

NAVMAN

SmartST™ 2005

for Pocket PC

User Manual



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1. Introduction

Thank you for purchasing SmartST 2005 for Pocket PC. We hope you enjoy using your new GPS navigation software.

Whether you travel in your own country or elsewhere, SmartST will direct you to your destination without the need for map books and second-hand instructions. The Global Positioning System (GPS) is available free of charge, at any time, and is accurate to within 5 m (15 ft). Your SmartST map provides street-level detail for door-to-door navigation, including Points Of Interest (POIs) such as accommodation, railway stations and airports.

Use this manual to help you install SmartST, learn how to operate it effectively and safely, and discover the range of features available to you.

Navman welcomes your feedback. To contact us or visit our website, see *Support Information* on page 64.

GPS and GPS Signals

The Global Positioning System is a network of satellites that transmit accurate time and position information worldwide. GPS receivers receive signals from these satellites and use the information to determine an exact location.

Satellites orbit the earth at around 12,000 miles above the surface. While a GPS receiver can detect signals from up to 12 satellites at any time, only three signals are needed to provide a position or GPS "fix" (latitude and longitude) for vehicle navigation systems.

SmartST is designed to use GPS information to find your current position, and calculate the best route to your desired destination using the available road maps. SmartST will then guide you with voice and visual commands to your destination using the continuous stream of GPS data to track your position.

The iCN GPS antenna receives GPS signals. To receive GPS signals, ensure that the iCN is outdoors, or in a vehicle outdoors, and the GPS antenna has an unobstructed view of the sky. The iCN can operate in all weather types except snowfall.

For details about reading the SmartST GPS Status screen, see page 19.

Safety Notice

WARNING: In a vehicle, it is your sole responsibility to place, secure and use the Pocket PC in a manner that will not cause accidents, personal injury or property damage. The user of this product is solely responsible for observing safe driving practices. It is your responsibility to read and follow the vehicle mount installation instructions and to use the product consistent with your government's laws/regulations. Consult the vehicle manual to ensure the mounting location is safe.

It is your sole responsibility to adhere to the following safety instructions at all times:

- Do not operate the Pocket PC while driving or place the Pocket PC in a position that obstructs the driver's view.
- Do not mount the Pocket PC in a way that may be distracting or interfere with the safe operation of the vehicle, the deployment of airbags or other safety equipment.
- Do not leave the Pocket PC in view while your vehicle is unattended, especially in strong or direct sunlight.
- Do not use or handle the Pocket PC when it is hot; leave it to cool, out of direct sunlight.

Failure to adhere to these instructions may lead to serious personal injury, including death, or property damage. Navman disclaims all liability for use of the iCN that contributes to injuries, death, property damage or violates law.

Upgrading from Previous Version of SmartST

To upgrade your version of SmartST to version 2005, you must first uninstall previous versions of SmartST Desktop from your computer and SmartST from your Pocket PC. Your maps, Favourites, Quick Navs and settings will be retained unless you are upgrading from SmartST V1.90 (**Product Key: SSP-190-XXXXX-XXXXX**) or 1.91 (**Product Key: SSP-191-XXXXX-XXXXX**).

Note: This upgrade procedure does not apply to PiN 570.

Complete the following steps to uninstall previous versions of SmartST:

1. If you are upgrading SmartST on a Navman PiN Pocket PC 100 or 300, go to step 6. If you are upgrading a different model of Pocket PC, continue to step 2.
2. If you have SmartST maps stored on a SD or MMC memory card, insert the memory card in your Pocket PC or memory card reader.
3. Connect your Pocket PC to your computer using a USB cable, synchronisation cradle, or other device that came with your Pocket PC.
 - Microsoft® ActiveSync® will synchronise with your Pocket PC.
4. If you are upgrading from SmartST V1.90 and 1.91 continue to step 5. Otherwise go to step 7.

5. Versions 1.90 and 1.91 Only:

The maps supplied with SmartST V1.90 and 1.91 are not compatible with SmartST 2005. Complete the following to uninstall maps from your Pocket PC and memory card.

- a. Open SmartST Desktop on your computer:
Start → Programs → Navman → SmartST Desktop.
- b. Use SmartST Desktop to uninstall all maps from your Pocket PC and memory card.
- c. Close SmartST Desktop.
- d. Go to step 7.

6. PiN 100 and PiN 300 Only:

- a. Insert the memory card that came with your PiN in to your PiN.
- b. Reset the PiN by using the stylus to press the **RESET** button on the left side of the PiN.
- c. Open File Explorer on your PiN: *Start → Programs → File Explorer.*
- d. Browse to the memory card.
- e. Tap and hold the **2577** folder. Select **Delete** from the *Pop-up* menu.
- f. Tap and hold the **Navman** folder. Select **Delete** from the *Pop-up* menu.
- g. Close File Explorer.
- h. Reset the PiN by using the stylus to press the **RESET** button on the left side of the PiN.

7. Uninstall **SmartST** from your Pocket PC using the *Remove Programs* feature in your Pocket PC Windows® Settings panel:
Start → Settings → System tab → Remove Programs.
8. Uninstall **Navman SmartST Desktop** from your computer if it has previously been installed, using the *Add or Remove Programs* feature in your Windows Control Panel:
Start → Control Panel → Add or Remove Programs.

Refer to subsequent chapters of this user manual to install and activate SmartST 2005, install new maps and navigate to your destination.





2. Pocket PC Features

4-Way Toggle

The style of the **4-way toggle** differs between models of Pocket PC. It may be referred to as a navigation button or navigation stick; it may be a 5-way toggle. See your *Pocket PC manual* to identify the 4-way toggle.

*Note: The Acer® n30 Pocket PC does not have a toggle. To use SmartST, you must first assign **Button 1** to <Scroll Right> and **Button 4** to <Scroll Left>.*

See your Acer n30 manual for information on how to assign buttons.

Toggle	Description
Left 	Opens the <i>Main Menu</i> screen.
Right 	Cycles through the navigation screens once a route has been calculated: <ul style="list-style-type: none"> • <i>2D Map</i> screen • <i>3D Map</i> screen • <i>Next Instruction</i> screen • <i>Instruction List</i> screen.
Up 	From the <i>2D Map</i> screen, enables you to zoom in to view less of the street map, but with more detail. From the <i>3D Map</i> screen, with the Information button set to Angle , enables you to increase the viewing angle.
Down 	From the <i>2D Map</i> screen, enables you to zoom out to view more of the street map, but with less detail. From the <i>3D Map</i> screen, with the Information button set to Angle , enables you to decrease the viewing angle.

Touch-Screen

Use the stylus with the Pocket PC touch-screen to navigate and use the *Main Menu* options, set destination addresses and configure the GPS status. See your *Pocket PC manual* for information on using the stylus with the touch-screen.

Tap and hold the stylus on the *2D Map* and *3D Map* screens to activate the *Pop-up* menu.

See page 39 for information on the *Pop-up* menu.

Portrait vs. Landscape Screens

Microsoft Windows Mobile™ 2003 SE can display SmartST in portrait or landscape mode.

This manual shows most SmartST screens primarily in portrait mode; however, where landscape mode significantly differs from portrait mode, both are shown.

3. Installing SmartST

Begin by installing SmartST Desktop on your computer. Then install and register SmartST on your Pocket PC, activate and download the maps you require from SmartST Desktop. You will need an Internet connection to complete activation.

Note: Windows XP users, ensure XP Service Pack 1 or higher is installed before you install SmartST Desktop.

Microsoft ActiveSync

Microsoft ActiveSync is used to establish a connection between your Pocket PC and your computer. SmartST requires ActiveSync 3.7.1 or higher, which should have been included with your Pocket PC.

See your Pocket PC user manual for more information.

Step 1. Install SmartST Desktop on your Computer

1. Close all open programs on your computer.
2. Insert the SmartST CD into your computer CD-ROM drive. The SmartST Desktop installer will start.
 - If your computer does not automatically launch the CD, start the installation manually:
Start → Run.
Type **D:\Setup SmartST 2005 for Pocket PC.exe** where **"D"** is the letter assigned to your CD-ROM drive. Click **OK**.
3. Follow the screen prompts to install SmartST Desktop.
 - Select your preferred language for SmartST Desktop when prompted.
 - Review and accept the Licence Agreement for SmartST Desktop when prompted.
 - Select a destination folder when prompted.

SmartST Desktop will open.



You are now ready to install and activate SmartST on your Pocket PC.

Step 2. Install and Activate SmartST on your Pocket PC

1. Close all open programs on your Pocket PC.
2. Connect your Pocket PC to your computer via Microsoft ActiveSync 3.7.1 or higher.
 - Microsoft ActiveSync will synchronise with your Pocket PC.
3. Open SmartST Desktop if it is not already open:
Start → Programs → Navman → SmartST Desktop 2005 for Pocket PC.
4. Follow the prompts to install SmartST on your Pocket PC.

PiN 570 only: When prompted for the default installation directory, click **No**. In the **Save In** box, select **ROM Storage**, then click **OK**.

Other Pocket PC models: SmartST must be installed in the default installation directory, not a memory card.

5. If you connect to the Internet via a dial-up connection, connect to the Internet now.
6. Follow the prompts to register online and activate SmartST on your Pocket PC.
 - Review and accept the Privacy Notice when prompted.
 - You will be prompted to enter your contact details so Navman can advise you when updates are released.
 - Enter your SmartST Application Key from the back of the CD box when prompted.
 - Your computer will connect to the Internet and activate your SmartST Application Key.

