



BY APPOINTMENT TO  
HER MAJESTY QUEEN ELIZABETH II  
MANUFACTURERS OF DAIMLER AND JAGUAR CARS  
JAGUAR CARS LIMITED COVENTRY



BY APPOINTMENT TO  
HER MAJESTY QUEEN ELIZABETH  
THE QUEEN MOTHER  
MANUFACTURERS OF DAIMLER AND JAGUAR CARS  
JAGUAR CARS LIMITED COVENTRY



BY APPOINTMENT TO  
HIS ROYAL HIGHNESS THE PRINCE OF WALES  
MANUFACTURERS OF DAIMLER AND JAGUAR CARS  
JAGUAR CARS LIMITED COVENTRY

## Jaguar S-TYPE Navigation Handbook

**JAGUAR CARS LIMITED**, as manufacturers, are dedicated to the design and production of vehicles which meet the expectations of the world's most discerning purchasers.

To complement the features, systems and technology of your new vehicle we have produced this Navigation Handbook. In it we have undertaken to make the control of complex systems easy to understand and operate.

The information contained herein applies to a range of vehicles and not to a specific vehicle. For the specification of a particular vehicle, owners should consult their Jaguar Dealer.

The Manufacturer reserves the right to vary its specifications with or without notice, and at such times and in such manner as it thinks fit. Major as well as minor changes may be involved in accordance with the Manufacturer's policy of constant product improvement.

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## Introduction

This Jaguar navigation system assists the driver by providing a route to a selected destination. Guidance is given by means of audible instructions (voice guidance), complemented by map and turn information which is displayed on an LCD screen on the front panel of the unit. Digital map information is held on a compact disc (CD), which is loaded into the navigation control unit housed in the luggage compartment.

The system has an extremely comprehensive range of features, yet is easy to use. Some time spent reading this handbook will ensure that the best results are obtained.

The LCD display provides full information for operating the system by means of menus, text prompts and map displays. Screen selections are made by the controls on the front panel.

## About this handbook

This handbook shows the on-screen menus, explains how to operate the controls, and gives an example showing how to set a destination. After becoming familiar with the controls, follow the on-screen menus and prompts, to operate the system as required.

The Navigation Menu Structure card supplied with this handbook can be used to find a particular menu. This information is repeated on page 2-5.

Some menu items can be selected entirely by using the function buttons (F1 to F3). These sequences are shown at the top of the relevant pages, for example: Address input (F1 → F1 → F2).

## How the system works

The system uses signals from the Global Positioning System (GPS) satellites, which allow the approximate vehicle position to be calculated. This is combined with information from vehicle sensors and the database on the map CD, to establish the true vehicle position.



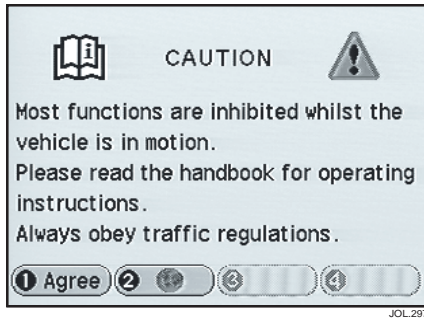
## WARNING:

1. **The Database reflects reality as existing before you received the Database and it comprises data and information from government and other sources, which may contain errors and omissions. Accordingly, the Database may contain inaccurate or incomplete information due to the passage of time, changing circumstances, and due to the nature of the sources used. The Database does not include or reflect information on – inter alia – neighborhood safety; law enforcement; emergency assistance; construction work; road or lane closures; vehicle or speed restrictions; road slope or grade; bridge height, weight or other limits; road or traffic conditions; special events; traffic congestion; or travel time.**
2. **Only operate, adjust or view the system when it is safe to do so.**

# 1-2 Introduction and controls

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## Using the system



**Note:** If the system is used for an extended period of time with the vehicle stationary, ensure that the engine is running, to avoid draining the battery.

For best results, always use the latest version of the map CD (Navigable Map Database). Map information is regularly updated, but all areas are not necessarily covered to the same level of detail.

While driving under route guidance, only follow an instruction when it is safe to do so, as the system cannot be aware of changing conditions, for example turn restrictions, roadworks or diversions. Use voice guidance as much as possible, and only view the display when driving conditions permit.

### Safety information

When the system is switched on, the Road Safety Caution screen is displayed, giving the following information.

**Most functions are inhibited whilst the vehicle is in motion.**

**Please read the handbook for operating instructions.**

**Always obey traffic regulations.**

Remember, traffic regulations include all the road signs, whether permanent or temporary, you encounter on the route.

To use the system, press function button F1 (Agree).

While driving, many of the menu items and function buttons cannot be selected.



## Using the system (continued)

### Reception of GPS signals

GPS signals are highly directional and reception may occasionally be interrupted. Some examples of situations likely to cause problems are shown below.

- Inside tunnels.
- Inside buildings.
- Roads under raised highways.
- Densely tree-lined roads.
- Forest roads between mountains.
- Between tall buildings.
- Roads under cliffs.
- Metal objects placed on the rear parcel shelf.
- Fitting material to the rear screen containing metal foil.

### Errors in vehicle position

Under certain driving conditions, it is possible that the vehicle position shown may be incorrect. Some examples are shown below.

- When the vehicle is transported by ferry or train.
- Driving on steep roads.
- After vehicle battery removal or supply fuse failure.
- When using snow chains.
- After the tyres have been replaced.
- After the vehicle has been rotated on a turntable.
- Where there are two roads parallel to each other.
- Elevated roads in proximity to other roads.
- Driving up or down circular ramps in car parks.

The position will usually be corrected automatically. If not it can be corrected manually, see **Calibration settings** on page 3-7.

### Route guidance precision

Under certain driving conditions, it is possible that the route guidance may be inaccurate. Some examples are shown below.

- Deviation from a route may cause incorrect guidance until the route has been recalculated.
- Route guidance may be given where no turn is required.
- If there is no road, or only a narrow track, to the final destination, guidance will be given to the nearest point possible.
- No guidance is given while reversing.
- If driving at high speed or on very dense road networks, it may not be possible to recalculate the route in time for the next instruction.
- On familiar roads, personal route preferences may not always be followed.

# 1-4 Introduction and controls

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## Using the system (continued)

### Jaguar dealership locations

Details of Jaguar dealerships are held on the map CD as a Points of Interest (POI) class. Certain dealers may be located in areas that are not fully mapped on the CD. If a route is set to one of these dealers, the following points should be noted.

- When entered as a destination, the screen will show 'Location not on a mapped road. Destination set to closest road'. The route will be calculated to the nearest point possible.
- When entered as a way point, the screen will show 'Location not on a mapped road. Way point set to closest road'. The route will be calculated to the nearest point possible.

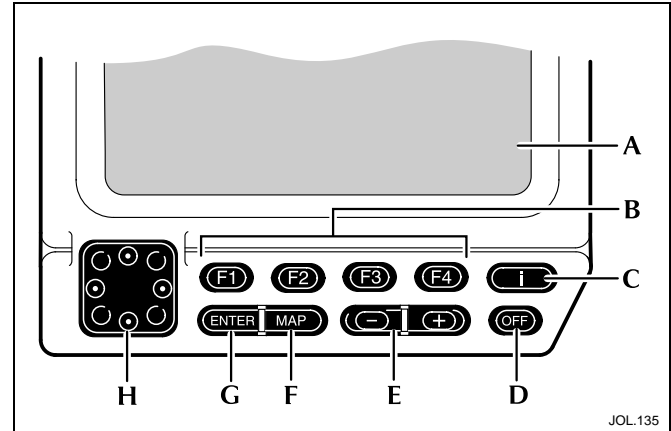
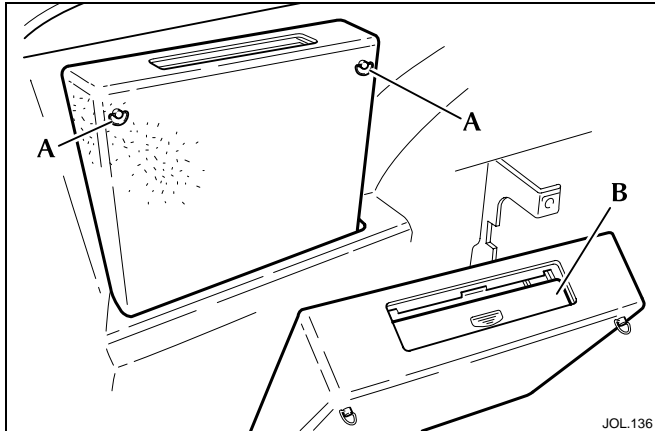
### Road junction layouts

The layout of complex road junctions may sometimes be shown in a simplified form.

Traffic circles less than 25 metres across are treated as junctions.

### Screen cleaning

For approved screen cleaners, see your Jaguar dealer.



### Loading the map CD

**Note: The ignition must be switched on (position 'I').**

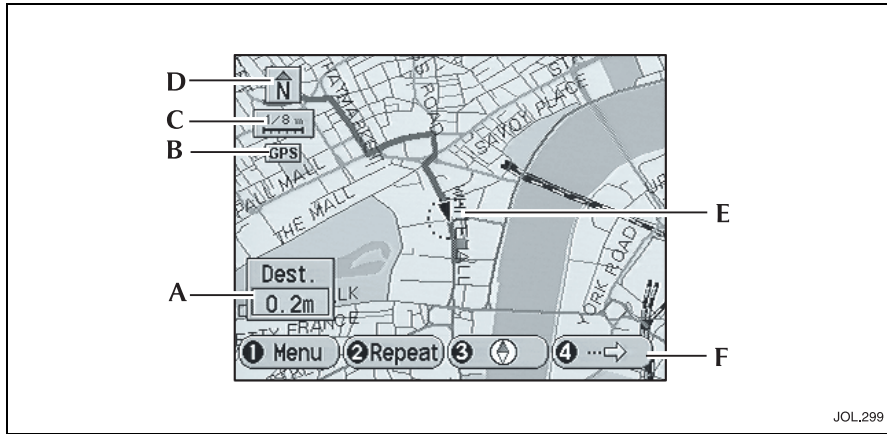
1. Locate the navigation unit, on the left-hand side of the luggage compartment. Turn the two quarter-turn fasteners (A) anti-clockwise and tilt the navigation unit forward.
2. Slide the cover (B) to the open position and load the CD with the printed side upwards. Do not allow moisture or foreign objects to enter the slot. (If a CD is already loaded it will be ejected automatically.)
3. Close the cover (B), reposition the unit and turn the fasteners (A) clockwise to the locked position.

### Control panel

- A. LCD display
- B. Function buttons (F1 to F4)
- C. Information button
- D. Off button
- E. Zoom level control
- F. Map button
- G. Enter button
- H. Cursor control

# 1-6 Introduction and controls

## Screen displays



### Map screens

A typical map display is shown, with a key to the main items of information.

- A. Destination information** – While under guidance, the estimated time or distance to the end of the route is displayed, see **Set up menu** on page 3-6.
- B. GPS symbol** – When the symbol is selected, indicates that the system is receiving information from GPS satellites.

- C. Map scale** – Indicates the current zoom level. The scale length represents a distance of from 128 miles to  $\frac{1}{16}$  mile (256 km to 100 metres).
- D. Map heading symbol** – Indicates that the map is displayed with either north or vehicle heading to the top of the screen.

- E. Map position markers** – The map indicates the current vehicle position (navigation symbol). If the map is scrolled, the cross-wire marker is displayed. While the system is in use various markers are displayed, see **Screen symbols** on page 1-7. Also see **Personal marker symbols** on page 1-8.
- F. Function buttons** – The display shows the current functions of the buttons (F1 to F4).

**Note:** If the vehicle is in an area that is not covered on the loaded map CD, the screen shows 'ROUTE ONLY' in place of Destination information. Only major routes are shown, at high zoom levels, and route guidance is not possible.

## Screen displays (continued)

### Screen symbols

The screen symbols used by the system are explained below. Also see **Personal marker symbols** on page 1-8.



**Navigation symbol** – Indicates the current vehicle position and heading.



**Cross-wire marker** – This symbol is displayed when the map is scrolled to select a destination or point.



**Destination symbol** – Indicates the current route destination.



**Memory point symbol** – Indicates the location of a memory point on the map.



**Way point symbol** – Indicates the location of a way point on the map. The number in the symbol shows the current order in which the way points will be visited on the route.



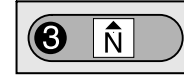
**Home position symbol** – Indicates the location on the map currently set up as a home position.



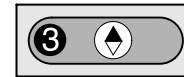
**Avoid area symbol** – Indicates an area that has been set up to be avoided in route calculations.



