

Magellan eXplorist 100

Reference Manual

Topics:

- eXplorist 100 GPS Receiver
- Using the eXplorist 100
- Starting Up
- Navigation Screens
- Points of Interest
- Routes
- Track Logs
- Preferences
- Specifications
- Accessories
- Contacting Magellan Support



***** Warnings *****

IN THE INTEREST OF SAFETY, DO NOT USE THIS NAVIGATION DEVICE WHILE DRIVING A VEHICLE.

Please do not try and change any settings on the Magellan® eXplorist™ while driving. Come to a complete stop or have a passenger make any changes. Taking your eyes off the road is dangerous and can result in an accident in which you or others could be injured.

USE GOOD JUDGEMENT

This product is an excellent navigation aid, but does not replace the need for careful orienteering and good judgement. Never rely solely on one device for navigating.

USE CARE

The Global Positioning System (GPS) is operated by the U.S. Government, which is solely responsible for the accuracy and maintenance of the GPS network. The accuracy of position fixes can be affected by the periodic adjustments to GPS satellites made by the U.S. government and is subject to change in accordance with the Department of Defense civil GPS user policy and the Federal Radionavigation Plan. Accuracy can also be affected by poor satellite geometry and obstructions, like buildings and large trees.

USE PROPER ACCESSORIES

Use only Magellan cables and antennas; the use of non-Magellan cables and antennas may severely degrade performance or damage the receiver, and will void the warranty.

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





Features of the Magellan eXplorist GPS receiver:

- Rugged design, rubber protected
- Superior tracking with 14 parallel channels
- 14 hour+ battery life on 2 AA batteries
- TrueFix™ GPS technology
- 3 meter accuracy (WAAS/EGNOS)
- Multiple track logs
- Stores up to 500 points of interest and 20 routes
- Pocket-sized and waterproof to IPX-7



eXplorist 100 GPS Receiver (front)

Button Descriptions:

On/Off		Turns the eXplorist on or off.
Backlight		Turns the display backlight on. Sequences from off to low to high intensity.
ENTER		Used to access highlighted menu items or accept highlighted buttons.
ESCAPE		Cancels data inputs. Closes the accessed function and goes back to the last viewed screen. Steps backwards through the navigation screens.
ZOOM IN		Used on the <i>Plotter</i> screen to zoom in the map displayed. The map display can be zoomed in to 100 ft. (35.0 m). Also used to quickly step through the list of POIs when doing an alphabetical search.
ZOOM OUT		Used on the <i>Plotter</i> screen to zoom out the map displayed. The map display can be zoomed out to 1700 mi (2700 km). Also used to quickly step through the list of POIs when doing an alphabetical search.
MENU		Brings up a menu with available options. Options can be selected by using the arrow joystick to highlight the option and pressing ENTER to access it.
NAV		Steps through the navigation screens. (<i>Plotter</i> screen > <i>Compass</i> screen > <i>Position</i> screen > <i>Satellite Status</i> screen)
MARK		Used to save your present position or remote position as a point of interest. Points of interest that you save are stored in the <i>My Points of Interest</i> database.
GOTO		Creates a one-leg route from your present position to a destination selected from the Points of Interest database or by using the cursor on the <i>Plotter</i> screen.
Arrow joystick		Pans the cursor on the <i>Plotter</i> screen. Moves the highlight bar to select menu options and data entry fields.

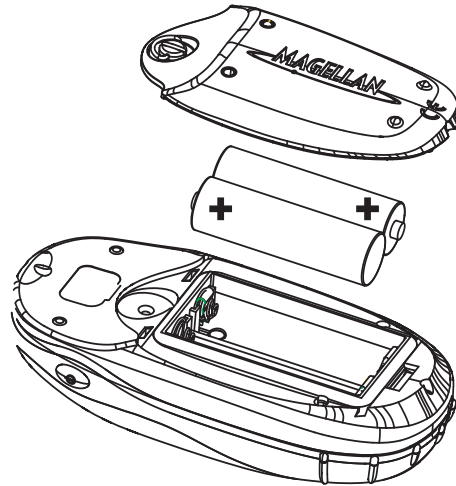


eXplorist 100 GPS Receiver (back)

Installing the Batteries

The eXplorist 100 uses two AA batteries that are installed as shown in the accompanying diagram. Be sure to observe the proper polarity when installing the batteries.

Under normal operating conditions you can expect to get more than 14 hours of battery life when using fresh batteries.



Tips on conserving battery life:

- *Turn the eXplorist off when not in use.* Whether you are moving or standing still, the eXplorist is constantly calculating position fixes and using power at the same rate. So if you are going to be at the same position for any length of time, turn the eXplorist off.
- *Use the Power Timer to automatically turn the eXplorist off.* The Power Timer option allows you to set a time that the eXplorist will automatically turn off when none of the buttons have been pressed for a selected time. You can select from 5, 10, 30 or 60 minutes.
- *Use the display backlight sparingly.* The most severe drain on the batteries is the use of the display backlight. You will notice a drastic drop in battery life with the backlight display on continuously. You should use the Light Timer to set a time interval that the display backlight will automatically turn off when none of the buttons have been pressed.

Setting the Power Timer

From any *Nav* screen press **MENU**. Highlight **Preferences** and press **ENTER**. Highlight **Pwr Management** and press **ENTER** twice. Use the arrow joystick to select **5 Minutes**, **10 Minutes**, **30 Minutes**, **60 Minutes** or **Off**. Press **ENTER**. Press **NAV** to return to the last viewed navigation screen.

Setting the Light Timer

From any *Nav* screen press **MENU**. Highlight **Preferences** and press **ENTER**. Highlight **Pwr Management** and press **ENTER**. Use the down arrow to highlight the Light Timer field. Press **ENTER**. Use the arrow joystick to select **30 Seconds**, **1 Minute**, **2 Minutes**, **4 Minutes**, **10 Minutes** or **Timer Off**. Press **ENTER**. Press **NAV** to return to the last viewed navigation screen.

The eXplorist 100 uses information from the GPS satellites orbiting the earth to provide you with detailed information about your exact location. This is the foundation that your eXplorist will use to provide you with the necessary information to arrive at your destination.

Going to a Destination

The most common use of your eXplorist will be to provide you with the navigation tools you'll need to arrive at your chosen destination. The simplest route, and the one used most, is a GOTO route. This is a route that is computed as a straight line from where you are to where you want to go.

Step One: Compute Your Position

The basic operation of your eXplorist is to use the GPS satellites to compute your present position. This is done internally in the software of your eXplorist. The only thing that you need to do is to give your eXplorist a clear view of the sky so that it can receive the signals from the satellites.

Do:

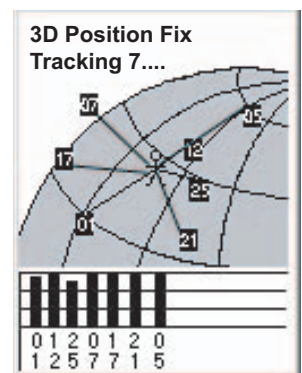
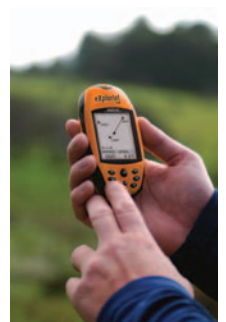
- Point the antenna up towards the sky.
- Maintain a clear view of the sky.

Don't:

- Cover the antenna with your hand or other objects.
- Point the antenna down.
- Stand under trees or other heavy foliage.
- Stand where the satellite signals are being blocked by large obstructions (such as buildings, in a narrow canyon, etc.)

If you find that the eXplorist is not computing a position, just move to a place that has a better view of the sky.

Anytime you want to view the status of the satellites and their signal strength, switch to the Satellite Status screen. Here you will graphically see the satellites and their relative signal strength. You need at least three satellites with good signal strength (indicated by black bars) to compute your position. A computed position with only three satellites is termed a 2D position fix. When you are getting a 2D position fix, your elevation is not being computed. To add elevation to your position fix, you need at least four satellites with good signal strength. Positions that use four or more satellites are called 3D position fixes.



Step Two: Where Do You Want To Go?

Now that the eXplorist knows where you are, you need to tell it where you want to go. There are many different ways you can do this, but the simplest and most commonly used is a “GOTO” route. This is a one-leg route with a beginning (where you are now) and a destination (where you want to go). The destination is selected by using the *Points of Interest* database.

Creating a GOTO route is as simple as pressing the **GOTO** button and selecting the destination from the points of interest database.

Step Three: Calculating Movement

As you move, your eXplorist is constantly calculating new positions, comparing the new position to the previous position and calculating heading and speed as well as other navigation measurements. This is all done in the eXplorist’s software communicating with the satellites and is instantaneously shown on your display.

Step Four: Providing Directions

Your eXplorist constantly computes a direct line from your present position to your destination. Then it provides you with instructions to guide you along that straight path. Unless you are on a large body of water, it will be unlikely that you will be able to follow these instructions exactly. To compensate for that, your eXplorist automatically updates the route, providing you with up-to-date information about getting to your destination.

GOTO routes are the simplest and most commonly used feature of your eXplorist 200. With just the **GOTO** button the eXplorist will provide you with the tools needed to get to any point of interest stored in your database.

Saving Your Position

Another commonly used feature of the eXplorist is saving your position to the Points of Interest database. This feature is accessed by pressing the **MARK** button. When saving your position, you can also add attributes like a selected icon or a name for the point of interest. This will help you find this spot in the future when accessing it from the points of interest database.

Suppose you have set up camp for the night. Tomorrow you plan on doing some nature exploring and you want to be able to come back to the campsite when you are done. Press the **MARK** button and set the name of the point of interest to “Camp”. After your hiking is done, simply use the **GOTO** button and select “Camp” from the list of *My Points of Interest*. It’s that simple to find your way back.

While out fishing on the lake, you come across the perfect spot for catching your limit. Next year you want to be able to come back to this very same spot. Turn on your eXplorist and after it has computed your position, press the **MARK** button to save it. This time you can enter the name “Catfish1” and save your point of interest. Next year you can be back at the same hot spot with just a press of the **GOTO** button.

A simpler example, and one you can do just about any time, is finding your car in that ocean of other cars in the shopping mall parking lot. Just park your car, step outside and let your eXplorer compute your position. (Make sure that you have a clear view of the sky.) Using the **MARK** button, save this position with the name “Car”. When you are done shopping, just go outside the mall and create a GOTO with the destination “Car”. No matter where you parked, your eXplorer will guide you back, simply and easily.

Tracing Your Steps

Hikers, mountain bikers and outdoor enthusiasts often need the option of leaving a trail of breadcrumbs that they can follow back to where they started. The eXplorer has a feature called *BackTrack* that enables you to do just that.

It was mentioned earlier that your eXplorer is constantly computing your present position and that you can save your position by using the **MARK** button. Now imagine that your eXplorer automatically saved your computed positions as you moved along the trail. Pretty soon there would be a set of saved positions, like breadcrumbs, that represents the trail you have taken. This is exactly what the eXplorer does. It saves the computed positions as hidden points of interest and strings them together to represent your travels. This is called your *Track* and the hidden points of interest are your *Track Log*.