Your Pocket PC now contains SmartST 2005. You are now ready to install a map to your Pocket PC or memory card.

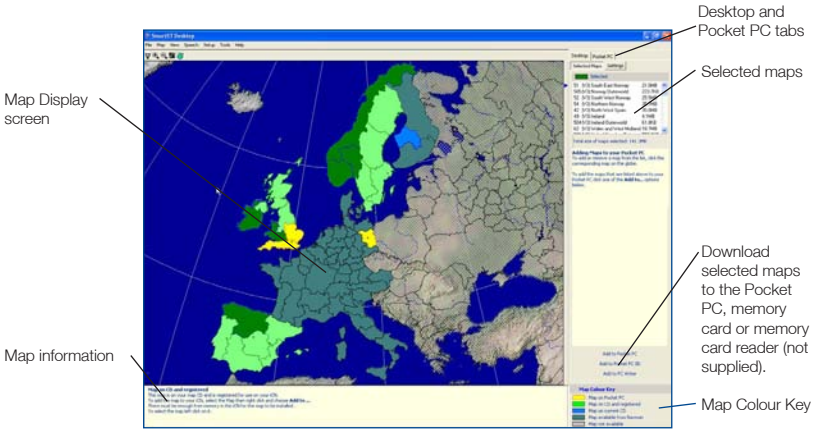
4. SmartST Desktop

SmartST Desktop is used to manage maps to and from your Pocket PC, obtain software updates, manage Custom Points of Interest (POIs) and install Basemaps.

To Open SmartST Desktop

Once SmartST Desktop has been installed, you can access it from the **Start** menu:

Start → *Programs* → *Navman* → *SmartST Desktop 2005 for Pocket PC*



Uninstalling SmartST Desktop from your Computer

We recommend that you use the *Add or Remove Programs* feature in your Windows Control Panel:

Start → *Control Panel* → *Add or Remove Programs*

Uninstall:  **SmartST Desktop 2005 for Pocket PC.**

5. Updating SmartST

Update your SmartST software to the most recent version by accessing the Navman website through SmartST Desktop.

To update your SmartST software, complete the following steps:

1. If you connect to the Internet via a dial-up connection, connect to the Internet now.
2. Open SmartST Desktop:
Start → Programs → Navman → SmartST Desktop 2005 for Pocket PC
3. On the **Setup** menu, select **Update software** then **Check for updates on the web**.
Your computer will connect to the Internet and display the Navman website.
4. Download the update for your region to your computer, if available.
5. On the **Setup** menu, select **Update software** then **Update software on Pocket PC**.
Follow the prompts to update SmartST.

6. Installing and Removing Maps with SmartST Desktop

SmartST comes with one Map Product Key that will allow you to install one map. If you require an additional map, you must first purchase an additional Map Product Key from your Navman supplier.

Use SmartST Desktop to activate your Map Product Key and install the required map.

Installing New Maps

- Insert a memory card into your Pocket PC, if you will be installing more than one map or if you will be installing one map of a large region.
- Connect your Pocket PC to your computer (if it is not already connected) using a USB cable, synchronisation cradle or other device that came with your Pocket PC.
 - Microsoft ActiveSync will synchronize with your Pocket PC.
- Open SmartST Desktop, if it is not already open:
Start → Programs → Navman → SmartST Desktop 2005 for Pocket PC

- Insert a SmartST Map CD into your computer CD-ROM drive, the available maps will display (the default color for available maps is cross-hatch blue).

Note: If your computer opens Windows Explorer, close the Windows Explorer window.



Maps available on the Map CD in your CD-ROM drive are displayed in cross-hatch blue.

- **Australia, New Zealand and North America users:** If you have already activated a Map Product Key for your country, go to step i; otherwise continue to step f.
 - **European users:** If you have already activated a Gold/Pan-European Map Product Key (activates all maps in Europe), go to step i; otherwise continue to step f.
- Click the map you want to install to your iCN.

Note: You may need to install multiple maps to cover the desired geographical area.

- If you connect to the Internet via a dial-up connection, connect to the Internet now.
- Follow the prompts to activate your Map Product Key, including:
 - Enter your Map Product Key from the back of the CD box when prompted.
 - You will be prompted to enter or update your contact details so Navman can advise you when updates are released.
 - Your computer will connect to the Internet and activate your Map Product Key.
 - If you are activating a map from a continental region that was not previously installed on your Pocket PC, follow the prompts to activate the new region. The four continental regions are Europe, USA/Canada, Australia and New Zealand.



- When activation has completed, the map will change color (the default color for activated maps is *light green*), proceed to step i.



The activated map is displayed in light green.

- Click the map to install to your Pocket PC.

The map will change color to indicate it has been selected (the default color for selected maps is *dark green*). The map is now listed in the **Selected** section of the **Desktop Selected Maps** tab.

- **Australia, New Zealand and North America users:** If you have already activated a Map Product Key for your country, repeat step g until all required maps have been added to the **Selected** section of the **Desktop Selected Maps** tab.
 - **European Gold/Pan-European Map Product Key users:** If you have already activated a Gold/Pan-European Map Product Key (activates all maps in Europe), repeat step g until all required maps have been added to the **Selected** section of the **Desktop Selected Maps** tab.
 - **European Silver/Single Map Product Key users:** If you have another Silver/Single Map Product Key to activate (activates a single map), go to step f.



The selected map is displayed in dark green.

- Click an **Add to** button to install all maps listed in the **Selected** section of the **Desktop Selected Maps** tab to your Pocket PC, memory card, or memory card reader (not supplied). SmartST Desktop will install the selected map or maps to your Pocket PC or memory card. When they have been installed, the map or maps will change color (the default color for installed maps is *yellow*).
- To use your iCN, disconnect the USB cable from your iCN.

WARNING: Do not disconnect the USB cable from the iCN **USB Socket** until the *Map Display* screen has refreshed, and the installed map or maps have changed color (the default color for installed maps is *yellow*).

Removing Old Maps

Before you can install a SmartST 2005 map, you must first remove the old version of the map, as you cannot use an old map and a SmartST 2005 map of the same area.

Complete the following for each map that you are upgrading:

- a. Connect your Pocket PC to your computer (if it is not already connected) using a USB cable, synchronisation cradle or other device that came with your Pocket PC.
 - Microsoft ActiveSync will synchronise with your Pocket PC.
- b. Open SmartST Desktop, if it is not already open:
Start → Programs → Navman → SmartST Desktop.
- c. Open the **Maps on Pocket PC** section:
Pocket PC tab → Maps on Pocket PC.
- d. Click the map to be removed and select **Remove from Pocket PC** from the pop-up menu. The map will be removed from your Pocket PC.

7. Starting SmartST

By now, you have installed SmartST on your Pocket PC and, if required, mounted your GPS receiver in your vehicle. You are now ready to start SmartST and ensure that your Pocket PC and GPS receiver are communicating successfully.

1. Refer to your GPS receiver manual about how to establish a valid GPS communications link between your Pocket PC and GPS receiver.
2. Close all open programs on your Pocket PC to provide memory resources for SmartST.

*Note: Tapping **X** or **ok** in the top right corner of an application does not usually close the application, but leaves it running in the background. To close all applications, see your Pocket PC manual.*


3. Tap **Start** (a) to display the *Start* menu (see Figure 1).
4. Tap **Programs** (b) on the *Start* menu.
5. Tap  (c) on the *Programs* screen (see Figure 2).
SmartST will open.



Figure 1. *Start* Menu

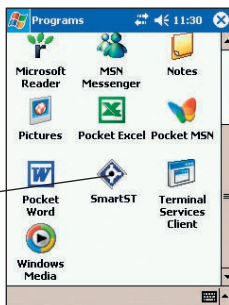



Figure 2. *Programs* Screen

PiN 570: The *Language Selection* screen will display on PiN 570s **not** purchased in Australia, Canada, New Zealand, United Kingdom or United States.

- Tap the language name or associated flag icon, then tap .

6. The *Legal Notice* screen will display. Read the legal notice and tap **I Agree** to confirm you understand.
7. The *Tutorial* will display. Tap  to move through the screens.
The *2D Map* screen will open.

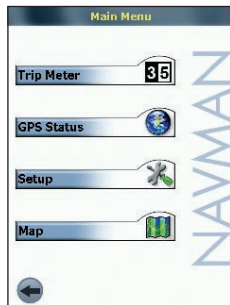
You are now ready to obtain a GPS fix. See *GPS Setup* on page 18.

PiN 570: You can also open SmartST by pressing the  button.
See the *PiN 570 User Manual* for details.

Main Menu Screen

The *Main Menu* screen provides access to all SmartST functions, including navigating to a destination.

1. From the *2D Map* screen, open the *Main Menu* screen by pushing the **4-way toggle** .
2. Tap , to display more *Main Menu* options.




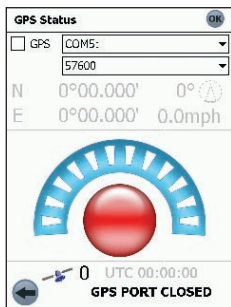
8. GPS Setup

The Global Positioning System (GPS) comprises a collection of satellites orbiting Earth that transmit signals to your Pocket PC. To navigate to a destination using SmartST, you must first obtain a GPS fix.

