

# MLEP Intermediate GPS Workshop

## Exercise Five

### Building, Using, and Editing Routes

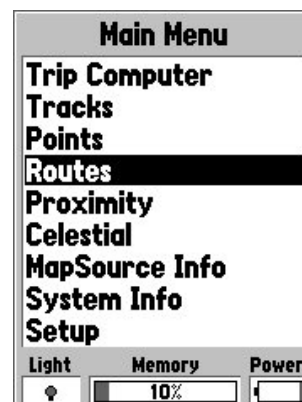
*For this exercise we will build, navigate, and edit a route.*

**Part 1:** Build a route. You will use the points you collected in Exercise Three to build your route.

1. From any screen, press the <MENU> key twice and highlight 'Routes' using the <ROCKER> key.

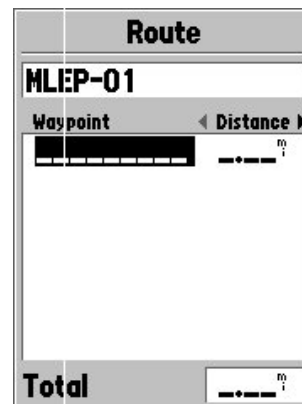
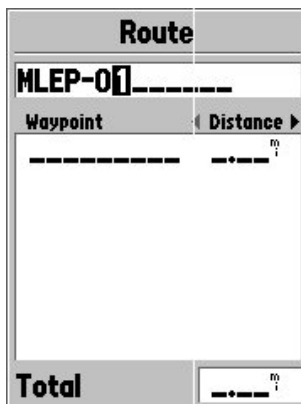
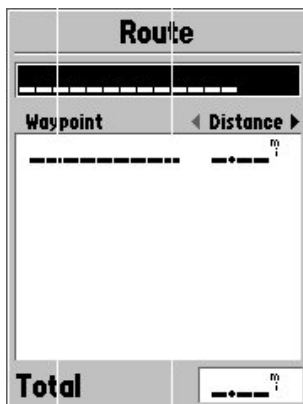


2. Press the <ENTER> key and you will be taken to the 'Routes' list.



3. Highlight 'New' and press the <ENTER> key to proceed.

4. Press the <ENTER> key again and create a name for your route.



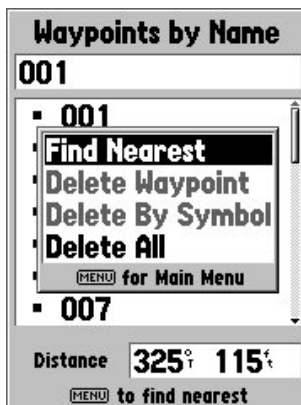
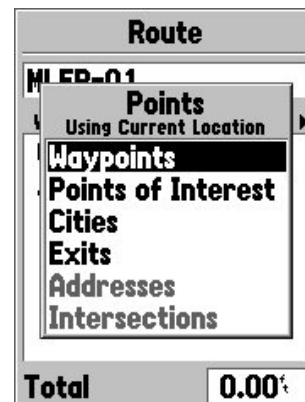
5. After you have named your route, press the <ENTER> key to accept that name and <ROCKER> down to the blank line under the name. Press the <ENTER> key to begin adding points to your route.

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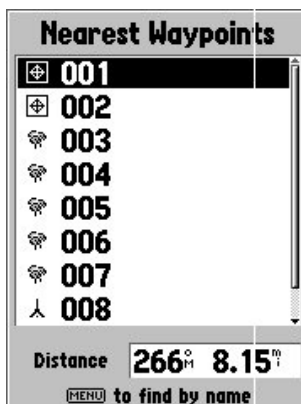
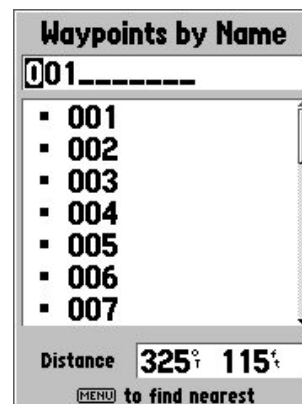
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### Building, Using, and Editing Routes

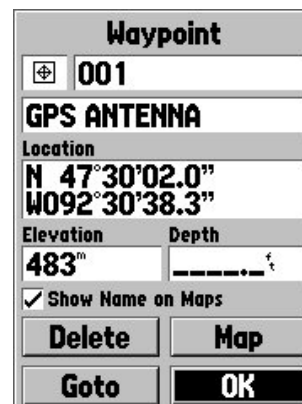
6. Within the 'Points' list you will see that there are several options for types of points to select.
7. For this part of the exercise you will only use the 'Waypoints' option.
8. With 'Waypoints' highlighted, press the <ENTER> key.



