ROYAL CANADIAN ARMY CADETS

GOLD STAR

INSTRUCTIONAL GUIDE

SECTION 2

EO M422.02 – SET A MULTI-LEG ROUTE USING A GLOBAL POSITIONING SYSTEM (GPS) RECEIVER

Total Time: 120 min

PREPARATION

PRE-LESSON INSTRUCTIONS

Resources needed for the delivery of this lesson are listed in the lesson specification located in A-CR-CCP-704/PG-001, *Gold Star Qualification Standard and Plan*, Chapter 4. Specific uses for said resources are identified throughout the instructional guide within the TP for which they are required.

Review the lesson content and become familiar with the material prior to delivering the lesson.

All information in this lesson is based on the Magellan eXplorist 200 GPS. If a different GPS receiver is being used, consult the owner's manual to ensure the proper terminology and processes are used for this lesson.

Ensure GPS receivers are set up and initialized prior to the start of the lesson.

Create and input five points of interest (POIs) into each GPS receiver. Personalize these POIs so that they can be easily identified by the cadets during the lesson (eg, Gold 1, Gold 2, Gold 3).

Identify four POIs for the cadets to create in the GPS receiver in TP 2 and then link together to form a multi-leg route in TP 4. The POIs chosen must be able to be linked into a route.

Clear all track logs from the GPS receivers.

Create an active track in the GPS receivers of no longer than 100 m. Have the active track begin and end at the same location where the lesson will be taught. Once the active track has been established, stop it. Before TP 7 begins, resume the active track log on each of the GPS receivers.

PRE-LESSON ASSIGNMENT

Nil.

APPROACH

An interactive lecture was chosen for TPs 1 and 3 to introduce the cadet to the features available on a GPS receiver.

A demonstration and performance was chosen for TPs 2, 4, 5 and 7 as it allows the instructor to explain and demonstrate how to create POIs and routes while providing the cadet the opportunity to practice these skills under supervision.

A demonstration was chosen for TP 6 as it allows the instructor to demonstrate the process of working a GPS receiver providing the cadet with the knowledge on how these skills can be applied in the future.

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INTRODUCTION

REVIEW

The review for this lesson is from EO M422.01 (Review Silver Star Navigation).

QUESTIONS:

Q1. What are the components of a GPS receiver?

Q2. What are the five screens on a GPS receiver?

Q3. What does the arrow joystick on the GPS receiver do?

ANTICIPATED ANSWERS:

A1. The components of a GPS receiver are:

- antenna,
- screen,
- battery compartment, and
- buttons.

A2. The five screens on a GPS receiver are:

- satellite screen,
- menu screen,
- position screen,
- compass navigation screen, and
- map screen.

A3. The arrow joystick moves the cursor on the map screen and moves the highlighted bar to select menu options and data-entry fields.

OBJECTIVES

By the end of this lesson the cadet shall have set a multi-leg route using a GPS receiver.

IMPORTANCE

It is important for cadets to be able to set a multi-leg route on a GPS receiver because it allows the cadet to move from point to point without having to input new POIs for each leg, thereby saving time and minimizing the possibility of mistakes.

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Teaching point 1 **Identify the two types of POIs.**

Time: 5 min Method: Interactive Lecture

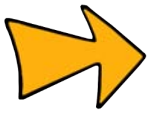


The purpose of this TP is to introduce the cadets to the two types of POIs that can be used to set a multi-leg route in a GPS receiver.

Depending on the GPS receiver being used, POIs may also be referred to as waypoints or landmarks.

Show cadets each type of POI in the GPS receiver.

The most important function of a GPS receiver is its ability to store POIs because they allow the user to return to a variety of points at a later time. A POI can be anything from a previous campsite to the place where the bus is waiting to pick up the group. POIs can be set prior to leaving or anytime along a route.



An easy way to think about a POI is to think about it as a location on a map marked by a pushpin.

