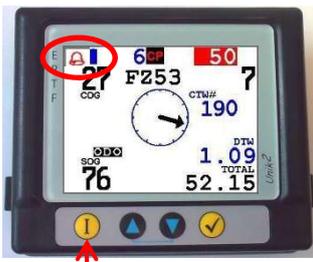


!!! The information will be valid only if there is no bell at the top of the screen !!!

**GPS activation**



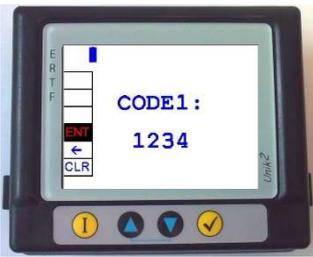
**The bell** : Satellites reception indicator. Appears during a few seconds after switch on. **If blinking or not disappears, check that the antenna and its cable are connected and not damaged.**

**The battery** : Must appear. **If blinking, there is a bad connection to the power supply of the vehicle.**

Switch on/off

**Daily code**

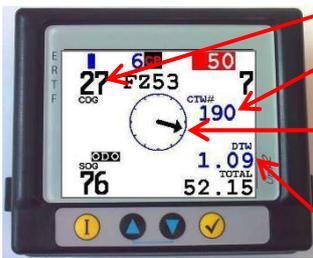
4 digits code given by organization.  
Unlock the stage of the day.



To enter the code:  
- Select COD +   
- Select CD1 +   
- Enter the code using the arrows and validate each number   
- Validate the code by ENT   
- Press I to come back to the main screen

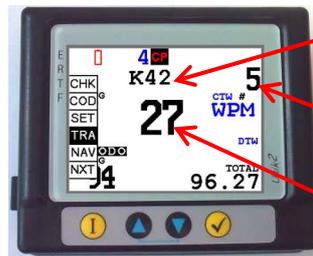
**Navigation:** Press to go to this page

Navigation information in the visibility radius of the target waypoint or for a visible waypoint:



COG : Course followed by vehicle  
CTW: Direct course to the waypoint  
Arrow: indicates the direction to follow to the target waypoint  
DTW: Direct distance to waypoint in km

Navigation Information concerning WPM (masked waypoints) when outside unhidden radius:



Name of the target waypoint  
Number of the target waypoint  
COG : Course followed by vehicle

A waypoint is validates when the vehicle is in the radius defined for this waypoint (300m, 200m, 90m or 50m). **The GPS switches automatically to the next waypoint.**

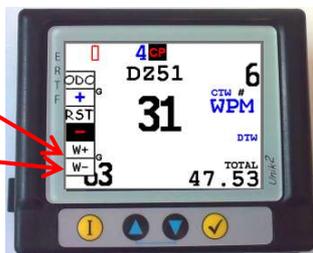
**Skip a waypoint**

If a waypoint can't be reached or if you don't want to reach it, press NXT on the INI screen:

W+: to go to the next waypoint

W- : to come back to the previous waypoint

Take more importance to the waypoint's name instead of its number.

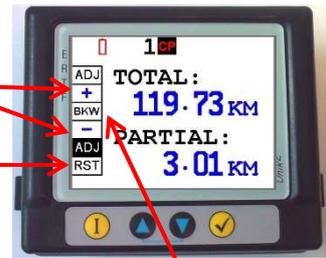


**Odometer function ODO**

Automatic adjusting at each waypoint (except WPC).

TOTAL direct adjusting in hundreds meters

PARTIAL reset to 0



Backward (Odometer decrementing)

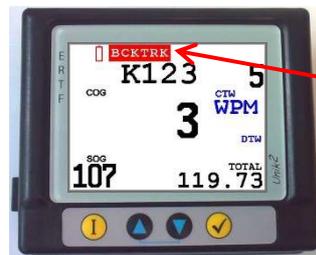
**Speed limit**

Symbol When appears, the GPS checks the max speed



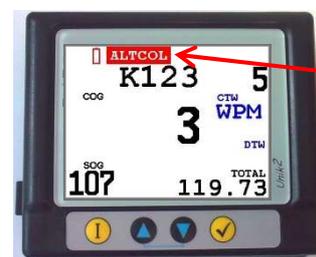
Symbol (DZ), the GPS:  
- check the speed in the area (30, 50 or 90 km/h).  
- blinks, rings and registers if overspeed.  
It stops when the waypoint FZ is reached.

**Backtrack (BCKTRK)**



Warns the competitor that he returns to his track (+ the buzzer rings).

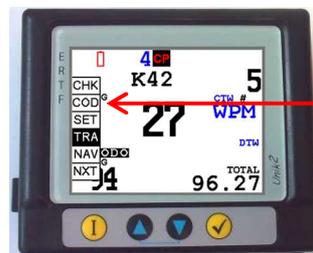
**Collision warning (ALTCOL)**



Warns the competitor that another vehicle arrives in the opposite direction unless 200m (+ the buzzer rings).

**Releasing code WPM**

Given by organization (PC course).  
Using it pulls a penalty.



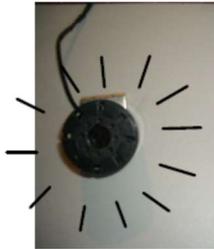
Select COD and then WPM to turn hidden waypoints into visible waypoints and so to have all the navigation information.

!!! The information will be valid only if there is no bell at the top of the screen !!!

Sentinel function

Overtaking

Somebody wants to overtake you: **you hear**  
**Beep beep beeeep – Beep beep beeeep**  
 Get ready to let the vehicle pass a.s.a.p.



Buzzer volume

From main navigation screen, press SET key and then SENTINEL key

3 positions: 1 / 2 / 3



« Speedox » function: sound indication in speed control area

From main navigation screen, press SET key and then SENTINEL key

3 positions : SECURITY / PERFORMANCE / OFF

SECURITY mode		PERFORMANCE mode		OFF mode
2 beeps per second from the speed limit – 5 km/h	Continuous sound from the speed limit – 3 km/h	1 beep by minute from the speed limit – 4 km/h	Continuous sound from the speed limit – 2 km/h	No sound signal

Accident

If you breakdown or if you have a **crash in a dangerous place (after a turn or a dune)**: press **both blue keys simultaneously or red Alarm button**, you will send a signal to the competitors maximum 250m around regarding the ground.

To **stop** it, press again **both blue keys simultaneously or red Alarm button**



There is an accident near by : you hear  
**Beeeeeep – beeeep – beeeep**  
**GPS shows:**

