

TwoNav

User Manual

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1 Introduction

Welcome to the TwoNav user guide.

This document contains the information you need to make good use of the program, and to get the most out of all its functions.

The order of the chapters aims to follow the logical steps for using the application; we therefore recommend reading it in order, from start to finish.

If you want to put the program into operation quickly, you can consult the [Quick guide](#). Don't forget to read through the safety recommendations carefully, and remember that you have more extensive information on each point in the different chapters of this manual.

Because this is an application that can be fitted in any type of vehicle, it is very important to take the [safety recommendations](#) into account when using it.

Before attempting to use TwoNav, you should check your [configuration](#) to make sure that it is right for your needs, particularly as regards the [GPS](#) and [maps](#) options.

Even though we have developed a simple, intuitive user interface so that you can navigate to anywhere in the easiest way, you may find it useful to check the [Navigation](#) section to resolve any doubts about how to fix a destination and reach it, in either [On-road](#) or [Off-road](#) mode.

For certain uses, particularly in Off-road navigation but also for On-road, it is essential to [create or edit position references](#); these can be [waypoints](#) (points with information), [routes](#) (sequences of waypoints) or [tracks](#) (journey track).

If you have any queries or problems using the program and are unable to resolve them by checking through this manual, please do not hesitate to contact us at the following e-mail address:

support@compegps.com

You can also find support at the CompeGPS user community via our forums:

<http://www.compegps.com/forum>

2 What is TwoNav?

TwoNav is a navigation software package which provides tools to give you the directions you need in any type of environment. In either urban or rural terrains, TwoNav will enable you to make use of the information in any type of map to reach your destination easily and safely.

In order to ensure the most appropriate type of navigation for each occasion, the program has been equipped with two different operating modes. Depending on the environment you are in and your requirements, you should choose one of the following modes:

- **On-road:** This uses the information from vector maps (V-maps) to plot the best route to your destination automatically and to give you precise indications during the journey along streets and roads (door-to-door navigation).



- **Off-road:** No usable information is available on roads passable for vehicle traffic for calculating routes, and so the directions will be based on the references created beforehand (waypoints, routes or tracks) and on the underlying display of topographical maps or satellite images.



TwoNav can be used for journeys on foot, or fitted in any type of vehicle (bicycle, car, truck ...), by adapting the automatic route calculations and indications to the characteristics of each means of transport (directions allowed, routes closed to HGV traffic, avoiding toll roads ...).

A vital factor for using TwoNav is the availability of maps of the areas you want to travel through. CompeGPS Team endeavours to offer its users the best possible cartography and the program can be purchased jointly with different types of maps. You can find further information on the maps available at www.compegps.com .

3 Safety recommendations

Having an appliance which offers directional assistance, both on-road and off-road, can prove invaluable for increasing the safety of these journeys.

Despite this, there is the possibility that, under certain circumstances, the user may become distracted by misuse of this technology, whereby it may in the end become a hazard to him or her, and to his or her environment.

This possibility of using TwoNav in any type of vehicle makes it particularly important to consider a series of rules and regulations for using it so, far from being a source of potential risks, will contribute to personal safety.

Most of these recommendations are concerned with using the system fitted in vehicles, although the bases of them should also be taken into account for journeys on foot.

- **Fitting the appliance correctly:** The appliance where the program is installed (PDA, phone...) should be fitted in a place where it will not obstruct the vehicle driver's visibility of the road. It should additionally be secured, to ensure it cannot fall off easily and hinder driving.
- **Do not handle the appliance whilst driving:** The route planning should be completed before setting out. Any change or clarification required must be made with the vehicle stopped in a safe place, away from traffic (not on the road or kerbs).
- **When on the road, you should be guided by the sound signals:** The program's voice system will warn you of upcoming manoeuvres and of the distance to when you will have to carry these out. A glance at the visual information may be useful, but you should resort to this only if it can be done safely (with the vehicle appropriately stopped). When driving, you should always keep your eyes on the road.
- **The front-seat passenger can be a great help:** The navigator is normally facing the driver. If you have a front-seat passenger, we recommend this person be in charge of handling the appliance, making any clarifications or changes as required.
- **Getting it wrong is not a problem:** Neither navigators nor people are infallible machines. In the event an indication cannot be followed and a direction other than the fixed one is taken, the system will automatically calculate a new route, which will adapt to the new situation and will take you to your destination just the same.
- **Maps always contain errors:** Despite the tremendous updating work done by Tele Atlas, it is impossible to have 100% accurate information. Recent changes in correct street directions, new streets or restrictions due to road works are examples of circumstances that may partially invalidate the route calculation made by TwoNav. It is very important to be alert to these changes and to adapt to the new situation. As soon as the program detects that it has not been able to follow the preset route, it will calculate a new one, which will take you to your destination just the same.

4 Quick guide

If you want to start using TwoNav quickly, follow the steps indicated below.

To obtain more detailed information on how the program operates, don't forget to consult all the other sections in this user manual.

1- Setting up TwoNav

1. Make sure your PDA is connected to your PC by Activesync.
2. Run the TwoNav setup.
The different supports (SD, CD, download from internet) have different routes for accessing the setup. See the [Setup](#) section for further details.
3. Follow the instructions as they are displayed on screen.
4. When installation ends, copy V-map file (e.g. Iberia07t2.vmap) from the CD to SD card of your PDA.

If the CD does not start up automatically, you should explore its contents and run the following file:

Setup_TwoNav.exe

N.B.: When you boot the program for the first time, an audio data conversion process will be carried out automatically. This process may take some time, and it will only occur in this first loading.

[View more information](#)

2- Activating the product

When you boot the program, a note will appear, indicating that it is not activated and is in demo mode.

To use the registration code of your licence (included in the CD case or registration e-mail) and so as to be able to activate it, follow the steps displayed on screen.

[View more information](#)

3- Connecting to the GPS

1. Access the status window by clicking on the GPS/battery bars (on the right of the navigation panel).
2. Access the GPS configuration window by clicking on the blue spanner button.



3. Check the “auto-search” function, by clicking on the button marked “auto-search”.

If your GPS is not detected, you will need to select the communications port of your GPS and the protocol (usually NMEA).

Puerto de Comunicaciones:
COM4: ActiveDevice

Protocolo:
NMEA

Velocidad:
9600

Auto-Búsqueda GPS

4. You probably want your GPS to connect up automatically when the program is started up. To do this, go to “Advanced communications options” and activate “Connect GPS when program starts up”.

☒ Conectar el GPS cuando arranque el programa

Opciones Avanzadas de Comunicación

5. Click OK and connect the GPS by clicking the green satellite button. When the “status” field indicates “connected”, TwoNav will be receiving the GPS position correctly.



[View more information](#)

4- Opening the right map

Once the GPS position is fixed, TwoNav will automatically load the best map.

You can also choose to open any of the available maps:

1. Click on the navigation panel to access the menu.



2. Click on “Maps”.



3. Select the map you want to load, by clicking on the box to the right of the map name.



[View more information](#)

5- On-road/Off-road

If you want to use the automatic route calculation and follow the instructions street by street, use the On-road mode. If the area you are in does not have street information, you should use the Off-road:

1. Click on the navigation panel to access the menu.



2. Activate the On-road button (the button will be green) to operate in On-road mode, or to deactivate it (it will turn grey) to operate in Off-road mode.



In Off-road mode, the presentation of the navigation panel will change slightly. See the [User interface](#).

[View more information](#)

6- Configuring your navigation preferences

1. Click on the navigation panel to access the menu.



2. Click the "Options" button.



3. Configure the different navigation parameters according to your requirements:

- Vehicle: Each means of transport takes different factors into account when calculating the route.



- Shortest/fastest: The second option will calculate the estimated time of arrival, taking into consideration the speed of each road, and it will suggest the one taking the least time.



- Tolls / Highways / unpaved roads: Select whether you want to use these types of roads.



- Set my "Home": You can establish the location of your home address to fix it as your destination by simply clicking.



[View more information](#)

7- Selecting your destination

1. Click on the navigation panel to access the menu.



2. Click the "Navigate to ..." button.



3. Select from the different options to fix your destination:
 - Home: If you have fixed its position beforehand in "Options", you can go straight home.
 - Address: Enter any address (town or city / street / number) as your destination.
 - Historical: Recently selected destinations will be saved here.
 - POI: V-maps have a huge database of Points of Interest (petrol stations, hospitals, cash dispensers...). You can select from those close to your current position here.
 - Choose by map: Select the exact point and click OK.
 - Waypoint/Route: Fix one of the waypoints or routes loaded as your destination (this will work in off-road mode).
 - Stop nav: Click this button if you want to cancel the ongoing navigation.




[View more information](#)

8- Following the indications

Lastly, you should only use the information provided by the program to reach your destination.

If you are in **On-road** mode, TwoNav will show you each manoeuvre you need to make, using visible and sound indications.

Click the “page” button  to change the information on screen.

If you want to know the name of a street on screen, click on it, and it will be displayed.



In **Off-road** mode, a straight line will join your current position with your destination; because of this, the information on the map you have loaded will be very important to decide the steps you need to take.



[View more information](#)

5 Setup and activation

5.1 Setup

The steps to setup TwoNav in your appliance vary, depending on the format you obtained the program in: Download from Internet, CD, SD card.

5.1.1 Download from Internet

You can download the program setup for Windows from the TwoNav website.

Once you have the executable (EXE) file in your PC, proceed as follows:

1. Make sure that the PDA where you want to setup TwoNav is connected to your PC via the latest version of Microsoft Activesync (you can upgrade Activesync from www.microsoft.com).
2. Double click on the setup downloaded from Internet.
3. Follow the instructions as they appear on screen. The setup will be initialized from the PC, but it will continue in the PDA; you should therefore also be alert to all the instructions displayed on this.
4. When installation ends, copy V-map file (e.g. Iberia07t2.vmap) downloaded from Internet to SD card of your PDA.

5.1.2 CD

The TwoNav CD has an auto-boot system; when you insert it in your CD drive, it should therefore automatically display the setup menu, so that all you will need to do is follow the instructions appearing on screen.

1. Make sure that the PDA where you want to setup TwoNav is connected to your PC via the latest version of Microsoft Activesync (you can upgrade Activesync from www.microsoft.com).
2. Insert the TwoNav CD in the CD drive of your PC.
3. Click "Setup" and follow the instructions as they appear on screen. The setup will be initialized from the PC, but it will continue in the PDA; you should therefore also be alert to all the instructions displayed on this.
4. When installation ends, copy V-map file (e.g. Iberia07t2.vmap) from the CD to SD card of your PDA.

