Thank you for choosing the Sniper Truck Nav as your navigator. You can start using your Sniper Truck Nav right away. This document is the detailed description of the navigation software. You can easily discover Sniper Truck Nav while you are using it or refer to our Quick Start Guide; however, we still recommend that you read this manual to fully understand the screens and features.
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1 Warnings and Safety information

The navigation system helps you find your way to your destination with the built-in GPS receiver. Sniper Truck Nav does not transmit your GPS position; others cannot track you.

If you accept it when first using the application, Sniper Truck Nav collects usage information and GPS logs that may be used for improving the application and the quality and coverage of maps. The data is processed anonymously; no one will be able to track any personal information. If you change your mind later, you can enable or disable the log collection in Settings (page 86).

It is important that you look at the display only when it is safe to do so. If you are the driver of the vehicle, we recommend that you operate Sniper Truck Nav before you start your journey. Plan the route before your departure and stop if you need to change the route.

You must obey the traffic signs and follow the road geometry. If you deviate from the recommended route, Sniper Truck Nav changes the instructions accordingly.

Never place Sniper Truck Nav where it obstructs the driver's view, where it is in the deployment zone of an airbag or where it might cause injuries in an accident.
2 Getting started
Sniper Truck Nav is optimised for vehicle use. You can use it easily by tapping the screen buttons and the map with your fingertips.

2.1 Navigation menu
You can reach all parts of Sniper Truck Nav from the Navigation menu.

You have the following options:

- Tap Find to select your destination by entering an address or selecting a place of interest, a location on the map or one of your Favourite destinations. You can also look up your recent destinations from the Smart History, enter a coordinate or use the location saved in a photo.

- Tap My Route to display the route parameters and the route in its full length on the map. You can also perform route-related actions such as editing or cancelling your route, setting a start point for the route, picking route alternatives, avoiding parts of the route, simulating navigation or adding the destination to your Favourites.

- Tap More... to customise the way the navigation software works, to simulate demo routes or to run some additional applications.

- Tap Show Map to start navigating on the map. The button itself is a miniature live map that shows your current position, the recommended route and the surrounding map area. Tap the button to enlarge the map to the full screen.

- Tap to stop navigation and exit the software.
### 2.2 Buttons and other controls on the screen

When you are using Sniper Truck Nav, you usually tap buttons on the touch screen.

You only need to confirm selections or changes if the application needs to restart, it needs to perform a major reconfiguration, or you are about to lose some of your data or settings. Otherwise, Sniper Truck Nav saves your selections and applies the new settings without confirmation as soon as you use the controls.

<table>
<thead>
<tr>
<th>Type</th>
<th>Example</th>
<th>Description</th>
<th>How to use it</th>
</tr>
</thead>
<tbody>
<tr>
<td>Button</td>
<td><img src="image" alt="Find" /></td>
<td>Tap it to initiate a function, to open a new screen, or to set a parameter.</td>
<td>Tap it once.</td>
</tr>
<tr>
<td>Button with value</td>
<td><img src="image" alt="Normal" /></td>
<td>Some buttons display the current value of a field or setting. Tap the button to change the value. After the change, the new value is shown on the button.</td>
<td>Tap it once.</td>
</tr>
<tr>
<td>Icon</td>
<td><img src="image" alt="Distance 16.9 km" /></td>
<td>Shows status information.</td>
<td>Some icons also function as a button. Tap them once.</td>
</tr>
<tr>
<td>List</td>
<td><img src="image" alt="List" /></td>
<td>When you need to select from several options, they appear in a list.</td>
<td>Grab the list anywhere and slide your finger up or down. Depending on the speed of the sliding, the list will scroll fast or slow, only a bit or till the end. Alternatively, move between pages with the and buttons and tap the value that you want.</td>
</tr>
<tr>
<td>Radio button</td>
<td><img src="image" alt="Radio button" /></td>
<td>When there are only a few choices, radio buttons may be used instead of lists. Only one value can be selected.</td>
<td>Tap one of the buttons to select a new value.</td>
</tr>
<tr>
<td>Switch</td>
<td><img src="image" alt="Switch" /></td>
<td>When there are only two choices, a checkmark shows whether the feature is enabled.</td>
<td>Tap it to turn the switch on or off.</td>
</tr>
</tbody>
</table>
2.2.1 Using keyboards

You only need to enter letters or numbers when you cannot avoid it. You can type with your fingertips on the full-screen keyboards and you can switch between various keyboard layouts, for example English, Greek or numerical.

<table>
<thead>
<tr>
<th>Task</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switching to another keyboard layout, for example from an English keyboard to a Greek keyboard</td>
<td>Tap the button and select the new keyboard layout from the list.</td>
</tr>
<tr>
<td>Correcting your entry on the keyboard</td>
<td>Tap to remove the unneeded character(s). Tap and hold the button to delete several characters or the entire input string.</td>
</tr>
<tr>
<td>Entering a space, for example between a first name and a family name or in multi-word street names</td>
<td>Tap the button at the bottom centre of the screen.</td>
</tr>
<tr>
<td>Entering upper and lower case letters</td>
<td>When entering a text, the first character appears in upper case while the rest of the text is in lower case. Tap to enter an upper case letter or tap twice to turn on Caps Lock. Tap again and lower case letters return.</td>
</tr>
<tr>
<td>Entering numbers and symbols</td>
<td>Tap to switch to a keyboard offering numeric and symbol characters.</td>
</tr>
<tr>
<td>Finalising the keyboard entry (accepting the suggested search result)</td>
<td>Tap</td>
</tr>
</tbody>
</table>
Finalising the keyboard entry (opening the list of search results)  Tap Results.

Finalising the keyboard entry (saving your input)  Tap ✓ Done.

 Cancelling the keyboard entry (returning to the previous screen)  Tap ← Back.

### 2.2.2 Beyond single screen tap

You usually need to tap the screen only once. However, some useful features can be accessed with combined touch screen tapping. Those are the following:

<table>
<thead>
<tr>
<th>Action</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tapping and holding the screen</td>
<td>Tap and keep pressing the following buttons to reach extra functions:</td>
</tr>
<tr>
<td></td>
<td>• Tap and hold ← Back on list and menu screens: the Map screen appears.</td>
</tr>
<tr>
<td></td>
<td>• Tap and hold any of the ←, →, ↑, ↓, ▼ buttons on the Map screen: you can rotate, tilt or scale the map continuously.</td>
</tr>
<tr>
<td></td>
<td>• Tap and hold ← on keyboard screens: you can delete several characters quickly.</td>
</tr>
<tr>
<td></td>
<td>• Tap and hold ↑ or ↓ in long lists: you can scroll pages continuously.</td>
</tr>
<tr>
<td>Gestures (drag&amp;drop)</td>
<td>You need to drag and drop the screen only in cases like:</td>
</tr>
<tr>
<td></td>
<td>• Moving the handle on a slider.</td>
</tr>
<tr>
<td></td>
<td>• Scrolling the list: grab the list anywhere and slide your finger up or down. Depending on the speed of the sliding, the list will scroll fast or slow, only a bit or till the end.</td>
</tr>
<tr>
<td></td>
<td>• Moving the map in map browsing mode: grab the map, and move it in the desired direction.</td>
</tr>
</tbody>
</table>
2.3 Map screen

2.3.1 Navigating on the map
The Map screen is the most frequently used screen of Sniper Truck Nav.

A small live map is displayed on the Navigation menu, as a part of the button.

To enlarge this small map and open the Map screen, tap .

This map shows the current position (the Vehimarker, a blue arrow by default), the recommended route (an orange line), and the surrounding map area.

When there is no GPS position, the Vehimarker is transparent. It shows your last known position.

You see coloured dots circling around a satellite symbol in the top left corner. The more green dots you see, the closer you are to get the valid GPS position.

When GPS position is available, the Vehimarker is displayed in full colour, now showing your current position.

There are screen buttons and data fields on the screen to help you navigate. During navigation, the screen shows route information.

The button gives quick access to frequently used functions. You can change the available functions in Settings.

By default, only one data field is displayed in the bottom right corner. Tap this field to see all route data fields. Tap any of the data fields to suppress others and display only the selected one.
The data fields are different when you are navigating an active route and when you have no specified destination (the orange line is not displayed).

Default data fields when cruising without a destination (tap and hold any of the fields to change its value):

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speed 61 km/h</td>
<td>Shows your current speed given by the GPS receiver.</td>
</tr>
<tr>
<td>Speed Limit 70 km/h</td>
<td>Shows the speed limit of the current road if the map contains it.</td>
</tr>
</tbody>
</table>
| Time 17:11 | Shows the current time corrected with time zone offset. The accurate time comes from the GPS satellites, and the time zone information comes from the map or it can be set manually in Regional settings.  
(The current time is always displayed in the top left corner of menu screens.) |

Default data fields when navigating a route (tap and hold any of the fields to change its value):

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Distance 16.9 km</td>
<td>Shows the distance you need to travel on the route before reaching your final destination.</td>
</tr>
</tbody>
</table>
| Time Left 0:16 | Shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route.  
The calculation cannot take into account traffic jams and other possible delays. |
| Arrival Time 17:22 | Shows the estimated arrival time at the final destination of the route based on information available for the remaining segments of the route.  
The calculation cannot take into account traffic jams and other possible delays. |
2.3.2 Position markers

2.3.2.1 Vehimarker and Lock-on-Road
When your GPS position is available, iGO primo marks your current position with the Vehimarker. By default, this marker is a blue arrow, but you can change this icon in Settings.
When on-road navigation is selected, the Vehimarker may not show your exact GPS position and heading. If roads are near, it is aligned to the nearest road to suppress GPS position errors, and the direction of the icon is aligned to the direction of the road.
If you select off-road navigation: The Vehimarker is at your exact GPS position. The direction of the icon shows your current heading.

2.3.2.2 Selected map location (Cursor) and selected map object
You can mark a map location in the following ways:
- Tap the map when navigating,
- Tap the map when you are asked to confirm the destination at the end of a search, or
- Tap the map in Find on Map (page 45)
When a map location is selected, the Cursor appears at the selected point on the map. The Cursor is displayed with a radiating red dot ( ) to make it visible at all zoom levels.
The location of the Cursor can be used as the destination of the route, a new alert point, you can search for Places around it, or you can save this location as one of your Favourite destinations.
You can also select some of the objects on the map. If you tap the map at the icon of a Place of Interest or an alert point, the object will be selected (you see a red circling border around the object), and you can get information about this object or use it as a route point.

2.3.3 Objects on the map

2.3.3.1 Streets and roads
Sniper Truck Nav shows the streets in a way that is similar to how the paper road maps show them. Their width and colours correspond to their importance: you can easily tell a motorway from a small street.

2.3.3.2 Turn preview and Next street
When navigating a route, the top section of the Map screen shows information about the next route event (manoeuvre) and the next street or the next city/town.
There is a field in the top left corner that displays the next manoeuvre. Both the type of the event (turn, roundabout, exiting motorway, etc.) and its distance from the current position are displayed.