9. If your waypoint list says 'Waypoints by Name' at the top, press the <MENU> key to see your options. Selecting waypoints with the listing by 'Nearest' is somewhat easier for this exercise.



10. Highlight the first point in your route and press the <ENTER> key. You will see the waypoint information for that point and the 'OK' button highlighted.
11. To accept this point and insert it into the route press the <ENTER> key. You are returned to the 'Route' list.



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### Building, Using, and Editing Routes

12. Use the <ROCKER> key to move down to the next blank line and repeat selecting different waypoints until you have created a route with at least 6 points in it.

Route	
MLEP-01	
Waypoint	Distance
001	0.00 <sup>t</sup>
-----	-----
Total	
	0.00 <sup>t</sup>

Route	
MLEP-01	
Waypoint	Distance
001	0.00 <sup>t</sup>
-----	-----
Total	
	0.00 <sup>t</sup>

Route	
MLEP-01	
Waypoint	Distance
001	0.00 <sup>t</sup>
003	415 <sup>t</sup>
-----	-----
Total	
	415 <sup>t</sup>

Route	
MLEP-01	
Waypoint	Distance
001	0.00 <sup>t</sup>
003	175 <sup>t</sup>
005	483 <sup>t</sup>
006	0.11 <sup>m</sup>
004	0.12 <sup>m</sup>
007	0.15 <sup>m</sup>
-----	-----
Total	
	0.15 <sup>m</sup>

13. When you have finished the route, it should now look something like this.

14. If you want you can make the route a closed loop by selecting the starting point as the last point in the Route.

Route	
MLEP-01	
Waypoint	Leg Dist
001	175 <sup>t</sup>
003	308 <sup>t</sup>
005	79.7 <sup>t</sup>
006	86.6 <sup>t</sup>
004	150 <sup>t</sup>
007	232 <sup>t</sup>
001	
Total	
	0.2 <sup>m</sup>

15. When you have completed creating your route, press the <PAGE> key. You will return to the screen where you were when you started to create your route.

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## Exercise Five

### Building, Using, and Editing Routes

#### Part 2: Navigating the preloaded route.

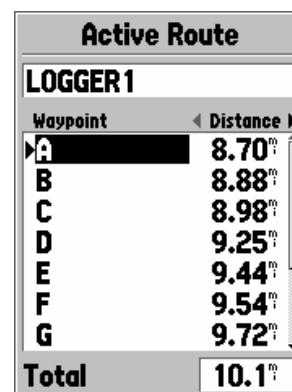
1. Start at the first point of the route, press the <NAV> key and highlight 'Navigate Route'.



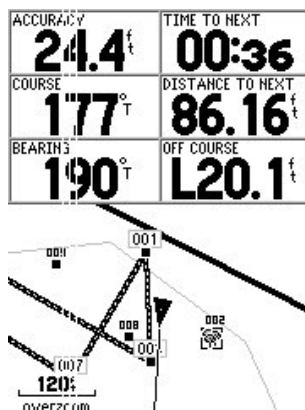
2. To navigate a route highlight the route's name and press the <ENTER> key.



3. You will see the 'Active Route' segment list.



4. Press the <PAGE> key until you are at the 'Map View' screen and begin your navigation. The route will be denoted by a double line on the map and each waypoint in the route will have a box around its name.



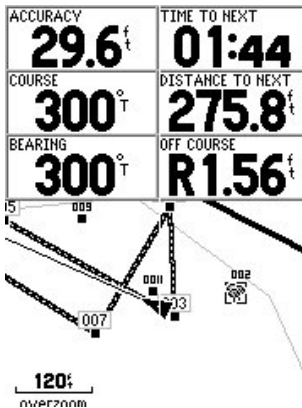
5. You may need to zoom in or out to an appropriate scale.
6. As you walk along the route line, try to keep the position triangle as close to the route line as possible. Also keep the 'Heading Line' pointed towards the end point of the course segment you are walking.

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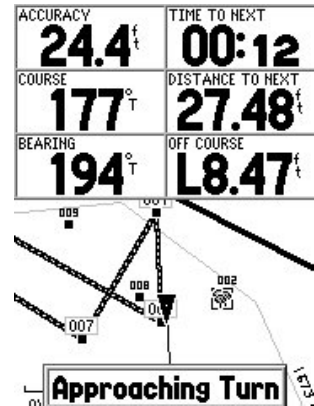
### Building, Using, and Editing Routes

7. As you approach each point, you may get an alarm beep and the message 'Approaching Turn'. Press the <ENTER> key to clear the message and continue.