There are two types of POIs:

Marked. A GPS receiver automatically displays the current coordinates of the user's position. Saving this position into the GPS receiver's memory establishes a new POI.

Stored. A POI can also be established even if it is not the user's current position. This stored POI is manually entered coordinates, from the map page of the GPS receiver, or taken from the list of POIs that come pre-loaded into the GPS receiver's memory.



GPS receivers can only store a fixed number of POIs—some limit the user to 250, while others can hold 1 000.

CONFIRMATION OF TEACHING POINT 1

QUESTIONS:

Q1. What is a POI?

Q2. When can POIs be set on a GPS receiver?

Q3. What is the difference between a marked and a stored POI?

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ANTICIPATED ANSWERS:

A1. A POI can be anything from the previous campsite to the place where the bus is waiting to pick the group up.

A2. POIs can be set prior to leaving or anytime along a route.

A3. A marked POI saves the user's current location, while a stored POI is a manually entered GR, from the map page of the GPS receiver, or taken from the list of POIs that come pre-loaded into the GPS receiver's memory.

Teaching point 2 **Explain, demonstrate and have the cadets identify and create POIs.**

Time: 20 min Method: Demonstration and Performance



For this skill TP it is recommended that instruction take the following format:

(1) Identify the components of a POI.

(2) Explain and demonstrate each mark while the cadets observe.

(3) Explain and demonstrate each step required to complete each mark. Monitor the cadets as they practice each step.

(4) Monitor the cadets' performance as they practice each mark.

Note: Assistant instructors may be used to monitor the cadets' performance.



Inform the cadets that once they receive their GPS receiver they will only pick it up when told to do so, follow along with the instructions and only press the buttons they are directed to press.

Distribute the GPS receivers to the class. Depending on the number of GPS receivers available and the number of cadets in the class, some cadets may have to pair up.

IDENTIFY A POI

The following information can be saved in the GPS receiver when a POI is marked in order to distinguish one POI from another:

Location. Indicates the coordinates of the POI, using the coordinate system set on the GPS receiver.

Name. POIs can receive a name of the user's choice or be automatically assigned a number from the GPS receiver. Many GPS receivers limit the number of characters that can be used to name the POI, so come creativity is usually required. Many users develop a list of common abbreviations to use when naming POIs such as CS for campsite, BS for best site, WS for water source, etc.

Date and time. Automatically recorded and saved when a POI is created.

Icon / symbol. Some GPS receivers allow the user to assign an icon / symbol to the newly created POI. This icon / symbol appears on the map page when the area around the POI is displayed. This is an optional feature and is not required—a default icon / symbol appears when one is not selected by the user.

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CREATE POIS



Always confirm that the GPS receiver is set to the correct coordinate system and map datum prior to creating POIs.

There are four different ways that POIs can be created and saved into the memory of the GPS receiver. They are created using:

- a quick mark,
- a personalized mark,
- a coordinate mark, and / or
- a map cursor mark.

Quick Mark

The steps to execute a quick mark are as follows:

1. press MARK; and
2. press ENTER.

A quick mark uses the mark position defaults and therefore is not personalized by the user. To distinguish the POI from other POIs it is automatically assigned a number. Numbers are assigned in chronological order and no two POIs have the same number. For example, the first marked POI would be saved as POI001.

Personalized Mark

A personalized mark is inputted in the same way as a quick mark. Once the coordinates have been entered it is then personalized to enable easy identification, by entering:

1. name, and
2. icon / symbol.

The steps to create a POI using a personalized mark are as follows:

1. press MARK;
2. personalize the POI by:
    a. moving the arrow joystick to highlight the name field;
    b. pressing ENTER;
    c. moving the arrow joystick to select the character desired, pressing ENTER after each character is selected;
    d. moving the arrow joystick to OK, once all characters have been selected;
    e. pressing ENTER;
    f. moving the arrow joystick to highlight the icon / symbol field;
    g. pressing ENTER;
    h. moving the arrow joystick to the desired icon / symbol; and
    i. pressing ENTER to select the icon / symbol;

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3. move the arrow joystick to highlight the save field; and
4. press ENTER.

