

MLEP Introduction to GPS

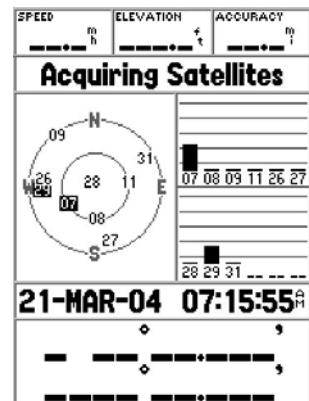
Exercise Four

Exercise requires pencil/pen to answer questions

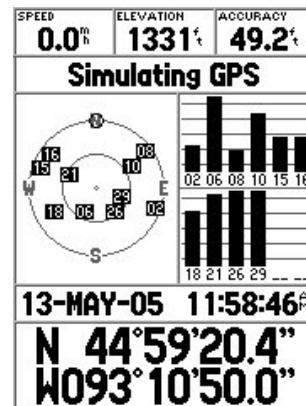
Entering Coordinates: During this exercise you will enter coordinates you are given (from a sale map, for example) and save a position fix.

Procedure: Part one ~ entering coordinates you are given.

1. Sometimes, you will receive coordinates such as a timber sale location or someone's favorite fishing spot on the lake.
2. Turn on the receiver and press the <ENTER> key until you are at the 'Satellite View' screen.
3. If we are in the classroom, we must start the simulator. If we are outside skip to step 5.



4. Press the <MENU> key. Highlight 'Start Simulator' and press <ENTER> to accept.



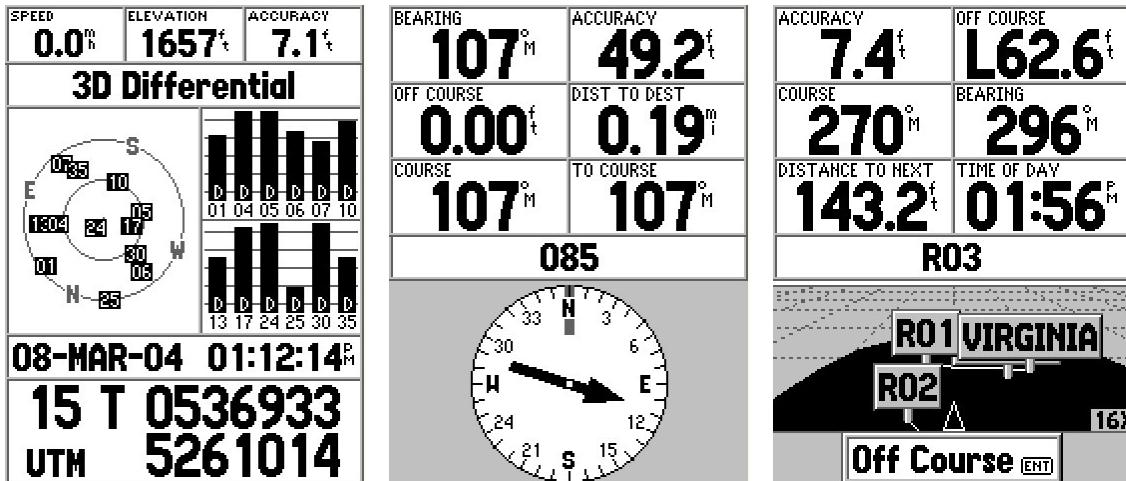
5. As you have used the receiver you may have noticed the word "Mark" just underneath the <ENTER> key. This key serves both functions.

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6. *With your receiver in any screen view, press and hold the <MARK> key.*



7. *You will be taken to the “Mark Waypoint” screen for edits and saving.*

8. *Use the <ROCKER> key to highlight the Location coordinate display.*



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9. *To edit this Location coordinate, press the <ENTER> key.*
10. *You are now ready to enter the coordinates from the Timber Sale Map in your packet.*
11. *Using the <ROCKER> key, arrow to the right until the first digit that needs to be changed is highlighted. Do not change the “N” as this tells the unit this coordinate is north of the Equator.*
12. *Pressing the <ROCKER> key up or down moves though the alphabet, numbers, and special symbols in sequence.*
13. *Arrow right and continue to update the coordinate in the box.*
14. *Once the Latitude is done, continue to arrow right to reach the Longitude numbers and edit those numbers as needed. Do not change the “W” or the “0” as these are required fields for North America.*
15. *When the coordinate in the field is correct press the <ENTER> key once and the entire box is then highlighted.*

Mark Waypoint

009

03-FEB-05 09:41

Location

N 48°30'56.0"

W095°29'41.0"

Elevation Depth

1183ft

Show Name on Maps

Delete Map

Goto OK

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16. You are now ready to edit the information in any other field by highlighting any field using the <ROCKER> key and then pressing the <ENTER> key while the field is highlighted.