What your eXplorer enables you to do, is to use this Track, reverse it and navigate you along the same path you followed to get you back to your destination.

You might drive to the ranger station and follow the trail that leads you to the waterfalls you have been wanting to see. With your eXplorer turned on and able to compute position fixes, you continue along the trail. The trail winds along and has many smaller trails branching off of it. As the day progresses you arrive at the falls. When it's time to head back to your car, you access your Track Logs list and select the *Active Track* log. Now press **MENU**, highlight **BackTrack** and press **ENTER**. Your eXplorer will now seamlessly guide you along the path, tracing your footsteps, back to where you started.

Another feature of Track Logs that you may find useful, is that you are able to save the Track Logs and recall them at any time. In the above example, when you were at the waterfall, you could save the active track and use it anytime you wanted to go back again.

Additional Features

Your Magellan eXplorist contains all the features you would expect from a high-quality Magellan brand handheld navigation device as well as many more to make your outdoor experience more enjoyable. You have the ability to customize the navigation screens, enabling you to view the information that is important to you. The eXplorist makes full use of the Nav screens enabling you to graphically see your position, the route you are navigating on, the path that you have trekked (Track), as well as points of interest icons. There is a built-in odometer so you can log the length of your journey. User preferences enable you to set up and maintain your eXplorist so that it fits your needs and requirements. The eXplorist gives you all of this and more in an easy-to-use, portable navigation tool that includes built-in help files that you can access in the great outdoors.



Magellan eXplorist 100 with optional swivel mounting bracket

Summary



Go from this...



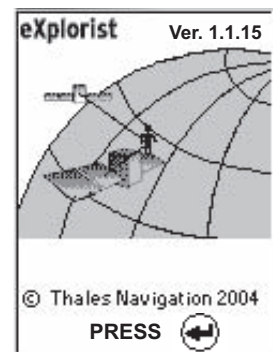
to this...



with this.

Turning the eXplorist On

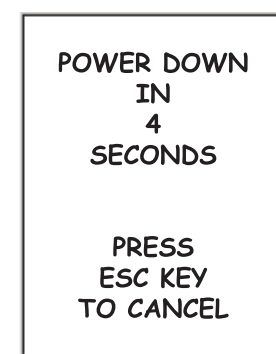
To turn the eXplorist on, press the **POWER** button on the top right side. To prevent the eXplorist from being turned on accidentally, draining the batteries, you need to press **ENTER** when the *Startup* screen is displayed. You have approximately 30 seconds from the time you press the **POWER** button to press the **ENTER** button, otherwise the eXplorist will automatically turn itself off.



Turning the eXplorist Off

To turn the eXplorist off, press the **POWER** button on the top right side.

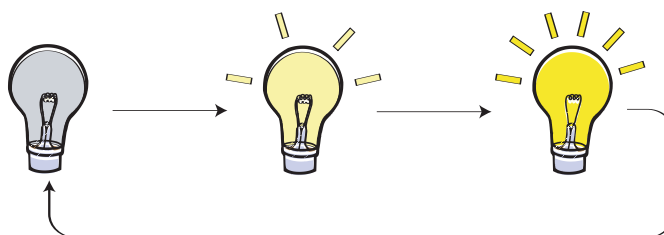
There is a 5 second countdown after you press the **POWER** button. If you change your mind and decide to leave the eXplorist on, just press the **ESC** button. If you press the **POWER** button during this countdown period, the eXplorist will immediately turn off.



Turning the Display Backlight On/Off

The display backlight has three levels of intensity; off, low and high. When the eXplorist is first turned on, the display backlight is off. Press the **LIGHT** button on the top left side of the eXplorist to turn the backlight on low. Pressing the **LIGHT** button a second time sets the backlight to high. To turn off the backlight, press the **LIGHT** button again.

Backlight intensity changes each time you press the **LIGHT** button.



REMEMBER: Using the display backlight causes severe drain on the batteries.

Using the eXplorist for the First Time

Turn the eXplorist on. Press the **Power** button. When the *Startup* screen is displayed, press **ENTER**.

Select Language. When you turn on the eXplorist for the first time you are given the option of selecting one of the ten languages that will be used.

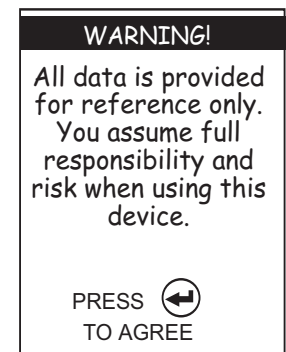
You can change the language selection at any time by accessing Menu > Preferences > Languages.

Tip: If you accidentally change the language and you can't read the text and need to change it back, press the **NAV** button until the *Satellite Status* screen is displayed. Press **MENU**. Use the **Arrow** joystick to highlight the fourth line and press **ENTER**. Use the **Arrow** joystick to highlight the fifth line and press **ENTER**. The Language Select screen will be displayed.



Use arrow joystick to move the highlight up and down. Press **ENTER** to accept.

Read Warning. When you agree to the warning statement, press **ENTER** to continue.



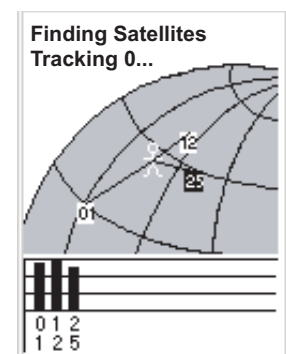
Press **ENTER** to continue.

Compute Initial Position. For this operation, it is best if you are outside and have a clear, unobstructed view of the sky. Without a clear view, this will take much longer and could result in the eXplorist being unable to compute the initial position automatically.

The eXplorist begins to compute your initial position. This may take a few minutes as it is doing a *cold start*.

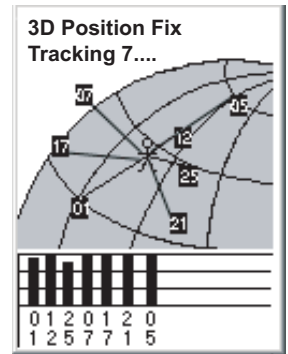
Normally, when you first turn the eXplorist on it will compute your position in a matter of seconds as it is able to do a *warm start*. (An explanation of *cold start* vs. *warm start* is explained following this section.)

The *Satellite Status* screen is displayed, showing you the progress of the collection of satellite data.

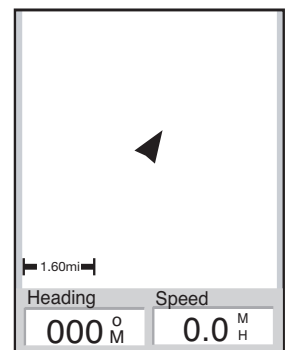


Satellite Status screen shows how many satellites are being tracked as well as the relative strength of the signal.

The *Satellite Status* screen will continuously update and you will be able to graphically see how well your eXplorist is performing.



When the eXplorist has enough information to compute a position fix, the *Satellite Status* screen is replaced with the *Plotter* screen. The arrow cursor in the center of the *Plotter* screen represents your position. As you move, the arrow will point in the direction you are traveling.



Tip: Use the **ZOOM IN** and **ZOOM OUT** buttons to change the map scale to better see your present position.

If the eXplorist is unable to compute your initial fix in a few minutes: If the eXplorist determines that it is unable to track the satellites within a two minutes, it will present you with the following screens in an effort to better determine its approximate location.

Select Region. Use the arrow joystick to highlight the region that you are located in. With the region highlighted, press the **ENTER** button.



Select Area. This displays a list of areas for the region you selected. Use the arrow joystick to highlight the area that applies to you and press the **ENTER** button.

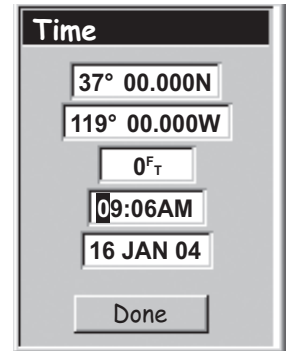


Enter Current Time. Use the arrow joystick to enter the current time.

- Arrow Joystick Up: Increases the highlighted number
- Arrow Joystick Down: Decreases the highlighted number
- Arrow Joystick Right: Moves the highlight one character to the right
- Arrow Joystick Left: Moves the highlight one character to the left

Toggle between AM and PM by moving the arrow joystick up or down when AM or PM is highlighted.

When you have entered the correct time, press **ENTER**.



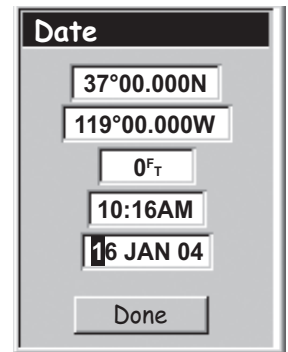
The latitude and longitude that represents the center of the region and area you selected is displayed.

Enter the Date. Use the arrow joystick to set the date displayed to the current date.

- Arrow Joystick Up: Increases the highlighted number
- Arrow Joystick Down: Decreases the highlighted number
- Arrow Joystick Right: Moves the highlight one character to the right
- Arrow Joystick Left: Moves the highlight one character to the left

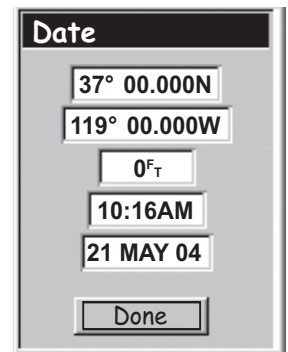
When the month is highlighted, use the arrow joystick up or down to scroll through the list of months.

When you have entered the correct date, press **ENTER**.



Accept Information. The Done button is highlighted at the bottom of the display. Review the information you entered and if correct press **ENTER**.

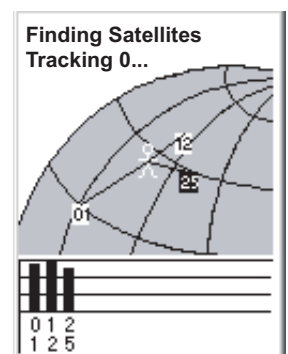
Tip: If the time or the date is incorrect, you can fix them now. Use the arrow joystick to highlight the time or date field that you want to fix. With the field highlighted, press **ENTER**. You can now change the information using the same technique used before.



The Satellite Status screen is displayed again and the eXplorist will try to compute your position using the information you just provided.

Tip: If you notice that the satellite signal strength bars are still not changing, try moving to a new location where you have a clearer view of the sky.

As before, when the eXplorist computes the initial position, the *Plotter* screen will be displayed with your computed position indicated by the arrow cursor in the middle of the display.



Cold vs. Warm Start. When the eXplorer is turned on, one of the first things it does is to find out what satellites are overhead, along with their relative position. It does this by using a built-in satellite almanac. This almanac, when given the current date, time and approximate position, can provide the eXplorer with information on what satellites are overhead and their approximate relationship to the eXplorer. Now with information on satellite availability, the eXplorer can begin setting its internal satellite channels to receive satellite transmission.