8. As you round each turn, the direction and distance for the next leg of your route will be displayed.

9. Continue until you are at the last point in your route.



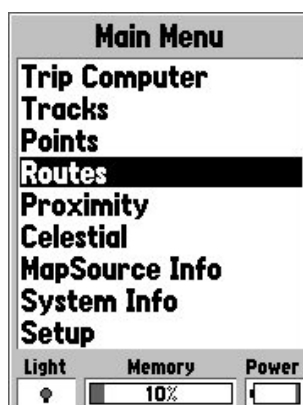
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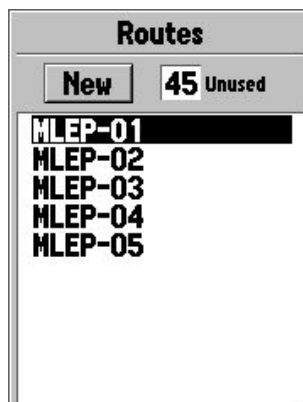
### Building, Using, and Editing Routes

**Part 3:** Edit your route to delete and insert waypoints.

1. Before you proceed, press the <NAV> key and make sure navigation has been stopped. Highlight 'Stop Navigation' and press the <ENTER> key.



2. To edit your route, go to the 'Main Menu' by pressing <MENU> twice and highlight 'Routes'.



3. Press <ENTER> and highlight the route you want to edit.
4. With your route highlighted, press <ENTER> to begin your edits. You can change the name of your route, delete points, insert points, or even rearrange the order of your points in the route.

5. To change the route name highlight it and press the <ENTER> key. Change the name using the <ROCKER> key to move left or right and up or down to select new characters.

Route	
MLEP-01	
Waypoint	Distance
001	0.00
003	175
005	483
006	0.11
004	0.12
007	0.15
001	0.20
Total	0.20

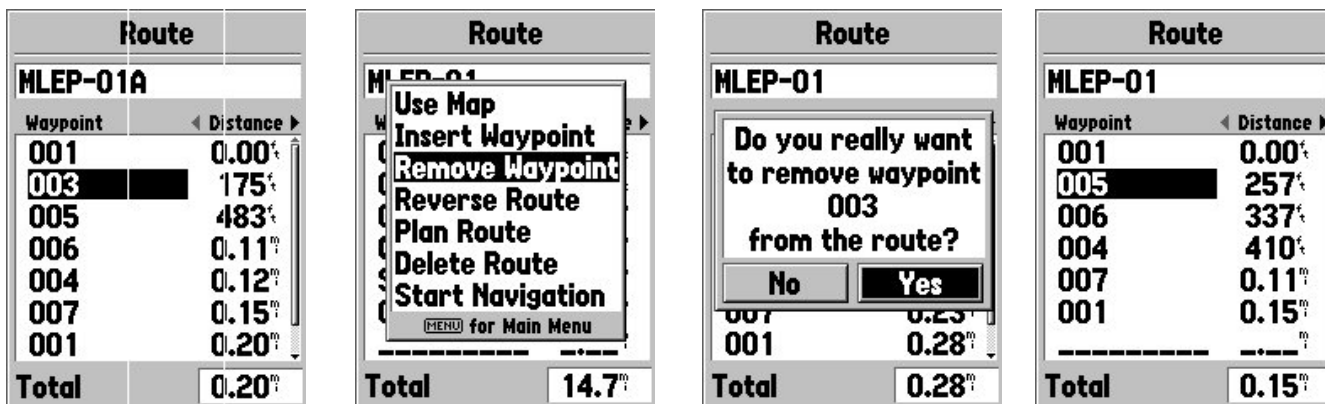
6. Now you will remove waypoints from the route. There are two ways to accomplish this.

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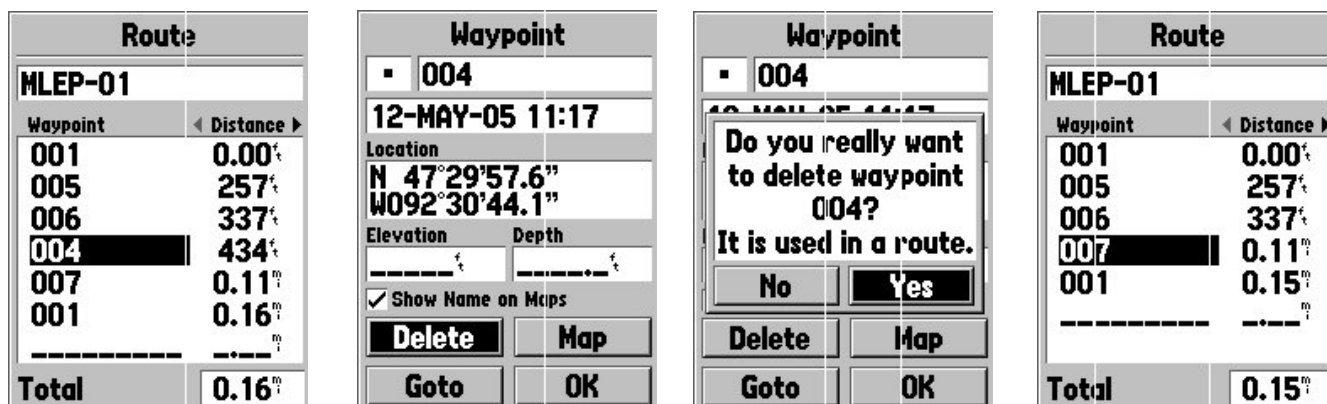
## Exercise Five