Getting a GPS Fix

To obtain a GPS fix, your Pocket PC must have a clear view of the sky.

1. From the *Main Menu*, tap , then **GPS Status**.
The *GPS Status* screen will open:



2. Tap the first drop-down box and select the COM port for your GPS receiver from the list that appears. See your *Pocket PC manual* for the correct COM port.
3. Tap the second drop-down box and select the baud rate (speed) for your GPS receiver from the list that appears. See your *GPS receiver manual* for the correct baud rate.
4. Tap the **GPS** checkbox to open the COM port. Your Pocket PC will now obtain a GPS fix.
5. Tap **OK** to return to the *2D Map* screen.

Navman COM Ports and Baud Rates

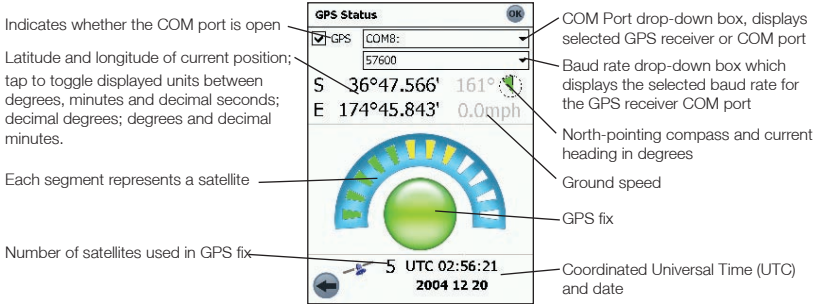
This table gives COM Port numbers and Baud Rates for Navman GPS navigation products:

Device	COM Port	Baud Rate
Navman PiN 100 and PiN 300	COM 2	4800
Navman PiN 500	COM 8	9600
Navman Bluetooth GPS Receiver	*	57600

**The COM port for the Bluetooth GPS receiver varies between models of Pocket PC.*

GPS Status Screen

The *GPS Status* screen provides a visual representation of the information being received. Latitude and longitude are displayed, along with a north-pointing compass, ground speed and the heading in degrees. Available satellites are shown as segments.



GPS Satellite Segment Key

Colour	Description
Red	No signal is being received.
Yellow	A valid signal is being received but not being used to fix your position.
Green	A valid signal is being used to fix your position.

GPS Status Messages

The GPS status messages are displayed on the *2D Map*, *3D Map*, *Next Instruction* and *GPS Status* screens. These messages provide feedback on the status of the GPS receiver connection.

The following table explains the meaning of these messages and includes suggested actions.

Status Message	Meaning	Suggested Action
GPS PORT CLOSED	A GPS COM port has not been opened.	On the <i>GPS Status</i> screen, tap the GPS checkbox to open the COM port selected in the first drop-down box.
NO GPS DATA	A GPS COM Port has been opened but no GPS data are being received.	Ensure the GPS receiver is turned on and connected.
WAITING FOR GPS	A GPS COM Port has been opened, GPS data are being received, but a GPS position fix has not yet been established.	Ensure the GPS receiver has an unobscured view of the sky. If you are in a vehicle with athermic (heat reflecting) windows, you will require an external GPS antenna (sold separately).
GPS LOST	Your GPS fix has been lost.	Ensure the GPS receiver has an unobscured view of the sky.
(no GPS message; date displayed on GPS Status screen)	You have a valid GPS position fix and GPS data are being received.	No action required. You can navigate to your destination.

9. Setting your Destination

Before you travel, specify a destination and SmartST will plan your route. You may select a destination using any of the *Destination* menu options.

Note: Depending on the destination country, some fields may be unavailable when selecting a destination.











Entering Destination Text

Use the keyboard to enter text into the appropriate boxes on the *Destination* screens.

Note: If the text you enter does not match any address or Point of Interest (or any name in Pocket PC Contacts), the text will turn red. In this case, check your spelling and try again.

Destination Icons

Each *Destination* screen displays a variable selection of icons:

Tap	To...
	Return to the previous screen.
	Display the <i>Route Options</i> screen.
	Add current location to Favourites.
	Show the current location on the <i>2D Map</i> .
	Calculate route and display the <i>3D Map</i> .
	Confirm selection.
	Edit current Favourite.
	Delete current Favourite.
	View the <i>Help</i> screen for Destination icons.
	Display information about the current item.

Address Search Rules

The following rules apply when searching for a destination in Europe:

Street Names with Dates

If a street name contains a date or a number, search by the first number:

Example 1: If searching for "**Faubourg du 13 Juillet 1920**", search by "**13**".

Example 2: If searching for "**Avenue du 14 Avril 1914**", search by "**14**".

Example 3: If searching for "**Rue de la 1^{ere} Armée**", search by "**1**".

Streets Named After People (excluding Italy)

If a street name is a person's name (including at least a first and last name), search by the first name:

Example 1: If searching for "**Rue Albert Mathieu**", search by "**Albert**".

Example 2: If searching for "**Fred Archer Way**", search by "**Fred**".

Example 3: If searching for "**Franz Grillparzer-Strasse**", search by "**Franz**".

Streets Named After People - Italy

In Italy, if a street name is a person's name (including at least a first and last name), search by the last name:

Example 1: If searching for "**Via de Angelo de Thomasis**", search by "**Thomasis**".

Example 2: If searching for "**Via Placido Giovannella**", search by "**Giovannella**".

Example 3: If searching for "**Via della Giacomo Marca**", search by "**Marca**".

Postcodes in United Kingdom and Netherlands

When searching by postcode in United Kingdom or Netherlands, type the postcode with spaces and without the last two letters.

Example 1: If searching for "**RH6 9ST**", search by "**RH6 9**".

Example 2: If searching for "**3514 BN**", search by "**3514**".

For exact European street type abbreviations, see *Appendix: Street Types* on page 61.

Navigating to a Street Address




- From the *Main Menu*, tap **Destination**, then **Address**.
The *Destination Address* screen will open.

Note: If you have previously selected a destination and not subsequently exited SmartST, the last address will display.

- Select a country from the **Country** drop-down box.
- Type and select the destination address starting in any box, as follows:

Box	Action
Postcode	<ul style="list-style-type: none"> Tap the Postcode box. The <i>Destination Address - Postcode</i> screen will display. Type up to five characters of the postcode in the Postcode box. <i>Note: When navigating in United Kingdom or Netherlands, type the postcode with spaces and without the last two letters.</i> Select the postcode from the list that displays. Tap . The <i>Destination Address</i> screen will reopen.
Area	<ul style="list-style-type: none"> Tap the Area box. The <i>Destination Address - Area</i> screen will display. Type the name of a geographical location such as a town, city, state or county in the Area box. Select the area from the list that displays. Tap . The <i>Destination Address</i> screen will reopen.
Road	<ul style="list-style-type: none"> Tap the Road box. The <i>Destination Address - Road</i> screen will display. Type the name of a road in the Road box. Select the road from the list that displays. Tap . The <i>Destination Address</i> screen will reopen.
House number	<ul style="list-style-type: none"> Tap the House No. box. The <i>Destination Address - House No.</i> screen will display. Type the house number in the House No. box. Select the number from the list that displays. Tap . The <i>Destination Address</i> screen will reopen.

4. Complete one of the following:

- To calculate and display your route, tap .
The *3D Map* screen will open.
- To display the address without calculating the route, tap .
The *2D Map* screen will open.
- To add the address as a Favourite, tap .
The Favourite will be saved with the name of the road.

Navigating to the Intersection of Two Streets




1. From the *Main Menu*, tap **Destination**, then **Intersection**.
The *Destination Intersection* screen will open.

Note: If you have previously selected a destination and not subsequently exited SmartST, the last address will display.






2. Select a country from the **Country** drop-down box.

3. Type and select the destination address:

Box	Action
Area	<ul style="list-style-type: none"> • Tap the Area box. The <i>Destination Intersection - Area</i> screen will display. • Type the name of a geographical location such as a town, city, state or county in the Area box. • Select the area from the list that displays. • Tap . The <i>Destination Address</i> screen will reopen.
Road 1	<ul style="list-style-type: none"> • Tap the Road 1 box. The <i>Destination Intersection - Road 1</i> screen will display. • Type the name of a road in the Road 1 box. • Select the road from the list that displays. • Tap . The <i>Destination Address</i> screen will reopen.
Road 2	<ul style="list-style-type: none"> • Tap the Road 2 box. The <i>Destination Intersection - Road 2</i> screen will display. • Type the name of a road in the Road 2 box. A list of roads that intersect with the road specified in the Road 1 box will display. • Select a road from the list that displays. • Tap . The <i>Destination Address</i> screen will reopen.

4. Complete one of the following:

- To calculate and display the route to the intersection, tap .
The *3D Map* screen will open.
- To display the address without calculating the route, tap .
The *2D Map* screen will open.
- To add the intersection as a Favourite, tap .
The Favourite will be saved with the name of the road.







Navigating to a Point of Interest (POI)

A POI is a named site, feature, landmark or public venue which can be displayed as an icon on the map. POIs are stored in types, such as parks and museums.

Note: You can also navigate to a POI via the Pop-up menu. See page 39.

- From the *Main Menu*, tap **Destination**, then **Points of Interest**.
The *Points of Interest* screen will open.