A smaller icon shows the type of the second next manoeuvre if it is near the first one. Otherwise, only the next manoeuvre is displayed.

Most of these icons are very intuitive. The following table lists some of the frequently shown route events. The same symbols are used in both fields:

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Turn left." /></td>
<td>Turn left.</td>
</tr>
<tr>
<td><img src="image2" alt="Turn right." /></td>
<td>Turn right.</td>
</tr>
<tr>
<td><img src="image3" alt="Turn back." /></td>
<td>Turn back.</td>
</tr>
<tr>
<td><img src="image4" alt="Bear right." /></td>
<td>Bear right.</td>
</tr>
<tr>
<td><img src="image5" alt="Turn sharp left." /></td>
<td>Turn sharp left.</td>
</tr>
<tr>
<td><img src="image6" alt="Keep left." /></td>
<td>Keep left.</td>
</tr>
<tr>
<td><img src="image7" alt="Continue straight in the intersection." /></td>
<td>Continue straight in the intersection.</td>
</tr>
<tr>
<td><img src="image8" alt="Go left on the roundabout, 3rd exit (next manoeuvre)." /></td>
<td>Go left on the roundabout, 3rd exit (next manoeuvre).</td>
</tr>
<tr>
<td><img src="image9" alt="Enter roundabout (second next manoeuvre)." /></td>
<td>Enter roundabout (second next manoeuvre).</td>
</tr>
<tr>
<td><img src="image10" alt="Enter motorway." /></td>
<td>Enter motorway.</td>
</tr>
<tr>
<td><img src="image11" alt="Exit motorway." /></td>
<td>Exit motorway.</td>
</tr>
<tr>
<td><img src="image12" alt="Board ferry." /></td>
<td>Board ferry.</td>
</tr>
<tr>
<td><img src="image13" alt="Leave ferry." /></td>
<td>Leave ferry.</td>
</tr>
<tr>
<td><img src="image14" alt="Approaching a waypoint." /></td>
<td>Approaching a waypoint.</td>
</tr>
</tbody>
</table>
2.3.3.3 Lane information and Signposts

When navigating on multilane roads, it is important to take the appropriate lane in order to follow the recommended route. If lane information is available in the map data, Sniper Truck Nav displays the lanes and their directions using small arrows at the bottom of the map. Highlighted arrows represent the lanes you need to take.

Where additional information is available, signposts substitute arrows. Signposts are displayed at the top of the map. The colour and style of the signposts are similar to the real ones you can see above road or by the roadside. They show the available destinations and the number of the road the lane leads to.

All signposts look similar when cruising (when there is no recommended route). When navigating a route, only the signpost that points to the lane(s) to be taken is displayed in vivid colours; all others are darker.

If you want to hide the currently displayed signposts, tap any of them and the normal Map screen returns until new signpost information is received.

2.3.3.4 Motorway exit services

You may need a petrol station or a restaurant during your journey. This feature displays a new button on the map when you are driving on motorways.

Tap this button to open a panel with the details of the next few exits or service stations.

Tap any of them to display the exit area on the map. You can now easily add this exit as a waypoint to your route if needed.

If you want to display other types of Places for the exits, you can change the icons in Visual Guidance settings (page 83).
2.3.3.5 3D object types
Sniper Truck Nav supports the following 3D object types:

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3D terrain</td>
<td>3D terrain map data shows changes in terrain, elevations or depressions in the land when you view the map in 2D, and use it to plot the route map in 3D when you navigate. Hills and mountains are shown in the background of the 3D map, and illustrated by colour and shading on the 2D map.</td>
</tr>
<tr>
<td>Elevated roads</td>
<td>Complex intersections and vertically isolated roads (such as overpasses or bridges) are displayed in 3D.</td>
</tr>
<tr>
<td>3D landmarks</td>
<td>Landmarks are 3D artistic or block representations of prominent or well-known objects.</td>
</tr>
<tr>
<td>3D buildings</td>
<td>3D block representation of full city building data containing actual building size and position on the map.</td>
</tr>
</tbody>
</table>

2.3.3.6 Elements of the active route
Sniper Truck Nav shows the route in the following way:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Symbol]</td>
<td>Current GPS position and Start point</td>
<td>Your current position displayed on the map. If roads are near, it is aligned to the nearest road. Normally if GPS position is available, the route starts from the current position. If there is no valid GPS position, Sniper Truck Nav uses the last known position as the start point.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Waypoint (intermediate destination)</td>
<td>An intermediate destination of the route before reaching the final destination.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Destination (end point)</td>
<td>The final destination of the route.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Route colour</td>
<td>The route always stands out with its colour on the map, both in daytime and in night colour mode.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Streets and roads that are excluded from the navigation</td>
<td>You can choose whether you want to use or avoid certain road types (page 77). However, when Sniper Truck Nav cannot avoid such roads, the route will include them and it will show them in a colour that is different from the</td>
</tr>
</tbody>
</table>
2.3.4 Manipulating the map

Tap the map anywhere to browse it during navigation. The map stops following the current position (the Vehimarker, a blue arrow by default, is not locked in a fix position on the screen any more) and control buttons appear to help you modify the map view.

<table>
<thead>
<tr>
<th>Action</th>
<th>Button(s)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Moving the map with drag&amp;drop</td>
<td>No buttons</td>
<td>You can move the map in any direction: tap and hold the map, and move your finger towards the direction you want to move the map.</td>
</tr>
</tbody>
</table>
| Zooming in and out      | +, -      | Changes how much of the map is displayed on the screen.  
Sniper Truck Nav uses high-quality vector maps that let you examine the map at various zoom levels, always with optimised content. It always displays street names and other text with the same font size, never upside-down, and you only see the streets and objects that you need.  
Map scaling has a limit in 3D map view mode.  
If you zoom out further, the map switches to 2D view mode.  
Tap the button once to modify the view in large steps, or tap and hold the button to modify it continuously and smoothly. |
| Tilting up and down     | ↑, ↓      | Changes the vertical view angle of the map in 3D mode.  
Tap the button once to modify the view in large steps, or tap and hold the button to modify it continuously and smoothly.                                                                 |
| Rotating left and right | ←, →      | Changes the horizontal view angle of the map.  
Tap the button once to modify the view in large steps, or tap and hold the button to modify it continuously and smoothly.                                                                 |
| 2D or 3D view           | ←, →      | Tap this button to switch between the 3D perspective and 2D top-down map view modes.                                                                                                                       |
### Compass in 2D map view mode

The direction of the compass shows North. Tap the button to switch to North-up view, and then tap again to rotate the map in the previous direction.

### Compass in 3D map view mode

The direction of the compass shows North. Tap the button to switch to North-up view, and then tap again to rotate the map in the previous direction.

### Location information

Tap this button to open a new screen with information about the selected map point, the Cursor.

### Return to normal navigation

Tap this button to move the map back to follow the current GPS position. Automatic map rotation is also re-enabled. The map manipulation buttons disappear and navigation continues.

### Additional options

Tap this button to open a list of additional features like saving the Cursor as a Favourite destination, or searching for Places around the Cursor.

### Select destination

Tap this button to select the Cursor as a new destination. The route is automatically calculated.

---

### 2.3.5 Quick menu

The Quick menu is a selection of controls and functions that are frequently needed during navigation. It can be opened directly from the Map screen by tapping.

The menu will close after a few seconds of inactivity or if you tap. Most of these functions are shortcuts. They are accessible from the menu system.
There are more functions available than the number of buttons in the menu. In Settings, you can choose the function of each button (page 77). The following options are available:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
<th>Shortcut for</th>
</tr>
</thead>
<tbody>
<tr>
<td>Makkah</td>
<td>Open the Quick menu, and tap the Makkah button to open the screen that points in the direction of the Kaaba.</td>
<td></td>
</tr>
<tr>
<td>Quick Place Search</td>
<td>This function lets you search for a Place by its name. The search is carried out either along your route or around your current location if there is no route calculated.</td>
<td>Find / Find Places / Quick Search (page 34)</td>
</tr>
<tr>
<td>Favourites</td>
<td>This button opens the list of your Favourite destinations.</td>
<td>Find / Favourite (page 46)</td>
</tr>
<tr>
<td>History</td>
<td>This button opens the History list. You can select one of your previous destinations.</td>
<td>Find / History (page 48)</td>
</tr>
<tr>
<td>Edit Route</td>
<td>This button opens the route editing function.</td>
<td>My Route / Edit Route</td>
</tr>
<tr>
<td>Route Settings</td>
<td>This button opens the route related settings.</td>
<td>More / Settings / Route Settings (page 77)</td>
</tr>
<tr>
<td>Map Settings</td>
<td>This button opens the map related settings.</td>
<td>More / Settings / Map Settings (page 81)</td>
</tr>
<tr>
<td>Where Am I?</td>
<td>This button opens a special screen with information about the current position and a button to search for nearby emergency or roadside assistance. For details, see the next chapter.</td>
<td>Tap the Current Street field on the Map screen</td>
</tr>
<tr>
<td>Cancel Route</td>
<td>This button cancels the route and stops navigation. The button is replaced with the next one if waypoints are given.</td>
<td>My Route / Cancel Route (page 56)</td>
</tr>
<tr>
<td>Remove Next Waypoint</td>
<td>This button skips the next waypoint from the route.</td>
<td>n/a</td>
</tr>
<tr>
<td>Overview</td>
<td>This button opens a 2D map scaled and positioned to show the entire route.</td>
<td>My Route / Overview (page 52)</td>
</tr>
<tr>
<td>Button</td>
<td>Description</td>
<td>More/Settings/Help</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
<td>-------------------</td>
</tr>
<tr>
<td><img src="image" alt="Visual Guidance" /></td>
<td>This button opens the Visual Guidance settings screen.</td>
<td>More / Settings / Visual Guidance (page 83)</td>
</tr>
<tr>
<td><img src="image" alt="Avoid" /></td>
<td>This button lets you bypass parts of the recommended route.</td>
<td>My Route / Avoidances</td>
</tr>
<tr>
<td><img src="image" alt="Trip Monitor" /></td>
<td>This button opens the Trip Monitor screen where you can manage your previously saved trip logs and track logs.</td>
<td>More / Trip Monitor (page 73)</td>
</tr>
<tr>
<td><img src="image" alt="Itinerary" /></td>
<td>This button opens the list of manoeuvres (the itinerary).</td>
<td>Tap the top of the Map screen during navigation.</td>
</tr>
<tr>
<td><img src="image" alt="Save Route" /></td>
<td>With this function you can save the active route for later use.</td>
<td>My Route / More / Save Route</td>
</tr>
<tr>
<td><img src="image" alt="Load Route" /></td>
<td>With this function you can replace the active route with a previously saved route.</td>
<td>My Route / More / Load Route</td>
</tr>
<tr>
<td><img src="image" alt="Find Places" /></td>
<td>With this function you can search for Places of Interest in various different ways.</td>
<td>Find / Find Places (page 34)</td>
</tr>
<tr>
<td><img src="image" alt="Simulate Navigation" /></td>
<td>This button opens the Map screen and starts simulating the active route.</td>
<td>My Route / More / Simulate Navigation (page 65)</td>
</tr>
<tr>
<td><img src="image" alt="GPS Info" /></td>
<td>This button opens the GPS Information screen with satellite position and signal strength information.</td>
<td>Tap the top of the Map screen when there is no GPS reception</td>
</tr>
<tr>
<td><img src="image" alt="Vehicle Profile" /></td>
<td>This button opens the parameters of the selected Vehicle profile.</td>
<td>More / Settings / Route (page 77)</td>
</tr>
</tbody>
</table>
2.3.6 Checking the details of the current position (Where Am I?)