Coordinate Mark

A coordinate mark is entered when coordinates from a topographical map are being used or if the user has been given a set of coordinates that they want to make into a POI.

The steps to create a POI using a coordinate mark are as follows:



It is important to make sure that the GPS receiver has been set to the same coordinate system as the coordinates that are going to be entered.

1. press MARK;
2. move the arrow joystick to highlight the location field;
3. press ENTER;
4. use the arrow joystick to adjust the characters in the first line (grid zone designation and 100 000-m square identification) of the location field;
5. press ENTER to move to the second line of the location field;
6. use the arrow joystick to adjust the characters in the second line (grid reference) of the location field;



Moving the arrow joystick in an up / down motion will increase / decrease the value at the cursor point.

Moving the arrow joystick in a left / right motion will move the cursor point to the left / right.

7. press ENTER;
8. personalize the POI, if desired (as detailed in Personalize a Mark, Step 2);
9. move the arrow joystick to the save field; and
10. press ENTER.



Have the cadets input the four POIs identified prior to the lesson using a coordinate mark into the GPS receiver. If the initial POI is the current location, it shall be entered using a personalized mark.

Map Cursor Mark

A map cursor mark allows the user to mark a position, other than the current position, by moving the cursor around the map to a specific place to create a POI.

The steps to create a POI using a map cursor mark are as follows:

1. go to the map screen page of the GPS receiver;
2. move the arrow joystick to put the GPS receiver into cursor mode;

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3. move the arrow joystick until it is over the location of the desired POI;
4. press MARK;
5. personalize the POI, if desired (as detailed in Personalize a Mark, Step 2);
6. move the arrow joystick to the save field;
7. press ENTER; and
8. press ESC to exit the cursor mode.

CONFIRMATION OF TEACHING POINT 2

The cadets marking of POIs using the quick mark, personalized mark, coordinate mark, and map cursor mark will serve as the confirmation of this TP.

Teaching point 3 **Discuss types of routes.**

Time: 5 min Method: Interactive Lecture

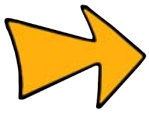


The purpose of this TP is to introduce the cadets to the different types of routes that can be developed on a GPS receiver. Ensure that the cadets understand the difference between the three routes discussed.

Routes are the least understood and one of the most important functions of a GPS receiver. Understanding how to use routes makes navigating using a GPS receiver much more enjoyable.

Route. A route is a series of POIs strung together to make an electronic path that also represents the trail the user intends to follow.

Leg. The segment between each set of POIs is called a leg.



A single route can be made up of a number of different legs.

There are three different types of routes that can be developed on a GPS receiver.

GOTO route. A GOTO route is the simplest and most common type of route. A GOTO route is a one-leg route with a starting point (present location) and a destination (selected POI). This type of route is useful when travelling to a specific manually-entered or stored POI. GOTO routes can only be used once.

Multi-leg route. A multi-leg route is a number of GOTO routes combined together. For example, if a GOTO route is from point A to point B then a multi-leg route would go from point A to point B to point C to point D and so on. Multi-leg routes can be saved into the memory of the GPS receiver and used repeatedly.

Backtrack route. As an individual walks with their GPS receiver, it records their tracks by automatically saving coordinates. A backtrack route uses these tracks to create a multi-leg route, in reverse order, enabling the user to navigate back to the start location following the same exact path. A backtrack route can be saved into the memory of the GPS receiver and used repeatedly.

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CONFIRMATION OF TEACHING POINT 3

QUESTIONS:

Q1. What is the difference between a route and a leg?

Q2. What is a multi-leg route?

Q3. How are the POIs of a backtrack route saved into the GPS receiver?