If the CD auto-boot does not work, you should proceed as follows to setup the program manually:

1. Explore the contents of the CD
2. Locate and run the Setup_TwoNav.exe file.

5.1.3 SD

TwoNav installed on an SD card does not require any kind of setup or activation.

To implement TwoNav, all you need to do is run the "CompeTwoNav.exe" file, which you can find in the following directory:

\Storage Card\CompeGPS TwoNav

5.2 Activation

TwoNav has a security system to prevent piracy.

To ensure all the TwoNav functions are available, you should activate the program with your registration code. You will only need to activate the program once, as it will remain activated the next time you start up the program, and even after reinstalling or upgrading the program.

Every effort has been made to make the activation process as quick and easy as possible, and it can be done connecting directly to Internet from the PDA, or via a manual process.

Follow the steps indicated below to complete the activation process:

1. When you initialize the program, it will tell you that you are in demo mode.
2. Select "Enter registration code".
3. It will ask you if you have access to Internet in the appliance:
 - **Yes:** If you can access Internet from your PDA (you can check this by trying to access any website with Internet Explorer), select this option, and TwoNav will attempt to carry out the final activation steps **automatically**.
 - N.B.:** You may be able to access Internet in your PDA via your PC (you can configure this connection from "Start > Configuration > Connections").
 - **No:** If you do not have Internet, select this option. In this case, you should carry out the final activation steps **manually**.
4. Enter the product registration code when prompted.
5. Completion of the activation process varies, depending on whether you have access to Internet in your PDA, as indicated in step 3:
 - **Yes:** Automatic completion.
 - **No:** Manual completion. You should proceed as follows.
 1. Enter the **website address** and the PDA identifier (**Pocket PC ID**) which will be displayed on the PDA screen.
 2. Go to an appliance (e.g.: PC) which does have Internet, and access the website indicated in the previous step.
 3. Follow the steps indicated in the manual registration website.

6 User interface

TwoNav has an interface designed so that the user has a wide variety of functions, easily and intuitively.

This section gives you a diagrammatical and visual description of the program's user interface, for fast location of its main controls.

"Next manoeuvre", "Next street", "Distance to next event" and "Current street" form the "Control panel". The program menu is accessed by clicking on the control panel:



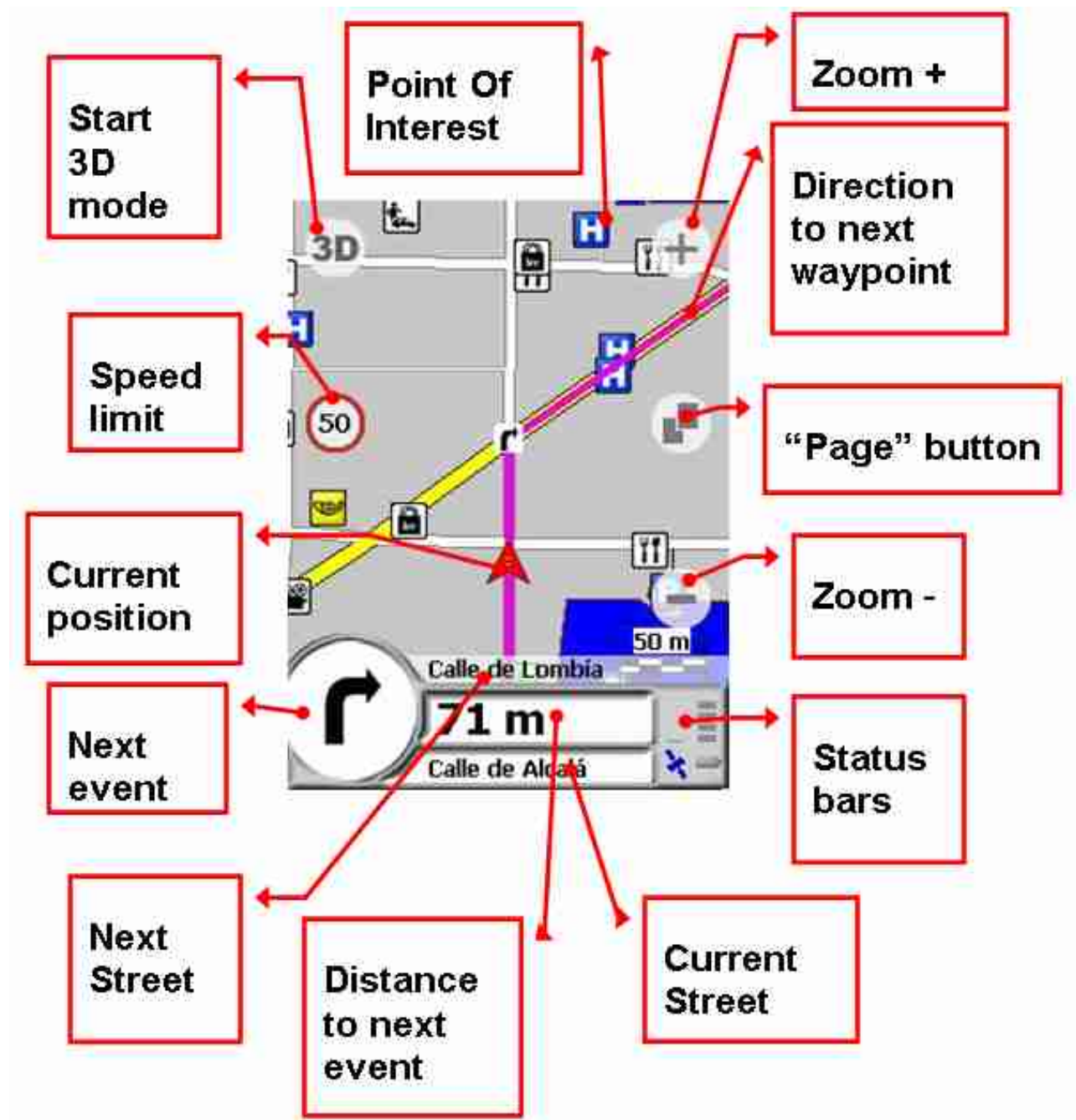
For a detailed explanation of each of the controls, see the relevant sections of the user manual:

- [Control panel](#)
- [Status bars](#)
- ["Page" button](#)
- [Zooms](#)
- [Points of Interest](#)

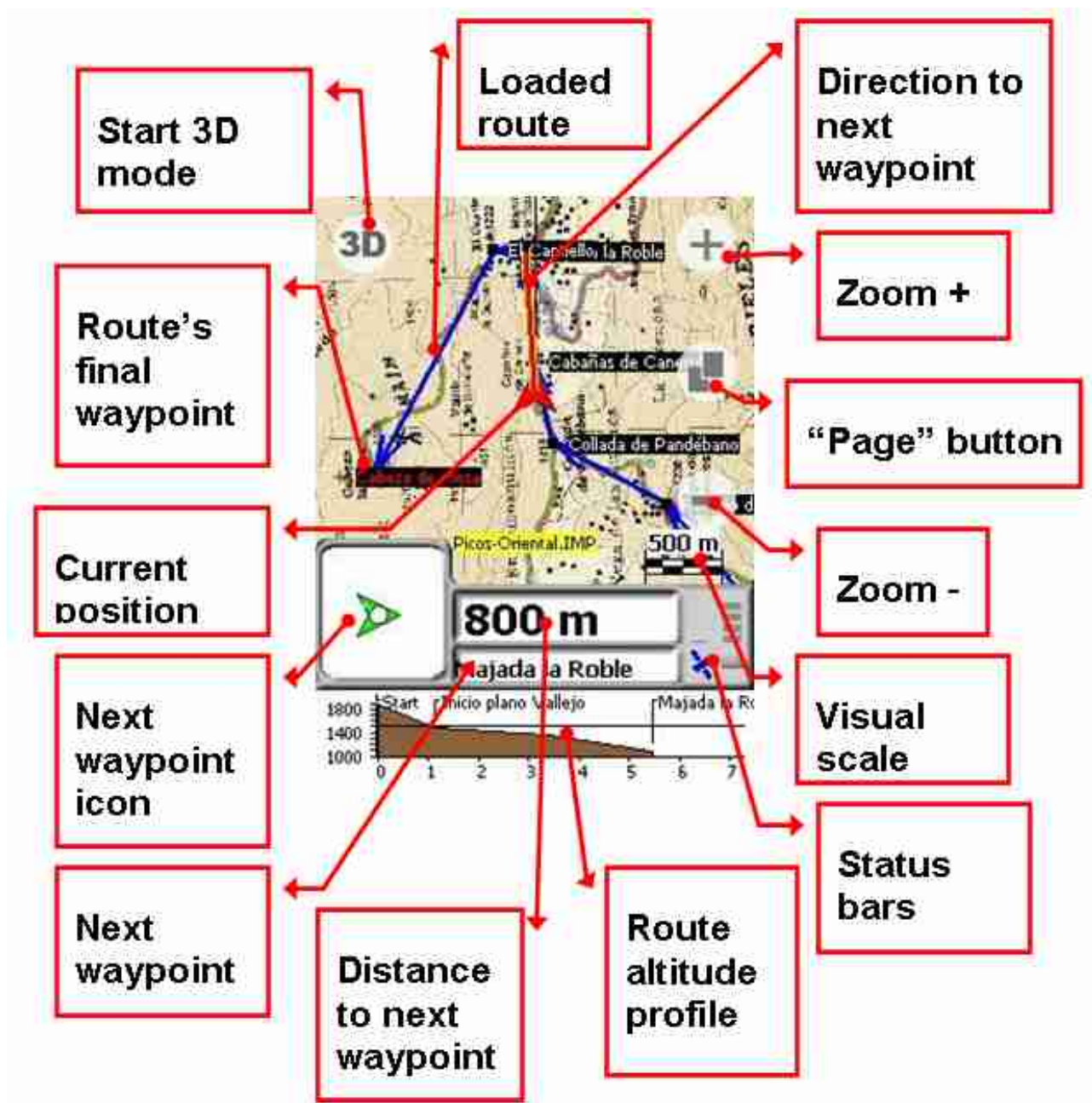
By clicking on the "Page" button, you can access the [button bar](#), the [data bar](#) and the [altimeter graphic](#).

The on-screen layout of the information is different in [On-road](#) and [Off-road](#) modes.

6.1 On-road interface



6.2 Off-road interface




6.3 Button bar

This is one of the characteristic elements of Pocket Land, which ensures high speed for certain uses of the program, such as viewing maps from different perspectives, or fast opening of position references.

From the [buttons](#) you can also access the [extended menu](#), which is equivalent to the Pocket Land menu.

You need the PDA pointer to use the button bar, because of its small size.