This screen contains information about the current position (or about the last known position if GPS reception is not available) and a button to search for useful Places nearby.

![Screen with details of the current position](image)

You can access this screen from the map in one of the following ways:

- If the current street is displayed below the Vehimarker (the current position on the map), tap it to open the Where Am I? screen.
- Open the Quick menu and tap the button.

Information on this screen:

- ![Maps](image): Latitude and Longitude (coordinate of the current position in WGS84 format).
- ![Elevation](image): Altitude (elevation information coming from the GPS receiver - often inaccurate).
- ![House](image): House number on the left.
- ![House](image): House number on the right.
- In the middle of the screen you can see whether the position is current, or the time left since it was last updated.
- Address details (when available) of the current position are displayed at the bottom.

You can also perform some actions on this screen:

Tap ![More](image) to save the current position as a Favourite destination.

You can also search for assistance near your current position. Tap ![Help Nearby](image) to open a new screen for the Quick search:
The following services can be searched around the current position or the last known position:

- **Car Repair Around Here**: Car repair and roadside assistance services
- **Police Around Here**: Police stations
- **Health Around Here**: Medical and emergency services
- **Petrol Station Around Here**: Petrol stations

Tap any of the buttons, select a Place from the list, and navigate to it.
3 On-road navigation

When first started, Sniper Truck Nav calculates routes using the road network of the high quality vector maps provided with the product.

You can set up your route in different ways:

- If you need a route for immediate navigation, you can select the destination and start navigating to it right away (normal navigation).
- You can also plan a route independently of your current GPS position or even without GPS reception. To achieve this you need to set a new starting point in My Route / Edit Route by tapping the flag icon at the current position. This will also turn off the GPS receiver so that the route is not recalculated when a new position is received.

You can plan routes with multiple destinations. Select the first destination. Then select a second destination and add it to your route to create a multi-point route. You can add as many destinations to your route as you like.

You can also use Sniper Truck Nav for off-road navigation. For details, see page 67.

3.1 Selecting the destination of a route

Sniper Truck Nav offers you several ways of choosing your destination:

- Enter a full address or a part of an address, for example a street name without a house number or the names of two intersecting streets (page 24).
- Enter an address with postal code (page 31). This way you do not need to select the name of the city/town and the search for street names might be faster as well.
- Use a built-in Place of Interest as your destination (page 34).
- Select a location on the map with the Find on Map feature (page 45).
- Use a previously saved Favourite destination (page 46).
- Select a location from the History of previously used destinations (page 48).
- Enter the coordinate of the destination (page 49).
- Use the location where a photo was taken (page 50).

3.1.1 Entering an address or a part of the address

If you know at least a part of the address, it is the quickest way to select the destination of the route.

Using the same screen, you can find an address by entering:

- the exact address, including house number
- the centre of a city/town
- an intersection
- the midpoint of a street
- any of the above, starting the search with the postal code (page 31)
3.1.1.1 Entering an address
To enter an address as the destination, do as follows:

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

3. By default, Sniper Truck Nav proposes the country and city/town where you are. If needed, tap , enter the first few letters of the country name on the keyboard, and select one country from the list of results.

4. If needed, select a new city/town:
   a. Tap
   b. Start entering the name of the city/town on the keyboard.
   c. Find the city/town you need:
      • The most likely city/town name is always shown in the input field. To accept it, tap .
      • If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears automatically, tap ). Select the city/town from the list.

5. Enter the street name:
   a. Tap
   b. Start entering the street name on the keyboard.
   c. Find the street you need:
- The most likely street name is always shown in the input field. To accept it, tap .
- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears automatically, tap ). Select the street from the list.

6. Enter the house number:
   a. Tap <House Number>.
   b. Enter the house number on the keyboard. (To enter letters, tap QWERTY).
   c. Tap to finish entering the address. (If the entered house number cannot be found, the midpoint of the street is selected as the destination.)

7. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap Next to confirm the destination, or tap Back to select a different destination.

8. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap More to modify route parameters, or tap Go! and start your journey.
If you know that you will use this destination frequently, before tapping to confirm the destination, put it on the list of your Favourites first: tap  and then  to save the location. The map with the destination returns automatically. Now you can start your journey.

3.1.1.2 Entering the midpoint of a street as the destination
You can navigate to the midpoint of a street if the house number is not available:

1. If you are on the Map screen, tap  to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

3. If necessary, modify the country and city/town as described earlier (page 25).

4. Enter the street name:

   a. Tap  
   b. Start entering the street name on the keyboard.
   c. Find the street you need:

      • The most likely street name is always shown in the input field. To accept it, tap .

      • If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears automatically, tap ). Select the street from the list.
5. Instead of entering the house number, tap ![Select Street](image). The midpoint of the street is selected as the destination.

6. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ![Next](image) ) appears at the new location. Tap ![Next](image) to confirm the destination, or tap ![Back](image) to select a different destination.

7. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap ![More](image) to modify route parameters, or tap ![Go!](image) and start your journey.

3.1.1.3 Selecting an intersection as the destination

To enter an address as the destination, do as follows:

1. If you are on the Map screen, tap ![Menu](image) to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

3. If necessary, modify the country and city/town as described earlier (page 25).
4. Enter the street name:
   a. Tap [Street].
   b. Start entering the street name on the keyboard.
   c. Find the street you need:
      • The most likely street name is always shown in the input field. To accept it, tap [✓].
      • If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears automatically, tap [Results]). Select the street from the list.

5. Enter the intersecting street name:
   1. Tap [Intersecting Street].
      • If only a few intersecting streets exist, their list appears immediately.
      • In case of a longer street, the keyboard screen appears. Start entering the name of the intersecting street on the keyboard. As soon as the street names that match the entered string can be shown on one screen, their list appears automatically. Select from the list.

6. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor (📍) appears at the new location. Tap [Next] to confirm the destination, or tap [Back] to select a different destination.

7. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap [More] to modify route parameters, or tap [Go!] and start your journey.
3.1.1.4 Selecting a city/town centre as the destination

The city/town centre is not the geometric centre of the city/town but an arbitrary point the map creators have chosen. In towns and villages, it is usually the most important intersection; in larger cities, it is one of the important intersections.

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

3. If necessary, modify the country as described earlier (page 25).

4. Select the destination city/town:
   a. Tap .
   b. Start entering the name of the city/town on the keyboard.
   c. Find the city/town you need:
      • The most likely city/town name is always shown in the input field. To accept it, tap .
      • If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears automatically, tap ). Select the city/town from the list.

5. Instead of entering the street name, tap . This way the centre of the displayed city/town becomes the destination of the route.
6. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap to confirm the destination, or tap to select a different destination.

7. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap to modify route parameters, or tap and start your journey.

3.1.1.5 Entering an address with a postal code

All of the above address searching possibilities can be performed with entering the postal code instead of the city/town name. Find below an example with a full address:

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

3. If necessary, modify the country as described earlier (page 25).

4. Enter a new city/town using its postal code:

   a. Tap

   b. Tap to open the numeric keypad.

   c. Start entering the postal code.

   d. Find the city/town you need:
- The most likely postal code is always shown in the input field. To accept it, tap ✅.
- If the desired number does not show up, open the list of results by tapping Results. Select the postal code from the list.

5. Enter the street name:
   a. Tap • Street •.
   b. Start entering the street name on the keyboard.
   c. Find the street you need:
      - The most likely street name is always shown in the input field. To accept it, tap ✅.
      - If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears automatically, tap Results •). Select the street from the list.

6. Enter the house number:
   a. Tap <House Number>.
   b. Enter the house number on the keyboard. (To enter letters, tap QWE •).
   c. Tap ✅ Done to finish entering the address. (If the entered house number cannot be found, the midpoint of the street is selected as the destination.)
7. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap to confirm the destination, or tap to select a different destination.

8. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap to modify route parameters, or tap and start your journey.

3.1.1.6 Tips on entering addresses quickly

- When you are entering the name of a city/town or a street:
  - Only those letters are offered on the keyboard that appear in possible search results. All other characters are greyed out.
  - As you are typing, the most likely result is always displayed in the input field. If the guess is correct, tap to select it.
  - After entering a couple of letters, tap to list the items that contain the specified letters.
- You can speed up finding an intersection:
  - Search first for the street with a less common or less usual name; fewer letters are enough to find it.
  - If one of the streets is shorter, search for that one first. You can then find the second one faster.
- You can search for both the type and the name of a road. If the same word appears in several names, for example in the name of streets, roads and avenues, you can obtain the result faster if you enter the first letter of the street type. For example, enter ‘PI A’ to obtain Pine Avenue and skip all Pine Streets and Pickwick Roads.
• You can also search in postal codes. As postal codes consist of only a few characters, this is usually faster than entering the name of the city/town.

3.1.2 Selecting the destination from the Places of Interest
You can select your destination from the Places of Interest included with Sniper Truck Nav. Using the same screen, you can find a Place in different ways:
• with the Quick search feature, you can quickly find a nearby Place by its name
• with the Preset search feature, you can find frequently searched types of Places with only a few screen taps
• you can search for a Place by its category
• you can search for a Place by its name
In addition, you can search for special services from the ‘Where Am I?’ screen.

3.1.2.1 Quick search for a Place of Interest
The Quick search feature lets you quickly find a Place by its name. The search is always carried out
• along the recommended route if it exists or
• around your current location if there is no destination given.
1. Start the Quick search function:
   • If you are on the Map screen, tap and then tap .
   • If you are in the Navigation menu, tap and then tap .
2. Using the keyboard, start entering the name of the Place.
3. After entering a few letters, tap to open the list of Places with names containing the entered character sequence.
4. (optional) The Places in the list are ordered by the length of the necessary detour (when navigating a route) or by their distance from the current position (when no destination is given). If you need to reorder the list, tap More.

5. Browse the list if necessary and tap one of the list items. A full screen map appears with the selected point in the middle. The name and address of the Place is displayed at the top of the screen.

6. (optional) Tap Back to see the details of the selected Place. Tap Next to return to the map.

7. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap Back to confirm the destination, or tap Next to select a different destination.

8. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap More to modify route parameters, or tap Go! and start your journey.
3.1.2.2 Searching for a Place of Interest using preset categories

The Preset search feature lets you quickly find the most frequently selected types of Places.