**Next turn symbol** – Indicates the position of the next turn instruction on the route ahead.



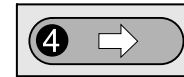
**North up symbol** – Indicates that the map is displayed with north to the top of the screen.



**Heading up symbol** – Indicates that the map is displayed with the vehicle heading to the top of the screen.



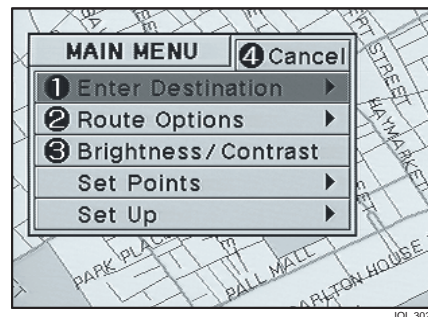
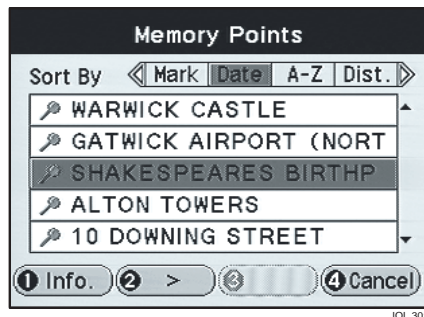
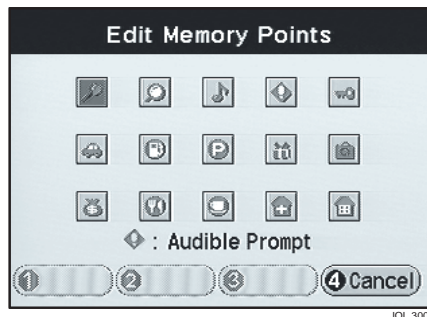
**Language selection symbol** – Function button symbol for selecting and changing the screen and voice language.



**More symbol** – Function button symbol for selecting the additional button functions.

# 1-8 Introduction and controls

## Screen displays (continued)



### Personal marker symbols

These symbols can be used as required to tag points held in memory. Points can then be displayed sorted by class (category) according to the symbols used.



**Audible prompt** – When this symbol is selected, a tone will be heard whenever the vehicle passes the location of the tagged point.

### Scroll indicators

The vertical indicators at the right-hand side of the screen, show that more information can be viewed by using the Cursor control (Up/Down).

If a line of text is too long to display in full, it can be scrolled to left and right when function button F2 is highlighted.

### Menu screens

Menu items are selected by using the Cursor control (Up/Down) and pressing Enter. The first three items can also be selected by function buttons F1 to F3. Function button F4 cancels the menu and returns to the previous screen.

Where possible, the previous/next menu or screen can also be selected by the Cursor control (Left/Right).

If a menu item cannot currently be selected, it is shown shaded.

The complete menu structure is shown on the card supplied with this handbook and on page 2-5.

## Using the controls

**Note:** A single tone denotes the confirmation of a control action. An incorrect action is indicated by a double tone.

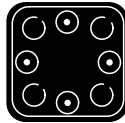


### Function buttons

The operation of the function buttons (F1 to F4) is determined by the screen currently being displayed.

At the bottom of each screen (except menu screens), the current function of each button is displayed, numbered one to four. Where function buttons are not available, only the button number is shown and appears shaded. For most of the screens, function button F4 is used to cancel the action and return to the previous screen.

For information on the use of the function buttons with menus, see **Menu screens** on page 1-8.



### Cursor control

The Cursor control has eight movements (Up/Down, Left/Right, and diagonal) and has the following uses according to the screen currently selected.

- Selecting menu items (Up/Down).
- Selecting the next/previous menu or screen (Left/Right). On some screens this function is not available.
- Changing screen brightness and contrast (Left/Right).
- Character and number entry (Up/Down, Left/Right).
- Changing average speed settings (Left/Right).
- Scrolling map position (Up/Down, Left/Right). While under guidance, the map is scrolled in preset increments.
- Changing the method of list sorting (Left/Right).



### Zoom level control

When a map screen is displayed, the map scale can be changed by pressing and holding the Plus/Minus buttons to reduce/enlarge the scale.



### Information button

The Information button can be pressed at any time to display the Information menu, see **Information menu** on page 3-9.

# 1-10 Introduction and controls

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## Using the controls (continued)



### Map button

The Map button has the following functions.

- Returns to the initial map display from any other screen.
- After scrolling, returns to the map display of current vehicle position.



### Enter button

The Enter button is used to confirm a screen selection. The next screen in the current procedure is displayed.



### Off button

Press the Off button at any time to turn the screen off. The system continues to monitor vehicle position.

#### Note:

1. **Press any button (except the Information button) to turn the screen on again.**
2. **While under guidance, the audible instructions are also turned on and off.**

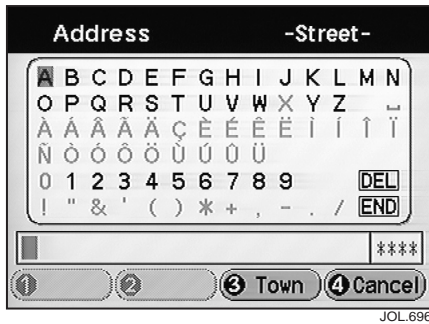
## Volume adjustment

To adjust the volume of the audible instructions, turn the Volume control as required while a voice announcement is in progress. The volume can be adjusted between volume levels 05 and 20. If further adjustment is required after the end of an announcement, press the Repeat button.


**Note: The Volume control is located on the front panel of the radio, see the Audio Systems Handbook.**



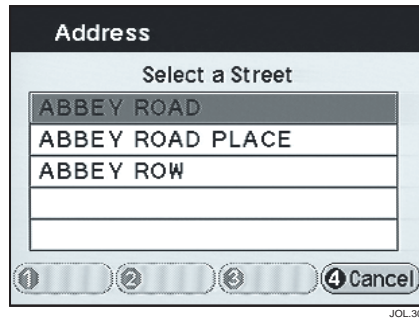
## Using the controls (continued)

**Character entry**

Use the Cursor control (Up/Down, Left/Right) to highlight the first character in the name and press Enter. Repeat for each character in turn. As characters are entered, only the characters available to complete the name (or similar names) are shown in black.

To delete a character, select 'DEL' and press Enter. The last character entered will be deleted. To enter a space, select the  symbol and press Enter.

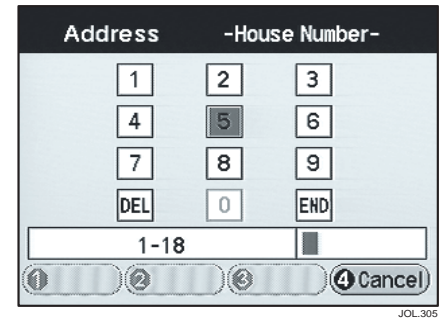
When sufficient characters have been entered (possible names become less than 100) press F1 (List), or select 'END' and press Enter, see **Selection screen example**.

**Selection screen example**

A list of the possible names (for example streets, towns, or motorways) from the characters entered is displayed, up to a maximum of 100.

Select the item required using the Cursor control and press Enter. The next screen is displayed, see **Destination entry**, section 4.

**Note: When the characters entered reduces the number of possible names to five or less, the list will be displayed automatically.**

**Number entry**

Use the Cursor control (Up/Down, Left/Right) to highlight the first digit in the number and press Enter. Repeat for each digit in turn.

If no house number is entered, the route will be calculated to the midpoint of the number range displayed.

To delete a digit, select 'DEL' and press Enter. The last digit entered will be deleted.

When all the digits have been entered, select 'END' and press Enter. The next screen is displayed, see **Destination entry**, section 4.

## Main features of the system

### Set points

When using the system, there are four types of point that can be used in setting up a route. These are selected from the Set Points menu and are described below, see **Advanced functions**, section 5.

**Memory points** – These are points that can be stored in memory and can be selected as a route destination or as way points.

**Way points** – Way points are intermediate points on a route and are set in a similar manner to destinations (Way Points → Store). A maximum of five way points can be set up on a route.

Way points are visited in the current order that they appear in the way points list, and the order can be changed if required (Way Points → Edit). If a way point is entered after a destination has been set, the route will be recalculated.

After way points have been visited they are deleted from the way points list and added to the list of recent destinations.

**Avoid areas** – An area on the map can be selected as an avoid area, for example a known area of heavy traffic. Routes will then be calculated so that the area is avoided where possible. A maximum of 10 areas can be set up.

**Home position** – This is a quick way to set a route to any frequently used destination that has been entered as a home position.

### Points of interest (POI)

This is a database of useful names and addresses held on the map CD. The information can be displayed on the screen and sorted by class (category). A POI can be selected from the list and used as a route destination or set point.

**Quick points of interest (Q-POI)** – Some commonly used classes of POI can be selected directly from the map display, without having to go through the full procedure for selecting points of interest.

### Voice guidance

A chime and an audible instruction will be heard as the vehicle is approaching the next junction along the route where a turn has to be made. The instruction is repeated when the junction is reached.

### Screen guidance

The screen shows the map display with the current vehicle position and route highlighted. As the vehicle approaches the next turn, the screen automatically shows the next junction diagram. After the junction, the screen returns to the map display automatically.

For further information, see **Screen types** on page 6-4.

## 2-2 Quick reference

### Route setting example

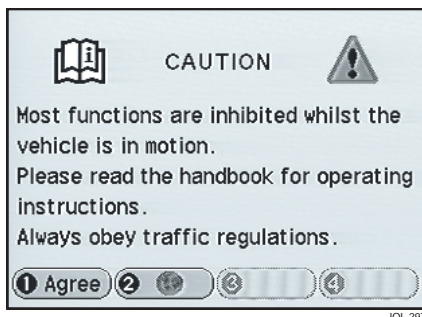
This is a simple example showing how to use the basic features of the system to set a route. It describes each screen in turn and explains how to use the controls. For information relating to the other features of the system, see the relevant section in the handbook.

**Note:** Before using the system, check that the correct map CD is loaded, see **Loading the map CD on page 1-5.**



#### 1. Initialisation

If the Jaguar screen is displayed, press F1 (Nav.). The Road Safety Caution screen is displayed.



#### 2. Road safety caution

The screen shows safety information which should be followed when using the navigation system. see **Safety information** on page 1-2.

Press F1 (Agree) to confirm. The screen shows the map display.

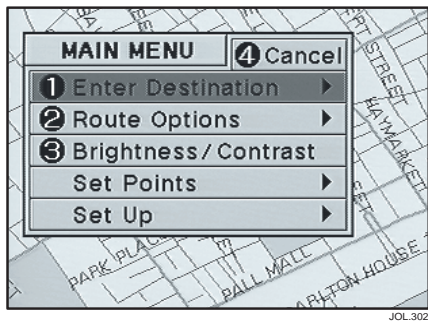
**Note:** If required, press function button F2 to change the language, see **Set up menu** on page 3-6.



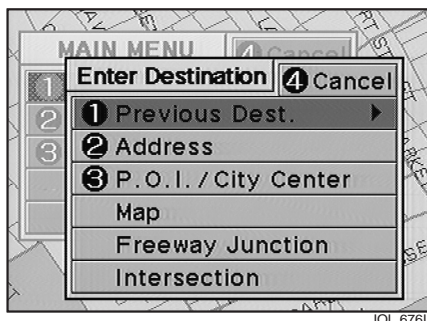
#### 3. Map display

The initial map screen showing the current vehicle position is displayed. Press F1 (Menu) to display the Main menu.

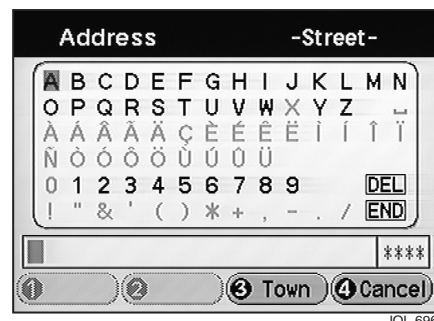
## Route setting example (continued)

**4. Main menu**

The main navigation menu is displayed. Press function button F1 to select the Enter Destination menu.

**5. Enter destination menu**

The Enter Destination menu is displayed. Press function button F2 to select the second item on the menu (Address).