ANTICIPATED ANSWERS:

A1. A route is a series of POIs strung together to make an electronic path that also represents the trail the user intends to follow and a leg is the segment between each set of POIs.

A2. A multi-leg route is a number of GOTO routes combined together.

A3. The POIs of a backtrack route are saved into the GPS receiver automatically as tracks while the individual walks.

Teaching point 4 **Explain, demonstrate and have the cadets create a GOTO route.**

Time: 15 min Method: Demonstration and Performance



For this skill TP it is recommended that instruction take the following format:

(1) Explain and demonstrate creating a GOTO route while the cadets observe.

(2) Explain and demonstrate each step required to create a GOTO route. Monitor the cadets as they practice each step.

(3) Monitor the cadets' performance as they practice creating a GOTO route and walking to the destination POI.

Note: Assistant instructors may be used to monitor the cadets' performance.



Always confirm that the GPS receiver is set to the correct coordinate system and map datum prior to creating a GOTO route.

A GOTO route is the most commonly route used on a GPS receiver. A GOTO route has the following features:

- It is a straight line from the user's present location to a selected POI.
- It can not be saved.
- It is erased when the GPS receiver is turned off.
- It is created using stored POIs.

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All POIs that have been saved or that were pre-loaded into the GPS receiver can be accessed using the POI database. POIs can be searched by nearest to present location or alphabetically. The POI database is accessed by:

(1) pressing MENU;

(2) using the arrow joystick to highlight POINTS OF INTEREST;

(3) pressing ENTER;

(4) using the arrow joystick in an up / down motion to highlight MY POINTS OF INTEREST;

(5) using the arrow joystick in a left / right motion to select NEAREST or ALPHABETICALLY;

(6) pressing ENTER; and

(7) using the arrow joystick to highlight the desired POI.

The steps to create a GOTO route are as follows:

1. press GOTO;
2. use the POI database to select (highlight) the POI that will be the destination; and
3. press ENTER.



If there is already an existing GOTO route set, the GPS receiver will ask the user to confirm the creation of the new GOTO route. Pressing ENTER will erase the previous route to create the new route.

Once ENTER has been pressed, the last viewed navigation screen will be displayed, updated with information relating to the GOTO route that was just created. On the map screen, a line will be drawn from the current POI to the destination POI—this represents the GOTO route. The compass screen will change to display the name of the destination POI.



A GOTO route can also be created from a map cursor mark. Cadets will not be required to complete this skill.

The steps to create a GOTO route from a map cursor mark are as follows:

(1) while viewing the map screen, use the arrow joystick to turn on the cursor mode;

(2) continue using the arrow joystick to move the cursor to a point on the map that represents the desired destination;

(3) press GOTO;

(4) highlight YES to create a new GOTO route;

(5) press ENTER;

(6) highlight YES to create GOTO route to the current cursor position; and

(7) press ENTER.

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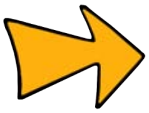
Once any route has been set, a GPS receiver indicates the following information:

- distance to the destination POI,
- bearing to the destination POI,
- how long it will take to reach the destination,
- if the user is on / off course, and
- how to get back on course, if off course.

The GPS receiver only indicates distance and bearing when the user is moving forward.



GOTO routes can also be created using the map cursor.



When navigating to a POI the GPS receiver indicates arrival at the destination POI. Depending on the GPS receiver being used, this may be a beep, a vibration or a flash on the screen.

CONFIRMATION OF TEACHING POINT 4

The cadets' creation of a GOTO route will serve as the confirmation of this TP.

Teaching point 5 **Explain, demonstrate and have the cadets create and activate / deactivate a multi-leg route.**

Time: 30 min Method: Demonstration and Performance



For this skill TP it is recommended that instruction take the following format:

(1) Explain and demonstrate creating a multi-leg route while the cadets observe.

(2) Explain and demonstrate each step required to create a multi-leg route. Monitor the cadets as they practice each step.

