

# *Etrex* Handheld GPS Unit

## *Lesson 1: Marking and storing a waypoint -*

Step 1: Step outside the house or camp door. Turn unit on, using power button (2<sup>nd</sup> button on right side) and wait for unit to acquire a signal.

Step 2: Once you see “Ready to Navigate”, press the page button (top button on right side) 4 times. You will see a menu with “MARK” at the top. Press enter (3<sup>rd</sup> button on left side).

Step 3: Press the up arrow twice (top button on left side), then press enter. Now press the down arrow (middle button on left side) 3 times and press enter to select the house icon. Now press the down arrow once more and press enter. Press enter again and scroll down to the letter “h” if you are marking the point as home or “c” if it represents camp. Once you get to the letter of your choice, press enter. Repeat with remaining letters. After you have spelled the word, press the down arrow button to highlight “OK”, then press enter.

Step 4: Press the down arrow once and press enter to mark the first point called home or camp with the house icon. This will take you back to the first menu. You can now mark any points you want using this method. You can name them anything you want and can give them any icon from the list.

## *Lesson 2: Using the GOTO feature (to be used after waypoints have been stored to unit)*

Step 1: Step outside the house or camp door. Turn unit on, using power button (2<sup>nd</sup> button on right side) and wait for unit to acquire a signal.

Step 2: Once you see “Ready to Navigate”, press the page button (top button on right side) 4 times. You will see a menu with “MARK” at the top. Press the down arrow (middle button on left side) once to highlight “WAYPOINTS” and press enter (3<sup>rd</sup> button on left side). Use your up and down arrow buttons to scroll through the list of waypoints that have been saved to your unit. When you see the desired point listed on the right side of the menu, press enter and using the up and down arrows highlight the point you wish to go to and press enter again to add it to see the next menu. The words “GOTO” will be highlighted in black, press enter again.

Step 3: The compass page appears and you are ready to begin navigating to the desired location. At the top of the compass you will see a line, called the Moving Direction Line. Begin walking and the compass arrow will point in the direction of the location. Turn your body and orient yourself so that the arrow point toward the Moving Direction Line and you will be walking directly at your desired location. If the arrow is to the left of the

Moving Direction Line, you must walk to the left, if the arrow is pointing to the right of the Moving Direction Line, you must walk to the right.

### *Lesson 3: Creating a route (to be used after waypoints have been stored to unit)*

Step 1: Step outside the house or camp door. Turn unit on, using power button (2<sup>nd</sup> button on right side) and wait for unit to acquire a signal.

Step 2: Once you see “Ready to Navigate”, press the page button (top button on right side) 4 times. You will see a menu with “ROUTES” as the third option. Press the down arrow (middle button on left side) 2 times and press enter (third button on left side).

Step 3: “New Route” will be highlighted in black, press enter again. On the next page you will see a series of dashes in a menu. This is where you will add waypoints to your routes, the first set of dashes will be highlighted in black. Press enter again and you will be taken to the “ADD WAYPOINT TO ROUTE” page. Use your up and down arrow buttons to scroll through the list of waypoints that have been saved to your unit. When you see the desired point listed on the right side of the menu, press enter and using the up and down arrows highlight the point you wish to use and press enter again to add it to your route.

Step 4: Once you have added waypoints to your route and want to begin navigating, press the down arrow button until you highlight the “FOLLOW” button and press enter. You will be asked which point you would like to navigate to, so use the arrow keys to choose, then press enter. The next page you will see is a compass, with your speed on the bottom. If you press the page button once, you will see a screen which displays the time of day, the bearing or compass direction from your location to your destination, the heading or direction you are traveling, your moving average speed and your location in latitude and longitude. Simply follow your GPS as it guides you along the route that you designed.

### *Lesson 4: Using the Track Log feature*

Step 1: Step outside the house or camp door. Turn unit on, using power button (2<sup>nd</sup> button on right side) and wait for unit to acquire a signal.

Step 2: Once you see “Ready to Navigate”, press the page button (top button on right side) 1 time. You will see a screen with a compass point in the upper left corner and a little stick figure in the middle of the bottom portion of the screen. To begin a track log, use the waypoint marking procedure from *Lesson 1* to mark your starting position.

Step 3: Begin walking now toward any desired location, such as your tree stand or body of water. If along the way, you wish to remember a specific object or point along the path, simply mark another waypoint. Keep walking until you reach your final destination, say your tree stand. Mark this location by creating a waypoint.

Step 4: Now that you are here, press the page button (top button on right side) 3 times. You will see a menu with “TRACKS” as the fourth option. Press the down arrow (middle button on left side) 3 times and press enter (third button on left side).

Step 5: Now press the down arrow to highlight “SAVE” and press enter again. This saves your track log and you will be asked to assign it a name, usually the date (the name of the track log can be edited later). Once you have saved your track log, its name will appear in the bottom portion of the screen under the heading “SAVED TRACKS”.

Step 6: To follow a saved track, use the up and down arrow keys to highlight the desired track log and press enter. The map of the track log will be displayed and “OK” will be highlighted. Press enter and begin navigating.

#### *Lesson 5: Saving a route as a track log and using it to reverse navigate*

Step 1: Create a route using Lesson 3. After you have entered all of your waypoints and pressed follow, press the page button 2 times. Press the down arrow 1 time to highlight “TRACKS” and press enter. You will see a menu with the word “SAVE” highlighted in black, press enter again. It will ask how far to save back through, select “ENTIRE LOG” by pressing the down arrow 4 times and pressing enter. The unit will then show you a picture of the route, press enter to say “OK”.

Step 2: Now that your route has been saved as a track log, you may select it and navigate just as you did in *Lesson 4*. Press the down arrow to highlight the track log you wish to navigate and press enter. When the map appears, “OK” will be highlighted. Press enter to follow the route in the forward direction. However, if you have already followed the route in the forward direction and wish to return to your starting location, press the down arrow key 1 time to highlight “TRACBACK” and press enter. To follow it back to your starting destination, press enter again, because “TO BEGIN” is already highlighted. Follow the compass to get back to your starting location.

#### **IMPORTANT:**

1. Turning off your GPS does not lose data or your location.
2. When going from screen to screen on your GPS – “ENTER” will take you forward to the highlighted sub-page and pressing the “PAGE” button will always take you to the previous screen.