**6. Address input**

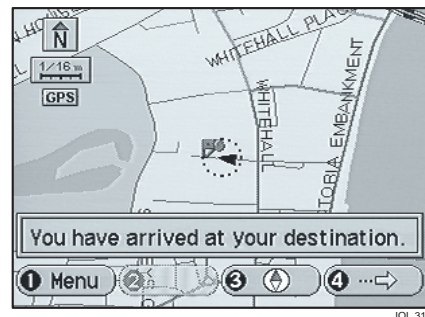
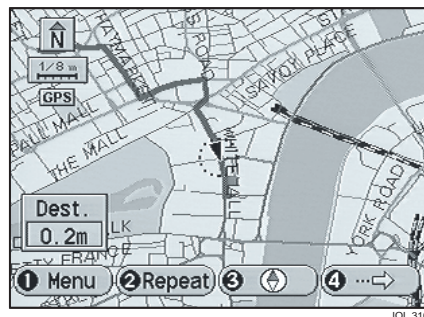
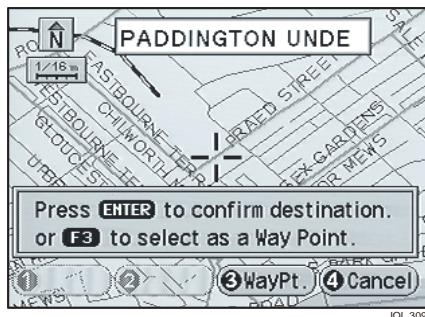
The Street Input screen is displayed. Enter the street name using the Cursor control and Enter button. If necessary, press F3 (Town) to enter the name of the destination town. For more information see **Character entry** on page 1-11.

After selecting the street name, the House Number Input screen is displayed. Enter a house number if known. For more information, see **Number entry** on page 1-11.

When the house number has been entered, select 'END' and press Enter.

## 2-4 Quick reference

### Route setting example (continued)



#### 7. Confirm destination

The map display shows 'Press ENTER to confirm destination or F3 to select as a Way Point'. Press Enter to confirm.

The route is calculated and the screen shows 'Searching'. When the calculation is complete, the screen shows the map display while under guidance.

While the route is being calculated the screen shows 'Searching', and the current screen preferences are displayed (if selected).

#### 8. Route guidance

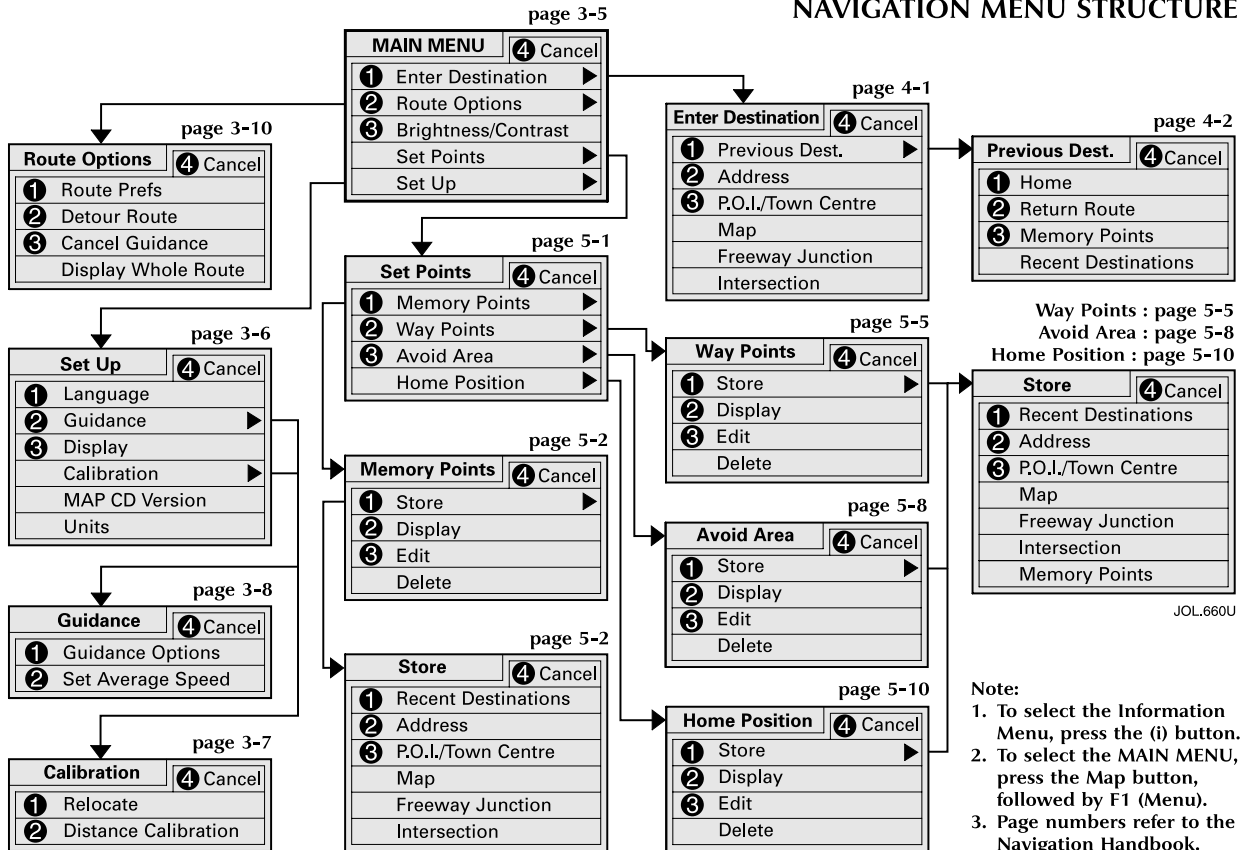
The map display shows the current time or distance to the destination.

Drive away, following the voice guidance given by the system. The route is shown highlighted on the map display. Continue to follow the voice guidance until the end of the route is reached.

#### 9. End of route

When the vehicle arrives at the destination, the screen shows 'You have arrived at your destination'. This is confirmed by voice guidance. The system is now ready for further use.

NAVIGATION MENU STRUCTURE



## Getting started



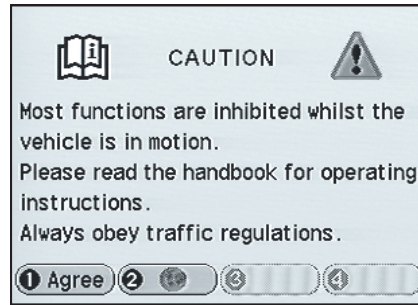
JOL\_188

### Initialisation

**Caution: Do not leave the ignition on for long periods with the engine not running.**

The navigation system is powered on when the ignition switch is turned to position 'I' and retains the settings when switched off, including any route in progress. The Jaguar screen is displayed during initialisation, followed by the Road Safety Caution screen.

If the system is not used, the Jaguar screen is displayed again. The system can then be activated by pressing function button F1 (Nav.).



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### Road safety caution

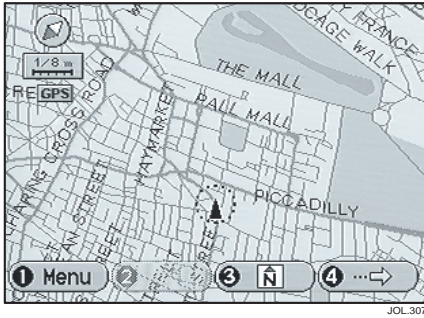
The Road Safety Caution screen is displayed, Function buttons F1 and F2 have the following functions:

**F1 (Agree)** – Acknowledges the road safety information. The screen shows the map display, see **Map display (not under guidance)** on page 3-2.

**F2 (Languages)** – Displays the first screen of languages available for screen display and voice guidance. To change language, select a language and press Enter. The Road Safety Caution screen is displayed again. For further information, see **Set up menu on page 3-6**.

## 3-2 Basic functions

### Getting started (continued)



#### Map display (not under guidance)

The initial map screen showing the current vehicle position is displayed.

#### Panel controls

**F1 (Menu)** – Displays the main navigation menu, see **Main menu** on page 3-5.

**F3 (Heading)** – Changes the map heading between north to the top of the screen and vehicle heading to the top of the screen.

**F4 (More)** – Selects the additional button functions, see **Additional functions (not under guidance)**.

**Enter** – Stores the map cursor location as a memory point. The screen shows 'Press ENTER to store in memory'. When Enter is pressed, the screen shows 'Point stored'.

**Zoom level** – The scale of the map is enlarged or reduced.

**Cursor** – Use the Cursor control to scroll the map as required. The screen shows new button functions (F1 to F4), see **Setting of points** on page 3-3.

#### Additional functions (not under guidance)

The additional button functions, selected by pressing F4 (More), are as follows:

**F1 (Home)** – If a home position has been entered, a route to that location will be calculated, see **Route calculation** on page 6-1.

**Note:** To store your chosen home position, select the Set Points menu followed by the Home position and Store. See **Home position functions (Store)** on page 5-10.

**F2 (Return)** – Calculates a route from the current position of the vehicle, to the starting point of the last route to be calculated, see **Route calculation** on page 6-1.

**F4 (Q-POI)** – Selects the Quick Points of Interest screen, see **Quick points of interest (Q-POI)** on page 3-4.



## Getting started (continued)



### Setting of points

After scrolling the map, the following functions are available:

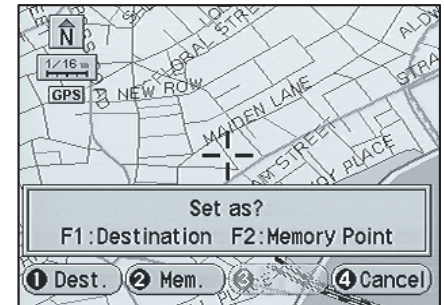
**F1 (Dest.)** – Selects the map location under the cross-wire marker as a destination, see **Route calculation** on page 6-1.

**F2 (Mem.)** – Selects the map location under the cross-wire marker as a memory point. The screen briefly shows 'Point stored'.

**F3 (Heading)** – Changes the map heading between north to the top of the screen and vehicle heading to the top of the screen.

**F4 (Q-POI)** – Displays the list of Q-POI classes, see **Quick points of interest (Q-POI)** on page 3-4.

**Enter** – Selects the map location under the cross-wire marker as a destination or memory point, see **Destination/point selection**.



### Destination/point selection

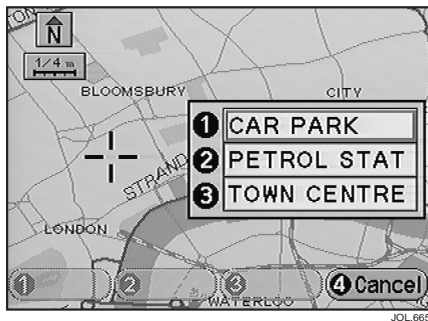
The screen shows 'Set as? F1: Destination F2: Memory Point'. Select the item required:

**F1 (Dest.)** – A route to the selected map location is calculated, see **Route calculation** on page 6-1.

**F2 (Mem.)** – The screen briefly shows 'Point stored'.

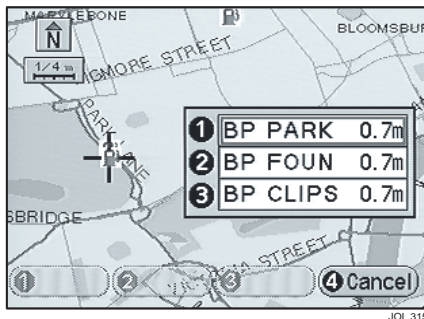
## 3-4 Basic functions

### Getting started (continued)



#### Quick points of interest (Q-POI)

The screen shows a list of three commonly used POI classes. Select the class required and press Enter. The screen shows a list of the three nearest points in the selected class, see **Q-POI selection**.



#### Q-POI selection

Select the point required and press Enter. The screen shows 'Set as?

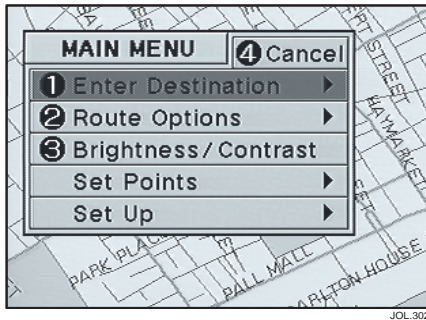
F1: Dest. F2: Mem. F3: WayPt.'. Select the item required:

**F1 (Dest.)** – A route to the selected point of interest is calculated, see **Route calculation** on page 6-1.

**F2 (Mem.)** – The screen briefly shows 'Point stored'.

**F3 (WayPt.)** – The screen briefly shows 'Point stored'. The point is stored as the last point in the list of way points. If the vehicle is under guidance, the way point is added to the calculated route.

## General navigation menus



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### Main menu

Select the menu item required:

**Enter Destination** – See **Enter destination menu** on page 4-1.

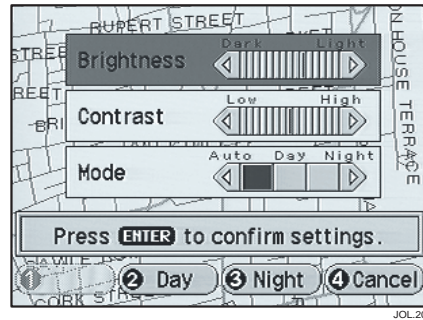
**Route Options** – See **Route options menu** on page 3-10.