17. You can change the point's name, comments, map symbol, or the elevation if you choose.

18. You should always give a point a meaningful name because after a while you will forget what number is what feature.



19. The comments are also helpful to further overcome the ten (10) character name limit. There is a sixteen (16) character limit for the comment field.

20. You generally won't know an elevation of any point given you so we will not be editing this field today.

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21. *Changing the symbol is not as important as creating a unique and meaningful name but it can be helpful on a crowded map.*



22. *With the symbol box highlighted, you can choose from any symbol in the dropdown list using the <ROCKER> key.*



23. *The highlighted symbol is selected when you press the <ENTER> key.*



24. *When complete, highlight the "OK" button and press the <ENTER> key to save all of your changes.*

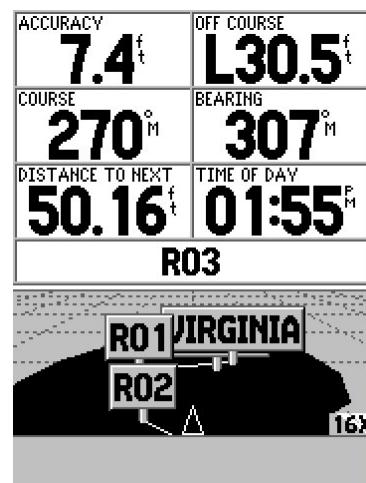
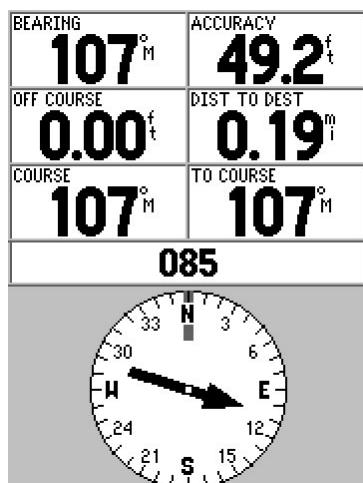
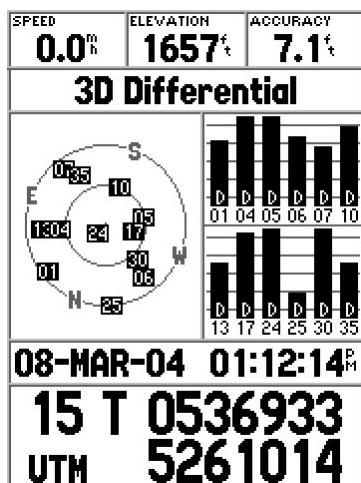
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Procedure: Part two ~ storing a current position fix.

1. With your receiver in any screen view, stand over the location where you want to store the coordinates.



2. Allow the receiver to get a 3D Differential position fix. You will know this if you are in the "Satellite" view or when the "Accuracy" information goes below 10 feet on any of the "Navigation" screens.
3. Press and hold the <MARK> key to get to the "Waypoint" screen for edits and saving.

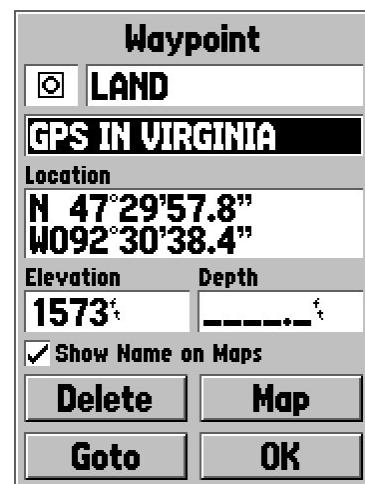
Waypoint	
<input type="checkbox"/>	103
28-SEP-04 08:38	
Location	
N 46°50'42.7" W092°27'40.1"	
Elevation	Depth
1341 ft	----- ft
<input checked="" type="checkbox"/> Show Name on Maps	
Delete	Map
Goto	OK

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4. You could edit the Symbol, Name, and Comment fields by following steps 15 – 22 above (Pages 3 – 5).



5. With all editing complete, use the <ROCKER> key to highlight the "OK" button and then press the <ENTER> key to save your work.

