Destination Entry

Destination Entry Menu

JOL.1526

The menu shows all the methods available for route setting:

Address

Memory Point

Home

Point of Interest

Previous Dest.

Postcode

The Destination Entry menu consists of two pages.

• To select a menu item that is not being displayed, touch **Next Page** or **Prev. Page**.

The second page contains the following methods available for route setting:

Select from Map

Motorway Entrance/Exit

Intersection

All these methods are described in this Chapter.

Search area

To reduce the time taken to calculate a route, the map database is divided into a number of regions. When setting a route, the destination (or way point) being entered must be in the currently selected search area.

Using the destination entry menu

The Destination Entry menu is used for both destination and way point entry. (Way points and the destination can be entered in any order.)
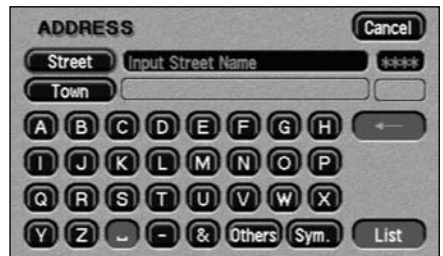
• Select an item from the menu. (For example, to use a point of interest as the destination, select Point of Interest.)

Enter by Address

The steps for address entry are:

• Street Entry.

• Select Town.

• Enter House Number.

Street entry

JOL.1527

After selecting Address from the Destination Entry menu, the alpha keyboard screen is displayed, showing 'Input Street Name'.
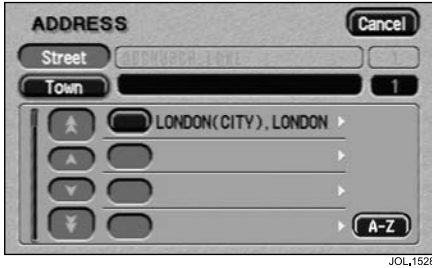
Destination Entry

- Enter the street name required.
- Touch **List** to display the list of possible streets.

The list of possible streets from the characters entered is displayed.

- Select the street required.
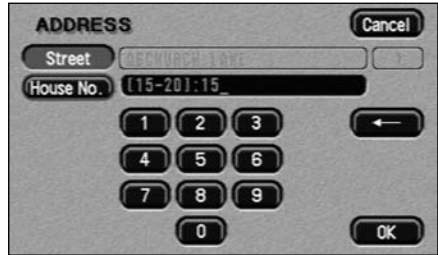
Select town

JOL.1528

The screen shows the list of towns where the street name entered occurs.

- Select the town required.

Note:

1. If there is only one town match, this step is omitted.

2. If a large number (more than 100) of matches is found, the alpha keyboard screen is displayed automatically, to allow the desired town name to be entered.

3. If less than 100 matches are found, the alpha keyboard screen may be displayed manually by touching the **A-Z** button.

House number entry

JOL.1529

The number pad screen is displayed, showing the house number range for the street selected.

- Enter the house number required and touch **OK**.

The destination details are displayed for confirmation of the address.

Note:

1. If a list of house number ranges is displayed, select the range applicable.

2. If the street does not have house numbers, or the house number is not known, just touch **OK**. The mid-point of the street will be used.

Order of Address Entry

The example just described shows how to enter an address with the street name first, followed by selecting the town, and finally the house number. You should find this the best method in most cases, however other methods are possible.

Entering town name first

In the following example, the town name is entered first.

- From the Destination Entry menu, select **Address**.

Destination Entry

The alpha keyboard screen is displayed, showing 'Input Street Name'.

• Touch the **Town** button.

The screen now shows 'Input Town Name'.

• Enter the town (or district) name required.

• Touch the **List** button.

The list of towns possible from the characters entered is displayed.

• Select the town required.

The alpha keyboard screen is displayed, showing 'Input Street Name'.

• Enter the street name required.

• Touch the **List** button.

The list of streets possible from the characters entered is displayed.

• Select the street required.

The number pad screen is displayed, showing the possible house number range for the street selected.

• Enter the house number required.

• Touch the **OK** button.

The destination details are displayed for confirmation of the address.

Entering town names

When entering the name of a town in another country, the name must be entered according to the usual spelling in the country concerned.

Town centre button

When displayed after a town name, this button selects the town centre as a destination

List button

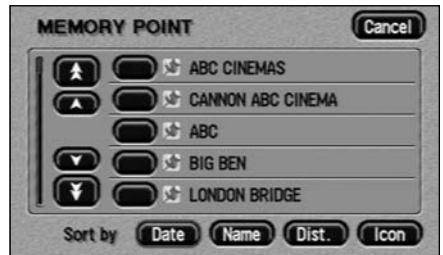The button becomes active when the characters entered reduces the possible entries to a small enough number. (The list is displayed automatically when the number of entries reduces to four or less.)

Address Entry Messages

While entering an address, you may encounter one of the following messages:

1. 'House Number not Found. Show Mid-Point of Street? Yes/No.'

2. 'The address does not exist. Show centre of this street? Yes/No.'

3. 'Street Found in Many Towns. Please Input the Town Name.'

• Select one of the buttons (**Yes** or **No**) or enter a town name, as required.

Using a Memory Point

JOL.1544

After selecting **Memory Point** from the Destination Entry menu, the screen shows the list of stored memory points.
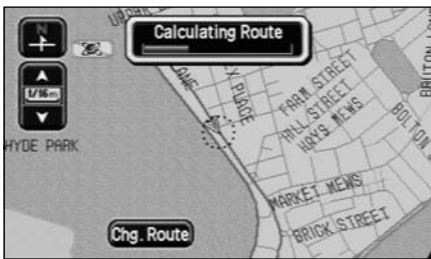
• Select the item required.

