



Quick Tips for GPS

Note: In the directions below, > = Enter or clicking straight down on the toggle

Initial GPS Intro Points

- Put Batteries In
- Key Functions (hand-out) – Practice with Toggle - down is Enter
- Run through Major Screens
- Double Click Menu brings you to the Main Menu
- Quit/ Page always backs you up
- Accuracy is on the Satellites Page
- Backlight & Battery power how to see

Skills

- **Play with the toggle stick.** It is tricky. Note the two sounds that it makes for when something works and when it doesn't work.
- **Check to see that the GPS is in proper Coordinates System: UTM's NAD83**
Main Menu > Set Up > Units
Note: If you have a waypoint in the GPS before switching units, the waypoint's data will change to the new coordinates system.
- **Mark a Point -**
On Map Page, Press down on Toggle OR go to Main Menu > Mark
This will mark a point at your current location (the black triangle)
The Default is sequential numbers. This is helpful when recording a lot of data like on a Snake River Float
- **Changing Information on the Point Display**
Highlight Field > Hit enter with Toggle > move through characters as needed
Note that up arrow changes to number format
Save the waypoint
- **Find a Waypoint**
Main Menu > Find > Waypoints > Toggle to desired waypoint > Enter > Map
Note Delete button at the bottom of the saved waypoint screen
Go To Function
Main Menu > Find > Waypoints > Toggle to desired waypoint > Enter > Go To
- **Delete all waypoints**
Main Menu > Find > Waypoints > Menu button > Delete > All Symbols > Yes Delete All
- **Get the UTM for the Map Pointer (white arrow) not your current location (black triangle)**
Easy Way - Map Page > Use the Toggle to move away from your current location and to the location that you would like the UTM for > Note that a white information bar has appeared at the top, these UTM's are for the Map Pointer location. On the right hand side of this box there is also a notation for the distance and general direction that the map

pointer is away from the current location. Write down the UTM's from the white box.

Trickier Method – You should also be able to save the waypoints for your map pointer location. However, this is tricky and if you try to use it, you *must* be careful to check that the UTM's saved are actually those of the map pointer and not of your current location. Here goes: Once you've moved the map pointer to its new location, give the toggle a quick hit.

If there is map information at that point, this will bring up a screen with something like "Teton National Forest" at the top and Save, Map or Go To at the bottom. Choose save. This will bring up a Waypoint information screen where you can edit the information as above. Waypoints where there is map information will be automatically numbered using the map info descriptor (e.g. Teton National, Teton National 1, etc).

If there is not any map information at the location where you put your map pointer, then a message will appear telling you this and asking if you would like to put a waypoint there. Hit yes and save waypoints as above. Without map information at that location, the waypoints will be entered in the normal sequential order (e.g. 001, 002, 003, etc.)