1. If you are on the Map screen, tap \textbf{Menu} to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

   \begin{itemize}
   \item \textbf{Find}
   \item \textbf{Find Places}
   \end{itemize}

3. The preset search categories appear:

   \begin{itemize}
   \item \textbf{Petrol Station}
     \begin{itemize}
     \item If an active route exists, petrol stations are searched along the route.
     \item If there is no active route (destination is not selected), they are searched around the current position.
     \item If the current position is not available either (no GPS signal), they are searched around the last known position.
     \end{itemize}
   \item \textbf{Parking}
     \begin{itemize}
     \item If an active route exists, parking lots are searched around the destination of the route.
     \item If there is no active route (destination is not selected), they are searched around the current position.
     \item If the current position is not available either (no GPS signal), they are searched around the last known position.
     \end{itemize}
   \item \textbf{Restaurant}
     \begin{itemize}
     \item If an active route exists, restaurants are searched along the route.
     \item If there is no active route (destination is not selected), they are searched around the current position.
     \item If the current position is not available either (no GPS signal), they are searched around the last known position.
     \end{itemize}
   \item \textbf{Accommodation}
     \begin{itemize}
     \item If an active route exists, accommodation is searched around the destination of the route.
     \end{itemize}
   \end{itemize}
• If there is no active route (destination is not selected), they are searched around the current position.

• If the current position is not available either (no GPS signal), they are searched around the last known position.

4. Tap any of the quick search buttons to get an instant list of Places.

5. (optional) The Places in the list are ordered by their distance from the current or last known position, from the destination or by the length of the necessary detour. If you need to reoder the list, tap [More].

6. Browse the list if necessary and tap one of the list items. A full screen map appears with the selected point in the middle. The name and address of the Place is displayed at the top of the screen.

7. (optional) Tap [More] to see the details of the selected Place. Tap [Back] to return to the map.

8. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap [Next] to confirm the destination, or tap [Back] to select a different destination.

9. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap [More] to modify route parameters, or tap [Go!] and start your journey.
3.1.2.3 Searching for a Place of Interest by category

You can search for Places of Interest by their categories and subcategories.

1. If you are on the Map screen, tap \(\text{Menu}\) to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons: \(\text{Find}\), \(\text{Find Places}\).

3. Tap \(\text{Custom Search}\).

4. Select the area around which the Place should be searched for:
   - Tap \(\text{Around Here}\) to search around the current position or if it is not available, around the last known position. (The result list will be ordered by the distance from this position.)
   - Tap \(\text{In a Town}\) to search for a place within a selected city/town. (The result list will be ordered by the distance from the centre of the selected city/town.)
   - Tap \(\text{Around Destination}\) to search for a place around the destination of the active route. (The result list will be ordered by the distance from the destination.)
   - Tap \(\text{Along Route}\) to search along the active route, and not around a given point. This is useful when you search for a later stopover that results in a minimal detour only, such as searching for upcoming petrol stations or restaurants. (The result list will be ordered by the length of the necessary detour.)

5. (optional) If you have selected \(\text{In a Town}\), select the city/town to search in.
6. Select one of the main Place categories (e.g. Accommodation) or tap
   ![List All Places]
   to list all Places around the selected location or along the route.

7. Select one of the Place subcategories (e.g. Hotel or Motel) or tap
   to list all Places in the selected main category around the selected location or along the route.

8. Sometimes the list of brands in the selected Place subcategory appears. Select one 
   brand or tap
   ![List All Places]
   to list all Places in the selected subcategory around the selected location or along the route.

9. Finally, the results appear in a list.

10. (optional) The Places in the list are ordered by their distance from the current or last 
    known position, from the selected city/town, from the destination or by the length of the
    necessary detour. If you need to reorder the list, tap

11. Browse the list if necessary and tap one of the list items. A full screen map appears 
    with the selected point in the middle. The name and address of the Place is displayed 
    at the top of the screen.
12. (optional) Tap \( \text{Next} \) to see the details of the selected Place. Tap \( \text{Back} \) to return to the map.

13. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap \( \text{Next} \) to confirm the destination, or tap \( \text{Back} \) to select a different destination.

14. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap \( \text{More} \) to modify route parameters, or tap \( \text{Go!} \) and start your journey.

3.1.2.4 Searching for a Place of Interest by name

You can search for Places of Interest by their names. You can search around different locations or along your route in the whole Place database or in one Place category or subcategory only.

1. If you are on the Map screen, tap \( \text{Menu} \) to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

3. Tap \( \text{Custom Search} \)

4. Select the area around which the Place should be searched for:
   - Tap \( \text{Around Here} \) to search around the current position or if it is not available, around the last known position. (The result list will be ordered by the distance from this position.)
   - Tap \( \text{In a Town} \) to search for a place within a selected city/town. (The result list will be ordered by the distance from the centre of the selected city/town.)
   - Tap \( \text{Around Destination} \) to search for a place around the destination of the active route. (The result list will be ordered by the distance from the destination.)
• Tap to search along the active route, and not around a given point. This is useful when you search for a later stopover that results in a minimal detour only, such as searching for upcoming petrol stations or restaurants. (The result list will be ordered by the length of the necessary detour.)

5. (optional) If you have selected , select the city/town to search in.

6. Select one of the main Place categories (e.g. Accommodation) to search in or tap to search among all Places.

7. Select one of the Place subcategories (e.g. Hotel or Motel) to search in or tap to search in the selected Place category.

8. Tap if you have not done it before.
9. Using the keyboard, start entering the name of the Place.

10. After entering a few letters, tap to open the list of Places with names containing the entered character sequence.

11. (optional) The Places in the list are ordered by their distance from the current or last known position, from the selected city/town, from the destination or by the length of the necessary detour. If you need to reorder the list, tap More.

12. Browse the list if necessary and tap one of the list items. A full screen map appears with the selected point in the middle. The name and address of the Place is displayed at the top of the screen.

13. (optional) Tap to see the details of the selected Place. Tap Back to return to the map.

14. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap Next to confirm the destination, or tap Back to select a different destination.

15. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap More to modify route parameters, or tap Go! and start your journey.
3.1.2.5 Selecting nearby assistance from 'Where Am I?'

You can quickly search for nearby assistance from the 'Where Am I?' screen.

1. On the Map screen, tap \[\text{Quick menu}\] to open the Quick menu.

2. Tap \[\text{Help Nearby}\], and then

3. Preset search categories appear, all for searching around the current position (or around the last known position if the current position is not available):

   - \[\text{Car Repair Around Here}\]: Car repair and roadside assistance services
   - \[\text{Health Around Here}\]: Medical and emergency services
   - \[\text{Police Around Here}\]: Police stations
   - \[\text{Petrol Station Around Here}\]: Petrol stations

4. Tap any of the quick search buttons to get an instant list of that type of Places.
5. (optional) The Places in the list are ordered by their distance from the current or last known position, from the selected city/town, from the destination or by the length of the necessary detour. If you need to reorder the list, tap .

6. Browse the list if necessary and tap one of the list items. A full screen map appears with the selected point in the middle. The name and address of the Place is displayed at the top of the screen.

7. (optional) Tap Back to see the details of the selected Place. Tap to return to the map.

8. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap Next to confirm the destination, or tap Back to select a different destination.

9. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap More to modify route parameters, or tap Go! and start your journey.
3.1.3 Selecting a map location as the destination

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap the following buttons:

3. Locate your destination on the map: move and scale the map as needed.

4. Tap the location that you want to select as your destination. The Cursor ( ) appears there.

5. Tap to select the Cursor as the destination.

6. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap to modify route parameters, or tap and start your journey.
3.1.4 Selecting the destination from your Favourites

You can select a location that you have already saved as a Favourite to be your destination. Adding a location to the list of Favourite destinations is described on page 61.

1. Access the list of Favourites:

   - If you are on the Map screen, tap \text{Find} to open the Quick menu.
   - If you are in the Navigation menu, tap \text{Filter}.

2. Tap \text{Favourites}. The list of Favourite destinations is displayed.

3. Tap the Favourite that you want to set as your destination. If necessary, browse down to see more of the list or tap \text{Filter} and enter a few letters from the name of the Favourite destination.

4. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor (\text{Cursor}) appears at the new location. Tap \text{Next} to confirm the destination, or tap \text{Back} to select a different destination.

5. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap \text{More} to modify route parameters, or tap \text{Go!} and start your journey.
3.1.5 Selecting one of the most likely destinations (Smart History)

The destinations that you have set earlier appear in the History list. Two of those recent destinations are shown in the Destination menu for easy access. Smart History offers these locations based on your navigation habits, using parameters like the current time of day, the day of week, and the current location. The more you use the navigation software, the better it can guess your desired destination.

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap .

3. Tap the or the destination in the History field.

4. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap to confirm the destination, or tap to select a different destination.

5. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap to modify route parameters, or tap and start your journey.
3.1.6 Selecting a recent destination from the History

The destinations that you have set earlier appear in the History.

1. Access the History:
   - If you are on the Map screen, tap \( \text{History} \) and then tap \( \text{Find} \).
   - If you are in the Navigation menu, tap \( \text{History} \) and then tap \( \text{Find} \).

2. The list of recent destinations appears. Smart History promotes three destinations to the first page based on your previous routes (most likely destinations). The rest of the destinations are ordered by time they were last selected. If necessary, scroll the list to see earlier destinations.

3. Select a destination from the list.

4. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor ( \( \text{Next} \) ) appears at the new location. Tap \( \text{Next} \) to confirm the destination, or tap \( \text{Back} \) to select a different destination.

5. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap \( \text{More} \) to modify route parameters, or tap \( \text{Go!} \) and start your journey.
3.1.7 Entering the coordinate of the destination

You can also select a destination by entering its coordinate. Do as follows:

1. If you are on the Map screen, tap \( \text{Menu} \) to return to the Navigation menu.

2. In the Navigation menu, tap \( \text{Find} \).

3. Open the \( \text{More} \) menu and tap \( \text{Coordinate} \).

4. You can enter the latitude and longitude values in any of the following formats: decimal degrees; degrees and decimal minutes; or degrees, minutes and decimal seconds.

5. (optional) If necessary, tap \( \text{More} \) then \( \text{UTM} \) and enter the coordinate in UTM format.

6. When finished, tap \( \text{Done} \).

7. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor (\( \text{Cursor} \)) appears at the new location. Tap \( \text{Next} \) to confirm the destination, or tap \( \text{Back} \) to select a different destination.

8. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap \( \text{More} \) to modify route parameters, or tap \( \text{Go!} \) and start your journey.
3.1.8 Navigate to a location stored in a photo

You can also set the location stored in a photo as your destination. Do as follows:

1. In the More menu, tap Picture Viewer.
2. The photos stored in the device appear. Select one photo to set its location as the destination.
3. A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor ( ) appears at the new location. Tap Next to confirm the destination, or tap Back to select a different destination.
4. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap More to modify route parameters, or tap Go! and start your journey.

Note! Only geotagged JPG files contain location information. That is why these kind of files can only be used in navigation. Other picture files do not appear in the list. Files must be located on an inserted SD card, either in the root folder or in a "pictures" folder.
3.1.9 Building a route from the list of destinations (Create Route)

You can also build your route destination by destination from the My Route menu.