The button bar, a fundamental element in Pocket Land, is a TwoNav accessory, where the main functions are easily accessible from the main menu, which is accessed by clicking on the navigation panel.

To display the button bar, you should click the "Page" button .

6.3.1 Buttons

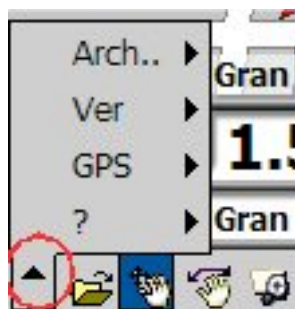


1. **Extended menu:** See next section
2. **Open...:** This enables you to open any type of element, by selecting the “type” and exploring your appliance.
3. **Move map (movements):** With this button activated, you can explore the map, dragging it across the screen with the pointer.
4. **Rotate map:** With this button activated, you can rotate the map with the pointer.
5. **Window zoom:** This tool enables you to outline an area on the map (dragging with the pointer); this area will be enlarged.
6. **See all:** By clicking here, a zoom level will be displayed enabling you to see all elements loaded ([more information](#)).
7. **Map auto-search:** It will attempt to load the highest resolution map for the current area.
8. **Show more map ahead:** When this is activated, rather than the current position being displayed centre screen, 80% of the map will be displayed in the direction of travel.
9. **Track up:** When this is activated, the direction of travel will always be towards the top of the screen (the map will rotate in line with your movements). Otherwise, North will always be at the top.
10. **Connecting the GPS:** Establishing connection with the GPS port configured.
11. **Activate context mode:** If you click on any element loaded on screen, its [context menu](#) will be displayed.

6.3.2 Extended menu

In the extended menu, you can find most of the functions of the main menu (accessible by clicking the navigation panel) and other, secondary functions, which can only be found here.

To access this, just click on the tab at the far left of the [button bar](#):



- **File...**
 - **Open...:** Enables you to open any type of element by selecting the “type” and exploring your appliance.

- **Last files list:** List of the files used most recently, for fast access.
- **Save all:** All changes made in the files opened will be saved.
- **Close all:** Closes all files loaded straight away.
- **Options...:** Access to [Extended options](#).
- **Exit:** Close TwoNav.
- **View:**
 - **Panning:** With this button activated, you can explore the map, dragging it across the screen with the pointer.
 - **Window zoom:** With this tool, you can outline an area on the map (dragging with the pointer), and it will be enlarged.
 - **Zoom in:** To bring the view closer.
 - **Zoom out:** To take the view further away.
 - **Zoom levels:** You have the option to set a particular zoom level to be displayed in percentage, in comparison with the original scale of the map.
 - **Rotate map:** With this tool, you can outline an area on the map (dragging with the pointer and it will be enlarged).
 - **Night vision:** The colour palette will be dimmed to prevent dazzling.
 - **Shutdown screen:** You can use this option to turn off the screen and save battery power.
 - **View all:** Click here to display a zoom level that will enable you to view all the elements loaded ([more information](#)).
 - **Animation:** With these controls, you can recreate the movement of a loaded track.
- **GPS:**
 - **Activate moving map:** To establish connection with the GPS port configured.
 - **Activate 2nd GPS:** The communications options allow you to configure the program to access a second GPS. If you have this, you can activate it using this control.
 - **Send my pos. to CompeGPS Broadcast:** If you have a CompeGPS Broadcast licence, you can upload your position via Internet so that it can be monitored remotely from another appliance (PC, PDA). You can find further information at www.compegps.com.
 - **Real Time broadcasting:** You can log into a CompeGPS Broadcast channel to monitor the steps of anyone broadcasting. Further information on Broadcast at www.compegps.com.

- **Moving map options:**
 - Auto-search maps: It will attempt to load the highest resolution map for the current area.
 - Map search keeping the same scale: The maps which will load automatically will have the same scale as the current one.
 - Autozoom: TwoNav will automatically decide the most suitable zoom.
 - Center the map: The current GPS position will be located in the centre of the screen.
 - Do not move map: The current GPS position will not be used as a reference for positioning the screen, and so the icon indicating your position will move freely around the screen, and it may even go off it.
 - Show more map ahead: When this is activated, rather than the current position being displayed centre screen, 80% of the map will be displayed in the direction of travel.
 - Track up: When this is activated, the direction of travel will always be towards the top of the screen (the map will move). Otherwise, North will always be at the top.
 - Fixed ring and parallels: In navigation, this shows a fixed ring around the current position (e.g.: safety breadth), and parallels which will indicate the direction.
 - Variable ring: When you select this option, you will be asked to enter the radius of a ring which will appear around your position, and the number of equidistant rings that will be displayed, outwards from the first.
 - View turning radius: The rotation radius will show you a representation of the circumference you are currently following. This circumference represents the route you would take if you continued with the same rotation radius.
 - View direction line: In navigation, it displays an infinite line towards the direction you are travelling in.
- **Navigation:**
 - On-Road: The program is in On-road mode when this option is selected.
 - Historical: Select destination from the list of previously selected destinations.
 - Address: Enter town/city, street and number, and TwoNav will calculate the route automatically.
 - Choose by map: Choose a point on the map as your destination.
 - Waypoint: Select one of the waypoints loaded as your destination.
 - Follow a route: Select one of the routes loaded to be followed.
 - Stop nav.: To cancel the current destination.
- **Download/Send:**
 - Send waypoints to GPS: If there is a GPS connected, you can communicate with it to upload the waypoints loaded (with GPS connected by series cable only).
 - Set PC time: To set your PC at GPS time, if you are connected via Activesync.
- **?:**
 - **About ...**: You can find out which program version you have installed here.
 - **Help**: To access the user manual.
 - **Registration info**: Program activation status.

- **Enter activation code:** To carry out the activation process.

7 Configuration

It is important to configure TwoNav to ensure it adapts to your requirements and to the characteristics of the appliance it is installed in.

The configuration of the communications with the [GPS](#) is particularly important, as without this, there will be no position signal.

7.1 GPS

TwoNav can be setup in a large number of different appliances; because of this, the GPS signal will be supplied differently in each case.

This explains why the program “communications options” need to be configured so that it can indicate your position on the map.

To configure the TwoNav options so that it can communicate with the GPS:

1. Access the status window by clicking on the GPS/battery bars (on the right of the navigation panel).



2. Access the GPS configuration window by clicking on the blue spanner button.



3. Check the “auto-search” function, by clicking on the button marked “auto-search”.
If your GPS is not detected, you will need to select the communications port of your GPS and the protocol (usually NMEA).

The commonest systems and their respective configurations are as follows:

- **GPS integrated** in the appliance:

- Communications port: The internal GPS will have its own port, usually containing the initials GPS.
- Protocol: Auto-Detect (if you have problems detecting it, try **NMEA**)
- Speed: If you have selected the “Auto-Detect” protocol, it will be found automatically. Otherwise, you need to find out the speed your appliance uses (normally 57600)

Puerto de Comunicaciones:
COM4: ActiveDevice

Protocolo:
NMEA

Velocidad:
9600

Auto-Búsqueda GPS

- **Bluetooth GPS:**

- Communications port: You should select the port associated with the GPS. If you do not know what this is, you can try the different BT (Bluetooth) ports on the listing, until you find the one that communicates with the GPS.
- Protocol: Auto-Detect (if you have problems detecting it, try **NMEA**)
- Speed: If you have selected the “Auto-Detect” protocol, it will be found automatically. Otherwise,

you need to find out the speed your appliance uses
(normally 57600)

N.B.: In some appliances (this is habitual in older Pocket PC systems), you need first to link the Bluetooth GPS to the operative system, using the Windows Mobile Bluetooth manager.

4. Click OK and connect the GPS by clicking the green satellite button.
When the "status" field indicates "connected", TwoNav will be receiving the GPS position correctly.



Once the GPS is linked and the communications options are correctly configured, TwoNav will attempt to fix the current position. If you are anywhere without GPS cover (e.g.: inside a building), the GPS status will be "**No position**"; i.e.: TwoNav has successfully established communication with the GPS, but the GPS cannot fix your position because there is no satellite signal.

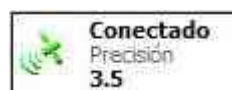
No communication
with the GPS



Communication
established with the
GPS, but GPS
without cover



Communication
correct and GPS with
cover



The number beneath the GPS status indicator tells you the estimated current precision of the GPS (in metres of mean deviation).

7.2 Maps

TwoNav has a simple, intuitive interface, which will enable you to access the maps you need quickly.

At the same time, users wishing to adapt the program for it to work with their own maps can do this quite simply.

7.2.1 Opening a map

There are three modes for opening a map in TwoNav. Ranging from the simplest to the most complex:

7.2.1.1 Auto-search

If you have this option activated (Menu > View > Auto-search maps), the best map for the area you are in will be opened automatically.



The type of map will vary, depending on whether you are in On-road or Off-road mode:

- On-road: Only the V-maps will be opened automatically.

- Off-road: The highest resolution map available will be opened, although without taking the V-maps into consideration.

N.B.: This tool will only take the maps in the “map folders” into consideration.

7.2.1.2 Menu > Maps

The available maps for the current area are listed in **Menu > Maps**; to open one of these, just click on the button to the right of its name. When you do this, the button will be lit up in green.

To close a map, just click its button again.



N.B.: Only the maps of the current area included in the “map folders” will be displayed in the list.

7.2.1.3 Advanced

Any map or other type of element (track, route, waypoint...) can be located via the folders in your appliance, and opened immediately by accessing **Menu > Advanced > Open...**



Once you are in the **Open...** window, select the type of element you want to open (**Type** scroll-down):

- Maps (*.rmap, *.ecw, *.imp, *.map, *.mpvf)
- Remote maps (*.wms)
- Tracks (*.trk, *.igc, *.plt, *.gpx)
- Waypoints (*.wpt)
- Routes (*.rte)
- Landscapes (*.cdem)



7.2.2 Map folders

TwoNav can use a very wide variety of maps, so you can adapt the program to your requirements.

For your maps to be taken into account by TwoNav, they must be located in a “map folder”. The default map folders are **\\My documents\\maps** y **\\Storage card**.

You can change this list of folders from **Menu > Advanced > Options > Folders**. You can do this in the following ways:

- **Add folder:** Click the “+” button and select the new folder by exploring your appliance.
- **Change folder:** Click on the folder to be changed, and then on the “...” button, exploring your appliance until you find the new folder.
- **Delete folder:** Click on the folder to be deleted, and then on the “Del” button.



7.2.3 How to get more maps

TwoNav has no limits in terms of using new maps. The best cartographic databases for the program are V-maps (Tele Atlas), mainly for the On-road navigation mode; however, each user can arrange for the set of maps best suited to his or her requirements and preferences.