**Brightness/Contrast** – Allows changes to the screen settings, see **Brightness and contrast settings**.

**Set Points** – See **Set point menus** on page 5-1.

**Set Up** – See **Set up menu** on page 3-6.

**Note:** To select the **Main menu**, press the **Map** button, followed by **F1 (Menu)**.



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### Brightness and contrast settings

The screen shows the brightness and contrast selection scales, and the currently selected mode (Auto, Day, or Night). The function buttons (F1 to F3) can be used to change the required mode.

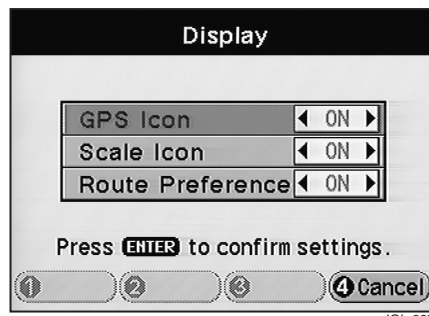
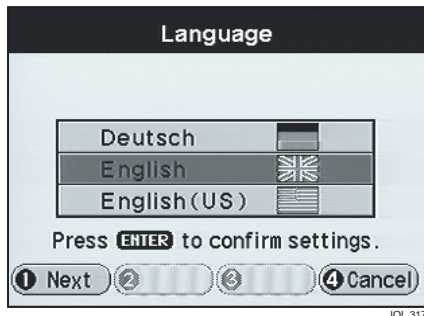
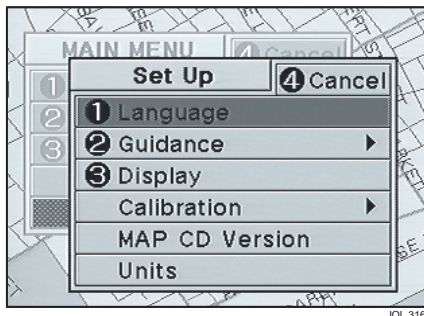
Brightness and contrast settings can be changed independently for Day and Night modes. Use the Cursor control (Up/Down) to select Contrast or Brightness. Then change the setting by using the Cursor control (Left/Right).

Press Enter to confirm. The Main menu is displayed again.

**Note:** In Auto mode, the Day settings are automatically selected with the exterior lighting switch in the Off position. The Night settings are selected with the switch in any other position.

## 3-6 Basic functions

### General navigation menus (continued)



#### Set up menu

Select the menu item required:

**Language** – Allows the current language to be changed, see **Language selection**.

**Guidance** – See **Guidance menu** on page 3-8.

**Display** – Allows the current settings to be changed, see **Display selection**.

**Calibration** – Allows the current settings to be changed, see **Calibration settings** on page 3-7.

**Map CD version** – The current version number of the map CD is displayed.

**Units** – Allows the current distance units to be changed, see **Units selection** on page 3-7.

#### Language selection

The first list of languages available is displayed. To change language, select a language using function button F1 (Next or Prev.) and the Cursor control (Up/Down), and press Enter. The system will change to the selected language, and the Set Up menu will be displayed again. The languages available are:

- German
- English
- English (US)
- Spanish
- French
- Italian
- Dutch

#### Display selection

The screen shows the currently selected option for each item. The options available are as follows:

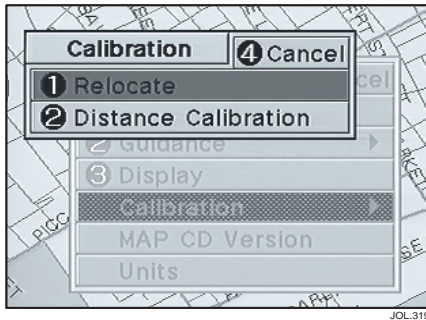
**GPS Icon** – On/Off.

**Scale Icon** – On/Off.

**Route Preference** – On/Off. Controls the display of the current route preferences during route calculation.

Use the Cursor control to select the required item (Up/Down) and option (Left/Right). Press Enter to confirm.

## General navigation menus (continued)



### Calibration settings

Sometimes the vehicle position shown on the map display may not be correct. This can occur, for example, if the vehicle has been moved on a trailer or by ferry. If the new position is not found correctly by the system, follow the calibration procedure described as follows.

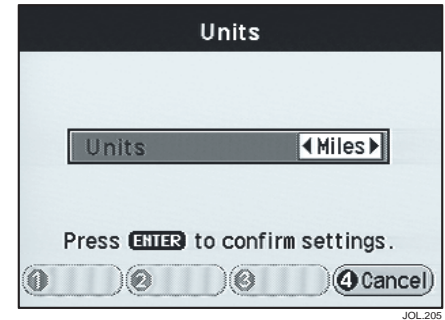
Select the calibration item required:

**Relocate** – The map showing the current vehicle position is displayed.

The screen shows 'Adjust Position'. Use the Cursor control to move the Navigation symbol as required and press Enter.

The screen shows 'Adjust Direction'. Use the Cursor control (Left/Right) to adjust the vehicle heading as required and press Enter. The screen briefly shows 'Relocation complete'.

**Distance calibration** – This should only be necessary if wheel/tyre sizes have been changed. The screen shows 'Press ENTER to start calibration or F4 to cancel'. Drive the vehicle as normal. There are no special requirements for distance calibration.



### Units selection

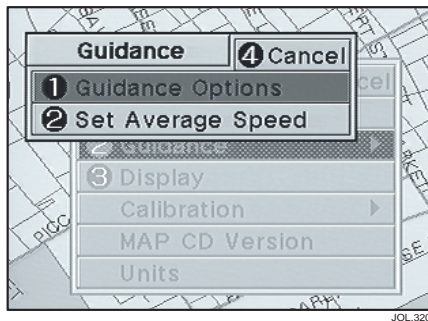
The screen shows the currently selected option. The options available are as follows:

**Units** – Miles/Kilometres.

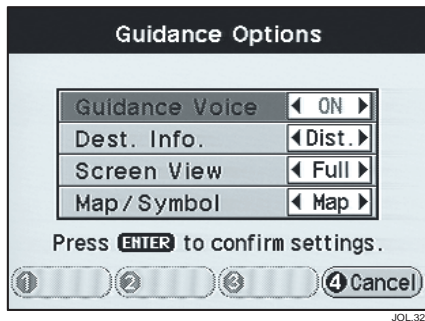
Use the Cursor control to select the required option (Left/Right). Press Enter to confirm.

## 3-8 Basic functions

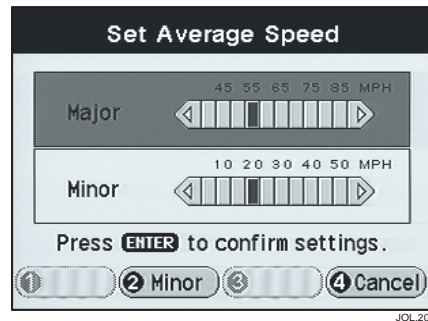
### General navigation menus (continued)



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JOL.208

#### Guidance menu

Select the menu item required:

**Guidance Options** – Allows the current options to be changed, see **Guidance options selection**.

**Set Average Speed** – Allows the current settings to be changed, see **Average speed settings**.

#### Guidance options selection

The screen shows the currently selected option for each item. The options available are as follows:

**Guidance Voice** – On/Off.

**Destination Info.** – Time/Distance.

**Screen View** – Full/Split.

**Map/Symbol** – Map/Sym.

Use the Cursor control to select the required item (Up/Down) and option (Left/Right). Press Enter to confirm.

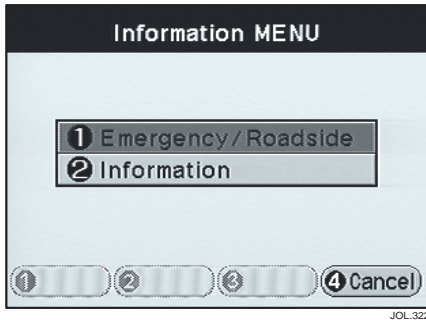
**Note:** When Symbol is selected, the screen view options have no effect.

#### Average speed settings

The screen shows the current average speed settings for major and minor roads. These values are used by the system to calculate the time to destination on the map display.

To change a speed setting, select the type of road required using function button F1 (Major), or F2 (Minor). Change the speed by using the Cursor control (Left/Right) and press Enter. The Set Up menu is displayed again.

## General navigation menus (continued)



### Information menu

The Information menu can be displayed at any time by pressing the Information (i) button.

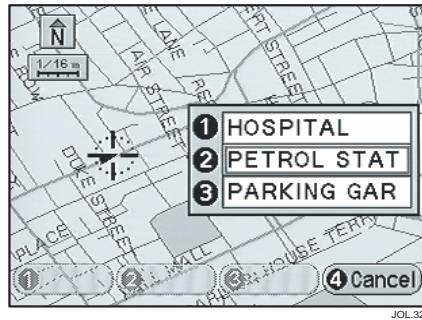
Select the menu item required using the function buttons (F1 or F2):

**Emergency/Roadside** – See **Emergency/Roadside selection**.

**Information** – See **Information selection**.

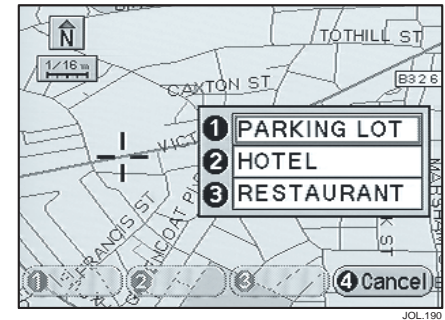
### Emergency and assistance

For vehicles fitted with Jaguar Assist, press the Information button to access the system. This is described in section 7.



### Emergency/Roadside selection

The screen shows three classes of POI which may be useful in an emergency situation. Select the class required and press Enter. The screen shows a list of the three nearest points in the selected class. Select the point required, see **Q-POI selection** on page 3-4.

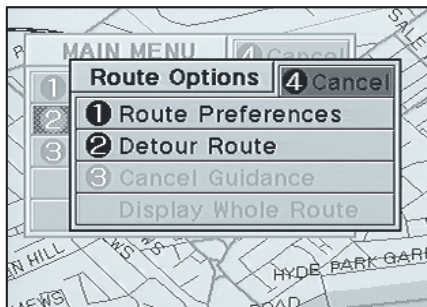


### Information selection

The screen shows three classes of POI which may provide useful information. Select the class required and press Enter. The screen shows a list of the three nearest points in the selected class. Select the point required, see **Q-POI selection** on page 3-4.

## 3-10 Basic functions

### Route options (F1 → F2)



#### Route options menu

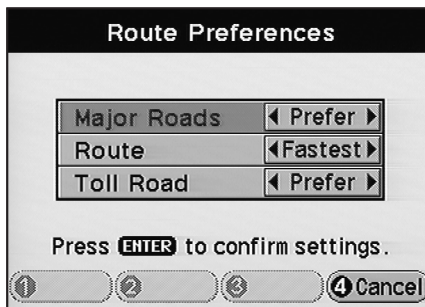
Select the menu item required:

**Route Preferences** – See **Route preferences selection**.

**Detour Route** – See **Detour route settings**.

**Cancel Guidance** – Cancels the route guidance, see **Cancelling guidance** on page 3-11.

**Display Whole Route** – The map showing the whole route is displayed, see **Route display** on page 3-11.



#### Route preferences selection

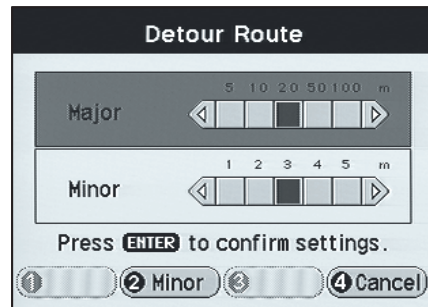
The screen shows the currently selected option for each item. The options available are as follows:

**Major Roads** – Prefer/Avoid.

**Route** – Fastest/Shortest.

**Toll Road** – Prefer/Avoid.

Use the Cursor control to select the item (Up/Down) and option (Left/Right) required. Press Enter to confirm. The Route Options menu is displayed again. If the vehicle is under guidance the route will be recalculated, see **Route calculation** on page 6-1.



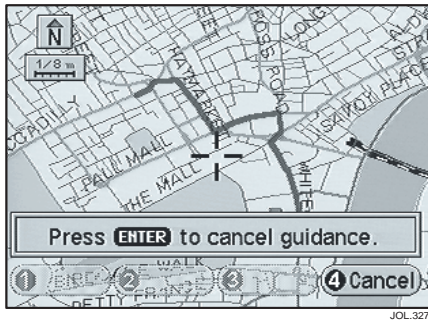
#### Detour route settings

The screen shows the current settings for major and minor roads. These values are used in recalculating a route when the Detour option is selected, see **Additional functions (under guidance)** on page 6-3.