- Select a country from the **Country** drop-down box.
- Select a POI category from the **Category** drop-down box.
- Select a type of POI from the **Type** drop-down box.
- Select an Area by tapping the **Area** box.
The *Destination Intersection - Area* screen will display.
 - Type the name of a geographical location such as a town, city, state or county in the **Area** box.
 - Select the area from the list that displays.
 - Tap .
 The *Points of Interest* screen will reopen.
- Tap .
The *Points of Interest* screen will reopen.
- Tap .
The *Points of Interest Results* screen will display, with a list of your search results. Only the first 40 search results will display.
- Select a POI from the list of search results.
 - If the list is long, begin typing the name of the POI in the **Name** box. The list of POIs will reduce to match your search.
- Complete one of the following:
 - To calculate and display the route to the POI, tap .
The *3D Map* screen will open.
 - To display the address without calculating the route, tap .
The *2D Map* screen will open.
 - To add the POI as a Favourite, tap .
The Favourite will be saved with the name of the POI.

Navigating to a Favourite

To navigate to a Favourite, see **Using Favourites**, page 44.

Navigating to a Contact Address

Addresses stored in your Pocket PC Contacts database can be used to set a destination. The contact address must be contained on an installed map.

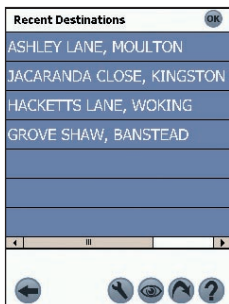
- From the *Main Menu*, tap **Destination**, then **Contact**.
The *Find Contact* screen will open.



- Type the name of your contact in the **Name** box. Select the contact name from the list that displays.
- Tap the **Business**, **Home** or **Other** option to display your contact's correct address details.
- Tap .
- The *Destination Address* screen will open.
- Confirm that the correct details are displayed.
 - If the details of the contact address are incorrect they will display in red. Type and select the correct details and tap . Your Pocket PC Contacts database will be updated.
- Complete one of the following:
 - To calculate and display the route, tap .
The *3D Map* screen will open.
 - To display the address without calculating the route, tap .

Navigating to a Recent Destination

The last 20 routes are stored as recent destinations.

1. From the *Main Menu*, tap **Destination**, then **Recent**.
The *Recent Destinations* screen will open.





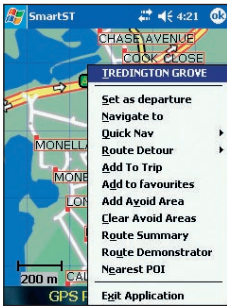
2. Select a destination from the list.
3. Complete one of the following:
 - To calculate and display the route, tap .
The *3D Map* screen will open.
 - To display the address without calculating the route, tap .
The *2D Map* screen will open.

10. Using the 2D Map Screen to Plan a Route

You can plan a route directly from the 2D Map screen using the *Pop-up* menu.

For more information on the *Pop-up Menu*, see page 39.

1. From the *Main Menu*, tap **Map**.
The 2D Map screen will display.
2. Scroll the map by dragging the stylus, then lifting it off the map. Repeat until your destination is visible.
 - Zoom in or out of the map as required to locate your destination, using  to zoom in and  to zoom out.
3. Tap and hold the road or POI icon that represents your destination.
The *Pop-up Menu* will display.



4. Select **Navigate to** from the *Pop-up* menu.
SmartST will calculate and display the route to your destination.








11. Trip Planner

Use the Trip Planner to set multiple destination points for your trip. SmartST will calculate a route via each point, in the specified order.

Destination points can be added via the *Trip Planner* screen or by selecting **Add To Trip** from the *Pop-up* menu. You can save up to 14 destination points per trip.

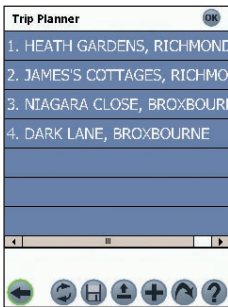
Trip Planner Icons


At the bottom of each *Trip Planner* screen, a variable selection of icons displays:

Tap	To...
	Return to the previous screen.
	Reload the last trip.
	Save the trip.
	Load a saved trip.
	Add a destination to the trip.
	Calculate route and display the <i>3D Map</i> .
	View the <i>Help</i> screen for Trip Planner icons.

Creating a Trip





- From the *Main Menu*, tap **Trip Planner**.
The *Trip Planner* screen will display.







- Tap  to add a destination point.
The *Destination* screen will open.
You may add a destination point using any of the *Destination* menu options.

Adding a Destination Point via Address

1. Tap **Address**.
The *Destination Address* screen will open.
2. Select a country from the **Country** drop-down box.
3. Type and select the destination address:

Box	Action
Postcode	<ul style="list-style-type: none"> • Tap the Postcode box. The <i>Destination Address - Postcode</i> screen will display. • Type up to five characters of the postcode in the Postcode box. <i>Note: When navigating in United Kingdom or Netherlands, type the postcode with spaces and without the last two letters.</i> • Select the postcode from the list that displays. • Tap . The <i>Destination Address</i> screen will reopen.
Area	<ul style="list-style-type: none"> • Tap the Area box. The <i>Destination Address - Area</i> screen will display. • Type the name of a geographical location such as a town, city, state or county in the Area box. • Select the area from the list that displays. • Tap . The <i>Destination Address</i> screen will reopen.
Road	<ul style="list-style-type: none"> • Tap the Road box. The <i>Destination Address - Road</i> screen will display. • Type the name of a road in the Road box. • Select the road from the list that displays. • Tap . The <i>Destination Address</i> screen will reopen.
House number	<ul style="list-style-type: none"> • Tap the House No. box. The <i>Destination Address - House No.</i> screen will display. • Type the house number in the House No. box. • Select the number from the list that displays. • Tap . The <i>Destination Address</i> screen will reopen.

4. Tap .
The destination point is added to your trip.
 - To add another destination point, go to step 2.
5. Tap  to return to the *Destination* screen.
6. Tap  to return to the *Trip Planner* screen.
7. Tap .
The *3D Map* screen will open. SmartST will calculate and display the trip.

Adding Destination Points via Other Options


You may add destination points to the Trip Planner using the Intersection, Points of Interest, Favourites, Contact and Recent destinations options on the *Destination* menu.

Managing the Trip Planner



To manage destination points on the *Trip Planner* screen, tap and hold a destination point. The pop-up *Trip Planner Menu* will display.

- To move a point up, select **Move Up**.
- To move a point down, select **Move Down**.
- To delete a point, select **Delete**.
- To delete all points, select **Clear All**.
- To skip all prior destination points, select **Skip To**.


To save the trip to your Pocket PC or memory card:

- Tap .
The *Trip Save As* screen will open.
- Type a name for the trip in the **Name** box.
- Select a folder in which to save the trip from the **Folder** drop-down box.
- Select a location from the **Location** box in which to save the folder and trip.
- Tap **OK**.
The *Trip Planner* screen will reopen.

Loading a Trip


1. From the *Main Menu*, tap **Trip Planner**.
The *Trip Planner* screen will open.
2. Tap .
The *Trip Open* screen will open.
3. Select the folder containing the trip to be loaded from the **Folder** drop-down box.
4. Tap the trip to be loaded from the list of trip (.trp) files.
The *Trip Planner* screen will reopen.
 - If you have a previous trip displayed on the *Trip Planner* screen, you will be prompted with the option to append the loaded trip to the displayed trip.
5. Tap .
The *3D Map* screen will open. SmartST will calculate and display the trip.




12. Viewing your Route

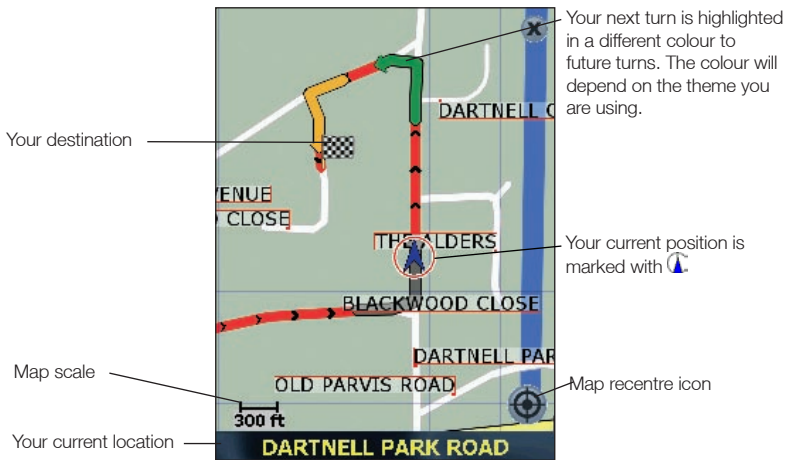
Once a route has been calculated, there are several ways to view it. Cycle through the screens by pressing the right **4-way toggle**  button.

2D Map Screen

The *2D Map* screen is always oriented north and shows your current position (if a GPS fix is active) and surrounding street names. If a route has been calculated, the route and all turns are highlighted.

To view the *2D Map* screen, either tap **Map** on the *Main Menu* screen, or when a route has been calculated, press the **4-way toggle**  to cycle through the screens.





- Navigate around the map by dragging the stylus across the screen.
- To display a smaller area in greater detail, press .
- To display a larger area in less detail, press .
- Tap and hold any point on the screen to access the *Pop-up* menu.
- Tap  to recentre the map on your current position.