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap .

3. Tap .

4. There is only one line in the list of route points, the start point of the route, normally the current GPS position.

5. Tap to select the destination.

6. The Destination menu appears and you can select the destination of the route the same way as described in the previous sections.

7. When the new destination is selected, the list returns.

8. To add more destinations, tap where you want to insert the new route point in the list, and repeat the above procedure.
3.2 Viewing the entire route on the map

It is easy to get a map overview of the active route. Do as follows:

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap .

3. Tap . The active route is displayed in its full length on the map together with additional information and controls.

3.3 Checking route parameters and accessing route related functions

You can check different parameters of the route recommended by Sniper Truck Nav.

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap .

3. The following pieces of information are displayed:
   - The name and/or address of the destination.
   - Warning icons (if any). They provide extra information about your route (e.g. unpaved roads or toll roads to be taken).
   - The total time of the route.
   - The total length of the route.
   - Estimated delay calculated from traffic events on your route.
   - The symbol of the vehicle type used in route calculation.
   - The route planning method (e.g. Fast).
4. You have the following options on this screen (for detailed instructions on how to use them, see the next chapter):

- Tap \[\text{Edit Route}\] to edit the route: to add or remove destinations or change their sequence. You can also set a route start point other than your current location. This can be useful to plan and save a future trip.

- Tap \[\text{Overview}\] to display the entire route on the map.

- Tap \[\text{Avoidances}\] to bypass a part of the route.

- Tap \[\text{Cancel Route}\] to delete the active route.

- Tap \[\text{More}\] to open a list with more options like selecting from route alternatives, changing route parameters, simulating the route, saving the active route or loading a previously saved route.

- Tap \[\text{Back}\] to return to the Navigation menu.

3.4 Modifying the route

When navigation is already started, there are several ways to modify the active route. The following sections show some of those options.

3.4.1 Selecting a new destination when already having a route: New Route, Waypoint or Final Destination

If you already have a recommended route and you select a new destination as described in the above sections, the application will ask you whether to start a new route, add a new waypoint (intermediate destination) to the route or append the newly selected destination at the end of the current route.

- Tap \[\text{New Route}\] to plan a new route to the newly selected location. The previous destination and waypoint(s) are deleted.
• Tap \[\text{Waypoint}\] to add the newly selected location as an intermediate destination to your route. The other destinations of the route remain intact. Note: the new waypoint is placed among destinations to keep the route optimal. To decide where a waypoint to appear, use the Edit Route feature.

• Tap \[\text{Final Destination}\] to append the newly selected destination at the end of the route. The other destinations of the route remain intact. The previous final destination is now the last waypoint.

3.4.2 Setting a new starting position for the route

For normal navigation, all routes are planned from the current position. In order to check future routes, simulate them or see their length in time and distance, you can turn off the GPS receiver. Then you can set the starting point of the route to a different location than the current GPS position.

1. If you are on the Map screen, tap \[\text{Menu}\] to return to the Navigation menu.

2. In the Navigation menu, tap \[\text{My Route}\].

3. If you already have a route, tap \[\text{Edit Route}\]. If you are starting a new route, tap \[\text{Create Route}\].
4. The first line is the start of the route, normally the current GPS position. Tap and confirm your action at the warning message.

5. The Destination menu appears and you can select the start point of the route the same way you select a destination.

6. When the new start point is set, tap Go!

7. The map returns with a transparent Vehimarker (showing that there is no GPS reception). If an active route already existed, it is now recalculated starting from the selected location.

8. To return to normal navigation, tap Turn on GPS.

3.4.3 Editing the list of destinations (Edit Route)
You can edit the route by modifying the list of destinations. You can add or remove destinations, modify the start position or reorder the list.

1. If you are on the Map screen, tap Menu to return to the Navigation menu.

2. In the Navigation menu, tap My Route.

3. Tap Edit Route.
4. You have the following options:

- Tap + to add a new destination.
- Tap - to delete a destination.
- Tap ⬆️ to modify the start point of the route.
- Tap ⬆️ More to reorder the list. You can do it manually or you can let the application optimise the route for you.

### 3.4.4 Pausing the active route
You do not need to pause the active route: when you start driving again, Sniper Truck Nav restarts the voice instructions from your position.

### 3.4.5 Cancelling the active route
To cancel the navigated route, do one of the following:

- If you are on the Map screen, tap ⏯️ Cancel Route, and then tap ⏯️ Cancel Route. (If you have a route with waypoints, you need to tap ⏯️ Cancel Route until all waypoints are deleted.)

- In the Navigation menu, tap ⬆️ My Route, and then tap ⏯️ Cancel Route. The active route is deleted with all its waypoints.
3.4.6 Checking route alternatives when planning the route

You can select from different route alternatives or change the route planning method after you have selected a new destination. Do as follows:

1. Select a destination as explained earlier, and get to the route confirmation screen.

2. Tap ▲ More.

3. Tap ▲ Route Alternatives.

4. You see the basic details of three route alternatives with the selected route planning method. Tap any of them to see it on the map.

5. Or if you cannot find a good alternative, tap ▲ More Results and scroll down for routes with different routing methods.

6. Select one of the route alternatives and tap ▲ Back to return to the previous screen. Sniper Truck Nav recalculates the route. The orange line now shows the new recommended route.
3.4.7 Checking route alternatives for an existing route

To recalculate the active route with a different route planning method, you can modify the Route settings (page 77). There is another way to do this and to compare different route alternatives with the same route planning method. Do as follows:

1. If you are on the Map screen, tap to return to the Navigation menu.

2. In the Navigation menu, tap .

3. Tap .

4. Tap .

5. You see the basic details of three route alternatives with the selected route planning method. Tap any of them to see it on the map.

6. Or if you cannot find a good alternative, tap and scroll down for routes with different routing methods.
7. Select one of the route alternatives then tap and hold for a few seconds to return to the Map screen. Sniper Truck Nav recalculates the route. The orange line now shows the new recommended route.

3.4.8 Changing the vehicle used in route planning

To recalculate the active route for a different vehicle, do as follows. These changes can also be made in Settings (page 77).

1. On the Map screen, tap and then tap .

2. Tap and then tap one of the following:
   - Car
   - Bicycle
   - Emergency
   - Bus
   - Taxi
   - Lorry

3. Sniper Truck Nav recalculates the route optimised for the new vehicle type. The orange line now shows the new recommended route.
3.4.9 Changing the road types used in route planning

To recalculate the active route with different road type preferences, do as follows. These changes can also be made in Settings (page 77).

1. On the Map screen, tap and then tap.

2. Tap any of the listed road types to modify the route. If needed, scroll the list for all road types. You have the following options (their order depends on the selected vehicle type):

   • Motorways - You might need to avoid motorways when you are driving a slow car or you are towing another vehicle.

   • Period Charge - Charge roads are pay roads where you can purchase a pass or vignette to use the road for a longer period of time. They can be enabled or disabled separately from toll roads.

   • Per-use Toll - Sniper Truck Nav includes toll roads (pay roads where there is a per-use charge) in the routes by default. If you disable toll roads, Sniper Truck Nav plans the best toll-free route.

   • Ferries - Sniper Truck Nav includes ferries in a planned route by default. However, a map does not necessarily contain information about the accessibility of temporary ferries. You might also need to pay a fare on ferries.

   • Unpaved Roads - Sniper Truck Nav excludes unpaved roads by default: unpaved roads can be in a bad condition and usually you cannot reach the speed limit on them.

3. The route has already been recalculated. Tap to return to the Map screen. The orange line now shows the new recommended route.
3.5 Saving a location as a Favourite destination

You can add any location to Favourites, the list of frequently used destinations. Planning a route to one of the Favourite destinations is described on page 46.

1. Select a destination as described before. It can be an address, a Place, any location on the map, a previously used destination from History, etc.

2. When the full screen map appears with the selected location in the middle, tap

   ![More](image)

3. Tap ![Add to Favourites](image).

4. (optional) Using the keyboard, you can change the name offered for the Favourite. Tap ![123](image) to enter numbers or symbols.

5. Tap ![Done](image) to save the location as a new Favourite destination.
3.5.1 Editing the details of a Favourite destination

You can select a location that you have already saved as a Favourite and edit its details. Adding a location to the list of Favourite destinations is described on page 61.

1. Access the list of Favourites:

   - If you are on the Map screen, tap and then tap .
   - If you are in the Navigation menu, tap and then tap .

2. The list of Favourite destinations is displayed.

3. Tap the Favourite that you want to edit. If necessary, browse down to see more of the list or tap and enter a few letters from the name of the Favourite destination.

4. A full screen map appears with the selected point in the middle.

5. Tap to see the details of the selected Place.

6. Tap any of the data fields and modify its content.

7. Tap and hold to return to the map.
3.6 Saving a map location as an alert point

You can save any map location as an alert point (for example a speed camera or a railway crossing).

1. Browse the map and select a location. The red Cursor appears there.
2. Tap More.
3. Scroll down the list and tap .
4. On the newly opened screen, select the type of the alert point, the direction from which you expect the alert, and (if applicable) the speed limit for this alert point.
5. Tap Save to save the location as a new alert point.
3.7 Editing an alert point

You can edit a previously saved or uploaded alert point (for example a speed camera or a railway crossing).

1. Browse the map and select the alert point to edit. The red circle appears around the alert point.

2. Tap \[ More \].

3. Scroll down the list and tap \[ Edit Alert Point \].

4. On the newly opened screen, modify the type of the alert point, the direction from which you expect the alert, or (if applicable) the speed limit for this alert point.

5. Tap \[ Save \] to save the changes to the alert point.
3.8 Watching the simulation of the route

You can run a simulated navigation that demonstrates the active route. Do as follows:

1. If you are on the Map screen, tap **Menu** to return to the Navigation menu.

2. In the Navigation menu, tap **My Route**.

3. Tap **More**.

4. Scroll down the list and tap **Simulate Navigation**. The simulation starts from the starting point of the route, and using a realistic speed, it leads you through the whole recommended route.

1. (optional) You have the following controls during the simulation (the control buttons disappear after a few seconds but you can open them again if you tap the map):

   - : Jump to the next route event (manoeuvre).
   - : Pause the simulation.
• ▶: Jump to the previous route event (manoeuvre).

• 1x: Tap to increase the speed of the simulation to 4, 8 or 16 times faster. Now tap again to return to the normal speed.

2. Tap Back to stop the simulation.
4 Off-road navigation

When first started, Sniper Truck Nav calculates routes using the road network of the high quality vector maps provided with the product. You can switch the application to off-road mode in Navigation settings in one of the following ways:

- From the Main menu, tap More, Settings and then Navigation Mode.
- From the Map screen, tap Route Settings and then Navigation Mode.

Most of the procedures described for on-road navigation also apply to off-road navigation. However, there are some that are not available in this navigation mode (for example you cannot open the itinerary as you have no manoeuvres just route points and straight lines between them).