Select the type of road required using function button F1 (Major) or F2 (Minor). Change the detour distance as required using the Cursor control (Left/Right). Press Enter to confirm. The Route Options menu is displayed again.

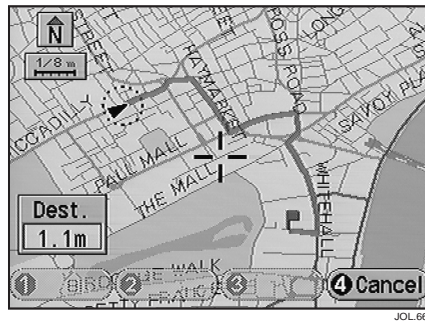


## Route options (continued)



### Cancelling guidance

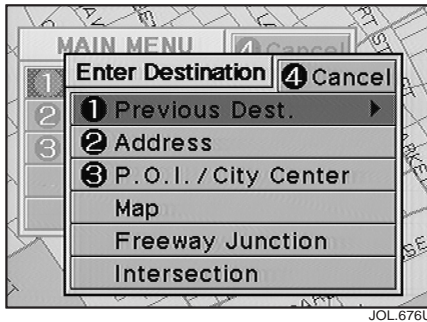
The screen shows 'Press ENTER to cancel guidance'. When Enter is pressed, the route is erased and the screen briefly shows 'Guidance cancelled'. The system is then ready for further use.



### Route display

The map of the whole route is displayed.

## Enter destination menu (F1 → F1)



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### Enter destination menu

Select the menu item required:

**Previous Dest.** – Entry of a destination using information already held by the system, see **Previous destination menu** on page 4-2.

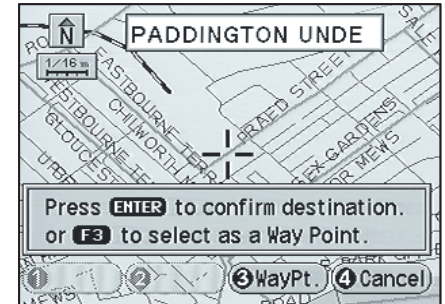
**Address** – Entry of a destination address, see **Address input** on page 4-4.

**P.O.I./Town Centre** – Entry of a POI or town centre as a destination, see **Point of interest (POI) input** on page 4-5.

**Map** – Entry of a destination from a location on the map, see **Destination from map**.

**Freeway Junction** – Entry of a freeway junction as a destination, see **Freeway junction input** on page 4-6.

**Intersection** – Entry of a road intersection as a destination, see **Intersection input** on page 4-7.



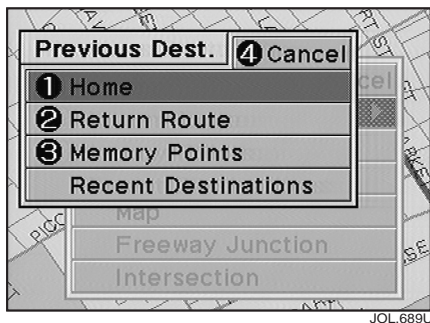
JOL.309

### Destination from map

The map showing the current vehicle position is displayed. Scroll the map using the Cursor control, until the required location is under the cross-wire marker, see **Route calculation** on page 6-1.

## 4-2 Destination entry

### Previous destination menu (F1 → F1 → F1)



**Memory Points** – Entry of a memory point as a destination, see **Memory point selection**.

**Recent Destinations** – Entry of a destination from the list of recent destinations, see **Recent destination selection** on page 4-3.

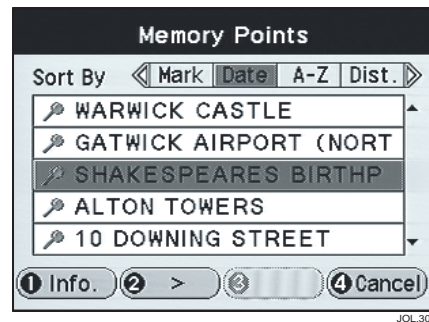
### Previous destination menu

Select the menu item required:

**Home** – If a home position has been entered, a route to that location will be calculated, see **Route calculation** on page 6-1.

To enter a home position, select the Store menu (home position functions), see **Home position functions** on page 5-10.

**Return Route** – A route is calculated from the current position of the vehicle, to the starting point of the last route to be calculated, see **Route calculation** on page 6-1.



### Memory point selection

The screen shows the list of current memory points.

Select the point required and press Enter. A route will be calculated to the selected location, either as a destination or as a way point, see **Route calculation** on page 6-1.

**Memory point information** – Select a point and press F1 (Info.), see **List item display** on page 4-3.

**List sorting** – The list can be displayed by date, alphabetically, by mark or by distance. This is shown at the top of the screen. Use the Cursor control (Left/Right) to select the required sort method.

## Previous destination menu (continued)

**Memory Points**

NAME :  
10 DOWNING STREET

ADDRESS :  
DOWNING STREET

PHONE :

① Map ② ③ ④ Cancel

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### List item display

The details of the selected item are displayed.

If F1 (Map) or Enter is pressed, a route can be calculated to the selected point, either as a destination or as a way point, see **Route calculation** on page 6-1.

**Recent Destinations**

Sort By ◀ Date A-Z Dist. ▶

\* 10 DOWNING STREET

P GATWICK AIRPORT (NORT)

① Info. ② ③ ④ Cancel

JOL.214

### Recent destination selection

The screen shows the list of recent destinations, up to a maximum of 10 destinations.

Select the point required as the new destination and press Enter. A route will be calculated to the selected location, either as a destination or as a way point, see **Route calculation** on page 6-1.

**Destination information** – Select a destination and press F1 (Info.), see **List item display**.

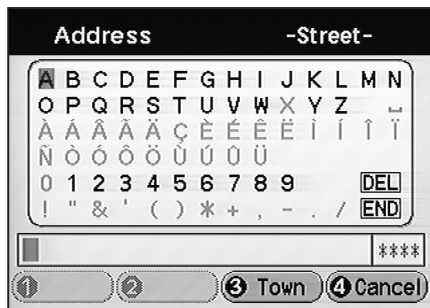
**List sorting** – The list can be displayed by date, alphabetically or by distance. This is shown at the top of the screen. Use the Cursor control (Left/Right) to select the required sort method.



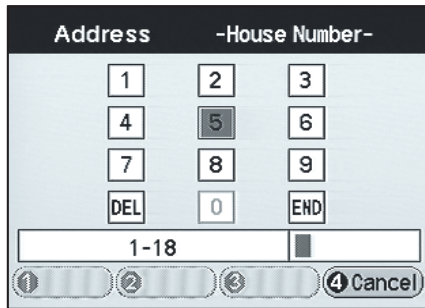
**Way points** – When way points have been visited, they are deleted from the way points list and added to the list of recent destinations. They are indicated by the symbol shown above.

## 4-4 Destination entry

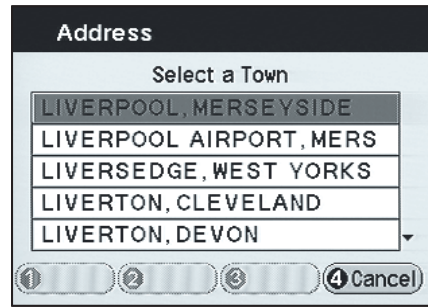
### Address input (F1 → F1 → F2)



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JOL.328

#### 1. Street input

The Street Input screen is displayed. Enter the street name, see **Character entry** on page 1-11. When F1 (List) appears, press the function button to show the available streets, and select the required street.

#### Note:

1. For more popular street names, select F3 (Town) first to reduce search time.
2. If the number of possible streets is more than 100, the Town Input screen will be displayed automatically.

#### 2. House number input

The Select a Range screen is displayed. Select the required range and press Enter. The Number Input screen is displayed. Enter the house number, see **Number entry** on page 1-11.

**Note:** When a valid number (within the number range) has been entered, the cursor moves to 'End' automatically.

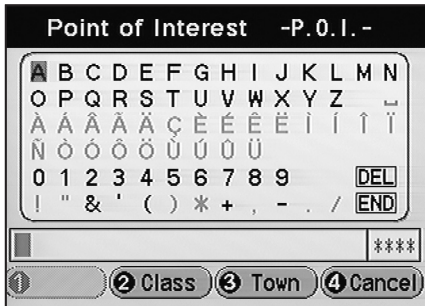
#### 3. Town input

If not already selected, the Town Input screen is now displayed. Enter the town name, see **Character entry** on page 1-11.

#### Note:

1. Some towns may require an area code, or may be listed by district.
2. The more characters entered, the shorter the list of choices will be.
3. If a road name is unique, the Town Input screen is skipped and the map is displayed for confirmation of the location.

## Point of interest (POI) input (F1 → F1 → F3)



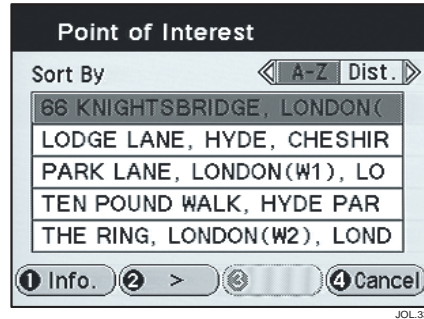
### 1. POI name input

The POI Input screen is displayed. Enter the name of a POI (alternatively press F2 (Class), or F3 (Town) first to restrict the search:

**F2 (Class)** – The screen shows the list of POI classes. Select a class and press Enter. The input screen is displayed again.

**F3 (Town)** – Enter and select the town required. The POI Input screen is displayed again.

**Enter name** – The screen shows the list of possible points of interest from the characters entered, see **POI selection**.



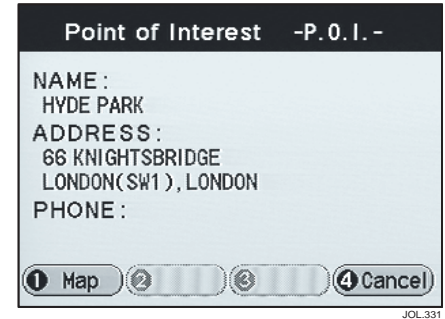
### 2. POI selection

**Note: The list can be displayed by pressing F1 (List), when it is shown highlighted on the input screen.**

Select the POI required and press Enter. A route will be calculated to the selected location, either as a destination or as a way point, see **Route calculation** on page 6-1.

**Displaying POI information** – Select a POI and press F1 (Info.), see **POI details**.

**List sorting** – The list can be displayed alphabetically or by distance, as shown at the top of the screen. Use the Cursor control (Left/Right) to select the required method.



### 3. POI details

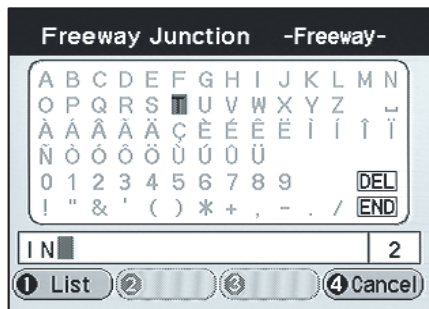
The details of the selected POI are displayed. Press F1 (Map) or Enter. A route will be calculated to the selected location, see **Route calculation** on page 6-1.

#### Routing to a town centre

With the POI Input screen displayed, select F2 (Class), scroll to 'Town Centre' and press Enter. Enter and select the town required. The map showing the centre of the selected town is displayed. Press Enter to confirm the destination, see **Route calculation** on page 6-1.

## 4-6 Destination entry

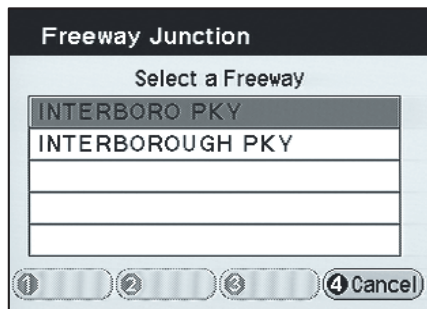
### Freeway junction input



#### 1. Freeway name input

The Freeway Input screen is displayed. Enter the name of a freeway, see **Character entry** on page 1-11.

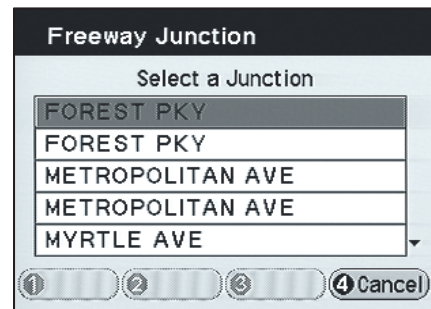
The screen shows the list of possible freeways from the characters entered, see **Freeway selection**.