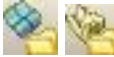

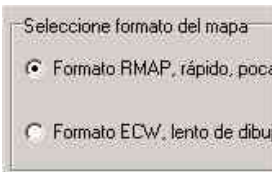
CompeGPS Team endeavours to provide users with the most extensive list of maps possible. Some of these maps are accessed free, and other can easily be purchased from the CompeGPS map shop.

You can consult the maps currently on sale in the “shop” section at www.compegps.com.

To access the full list of maps (both free and payable), you need to install CompeGPS Land in your PC (the demo mode program is sufficient). From this program, just position yourself in the area you need maps for, and access “Download a map for this area from Internet”.

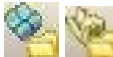


Once you have found the map you want and you have downloaded it into your PC, you can upload it (**totally** or **partially**) to TwoNav (via Activesync connection between PC and PDA).

7.2.3.1 Uploading a complete PC-TwoNav map

1. Make sure that the PDA is connected to the PC, and initialize CompeGPS Land/Air in the PC.	
2. Open the map (or CDEM landscape) you want to upload to the PDA.	
3. Right click on it and select "Upload to > Upload map to CompeGPS Pocket".	
4. Select the format you want to use (normally RMAP), and the map will be uploaded and opened in CompeGPS Pocket.	

7.2.3.2 Uploading a section of the PC-TwoNav map

If you don't want to upload the complete map to the PDA (e.g.: because of its size), you can perform this operation with just the area you are most interested in, using the selection tool:

1. Open the map (or CDEM landscape) in CompeGPS Land/Air.	
2. Click the (selection mode) button to activate the selection tool.	
3. Keeping the left-hand button mouse clicked, draw an outline round the area of the map you want to convert.	
4. From the menu that will open when you release the mouse button, select "Upload this map area to CompeGPS Pocket".	
5. In the window that will then open, give the map a name, and it will be uploaded to the PDA.	


Attention: This operation can not be carried out with V-maps because they are restricted by the company owning data base rights, **Tele Atlas**.

You can find further information on how to get maps for TwoNav in the “Find out more > Cartography” section at www.compegps.com.

7.3 View

TwoNav can be configured to display the information however you prefer. The key points for arranging the layout of elements best suited to your requirements are indicated below.

7.3.1 “Page” button

By clicking the “Page” button,  you will view the different display modes of the navigation panel. You will then be able to find the following layouts:

1. Control panel: This is the program's default view. It enables you fast access to the habitual functions.
Click on control panel to access the menu.
Click on the battery/GPS status bars to access the status window, where you can manage the GPS options.



2. Control panel + button bar: The button bar will appear beneath the navigation panel. This bar gives you fast access to certain of the program's functions. It is a characteristic bar of CompeGPS Pocket, which requires the pencil to ensure precise marking. More information on [Button bar](#) section.



3. Control panel + data bar: In this view, a bar is added with data on movement. By clicking on this data bar, the data window will be opened, which enlarges the space available for this type of information to full screen. You can change the fields appearing in the data bar and data page from Menu > View > Data bar/Data page (see the [Movement variables](#) section).



4. Control panel + graphic: If you are navigating following a loaded route, a graphic of it will be displayed, showing the distance in respect of the height. A vertical red line will also be drawn in your current position.



5. Full screen: Not even the navigation panel will be displayed, whereby you will be given the maximum size for the map.

7.3.2 View menu

From the View section of the main menu, you can configure different aspects of the TwoNav display.

- 3D viewer: This offers a different perspective of the map, which may help you under certain circumstances.



- Track up: If you do not have this option activated, the top of the screen will be north. When it is activated, the top of the screen will be your current direction, and so the map will rotate.



Track up deactivated



- Night vision: The program's colours will change to a palette to prevent too bright lighting and to assist night-time visibility.



- Auto-search maps: If this option is activated, the program will automatically search for and load the highest resolution map for the area you are in at the time. This function works differently in On-road and Off-road modes.
 - On-road: Only the V-maps will be opened automatically.
 - Off-road: The highest resolution map available will be opened, although without taking the V-maps into consideration.
- Data bar: Select the fields that will be displayed on the data bar (see the [Movement variables](#) section).

V	Alt	Dist.Dest	H.E.Destino
40.1 Km/h	23.1 m	76 Km	17:51

- Data page: Select the fields that will be displayed on the data page (see the [Movement variables](#) section).

V	Alt
40.1	21
Km/h	m
Rumbo	Pgps
045	41°23.019'N
	002°09.641'E
Odóm.Total	Odóm.Parcial
2124	1.352
Km	Km
Pend.	Goto Flecha
-0.37	↑
%	

- Autozoom: The program will calculate the zoom it considers most suitable for each situation.

7.3.3 Zoom

It is important to find the best zoom level for your particular circumstances. TwoNav has various tools that will help you to do this.

7.3.3.1 Zoom+ / Zoom -

To the right of the main screen, you can find the Zoom + and Zoom - buttons, which will zoom in and out, respectively, on the map you have loaded.



7.3.3.2 Autozoom

If you have the autozoom mode activated, the program will calculate the zoom it considers most suitable for each situation, taking movement variables into account.



To activate/deactivate Autozoom:

1. Access the Menu by clicking on the navigation panel.
2. Select "View"
3. Click on "Autozoom"



7.3.3.3 Window zoom


With this tool, you can select an area for it to be enlarged on screen. To do this, proceed as follows:

1. Click the "Page" button  for the button bar to be displayed.
2. Select the "window zoom" tool by clicking the  button.

3. Keep the pointer pressed down on a corner of the required area and drag it to the opposite corner. A rectangle will be outlined and, when you release the pointer, it will be enlarged to full screen.

7.3.3.4 Zoom levels



You have the option to set a particular zoom level to be displayed in percentage, in comparison with the original scale of the map.

1. Click the “Page” button  for the button bar to be displayed.
2. Open the extended menu by clicking on the tab on the far left of the button bar.
3. Select **View > Zoom levels** and choose the percentage you require.



7.3.3.5 View all

If this button is clicked, a zoom level will appear, at which all the elements you have loaded on screen will be displayed ([view options](#)).

1. Click the “Page” button  for the button bar to be displayed.
2. Click the “view all”  button.

7.4 Navigation

TwoNav is a multipurpose navigator which can assist you in any kind of journey you undertake; additionally, it adapts to your preferences in terms of means of transport, use of toll roads, unpaved roads, etc.

The next section ([7.4.1](#)) explains how to configure the program to operate in On-road or Off-road mode. After this ([7.4.2](#), [7.4.3](#), [7.4.4](#)), the On-road navigation options are specified, as well as the route calculation or means of transport.

7.4.1 On-road/Off-road

TwoNav has two main navigation modes:

Off-road: It does not use the automatic route calculation option. This means that your current position and destination will be joined by a straight line, with no information on streets or roads marked on the map being taken into account. If you want to add intermediate points to enhance the precision of the reference information, you will need to create a route manually.



On-road: This makes use of the information available on vector maps, such as the CompeGPS V-maps, to calculate automatically the route you need to follow to reach your destination. This route will take into account the streets available, and it will offer detailed directions through them.



To select the navigation mode you want to work in:



1. Access the Menu by clicking on the navigation panel.
2. Click **On-road**. When the button is highlighted in green, the On-road mode will be activated; otherwise, you will be working in Off-road mode.



7.4.2 Route calculation (fastest/shortest)

In On-road mode, the automatic route calculation can be made either by finding the route with the shortest distance, or the route taking the shortest time to complete it. In the second case, the average speed information included in the V-maps will be used to create a route where the estimated time to reach a destination is as short as possible.

To select the route calculation mode:



1. Access the Menu by clicking on the navigation panel.	
2. Select "Navigation options"	 A button with a green arrow pointing right and a blue car icon, labeled "OPC. NAVEGACIÓN".
3. Click on "Shortest" or "Fastest". The button highlighted in green will indicate the mode currently selected.	 Two buttons side-by-side. The left one is labeled "LA MÁS CORTA" and has a red car icon. The right one is labeled "LA MÁS RÁPIDA" and has a green car icon.

7.4.3 Avoiding tolls/highways/unpaved roads

The user can avoid specific elements of the road network, if he so wishes:

- **Tolls:** If activated, roads where payment is required can be used.
- **Highways:** The program lets you chose whether or not to use these kinds of roads.
- **Unpaved road:** V-maps include unpaved roads. These kinds of roads are more prone to deteriorated conditions and inaccuracies in the map plotting. Deactivate this option if you do not want to use these roads during your journey.

To configure these elements:

1. Access the Menu by clicking on the navigation panel.	
2. Select "Navigation options"	 A button with a green arrow pointing right and a blue car icon, labeled "OPC. NAVEGACIÓN".
3. Click on "Tolls", "Highway" or "Unpaved road". If the button is highlighted in green, the type of element will be taken into account for the automatic calculation of your route.	 Three buttons arranged in a 2x2 grid. Top-left: "PEAJES" with a red "TOLL" sign icon. Top-right: "AUTOPISTA" with a blue highway sign icon. Bottom-left: "CAMINO TIERRA" with a green unpaved road icon. The "CAMINO TIERRA" button is highlighted with a green bar on its left.




7.4.4 Means of transport

Different means of transport will offer different possibilities for the automatic route calculation:

- **Car:** The direction of streets will be taken into account.
- **Bicycle:** No motorways will be included.
- **On foot:** The direction of streets will be ignored and no motorways will be included.
- **Truck:** Roads unsuitable for trucks will not be taken into account.

Additionally, each means of transport is allocated a different average speed, which means that the estimated arrival times will be adjusted to the possibilities of the means of transport used.

To select the means of transport:

1. Access the Menu by clicking on the navigation panel.	
2. Select "Navigation options"	
3. Select "Vehicle..."	
4. Click on "Car", "Bicycle", "On foot" or "Truck". The button highlighted in green will indicate the mode currently selected.	

7.4.5 Points of Interest / Speed Traps

TwoNav is designed to work efficiently with points of interest marking places that may be of some use.

V-maps from CompeGPS (Tele Atlas) include information on hundreds of points of interest (POIs), such as petrol stations, automatic cash dispensers, chemists, monuments, etc.

In addition to the [V-map POIs](#), you can enter [your own points of interest](#) in the program. A particular instance of these might be speed traps controlling traffic speed at certain points.

7.4.5.1 V-map POIs

The Tele Atlas cartographic databases are the most complete you will find on the market. CompeGPS offers this database via the V-maps product, and so these maps include hundreds of points of interest (POI) for each of the countries available.

