USER MANUAL

Pocket PC

SPiN 100

Pocket PC Navigation Software

English

Contents

1. Introduction

Thank you for purchasing SPiN 100 Pocket PC navigation software. We hope you enjoy using your new GPS navigation software.

Whether you travel in your own country or elsewhere, SPiN 100 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 SPiN 100 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 SPiN 100, 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 50.

Compatibility

SPiN 100 is compatible with both Bluetooth and serial-port connected GPS receivers, and with Pocket PCs manufactured by:

- Acer
- Dell
- HP
- i-mate
- Qtek
- T-Mobile

Note: Depending on your model of Pocket PC, you may not be able to connect to both a Bluetooth GPS receiver and another Bluetooth device (such as a headset) simultaneously.

Operation

Like many software programs, SPiN 100 requires the software media (in this case, the SPiN 100 SD Memory Card) to be present for the software to operate. This enables the software to be used on multiple devices but prevents it being used by two persons at the same time (as that would require a second software licence).

Important Note: Because the SPiN 100 program and map data files are stored on the SD Memory Card, it is important not to modify or overwrite those files. Accordingly, it is recommended that before installation you save a copy of all files onto your personal computer or other storage device.

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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.

SPiN 100 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. SPiN 100 will then guide you with voice and visual commands to your destination using the continuous stream of GPS data to track your position.

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

For details about reading the SPiN 100 GPS Status *screen, see page 12.*

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 Pocket PC that contributes to injuries, death, property damage or violates law.

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: If your Pocket PC does not have a toggle you must first assign **Button 1** *to* <**Scroll Right**→ *and* **Button 4** *to* <**Scroll Left**→.
See your Pocket PC manual for information on how to assign buttons.

Toggle	Description
Left	Opens the *Main Menu* screen.
Right	Cycles through the navigation screens once a route has been calculated: • *2D Map* screen • *3D Map* screen • *Next Instruction* screen • *Instruction List* screen.
Up	From the *2D Map* screen, enables you to zoom in to view less of the street map, but with more detail. From the *3D Map* screen, with the **Information** button set to **Angle**, enables you to increase the viewing angle.
Down	From the *2D Map* screen, enables you to zoom out to view more of the street map, but with less detail. From the *3D Map* 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.

Portrait vs. Landscape Screens

Microsoft Windows Mobile™ 2003 SE (standard and phone editions) can display SPiN 100 in portrait or landscape mode.

This manual shows most SPiN 100 screens primarily in portrait mode; however, where landscape mode significantly differs from portrait mode, both are shown.

Getting started

3. Installing SPiN 100

Installing SPiN 100 is as simple as inserting the SPiN 100 SD Memory Card into your Pocket PC and following the simple on-screen instructions.

1. Close all open programs on your Pocket PC.

2. Insert the SPiN 100 SD Memory Card into your Pocket PC. The SPiN 100 Installer will start automatically.

3. Follow the screen prompts to install the software.

   • Select your preferred language.

   • Tap **Install**.

A warning dialog box will display reminding you not to remove the SD Memory Card during installation or operation. Tap **ok**.

The *Installing NAVMAN SPiN 100* window will display.

4. When installation is complete a dialog box will display confirming that installation was successful. Tap **ok** to automatically start SPiN 100.

4. Starting SPiN 100

By now, you have installed SPiN 100 on your Pocket PC and, if required, mounted your GPS receiver in your vehicle. You are now ready to start SPiN 100 and ensure that your Pocket PC and GPS receiver are communicating successfully.