(3) Explain and demonstrate activating / deactivating a multi-leg route will the cadets observe.

(4) Explain and demonstrate each step required to activate / deactivate a multi-leg route. Monitor the cadets as they practice each step.

(5) Monitor the cadets' performance as they practice creating a multi-leg route, activating a multi-leg route, navigating using a multi-leg route and deactivating a multi-leg route.

For the practical portion of this TP, cadets will create a multi-leg route with three legs using stored POIs.

Note: Assistant instructors may be used to monitor the cadets' performance.

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MULTI-LEG ROUTE



Always confirm that the GPS receiver is set to the correct coordinate system and map datum prior to a multi-leg route.

Multi-leg routes can be used to navigate to a final destination using multiple legs. A route with multiple legs allows the user to incorporate rest stops, terrain features (eg, travelling around a lake), contingency plans, emergency evacuations, etc.

A multi-leg route has the following features:

- It can be saved in the memory of the GPS receiver (the number of routes which can be saved is dependent on the GPS receiver being used).
- It remains active, even after the GPS receiver has been turned off.
- It can be edited, reversed, deleted, or viewed on the map.
- It allows for leg destination points to be switched when the route is active (eg, instead of going to the lake, the user many choose to go directly to the campsite and skip the lake).

Create a Multi-Leg Route

The steps to create a multi-leg route are as follows:

1. press MENU;
2. use the arrow joystick to highlight ROUTES;
3. press ENTER;
4. use the arrow joystick to highlight NEW;
5. press ENTER;
6. ensure ADD POI is highlighted and press ENTER;
7. use the POI database to add POIs by highlighting the desired POI and pressing ENTER after each one;
8. use the arrow joystick to highlight SAVE ROUTE once all the desired POIs have been entered;
9. press ENTER;
10. use the arrow joystick and the ENTER button to input a route name;
11. highlight OK; and
12. press ENTER.

Activate / Deactivate a Multi-Leg Route

Once a multi-leg route has been created, it is saved in the memory of the GPS receiver. While a GOTO route is automatically activated, a multi-leg route must be activated manually by the user. An active route is the route that the user is presently navigating on. A route remains the active route until it is deactivated or a new route is activated.

The steps to activate / deactivate a route are as follows:

1. press MENU;
2. use the arrow joystick to highlight ROUTES;

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3. press ENTER;
4. use the arrow joystick to highlight the name of the route that is to be activated / deactivated;
5. press MENU;
6. highlight ACTIVATE ROUTE or DEACTIVATE ROUTE; and
7. press ENTER.

As with a GOTO route, once a multi-leg route has been activated / deactivated the GPS receiver returns to the last viewed navigation screen with the route chosen activated or deactivated.



When navigating using an activated multi-leg route, the GPS receiver indicates when approaching the end of each leg. Once the POI at the end of a leg has been reached, the GPS receiver automatically recalculates to the next leg, until the route is complete.

CONFIRMATION OF TEACHING POINT 5

The cadets' creation of a multi-leg route will serve as the confirmation of this TP.

Teaching point 6 **Demonstrate how to modify a multi-leg route.**

Time: 15 min Method: Demonstration



The purpose of this TP is to demonstrate to cadets the different ways to modify an established multi-leg route. Demonstrate each skill, ensuring that the cadets can see the GPS receiver. If an assistant instructor is available, divide the cadets into two groups and have the assistant instructor demonstrate to one group.

MODIFY A MULTI-LEG ROUTE

Once a multi-leg route has been created, there may be a requirement to modify some aspects of the route. There are four ways to modify a multi-leg route:

- change the destination leg of an active route;
- edit a saved route;
- reverse the route; and
- delete a route.

Change the Destination Leg of an Active Route

When created, a multi-leg route will has many different legs incorporated into it—with each leg having its own destination. In some instances, the user may want to skip a leg and move directly to the next leg. The GPS receiver allows the user to change the destination leg and then recalculates the navigation instructions based on the new destination.