These points are classified into different groups, a few examples of which are as follows: Restaurants, petrol stations, cash dispensers, cinemas, chemists, car parks, museums, hospitals, mechanics garages, hotels, airports, etc.

Follow the instructions in the Navigation section for [POIs](#) to find out how to use them in navigation.

7.4.5.2 Personalized points of interest

In the folder where TwoNav is setup, you can find two specific folders for saving points of interest. Their use is explained below.

Run the file explorer and go to the TwoNav folder:

\Program Files\CompePocket\

- **POI folder:** This folder can be used to save any kind of point of interest, such as: places you want to visit, your favourite places, places of interest that have been recommended to you, etc.

These points of interest should form part of a waypoints file (WPT format), and images and sounds can be associated with each of the waypoints. Once they have been associated, when you are approaching this point, the associated file will be run (the image will be displayed or the sound will be played).

See the [Waypoint properties](#) section to find out how to **associate** an image or a sound to a waypoint. In the “advanced” tab of this properties window, you can set the **radius** of influence of the waypoint (area around the waypoint within which the associated file will be loaded).




- **SpeedCamera Folder:** This folder is reserved for information on speed traps. The files it contains must also be in WPT format, although no radius needs to be set or any file associated for it to run when you approach the speed trap. TwoNav directly interprets these waypoints as speed traps, and allocates them a radius appropriate to the traffic conditions, and a standard warning (sound and visible) for when you are approaching a speed control point.

This speed trap folder is empty by default, but you can save waypoint files marking the speed traps in any area you wish in it.

Each country has its own database for locating traffic control speed traps. For several European countries you can go to <http://www.gpsinform.com>, where you can download these references to use them with TwoNav.

7.5 Language and voices

TwoNav is available translated into several languages. Choose the language you require from the list you will find in the program options. Proceed as follows:

1. Access the Menu by clicking on the navigation panel.	
2. Select “Advanced”	
3. Select “Ext. Opt.”	
4. Move to the “International” tab, using the arrows and clicking on them.	
5. Select your chosen language and click OK.	

When you select a language, the program indications will be displayed in this language. Similarly, if voice indications are available for this language, you will also hear the sound indications in your chosen language.

7.6 Extended options

TwoNav is a program which provides you with options for personalization well beyond the norm. To ensure that these options will not make the user interface unnecessarily complex, they have been included in a special menu, so that users wishing to access them can do this, without them interfering in the general simplicity of the application.



You can find these options in “Menu > Advanced”, together with the reference management functions (waypoints, routes and tracks). To access them, just click on “Ext. Opt”. An options window will open. You can alternate between different types of options by selecting the relevant tab (maps, general, communications, coordinates, moving map, Folders, 3D landscapes, international) and using the scroll arrows.



7.6.1 Maps

From the options window (File Menu > Options > Maps), you can configure the following characteristics for the maps:

- Maximum number of maps on screen: maps that can be loaded on screen. Select one of the limit numbers to prevent saturation of the appliance's memory.
- See frames of all maps: View on screen the outlines of the areas covered by the maps saved in the folder allocated to maps.

N.B.: From the Folders tab, you can select the folder where CompeGPS will search for the maps by default.

7.6.2 General

The menu offers you options of various kinds:

- On opening, load objects from last time: If you close the program with any elements loaded (maps, routes...), these same elements will be loaded when you start up again.
- View all: This function can be configured from the button bar or in the extended menu. When activated, you can view on screen all the tracks, all the waypoints or all the maps, as well as different combinations of these (e.g.: maps and tracks).
- See scale rule: To select whether or not to draw this visual reference.
- Continuous zoom when clicked: If you keep the zoom + or zoom – button clicked, it will gradually zoom in or out.

7.6.3 Communications

TwoNav can be setup in a large number of different appliances; because of this, the GPS signal will be supplied differently in each case.

This explains why the program “communications options” need to be configured, so that it can indicate your position on the map.

1. Access the status window by clicking on the GPS/battery bars (on the right of the navigation panel).



2. Access the GPS configuration window by clicking on the blue spanner button.



4. Check the "auto-search" function, by clicking the button marked "auto-search".

If your GPS is not detected, you will need to select the communications port of your GPS and the protocol (usually NMEA).

The commonest systems and their respective configurations are as follows:

- **GPS integrated** in the appliance:

- Communications port: The internal GPS will have its own port, usually containing the initials GPS.
- Protocol: Auto-Detect (if you have problems detecting it, try **NMEA**)
- Speed: If you have selected the "Auto-Detect" protocol, it will be found automatically. Otherwise, you need to find out the speed your appliance uses (normally 57600)

Puerto de Comunicaciones:
COM4: ActiveDevice

Protocolo:
NMEA

Velocidad:
9600

Auto-Búsqueda GPS

- **Bluetooth GPS:**

- Communications port: You should select the port associated with the GPS. If you do not know what this is, you can try the different BT (Bluetooth) ports on the listing, until you find the one that communicates with the GPS.
- Protocol: Auto-Detect (if you have problems detecting it, try **NMEA**)
- Speed: If you have selected the "Auto-Detect" protocol, it will be found automatically. Otherwise, you need to find out the speed your appliance uses (normally 57600)

N.B.: In some appliances (this is habitual in older Pocket PC systems), you need first to link the Bluetooth GPS to the operative system, using the Windows Mobile Bluetooth manager.

4. Click OK and connect the GPS by clicking the green satellite button.
When the "status" field indicates "connected", TwoNav will be receiving the GPS position correctly.



Once the GPS is linked and the communications options are correctly configured, TwoNav will attempt to fix the current position. If you are anywhere without GPS cover (e.g.: inside a building), the GPS status will be

“No position”; i.e.: TwoNav has successfully established communication with the GPS, but the GPS cannot fix your position because there is no satellite signal.

7.6.4 Coordinates

You can select the type of coordinates (UTM, Latitude/Longitude, BGN...) and datum (WGS 84, European 1950, Geodetic Datum 1949, etc) you want to create tracks, routes and waypoints.

By default, CompeGPS Pocket Land works with Lat / Long Coordinates and Datum WGS84.

7.6.5 Moving map (course recording)

In navigation status, CompeGPS Pocket Land automatically memorizes the track of your journey and saves it in the “My documents\compe-data” folder of your PDA.

Configure according to your requirements or needs:

- **Memorization interval:** Select the type of memorization required for the track you are going to generate in your navigation. Using the keyboard, enter the figures required for the intervals.
 - **By time:** The track will be memorized for each second specified.
 - **By Distance:** The track will be memorized for each specified distance travelled.
 - **Automatic:** The track will be memorized automatically on changing course and depending on speed. Along straight lines, the program will memorize very few points.
 - **Do not save track:** If you do not need the file of your journey, you can deactivate memorization of the track.
- **Pointer:** Select the pointer required and its colour for your navigation.
- **Sound at waypoints:** Select the option if you want a sound warning emitted when you reach a waypoint. Load the sounds you require in “.wav” (standard) format and select the sound.

7.6.6 Folders

TwoNav can use a very wide variety of maps, so it can adapt the program to your requirements.

For your maps to be taken into account by TwoNav, they must be located in a “map folder”. The default map folders are **\My documents\maps** y **\Storage card**.

You can change this list of folders from **Menu > Advanced > Options > Folders**. You can do this in the following ways:

- Add folder: Click the “+” button and select the new folder by exploring your appliance.
- Change folder: Click on the folder to be changed, and then on the “...” button, exploring your appliance until you find the new folder.
- Delete folder: Click on the folder to be deleted, and then on the “Del” button.



You can also choose the default folder for the rest of TwoNav data (tracks, routes, waypoints).

7.6.7 International (language and units)

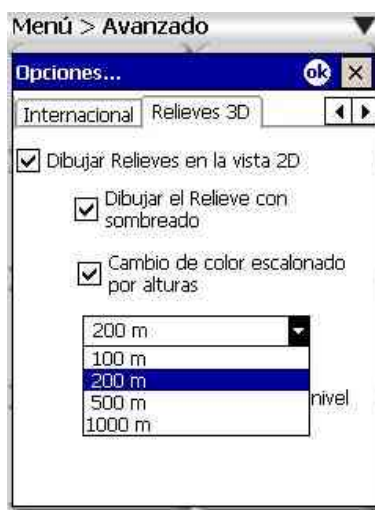
The user interface can be displayed in different languages and each of the different measurements (distances, altitudes, speeds) can be expressed in different units.

7.6.8 3D landscapes

TwoNav can use elevation maps (grids of points with information on altitude of the terrain) to provide the altitude above ground level figure in any references created with the program (i.e. tracks, waypoints...).

These maps must be in CDEM format and, in addition to complying with their aim of remaining underlying and providing the altitude above ground level figure, they can be displayed in TwoNav; this display can be configured from the extended options menu:

- Draw reliefs in 2D view: The elevation map will appear.
- Draw relief with shading: This visual option makes the relief drawing more attractive.
- Colour change scaled by altitudes: It will change colour every certain altitude; this can be configured from the scroll-down list just below.
- Paint level curves: The colour scale will be accompanied by the corresponding level curves.



8 Navigation

TwoNav gives you the best assistance to enable you to orientate yourself easily anywhere in the world, in either urban or rural environments, with asphalted roads, unpaved roads, or cross country.

The process for obtaining the help you need can be divided into two stages:

1. [Selecting destination](#)
2. [Following the indications](#)

8.1 Selecting destination

TwoNav offers all kinds of options when selecting your destination. Enter an address, select on a map, go to a waypoint, etc.

To select a destination, click "Navigate to..." in the menu, and then select a mode for fixing the destination.



The different methods for selecting your destination are explained in the following sections.

8.1.1 Home

A habitual destination will probably be your home.

To fix your home as a destination, from any position you are in, just:

1. Access the Menu by clicking on the navigation panel.
2. Select "Navigate to..."
3. Click "Home".

Obviously, you need to fix the position of your home before you use this function. To do this:

1. Access the Menu by clicking on the navigation panel.

2. Select "Navigation Opt.".



3. Select "Move home".



4. Determine the position of your home in one of the 4 possible modes:

- Home is here: This will fix your home in the current GPS position.
- Home at dest.: This will fix your home at the destination you have selected for the current journey.
- Address: This will enable you to enter your home address.
- Choose by map: Mark the position of your home on the



map.

8.1.2 Address

You can use this function to enter the district, street name and number of your destination.

If you use this mode for selecting a destination, proceed according to the following steps:

1. **Town/city:** Enter the first letters of the town/city your destination is located in. When you do this, the program will offer you different options, based on the letters you have entered so far.

If the list of options is very long, enter more letters, until the town/city you want comes up on screen.