4.1 Selecting the destination of the route

Selecting the start point or a destination (waypoint or final destination) is the same as described at on-road navigation. The only difference is that route points are linked to form a route with straight lines regardless of the road network and traffic regulations.

4.2 Navigating in off-road mode

The real difference between the on-road and off-road modes is the navigation itself. When you are on the Map screen with an off-road route:

- your position and heading is not aligned with the nearest road and
- there is no turn by turn navigation just a recommended direction.

You see a orange line drawn between your current position and the next destination to reach. The Turn Preview field in the top left corner shows a compass with your bearing and the distance of the next destination.

When you reach a waypoint, the orange line will show the direction to the next destination. (Future legs of the route are shown with orange lines.)

When you reach the final destination, navigation ends.
5 Reference Guide
On the following pages you will find the description of the different concepts and menu screens of Sniper Truck Nav.

5.1 Concepts

5.1.1 Smart Zoom
Smart Zoom provides much more than just a usual automatic zoom feature:
- **While following a route**: when approaching a turn, it will zoom in and raise the view angle to let you easily recognise your manoeuvre at the next junction. If the next turn is at a distance, it will zoom out and lower the view angle to be flat so you can see the road in front of you.
- **While driving without an active route**: Smart Zoom will zoom in if you drive slowly and zoom out when you drive at high speed.

5.1.2 Daytime and night colour themes
Sniper Truck Nav uses different colour themes during the day and during the night for both the map and the menu screens.
- Daytime colours are similar to paper road maps, and the menus are bright.
- The night colour themes use dark colours for large objects to keep the average brightness of the screen low.
Sniper Truck Nav offers different daytime and night colour profiles. It can also switch automatically between the daytime and the night schemes based on the current time and GPS position a few minutes before sunrise, when the sky has already turned bright, and a few minutes after sunset, before it becomes dark.

5.1.3 Tunnel view
When entering a tunnel, the map is replaced with a generic tunnel image so that surface roads and buildings cannot distract you.

The top-down overview of the tunnel helps you orientate yourself. The remaining distance in the tunnel is also displayed.
After leaving the tunnel, the original map view returns.
This feature can be turned off in Settings (page 83).

5.1.4 Route calculation and recalculation
Sniper Truck Nav calculates the route based on your preferences:

- **Route planning methods:**
  - **Fast:** Gives a quick route if you can travel at or near the speed limit on all roads. Usually the best selection for fast and normal cars.
  - **Short:** Gives a route that has the smallest total distance of all possible routes. It can be practical for slow vehicles.
  - **Green:** Gives a quick but fuel efficient route based on the fuel consumption data given in Route settings (page 77). Travel cost and CO₂ emission calculations are estimations only. They cannot take elevations, curves and traffic conditions into account.
  - **Economical:** For vehicle types where Green routing is not available, this method combines the benefits of Fast and Short: Sniper Truck Nav calculates as if it were calculating the Fast route, but it takes other roads as well to save fuel.
  - **Easy:** Results in a route with fewer turns and no difficult manoeuvres. With this option, you can make Sniper Truck Nav to take, for example, the motorway instead of a series of smaller roads or streets.

- **Vehicle types:**
  
  When creating a new vehicle profile, select one of the below vehicle types. Besides the below mentioned conditions, dimension, weight and freight hazard restrictions can also be taken into account when planning a route.
  
  - **Car:**
    - Manoeuvre restrictions and directional constraints are taken into account when planning a route.
    - Roads are used only if access for cars is allowed.
    - Private roads and resident-only roads are used only if they are inevitable to reach the destination.
    - Walkways are excluded from routes.
  
  - **Bicycle:**
    - Manoeuvre restrictions and directional constraints (if they are applied to bicycles in the map data) are taken into account when planning a route.
    - Roads are used only if access for bicycles or pedestrians is allowed.
    - Controlled-access roads are excluded from routes.
    - A private road is used only if the destination is there.
• Speed limits are not used in route calculation and an average cycling speed is used when calculating the estimated time of arrival.

• All manoeuvres are available in intersections.
• Directional constraints are taken into account the way that opposite direction is allowed with a low speed.
• A private road is used only if the destination is there.
• Walkways are excluded from routes.

• Manoeuvre restrictions and directional constraints are taken into account when planning a route.
• Roads are used only if access for buses is allowed.
• Private roads, resident-only roads and walkways are excluded from routes.

• Manoeuvre restrictions and directional constraints are taken into account when planning a route.
• Roads are used only if access for taxis is allowed.
• Private roads, resident-only roads and walkways are excluded from routes.

• Manoeuvre restrictions and directional constraints are taken into account when planning a route.
• Roads are used only if access for lorries is allowed.
• Private roads, resident-only roads and walkways are excluded from routes.
• U-turns are excluded from routes (turning back on a divided road is not considered as a U-turn).

• Road types used or avoided in route calculation:
Sniper Truck Nav automatically recalculates the route if you deviate from the proposed itinerary. For further information about Route settings, see page 77.

5.1.5 Green routing

Route calculation is not only about finding the quickest or shortest route. For some of the vehicle types, you can also check the fuel consumption and CO₂ emission when planning a route, and you can create cost effective routes with less effect on the environment.

In Route settings, you can edit the parameters of the selected vehicle. Enter the fuel consumption values and the price of the fuel. You can also select whether you want to see the difference between your route and the green route even if the selected routing method is not Green.

After the above parameters are set, select Green as route planning method to get a fast but also fuel efficient route. Note that travel cost and CO₂ emission calculations are estimations only. They cannot take elevations, turns, curves and traffic conditions into account. Also, this routing is not meant to give you the "greenest" route of all. It is still important to travel quickly so the result is a fast route with low fuel consumption and CO₂ emission.

With a vehicle type where green routing is selectable, whichever route planning method is selected, the Green details are also shown when you confirm the route:

If the selected route planning method is not Green, and you have allowed the application to show the green alternative, the price, fuel consumption and CO₂ emission differences between your selected route and the Green route are also shown on this screen:

Tap the field with these details to switch the route to Green immediately.

5.1.6 Speed limit warning

Maps may contain information about the speed limits of the road segments. Sniper Truck Nav is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer), or may not be fully correct for all roads in the map.

The maximum speed set in the vehicle profile is also used for this warning. Sniper Truck Nav alerts you if you exceed the preset value even if the legal speed limit is higher.

Speed warning can be fine-tuned in Sound and Warning settings (page 75).
You can set the relative speed above which the application initiates the warning.

The following alert types are available:

- Audio warning: you receive a verbal warning when you exceed the speed limit with the given percentage.
- Visual warning: the current speed limit is shown on the map when you exceed it (for example: \( \text{50} \)).

You can also choose to see the speed limit sign on the map all the time.

### 5.1.7 GPS position quality indicator and current time

You can find useful information in the top corners of the Navigation menu. The current time is displayed in the top left corner.

In the top right corner, the GPS reception quality icon shows the current accuracy of the position information.

<table>
<thead>
<tr>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Icon" /></td>
<td>Sniper Truck Nav has no connection to the GPS receiver: GPS navigation is not possible. Devices with a built-in GPS receiver are permanently connected. On such devices, the icon does not appear in normal circumstances.</td>
</tr>
<tr>
<td><img src="image" alt="Icon" /></td>
<td>Sniper Truck Nav is connected to the GPS receiver, but the signal is too weak and the receiver cannot determine the GPS position. GPS navigation is not possible.</td>
</tr>
<tr>
<td><img src="image" alt="Icon" /></td>
<td>Only a few satellites are received. Position information is available, but elevation (altitude) cannot be calculated. GPS navigation is possible, but the position error may be significant.</td>
</tr>
<tr>
<td><img src="image" alt="Icon" /></td>
<td>Altitude information is available, the position is a 3D position. GPS navigation is possible.</td>
</tr>
</tbody>
</table>
5.2 'More' menu

The 'More' menu provides you with various options and additional applications. Tap the following buttons:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
</table>
| Settings                | You can configure the program settings, and modify the behaviour of Sniper Truck Nav. Fine-tune route planning options, change the look of the Map screen, turn on or off warnings, or restart the Configuration wizard, etc. 
                             See the next chapter for details.                                                                                                           |
| Updates and Extras      | Visit www.sniperautomotive.com to get additional content, such as new maps or points of interest.                                             |
| Picture Viewer          | Access the Picture Viewer application. View the pictures stored on your device. If coordinates are stored in your photos, you can start navigating to the place where the selected photo was taken. |
| Unit Converter          | Access travel applications: the unit converter helps you convert between various different international units for temperature, speed, area or pressure, etc. |
| Clothing                | Access travel applications: the clothing size converter helps you convert between various different international size units for men's or women's cloth types and shoes. |
| Calculator              | The scientific calculator helps you in all your calculation needs. Tap the Mode button for additional functions and use the memory to save your results. |
| Fuel Consumption        | The Fuel consumption monitor helps you keep track of the consumption of your car even if you do not use navigation for all your journeys. Set the initial odometer value and then record the distance taken and fuel filled in whenever you fill your car. You can also set reminders for regular car maintenance. |
| Sunrise & Sunset        | Tap this button to see the sunlit and dark areas of the world. Your current location and route points are marked on the map. Tap the Details button to see the exact sunrise and sunset times for all your route points (your current location, all waypoints and the final destination). |
If you save your trip logs when you arrive at some of your destinations or let the application automatically save the trip logs for you, those logs are all listed here. Tap one of the trips to see the trip statistics, speed and altitude profile. If track log has also been saved, you can display it on the map with the selected colour. Track logs can be exported to GPX files for later use.

Select a country from the list and see useful driving information about the selected country. Information may include speed limits on different road types, the maximum blood alcohol level and any compulsory equipment you need to show when stopped by the police.

Run the Demo and watch sample route simulations to see how navigation works.

The About section provides you with product information. Read the Software and Database End User License Agreement, or check the map and other contents of the application. You can also access program usage statistics.

5.3 Settings menu

You can configure the program settings, and modify the behaviour of Sniper Truck Nav.

Tap the following buttons:

- **Sound and Warnings**
- **Customise Quick Menu**
- **Route Settings**

The Settings menu has several options. Tap or scroll with your finger to see the full list.

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sound and Warnings</td>
<td>The content of the Quick menu (page 19) is fully customisable. Tap the button you want to change, and select its new function from the list.</td>
</tr>
<tr>
<td>Customise Quick Menu</td>
<td>These settings determine how routes will be calculated. Select the type of vehicle you are driving, the road types used in route planning, and the route planning method.</td>
</tr>
<tr>
<td>Route Settings</td>
<td>If more drivers use Sniper Truck Nav for navigating, their settings can be remembered by using one of the user profiles.</td>
</tr>
</tbody>
</table>


You can fine-tune the appearance of the Map screen. Adjust the map view to your needs, choose suitable colour themes from the list for both daytime and night use, change the blue arrow to a 3D car model, show or suppress 3D buildings, turn track logging on or off, and manage your Place visibility sets (which Places to show on the map).

Adjust how the software helps you navigate with different kinds of route related information on the Map screen.