1. Close all open programs on your Pocket PC to provide memory resources for SPiN 100.

Note: Tapping ❌ *or* ᴏᴋ *in the top right corner of an application does not usually close the application, but leaves it running in the background. To close SPiN 100 tap and hold a point on the screen to display the* Pop-up *Menu, then select* Exit Application. *To close all applications, see your Pocket PC manual.*

2. Tap **Start** (a) to display the *Start* menu (see Figure 1).

3. Tap **Programs** (b) on the *Start* menu.

4. Tap ◆ (c) on the *Programs* screen (see Figure 2).
   SmartST

   SPiN 100 will open.

a

b

c

Figure 1. *Start* **Menu**

Figure 2. *Programs* **Screen**

5. The *Legal Notice* screen will display. Read the legal notice and tap **I Agree** to confirm you understand.

6. The *Tutorial* will display. Tap ᴏᴋ to move through the screens.

Note: To switch off the Tutorial*, from the* Main Menu *tap* ➡, *then* Setup*, then the* General *tab. In the* Tutorial *section of the* General *screen, tap the* Show at Startup *checkbox to deselect it.*

The *2D Map* screen will open and the status bar at the bottom of the screen will either display your present location (if a GPS fix has already been obtained) or the current GPS status. Tapping the status bar will open the *GPS Status* screen.

You are now ready to obtain a GPS fix. See *GPS Setup on page 11.*

Main Menu Screen

The Main Menu screen provides access to all SPiN 100 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.
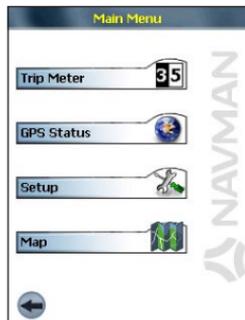
5. GPS Setup

The Global Positioning System (GPS) comprises a collection of satellites orbiting Earth that transmit signals to a GPS receiver (antenna) connected to your Pocket PC.

Before your GPS receiver (antenna) can attempt to obtain a GPS fix, your Pocket PC must be first be setup to connect ('pair') with the GPS receiver.

GPS receiver setup

GPS receivers can connect to a Pocket PC via two mediums: wireless Bluetooth or a serial cable. In either case, once the Pocket PC has successfully paired the pairing information is remembered by the software and the following steps are bypassed.

Automatic Bluetooth pairing

The first time it is used, SPiN 100 assumes you are using a Navman Bluetooth GPS receiver and displays a dialog box asking if you want to connect to it. If you have a Navman Bluetooth GPS receiver tap Yes to automatically pair the Pocket PC with the receiver and attempt to obtain a GPS fix. If you do not have a Navman Bluetooth GPS receiver tap No.

Manual setup

Whether you have a third-party Bluetooth GPS receiver or a GPS receiver connected via a serial cable, you need to manually pair the receiver with the Pocket PC.

1. Either tap the GPS status message at the bottom of the *2D Map* or *3D Map* screens or, from the *Main Menu*, tap ➡, then **GPS Status**.
   The *GPS Status* screen will open:
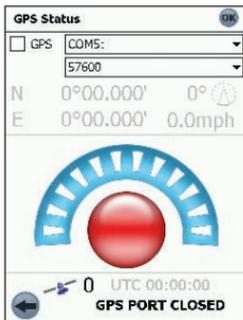
2. Tap the first drop-down box and select the COM port for your GPS receiver from the list that appears. *See your Pocket PC manual for the correct COM port.*

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 attempt to obtain a GPS fix.

Getting a GPS Fix

Once your GPS receiver is setup ('paired') with your Pocket PC, it will attempt to obtain a GPS fix. To do this, the receiver's antenna must have a clear view of the sky.
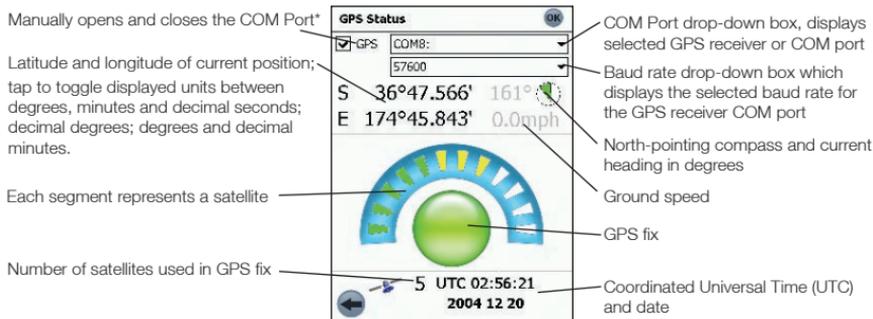
To ascertain the GPS status, check the GPS status message at the bottom of the *2D Map*, *3D Map*, or N*ext Instruction* screens, or check the *GPS Status* screen.