#### 2. Freeway selection

Select the freeway required as the destination and press Enter.

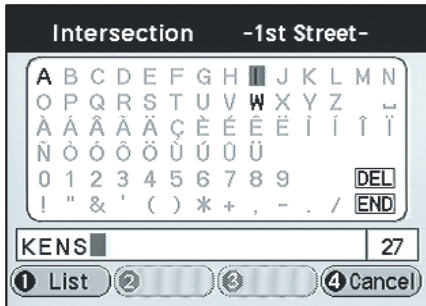
The Entrance/Exit screen is displayed. Select ENTRANCE or EXIT and press Enter, the screen shows the list of possible freeway junctions, see **Junction selection**.



#### 3. Junction selection

Select the junction required as a destination or way point and press Enter. A route will be calculated to the selected location, see **Route calculation** on page 6-1.

## Intersection input



### 1. Intersection name input

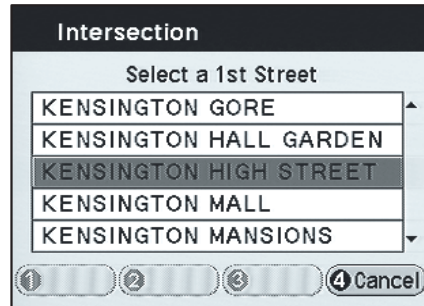
**Note: This function is available in certain areas only.**

The Street Input screen is displayed.

An intersection is the junction between two streets. Enter and select each street in turn as described below.

Enter a street name, see **Character entry** on page 1-11.

The screen shows the list of possible streets from the characters entered, see **Street selection**.



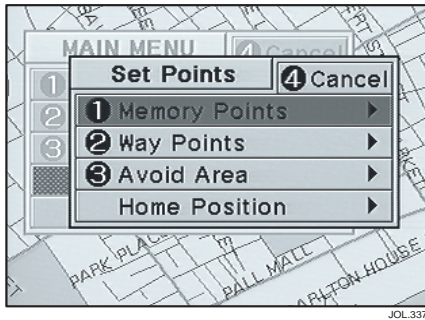
### 2. Street selection

Select the street required and press Enter. After selecting the second street, a route will be calculated to the selected location either as a destination or way point, see **Route calculation** on page 6-1.

**Note: If the intersection street names are not unique, the list of possible town options will be displayed. Select the town required and press Enter.**



## Set point menus



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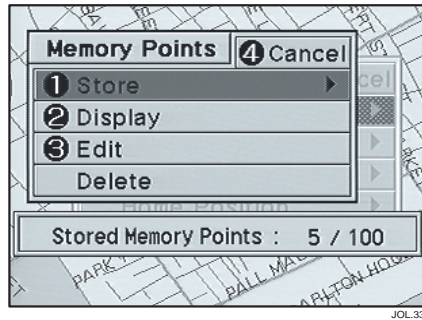
### Set points menu

The Set Points menu is selected from the Main menu, see **General navigation menus** on page 3-5.

The menu shows the four types of set point, as listed below.

- **Memory Points**
- **Way Points**
- **Avoid Area**
- **Home Position**

Select the type of set point required. The next menu is displayed showing the functions available, see **Set point function menus**.



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### Set point function menus

The functions available are the same for each type of set point, the Memory Points menu is shown above as an example. These functions are described for each type of set point in the following pages.

Select the menu item required:

- **Store**
- **Display**
- **Edit**
- **Delete**

**Stored Points** – The current/maximum number of points is shown at the bottom of the screen (except for Home Position).

**Note:** On the Home Position menu, if a home position exists, Store will be shown shaded.

## 5-2 Advanced functions

### Memory point functions



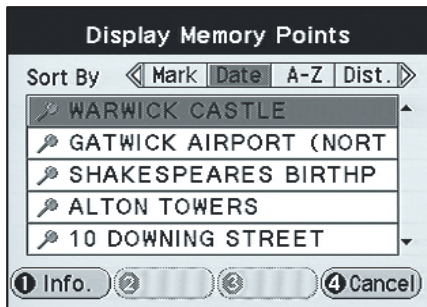
JOL.677U

#### 1. Store

The screen shows the list of items that can be stored as memory points. Select the item required.

Enter the details of the point required, see **Destination entry**, section 4.

After entry, the screen shows the map location of the selected point and 'Press ENTER to store in memory'. The map can be scrolled to adjust the location if required. When Enter is pressed the screen briefly shows 'Point stored'.



JOL.233

#### 2. Display

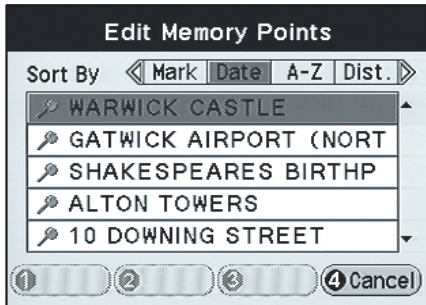
The screen shows the list of currently stored memory points. Select a point and press F1 (Info.) or Enter:

**F1 (Info.)** – The details of the selected point are displayed. Press F1 (Map) or Enter, see **Enter** below.

**Enter** – The map showing the location of the selected point is displayed.

**Adjust/store point** – The map location can be entered as a destination or way point. If the map is scrolled it can also be entered as a new memory point. Press the function button required, the screen briefly shows 'Point Stored'.

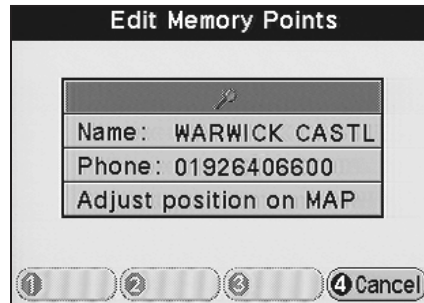
## Memory point functions (continued)



### 3. Edit

The screen shows the list of currently stored memory points. Select a point and press Enter.

The details of the selected point are displayed, see **Memory point details**.



### Memory point details

The screen shows the details of the currently selected point. Select an item to edit:

**Mark** – The list of marker symbols is displayed, see **Personal marker symbols on page 1-8**. Select a symbol and press Enter.

**Name** – Enter the name required, see **Character entry on page 1-11**.

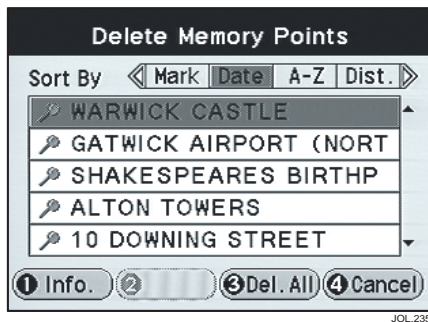
**Phone** – Enter the number required, see **Number entry on page 1-11**.

**Adjust position** – The position of the point can be changed by scrolling the map. The screen shows 'Press ENTER to adjust position'. When Enter is pressed the screen briefly shows 'Point adjusted'.

## 5-4 Advanced functions

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### Memory point functions (continued)



**Point information** – With the list of points on the screen, select a point and press F1 (Info.). The details of the selected point are displayed.

To display the map location of the selected point, press F1 (Map).

#### 4. Delete

The screen shows the list of currently stored memory points. Single points or all points can be deleted.

To delete one point, select the point required and press Enter. The screen shows the map location of the selected point and 'Press ENTER to delete this point'.

To delete all points, press F3 (Del. All). The screen shows 'Press ENTER to delete all points'.

Press Enter to delete the point(s). This is confirmed on the screen.

## Way point functions

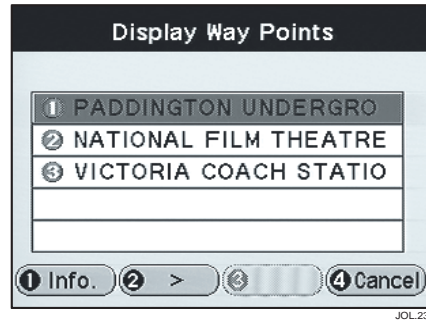


### 1. Store

The screen shows the list of items that can be stored as way points. Select the item required.

Enter the details of the point required, see **Destination entry**, section 4.

After entry, the screen shows the map location of the selected point and 'Press ENTER to store in memory'. The map can be scrolled to adjust the location if required. When Enter is pressed the screen briefly shows 'Point stored'. If under guidance, the route is recalculated.



### 2. Display

The screen shows the list of currently stored way points. Select a point and press F1 (Info.) or Enter:

**F1 (Info.)** – The details of the selected point are displayed. Press F1 (Map) or Enter, see **Enter** below.

**Enter** – The map showing the location of the selected point is displayed.

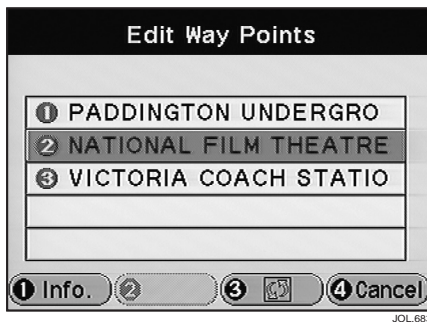
**Adjust/store point** – The map location of the point can be entered as a destination or memory point. If the map is scrolled it can also be entered as a new way point. Press the function button required, the screen briefly shows 'Point Stored'.

**Note:** If the point is selected as a way point while under guidance, the route will be recalculated.

## 5-6 Advanced functions

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### Way point functions (continued)



**Enter** – The position of the point can be changed by scrolling the map. The screen shows 'Press ENTER to adjust position'. When Enter is pressed the screen briefly shows 'Point adjusted'.

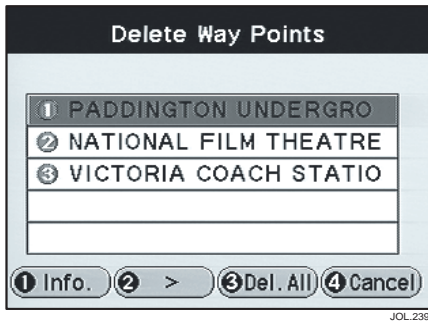
### 3. Edit

The screen shows the list of currently stored way points. Select a point and press F1 (Info.), F3 (Sort), or Enter:

**F1 (Info.)** – The details of the selected point are displayed. Press F1 (Map) or Enter, see **Enter** below.

**F3 (Sort)** – Moves the selected item one place up the list, to change the order that the way points are visited. (When the top item is highlighted, the function button will be shown shaded.)

## Way point functions (continued)



**Point information** – With the list of points on the screen, select a point and press F1 (Info.). The details of the selected point are displayed.

To display the map location of the selected point, press F1 (Map).

**Note:** After way points have been visited (or the route cancelled), they will be deleted from the way points list and added to the list of recent destinations.

### 4. Delete

The screen shows the list of currently stored way points. Single points or all points can be deleted.

To delete one point, select the point required and press Enter. The screen shows the map location of the selected point and 'Press ENTER to delete this point'.

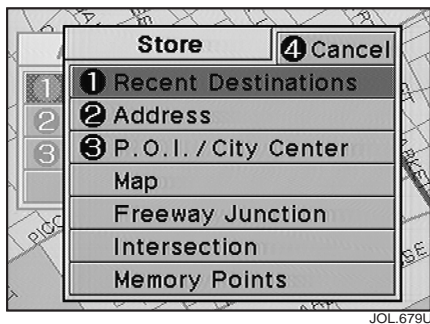
To delete all points, press F3 (Del. All). The screen shows 'Press ENTER to delete all points'.

Press Enter to delete the point(s). This is confirmed on the screen.

If under guidance, the route will be recalculated.

## 5-8 Advanced functions

### Avoid area functions



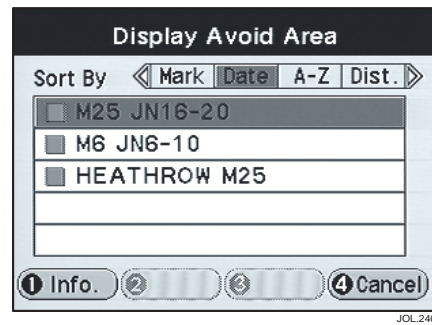
#### 1. Store

The screen shows the list of items that can be stored as avoid areas. Select the item required.

Enter the details of the point required as the centre of the area to be avoided, see **Destination entry**, section 4.

**Area adjustment** – After entry, the screen shows the map location of the centre of the area. Use the function buttons, F1 (Enlarge) and F2 (Reduce), to select the area required, which is shown within a rectangle on the screen. The screen shows 'Press ENTER to store in memory'. When Enter is pressed the screen briefly shows 'Area stored'. If under guidance, the route is recalculated.