3D Map Screen

The *3D Map* screen displays when a route is calculated, oriented to the travelling direction, with an adjustable horizon.

To view the *3D Map* screen when a route has been calculated, press the **4-way toggle**  to cycle through the screens.

- To display a smaller area in greater detail, press .
- To display a larger area in less detail, press .
- Change the viewing angle using  to decrease the angle and  to increase the angle when the **Information** button is set to **Angle**.
- Tap and hold any point on the map to access the *Pop-up* menu.



Next Instruction Screen

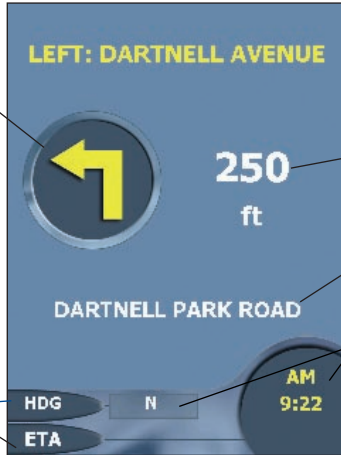
The *Next Instruction* screen displays information that you need for the next turn, the direction of the turn and the distance to the turn.

To view the *Next Instruction* screen, either press the **4-way toggle**  to cycle through the screens until the *Next Instruction* screen is displayed, or tap **Map** on the *Main Menu*.

Direction of next turn.
Tap to hear next instruction.

Information Buttons
Tap to cycle through the following display options:

- Speed
- Time
- HDG (current direction or heading)
- DTG (distance to go to destination)
- ETA (expected time of arrival at destination)
- TTG (time to go to destination)




Distance to next turn

Your current location

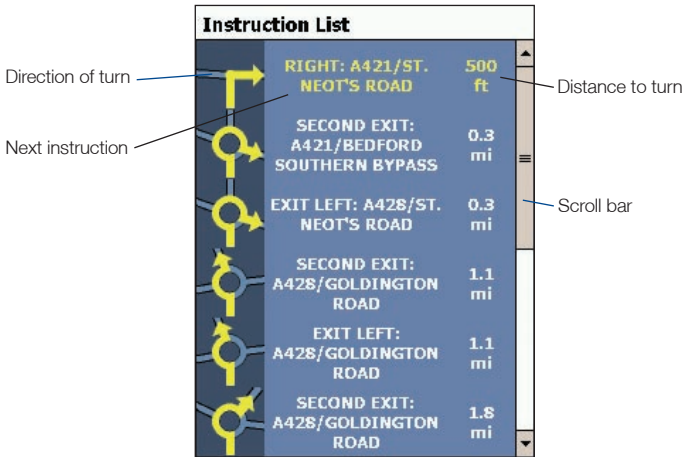
Displays information from Information Buttons

Instruction List Screen

The *Instruction List* screen displays a list of the remaining turns to your destination, the direction of the turn, the street name and the distance to the turn. Each distance shown in the righthand column represents the distance from your current location to that turn. The next turn is highlighted.

To view the *Instruction List* screen, press the 4-way toggle  to cycle through the screens until the *Instruction List* screen is displayed.

- Scroll up and down the list of instructions using the scroll bar.



Turn List View Screen

The *Turn List View* screen displays a map view of your next turn and a list of the remaining turns to your destination. Each distance shown in the instruction list column represents the distance from your current location to that turn. The next turn is highlighted.

- To view the *Turn List View* screen tap **Turn List View** on the *Main Menu*.
- Scroll up and down the list of instructions using the scroll bar.
- Tap an instruction to view the map for the turn in the map-view portion of the screen.
- There are minor differences between the portrait and landscape versions of the *Turn List View* screen (see Figures 1 and 2), e.g., landscape does not contain the Direction of Turn panel.

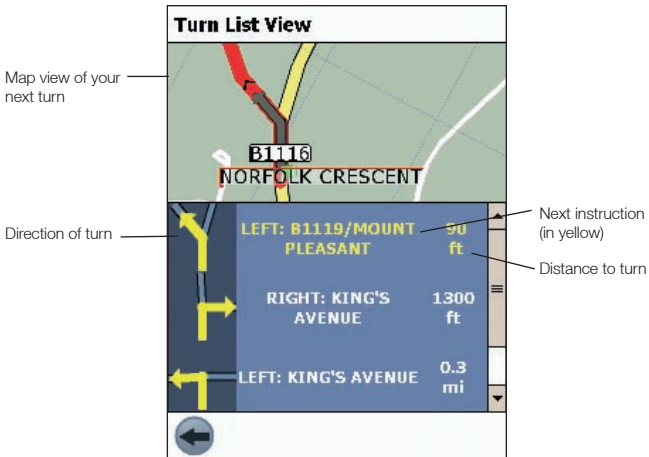


Figure 1. Portrait

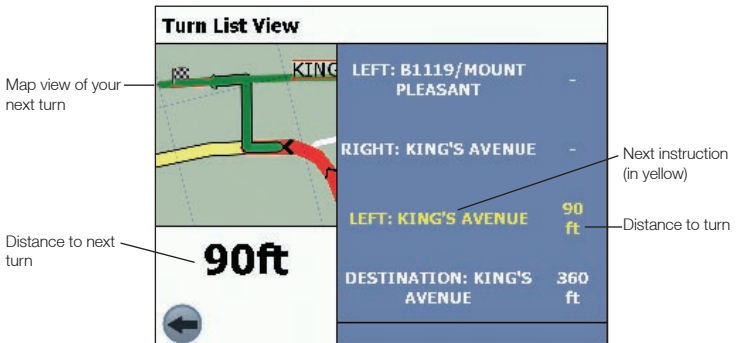


Figure 2. Landscape

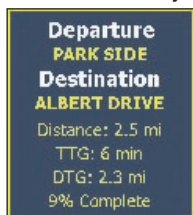
Viewing the Route Summary

A summary of the calculated route can be displayed on the *2D Map* or *3D Map* screen for five seconds. The route summary includes:

- Departure street.
- Destination street.
- Distance of route.
- Time to go to destination (TTG).
- Distance to go to destination (DTG).
- Percentage of route completed (measured by distance).

To display the route summary:

1. Tap and hold the *2D Map* or *3D Map* screen.
2. Select **Route Summary** from the *Pop-up* menu. The route summary will display for five seconds.



You can also display the route summary from the *3D Map* and *Next Instruction* screens by tapping the lower-right corner of the screen.

Viewing the Location Summary

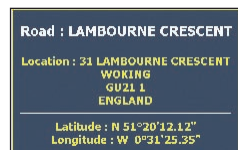
A summary of a location can be displayed on the *2D Map* or *3D Map* screen.

The location summary includes:


- Name of street, POI, Favourite or Quick Nav.
- Description of location.
- Latitude and Longitude of location.

To display the location summary:

1. Tap and hold the *2D Map* or *3D Map* screen.
2. Select the location name from the top of the *Pop-up* menu. The location summary will display.



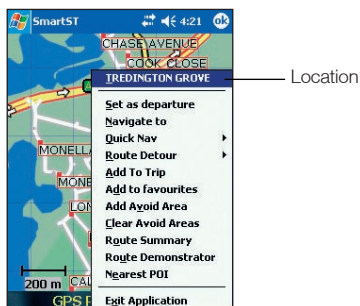
Back-On-Track™ Automatic Rerouting

Your route is recalculated if you make a wrong turn. The  symbol will display on the *3D Map* and *Next Instruction* screens while the route recalculates.

Automatic rerouting is set on the *Route Settings* screen.

13. Map Screen Pop-up Menu

The *Pop-up* menu is displayed from the *2D Map* or *3D Map* screen by tapping and holding a point on the screen.



Menu Option	Description
Location	Displays the name of the selected road, POI, Favourite or Quick Nav. Select to display the location summary.
Set as departure	Sets the selected point as your departure point.
Navigate to	Sets the selected point as your destination point. SmartST will calculate and display the route to your destination.
Quick Nav	Displays a list of your Quick Navs.
Route Detour	Reroutes your route to avoid the next 1, 2, 5 or 10 kilometres or miles.
Add To Trip	Adds the selected point to your trip as a destination point.
Add to Favourites	Adds the selected point to your Favourites.
Add Avoid Area	Adds an Avoid Area for you to size and locate.
Delete Avoid Area	Deletes the selected Avoid Area.
Clear Avoid Areas	Deletes all Avoid Areas.
Route Summary	Displays the route summary.
Route Demonstrator	Starts the Route Demonstrator, demonstrating navigation from your current position or departure point to your destination.
Nearest POI	Opens the <i>Points of Interest</i> screen. Select the POI to navigate to.
Exit Application	Exits SmartST.

14. Avoiding an Area

SmartST enables a route to be calculated that avoids a specified area on the map. Up to ten Avoid Areas can be added per route. Avoid Areas are displayed as shaded areas.

Adding an Avoid Area

1. From the *Main Menu*, tap **Map**.
The *2D Map* screen will open.
2. Tap and hold the area that you want to avoid.
3. Select **Add Avoid Area** from the *Pop-up* menu.
An Avoid Area is displayed.



4. Set the Avoid Area to the correct size and position.
 - To position the Avoid Area, tap and drag it to the area you want to avoid.
 - To size the Avoid Area, tap and drag the sizing boxes to the size required.
5. Tap the Avoid Area to enable it.