Cold Start. Cold start is defined as when the eXplorer does not have an approximate position to use when referring to its almanac. This can occur when:

- The eXplorer is turned on for the first time after purchase. The memory is cleared prior to shipping so any position that may have been in the eXplorer is set to a null value.
- If you have cleared the eXplorer's memory, (found in **Preferences**) all of the memory will be cleared and the last computed position will be set to a null value.
- If you have traveled with your eXplorer with it turned off, the last position saved may be so far away that when the eXplorer begins looking for satellites, the ones it is expecting to find, are not there. (As a rule of thumb, any time you move for more than 500 mi [804.7 km] with the eXplorer turned off, there is a good chance it will start up using a cold start.

A cold start should take no more than 2-3 minutes to compute the initial position fix.

Warm Start. Warm starts are when the last position calculated before the eXplorer was turned off is still in memory and you are in the same approximate position. Most of the time the eXplorer is turned on, it will be in its warm start mode. With a clear view of the sky, the eXplorer should compute its position in a matter of seconds.

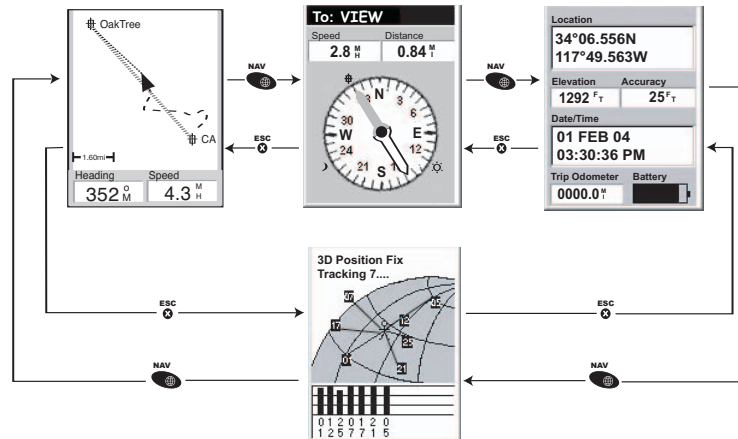
Conclusion

This concludes the initial startup procedure for the Magellan eXplorer 100. Once the *Plotter* screen is displayed, you have successfully initialized the eXplorer and are ready to go.

Now would be a good time to familiarize yourself with the different navigation screens (using the **NAV** button) and to set any preferences that may be different from the factory defaults.

Accessing the Navigation Screens

The eXplorist has three navigation screens as well as a *Satellite Status* screen that can be accessed by pressing the **NAV** button. Each screen provides the same information in a different format giving you the choice of choosing the screen that best suits your needs.



Tip: The **ESC** button will also set through the navigation screens, just like the **NAV** button but in the reverse order.

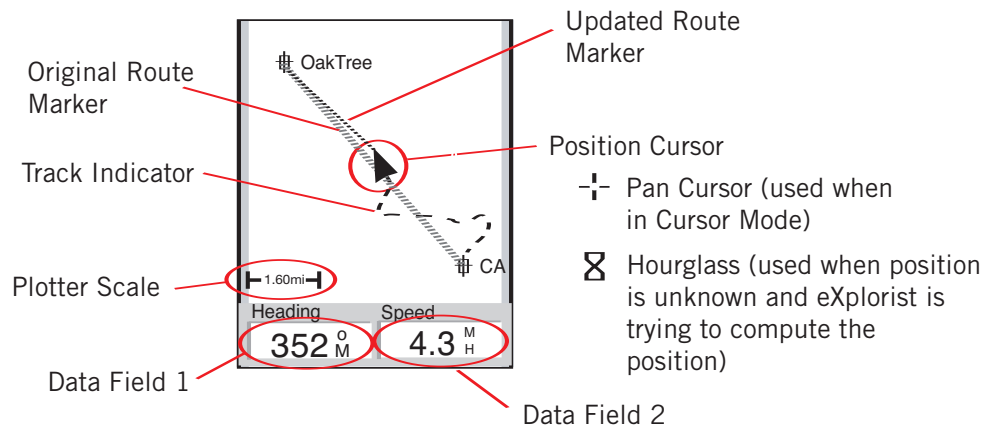
Plotter Screen

The first, and most commonly used screen is the *Plotter* screen. The *Plotter* screen displays your position, as well as POI's you have saved a for the area displayed.

Highlights of the *Plotter* screen:

- Use the zoom in/out buttons to change the scale.
- The arrow cursor in the middle of the display indicates your position, and if moving, points in the direction you are heading.
- Press **MARK** to save your position.
- Use the **Arrow** joystick to move the cursor. The arrow cursor changes to a crosshair cursor with any available information about the position of the cursor at the bottom of the display. You can also save the position of the crosshair cursor as a POI by pressing the **MARK** button.
- Press **ESC** when you are done panning with the crosshair cursor to display your present position with the arrow cursor.
- Press **MENU** and select **Hide Map Info** or **Show Map Info** to turn the information boxes at the bottom of the screen off or on.
- Press **MENU** and select **Customize page** to change the information displayed at the bottom of the screen.
- Press **MENU** and select **Orientation** to change the orientation of the screen.

Plotter Screen Overview



Changing Plotter Scale

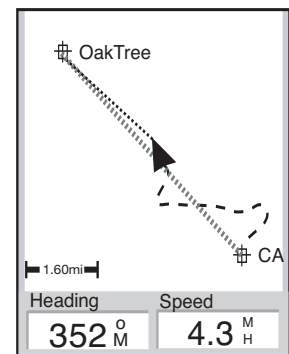
Press the **Zoom In** or the **Zoom Out** buttons to change how much is displayed on the screen. The plotter scale indicator in the bottom left corner of the usable plotter area indicates the relative distance between the two end-points of the scale. The scale can be changed from 1700 mi (2700 km) to 100 ft. (35.0 m).

Tip: Press and hold the **Zoom In** or the **Zoom Out** buttons to rapidly step through the map scales.

Plotter Screen Modes

The *Plotter* screen has two modes that it can be in, position or cursor. In the Position mode the *Plotter* screen displays your position, indicated by the arrow icon in the center of the display. The arrow not only displays your position but, when moving, will point in the direction you are heading.

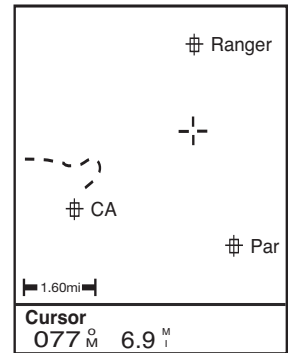
The Position mode is the default mode for the *Plotter* screen. Whenever you access the *Plotter* screen it will be in the Position mode.



The Plotter screen in the Position Mode

In the Cursor mode, you have a cursor icon displayed that you can use to pan around the plotter. The information displayed at the bottom of the screen provide you with the heading and distance the cursor is at from your present position. In the Cursor mode you can:

- scroll around the plotter, seeing available information for areas on the plotter not displayed around your present position,
- create a POI for the position indicated by the cursor,
- create a GOTO route to the position indicated by the cursor location, or
- get detailed information about POI's you have saved found at the cursor location.



The Plotter screen in the Cursor Mode

These options will be explained in the section of this manual on creating POI's and GOTO routes.

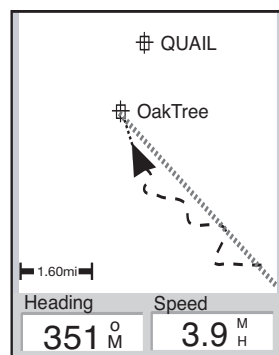
To enter the Cursor mode, use the **Arrow** joystick to move the cursor. As soon as the joystick is moved, a crosshair cursor is displayed and the bottom of the screen changes to provide information about the cursor position.

To exit the cursor mode, press the **ESC** button. When pressed, the *Plotter* screen is returned to the Position mode, with your present position displayed in the center of the screen.

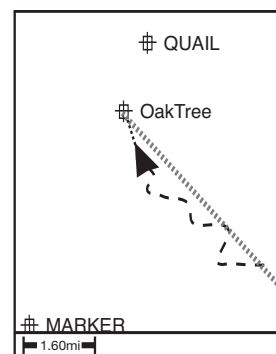
Showing or Hiding Map Information

The information at the bottom of the *Plotter* screen provides you with information that can be used to assist you in navigating to your destination. However, you may want to display more area and do not need this information. The eXplorist gives you the capability to turn this information on or off.

1. While viewing the *Plotter* screen, press **MENU**.
2. With **Hide Map Info** or **Show Map Info** highlighted, press **ENTER**.



The Plotter screen with map information shown.



The Plotter screen with map information hidden.

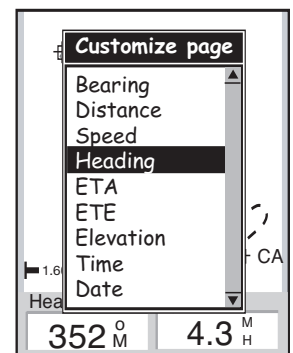
Customizing the Displayed Map Information

The information displayed at the bottom of the screen can be customized to change what is shown in the two map information fields. You can select from:

- Bearing
- Distance
- Speed [default]
- Heading [default]
- ETA (Estimated Time of Arrival)
- ETE (Estimated Time Enroute)
- Elevation
- Time
- Date

To customize the map information:

1. While viewing the *Plotter* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Customize page**.
3. Press **ENTER**.
4. The title bar for one of the fields is highlighted. Use the **Arrow** joystick to highlight the title bar for the field you want to customize.
5. Press **ENTER**.
6. Highlight the information you want displayed from the list.
7. Press **ENTER**.
8. The highlight will automatically jump to the other field. Go back to step 5 to change the information displayed for this field.
9. When the information to be displayed is chosen, press **ESC** to exit the customize function.



Changing the Plotter Orientation

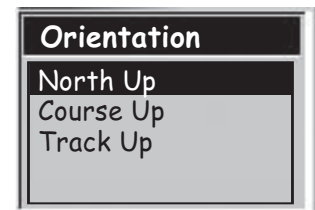
The default orientation for the *Plotter* screen is North Up. This means that the top of the display represents true north. This orientation can be changed so that the top of the display is more useful to you. You can choose from:

- North Up. [default] This orientates the top of the plotter to represent true north.
- Course Up. In course up, the top of the plotter displays the direction to your destination. (When there is not an active route, the top of the display indicates true north.)
- Track Up. In track up, the top of the plotter display changes to reflect your heading. (If you are not moving, the top of the display indicates true north.)

Note: In Course Up and Track Up, a north indicator is displayed in the upper right corner of the display. This arrow points in the direction of true north.

To change the map orientation:

1. While viewing the *Plotter* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Orientation**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **North Up**, **Course Up** or **Track Up**.
5. Press **ENTER**.
6. Press **NAV** to return to the *Plotter* screen.