Click on the town/city to select it

2. **Street:** As for the town/city, enter the street name and select it from the list.

3. **Number:** Most streets have this information. If it is not available, it will take you to the beginning of the street.

8.1.3 Historical

All the different addresses you have entered as a destination will form a list of recent destinations. So, if you need to go back to any of these places, you can fix the address as a destination with just a click.



It is very easy to use this function:

1. Access the Menu by clicking on the navigation panel.
2. Select "Navigate to..."
3. Click on "Historical".
4. The list of addresses entered in other, previous journeys will be displayed.
5. Select your destination.



8.1.4 POI

V-maps have an extensive database with points of interest (POI), such as restaurants, petrol stations, chemists, cash dispensers, etc.

TwoNav can guide your straight to the points of interest close to your current position.

This is how it's done:

1. Access the Menu by clicking on the navigation panel.

2. Select "Navigate to..."



3. Click on "POI".



4. A list of Points of Interest will be displayed (restaurants, shops, petrol station ...). Select the type of POI you are looking for.



5. A list will be created of the POIs in the category in question close to your current position. The list will be in order of proximity (the first POI on the list will be the closest).



6. Select the point of interest you want to set as your destination, and TwoNav will guide you to it.



8.1.5 Selection by map

You can select your destination directly on the map, without the need for addresses, POIs or other references. You can do this as follows:

1. Access the Menu by clicking on the navigation panel.

2. Select "Navigate to..."



3. Click on "Choose by map".



4. The map you have loaded will be displayed. You can move it by dragging with the pointer and using the zoom buttons (+, -).



5. Once you have located your destination, click on it, and it will appear marked with a cross. If you mark an element on a V-map (street, point of interest ...) its name will show at the bottom of the screen.



6. Once you have decided your destination and have marked it on the map, click OK.



8.1.6 Waypoint

If you have a waypoints file that can be used for reference, you can select one of these waypoints as your destination:

1. Access the Menu by clicking on the navigation panel.

2. Select "Navigate to..."



3. Click on "Waypoint/Route" and another sub-menu will open.



4. Select "Waypoint".



5. The list of waypoints you have loaded at this moment will be displayed.
If you don't have any waypoints loaded, you will be given the option of loading it by selecting from your files.



6. Select the waypoint you require, and it will be fixed as your destination.



8.1.7 Following a route

You may prefer to follow a consecutive series of waypoints; i.e. a route. In this case, you will need to have created it beforehand.

To follow a route, proceed as follows:

1. Access the Menu by clicking on the navigation panel.

2. Select "Navigate to..."



3. Click on "Waypoint/Route" and another sub-menu will open.



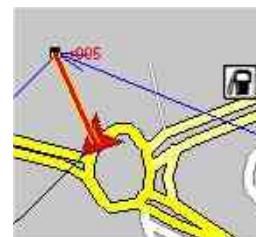
4. Select "Follow a route".
5. If you don't have any loaded, you will be given the option of loading it by selecting from your files.



6. Select the starting waypoint from those available in the route loaded.

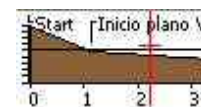
r004
r005
r006
r007
r008

7. In the early versions of TwoNav, this function, unlike "Navigate to waypoint", will not calculate the route along V-map streets, even if you are in on-road mode. The only indication will therefore be a straight line to the next waypoint on the route.



8. While you are navigating following a route, you can display the altimeter graphic of it, with your position marked by a vertical red line. To display this, click the

"Page" button



8.2 Following the indications

Once you have selected the destination, the program will help you to reach it.

TwoNav offers two navigation modes, depending on the type of cartography you have:

On Road: Door-to-door navigation on the CompeGPS V-map cartographic databases, providing the type of assistance characteristic of urban navigators. The route will be calculated automatically through the streets, and you will be offered precise visual and sound indications on the manoeuvres you have to make during the journey.



Off Road: This can be used on any type of map (topographical, orthophoto, vector), and it is based on use of previously created references (waypoints, routes and tracks). The route will not be calculated automatically and a straight line will join your current position and your destination.



Mode changes may be necessary during the same journey (for example, if you are starting out from a city and going to a place faraway where no usable street information is available). In these cases, TwoNav will automatically change mode, depending on the information available on the underlying map.

8.2.1 On road

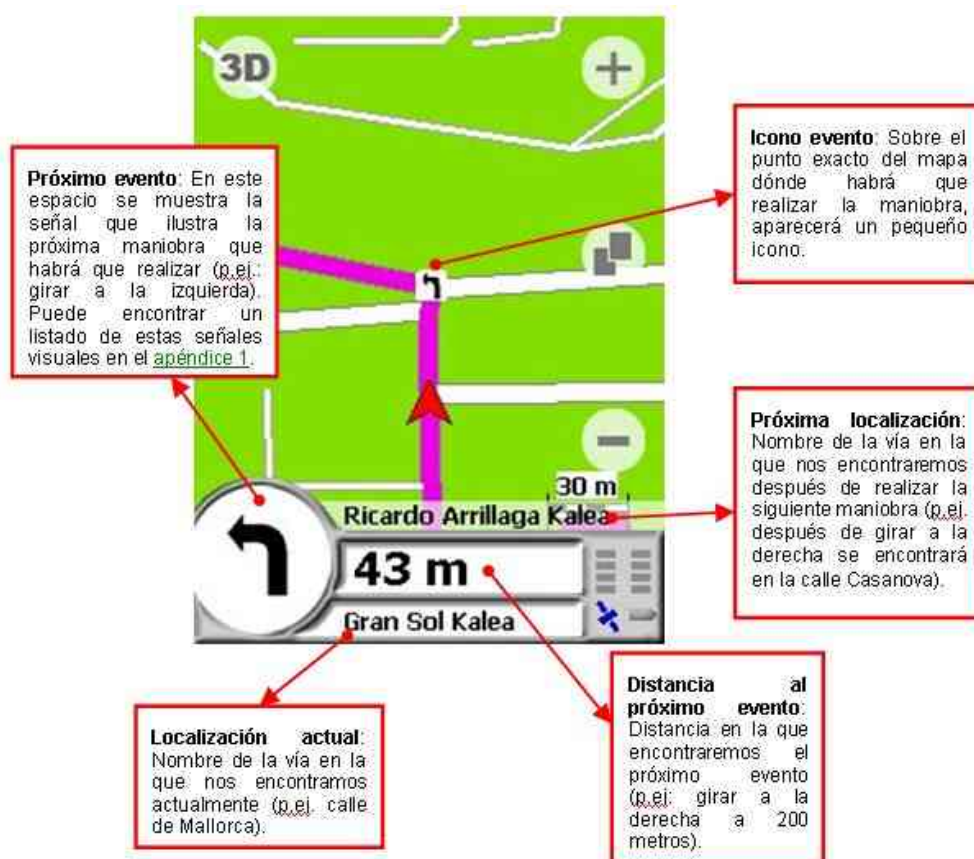
The information offered in this navigation mode is more extensive than in Off-road mode, as it makes use of the information included in the V-map cartographic databases to show precise indications on upcoming manoeuvres.

Additionally, you are given sound signals so you do not need to take your eyes of the road.

Read the sections on [Visual information](#) and [Sound information](#) to find out how to interpret these signs correctly.

8.2.1.1 Visual information

In On-road trips, once your destination has been selected, you will be given the following information on screen:



If you click on an element on the map (such as a street), a yellow box will appear, indicating the name of the element. This enables you to examine the names of the streets in the area.



8.2.1.2 Sound information

In addition to the visual indications, TwoNav has a second channel to give the user indications: the sound channel.

Throughout your On-road journey, the program will issue voice instructions, indicating the next manoeuvres you need to make. For example:



Depending on the circumstances, one or other type of sound information will be given. The indications may include the following information:

- Distance to next event: This is how far you have to go before the next event or manoeuvre. If it is a long way, you may not be given an exact distance (e.g.: in 200 metres), but “in over...” a certain distance (e.g.: “in over 3 kilometres”). When you are **very close to the event**, **no distance will be indicated**, just the event, and so you should carry it out right then.
- Event: Manoeuvre to be made (or information of interest) – e.g.: “turn right”. If it is not preceded by information on the distance, you will need to carry it out any time now. The nature of events can vary greatly, but they are normally manoeuvres to be carried out. Two different kinds of events can be distinguished:
 - Simple events: Direct indication is given of the action to be taken (e.g.: “turn right”)
 - Complex events: First, you are given information on the type of manoeuvre (roundabout or crossroads), and then the action to be taken (first exit, second on the right...).

Examples:

- “In 200 metres, go into the roundabout, second exit”
- “In 100 metres, at the crossroads, first left”.
- Linked event: It is possible that you need to perform two manoeuvres in a very short space of time. In this case, TwoNav will add the second event to the first (e.g.: and then take the highway).

8.2.2 Off road

In Off-road mode, the information on streets and roads will not be available for the route to be calculated automatically and to tell you the next manoeuvres with precision. The automatic information will be limited to a straight line, which will join your current position with your destination.

Because of this, you will need to pay special attention to the information on the underlying map you have loaded. This situation is comparable to conventional navigation with a topographical map, with the advantage that your current position is marked on the map.

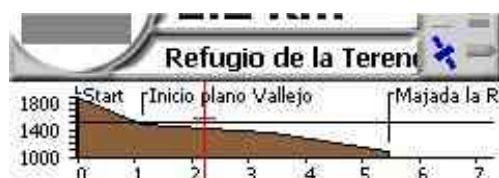


The degree of detail of the available information can be enhanced if you prepare the journey in advance, finding reference points (waypoints, routes and tracks) that will help to guide you.

A well planned route, with the appropriate information and file attachments on each waypoint, can be equivalent to a route calculated automatically in On-road mode.



When you navigate following a route, there is the option of displaying a graphic showing its altimetric profile and your current position (vertical red line).



A track memorized from a previous trip, or created manually in the PC version of the program, can indicate the exact route to follow.



See the [Creating and editing references](#) section for further information on these elements.

8.2.3 Movement variables (Data bar/Data page)

In either On-road or Off-road mode, there is a wide variety of information available on your movement (speed, altitude, distance to destination, etc.).