Deleting an Avoid Area

1. From the *Main Menu*, tap **Map**.
2. Tap and hold the Avoid Area that you want to delete.
3. Select **Delete Avoid Area** from the *Pop-up* menu.
The Avoid Area is deleted.

Deleting all Avoid Areas

1. From the *Main Menu*, tap **Map**.
2. Tap and hold the *2D Map* screen outside of an Avoid Area.
3. Select **Clear Avoid Areas** from the *Pop-up* menu.
All Avoid Areas are deleted.

15. Route Demonstrator

The Route Demonstrator allows you to:

- Preview a route.
- Plan and view a route without a GPS fix, such as when you are inside a building.

Step 1. Select Departure Point

If you have a GPS fix, you do not need to select a departure point unless the demonstrated route's departure point is not your current location.

1. Find your departure point by scrolling the map with the stylus.
2. Tap and hold the road or POI icon that represents your departure point.
3. From the *Pop-up* menu, select **Set as departure** .

Step 2. Select Destination Point

1. Find your destination point by scrolling the map with the stylus.
2. Tap and hold the road or POI icon that represents your destination.
3. From the *Pop-up* menu, select **Navigate to**.

Step 3. Activate Route Demonstrator

From the *Pop-up* menu, select **Route Demonstrator**.

- If you have selected the *Repeat Route Demonstrator* check box on the *Display Settings* screen, the Route Demonstrator will repeat until you disable it from the *Pop-up* menu.

To Disable Route Demonstrator

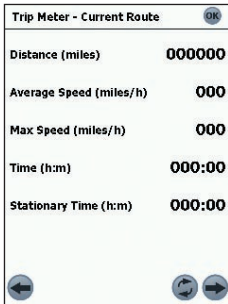
From the *Pop-up* menu, select **Route Demonstrator**.

16. Trip Meter

Trip Meter - Current Route Screen



The *Trip Meter - Current Route* screen is used to view the distance travelled, average speed, maximum speed, time taken and stationary time for your current trip.

- From the *Main Menu*, tap , then **Trip Meter**.



Trip Meter - Current Route	
Distance (miles)	000000
Average Speed (miles/h)	000
Max Speed (miles/h)	000
Time (h:m)	000:00
Stationary Time (h:m)	000:00

The *Trip Meter - Totals* screen is used to view the distance travelled, average speed, maximum speed, time taken and stationary time for all of your trips to date, or since the trip meter was last reset.


- From the *Trip Meter - Current Route* screen, tap .
The *Trip Meter - Totals* screen will open.
- Tap  again to redisplay the *Trip Meter - Current Route* screen.

17. Favourites and Quick Navs



Favourites are used to access frequently used destinations without having to reenter information. Favourites are accessed from the *Favourite List* screen.

You are able to save your three most frequently used Favourites as Quick Navs. Using a Quick Nav is the quickest and easiest way to set your destination. Quick Navs are accessed from the *Quick Nav* screen, or from the *Pop-up* menu on the *2D Map* or *3D Map* screens.

Saving a Favourite

- From the *Main Menu*, tap **Destination**, then **Address**.
The *Destination Address* screen will open.
Note: You can also add an Intersection or POI as a Favourite.
- Select a country from the **Country** drop-down box.
- Type and select the destination address:
 - To select an area, type the name of a geographical location such as a town, city, state or county in the **Area** box. Select the area from the list that displays.
 - To select a road, type the name of a road in the **Road** box. Select the road from the list that displays.
 - To select a house number, type the house number in the **House No** box. Select the number from the list that displays.
- Tap .
The Favourite is saved with the name of the road.

Converting a Favourite to a Quick Nav

- From the *Main Menu*, tap **Destination**, then **Favourites**.
- Select the Favourite to convert to a Quick Nav.
- Tap .
The *Favourite Edit* screen will display.
- In the **Save as** box, select a Quick Nav to save this Favourite to.
- To change the icon for this Quick Nav, tap the icon next to **Change Icon** and select a new icon from the *Favourite Change Icon* screen.
The *Favourite Edit* screen will reopen.
- Tap  to save the Quick Nav.
The *Favourite List* screen will display.


Editing a Favourite or Quick Nav

- From the *Main Menu*, tap **Destination**, then **Favourites**.
- Select the Favourite to edit.

3. Tap .

The *Favourite Edit* screen will display.








4. In the **Name** box, type a name for the Quick Nav or Favourite.
5. To change the icon displayed on the *2D Map* and *3D Map* screen:
 - a. Tap the **Change Icon** icon.
The *Favourite Change Icon* screen will display.
 - b. Tap the icon you want for the Quick Nav or Favourite.
6. Tap  to save the Quick Nav or Favourite.
The *Favourite List* screen will open.

Using Quick Navs

1. From the *Main Menu*, tap **Quick Nav**.
2. Tap your previously saved Quick Nav destination.
The *3D Map* screen will open.
SmartST will calculate and display the route to the Quick Nav.

Note: You can also access Quick Navs via the Pop-up menu.


Using Favourites

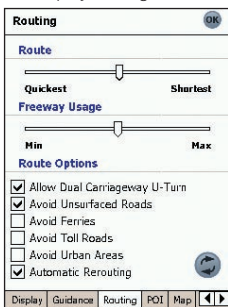
1. From the *Main Menu*, tap **Destination**, then **Favourites**.
2. Select a Favourite from the list.
3. Select one of the following options:
 -  - Displays the *Routing Settings* screen.
 -  - Opens the *Favourite Edit* screen to edit the Favourite.
 -  - Deletes the Favourite.
 -  - Displays the Favourite on the *2D Map* screen.
 -  - Calculates the route to the Favourite and displays it on the *3D Map* screen.

18. Settings

You can modify the following settings to suit your preferences:

Display Settings


- From the **Main Menu**, tap , then **Setup**, then the **Display** tab.
The **Display Settings** screen will open.



- Modify the settings as required:

If you want to...	Then...
improve screen contrast in light or dark conditions	select either Day or Night in the Map Colours section.
change the colour scheme of all map screens	select your preferred colour scheme from the Map Colour Scheme drop-down box in the Map Colours section.
display a topographical map on all map screens	select the Display Topography check box in the Map Detail section.
display No Entry icons on blocked roads on all map screens	select the Display Blocked Road Icons check box in the Map Detail section.
display grid lines on all map screens	select the Display Map Grid check box in the Navigation Options section.
enable auto-zoom when navigating to your destination	select the Enable Auto Zoom check box in the Navigation Options section. If selected, the 2D Map or 3D Map screen will automatically zoom in or out depending on your speed to allow optimal view of your route.
enable the route demonstrator to play repeatedly	select the Repeat Route Demonstrator check box in the Navigation Options section.
display Favourites icons on all map screens	select the Show Favourites check box in the Navigation Options section.


- Tap  to accept these changes and open the **2D Map** screen.

Note: After tapping , the last open map or map instruction screen will display. This is usually the 2D Map screen, but other possibilities are the 3D Map screen, the Next Instruction screen, the Instruction List screen and the Turn List View screen.

Guidance Settings

- From the *Main Menu*, tap , then **Setup**, then the *Guidance* tab. The *Guidance* screen will open.






- Modify the settings as required:
 - To enable voice guidance during navigation, select the **Voice Instructions** check box in the **Voice Instructions** section.
 - To change the voice scheme used for voice guidance during navigation, select your preferred voice scheme from the **Voice Scheme** drop-down box in the **Voice Instructions** section.
 - To change the units used to measure distance in SmartST, select either **kilometres** or **miles** in the **Distance Units** section.
- Tap  to accept these changes and open the *2D Map* screen.

Route Recording

You can record specific routes and save them to your Pocket PC or memory card for future reference.

Note: Route recording should be undertaken only for diagnostic or support purposes, as instructed by Navman customer service representative.


To start recording a route

- From the *Main Menu*, tap , then **Setup**, then the *Guidance* tab. The *Guidance* screen will open.
- In the **Route Recording** section, tap **Start**. The *Save As* screen will open.
- In the **Name** box, type a name for the route.
- From the **Folder** drop-down box, select a folder in which to save the route recording.
- From the **Location** drop-down box, select a location in which to save the folder and route recording.
- Tap . The *Guidance* screen will reopen.
- Tap . The *2D Map* screen will open.
- Navigate to your destination.

To finish recording a route

1. From the *Main Menu*, tap *Setup*, then the *Guidance* tab.
The *Guidance* screen will open.
2. Tap **Stop** in the **Route Recording** section, to stop recording the route.
3. Tap **OK**.
The *2D Map* screen will open.

To play a route recording

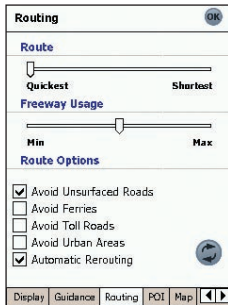
1. From the *Main Menu*, tap , then **Setup**, then the *Guidance* tab.
The *Guidance* screen will open.
2. In the **Route Recording** section, tap **Play**.
The *Open* screen will open.
3. From the **Folder** drop-down box, select the folder containing the route to be played.
4. From the list of recorded routes, tap the route to be played.
The *Guidance* screen will reopen.
5. Tap **OK**.
The *2D Map* screen will open, and the route recording will play.