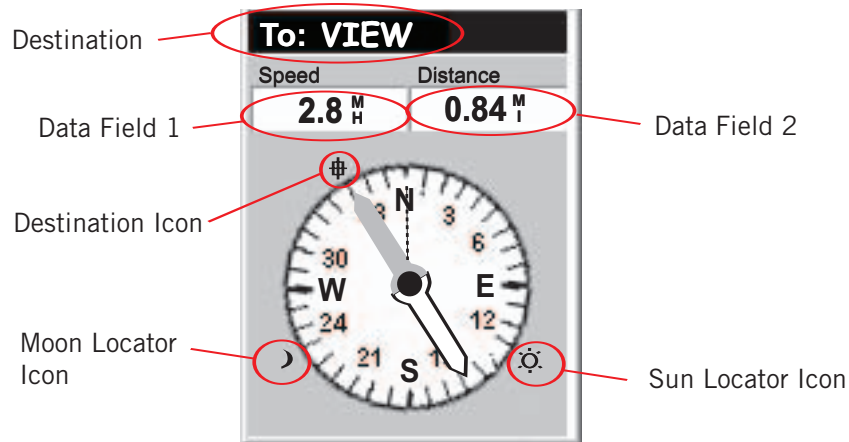
Compass Screen

The *Compass* screen provides an easy-to-use graphical compass that should be familiar to most GPS users.

Highlights of the *Compass* screen:

- With an active route, the top of the Compass screen displays the name of the destination.
- Press **MENU** and select **Customize page** to change the information displayed at the top of the screen.
- When there is no active route, the graphical compass performs like a standard compass, indicating to your heading referenced to true north. (Note you must be moving at least 0.5 mph for the compass to display heading information.)
- With an active route, the compass graphically displays an icon representing your destination. The compass arrow points in the direction you are heading when you are moving.

Compass Screen Overview



The top of the screen (the header bar) displays the name of the destination if you have an active route. Without an active route, the destination name is blank.

There are also two navigation information fields (customizable) displayed.

When there is no active route, the graphical compass indicates the direction you are travelling. (When you are not moving, the compass points to the last computed heading.) When there is an active route, an icon representing the destination is displayed outside the compass diameter with the compass arrow pointing in the direction you are heading. When the compass arrow points directly to the destination icon you are going in the direction of your destination.

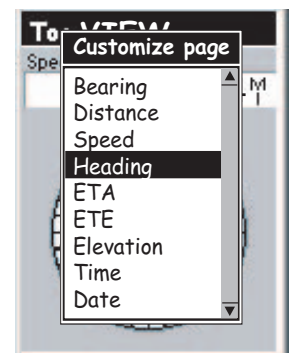
Customizing the Information Fields

The information displayed at the top of the screen can be customized to information important to you. You can select from:

- Bearing
- Distance [default]
- Speed [default]
- Heading
- ETA (Estimated Time of Arrival)
- ETE (Estimated Time Enroute)
- Elevation
- Time
- Date

To customize the map information:

1. While viewing the *Compass* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Customize page**.
3. Press **ENTER**.
4. The title bar for one of the fields is highlighted. Use the **Arrow** joystick to highlight the title bar for the field you want to customize.
5. Press **ENTER**.
6. Highlight the information you want displayed from the list.
7. Press **ENTER**.
8. The highlight will automatically jump to the other field. Go back to step 5 to change the information displayed for this field.
9. When the information to be displayed is chosen, press **ESC** to exit the customize function.



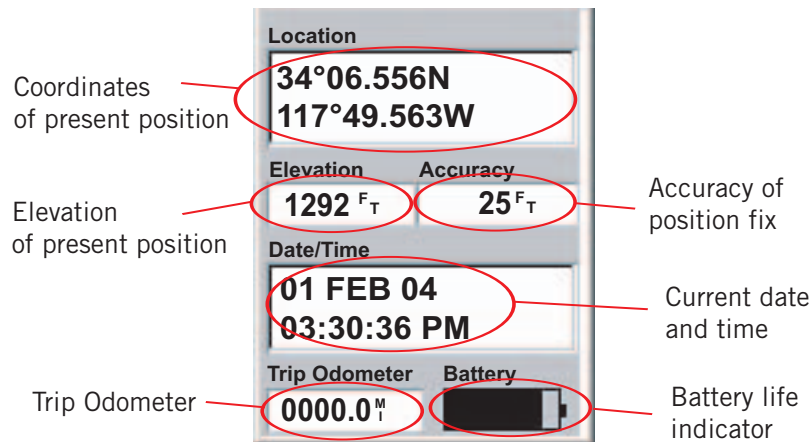
Position Screen

The *Position* screen provides detailed position information in a text format that is familiar to seasoned navigators.

Highlights of the *Position* screen:

- Position is displayed in textual format using the coordinate system selected. (See *Setting Coordinate System for information on how to select the coordinate system.*)
- Elevation information is displayed. (Accurate when four or more satellites are being used to compute the position.)
- Computed accuracy of the position computed is displayed. WAAS is also displayed in the Accuracy field when the eXplorist is using WAAS information to increase the accuracy of the position fix.
- Date and time are shown, automatically adjusted from time information supplied from the atomic clocks in the GPS satellites.
- A resettable trip odometer to keep track of the distance you've travelled.
- A graphical battery indicator provides you with information on the current condition of the AA batteries in the eXplorist.

Position Screen Overview



Resetting the Trip Odometer

Whenever you begin a trip that you want to record how far you have travelled, you will want to reset the trip odometer to zero.

To reset the trip odometer:

1. While viewing the *Position* screen, press **MENU**.
2. Use the **Arrow** joystick to highlight **Reset Trip**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Yes**.
5. Press **ENTER**.



Warning page offers you the opportunity to change your mind.

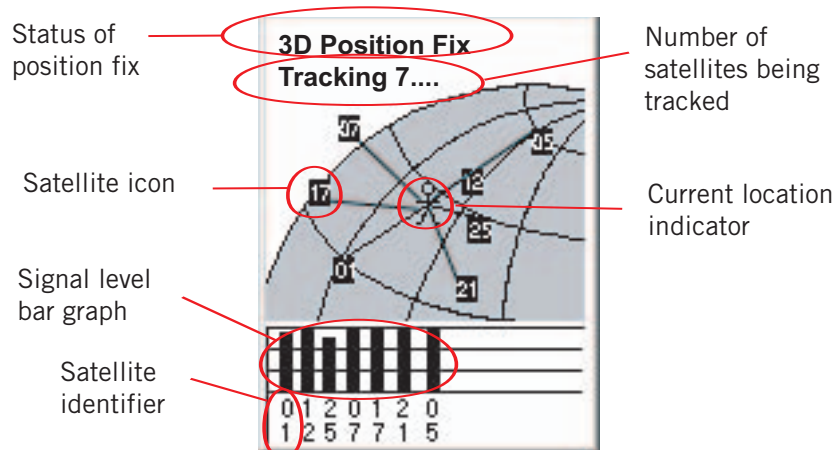
Satellite Status Screen

The *Satellite Status* screen is a handy way to visually see just how well the eXplorist is tracking and receiving satellite signals.

Highlights of the *Satellite Status* screen:

- Type of position fix as well as the number of satellites being tracked is displayed. [2D Position Fix requires three satellites; a 3D Position Fix requires four satellites or more.]
- Graphical indication of the location of the satellites, as well as their assigned number identifiers, are shown.
- Bar chart supplies information as to the signal strength for each satellite. [A hollow bar indicates that the satellite is being tracked but has not been locked on yet, a solid bar indicates that the satellite has been locked on.]

Satellite Status Screen Overview



Whether driving in a car, hiking on the trail or out for an afternoon sail, you are going to want to save places you've been in your eXplorist so you can go back to them in the future. This is the fundamental starting point for any GPS navigator.

Saving these places is called "Marking your position" or just **MARK** for short. The saved positions are called points of interest, or just **POI's**. (You may have heard the term "waypoints" to describe marked positions. Waypoints and points of interest are identical.)



Marking Your Position

The most common way of adding **POI's** to the database will be marking your present position. There are two levels of marking your position. The first that will be described will be quick marking your position. The second method provides you the means to personalize **POI's** you are saving.

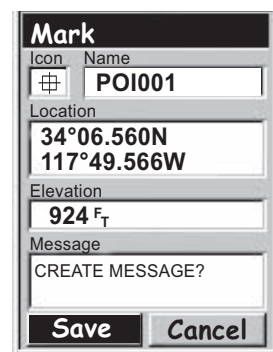
Quick Marking Your Position

This saves your present position in the database using mark position defaults.

1. Press **MARK**.
2. Press **ENTER**.

Note: if a position fix is not being computed or if only a 2D position fix (no elevation information) is being computed, a warning will be displayed asking you to confirm that you still want to save this position.

When you save a 2D position fix you will notice that even though elevation was not computed, that a elevation value is included as part of the **POI**. This elevation is the last elevation that was computed by the eXplorist.



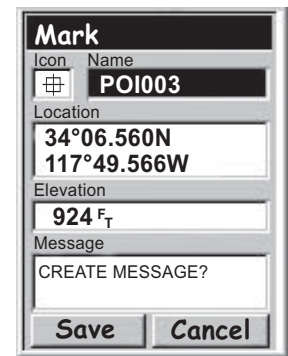
Sample Mark Screen

Tip: Later in this manual you will see a way to modify the icon, name and message of positions you have quick marked.

Marking Your Position (Personalized)

Normally, marking your position is simply a two button process, MARK and ENTER. However, sometimes you will want to personalize the POI you are marking to make it easier to identify later. You are able to change the icon, change the name, and create a message. (You are also able to change the location coordinates as well as the elevation. This changes the position that is being saved and is discussed in a following section.)

1. Press **MARK**.
 2. Use the **Arrow** joystick to highlight the field you want to change.
 3. Press **ENTER**.
 - 4a. If the icon field was selected: Use the **Arrow** joystick to select the icon desired and press **ENTER**. To aid in your selection, the type of icon selected is displayed in the information block at the top of the keypad.
 - 4b. If the Name field was selected. Use the **Arrow** joystick to select the character desired and press **ENTER**. If you make a mistake, highlight **Back** and press **ENTER**. To access the lower case characters, highlight **Shift** and press **ENTER**. To clear everything and start over, highlight **CLEAR** and press **ENTER**. When you are satisfied with the name, highlight **OK** and press **ENTER**.
- Note:* User saved POI names can only be eight characters long (including spaces).
- 4c. If the Message field was selected. Use the keypad displayed just as was described in 4b to enter a message for this POI. Message fields can have up to 30 characters, including spaces.
 5. When the Icon, Name and Message fields are done, use the **Arrow** joystick to highlight **Save**.
 6. Press **ENTER**.



Mark Screen with Name field highlighted.