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Use the following multi-leg route which begins at the campground as an example:

- the first leg takes the user from the campground to the bridge;
- the second leg takes the user from the bridge to the lake; and
- the third leg takes the user from the lake to the park where lunch will be served.

The route would be campground > bridge > lake > park.

The user could decide to skip the lake and go directly to the park, by changing the destination leg from the lake to the park.



The destination leg of a route can only be changed if the route is active.

The steps to change the destination leg of an active route are as follows:

1. press MENU;
2. use the arrow joystick to highlight ROUTES;
3. press ENTER;
4. use the arrow joystick to highlight the active route;
5. press MENU;
6. highlight SELECT LEG;
7. press ENTER;
8. use the arrow joystick to highlight the new destination POI from the route list (in the example it would be 'park');



The current active leg in the route list will be bolded.

9. press ENTER;
10. use the arrow joystick to highlight YES and confirm the action;
11. press ENTER; and
12. press NAV to return to the last viewed navigation screen.

The multi-leg route recalculates and the user is able to navigate to the new destination.

Edit a Saved Route

A saved multi-leg route can be edited by:

- adding a leg;
- inserting a new leg;

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- deleting a leg; or
- replacing a leg.

The steps to edit a saved multi-leg route are as follows:

1. press ENTER;
2. use the arrow joystick to highlight ROUTES;
3. press ENTER;
4. use the arrow joystick to highlight the name of the route that is to be edited;
5. press ENTER;
6. choose any of the following:
    a. add a leg:
        (1) use the arrow joystick to highlight ADD POI;
        (2) press ENTER;
        (3) search the POI database for the new POI; and
        (4) highlight the desired POI and press ENTER;



The new POI is added to the end of the route.

    b. insert a new leg:
        (1) use the arrow joystick to highlight the POI that the new leg will be inserted in front of;
        (2) press MENU;
        (3) highlight INSERT POI;
        (4) press ENTER;
        (5) search the POI database for the new POI; and
        (6) highlight the desired POI and press ENTER;
    c. delete a leg:
        (1) use the arrow joystick to highlight the POI that is to be deleted;
        (2) press MENU;
        (3) highlight DELETE POI; and
        (4) press ENTER;
    d. replace a leg:
        (1) use the arrow joystick to highlight the POI that is to be replaced;
        (2) press MENU;
        (3) highlight REPLACE POI;

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(4) press ENTER;

(5) search the POI database for the new POI; and

(6) highlight the desired POI and press ENTER;

7. use the arrow joystick to highlight SAVE ROUTE once the route has been edited;
8. press ENTER;
9. highlight OK;
10. press ENTER.

Reverse a Route

Reversing a route takes a previously saved route and recreates it in the reverse order.



Using the previous multi-leg route example, the reverse route would be park > lake > bridge > campground.

The steps to reverse a route are as follows:

1. press MENU;
2. use the arrow joystick to highlight ROUTES;
3. press ENTER;
4. use the arrow joystick to highlight the name of the route that is to be reversed;
5. press MENU;
6. highlight REVERSE ROUTE; and
7. press ENTER.

Delete a Route

The number of routes that can be saved in the GPS receiver's memory depends on the GPS receiver being used. Once the memory is full, routes have to be deleted to add new routes.

The steps to delete a route are as follows:

1. press MENU;
2. use the arrow joystick to highlight ROUTES;
3. press ENTER;
4. use the arrow joystick to highlight the name of the route to be deleted;
5. highlight DELETE ROUTE;
6. press ENTER;
7. highlight YES to confirm the deletion; and
8. press ENTER.

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CONFIRMATION OF TEACHING POINT 6

QUESTIONS:

Q1. What are the four ways to modify a multi-leg route?

Q2. Changing the destination leg of a route allows the user to do what?

Q3. What should the user do if the GPS receiver's memory is full and they can not add a new multi-leg route?