Display related settings include menu animations and separate skins for daytime and night use.

These settings allow you to customise the application for your local language, measurement units, time and date settings and formats, as well as to choose the time zone.

Trip logs and track logs contain useful information about your trips. Trip logs can be saved manually when you reach your destination or you can turn on the automatic saving here.

The application collects usage information and GPS logs that may be used for improving the application and the quality and coverage of maps. Here you can enable or disable collecting these logs.

Modify the basic software parameters set during the initial setup process. For details, see page 7.

Delete all saved data and reset all settings to their factory defaults.

### 5.3.1 Sound and Warnings

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Voice language</td>
<td>This button shows the current voice guidance profile. By tapping the button, you can select a new profile from the list of available languages and speakers. Tap any of these to hear a sample voice prompt. Just tap <img src="image" alt="Back" /> when you have selected the new spoken language. Different voice profiles are capable of different levels of service:</td>
</tr>
<tr>
<td></td>
<td>• Natural Voice: These prerecorded sounds can only tell you basic information about turns and distances.</td>
</tr>
<tr>
<td></td>
<td>• TTS Voice: These computed voices can tell you complex instructions, they can tell you the street names or read out the system messages for you.</td>
</tr>
</tbody>
</table>
| TTS Pro | Tap this button to adjust the enhanced TTS features. The following settings are available:  
|         | • You can set the feature to read out traffic messages.  
|         | • Whenever a route is calculated, the software can read out the quick summary of the route.  
|         | • When you cross country borders, the application can read out the information about the country you have just entered.  
|         | • All system messages can also be announced. |
| Advanced Settings | Street names sound correctly only if you use a native voice profile for the country. You can decide whether the application  
|         | • tries to read the street names in a foreign country,  
|         | • use road numbers in your language or  
|         | • announces the manoeuvre only.  
|         | You can also decide whether you want an announcement for distance manoeuvres or it is enough to receive the information when the turn is near. |
| Verbosity Level | Tap this button to set the verbosity of the voice instructions: how much they tell and how often they speak. |
| Speed Warning Settings | Maps may contain information about the speed limits of the road segments. Sniper Truck Nav is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer), or may not be fully correct for all roads in the map.  
|         | The maximum speed set in the vehicle profile is also used for this warning. Sniper Truck Nav alerts you if you exceed the preset value even if the legal speed limit is higher.  
|         | This setting lets you decide whether you wish to receive visible and/or audible warnings.  
|         | Adjust the slider to set the relative speed above which the application initiates the warning.  
|         | The following alert types are available:  
|         | • Audio warning: you receive a verbal warning when you exceed the speed limit with the given percentage.  
|         | • Visual warning: the current speed limit is shown on the map when you exceed it.  
|         | If you prefer to see the speed limit sign on the map all the time (normally it is shown only if your speed exceeds it), you can set it here. |
| Warning Sign Alerts | Maps may contain driver alert information. Tap this button to turn on or off these warnings and to set the distance from the hazard to receive the warning at. These can be set individually for the different warning types. |
5.3.2 Customise Quick menu
The content of the Quick menu (page 19) is fully customisable. Tap the button you want to change, and select its new function from the list.
The list of available functions and their descriptions are on page 19.

5.3.3 Route settings
These settings determine how routes will be calculated.

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle</td>
<td>You can set the type of vehicle you will use to navigate the route. Based upon this setting, some of the road types can be excluded from the route, or some of the restrictions may not be taken into account in route calculation. You can edit the parameters of the selected vehicle profile, or you can even create new vehicle profiles if you tap More.</td>
</tr>
<tr>
<td>Navigation Mode</td>
<td>On-road navigation creates a turn by turn itinerary using the road network on the map. Switch to off-road navigation to navigate between destinations in a straight line.</td>
</tr>
<tr>
<td>Route Planning Method</td>
<td>The route calculation can be optimised for different situations and vehicle types by changing the planning method. See below for details.</td>
</tr>
<tr>
<td>Calculate Green Alternative</td>
<td>If the selected routing method is not Green, you can have your route compared to the best green alternative on the screen when confirming the route. If this alternative is much better than the selected method, you can quickly switch to Green mode.</td>
</tr>
</tbody>
</table>

To let the route fit your needs, you can also set which road types are to be considered for or to be excluded from the route if possible.

Excluding a road type is a preference. It does not necessarily mean total prohibition. If your destination can only be accessed using some of the excluded road types, they will be used but only as much as necessary. In this case a warning icon will be shown on the My Route screen, and the part of the route not matching your preference will be displayed in a different colour on the map.

In the list of road types you can see in how many segments and what total length of the road type is used in the current route.

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motorways</td>
<td>You might need to avoid motorways when you are driving a slow car or you are towing another vehicle.</td>
</tr>
<tr>
<td>Period Charge</td>
<td>Charge roads are pay roads where you can purchase a pass or vignette to use the road for a longer period of time. They can be enabled or disabled separately from toll roads.</td>
</tr>
<tr>
<td>Per-use Toll</td>
<td>Sniper Truck Nav includes toll roads (pay roads where there is a per-use charge) in the routes by default. If you disable toll roads, Sniper Truck Nav plans the best toll-free route.</td>
</tr>
</tbody>
</table>
Sniper Truck Nav includes ferries in a planned route by default. However, a map does not necessarily contain information about the accessibility of temporary ferries. You might also need to pay a fare on ferries.

Sniper Truck Nav excludes unpaved roads by default: unpaved roads can be in a bad condition and usually you cannot reach the speed limit on them.

Vehicle profiles:

When you first tap , you see the list of default vehicle profiles. You have the following options:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="edit.png" alt="Edit" /></td>
<td>You can edit the parameters of the vehicle profile.</td>
</tr>
<tr>
<td><img src="more.png" alt="More" /></td>
<td>Tap this button to reveal the below options.</td>
</tr>
<tr>
<td><img src="add_profile.png" alt="Add Profile" /></td>
<td>Tap this button to create your own vehicle profile.</td>
</tr>
<tr>
<td><img src="restore_all_profiles.png" alt="Restore All Profiles" /></td>
<td>Tap this button to reset all vehicle profiles to their default settings.</td>
</tr>
</tbody>
</table>

When creating a new vehicle profile, first you need to select the vehicle type. Then you need to set the following parameters (some of them may not exist for the selected vehicle type). You can modify the same parameters when you edit an existing profile:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="name.png" alt="Name" /></td>
<td>Tap this button to rename the profile for something meaningful.</td>
</tr>
<tr>
<td><img src="fuel_consumption_urban.png" alt="Fuel Consumption Urban" /></td>
<td>Enter the average consumption of your vehicle when used in built-up areas. The unit for consumption can be set in Regional Settings.</td>
</tr>
<tr>
<td><img src="fuel_consumption_rural.png" alt="Fuel Consumption Rural" /></td>
<td>Enter the average consumption of your vehicle when used on highways. The unit for consumption can be set in Regional Settings.</td>
</tr>
<tr>
<td><img src="type_of_engine.png" alt="Type of Engine" /></td>
<td>Select the engine and fuel type of your vehicle. This helps in estimating the CO₂ emission.</td>
</tr>
<tr>
<td><img src="price_of_fuel.png" alt="Price of Fuel" /></td>
<td>Enter the average fuel price for travel cost calculation. The currency can be set in Regional Settings.</td>
</tr>
<tr>
<td><img src="max_speed.png" alt="Max. Speed" /></td>
<td>Set the maximum speed you travel with the vehicle.</td>
</tr>
<tr>
<td><img src="use_extended_settings.png" alt="Use Extended Settings" /></td>
<td>Check this box to enable more settings for the below parameters.</td>
</tr>
</tbody>
</table>
### Table

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Length</strong></td>
<td>Set the total length of the vehicle.</td>
</tr>
<tr>
<td><strong>Width</strong></td>
<td>Set the width of the vehicle.</td>
</tr>
<tr>
<td><strong>Height</strong></td>
<td>Set the height of the vehicle.</td>
</tr>
<tr>
<td><strong>Trailer</strong></td>
<td>Set if there is a trailer attached to the vehicle.</td>
</tr>
<tr>
<td><strong>Maximum Allowed Weight</strong></td>
<td>Set the maximum allowed weight of the vehicle.</td>
</tr>
<tr>
<td><strong>Actual Weight</strong></td>
<td>Set the actual weight of the vehicle.</td>
</tr>
<tr>
<td><strong>Freight</strong></td>
<td>Select one or more hazard types if the vehicle carries dangerous material.</td>
</tr>
</tbody>
</table>

### Vehicle types:

When creating a new vehicle profile, select one of the below vehicle types. Besides the below mentioned conditions, dimension, weight and freight hazard restrictions can also be taken into account when planning a route.

- **Car**
  - Manoeuvre restrictions and directional constraints are taken into account when planning a route.
  - Roads are used only if access for cars is allowed.
  - Private roads and resident-only roads are used only they are inevitable to reach the destination.
  - Walkways are excluded from routes.

- **Bicycle**
  - Manoeuvre restrictions and directional constraints (if they are applied to bicycles in the map data) are taken into account when planning a route.
  - Roads are used only if access for bicycles or pedestrians is allowed.
  - Controlled-access roads are excluded from routes.
  - A private road is used only if the destination is there.
  - Speed limits are not used in route calculation and an average cycling speed is used when calculating the estimated time of arrival.

- **Emergency**
  - All manoeuvres are available in intersections.
  - Directional constraints are taken into account the way that opposite direction is allowed with a low speed.
• A private road is used only if the destination is there.
• Walkways are excluded from routes.

• Manoeuvre restrictions and directional constraints are taken into account when planning a route.
• Roads are used only if access for buses is allowed.
• Private roads, resident-only roads and walkways are excluded from routes.

• Manoeuvre restrictions and directional constraints are taken into account when planning a route.
• Roads are used only if access for taxis is allowed.
• Private roads, resident-only roads and walkways are excluded from routes.

• Manoeuvre restrictions and directional constraints are taken into account when planning a route.
• Roads are used only if access for lorries is allowed.
• Private roads, resident-only roads and walkways are excluded from routes.
• U-turns are excluded from routes (turning back on a divided road is not considered as a U-turn).

Route Planning Method types:

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fast</td>
<td>Gives a quick route if you can travel at or near the speed limit on all roads. Usually the best selection for fast and normal cars.</td>
</tr>
<tr>
<td>Short</td>
<td>Gives a short route to minimise the distance to travel. It can be practical for slow vehicles. Searching for a short route regardless of the speed, this route type is rarely practical for normal vehicles.</td>
</tr>
<tr>
<td>Green</td>
<td>Gives a quick but fuel efficient route based on the fuel consumption data given in Route settings (page 77). Travel cost and CO₂ emission calculations are estimations only. They cannot take elevations, curves and traffic conditions into account.</td>
</tr>
<tr>
<td>Economical</td>
<td>For vehicle types where Green routing is not available, this method combines the benefits of Fast and Short: Sniper Truck Nav calculates as if it were calculating the Fast route, but it takes other roads as well to save fuel.</td>
</tr>
</tbody>
</table>
### 5.3.4 User profiles

If more drivers use Sniper Truck Nav for navigating, their settings can be remembered by using one of the user profiles. Rename the profiles after tapping the edit button on the right so that all users know which profile to use and switch between profiles by tapping its name. If you select a new profile, the application restarts so that the new settings can take effect.