Making POIs for Locations other than your Present Position

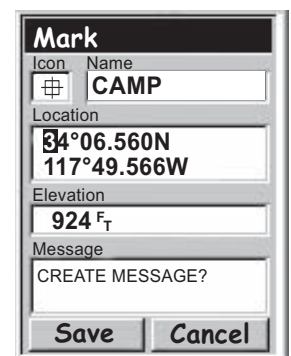
Sometimes you may want to save a position that is not your present position. The eXplorist offers you two ways of doing that. You can modify the coordinates of your present position or you can use the Cursor mode of the *Plotter* screen to pan to the location you want to mark.

Marking a Position by Entering Coordinates

This method of marking a position would normally be used when you have gotten the coordinates for the position from a map or chart. It is also possible that you have gotten the coordinates from a friend and want to save this POI in your eXplorist database.

Before beginning, make sure that your eXplorist has been set to use the same coordinate system that the coordinates you plan on entering are in. If not, you will have to go to Preferences and change the coordinate system used by your eXplorist.

1. Press **MARK**.
2. Use the **Arrow** joystick to highlight the Location field.
3. Press **ENTER**.
4. Depending on the coordinate system used, the information will be different but the process is the same. Use the **Arrow** joystick in an up/down motion to increase or decrease the value at the cursor point. To move the cursor point left or right, use the **Arrow** joystick in a left/right motion.
Input the data on the first line of the Location field. When done, press **ENTER** and the cursor will drop to the second line. Continue inputting the data for the second line of the Location field.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **Save**.
7. Press **ENTER** to save the new POI.



Entering new positioning coordinates

Note: While not described here, you can change the icon, name, elevation and add a message just as described in *Marking Your Position (Personalized)*.

Marking a Position using the Cursor

This gives you a way of marking a position, other than your present position, by moving the cursor around the plotter to a location where you want to create a POI.

1. While viewing the *Plotter* screen, use the **Arrow** joystick to put the eXplorer into Cursor mode.
2. Continue moving the crosshair cursor until you are over the location where you want to add a POI.
3. Press **MARK**.
4. [Optional] Use the **Arrow** joystick to highlight fields (icon, name, etc.) that you want to edit. When you are done editing the field, press **ENTER**.
5. With **Save** highlighted, press **ENTER**.
6. Press **ESC** to exit the Cursor mode and return to the Position mode.

The POI Database

All of the POI's that you have saved can be accessed using the POI database. Once the database has been accessed and the POI selected you can view or edit the POI.

Highlights of the POI database are:

- Searching for POI's you have saved, nearest to your position or in alphabetical order.
- Ability to edit POI's you have saved.
- Ability to delete POI's you have saved.
- Function letting you view a POI on the map.
- While viewing the list of POI's, the bearing and distance from your present position is displayed at the bottom of the screen.

Searching for a POI

When searching for a POI that you have entered, you have two options to choose from, nearest or alphabetical.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **My Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to select **Nearest** or **Alphabetical**.
6. Press **ENTER**.
7. Use the **Arrow** joystick to highlight the POI desired.

From here you can edit, delete or view on the map the POI you have highlighted by pressing **ENTER** and selected the desired function from the menu. Detailed information on these functions can be found later in this manual.

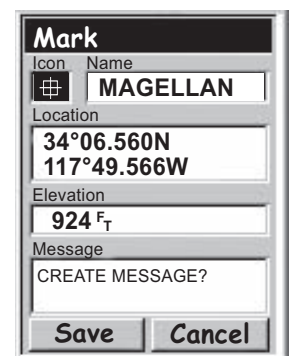
Editing a POI

POI's that you have saved can be edited to change the icon, name, elevation and message. You can also change the location but keep in mind that this effectively is creating a new POI in a new location.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **My Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to select **Nearest** or **Alphabetical**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the POI to be edited.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight **Edit POI**.
9. Press **ENTER**.

NOTE: If the POI you are trying to edit is used in a route, you will be asked to confirm that you want to edit this POI.

10. Use the **Arrow** joystick to highlight the field you want to change.
11. Press **ENTER**.
- 12a. If the icon field was selected: Use the **Arrow** joystick to select the icon desired and press **ENTER**. To aid in your selection, the type of icon selected is displayed in the information block at the top of the keypad.
- 12b. If the Name field was selected. Use the **Arrow** joystick to select the character desired and press **ENTER**. If you make a mistake, highlight **Back** and press **ENTER**. To access the lower case characters, highlight **Shift** and press **ENTER**. To clear everything and start over, highlight **CLEAR** and press **ENTER**. When you are satisfied with the name, highlight **OK** and press **ENTER**.



Editing an existing POI with the icon field highlighted

NOTE: User-entered POI names can only be eight characters long (including spaces).

- 12c. If the Message field was selected. Use the keypad displayed just as was described in 12b to enter a message for this POI.
13. When the Icon, Name and Message fields are done, use the **Arrow** joystick to highlight **Save**.
14. Press **ENTER**.

Deleting a POI

POI's that you have saved can be deleted using this operation. You may want to delete a POI to make it easier to search for a POI you created if you have a lot of them.

POI's that have been deleted cannot be restored. You will need to input the information for a POI you delete if you want it back. To prevent accidental deletion, a confirmation window will be displayed, confirming the delete.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **My Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick left/right to select **Nearest** or **Alphabetical**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the POI to be deleted.
7. Press **ENTER**.

NOTE: If the POI selected is used in a route, you will be asked to confirm the deletion.

8. Use the **Arrow** joystick to highlight **Delete POI**.
9. Confirm the deletion by highlighting **Yes** or cancel the deletion by highlighting **No**.
10. Press **ENTER**.

Viewing a POI on the Plotter Screen

POI's that you have saved can be viewed on the *Plotter* screen to assist you in locating the POI.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **My Pts of Interest**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to select **Nearest** or **Alphabetical**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the POI to be viewed.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight **View on Map**.
9. Press **ENTER**.
10. The *Plotter* screen will be displayed in the Cursor mode. The cursor will be directly over the POI you have selected. You may use the **Zoom** buttons to change the scale of the displayed plotter and if your position icon is within range, it will be shown.
11. Press **ESC** to return to the list of POI's found in step 6.

Note: Remember that pressing the **NAV** button will return you to the last viewed *Plotter* screen. In step 11 if you are finished with the POI's in the POI database, you could press **NAV** to close the POI database and return to the last viewed *Plotter* screen.

Routes are the least understood and one of the most important functions of a GPS receiver. The better you understand routes and how to use them, the more enjoyment you will receive from using your eXplorist.

The easiest, and most common form of a route is a **GOTO** route. A GOTO route is a one-leg route with a starting point (your present position) and a destination (a POI you select). This route is useful when you want to go to a POI you have saved.



The next type of a route is a **multi-leg route**. The easiest way to understand multi-leg routes is they are GOTO routes stuck together. If a GOTO route is from A to B then a multi-leg route goes from A to B, B to C, C to D and so on. (Using the term multi-leg is somewhat misleading as it can be a single leg route but these types of routes are rarely used as a one-leg route, a GOTO route would be used instead.) An advantage of a multi-leg route is that it can be saved in the eXplorist's memory to be activated and used over and over.

A third type of route is a **backtrack** route. (The creation of backtrack routes are not described in this section of the manual as they are part of the Track Log functions of the eXplorist.) As you travel the eXplorist records your track. Creating a backtrack route uses this track information and creates a multi-leg route, in reverse order, enabling you to navigate back to where you started.

GOTO Routes

A GOTO route is the most commonly used form of route in your eXplorist. The creation of a GOTO route is no harder than pressing the **GOTO** button and searching in the POI database for the destination POI.

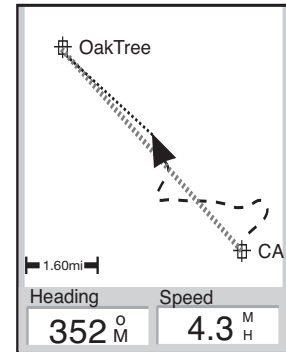
Features of a GOTO route:

- A straight line from your present position to a selected POI.
- GOTO routes can not be saved.
- GOTO routes are erased when the eXplorist is turned off.
- GOTO routes can be created by pressing the **GOTO** button and selecting the destination POI from the POI database.
- GOTO routes can also be created in the Cursor mode of the *Plotter* screen.

Creating a GOTO Route

The instructions here describe the most common, and easiest way to create a GOTO route.

1. Press **GOTO**.
2. Use the **Arrow** joystick to highlight **Nearest** or **Alphabetical**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the POI you want to go to.
5. Press **ENTER**.
6. If you already have a GOTO you will be asked to confirm the creation of this GOTO.



Plotter screen with an active GOTO.

After pressing **ENTER**, the last viewed navigation screen will be displayed, updated as needed to provide information about the GOTO route you have created. On the *Plotter* screen, a line will be drawn representing the GOTO route. The *Compass* screen will change to display the name of the POI used as the destination in the screen header bar and an icon representing the destination outside the diameter of the compass.

On the *Plotter* screen you may notice two lines pointing to your destination. The thicker line is the original, computed GOTO from your position to the destination. As you travel, it is unlikely that you can stay on this straight line so the path you need to follow is constantly changing. The second displayed line is the path that you should attempt to follow as you are moving. It is constantly updated and always shows the shortest path from your present position to the destination.

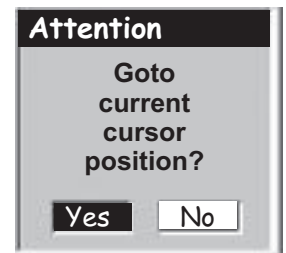
Creating a GOTO Route from the Cursor

This will create a GOTO route to a point on the plotter that you have indicated by moving the crosshair cursor on the *Plotter* screen.

1. While viewing the *Plotter* screen, use the **Arrow** joystick causing the eXplorist to go into Cursor mode.
2. Continue using the **Arrow** joystick to move the crosshair cursor to a point on the plotter that represents where you want to go to.
3. Press **GOTO**.
4. If a GOTO is active, you will be asked to deactivate it and create a new GOTO route. Highlight **Yes** and press **ENTER** to overwrite the existing GOTO. You are then asked if you want to create a new GOTO route. Highlight **Yes** and press **ENTER**.
5. Confirm that you want to create a GOTO to the current cursor position. Highlight **Yes**.

(If you highlight **No** and press **ENTER**, the eXplorist assumes that you still want to create a GOTO, just not to the current cursor position. The POI database screen will be displayed so you can search the database for the POI you want to use as the destination.)

6. Press **ENTER**.



Creating a GOTO using the cursor confirmation

After pressing **ENTER**, the last viewed navigation screen will be displayed, updated as needed to provide information about the GOTO route you have created. On the *Plotter* screen, a line will be drawn representing the GOTO route. The *Compass* screen will change to display the name of the POI used as the destination in the screen header bar and an icon representing the destination outside the compass diameter.

Multi-Leg Routes

Multi-leg routes can be used to navigate to a final destination using multiple legs. An example would be leaving the dock, motoring over to buoy 1, then the bait boat and finally to a fishing hot spot. This route would go from Dock to Buoy 1, Buoy 1 to Bait, Bait to Fish.

