Numeric 3 (Preset 3)
24	Numeric 4 (Preset 4)
25	Numeric 5 (Preset 5)
26	Numeric 6 (Preset 6)
27	Numeric 7 (Radio AF)
28	Numeric 8 (Radio PTY)
29	Numeric 9 (Radio REG)
30	Numeric 0
31	MENU
32	GO TO
33	Angle
34	Title



Note: The Premium Remote requires 2 AA batteries for use. Batteries not included.

To use the Premium Remote please reference the chart below view the functionality the remote will provide for each feature of your Infotainment Center. The remote will only control the current function on the main LCD display. **

System (These functions are available with all features of the Infotainment Center)

Key	Function	Description
2	Power	Turns Power ON/OFF to Infotainment Center
3	Mode	Return to Main Screen. Press repeatedly to cycle through options
4	Mute	Toggle Mute ON/OFF
5	Setup	Enter Setup Screens
6	V.Sel/NAV	Toggle Navigation Full Screen ON/OFF
13	Vol. up	System Volume Control
15	Vol. down	

SIRIUS

Key	Function	Description
9	Joystick control	UP/DOWN Search Channel Up/Down. LEFT/RIGHT Search Categories. Depress to select.
10	Next	Tune Channel Up/Down (hold for Rapid Tuning)
11	Previous	
14	Band	Go to next set of Preset Channels (3X6)
21	Numeric 1 (Preset 1)	Tune to saved Channel Preset
22	Numeric 2 (Preset 2)	Tune to saved Channel Preset
23	Numeric 3 (Preset 3)	Tune to saved Channel Preset
24	Numeric 4 (Preset 4)	Tune to saved Channel Preset
25	Numeric 5 (Preset 5)	Tune to saved Channel Preset
26	Numeric 6 (Preset 6)	Tune to saved Channel Preset
31	MENU	Press to see SIRIUS INFO
32	GO TO	Press to Direct Tune to a channel. Use Numeric keys to enter

iPod

Key	Function	Description
9	Joystick control	UP/DOWN Search Track list Up/Down. LEFT/RIGHT Track list page UP/DOWN . Depress to select.
10	Next (hold for fast forward)	Goto next Track
11	Previous (hold for rewind)	Goto previous Track
12	Play/Pause	Play/Pause track playback
16	Stop	Stop track playback
18	Repeat	Toggles repeat playback settings
20	Random	Toggles random playback settings
31	MENU	Go to iPod menu

Navigation

Key	Function	Description
9	Joystick Control	Pan Map
31	MENU	Main Menu
32	GO TO	Address search
33	Angle	Zoom In
34	Title	Zoom Out

Bluetooth

Key	Function	Description
10	Next	Skip to next
11	Previous	skip to previous
12	Play/Pause	Start/Pause playback
16	Stop	Stop Playback
17	Pick up/Hang up/Redial (BT)	Pick up/Hang up/Redial
21-30	Numeric	Dial phone numbers

Radio

Key	Function	Description
10	Next	Tune/ Hold for Seek
11	Previous	
14	Band	Go to next set of Preset Channels (3X6)
21-26	Numeric (Preset *)	Tune to saved Channel Preset 1-6
27	Numeric 7 (Radio AF)	Alternative Frequency ON/OFF
28	Numeric 8 (Radio PTY)	Activate Program Type Tuning
29	Numeric 9 (Radio REG)	Activate Regional Programming

USB/DVD/CD

Key	Function	Description
7	Subtitle (DVD)	Change Subtitle selection
8	Audio (DVD)	Change Audio track
9	Joystick control	DVD Menu navigation
10	Next (hold for fast forward)	Skip to next
11	Previous (hold for rewind)	skip to previous
12	Play/Pause	Start/Pause playback
16	Stop	Stop Playback
21-30	Numeric	Enter chapter number
31	MENU	Access DVD Menu
32	GO TO	Open chapter search keypad
33	Angle (DVD)	Change DVD angle
34	Title (DVD)	go to DVD Title menu

** Control of DVD Playback on the Auxiliary LCD Display is possible with the Premium Remote. Please change the switch position on the left side of the remote from Main to Aux. This will now control DVD features while viewing on an auxiliary display. Please remember to return the switch back to main when done.

This remote is IR. Please ensure there are no obstructions between the remote and the Infotainment Center. Please keep the front of the IR receiver cover clean.

Always point the remote directly to the front of Infotainment Center for best performance.

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