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.

The GPS Status screen can be accessed by tapping the GPS status message at the bottom of the *2D Map* or *3D Map* screens or, from the *Main Menu*, by tapping 🢂, then **GPS Status**.

To close the *GPS Status* screen, tap **OK**.

Manually opens and closes the COM Port*

Latitude and longitude of current position; tap to toggle displayed units between degrees, minutes and decimal seconds; decimal degrees; degrees and decimal minutes.

Each segment represents a satellite

Number of satellites used in GPS fix

COM Port drop-down box, displays selected GPS receiver or COM port

Baud rate drop-down box which displays the selected baud rate for the GPS receiver COM port

North-pointing compass and current heading in degrees

Ground speed

GPS fix

Coordinated Universal Time (UTC) and date

* Once the COM port has been selected and the COM port opened, manually opening the port is not required during regular usage.

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.

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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 *GPS Status* 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 is being received.	Ensure the GPS receiver is turned on and connected.
WAITING FOR GPS	A GPS COM Port has been opened, GPS data is 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).
BLUETOOTH SEARCH	A GPS Bluetooth receiver is being searched for.	Ensure the Bluetooth GPS receiver is turned on.
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 is being received.	No action required. You can navigate to your destination.

<div style="writing-mode: vertical">**Getting started**</div>

6. Setting your Destination

Before you travel, specify a destination and SPiN 100 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 *Route Options* screen.
✚	Add current location to Favourites.
👁	Show the current location on the *2D Map*.
➤	Calculate route and display the *3D Map*.
✔	Confirm selection.
✏	Edit current Favourite.
✖	Delete current Favourite.
?	View the *Help* screen for **Destination** icons.
i	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 Giovanella**", search by "**Giovanella**".

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 47.

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Navigating to a Street Address

1. 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 SPiN 100, the last address will display.

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

3. Type and select the destination address starting in any box, as follows:

Box	Action

Postcode	• Tap the **Postcode** box.
	  The *Destination Address - Postcode* screen will display.
	• Type up to five characters of the postcode in the **Postcode** box.
	
	Note: When navigating in United Kingdom or Netherlands, type the postcode with spaces and without the last two letters.
	
	• Select the postcode from the list that displays.
	• Tap ✓.
	  The *Destination Address* screen will reopen.

Area	• Tap the **Area** box.
	  The *Destination Address - 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 *Destination Address* screen will reopen.

Road	• Tap the **Road** box.
	  The *Destination Address - Road* screen will display.
	• Type the name of a road in the **Road** box.
	• Select the road from the list that displays.
	• Tap ✓.
	  The *Destination Address* screen will reopen.

House number	• Tap the **House No.** box.
	  The *Destination Address - House No.* screen will display.
	• Type the house number in the **House No.** box.
	• Select the number from the list that displays.
	• Tap ✓.
	  The *Destination Address* 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 SPiN 100, the last address will display.

Destination Intersection	OK
Country	UNITED KINGDOM ▼
Area	LONDON, ENGLAND
Road 1	BUCKINGHAM ARCADE, LON
Road 2	BUCKINGHAM STREET, LON

← 🔧 ➕ ⬤ ⬤ ❓

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

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3. Type and select the destination address:

Box	Action
Area	• Tap 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 *Destination Address* screen will reopen.
Road 1	• Tap the **Road 1** box. The *Destination Intersection - Road 1* screen will display. • Type the name of a road in the **Road 1** box. • Select the road from the list that displays. • Tap ✓. The *Destination Address* screen will reopen.
Road 2	• Tap the **Road 2** box. The *Destination Intersection - Road 2* 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 *Destination Address* 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 32.*

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

Points of Interest	OK
Country	UNITED KINGDOM
Category	ALL
Type	ALL TYPES
Area	

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

3. Select a POI category from the **Category** drop-down box.

4. Select a type of POI from the **Type** drop-down box.

5. 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.