Features of a multi-leg route:

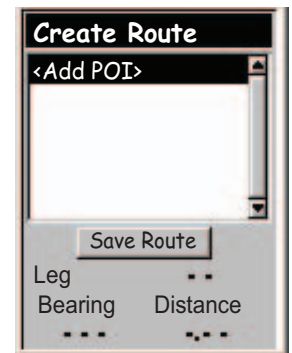
- Multi-leg routes can be saved in memory. (A maximum of 20 routes can be saved. Each saved route can have up to 29 legs in the route.)
- Multi-leg routes remain active even after the eXplorer has been turned off.
- Multi-leg routes can be edited, reversed, deleted or viewed on the plotter.
- When a multi-leg route is active, you can switch which leg will be used as the next destination point. In the above example, you could skip going to Buoy 1 by selecting the Bait leg when the route is active.

Creating a Multi-leg Route

The eXplorist will provide you an empty list for your route and you can use the POI's you have saved to create the route. All the tools you'd need to create the route will be described here.

Steps in creating a multi-leg route:

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **<New>**.
5. Press **ENTER**.
6. **<Add POI>** is highlighted. Press **ENTER**.
7. Use the **Arrow** joystick to highlight **Nearest** or **Alphabetical**. Press **ENTER**. Use the **Arrow** joystick to highlight the desired POI and press **ENTER**.
8. Continue pressing **ENTER** with **<Add POI>** highlighted. Select the next POI for the route from the POI database.
9. [Optional] As you are creating the route you may want to edit what you have already entered. You can insert, delete or replace a POI that is already in the route list.



Create Route screen

Inserting: Use the **Arrow** joystick to highlight the POI that you want to insert a new leg before. Press **MENU**, highlight **Insert POI** and press **ENTER**. Search the POI database for the new POI. The new POI will be added inserting into the route you are creating.

Deleting: Use the **Arrow** joystick to highlight the POI you want to delete from the route. Press **MENU**, highlight **Delete POI** and press **ENTER**.

Replacing: Use the **Arrow** joystick to highlight the POI you want to replace. Press **MENU**, highlight **Replace POI** and press **ENTER**. Search the POI database for the new POI. The POI you select will replace the POI that was originally highlighted.

10. When you have added all of the legs to the route you are creating, use the **Arrow** joystick to highlight **Save Route**.
11. Press **ENTER**.
12. Use the **Arrow** joystick and the **ENTER** button to input a name, up to ten characters, for the route.
13. Highlight **OK**.
14. Press **ENTER**.

Activating/Deactivating a Route

An active route is the route you are presently navigating on. Anytime you activate a route, it will remain the active route until you either turn it off (deactivate) or activate a new route. GOTO's are automatically activated when they are created while multi-leg routes need to be activated manually.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to activate or deactivate. (Active routes have their name bolded in the route list.)
5. Press **MENU**.
6. Highlight **Activate Route** or **Deactivate Route**.
7. Press **ENTER**.



List of routes with route named "Magellan" active.

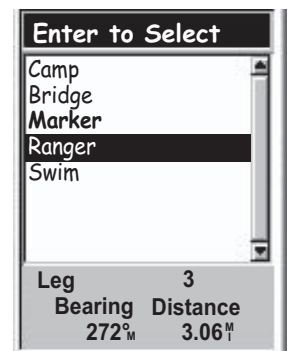
You will be returned to the last viewed navigation screen with the route chosen activated or deactivated.

Changing the Destination Leg of an Active Route

When a route is created it can have many different legs to the route, each leg with its own destination. If during your travels you wanted to skip some of the legs you can select the leg that you want to proceed to next.

An example would be your planned route starts at your campsite. The first leg goes to the bridge. The second leg goes across the bridge to the stone marker. Leg 3 leaves the stone marker and takes you to the ranger station. To finish out the route, the final leg goes from the ranger station to the swimming area. This route would be **Camp > Bridge > Marker > Ranger > Swim**. Suppose that after crossing the bridge you didn't want to go to the stone marker but instead go directly to the ranger station. Since the route is active (you can only select legs from active routes), you would follow the instructions below and tell the eXplorist to set the next leg to the ranger station. The route would be recomputed, eliminating the navigation instructions to go to the stone marker.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the active route.
5. Press **MENU**.
6. Highlight **Select Leg**.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the next destination POI from the route list that you want to go to. In the example above, that would be **Ranger**.
9. Press **ENTER**.
10. Confirm that you want to do this by using the **Arrow** joystick to highlight **Yes**.
11. Press **ENTER**.
12. Press **NAV** to return to the last viewed navigation screen.



Route leg list with **Ranger** selected. Note that **Marker** is **bold** as it is the current active leg.

Editing a Saved Route

Saved routes can be edited to add a new leg at the end of the route (<Add POI>) remove a leg (**Delete POI**), insert a new leg (**Insert POI**) or change the destination from one POI to another (**Replace POI**).

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to edit.
5. Press **ENTER**.

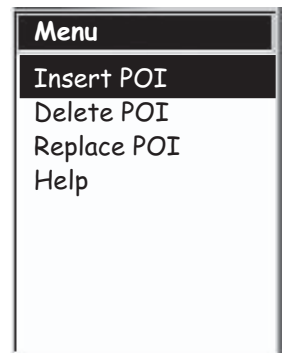
6. *Adding a Leg:* Use the **Arrow** joystick to highlight <Add POI>. Press **ENTER**. Search the POI database for the new POI. The new POI will be added to the end of the route.

Inserting: Use the **Arrow** joystick to highlight the POI that you want to insert a new leg before. Press **MENU**, highlight **Insert POI** and press **ENTER**. Search the POI database for the new POI. The new POI will be added inserting into the route you are creating.

Deleting: Use the **Arrow** joystick to highlight the POI you want to delete from the route. Press **MENU**, highlight **Delete POI** and press **ENTER**.

Replacing: Use the **Arrow** joystick to highlight the POI you want to replace. Press **MENU**, highlight **Replace POI** and press **ENTER**. Search the POI database for the new POI. The POI you select will replace the POI that was originally highlighted.

10. When the route has been edited, use the **Arrow** joystick to highlight **Save Route**.
11. Press **ENTER**.
12. [Optional] Use the **Arrow** joystick and the **ENTER** button to input a name, up to ten characters, for the route.
13. Highlight **OK**.
14. Press **ENTER**.



Reversing a Route

Reversing a route takes a saved route and recreates it in reverse order. The sample route that was discussed earlier, *Camp > Bridge > Marker > Ranger > Swim*, would now be *Swim > Ranger > Marker > Bridge > Camp*.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to reverse.
5. Press **MENU**.
6. Highlight **Reverse Route**.
7. Press **ENTER**.

Deleting a Route

The eXplorist can hold up to 20 different routes. When you have 20 routes saved you will need to delete one before you can create a new one.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to delete.
5. Press **MENU**.
6. Highlight **Delete Route**.
7. Press **ENTER**.
8. Highlight **Yes** to confirm deletion, or **No** to cancel deletion.
9. Press **ENTER**.



Copying a Route

Copying a route makes an exact duplicate of a route that can then be edited, saving you time in creating a new route that is similar to an existing route. Another use would be to copy a route and reverse it.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to copy.
5. Press **ENTER**.
6. Press **MENU**.
7. Use the **Arrow** joystick to highlight **Edit Route**.
8. Press **ENTER**.
9. Use the **Arrow** joystick to highlight **Save Route**.
10. Press **ENTER**.
11. Use the **Arrow** joystick and the **ENTER** button to input a new name, up to ten characters, for the route.
12. Highlight **OK**.
13. Press **ENTER**.

Viewing a Route on the Plotter

Viewing the route on the plotter gives you a way of graphically seeing the legs of the route as they appear on the plotter.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Routes**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight the name of the route you want to view.
5. Press **ENTER**.
6. Press **MENU**.
7. Use the **Arrow** joystick to highlight **View on Map**.
8. Press **ENTER**.

The route is displayed with the plotter scaled to display the entire route. You can use the **Zoom In** and **Zoom Out** buttons to change the scale, and the **Arrow** joystick to move around the plotter.

9. When you are done viewing the route, press **ESC** to return to the *Route List* screen.

As you are moving, the eXplorist continuously records your track. Much like leaving breadcrumbs on the trail that you can use later to find your way back, the eXplorist leaves “electronic breadcrumbs” on the map. The advantage here is you don’t have to worry about animals coming along and eating your return route markers.

This provides you with just another tool to make your eXplorist more valuable to you out in the field or on the waters. You can save your active track as track log or as a multi-leg route that you can use over and over. You can also create a backtrack route that will guide you back to your starting point, following the same path you just took. You will find many other additional uses for track logs once you feel comfortable with them.



Track Logs

As mentioned above, track logs are records of your travels uses electronic breadcrumbs to record where you have been. Track logs can be a track history that you have saved or the active track the eXplorist is recording.

Features of Track Logs:

- Active track is recording your travels whenever you are moving unless you have intentionally turned it off.
- Up to three track logs can be saved and recalled at a later date.
- Active tracks can be cleared, stopped and resumed adding flexibility to recorded tracking.
- Active tracks can be converted to a saved multi-leg route, providing a quick and easy way to create routes that can be used in the future.
- BackTrack, a function of Track Logs, provides an easy and quick way to activate a route that will return you to your starting position.

Stopping and Resuming Active Track Logging

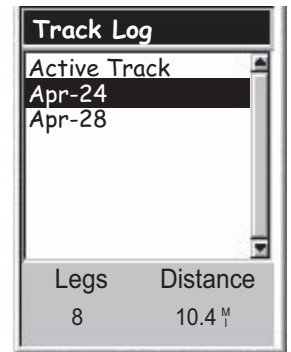
This provides the ability to turn off the recording of the active track, and then starting it up again.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. With **Active Track** highlighted, press **MENU**.
5. Highlight **Stop Logging** or **Resume Logging**.

Note: Stop Logging is displayed only when the active track is being recorded; Resume Logging appears only when the active track is not being recorded.

6. Press **ENTER**.

Note: The eXplorist will fill in a straight line from the point that track logging was stopped to the point where it has been resumed. This is true unless there has been more than four hours between the stop and the resume logging command. In that case, the eXplorist will not draw a straight line from the stop to the resume points of the track.

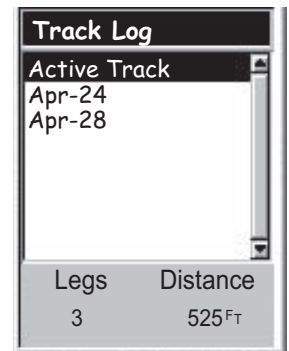


Track Log List with information at the bottom for the number of legs and the distance of the track log highlighted.

Starting a New Active Track Log

Before you can start a new active track log, you need to stop the one that is presently recording.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **Stop Logging**. (If **Resume Logging** is displayed, the Track Log has already been stopped. Go to step 10.)
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight **Active Track**.
9. Press **MENU**.
10. Highlight **New Track**.
11. Press **ENTER**.