You can find this type of information in the data bar and on the data page. To access these:

1. Double click on the "Page" button  for the **data bar** to be displayed.

V	Alt	Dist.Dest	H.E.Destino
40.1 Km/h	23.1 m	76 Km	17:51

2. Click on the data bar for the **data page** to be displayed.

V	Alt
40.1	21
Km/h	m
Rumbo	Pgps
045	41°23.019'N 002°09.641'E
°	
Odóm.Total	Odóm.Parcial
2124	1.352
Km	Km
Pend.	Goto Flecha
-0.37	↑
%	

Both the data bar and the data page can be personalized so that the information you are most interested in appears. To do this:

1. Access the Menu by clicking on the navigation panel.

2. Select "View".



3. Click on "Data bar" or "Data page" as required to configure one of the data presentations.



4. The data selection window will open. Data marked with an X will be displayed.

☒ H.E.Destino
☒ T.E.Destino
☒ Pend.
☐ Pgps
☐ Vel.Vert

5. Select the variables you want by double clicking on the data with the pencil, or using the "Select / Unselect" button. You can find a list of these variables, with their meanings, in annexe 2.



6. You can also change the order of the data on screen, using the scroll arrows in the window.



7. Repeat steps 5 and 6 until you have configured the data layout according to your requirements, and click OK.

V	Alt	Dist.Dest	H.E.Desti	Pend.
Km/h	m	Km		%

8.2.4 Points of interest / Speed Traps

During your navigation, TwoNav can warn you when you are approaching certain points of special interest. A particular case of this would be speed traps controlling traffic speed.

TwoNav will treat any points you file in the "Speedcamera" folder (normally in \Program Files\CompePocket\Speedcamera) as speed traps, and it will give you a sound and visible warning when you approach any of them.

If you also want to be advised of general points of interest, you will need to configure the properties of any waypoints you have saved in the "POI" folder (normally in \Program Files\CompePocket\POI), manually.

See the [Personalized points of interest](#) section for further information on how to configure either general points of interest or speed traps.

9 Creating and editing position references

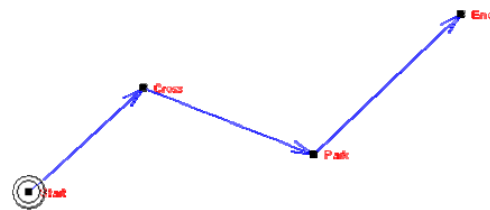
To make it possible to orientate and mark elements of interest, you need to work with some type of reference that can be used to leave a record of the positional information that might be useful.

Three types of references are commonly used in GPS navigation:

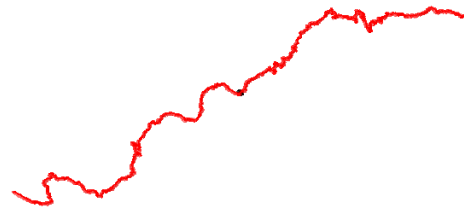
Waypoints: Isolated reference point. In addition to the coordinates, it can include a large amount of information, such as: Name, description, altitude, icon, etc.



Routes: Series of ordered waypoints. These are used to give a certain direction to the series of waypoints, so that you can be directed to reach all of them in succession.



Tracks: A sequence of coordinate points. These "track points" contain minimum information to produce successions of a large number of points. In this way, a detailed drawing of the journey will be produced. A comparison with the "track" this journey would leave is usually made.



TwoNav can work with all these reference types. The next sections describe how to create them, edit them and consult their properties.


For the references you create on the map to include the data on the altitude of the terrain, you will need to have an elevation map for the area loaded in CDEM landscape format.


9.1 Context Mode

To work with this type of references, you will often need to use the "context mode".

In this mode, when you click on an element loaded on screen (map, waypoint, track...), a context menu will open, with different options, depending on where you have clicked.

To activate the "pointer mode":

1. Click the "page" button  to show the button bar.

2. Click the “context mode” button .
3. Now click on any element loaded. The “context mode” will be automatically deactivated once the menu has been opened. If you want to use it again, you should repeat the process.

See the sections on [waypoints](#), [routes](#) and [tracks](#) to learn about the utilities of the context mode.

9.2 Working with Waypoints

9.2.1 Creating and editing waypoints

9.2.1.1 Opening Waypoints file

You can only have one waypoints file open and so, if you load another one, the first one loaded will be closed.

To open a waypoints file:

1. Access the Menu by clicking on the navigation panel.
2. Select “Advanced > Open...”.
3. Select “Waypoints (*.wpt)” on the “Type” label.



4. Double click on the file you want to open.

9.2.1.2 Creating a waypoint on the map

You can create a waypoint directly onto the map, without the need to know its coordinates:

1. Activate the “[context mode](#)”.
2. Click on the exact place where you want to position the waypoint (you will go to a context menu).

N.B.: For this operation to work successfully, you will need to have a well calibrated map for reference. Additionally, if you want the waypoint created to include information on the altitude of the terrain, you will need to have an elevation map for the area loaded in CDEM landscape format.

3. Select the “New... > Create waypoint here” option in the context menu.



4. The waypoint properties window will open; here, you can view and change different aspects of the waypoint created (name, coordinates, colours...). See the sections on Changing a waypoint and [Waypoint properties](#)

9.2.1.3 Creating a waypoint on the current position.

You can create a waypoint during navigation, on your current position. To do this:

1. Access the Menu by clicking on the navigation panel.
2. Select "Advanced > Create WPT".
3. A waypoint will be created in your current position.
Unlike creating a waypoint on the map, the waypoint properties window will not open, to make the operation faster. You can change its [properties](#) later.

9.2.1.4 Creating a waypoint by entering the coordinates

If the information you have is the exact coordinates of the position where the waypoint is to be sited, you can enter them as follows:

1. Access the Menu by clicking on the navigation panel.
2. Select "Advanced > Lists > List of waypoints"
3. In this window, go to the Context menu for the waypoint (by clicking on the window; you do not need to click on a waypoint).
4. In the context menu, click the **New Waypoint** function and enter the necessary data and coordinates using the keyboard. See [Waypoint properties](#).

9.2.2 Waypoint properties

Each waypoint includes varying information that can be consulted or edited from the waypoint properties window. You can access this as follows:

1. Activate the "[context mode](#)".
2. Click on the waypoint you require (you will go to a context menu).
3. Select the "Properties" option in the context menu.

You can also access this window from the list of waypoints loaded:

1. Access the Menu by clicking on the navigation panel.
2. Select "Advanced > Waypoints > List of waypoints"

3. In this window, go to the Context menu for the waypoint (by clicking on it).
4. Select the "Properties" option in the context menu.

You will find the following sub-sections in the waypoint properties window, with their configuration options:

- **Data:** Here, you can edit the **name** of the waypoint, its **description**, the **colour** of the text and background, and the **icon** to represent it.
- **Coordinates:** In this section, you can change the numerical value of the waypoint coordinates, as well as its altitude. To change the type of coordinates or the datum, you will need to go to File>Coordinates (Extended menu).
- **Advanced:** Enter a distance in metres; this will be the **radius** that will encompass the waypoint, represented by a circle on the map around the waypoint.
- **Associations:** Here, you can view any associated files this waypoint has (you can also do this by double clicking on the waypoint on the map or from its context menu), or associate new ones.

To open an associated file, keep the pencil pressed down on it and select **Open**. If you select **Delete** in this same menu, this association will be deleted.

To associate a new file, keep the pencil pressed down anywhere on the screen, and select **Add**.

9.2.3 Finding a waypoint loaded on screen

To centre the required waypoint on screen:

1. Access the Menu by clicking on the navigation panel.
2. Select "Advanced > Waypoints > List of waypoints"
3. In this window, go to the Context menu for the waypoint (by clicking on it).
4. Select the "Zoom here" option in the context menu.

9.2.4 Save waypoints / Save waypoints as...

When you are satisfied with the work on your waypoints, you can save them as follows:

1. Access the Menu by clicking on the navigation panel.
2. Select "Advanced > Lists > List of waypoints"
3. Keep the pencil pressed down on the window to open the context menu.
4. Click the **Save Waypoints** function (any changes you have made will be saved directly, overwriting the previous file) or **Save Waypoints as...** (in this way, you can create a new waypoints file and save it wherever you wish).

9.2.5 Closing the waypoints file

1. Access the Menu by clicking on the navigation panel.
2. Select "Advanced > Lists > List of waypoints"

3. Context menu of the waypoint to be closed (by pressing the pencil on the waypoint).
4. Click the “Close Waypoints” function and the waypoints file will be closed. To delete just one waypoint, see the [Deleting a waypoint](#) section.

9.2.6 Deleting a waypoint

1. Go to the context menu of the waypoint to be deleted, either:
 - Straight from the screen (activating the pointer mode and pressing the pencil on the required waypoint)
 - From the **Advanced > Waypoints > List of waypoints** menu, and going to the context menu for the required waypoint.
2. Next, select the **Delete waypoint** option.

9.3 Working with Routes

9.3.1 Open Route file

1. Access the Menu by clicking on the navigation panel.
2. Select **Advanced > Open**.
3. Select “Routes RTE” (.rte)” in the “Type” label.



4. Select the route and click OK, or double click on it.

9.3.2 Creating a route on the map

1. Load a well calibrated map.
2. Go to [context mode](#) and select the map point where you want to start the route.

N.B.: For this operation to work successfully, you will need to have a well calibrated map for reference. Additionally, if you want the waypoints of the route created to include information on the altitude of the terrain, you will need to have an elevation map for the area loaded in CDEM landscape format.

3. Open the context menu in it (keep the pencil pressed on the point). In this menu, select **New > Start new route here**.



4. On the map, using the pencil, create the points on the map one by one (by pressing on the sites where there are to be waypoints).
5. To close the route edition, go to the context menu for the route (by activating the [context mode](#) and pressing the pencil on the screen) and click the **Close Route Edition** function. If you want to add more points to the route later on, open the context menu for the route and select **Edit route**; this will enable you to continue to add points in the same way as before.

See the [Changing a Route \(Route Properties\)](#) section for further information on how to edit routes.

9.3.3 Creating a route from a waypoints file

if you want to create a route using your own waypoints files, proceed as follows:

1. Load the waypoints file.
2. Access the menu and go to **Advanced > Lists > List of Routes**.
3. In this window, go to the context menu (by pressing the pencil on the window).
4. In the context menu, select the **Create New Route** function.
5. Access the context menu for the new route (by pressing the pencil on the window) and select **List of route waypoints**. This list will open.
6. Open the context menu of the list of route waypoints and select **Add waypoint from the list** and select the initial waypoint of the route.
7. Repeat step 6 to add further waypoints to the route.
8. Once completed, click OK, and the route will be created. On screen, you will see the name of the duplicated waypoints, as you still have the waypoints file loaded; this will be corrected when you close it.

See the [Changing a Route \(Route Properties\)](#) section for further information on how to edit routes.