To stop playing a route recording


1. From the *Main Menu*, tap , then **Setup**, then the *Guidance* tab.
The *Guidance Settings* screen will open.
2. In the **Route Recording** section, tap **Stop** to stop playing the route
3. Tap **OK**.
The *2D Map* screen will open.


Route Settings

- From the *Main Menu*, tap , **Setup**, then the *Routing* tab.
The *Routing* screen will open.



- Modify the settings as required:

If you want to...	Then...
change the Route Type	move the Route slider towards Quickest for SmartST to give more weighting to the fastest time when calculating a route. move the Route slider towards Shortest for SmartST to give more weighting to the shortest distance when calculating a route.
change the Preference for Freeways	move the Freeway Usage slider towards Min to use freeways less often when calculating a route. move the Freeway Usage slider towards Max to use freeways more often when calculating a route.
avoid unsurfaced roads	select the Avoid Unsurfaced Roads check box.
avoid ferries	select the Avoid Ferries check box.
avoid toll roads	select the Avoid Toll Roads check box.
avoid urban areas	select the Avoid Urban Areas check box.
enable Back-on-Track™ automatic rerouting	select the Automatic Rerouting check box. Back-on-Track will update the calculated route if you take a wrong turn.
restore default settings	tap  .


- Tap  to accept these changes.
The *2D Map* screen will open.

Points of Interest (POI) Settings

Points Of Interest (POIs) in a region are grouped into categories. This function allows you to select the category of POI that you need. For example, you may be interested in entertainment venues only and want to disable other POI categories, such as schools.

1. From the *Main Menu*, tap , then **Setup**, then the *POI* tab. The *POI* screen will open.



2. To enable POIs to be displayed on the *2D Map* screen, select the **Show Icons on Map** check box in the **POI Display** section.
3. Select or clear the appropriate check boxes in the **POI Categories** section until only those categories of POIs that you would like to display on the *2D* or *3D Map* screen are selected.
4. Tap  to accept these changes. The *2D Map* screen will open.

Active Map Selection Settings

The *Active Map Selection Settings* screen allows you to specify which of the available maps are to be used. SmartST uses program memory to store map regions, so we recommend that you only specify the map(s) that you currently require.

1. From the *Main Menu*, tap , then **Setup**, then the *Map* tab. The *Map - Active Map Selection* screen will open.



2. Select a memory location from the **Location** drop-down box to display a list of the maps installed in each location.

3. Select or clear the appropriate check boxes until only those maps that you would like to use are selected.
4. If you have access to more than one memory location, go to step 2 and select another location.
5. Tap **OK** to accept these changes.
The *2D Map* screen will open.

General Settings

The *General* screen allows you to export your Favourites to a comma-delimited (.csv) file. Comma-delimited files can be accessed by most database systems.

To export your SmartST Favourites to a comma-delimited file, complete the following:

1. From the *Main Menu*, tap **Setup**, then the *General* tab.
The *General* screen will open.
2. Select the **Favourites** option.
3. Tap **Export** to export your Favourites to: **My Device/My Documents/Navman/Favourites.csv**.
The message "Export Complete" will display.
4. Tap **OK**.
The *2D Map* screen will open.

The *General* screen also allows you to delete all Favourites, Quick Navs or recent destinations.

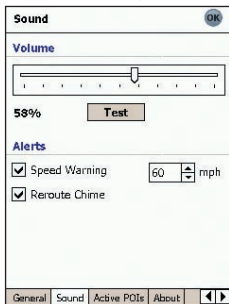
To delete your SmartST Favourites, Quick Navs or recent destinations, complete the following:

1. From the *Main Menu*, tap **Setup**, then the *General* tab. The *General* screen will open.
2. Select either the **Favourites**, **Quicknavs** or **Recents** option.
3. Tap **Clear** to delete your Favourites, Quick Navs or recent destinations.
4. Tap **OK**.
The *2D Map* screen will open.

The *General* screen also allows you to choose to display the tutorial on startup. To display the tutorial when starting SmartST, select the **Show at Startup** check box in the **Tutorial** section.

Sound Settings


1. From the *Main Menu*, tap **Setup**, then the *Sound* tab.
The *Sound Settings* screen will open.



2. Modify the settings as required:
 - Move the **Volume** slider to the right to increase volume; move the **Volume** slider to the left to decrease volume. Tap **Test** to test the volume.
 - To enable an audible warning when travelling over a specified speed, select the **Speed Warning** check box. Select the speed over which the warning is to sound.
 - To enable an audible chime when Back-on-Track™ Automatic Rerouting is activated, select the **Reroute Chime** check box.
3. Tap **OK** to accept these changes.
The *2D Map* screen will open.

Active Points of Interest (POI) Settings

Active POIs are custom POIs that are announced when in close proximity. Custom POIs are added from the SmartST Desktop POI Editor.

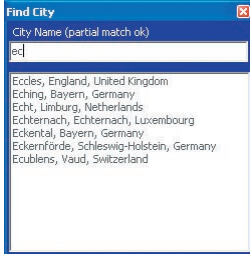
1. From the *Main Menu*, tap , then **Setup**, then the *Active POI* tab.
The *Active POI Settings* screen will open.
2. Select the custom POI to be configured from the **POI** drop-down box.
3. Select the **Active** check box to activate the POI.
4. Modify the settings for the selected POI as required:
 - To enable a visual warning when the POI is nearby, select the **Visual Warning** check box.
 - To enable an audible chime when the POI is nearby, select the **Sound Warning** check box.
 - Select the distance from the POI at which the visual warning displays or the audible chime sounds, from the **Distance** box.
 - Select the time from the POI at which the visual warning displays or the audible chime sounds, from the **Time** box.
5. Tap **OK** to accept these changes.
The *2D Map* screen will open.


19. SmartST Desktop Advanced Features

Find a City or Town

To search for a city or town to verify the map region to be installed:

1. From the **Map** menu, click **Find City**.
The *Find City* window will open.







2. Type the name of the City or Town in the **City Name** box.
The list of available cities will reduce to match your search.
3. Double-click the name of the city or town.
The *Map Display* will rotate to centre on the selected city or town and  will mark the city or town location.

Map Colours and Textures

To access the **Desktop Colours** section: *Desktop tab* → *Settings* → *Colours*.

Adjust the settings to change the look of the map type.

Colour Settings	Description
	Controls map colours.
	Displays the: <ul style="list-style-type: none"> • map border colour • map colour • map border width.
	Adjusts the map border width.
	Controls the map display: <ul style="list-style-type: none"> • solid colour, • no colour, • crosshatch texture.
<input checked="" type="checkbox"/> Show Globe Texture	Controls geographic features displayed on the map. Features are only visible if the map has no colour or crosshatch texture.

Map Layers

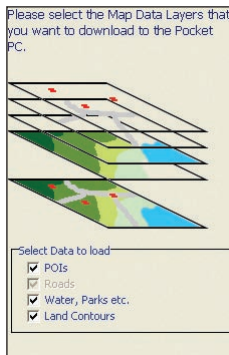
To conserve space on your Pocket PC and memory card, you can choose map layers to install.

The layers you can choose from are:

- Points of Interest (POIs)
- Water, parks
- Land contours.

To access the **Map Layers** section: *Desktop tab* → *Settings* → *Layers*.

Select or clear each checkbox to indicate the layers to be installed with each map.



Points of Interest (POI) Editor

You can create custom Points of Interest (POIs) using the POI Editor in two ways:

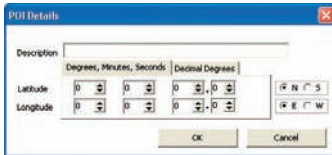
- by creating your own POI files, or
- by using compatible POI files downloaded from the Internet.

A maximum of 25 Custom POI files can be saved on your Pocket PC. The Custom POI files are listed on the *My POI* screen.

Custom POIs can be set to enable a warning chime or visual warning when in close proximity at the *Select Active POI* screen.

Creating a Custom POI File

1. Create a new POI File using the POI Editor.
 - On the SmartST Desktop **Map** menu, click **Points of Interest**. The *POI Editor* window will open.
 - On the *POI Editor* window **File** menu, click **New Text File**. The *POI File Name* window will open.
 - Type a name for the file in the **File Name** box, then click **OK**. The file name can be up to eight characters with no spaces.
2. Add a POI to the POI File.
 - On the *POI Editor* window **Edit** menu, click **New**. The *POI Details* window will open.



- Type a description for the POI in the **Description** box.
 - On the **Degrees, Minutes, Seconds** tab, type or select the degree, minute and second of the POI latitude in the **Latitude** boxes.
 - On the **Degrees, Minutes, Seconds** tab, type or select the degree, minute and second of the POI longitude in the **Longitude** boxes.
 - To save the POI, click **OK**.
3. Repeat step 2 until all POIs have been added to the POI file.
 4. On the **File** menu, click **Save**. The POI file is saved.
 5. Complete *Saving a Custom POI File to your Pocket PC* below.

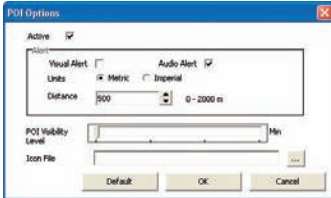
Importing a Custom POI File

1. Download a POI file from the Internet and save it on your computer.
2. Open the POI file using the POI Editor
 - On the SmartST Desktop **Map** menu, click **Points of Interest**. The *POI Editor* window will open.