Active route menu with New Track highlighted.

Saving an Active Track Log

This will save your active track log with a name you enter that you can use at some time in the future. This does not erase your presently active route, only saves the current active track and adds it to the list of available track logs. Up to three track logs can be saved, each with a name no more than seven characters long.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **Save**.
7. Press **ENTER**.
8. If there are not enough track points to save, an alert will be displayed informing you of the same and cancels the save.
9. Use the **Arrow** joystick and **ENTER** button to assign a name for the track log. Track log names can be up to seven characters in length.
10. Use the **Arrow** joystick to highlight **OK** when the name has been entered.
11. Press **ENTER**.

Creating a BackTrack Route

BackTrack routes use your active track to create a route back to where you started, turning around and following the electronic breadcrumb trail that the eXplorist dropped.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **BackTrack**.
7. Press **ENTER**.
8. [Track logging is turned off alert] Press **ENTER**.



After BackTrack has been activated, the last viewed navigation screen will be displayed. The eXplorist will now begin computing the navigation information needed to guide you back to your starting point.

NOTE: When you have an active BackTrack route, the eXplorist will not be recording track information. The previously mentioned options, Stop Logging, Resume Logging, New Track, will not be available. The eXplorist will automatically begin recording your track when:

- You have arrived at your destination.
- You activate a new route (GOTO or from Route menu).
- You deactivate the BackTrack. To deactivate a BackTrack:

Press **MENU**

Highlight **Track Log**, press **ENTER**

Highlight **Active Track**, press **MENU**

Highlight **Deactivate**, press **ENTER**

Press **ENTER**.

Clearing the Active Track

The active track can get to be very large, especially if you haven't cleared it in a while. It is recommended that if you plan on using a BackTrack or if you plan on saving the upcoming track log that you clear the active track before beginning your journey. If you do not, the other functions will still work but you will probably have a lot more track log information than you want.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track**.
5. Press **MENU**.
6. Highlight **Clear Track**.
7. Press **ENTER**.



The active track is cleared and you are returned to the *Track Log* screen.

Converting the Track Log to a Route

This function takes the track log and turns it in to a multi-leg route that is saved in your route list. From here the route can be edited if you need too.

Note: **Convert to Route** is available for both active track logs and track logs you have saved.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track** or any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Convert to Route**.
7. Press **ENTER**.
8. Use the **Arrow** joystick and **ENTER** button to assign a name for the route. Route names can be up to ten characters in length.
9. Use the **Arrow** joystick to highlight **OK** when the name has been entered.
10. Press **ENTER**.



The route is created with the name you assigned and you are returned to the *Track Log* screen.

Viewing the Track Log on the Plotter

Selecting View on Map displays the track log chosen and plots it on the *Plotter* screen. This gives you the opportunity to graphically view the track log

Note: **View on Map** is available for both active track logs and track logs you have saved.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Active Track** or any track log you have previously saved.
5. Press **MENU**.
6. Highlight **View on Map**.
7. Press **ENTER**.

The *Plotter* screen is displayed, in the Cursor mode, with the selected track log displayed on the screen. The **ZOOM IN** and **ZOOM OUT** buttons can be used to change the plotter scale and the cursor can be moved by using the **Arrow** joystick.

When you have finished viewing the track, press **ESC** to return to the *Track Log* screen.

Working with Saved Track Logs

It has been mentioned before that you can convert saved track logs to a route and view saved track logs on the plotter. There are three functions unique to saved track logs that you can perform; following, reversing and deleting the track.

Following Saved Track Logs

This function provides you with a means to use a saved track as a multi-leg route. Once this function has been activated, the eXplorist will navigate you along your saved track.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Follow Track**.
7. Press **ENTER**.
8. {Track logging will be turned off alert.} Press **ENTER**.

The last viewed navigation screen is displayed with the track log selected being used as an active route.

Reversing a Saved Track Log

Reversing a saved track log is identical to following a saved track log with the exception that the route created is reversed from the original track log.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Reverse Track**.
7. Press **ENTER**.
8. {Track logging will be turned off alert.} Press **ENTER**.

The last viewed navigation screen is displayed with the reversed track log selected being used as an active route.

Deleting a Saved Track Log

Use this function to remove track logs that have been previously saved that are no longer needed.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Track Log**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight any track log you have previously saved.
5. Press **MENU**.
6. Highlight **Delete Track**.
7. Press **ENTER**.

The saved track log is deleted and you are returned to the *Track Log* screen.

The Preferences portion of the eXplorist provides the tools to personalize the eXplorist to your usage and needs. There are tools that are designed to give you full flexibility over its use as well as performing maintenance on the internal memory should the need arise.

Features found in Preferences:

- Restarting the GPS (Initializing) to give the eXplorist its approximate location if it has been moved a large distance while being turned off.
- Access to setting the units of measure for information displayed.
- Provides a means to set the north reference used to be either magnetic north or True North.
- The coordinate system for position information as well as the map datum used to compute the coordinate information can be chosen.
- Full control over the built-in power management tools to assist in prolonging battery life.
- Personalize your eXplorist.
- Choose from ten different languages that can be used to display information.
- Access to tools that will provide you the means to clear all or part of the internal memory.



Restarting the GPS

Restarting the GPS provides a means of giving the eXplorist information about its approximate position, long time GPS receiver users will know this option as initializing. To understand when you would use this option, a brief explanation of how the eXplorist works will be helpful.

The GPS constellation consists of 24 satellites and three spares that orbit the earth, and at any given time of the day a different collection of satellites will be overhead. To keep track of what satellites are in view, the eXplorist has a built-in almanac that uses the present date and time, along with its approximate position, to “look-up” what satellites should be in view. Every time you turn your eXplorist off, it records in a special place in its memory, the last position fix computed, and then when it is turned back on, it assumes that it is still in the same approximate location and uses this last position fix when doing its “look-up” in the almanac.

Now if you turn your eXplorist off and fly across the country, the next time you turn it back on, it will think it is still at the location where it was turned off, and begin looking for the satellites it thinks are overhead. If the satellites are not there, the eXplorist begins “polling” the skies, trying to determine what satellites are in view. This process can take time and can appear as if the GPS portion of the eXplorist is not working. Under normal conditions, the eXplorist will still be able to compute your position but this can take longer than normal.

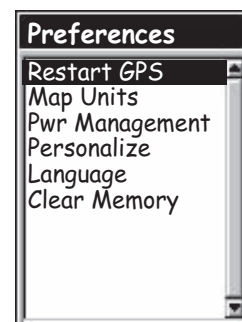
What **Restart GPS** does is it gives you the ability to give the eXplorist its approximate location, hence speeding up the time to acquire its first fix. Many eXplorist users will never need to use the Restart the GPS option, but it is available should the need arise.

When to use **Restart GPS**:

- When the eXplorist has been moved more than 500 miles (804.67 km) while turned off.
- When the eXplorist is sluggish and takes more than a few minutes to compute its first position fix when turned on. (This really isn't an option that you need to be concerned about. The eXplorist has a built-in feature that when it has trouble computing its first position fix, it automatically asks you to supply the approximate position.)

Restarting the GPS:

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Restart GPS**.
5. Press **ENTER**.



6. **Region.** Use the **Arrow** joystick to highlight the region of the world for your present location.

You can also enter the coordinates for your present position if you know them by highlighting **Enter Coord**. This is rarely used and is not described in this manual.



7. Press **ENTER**.

8. **Area.** Use the **Arrow** joystick to highlight the area of your location. The list of areas is different for each region selected in step 6.



9. Press **ENTER**.

10. **Time.** Use the **Arrow** joystick to enter the current time. Push the **Arrow** joystick up or down to change the value and left or right to move the cursor.

Note: Time is one of the first pieces of information transmitted by the satellites and even without enough satellite information to compute a position fix, the time displayed may have already been corrected.

11. Press **ENTER**.

12. **Date.** Use the **Arrow** joystick to enter the present date. Push the **Arrow** joystick up or down to change the value and left or right to move the cursor.

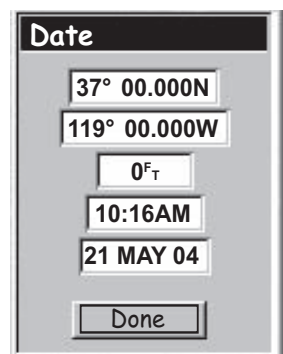
Note: Date is also sent by the satellites and may already be correct as well.

13. Press **ENTER**.

14. Use the **Arrow** joystick to highlight **Done**.

15. Press **ENTER**.

16. The last viewed navigation screen is displayed and the eXplorist will begin tracking satellites.



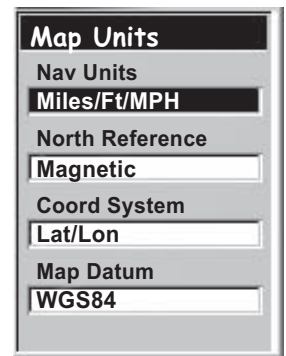
Setting the Map Units

In the Map Units option of Preferences you can select which units of measure for navigation data, the north reference, the coordinate system and the map datum that will be used by the eXplorist.

Selecting Navigational Units of Measure

The eXplorist can be set to display navigation data in *Miles/Yd/MPH*, *Miles/Ft/MPH*, *NM/Ft/Knots*, *NM/M/Knots* or *KM/KPH*.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Map Units*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *Nav Units*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired navigational units of measure.
9. Press **ENTER**.

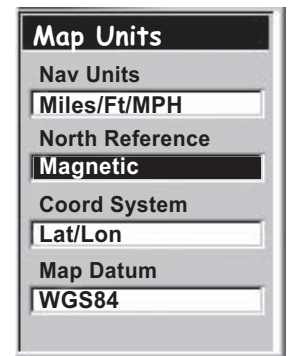


The *Map Units* screen is displayed with the new **Nav Units** shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

Selecting the North Reference

You can set the North Reference used by the eXplorist to be either magnetic north or True North.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Map Units*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *North Reference*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight *Magnetic* or *TRUE*.
9. Press **ENTER**.



The *Map Units* screen is displayed with the new *North Reference* shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

Selecting the Coordinate System

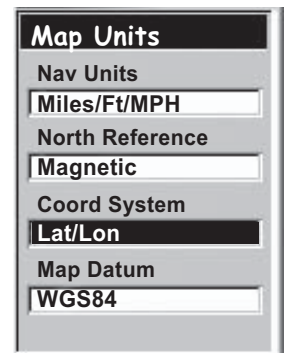
Position data will be displayed in the coordinate system chosen in Map Units. The default system is latitude/longitude (Lat/Lon) and should be fine for most users. Experienced navigators will want to select a coordinate system that matches the maps or charts they are using. Coordinate systems that can be selected are:

- Lat/Lon
- UTM
- OSGB
- Irish
- Swiss
- Swedish
- Finnish
- German
- French
- USNG
- MGRS
- User Grid

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Map Units**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for **Coord System**.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired coordinate system.