### Building, Using, and Editing Routes

7. *The easiest (and best) way is to highlight the waypoint in your list, press the <MENU> key, highlight 'Remove Waypoint', press the <ENTER> key, highlight 'Yes', and press the <ENTER> key to confirm the deletion.*



8. *Alternately you can highlight the point to remove and press the <ENTER> key. You are now at the point editing screen. Highlight the 'Delete' button and press the <ENTER> key, highlight the 'Yes' button and press the <ENTER> key again to confirm the deletion.*



9. **NOTE:** *Waypoints removed using this second method also deletes the waypoint from the receiver and these points are not recoverable.*

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### Building, Using, and Editing Routes

10. Now you will insert a new waypoint into your route.
11. To accomplish this, highlight the fourth waypoint in the route and press the <MENU> key. Highlight 'Insert Waypoint' and press the <ENTER> key.

Route	
MLEP-01	
Waypoint	Distance
001	0.00 <sup>t</sup>
005	257 <sup>t</sup>
006	337 <sup>t</sup>
007	0.11 <sup>m</sup>
001	0.15 <sup>m</sup>
-----	-----
Total	0.15 <sup>m</sup>

Route	
MLEP-01A	
Use Map <b>Insert Waypoint</b> Remove Waypoint Reverse Route Plan Route Delete Route Start Navigation [MENU] for Main Menu	
Total	0.15 <sup>m</sup>

12. Next, highlight 'Cities' and press the <ENTER> key. Highlight a city from the list and press the <ENTER> key. Ensure the 'OK' button is highlighted on the screen and press the <ENTER> key to confirm the waypoint as a part of your route. Note that the new point is the fourth in the route.

Route	
MLEP-01	
Points Using Current Location Waypoints Points of Interest <b>Cities</b> Exits Addresses Intersections	
Total	7.98 <sup>m</sup>

Nearest Cities	
Biwabik, MN McKinley, MN Aurora, MN Gilbert, MN Virginia, MN Eveleth, MN	
Distance	340 <sup>o</sup> 2.00 <sup>m</sup>
[MENU] to find by name	

Small Town	
Biwabik, Minnesota, United States of America	
Distance	072 <sup>o</sup> 7.90 <sup>m</sup>
Goto	Map OK

Route	
MLEP-01A	
Waypoint	Distance
001	0.00 <sup>t</sup>
005	257 <sup>t</sup>
006	337 <sup>t</sup>
Biwabik	7.99 <sup>m</sup>
007	15.9 <sup>m</sup>
001	15.9 <sup>m</sup>
-----	-----
Total	15.9 <sup>m</sup>

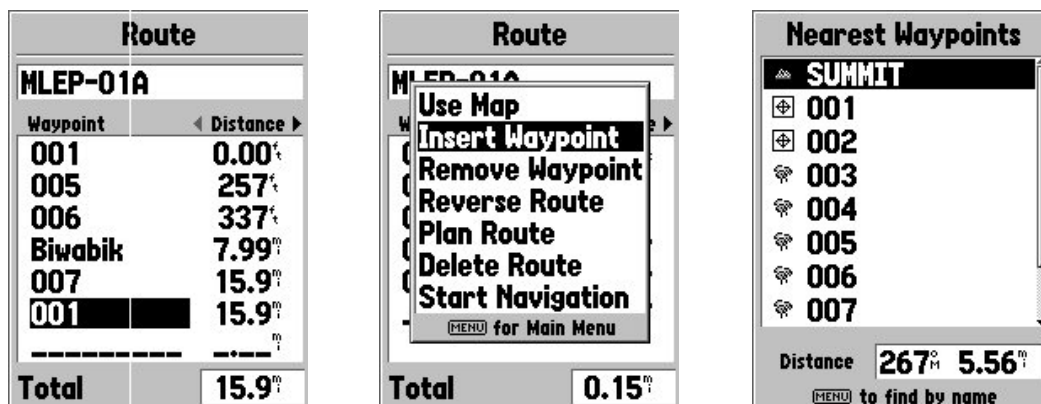


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13. You will now insert the waypoint named "SUMMIT" which we stored in Exercise One.
14. Highlight the last waypoint in the route and press the <MENU> key. Highlight 'Insert Waypoint' and press the <ENTER> key. Highlight the waypoint you scaled and named 'Summit' and press the <ENTER> key.



15. Ensure the 'OK' button is highlighted and press the <ENTER> key to accept the choice.