- On the *POI Editor* window **File** menu, click **Open Text File**.
The *Open* dialogue box will open.
 - Select the POI file from your local or network drive, then click **Open**.
3. Complete *Saving a Custom POI File to your Pocket PC* below.

Saving a Custom POI File to your Pocket PC

1. On the SmartST Desktop **Map** menu, click **Points of Interest**. The *POI Editor* window will open.
2. On the *POI Editor* window **File** menu, click **Save to Device**. The *POI Options* window will open.



3. Modify the POI settings as required:

If you want to...	Then...
activate the POI	select the Active check box. <i>Note: If you do not activate the POI, you will be able to configure only the POI Visibility Level and Icon File settings.</i>
enable a visual warning when the POI is in close proximity	select the Visual Alert check box.
enable a warning chime when the POI is in close proximity	select the Audio Alert check box.
change the units used to measure distance for this POI	select the Metric or Imperial option.
select the distance from the POI at which the visual warning should display or the warning chime should sound	select the distance from the Distance box.
indicate this POIs priority when one or more additional POIs are in the same locale	move the POI Visibility Level slider left or right.
select a custom POI type icon to display on the map	Type the path to the icon file to be used to represent the POI type, in the Icon File box, or select the icon file from your local or network drive clicking ... , locating the file and clicking Open . The file must be a bitmap (.bmp) graphic with a minimum of 6x6 pixels and a maximum of 32x32 pixels.

4. Click **OK** and follow the prompts.

The POI file is saved to the Pocket PC as a Custom POI type.

- If you want to change the file name, edit the file name in the *POI File Name* window *File Name* box, then click **OK**.

The file name can be up to eight characters and cannot contain spaces.

Deleting a Custom POI File from your Pocket PC

1. On the **Map** menu, click **Points of Interest**.

The *POI Editor* window will open.

2. On the **File** menu, click **Manage POI Files**.

The *Manage POI Files* window will open, displaying a list of custom POI files installed on your Pocket PC.

3. Click the **File Name** or **Size** of the POI file to delete.

4. Click **Delete**.

The file is removed from the list, but is not yet deleted.

5. To select another file to delete, go back to step 2; otherwise, proceed to step 6.

6. Click **OK** and accept the changes.

The selected file or files are deleted.

20. Continuous Continental Navigation

Basemaps allow you to seamlessly navigate between installed maps without installing maps of all regions along your route. Each Basemap covers a large area, such as Western Europe or continental United States and contains main roads that connect cities and towns. On the Basemap, you can select a road or POI as your departure point or destination.

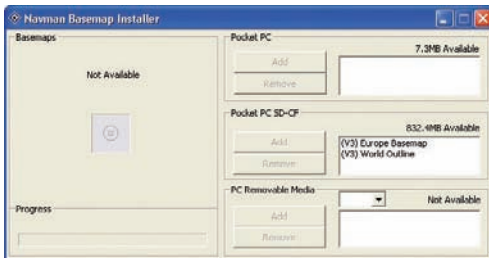
All Basemaps:

- contain roads and ferry connections of high national and international importance.
- use less memory than would be necessary to install all equivalent detailed maps.
- exclude smaller roads and have a reduced level of geographical detail.

You can add and remove Basemaps using the Basemap Installer (see below).

Install Basemap

1. Open SmartST Desktop if it is not already open:
Start → Programs → Navman → SmartST Desktop 2005 for Pocket PC
2. On the **Map** menu, click **Basemaps**.
The *Navman Basemap Installer* window will open.



3. Click the appropriate **Add** button to install the Basemap to the Pocket PC, memory card or memory card reader.

Activate Basemap on Pocket PC

1. From the *Main Menu*, tap *Setup*, then the *Map* tab.
The *Active Map Selection Settings* screen will open.
2. Select a memory location from the **Location** drop-down box to display a list of the maps installed in each location.
3. Select the check box of the Basemap you require.
4. Tap **OK** to accept the change and open the *2D Map* screen.

Remove Basemap

1. Connect the Pocket PC to your computer.
 - Connect your Pocket PC to your computer via Microsoft ActiveSync 3.5 or higher.
 - Close all open programs on your Pocket PC.
2. Open SmartST Desktop if it is not already open:
Start → Programs → Navman → SmartST Desktop 2005 for Pocket PC
3. On the **Map** menu, click **Basemaps**.
The **Basemap Installer** window will open.
4. Select the Basemap to remove and click **Remove**.

21. Improving Performance

SmartST requires an amount of allocated program memory equal to about 10% of the size of the installed and active maps. Without enough allocated memory, you may receive an *Out of Memory* error.

Reducing Number of Active Maps

SmartST uses program memory to store maps, so we recommend that you only specify the map or maps that you currently require. The *Active Map Selection Settings* screen allows you to specify which of the available maps are to be used.

See page 49 for more information.

Increasing Allocation of Program Memory

SmartST requires an amount of allocated program memory equal to about 10% of the size of the installed and active maps.

1. Tap **Start** to display the *Start* menu.
2. Tap **Settings** on the *Start* menu.
3. On the *Settings* screen, tap the **System** tab.
4. Tap the **Memory** icon.
The *Memory* screen will open.
5. Move the slider to the left until you have enough program memory listed on the right.
See your Pocket PC manual for more information.

22. Accessories

These Pocket PC accessories are available for separate purchase from your local Navman retailer:

In-Vehicle Power Adaptor

12 V in-vehicle power adaptor with 2 m power cable

Universal PDA Mounting Kit

Mounts any PDA device in your car.

Appendix: Street Types

Note: Belgium and Switzerland each list street types and their abbreviations in three languages.

Country	Street Type	Abbreviation
Austria	BOULEVARD CHAUSSEE PLATZ STRASSE	BVD CH PL STR
Belgium (Dutch)	BAAN BERG DREEF LAAN MARKT PARK PLEIN SQUARE STEENWEG STRAAT	BN BG DR LN MKT PK PL SQ STWG STR
Belgium (French)	AVENUE BOULEVARD CHAUSSEE IMPASSE MONT MONTAGNE PLACE ROUTE ROUTE NATIONAL RUE SQUARE	AVE BVD CH IMP MT MT PL RTE RN R. SQ
Belgium (German)	CHAUSSEE PLATZ STRASSE	CH PL STR
Finland	GATAN GATE GATA VÄGEN VÄG	GT GT GT V. V.
France	ALLEE AVENUE BOULEVARD CHAUSSEE DOMAINE FAUBOURG IMPASSE MONT MONTAGNE PASSAGE PLACE QUARTIER ROND-POINT ROUTE ROUTE NATIONALE RUE SQUARE TRAVERSE	ALL AVE BVD CH DOM FG IMP MT MT PAS PL QU RPT RTE RN R. SQ TRA

Country	Street Type	Abbreviation
Germany	BOULEVARD CHAUSSEE PLATZ STRASSE	BVD CH PL STR
Ireland	AVENUE BOULEVARD CENTRE CRESCENT PLACE ROAD ROUTE SQUARE STREET YARD	AVE BVD CTR CR PL RD RTE SQ ST YD
Italy	CONTRADA CORSO FRAZIONE LARGO PIAZZA PIAZZALE STRADA STATALE SUPERSTRADA VIA VIALE	C.DA C.SO FR LGO P.ZA P.LE SS SS V. VL
Luxembourg	ALLÉE AVENUE BOULEVARD CHAUSSEE DOMAINE FAUBOURG IMPASSE MONT MONTAGNE PASSAGE PLACE QUARTIER ROND-POINT ROUTE ROUTE NATIONALE RUE SQUARE TRAVERSE	ALL AVE BVD CH DOM FG IMP MT MT PAS PL QU RPT RTE RN R. SQ TRA
Netherlands	BOULEVARD DIJK DWARSSTRAAT DWARSWEG GRACHT KADE KANAAL LAAN LEANE LOANE PARK PLANTSOEN PLEIN SINGEL STRAAT STRJITTE STRAATWEG WEG	BVD DK DWSTR DWWG GR KD KAN LN LN LN PK PLNTS PLN SNGL STR STR STRWG WG

Country	Street Type	Abbreviation
Norway	GATA GATE PLASSEN VEGEN VEI	GT GT PL V. V.
Portugal	AVENIDA BAIRRO CALÇADA CAMINHO ESTRADA LARGO LARGUINHO PRAÇA QUARTO QUARTA QUINTA RUA SÃO SANTA SANTO	AVE BA CC CAM EST LGO LARG PR QT QT QU R. S. S. S.
Spain	AVENIDA CALLE CALLEJÓN CAMINO CARRETERA GLORIETA PASEO PLAZA RAMBLA RONDA	AVE C/ CJ CM CR G P.O P. RBLA RD
Switzerland (German)	BOULEVARD CHAUSSEE PLATZ STRASSE	BVD CH PL STR
Switzerland (French)	AVENUE CHAUSSEE IMPASSE MONT MONTAGNE PLACE QUARTIER ROUTE ROUTE NATIONAL RUE SQUARE	AVE CH IMP MT MT PL QU RTE RN R. SQ
Switzerland (Italian)	CONTRADA CORSO FRAZIONE LARGO PIAZZA PIAZZALE VIA VIALE	C.DA C.SO FR LGO P.ZA P.LE V. VL
United Kingdom	AVENUE BOULEVARD CENTRE CRESCENT	AVE BVD CTR CR

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Compliance

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

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