![User profiles](image)

### 5.3.5 Map settings

You can fine-tune the appearance of the Map screen. Adjust the map view to your needs, choose suitable colour themes from the list for both daytime and night use, change the blue arrow to a 3D car model, show or hide 3D buildings, turn track logging on or off, and manage your Place visibility sets (which Places to show on the map).

The map is always shown on the screen so that you can see the effect when you change a setting.

![Map settings](image)

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="View Mode 3D" /></td>
<td>Switch the map view between a 3D perspective view and a 2D top-down view.</td>
</tr>
<tr>
<td><img src="image" alt="Viewpoint Normal" /></td>
<td>Adjust the basic zoom and tilt levels to your needs. Three levels are available.</td>
</tr>
<tr>
<td><img src="image" alt="Automatic Overview ON" /></td>
<td>When selected, the map zooms out to show an overview of the surrounding area if the next route event (manoeuvre) is far. When you get close to the event, the normal map view returns.</td>
</tr>
<tr>
<td><strong>Colours</strong></td>
<td>Switch between daytime and night colour modes or let the software switch between the two modes automatically a few minutes before sunrise and a few minutes after sunset.</td>
</tr>
<tr>
<td><strong>Day Map Colour</strong></td>
<td>Select the colour scheme used in daytime mode.</td>
</tr>
<tr>
<td><strong>Night Map Colour</strong></td>
<td>Select the colour scheme used in night mode.</td>
</tr>
<tr>
<td><strong>3D vehicle Gallery</strong></td>
<td>Replace the default position marker to one of the 3D vehicle models. You can select separate icons for different vehicle types selected for route planning. Separate icons can be used for car, pedestrian and the other vehicles.</td>
</tr>
<tr>
<td><strong>Landmarks ON</strong></td>
<td>Show or suppress 3D landmarks, 3D artistic or block representations of prominent or well-known objects.</td>
</tr>
<tr>
<td><strong>Buildings ON</strong></td>
<td>Show or suppress 3D city models, 3D artistic or block representation of full city building data containing actual building size and position on the map.</td>
</tr>
<tr>
<td><strong>Relief ON</strong></td>
<td>Show or suppress the 3D elevation of the surrounding terrain.</td>
</tr>
<tr>
<td><strong>Track Logs ON</strong></td>
<td>Turn on or off track log saving, that is, saving the sequence of the locations your journeys go through.</td>
</tr>
</tbody>
</table>
| **Place Markers** | Select which Places to show on the map while navigating. Too many Places make the map crowded so it is a good idea too keep as few of them on the map as possible. For this, you have the possibility to save different Place visibility sets. You have the following possibilities:  
  • Tap the checkbox to show or hide the Place category.  
  • Tap the name of the Place category to open the list of its subcategories.  
  • Tap to save the current Place visibility set or to load a previously saved one. Here you can also revert to the default visibility settings. |
5.3.6 Visual guidance settings

Adjust how the software helps you navigate with different kinds of route related information on the Map screen.

<table>
<thead>
<tr>
<th>Data Fields</th>
<th>The data fields in the corner of the Map screen can be customised. Tap this button and select the values you want to see. The values can be different when you navigate a route from when you are just cruising without a given destination. You can select general trip data like your current speed or the altitude, or route data related to your final destination or the next waypoint on your route.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motorway Services</td>
<td>You may need a petrol station or a restaurant during your journey. This feature displays a new button on the map when you are driving on motorways. Tap this button to open a panel with the details of the next few exits or service stations. Tap any of them to display it on the map and add it as a waypoint to your route if needed.</td>
</tr>
<tr>
<td>Facility Types</td>
<td>Select the service types displayed for the motorway exists. Choose from the POI categories.</td>
</tr>
<tr>
<td>Signpost</td>
<td>Whenever adequate information is available, lane information similar to the real ones on road signs above the road is displayed at the top of the map. You can turn this feature on or off.</td>
</tr>
<tr>
<td>Tunnel View</td>
<td>When entering tunnels, the surface roads and buildings can be disturbing. This feature shows a generic picture of a tunnel instead of the map. A top-down overview of the tunnel and remaining distance are also displayed.</td>
</tr>
<tr>
<td>Route Progress Bar</td>
<td>Turn on the route progress bar to see your route as a straight line on the left side of the map. The blue arrow represents your current position and moves up as you travel. Waypoints and Traffic events are also displayed on the line.</td>
</tr>
<tr>
<td>Offer Congestion Detour on Highways</td>
<td>When you slow down while driving on a motorway, there is a chance that you are in a traffic jam so Sniper Truck Nav offers you a detour using the next exit. The message shows you distance of the exit and the difference in distance and estimated time compared to the original route. You can choose from one of the following options:</td>
</tr>
<tr>
<td></td>
<td>• Tap Dismiss or just ignore the message if you want to keep the original route.</td>
</tr>
<tr>
<td></td>
<td>• Tap Preview to see the overview of the original route and the detour to make the decision. You can accept the detour as offered or increase the bypassed motorway segment before accepting.</td>
</tr>
<tr>
<td></td>
<td>• Turn to the suggested new direction and the route will be automatically recalculated.</td>
</tr>
</tbody>
</table>
Similar to the above possibility, alternative routes can be suggested when driving on normal roads. Sniper Truck Nav will select a different turn in the upcoming intersection and offers you a different route for the next section of the route.

Your options are the similar as above but you cannot modify the offered detour.

Parking at the destination may not be easy in city areas. As you approach the destination, Sniper Truck Nav can offer parking category Places near your destination. Tap the "P" button to open a top-down map with the destination and the offered parking Places. Select one and modify the route accordingly.

If you leave the recommended route and suddenly exit the motorway, the application offers different alternatives near the exit like petrol stations or restaurants. Also, if there are avoidable parts of the original route ahead (like a tunnel, a toll road or a ferry), you will find them in the list in case you want to bypass them with the help of Sniper Truck Nav.

### 5.3.7 Display settings

Display related settings include menu animations, separate skins for daytime and night use and the brightness of the display.

<table>
<thead>
<tr>
<th>Menu Animations</th>
<th>When animation is turned on, buttons on menus and keyboard screens appear in an animated way. Screen transitions are also animated.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Day Skin Theme</td>
<td>Select the style and colours of the application used in daytime mode.</td>
</tr>
<tr>
<td>Night Skin Theme</td>
<td>Select the style and colours of the application used in night mode.</td>
</tr>
<tr>
<td>Current Backlight</td>
<td>Adjust the display backlight.</td>
</tr>
</tbody>
</table>
5.3.8 Regional settings
These settings allow you to customise the application for your local language, measurement units, time and date settings and formats, as well as to choose the time zone.

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program language</td>
<td>This button displays the current written language of the user interface. By tapping the button, you can select a new language from the list of available languages. The application will restart if you change this setting; you are asked to confirm this.</td>
</tr>
<tr>
<td>Units and Formats</td>
<td>You can set the distance units to be used by the program. Sniper Truck Nav may not support all the listed units in some voice guidance languages. Select between 12 and 24 hours time display and the various international date display formats. You can also set other country specific units used to display different values in the application.</td>
</tr>
<tr>
<td>Time Zone</td>
<td>By default, time zone is taken from the map information and adjusted by your current location. Here you can set time zone and daylight saving manually.</td>
</tr>
</tbody>
</table>

5.3.9 Trip monitor settings
Trip logs contain useful information about your trips. Trip logs can be saved manually when you reach your destination or you can turn on the automatic saving here. You can access these logs in the Trip monitor. Trip monitor is available from the More menu.

<table>
<thead>
<tr>
<th>Button</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable auto-saving</td>
<td>Trip monitor can record statistical data of your trips. If you need these logs later, you can let the application save them automatically for you.</td>
</tr>
<tr>
<td>Trip database size</td>
<td>This is not a button. This line shows the current size of the trip database, the sum of all trip and track logs saved.</td>
</tr>
<tr>
<td>Save track log</td>
<td>Track logs, the sequence of the positions given by the GPS receiver, can be saved together with trip logs. They can later be displayed on the map. You can let the application save the track log whenever it saves a trip.</td>
</tr>
</tbody>
</table>
6 Glossary

2D/3D GPS reception

The GPS receiver uses satellite signals to calculate its (your) position and needs at least four signals to give a three-dimensional position, including elevation. Because the satellites are moving and because objects can block the signals, your GPS device might not receive four signals. If three satellites are available, the receiver can calculate the horizontal GPS position but the accuracy is lower and the GPS device does not give you elevation data: only 2D reception is possible.

Active route

The currently navigated route. Whenever the destination is set, the route is active until you delete it, reach your destination or you quit Sniper Truck Nav. See also: Route.

City Centre

The city/town centre is not the geometric centre of the city/town but an arbitrary point the map creators have chosen. In towns and villages, it is usually the most important intersection; in larger cities, it is one of the important intersections.

Colour theme

Sniper Truck Nav comes with different colour themes for daytime or night use of the map and menu screens. Themes are custom graphic settings and they can have different colours for streets, blocks or surface waters in 2D and 3D modes, and they display shades or shadows in different ways in 3D mode.

One daytime scheme and one night scheme is always selected for the map and for the menus. Sniper Truck Nav uses them when it switches from day to night and back.

GPS accuracy

Several factors have impact on the deviation between your real position and the one given by the GPS device. For example, signal delay in the ionosphere or reflecting objects near the GPS device have a different and varying impact on how accurately the GPS device can calculate your position.

Map

Sniper Truck Nav works with digital maps which are not simply the computerised versions of traditional paper maps. Similarly to the paper road maps, the 2D mode of digital maps show you streets, roads, and elevation is also shown by colours.

In 3D mode, you can see the altitude differences, for example valleys and mountains, elevated roads, and in selected cities 3D landmarks and 3D buildings are also displayed.

You can use digital maps interactively: you can zoom in and out (increase or decrease the scale), you can tilt them up and down, and rotate them left and right. In GPS-supported navigation, digital maps facilitate route planning.
North-up map orientation

In North-up mode the map is rotated so its top always faces North. This is the orientation for example in Find on Map.

Route

A sequence of route events, i.e. manoeuvres (for example, turns and roundabouts) to reach the destination. The route contains one start point and one or more destinations. The start point is the current (or last known) position by default. If you need to see a future route, the start point can be replaced with any other given point.

Track-up map orientation

In Track-up mode the map is rotated so its top always points in the current driving direction. This is the default orientation in 3D map view mode.

Vehimarker

The current position is shown with a blue arrow on the map by default. The direction of the blue arrow shows the current heading. This position marker can be replaced with different 3D vehicle symbols. You can even specify different Vehimarkers for different route types (depending on what vehicle type is selected for route calculation).