6. Tap ✓.
   The *Points of Interest* screen will reopen.

7. Tap ➡.
   The *Points of Interest Results* screen will display, with a list of your search results. Only the first 40 search results will display.

8. 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.

9. 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 37.

Navigating to a Contact Address

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

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

2. Type the name of your contact in the **Name** box. Select the contact name from the list that displays.

3. Tap the **Business**, **Home** or **Other** option to display your contact's correct address details.

4. Tap ✓.
   The *Destination Address* screen will open.

5. 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 Outlook Contacts database will be updated.

6. 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.

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.

Recent Destinations	OK
ASHLEY LANE, MOULTON	
JACARANDA CLOSE, KINGSTON	
HACKETTS LANE, WOKING	
GROVE SHAW, BANSTEAD	
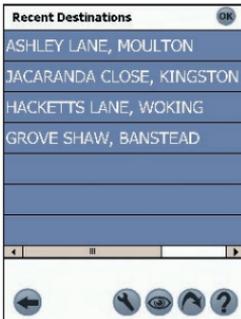
    2. Select a destination from the list.

    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.

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7. 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 32.*

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.
   SPiN 100 will calculate and display the route to your destination.

8. Trip Planner

Use the Trip Planner to set multiple destination points for your trip. SPiN 100 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 *3D Map*.
❓	View the *Help* screen for **Trip Planner** icons.

Creating a Trip

1. From the *Main Menu*, tap **Trip Planner.**
   The *Trip Planner* screen will display.
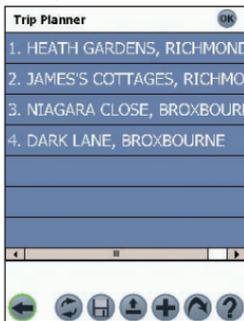
2. Tap ➕ to add a destination point.
   The *Destination screen* will open.
   You may add a destination point using any of the *Destination* menu options.

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	• Tap the **Postcode** box.
	  The *Destination Address - Postcode* screen will display.
	• Type up to five characters of the postcode in the **Postcode** box.
	
	Note: When navigating in United Kingdom or Netherlands, type the postcode with spaces and without the last two letters.
	
	• Select the postcode from the list that displays.
	• Tap ✔.
	  The *Destination Address* screen will reopen.

Area	• Tap the **Area** box.
	  The *Destination Address - 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 *Destination Address* screen will reopen.

Road	• Tap the **Road** box.
	  The *Destination Address - Road* screen will display.
	• Type the name of a road in the **Road** box.
	• Select the road from the list that displays.
	• Tap ✔.
	  The *Destination Address* screen will reopen.

House number	• Tap the **House No.** box.
	  The *Destination Address - House No.* screen will display.
	• Type the house number in the **House No.** box.
	• Select the number from the list that displays.
	• Tap ✔.
	  The *Destination Address* 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. SPiN 100 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. SPiN 100 will calculate and display the trip.
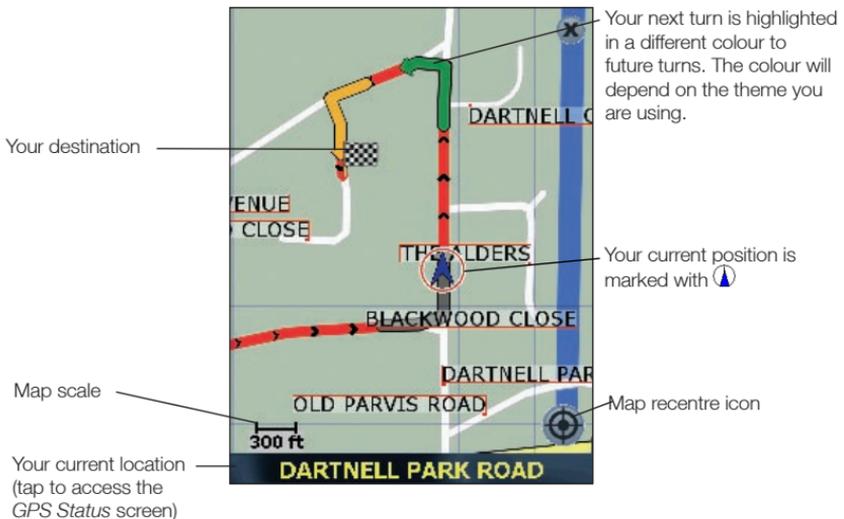
9. Viewing your Route

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.