9.3.4 Changing a Route

9.3.4.1 Adding and moving route waypoints

You can add and change the order of the waypoints comprising a route:

1. Load the route to be changed on screen.
2. Access the context menu for the route by activating the context mode and pressing the pencil on the route **on the map** or on the route name in the **List of Routes** window.
3. Select the **List of route waypoints** option. The route waypoints will be displayed in order.
4. Next, access the context menu of this new window by clicking on one of the route waypoints or on the blank area. From this menu, you can access the following route edition functions:
 - **Add waypoint from the list:** This opens a window with the waypoints from the waypoints file you have loaded, and enables you to select one to add it to the route. The new waypoint will be added just before the waypoint in the route the context menu was opened on.
 - **Move waypoint up:** Select the waypoint and click this function to move it forwards in the order of waypoints, and so bring it closer to the start of the route.
 - **Move waypoint down:** Select the waypoint and click this function to move it back in the order of waypoints, and so take it closer to the end of the route.
5. When you have the order you like best, click OK.
To make the changes permanent over time, you will need to [save the route](#).

9.3.4.2 Reversing the route

To put the route in the opposite direction to its original version:

1. Load the route to be reversed on screen.
2. Activate the [context mode](#) and access the context menu for the route on the map (by pressing the pencil on the route) or in the List of Routes window.
3. Select **Tools > Reverse route**. In this way, you will change the direction of the route, and it will start from the end.

9.3.4.3 Propiedades de la ruta

Se pueden consultar diferentes datos de una ruta cargada (distancia, área que encierra, altura máxima, etc.) y modificar algunos de ellos (color, grosor real y del píxel) desde la ventana de propiedades de la ruta. Para acceder a esta ventana:

1. Access the context menu for the route (by activating the [context mode](#) and pressing the pencil on the route) or in the context menu of the "List of routes" window.
2. Click "Route properties" and this window will open.
3. Editable data are marked by a pencil icon. To modify their values just double click.

9.3.5 Finding a route loaded on screen

To centre the required route on screen:

1. Access the Menu by clicking on the navigation panel.
2. Select "Advanced > Lists > List of routes"
3. In this window, access the Context menu for the route selected (by pressing on it).
4. Select the "Zoom here" option in the context menu.

9.3.6 Saving a Route

Once you are satisfied with the route you have produced, you should save it, for reference, or to amend it again in the future:

1. Access the context menu for the route (by activating the [context mode](#) and pressing the pencil on the route) or in the context menu of the "List of routes" window.
2. Click the "Save Route" option to overwrite the previous route data, or "Save route as" to create a new file, and give it a name and location.

9.3.7 Closing the Route

1. Access the context menu for the route (by activating the [context mode](#) and pressing the pencil on the route to be saved) or in the context menu of the "List of routes" window.
2. Click the "Close Route" option and the selected route will be closed.

9.4 Working with Tracks

9.4.1 Opening a Track

To load a track on screen:

1. Access the Menu by clicking on the navigation panel.
2. Select **Advanced > Open**.
3. Select "Tracks" (.trk, .igc, .plt) in the "Type" label.



4. Select the track to be opened and click **OK** (you can also double click on the track)

9.4.2 Memorizing a track en route

During navigation, TwoNav memorizes the track of your journey along the way (in the "compe-data" folder of your PDA). You can configure the memorization parameters, by going to the **Advanced > Options... > Moving Map** menu.

You can easily choose whether you want TwoNav to memorize the track from the **Advanced > Memorize track** menu.



You can find further information on [track recording](#) in the [Configuration](#) section.

9.4.3 Finding a track loaded on screen

To centre the required track on screen:

1. Access the Menu by clicking on the navigation panel.
2. Select **Advanced > Lists > List of tracks**
3. In this window, access the Context menu for the track (by pressing on it).
4. Select the "Zoom here" option in the context menu.

9.4.4 Saving the Track

The track that it being travelled with the Moving map is automatically saved in the \compe-data folder of your PDA. To save this track, or any other you have loaded, manually, proceed as follows:

1. Access the Menu by clicking on the navigation panel.
2. Select **Advanced > Lists > List of Tracks**.
3. Select the required track and access its context menu (by pressing with the pencil).
You can also perform this operation from the track drawing on the main screen (by activating the [context mode](#)), instead of doing it from the list of tracks.
4. Click the **Save Track** function (to overwrite the previous track) or **Save Track as...** (to select a location and new name to save it under).

9.4.5 Changing a track

9.4.5.1 Renaming a Track

1. Access the context menu for the track (by activating the [context mode](#) and pressing the pencil on the drawing of the required track, or from the "List of Tracks" window).
2. Click the "Rename Track" option and enter the name you require. We recommend also entering the extension for the track (.trk .igc or .plt).

9.4.5.2 Changing the Track colour and thickness

1. Access the context menu for the track (by activating the [context mode](#) and pressing the pencil on the drawing of the required track, or from the "List of Tracks" window).
2. Click the "Track Properties" option and, in the new window, change the **Colour** and **Thickness** sections by double clicking on the small pencil icon on the left.

9.4.6 Analysing the track (track properties)

You can analyse the track and all the data memorized automatically by CompeGPS Pocket Land during the course of the journey. You can analyse it graphically, or by checking its data in the properties window:

- To view the **graphic** of the track:
 1. Access the context menu for the required track (by activating the [context mode](#) and pressing the pencil on the required track, or from the "List of Tracks" window).
 2. Select "Graphics window". A window will open with a graphic representation of the route taken by the track, with altitude in the Y axis and time in the X axis. You can change the value of this axis by opening the context menu (keeping the pencil pressed down) and selecting "Distance".
- To view the track **properties**:

1. Access the context menu for the required track (by activating the [context mode](#) and pressing the pencil on the drawing of the track, or from the “List of Tracks” window).
2. Select **Track Properties**: From this window, you can change certain of the track parameters (by double clicking on the small pencil on the left of the editable properties), and consult a wide variety of data, grouped into sections:
 - **General**: File Name (to change this, see [Rename Track](#)), User Name, Trip Name.
 - **Date and Time**: Day, departure time (first track point), arrival time (last track point), duration, difference between local time and UTC (Universal Time Coordinated – hours ahead or behind Greenwich Mean Time 0 meridian), stoppage time, travel time.
 - **Track points**: Number of points, Memorization interval (this value can be configured from the “Moving Map” section of the options window), Extra point fields (additional data included in the track points, as well as coordinates, altitude and time).
 - **View**: Thickness and colour of the track drawing.
 - **GPS**: Model of GPS, Serial number, and whether the track has a digital signature.
 - **Distances**: Distance projected (this is the distance travelled on the horizontal plane, disregarding any distance travelled in terms of altitude), Distance with altitudes (this is the actual distance travelled, following the orthography of the terrain), Linear distance (straight-line distance between the first and the last track point), Surface Area (surface area enclosed by the track). This last figure is obtained by closing the track with a straight line, if you do not have a closed track).
 - **Speeds**: Average speed, Top speed and Average linear speed (average speed of travel if you had travelled the linear distance in the same time as it took you to travel the track).
 - **Altitudes**: Track with altitudes (if the track has the altitude information), Maximum altitude, Minimum altitude, Departure altitude (at the start of the track), Arrival altitude (at the destination point), Gain from departure (difference between the departure altitude and the maximum reached), Departure-arrival altitude difference, Maximum altitude difference (difference in altitude between the highest and the lowest point of the track), Cumulative ascent (sum of the different altitude gains undergone during the track; i.e. how much you have actually had to ascend), Max. Vertical Speed (uphill speed), Min. Vertical speed (downhill speed), Max. Gradient, Min. Gradient.

9.4.7 Close Track / Delete track

If you don't want a loaded track to continue to be displayed on screen:

1. Access the context menu for the track (by activating the [context mode](#) and pressing the pencil on the required track, or from the “List of Tracks” window).
2. Click the **Close Track** option, and this track will be removed from the screen.

In addition to closing the track, if you want to delete it from the PDA memory so that it cannot be opened at a later date, select **Delete track from disc** in step 2.

10 Annex 1

Visible signals list:

Signal	Meaning
	Turn left
	Keep left
	Turn sharply to the left
	Take the highway (from the left)
	Exit the highway (to the left)
	Stay in the left lane
	Keep left (road bifurcation)
	Go straight
	Departure



On-road mode



Turn right



Keep right



Turn sharply
to the right



Take the
highway (from
the right)



Exit the
highway (to
the right)



Stay in right
lane



Keep right
(road
bifurcation)



Take
corresponding
exit at the
roundabout
(4th in the
example)



Arrival at
destination



Off-road mode

11 Annex 2

Next you can find a description for available fields for data bar and data page:

- **Norm. Acc:** Normal acceleration (perpendicular to movement, in circular movements).
- **Norm. Acc:** Normal acceleration (perpendicular to movement, in circular movements).
- **AGL:** Altitude from Ground Level.
- **L. Alt.:** Altitude of the land we are overflying.
- **Alt:** Altitude over sea level.
- **Maximum height:** In current flight.
- **Battery:** Remaining energy in PC/PDA.
- **Demora:** Diferencia, en grados, entre el rumbo programado (al siguiente waypoint) y el rumbo que realmente estamos siguiendo.
- **Rte dev:** Distance to active route.
- **Differential:** GPS gives differential signal (submetric accuracy).
- **Dist. Dest.:** Distance to destination (last waypoint of the route).
- **Dist. to next:** Distance to next waypoint.
- **HDOP:** Horizontal Dilution Of Precision (estimated current accuracy of the GPS).
- **Free memory:** Free space in PDA's memory.
- **Goto Arrow:** An arrow will point to next waypoint.
- **Hour Dest:** Estimated hour to reach destination (last waypoint of the route) (at current speed).
- **Hour Next:** Estimated hour to reach next waypoint (at current speed).
- **Number of points:** Track points saved up to this moment.
- **Partial Odom.:** Covered distance from current flight start (reset keeping the pencil pressed on the field).
- **Total Odom.:** Aggregate distance of all your flights (it can be reset).
- **Slope:** Slope of our current movement.
- **Pgps:** Position from GPS.
- **Rad.T:** Radius of turn.
- **Brg. next:** Bearing to next waypoint.
- **BRN:** Orientation of our course in horizontal plane (0 = N, 90 = E, 180 = S, 270 = W)

- **Place:** When a vector map is loaded with information about the zone, this will show the name of the element which fits with our current position.
- **E.T. Dest:** Estimated time to reach destination (last waypoint of the route) (at current speed).
- **E.T. Next:** Estimated time to reach next waypoint (at current speed).
- **Temper:** Temperature.
- **Max. sp.:** Maximum speed in current flight.
- **V:** Current speed.
- **Mean speed:** Mean speed from start to now.
- **Vert. S:** Vertical speed.
- **Next WPT:** Name of the waypoint you are going to.