The destination details are displayed for confirmation of the address.

Destination Entry

Using the Home Position

JOL.1545

After selecting **Home** from the Destination Entry menu, a route is calculated to the stored home position.

The location of the home position is displayed, and the screen shows 'Calculating Route' while the route is being calculated.

Note: *If a home position has not been entered, this function cannot be selected (See 'Home', page 104 for instructions on how to set a home position).*

Using a Previous Destination

JOL.1550

After selecting **Previous Dest.** from the Destination Entry menu, the screen shows the list of stored previous destinations.

• Select the item required.

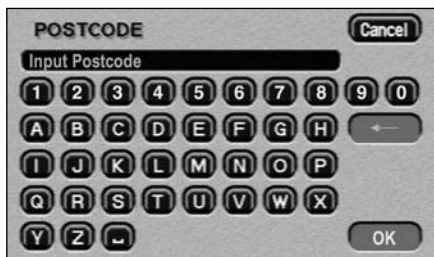The destination details are displayed for confirmation of the address.

Note: *While driving, the list scrolling function is not active. You can only choose from the items shown at the top of the list.*

Previous starting point

If the **Previous Starting Point** button is selected, the location used for the destination will be the starting point of your last journey, irrespective of whether you were driving under guidance or not.

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Using a Postcode

Note: *Using a postcode is not available in Australia.*

After selecting **Postcode** from the Destination Entry menu, the alpha-numeric keyboard screen is displayed showing 'Input Postcode'.

• Enter the postcode characters required, including any spaces and punctuation as used in reality, and touch **OK**.

The mid-point of the postcode area is displayed.

Note: *If the postcode is not spaced correctly the system may not find it. Make sure any spaces required are included, and in the correct place.*

Post code formats

The following is a list of countries where the navigation system provides full postcode entry:

 - Austria

 - Belgium

 - Denmark

 - France

 - Germany

 - Italy

 - Luxembourg

 - Spain

 - Switzerland

 - United Kingdom

The following, is a list of countries where the navigation system provides reduced postcode entry:

 - Netherlands: The four numeric digits only, e.g. 4817.

 - Sweden: Only the first three digits of the postcode can be entered, e.g. 162 00 must be entered as 162.

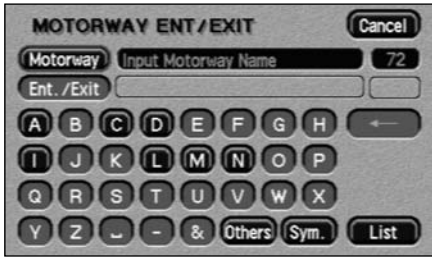## Using a Map Location

Select from map

After selecting **Select** from Map from the second page of the Destination Entry menu, the map screen showing the current vehicle location is displayed.

• Scroll the map until the required location is under the cross-wire marker.

The location can be stored as a destination or as a way point.

Destination Entry

Using a Motorway Entrance/Exit

JOL.1552

Enter a motorway name

After selecting **Motorway Entrance/Exit** from the second page of the Destination Entry menu, the alpha keyboard screen is displayed showing 'Input Motorway Name'.

- Enter the motorway name required and touch **List**.

The list of possible motorways from the characters entered is displayed.
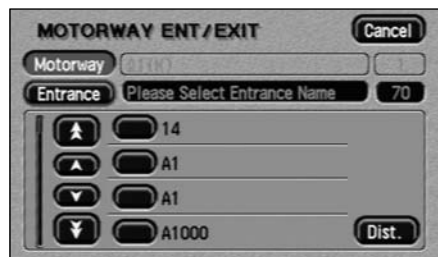
- Select the motorway required.

*Note: To enter numbers in the motorway name, touch **Sym.** to select the special characters keyboard screen.*

Select entrance/exit

JOL.1553

- Touch **Entrance** if you wish to join the motorway at this junction.
- Touch **Exit** if you wish to leave the motorway at this junction.

Select junction

JOL.1554

The screen shows the list of junction entrances (or exits, if chosen on the previous screen) on the motorway.
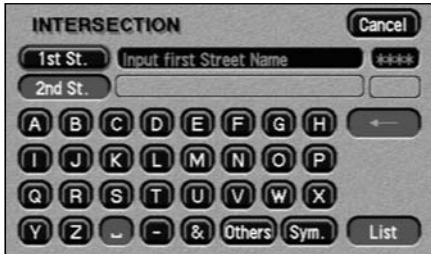
- Select the entrance (or exit) required.

The destination details are displayed for confirmation of the address.

Destination Entry

Using an Intersection

Enter first street name

JOL.1555

After selecting **Intersection** from the Destination Entry menu, the alpha keyboard screen is displayed showing 'Input First Street Name'.

• Enter the name required for the first street and touch **List**.

The list of possible streets from the characters entered is displayed.

• Select the street required.

Enter second street name

JOL.1556

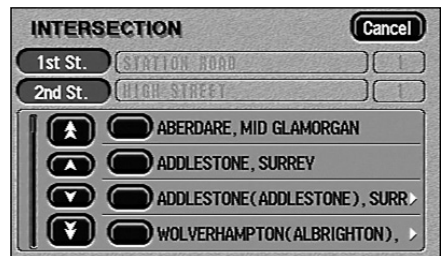The alpha keyboard screen is displayed showing the name of the first street and 'Input Second Street Name'.

• Enter the name required for the second street and touch **List**.

The list of possible streets from the characters entered is displayed.

• Select the street required.

Note: Not all the possible streets listed will have an intersection with the first street. A pop-up will notify you if you inadvertently select two streets that do not intersect.

Select town

JOL.1557

The screen shows the list of towns where the selected intersection occurs.

• Select the town required.

The destination details are displayed for confirmation of the address.