Your destination

Your next turn is highlighted in a different colour to future turns. The colour will depend on the theme you are using.

Your current position is marked with 🔺

Map scale

Map recentre icon

Your current location (tap to access the *GPS Status* screen)

DARTNELL C

ENUE
CLOSE

THE ALDERS

BLACKWOOD CLOSE

DARTNELL PAR

OLD PARVIS ROAD

300 ft

DARTNELL PARK ROAD

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.

Direction of next turn
Tap to hear next instruction.

Your current position is marked with .

Information Button
Tap to cycle through the following display options:
  • Speed
  • Time
  • Angle
  • DTG (distance to go to destination)
  • ETA (expected time of arrival at destination)
  • TTG (time to go to destination)

Your next turn is highlighted in a different colour to future turns. The colour will depend on the theme you are using.

Distance to next turn
Tap to display the route summary.

Your current location (tap to access the *GPS Status* screen)

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)

LEFT: DARTNELL AVENUE

250 ft

Distance to next turn

Your current location

DARTNELL PARK ROAD

Displays information from Information Buttons

HDG   N   AM 9:22

ETA

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.

Direction of turn

Distance to turn

Next instruction

Scroll bar
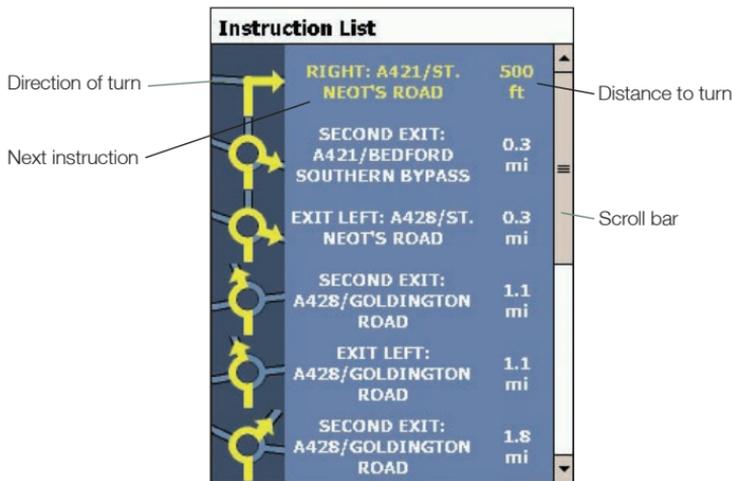
Turn List View Screen

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.
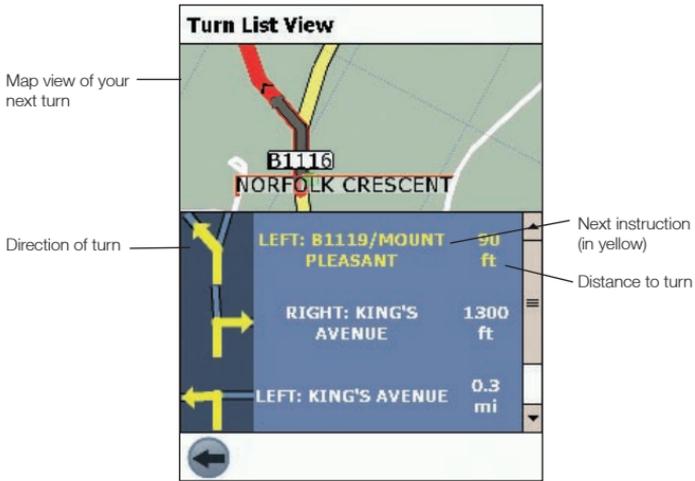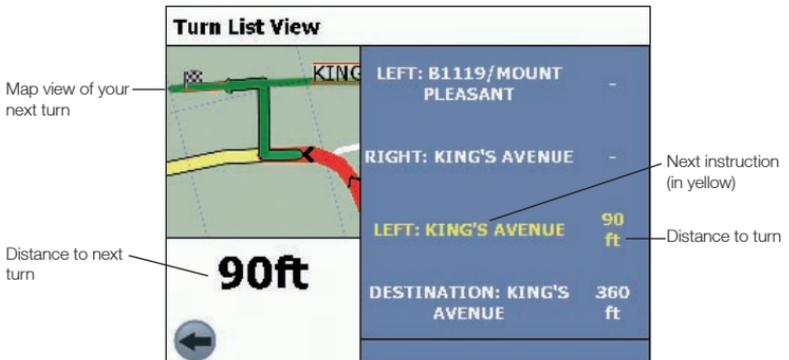
**Figure 1. Portrait**