If User Grid is selected additional information is required. This option will only be used by experienced users and is not described in this manual.

9. Press **ENTER**.

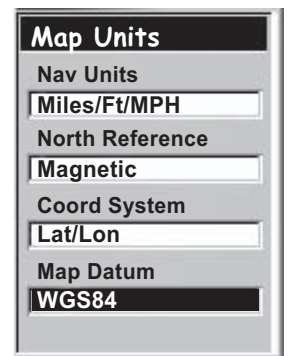


The *Map Units* screen is displayed with the new **Coord System** shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

Selecting the Map Datum

When using the eXplorist in conjunction with a map or chart, you should make sure that the map datum in the eXplorist matches the map datum that the map or chart uses. This can usually be found in the legend block on the map or chart. The default map datum for the eXplorist is WGS84 and should be used when in doubt.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Map Units*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *Map Datum*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired map datum.
9. Press **ENTER**.



The *Map Units* screen is displayed with the new **Map Datum** shown. You can change other settings or press **ESC** to return to the *Preferences* menu.

Using the Power Management Tool

When you are out in the field or on the water, extending the life of the batteries in your eXplorist should be something that you are mindful of. Two areas that you can control to extend the battery life are turning the eXplorist off when not in use and setting how long the display backlight will be on.

Setting the Power Off Timer

The eXplorist has a power off timer that will turn the eXplorist off after a defined time period if no buttons have been pressed or if you are not moving. This will prevent the batteries from running out if you accidentally leave the eXplorist on.

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Pwr Management**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for **Power Off Timer**.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired time interval or set to **Off**.
9. Press **ENTER**.



Note: When using a GOTO route you should note that if the eXplorist turns off the GOTO route is erased. If you have a GOTO route activated and you think that the power timer may elapse and turn the eXplorist off, you might want to set the Power Off Timer to **Off**. This does not apply to multi-leg routes and BackTrack routes.

Setting the Light Timer

As has been mentioned before, the display backlight makes the display easier to read in low light situations but it also is the largest drain on the batteries. The

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Pwr Management*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for *Light Timer*.
7. Press **ENTER**.
8. Use the **Arrow** joystick to highlight the desired time interval or set to *Timer Off*.
9. Press **ENTER**.

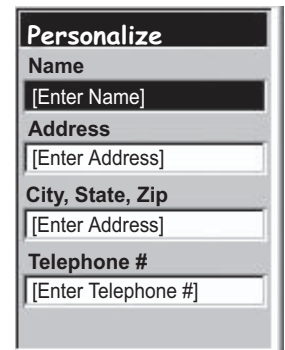
Light Timer
30 Seconds
1 Minute
2 Minutes
4 Minutes
10 Minutes
Timer Off

Personalizing the eXplorist

This function provides a way to input information about yourself that could be used to return your eXplorist should you happen to lose it. Also the name you enter in the **Name** field will be displayed on the *About* screen.

Steps to Personalize your eXplorist

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Personalize**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight the data field for **Name**.
7. Press **ENTER**.
8. Use the **Arrow** joystick and **ENTER** button to input your name.
9. Use the **Arrow** joystick to highlight OK when the name is entered.
10. Press **ENTER**.
11. [Optional] Use the **Arrow** joystick to highlight the data field for **Address**. Repeat steps 7 through 10 for your address.
12. [Optional] Use the **Arrow** joystick to highlight the data field for **City, State, Zip**. Repeat steps 7 through 10 for your city, state and zip code.
13. [Optional] Use the **Arrow** joystick to highlight the data field for **Telephone #**. Repeat steps 7 through 10 for your telephone number.
14. Press **ESC** to exit the **Personalize** function.



The screenshot shows a vertical menu titled "Personalize" with a black header. Below the header are several sections, each with a label and an input field. The sections are: "Name" with a field containing "[Enter Name]"; "Address" with a field containing "[Enter Address]"; "City, State, Zip" with a field containing "[Enter Address]"; and "Telephone #" with a field containing "[Enter Telephone #]". The input fields are highlighted with a dark background, indicating they are the current focus.

Selecting Languages

The eXplorist can be set to display information from any one of ten different languages. You can select from English, Français (French), Deutsch (German), Nederlands (Dutch), Suomi (Finnish), Español (Spanish), Italiano (Italian), Português (Portuguese), Svenska (Swedish) and Norsk (Norwegian).

Selecting the Language for Your eXplorist

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Language*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to selecte the language desired.
7. Press **ENTER**.



Clearing Memory

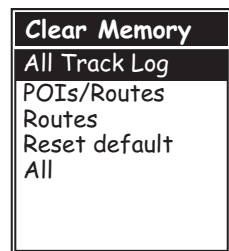
The Clear Memory function of Preferences gives you a tool that you can use to globally clear:

- all track logs [**All Track Log**],
- all POI's and routes [**POIs/Routes**],
- all multi-leg routes [**Routes**], or
- all track logs, POI's, and routes [**All**].

Using Clear Memory you can also set all of the defaults in the eXplorist to the factory defaults.

Clearing All Track Logs

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight **Preferences**.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight **Clear Memory**.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight **All Track Log**.
7. Confirm. Use the **Arrow** joystick to highlight **Yes** to confirm or **No** to cancel.
8. Press **ENTER**.



Clearing All User-Entered POIs and Routes

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Clear Memory*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *POIs/Routes*.
7. Confirm. Use the **Arrow** joystick to highlight *Yes* to confirm or *No* to cancel.
8. Press **ENTER**.

Clearing All Routes

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Clear Memory*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *Routes*.
7. Confirm. Use the **Arrow** joystick to highlight *Yes* to confirm or *No* to cancel.
8. Press **ENTER**.

Clearing All Track Logs, User-Entered POIs and Routes

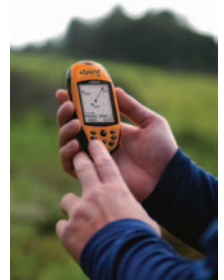
1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Clear Memory*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *All*.
7. Confirm. Use the **Arrow** joystick to highlight *Yes* to confirm or *No* to cancel.
8. Press **ENTER**.
9. The eXplorist will automatically shut off.

Resetting the eXplorist to Factory Defaults

1. Press **MENU**.
2. Use the **Arrow** joystick to highlight *Preferences*.
3. Press **ENTER**.
4. Use the **Arrow** joystick to highlight *Reset Default*.
5. Press **ENTER**.
6. Use the **Arrow** joystick to highlight *All*.
7. Confirm. Use the **Arrow** joystick to highlight *Yes* to confirm or *No* to cancel.
8. Press **ENTER**.

Performance

Receiver	14 parallel-channel technology, tracks up to 14 satellites to compute and update information.	
Antenna	Patch	
Acquisition Times (optimal conditions)		
	Warm	less than 1 minute
	Cold	less than 2 minutes
	Update Rate	1 second continuous
Accuracy		
	Position	<7 meters, 95% 2D RMS w/WAAS/EGNOS <3 meters, 95% 2D RMS
	Velocity	0.1 knot RMS steady state
Limits		
	Speed	951 MPH (1530.5 km/h)
	Altitude	60,000 ft. (18,600 meters)



Physical

Size	4.6" x 2.1" x 1.3" [h] x [w] x [d] 11.7 cm x 5.3 cm x 3.3 cm	
Weight	4 ounces (110 grams) with 2 AA batteries installed	
Display	1.8" x 1.4" [h] x [w] 4.6 cm x 3.6 cm 4-level grayscale, high contrast LCD with LCD backlit display	
Housing	Weatherproof construction, wraparound rubber armor	
Temp. Range	Operating: 14°F to 140°F (-10°C to 60°C)	

Power

Source	2 AA alkaline batteries
Battery Life	Greater than 14 hours w/backlight display off

Coordinate Systems

Available	11 plus 1 user grid. Lat/Lon, UTM, OSGB, Irish, Swiss, Swedish, Finnish, German, French, USNG and MGRS
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Routes

Total	Up to 20 saved routes GOTO route BackTrack route
Name Length	10 characters (including spaces)

Track Logs

Total	Up to 3 saved track logs plus active track log
Name Length	7 characters (including spaces)

Points of Interest

Saved POIs	Up to 500 saved points of interest
Name Length	8 characters (including spaces)

Navigation Screens

Plotter	Includes position plotter and 2 data fields (customizable)
Compass	Includes graphical compass and 2 data fields (customizable)
Position	Includes position, elevation, accuracy, date and time, trip odometer and battery life

Alarms

XTE Alarm	Alerts when more then 250 ft. left or right of computed track
Arrival Alarm	Alerts when within approximately 250 ft. of destination

Expand the use of your Magellan eXplorist with accessories from the Magellan Online Store for all of your adventures.

Carrying Case

Specially designed for your Magellan eXplorist, this rugged black canvas carrying case attaches conveniently to our belt or pack strap. It features handy pockets for carrying extra batteries. Protect your Magellan eXplorist while traveling or being stored.

Part number: 980773



Swivel Mount

Conveniently mount your Magellan eXplorist in your car, truck, boat or virtually any vehicle. This easy-to-install mounting bracket securely holds your receiver for optimal viewing while on-road or off-road, or on the water, wherever your adventure takes you.

Part number: 702209



Bike Mounting Bracket

Mount your Magellan eXplorist on your bicycle, snowmobile or motorcycle for convenient operation and viewing. The easy-to-install mounting bracket securely holds your receiver at just the right angle while on the trails, back roads, city street or anywhere your adventure takes you.

Part number: 702211



Vehicle Mount

Strong suction cups conveniently secure your Magellan eXplorist to the windshield of your car, truck or RV. Full tilt and swivel positioning enables optimal viewing of your receiver whenever your adventure takes you.

Part number: 702210



To order accessories you can go to the Magellan Online Store at:

www.magellangps.com/en/store/

for a complete listing of these and any additional accessories that are available for your Magellan eXplorist.

The following information is provided so that if you need support for your Magellan eXplorist, you can direct your questions/comments to the proper person at Thales Navigation.

Technical Support

If you need technical assistance, "how-to" help, or if you have a technical question about the functionality of your Magellan product, please contact us on the internet at www.magellangps.com or you may reach technical support by fax or by phone.

Our technical support phone representatives are available Monday through Friday, 6:00 a.m. to 5:00 p.m. P.S.T/P.D.T or after hours you may leave a detailed voice mail message that will be returned within the next business day.

Telephone: 800-707-9971 or +1 909-394-5000 (Outside North America).

You may also reach technical support by fax: +1 909-394-7050 [Attn: Tech. Support].

E-mail: magellansupport@thalesnavigation.com

Warranty Service

To obtain warranty service on your eXplorist, you need to contact the technical support group for a return authorization prior to shipment of product. Packages arriving at our dock without an RMA may be refused. To obtain an RMA, simply contact our technical support group at:

Tel: 800-707-9971 or 909-394-5000

Fax: 909-394-7050 [Attn: Tech. Support]

E-mail: magellansupport@thalesnavigation.com