**Note: An avoid area must include at least one road junction.**



#### 2. Display

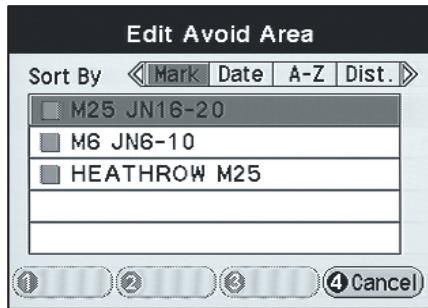
The screen shows the list of currently stored areas. Select an area and press F1 (Info.) or Enter:

**F1 (Info.)** – The details of the selected area are displayed. Press F1 (Map) or Enter, see below.

**Enter** – The screen shows the map location of the selected area.



## Avoid area functions (continued)



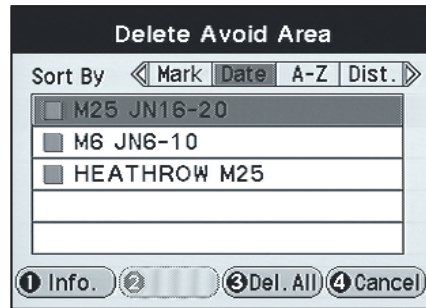
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### 3. Edit

The screen shows the list of currently stored areas. Select an area and press Enter.

The name of the selected area to be edited is displayed. The procedure is similar to editing memory points, see **Memory point details** on page 5-3.

The position of the area can be changed by selecting 'Adjust position on map' from the Avoid Area details screen. The screen shows the map with the centre point of the area under the cross-wire marker. For details of the adjustment procedure, see **Area adjustment** on page 5-8.



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### 4. Delete

The screen shows the list of currently stored areas. Single areas or all areas can be deleted.

To delete one area, select the area required and press Enter. The screen shows the map location of the selected area and 'Press ENTER to delete this area'.

To delete all areas, press F3 (Del. All). The screen shows 'Press ENTER to delete all areas'.

Press Enter to delete the area(s). This is confirmed on the screen. If one or all areas are deleted while under guidance, the route is recalculated.

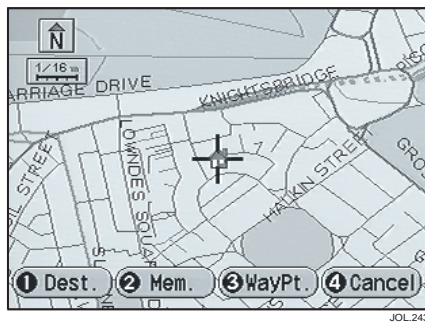
**Area information** – With the list of areas on the screen, select an area and press F1 (Info.). The details of the selected area are displayed. To display the map location of the selected area, press F1 (Map).

## 5-10 Advanced functions

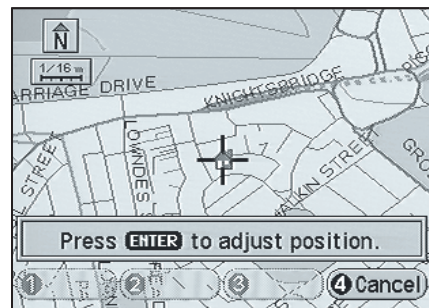
### Home position functions



JOL.680U



JOL.243



JOL.244

#### 1. Store

The screen shows the list of items that can be stored as a home position. Select the item required.

Enter the details of the home position required, see **Destination entry**, section 4.

After entry, the screen shows the map location of the home position and 'Press ENTER to store in memory'. The map can be scrolled to adjust the location if required. When Enter is pressed the screen briefly shows 'Point stored'.

**Note:** If a home position has previously been stored, it must be deleted before entering a new one.

#### 2. Display

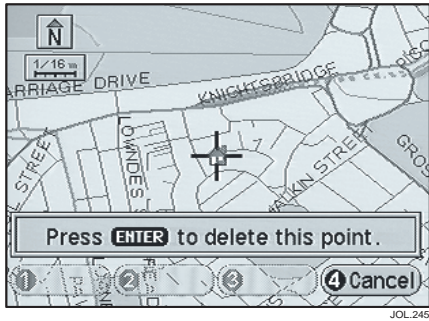
The map showing the current home position is displayed. Press F1 (Dest.) to set a route to the home position. The screen shows 'Destination confirmed' and the route is calculated, see **Route calculation** on page 6-1.

**Adjust/store position** – The current home position (or a new position by scrolling the map) can be entered as a memory point or way point. Press the function button required, the screen briefly shows 'Point Stored'.

#### 3. Edit

The screen shows the map location of the home position and 'Press ENTER to adjust position'. Scroll the map as required and press Enter. When Enter is pressed, the screen briefly shows 'Point adjusted'. The Home Position menu is displayed again.

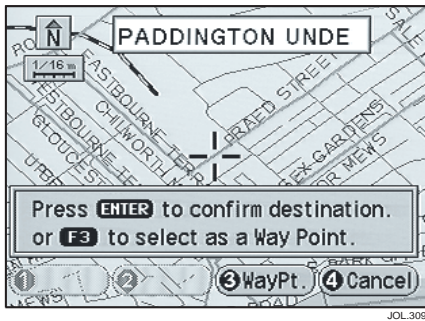
## Home position functions (continued)



### 4. Delete

The screen shows the map location of the home position and 'Press ENTER to delete this point'. When Enter is pressed, the screen briefly shows 'Point deleted'. The Home Position menu is displayed again.

## Route calculation



### Calculating the route

The map showing the selected destination is displayed. The screen shows one of the following messages:

- 'Destination confirmed',
- 'Press ENTER to confirm destination',
- 'Press ENTER to confirm destination or F3 to select as a Way Point'.

### Destination confirmation

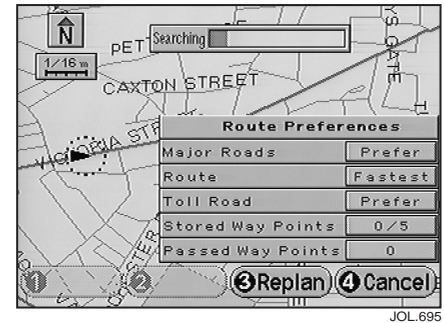
To confirm the screen prompt (If required), press one of the following buttons:

**ENTER** – The screen briefly shows 'Destination confirmed' and the route to the destination is calculated.

**F3 (WayPt.)** – The screen briefly shows 'Point stored' and the way point will be added to the way points list.

### Note:

1. **The map location can be adjusted if required. Before confirmation, use the Cursor control to scroll the map until the desired location is under the cross-wire marker.**
2. **If a way point is stored after a destination has been set, the route will be recalculated.**



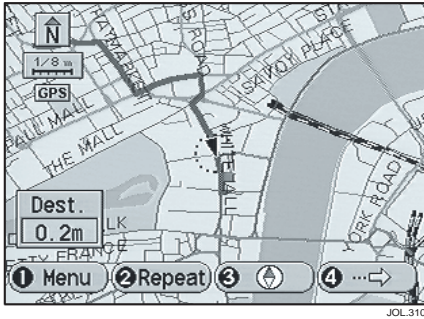
### Calculation

While the route is being calculated the screen shows 'Searching'. When the calculation is complete, the screen shows the map display while under guidance, see **Route guidance** on page 6-2.

**Route preferences** – If selected, the current route preferences are displayed. To change a preference, press F3 (Replan) while the route is being calculated. See **Display selection** on page 3-6. After entry, the route will be recalculated.

## 6-2 Route calculation and guidance

### Route guidance



#### Guidance tones

A single tone is given before each audible instruction.

#### High level road areas

On some map CDs, major roads in neighbouring states may be displayed. Where this occurs, these roads will only be shown where the map has been scaled to 4, 8 or 32 miles (8, 16 or 64 km).

A route can be calculated to a chosen destination, but no route guidance will be given under these conditions.

#### Panel controls

While under guidance, the panel controls have the following functions:

**F1 (Menu)** – The Main menu is displayed, see **Main menu** on page 3-5.

**F2 (Repeat)** – Repeats the last audible instruction and shows the relevant junction diagram (according to the type of screen guidance selected).

**F3 (Heading)** – The map heading changes between north to the top of the screen and vehicle heading to the top of the screen.

**F4 (More)** – Selects the additional button functions, see **Additional functions (under guidance)** on page 6-3.

**Map** – Selects the full screen map display (after scrolling, returns to the display of the current vehicle position).

**Cursor** – Use the Cursor control to scroll the map as required.

**Enter** – Stores the current map cursor location as a new destination or as a memory point. Press F1 (Dest.) or F2 (Mem.) as required. This is confirmed briefly on the screen.

### Following guidance



#### WARNING:

**Only operate, adjust or view the system when it is safe to do so.**

Drive away, following the voice guidance given by the system. Continue to follow the voice guidance until the end of the route is reached.

## Route guidance (continued)

### Additional functions (under guidance)

The additional functions, while under guidance, for the function buttons (F1 to F4) are as follows:

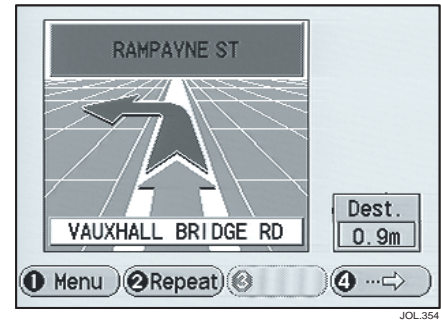
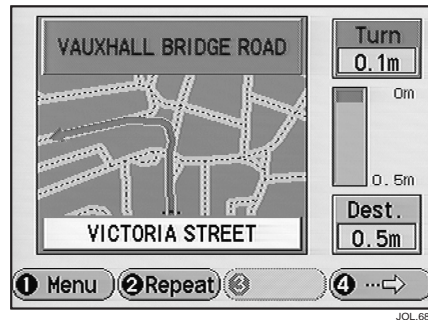
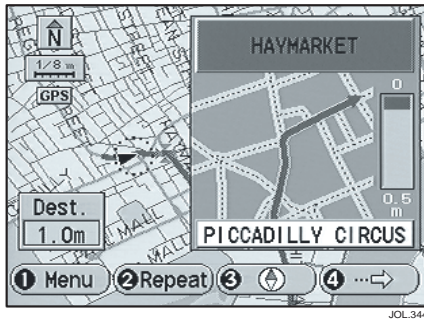
**F1 (Audible mode)** – Turns voice guidance and chime On or Off.

**F2 (Detour)** – The Route Calculation screen is displayed and the route is recalculated, where possible, avoiding the set route for up to the current detour distances, see **Detour route settings** on page 3-10.

**F4 (Q-POI)** – The screen shows the list of Q-POI classes, see **Quick points of interest (Q-POI)** on page 3-4.

## 6-4 Route calculation and guidance

### Screen types



#### Map, split screen

The screen shows the map display with the current vehicle position and route highlighted. As the vehicle approaches the next turn, the screen automatically shows the next junction diagram overlaid on the map display. After the junction, the screen returns to the full map display automatically.

**Guidance options** – For Map, split screen select as follows:

Screen View: Split  
Map/Symbol: Map

#### Map, full screen

The screen shows the map display with the current vehicle position and route highlighted. As the vehicle approaches the next turn, the screen automatically shows the next junction diagram at full screen size. After the junction, the screen returns to the full map display automatically.

**Guidance options** – For Map, full screen select as follows:

Screen View: Full  
Map/Symbol: Map

#### Symbol view

The screen shows a symbolic view of the route. As the vehicle approaches the next turn, the screen automatically shows the next junction at full screen size. After the junction, the screen returns to the symbol view automatically.

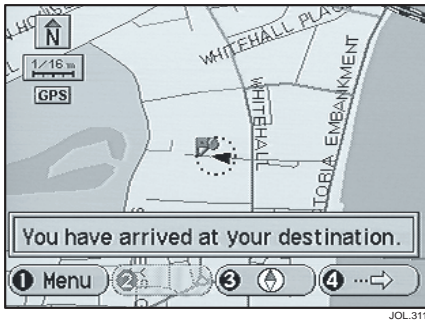
**Guidance options** – For Symbol view select as follows:

Map/Symbol: Sym.

#### Note:

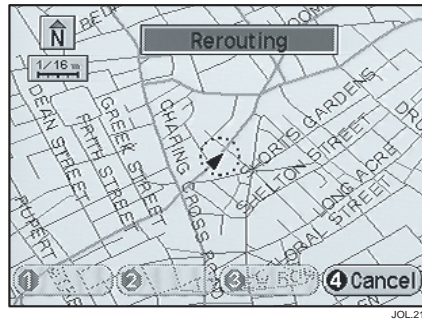
1. For Symbol view, the Screen View options have no effect.
2. To set guidance options, see **Guidance options selection on page 3-8.**

## Additional guidance features



### Arrival guidance

When the vehicle arrives at the destination, the screen shows 'You have arrived at your destination'. This is confirmed by voice guidance. The system is now ready for further use.