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.

Departure
PARK SIDE
Destination
ALBERT DRIVE
Distance: 2.5 mi
TTG: 6 min
DTG: 2.3 mi
9% Complete
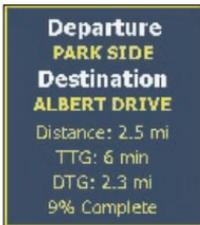
You can also display the route summary from the *3D Map* and *Next Instruction* screens by tapping the lower-right corner of the screen.

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.

Road : LAMBOURNE CRESCENT

Location : 31 LAMBOURNE CRESCENT
WOKING
GU21 1
ENGLAND

Latitude : N 51°20'12.12"
Longitude : W 0°31'25.35"
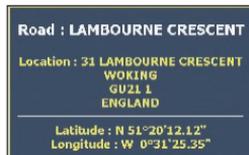
Back-On-Track™ Automatic Rerouting

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.

10. 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.

Location

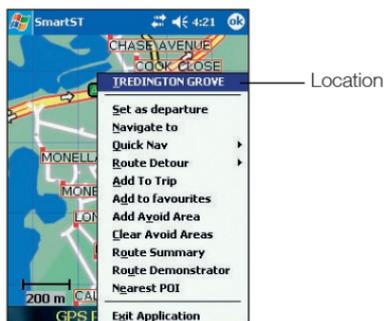| Menu Option	Description
Location	Displays the name of the selected road, POI, Favourite or Quick Nav. Select to display the location summary.
Set as departure	Sets the selected point as your departure point.
Navigate to	Sets the selected point as your destination point. SPiN 100 will calculate and 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 *Points of Interest* screen. Select the POI to navigate to.
Exit Application	Exits SPiN 100.

11. Avoiding an Area

SPiN 100 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.

12. 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**.

13. 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	OK
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.*

14. 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

1. 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.

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

3. 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 numebr from the list that displays.

4. Tap ➕.
   The Favourite is saved with the name of the road.

Converting a Favourite to a Quick Nav

1. From the *Main Menu*, tap **Destination**, then **Favourites**.

2. Select the Favourite to convert to a Quick Nav.

3. Tap ✏.
   The *Favourite Edit* screen will display.

4. In the **Save as** box, select a Quick Nav to save this Favourite to.

5. 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.

6. Tap 💾 to save the Quick Nav.
   The *Favourite List* screen will display.

Editing a Favourite or Quick Nav

1. From the *Main Menu*, tap **Destination**, then **Favourites**.

2. 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.
   SPiN 100 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.

15. Settings

You can modify the following settings to suit your preferences:

Display Settings

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

2. 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.