### Auto reroute

While under guidance, if the vehicle deviates from the route, a new route will be calculated automatically. While the route is being recalculated, the time or distance to the destination is not displayed and the display shows 'Rerouting'.

**Note:** If the vehicle is within  $\frac{1}{4}$  mile (400 metres) of the destination or next way point, the route recalculation will not occur.

### Breaks in journey

While driving under guidance, the journey can be broken without affecting the stored route. When the journey is continued, the route guidance will resume automatically.

### Way points

When the vehicle arrives at a way point, the screen shows 'You have arrived at your Way Point'. When the journey is resumed, route guidance continues automatically, either to the next way point or to the final destination. After visiting a way point, the next section of the route will be shown on the screen highlighted in orange.

After way points have been visited (or the route cancelled), they will be deleted from the way points list.



## 6-6 Route calculation and guidance

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### Setting destinations across map coverage areas



#### WARNING:

When changing map CDs, find a safe place to pull over. Each map CD has an area of overlap with the adjoining areas, to provide a smooth transition between coverage areas during a journey.

#### Road coverage

Outside the main coverage area of each map CD, the adjoining major road network only will be shown (at high zoom levels). Destination setting will be possible, but not to an exact location. If a destination has been set, the route will be highlighted but there will be no voice guidance.

If a route is required starting in one map CD area and finishing in another, this can be achieved by changing the map CD as required. A route may also be set which crosses intermediate map CD areas between the starting and finishing areas. For more information, see **High level road areas** on page 6-2.

#### Setting a destination

To set a destination where the route crosses one or more map CD boundaries, follow the procedure below.

- Insert the map CD covering the destination.
- Enter the destination by the method required.
- Insert the map CD covering the start of the route.
- Start the journey.
- Insert any intermediate map CDs (as each area boundary is reached) and continue the journey.
- Insert the final map CD before reaching the destination.

#### Note:

1. **This procedure will provide detailed route guidance throughout the journey. If route guidance is not required for certain parts of the journey, for example while travelling for long distances on freeways, some map CD changes may be omitted.**
2. **Outside the coverage area of a map CD, the screen will show 'Out of Coverage Area' in a yellow text box, and the destination information box will show 'Route Only'.**
3. **Each time the map CD is changed, the route is recalculated and the screen shows 'Searching'.**

## Introduction

Emergency roadside assistance is provided by the Jaguar Assist system. The system uses the vehicle's Jaguar in-car telephone installation to communicate with the Jaguar security response center. The Global Positioning System (GPS) is used to identify the position, direction of travel and speed of the vehicle.

The system can be used throughout the contiguous United States, Hawaii and Alaska, wherever cellular phone service is available. A roaming airtime agreement is required so that the system can be used in all areas. The Jaguar phone must be installed and working correctly.

The emergency assistance feature allows rapid access to emergency services (police, fire, or ambulance) and roadside assistance. Once assistance has been requested, and the vehicle location confirmed, the appropriate services are contacted for assistance to be dispatched.

The benefits of the system are: ease of activation, no requirement of knowing who to call, emergency assistance call sent automatically in the event of airbag deployment, and location identification.

## Emergency assistance

Emergency assistance can be used in the following situations:

- If you have been involved in an accident.
- Airbag deployment (emergency assistance call sent automatically).
- To report a crime or fire.
- When urgent medical attention is required.
- To receive mechanical breakdown assistance.

When the call is initiated, the response center passes details of the emergency and vehicle location to the appropriate services.

Emergency help will be dispatched to your location and the operator will, when appropriate, stay in direct contact with you until the emergency help arrives.

**Note: If you are certain of your location, a phone call to 911 or other emergency service may provide a faster response.**

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### Getting started

Certain important features of the system are described below. For full operating information, see **Operation of the system** on page 7-4.

### Limitations of the system



#### **WARNING:**

**It is important that the operation of the system is properly understood before attempting to use it. Read this section of the handbook fully and note the following summary of limitations.**

- The in-car telephone handset must be installed and working correctly.
- The system is powered by the vehicle battery and will not operate if the battery is discharged or disconnected.
- The system will only operate in areas with cellular phone coverage and when connection to the network is established. This can be affected by adverse weather conditions, geographical features or tall buildings.

- The system is not compatible with certain cellular phone features. See **Cellular phone PIN code** and **Cellular phone restrictions**.
- A roaming airtime agreement is required so that the system can be used in all areas.
- Loss of contact with the GPS satellite system could result in an inaccurate vehicle position being sent to the response center.
- If the vehicle is involved in an accident, components could be damaged rendering the system inoperative.

### Making an emergency call

The procedure for obtaining emergency assistance is as follows.

- Press the Information button on the navigation front panel to display the Assist menu.
- Press the Information button a second time (or press the F1 function button). The navigation screen shows 'SOS REQUEST'.

A call to the response center is automatically sent using the Jaguar in-car telephone installation. After a brief delay, voice contact with an operator is established. The operator will have the details of the vehicle available, including its present location.

The operator verbally obtains details of the emergency and, if necessary, establishes a three-way phone call with Jaguar Roadside Assistance, local 911, or other emergency service. The appropriate assistance will then be dispatched to the vehicle location.

When the operator is satisfied that the situation has been dealt with, the call will be terminated.

**Note: For full information, see **Operation of the system** on page 7-4.**

### Calling the response center

To register a new system, or to obtain information about Jaguar Assist, contact the response center directly by phone (not via Assist). The number is 1-800-756-9234.

## Before using the system

### Registration and acquaintance

Before use, the registration procedure must be completed. This can be done either by calling the Jaguar security response center directly by phone (not via Assist), or during an acquaintance activation which is described below.

It is necessary to initiate an acquaintance activation before using the system. This should be done as soon as possible after the in-car telephone registration has been carried out.

To carry out the acquaintance activation, initiate an emergency call in the usual way, see **Emergency calls** on page 7-4. When the operator answers, indicate that you are a new user and the operator will familiarize you with the system.

### Cellular phone PIN code

The Jaguar Assist system cannot be used where a PIN code has to be entered before making a phone call. When the phone is registered, ensure that the PIN code feature is not required. In case of difficulty, contact your Jaguar dealer.

### Cellular phone restrictions

Some cellular carriers offer customers various optional features with their cellular services. Several of these features are not compatible, or could potentially limit the performance of the system. No Outgoing Calls, Hotline, and Numbering Plan Area (NPA) restrictions are incompatible cellular features and must be avoided. Operation is possible with No Incoming Calls, Call Forwarding, Busy/No Answer Transfer and Call Waiting, but these features could impair overall system performance. Because carriers are regularly making new features available to customers, this list may not be complete. Contact your Jaguar dealer for assistance if you are unsure if a particular cellular feature is compatible with the system you choose.

### Service charges

There are no charges for using the system for the first four years, except for the cost of the cellular airtime for calls made to the response center. Details of subsequent charges can be obtained from your Jaguar dealer or the response center.

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### Operation of the system

**Note: The ignition must be turned on (position 'I' or 'II').**

The system is operated from the controls on the navigation front panel, see section 1. While in use, a sequence of messages is displayed on the LCD screen, see **On-screen messages** on page 7-5.

### Accessing the system

To access the service, press the Information button. The Assist menu is displayed.

**Note: If an Assist call is initiated and the operator cannot establish voice communication, police assistance will be dispatched to the vehicle.**

### Emergency calls

The procedure for obtaining emergency assistance is as follows.

With the Assist menu displayed, press the Information button or the F1 Function button. (You can also press the Enter button with the Emergency option selected on the menu.) The screen shows 'SOS REQUEST' and the red lamp in the Information button starts to flash. A call to the response center is automatically sent using the Jaguar in-car telephone.

### Data message

When contact with the response center is established, an electronic data message is transmitted to the response center's central computer. This data message will include:

- Type of alarm (emergency or airbag).
- Vehicle identification number (VIN).
- Latitude and longitude coordinates.
- Last recorded speed and direction of the vehicle.
- Time tag identifying when last position was taken.

### Operator contact

After the data transmission has been completed, voice contact with an operator is established. The operator has the details of the vehicle available, including its present location.

The operator verbally obtains details of the emergency and, if necessary, establishes a three-way phone call with Jaguar Roadside Assistance, local 911, or other emergency service. The appropriate assistance will then be dispatched to the vehicle location.

### Terminating assistance calls

When the operator is satisfied that the situation has been dealt with, the call will be terminated and the red lamp in the Information button will extinguish. Normally, only the response center can terminate an assistance call. (For exceptions, see **Automatic redial** on page 7-5.)

## Further information

### On-screen messages

During an assistance call, various status messages are displayed on the navigation screen, which enable the progress of the call to be followed. For a list of the messages and their meaning, see **Message list** on page 7-7.

While in contact with the response center, the vehicle location messages (CID, LAT and LON) are displayed in sequence, except when the display of another message is required.

### Data message retransmission

During an assistance call, the response center operator can initiate a retransmission of the electronic data message. This may be necessary to ensure a more precise determination of vehicle location, or to track a vehicle that is moving.

In this situation you will temporarily lose contact with the operator while the data is transmitted, and the messages 'SENDING LOCATION DATA', followed by 'DATA RECEIVED' will be displayed. After the data transmission is complete, voice communication will be restored.

### Automatic redial

As described previously, when an assistance call is made, the vehicle's cellular phone calls the response center's central computer and attempts to send an electronic data message. Occasionally, it can be difficult for the computer to recognize the message if the cellular connection is weak or noisy. If the transmission of the message is unsuccessful, the data call will be terminated and the message 'REDIAL IN PROGRESS' will be displayed. A second call will automatically be placed which bypasses the response center's computer and is forwarded directly to an operator.

Similarly, if the phone call is disconnected by the cellular network prior to termination, another call to the response center will also automatically be dialed. The message 'REDIAL IN PROGRESS' will be displayed and voice communication with the operator will be restored.

During redial calls, full control of the cellular phone is returned to you. Pressing either PWR or END on the portable will terminate the assistance request and reset the system.

### Call activation and termination

The system can be activated whenever the ignition is turned on (position 'I' or 'II'), and for six minutes after the ignition is turned off. Operation will continue even if the ignition is turned off during an activation (although visual feedback via the navigation screen will not be available).

In most situations, the assistance request can only be terminated, and the system reset, by the response center. (For exceptions, see **Automatic redial**.)

**Note: Once a call has been initiated, do not attempt to crank the engine as this may cancel the activation.**

### System self-test

The system will perform a self-test each time the ignition is turned on (position 'II'). This is indicated by the illumination of a red lamp in the Information button. The lamp will remain illuminated for the duration of the test. If the lamp does not extinguish within 10 seconds, and stays on continuously, contact your Jaguar dealer.

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### Further information (continued)

#### Cellular phone interface

The cellular phone must be connected to the vehicle, and registered with a cellular network for the system to work. If the phone is in use when the system is activated (for example an airbag deployment) that call will be terminated and the response center will be called in the usual way.

When an activation is terminated, your phone is left unlocked, in the On state and may not return to its previous call restriction or system selection setting. It can be reprogrammed to your previous settings as desired. Refer to your phone user's manual for further information.

#### Battery disconnection

If the battery has been disconnected, the vehicle location will be lost. On reconnection, it may take up to approximately 15 minutes to re-establish vehicle position.



## Message list

During operation, a sequence of messages will appear on the navigation screen. These are described below.

Message	Meaning
SOS REQUEST	Emergency call initiated
CALL IN PROGRESS	Call being processed
RINGING RESPONSE CENTER	Call being sent to response center
REDIAL IN PROGRESS	Making a second attempt to call response center
SENDING LOCATION DATA	Vehicle location data being sent to response center
CID	Customer identification number
LAT	Vehicle latitude
LON	Vehicle longitude
DATA RECEIVED	Location data received by response center
WAITING FOR OPERATOR	Waiting for response center operator
ASSIST FAILURE	Jaguar Assist system failed. See your Jaguar dealer

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### Message list (continued)

Message	Meaning
CELLULAR SYSTEM BUSY	Trying to connect call to the cellular phone system (messages displayed alternately)
PLEASE WAIT	
NO CELLULAR SIGNAL	Difficulty in communicating with the cellular phone system (messages displayed alternately)
WAITING TO ACQUIRE	
UNABLE TO PLACE CALL	Failed to connect call to the cellular phone system
CELLULAR PHONE REMOVED	Messages displayed if an Assist call is made while the cellular phone is not installed (messages displayed in sequence)
ASSIST FEATURE DISABLED	
ASSIST FEATURE ENABLED	Message displayed after the cellular phone is installed
INSTALL PHONE TO ENABLE	Message displayed if the cellular phone is removed during an Assist call
NON-ASSIST PHONE	The phone installed is not a Jaguar S-TYPE phone

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