3. 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 possiblilities are the* 3D Map *screen, the* Next Instruction *screen, the* Instruction List *screen and the* Turn List View *screen.*

Guidance Settings

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

```
┌──────────────────────────────────┐
│ Guidance                    OK   │
│                                   │
│ Voice Instructions                │
│                                   │
│ ☑ Voice Instructions              │
│ Voice Scheme                      │
│ ┌──────────────────────┐         │
│ │ English - UK Female ▼│         │
│ └──────────────────────┘         │
│                                   │
│ Distance Units                    │
│                                   │
│ ○ kilometres      ◉ miles        │
│                                   │
│ Route Recording                   │
│ ┌────────┐            ┌────────┐  │
│ │ Start  │ Recording  │ Play  │  │
│ └────────┘            └────────┘  │
│                                   │
│                                   │
│ Display│Guidance│Routing│POI│Map ◀▶│
└──────────────────────────────────┘
```

2. 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 SPiN 100, select either **kilometres** or **miles** in the **Distance Units** section.

3. Tap OK 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 undetaken only for diagnostic or support purposes, as instructed by a Navman customer service representative.

To start recording a route

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

2. In the **Route Recording** section, tap **Start**.
   The *Save As* screen will open.

3. In the **Name** box, type a name for the route.

4. From the **Folder** drop-down box, select a folder in which to save the route recording.

5. From the **Location** drop-down box, select a location in which to save the folder and route recording.

6. Tap OK.
   The *Guidance* screen will reopen.

7. Tap OK.
   The *2D Map* screen will open.

8. 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

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

```
┌─────────────────────────────────┐
│ Routing                    OK   │
│                                 │
│ Route                           │
│ ▭───────────────                │
│ Quickest           Shortest     │
│ Freeway Usage                   │
│ ─────────▭──────                │
│ Min                Max          │
│ Route Options                   │
│                                 │
│ ☑ Avoid Unsurfaced Roads        │
│ ☐ Avoid Ferries                 │
│ ☐ Avoid Toll Roads              │
│ ☐ Avoid Urban Areas      ⟳      │
│ ☑ Automatic Rerouting           │
│                                 │
│ Display Guidance Routing POI Map ◀▶│
└─────────────────────────────────┘
```

2. Modify the settings as required:

If you want to...	Then...
change the **Route Type**	move the **Route** slider towards **Quickest** for SPiN 100 to give more weighting to the fastest time when calculating a route. move the **Route** slider towards **Shortest** for SPiN 100 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 ⟳.

3. Tap OK 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 **OK** 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. SPiN 100 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 SPiN 100 Favourites to a comma-delimited file, complete the following:

1. From the *Main Menu*, tap ➡, then **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 SPiN 100 Favourites, Quick Navs or recent destinations, complete the following:

1. From the *Main Menu*, tap ➡, then **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 SPiN 100, select the **Show at Startup** checkbox in the **Tutorial** section.

Sound Settings

1. From the *Main Menu*, tap ➡, then **Setup**, then the *Sound* tab.
   The *Sound Settings* screen will open.
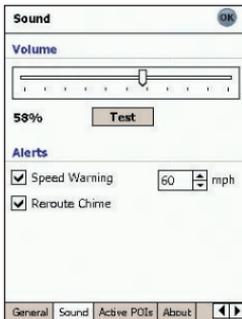
2. Modify the settings as required:

- 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. Navman-formatted POIs (created on versions of SPiN 100 that support the SPiN 100 Desktop POI Editor) can be copied into a MyPOI folder which you will need to create in the Navman program folder (My Device\ Program Files\Navman\MyPOI).

On startup, SPiN 100 will recognize the active POI files and load them for use.

16. Improving Performance

SPiN 100 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

SPiN 100 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.

Increasing Allocation of Program Memory

SPiN 100 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.

17. Accessories

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

In-Vehicle Power Adaptor

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

Universal PDA Mounting Kit

Mounts any PDA device in your car.

Pocket PC Power Splitter Cable

Powers both your Pocket PC and Bluetooth GPS receiver, via the In-Vehicle Power Adaptor.

Bluetooth GPS Receiver Mounting Kit

Suction mounts the Bluetooth GPS receiver to your windscreen,
or fixes permanently to your dashboard.

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 CHAUSSÉE 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 CHAUSSÉE 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 CHAUSSÉE 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 CAMÍNHO 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 CHAUSSÉE 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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