ANTICIPATED ANSWERS:

A1. The four ways to modify a multi-leg route are:

- change the destination leg of an active route;
- edit a saved route;
- reverse the route; and
- delete a route.

A2. Changing the destination leg of a route allows the user to skip a leg(s) of an active route.

A3. If the GPS receiver's memory is full the user has to delete a route.

Teaching point 7 **Explain, demonstrate and have the cadets create and deactivate a backtrack route.**

Time: 20 min Method: Demonstration and Performance



For this skill TP it is recommended that instruction take the following format:

(1) Explain and demonstrate creating a backtrack route from a track log while the cadets observe.

(2) Explain and demonstrate each step required to create a backtrack route from a track log. Monitor the cadets as they practice each step.

(3) Monitor the cadets' performance as they practice creating a backtrack route from a track log and walk on that route.

Ensure that the track log is resumed on the cadets GPS receivers.

Note: Assistant instructors may be used to monitor the cadets' performance.

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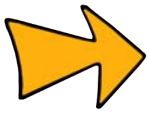

Tracks. The coordinates of the user's current position. They are automatically created and saved into the memory of the GPS receiver when it is turned on and the tracks feature is enabled.

Track log. A series of tracks strung together. Tracks automatically become a track log that, if the user chooses, can be saved for use later. A track log can also be made into:

- a multi-leg route, and / or
- a backtrack route.

Track logs are not recorded when the GPS receiver is turned off or if it loses satellite reception.

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Ensure that the cadets understand that the track log function can be turned on and turned off, that track logs can be saved and tracks can be cleared. They will not be required to complete these skills.

To enable the track log:

(1) press MENU;

(2) use the arrow joystick highlight TRACK LOG;

(3) press ENTER;

(4) use the arrow joystick to highlight ACTIVE TRACK;

(5) press MENU;

(6) highlight NEW TRACK; and

(7) press ENTER.

To stop / resume a track log:

(1) press MENU;

(2) use the arrow joystick to highlight TRACK LOG;

(3) press MENU with the ACTIVE TRACK highlighted;

(4) highlight STOP LOGGING / RESUME LOGGING; and

(5) press ENTER.

To save a track log:

(1) press MENU;

(2) use the arrow joystick highlight TRACK LOG;

(3) press ENTER;

(4) use the arrow joystick to highlight ACTIVE TRACK;

(5) press MENU;

(6) highlight SAVE;

(7) press ENTER;

(8) use the arrow joystick and the ENTER button to assign the track a name;

(9) use the arrow joystick to highlight OK; and

(10) press ENTER.

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To clear the active track:

(1) press MENU;

(2) use the arrow joystick to highlight TRACK LOG;

(3) press ENTER;

(4) use the arrow joystick to highlight ACTIVE TRACK;

(5) press MENU;

(6) highlight clear TRACK;

(7) press ENTER.

BACKTRACK ROUTE

A backtrack route uses track logs to create a route that returns the user to their start point following the exact path that was taken.

The steps to creating a backtrack route are as follows:

1. press MENU;
2. use the arrow joystick to highlight TRACK LOG;
3. press ENTER;
4. use the arrow joystick to highlight ACTIVE TRACK;
5. press MENU;
6. highlight BACKTRACK;
7. press ENTER; and
8. press ENTER.



Once a backtrack route has been activated, the GPS receiver no longer records track information.

The steps to deactivating a backtrack route are as follows:

1. press MENU;
2. highlight TRACK LOG;
3. press MENU;
4. highlight ACTIVE TRACK;
5. press MENU;
6. highlight DEACTIVATE;
7. press ENTER; and
8. press ENTER.

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CONFIRMATION OF TEACHING POINT 7

The cadets' creation of a backtrack route will serve as the confirmation of this TP.

END OF LESSON CONFIRMATION

The cadets' creation of a GOTO route, a multi-leg route and a backtrack route will serve as the confirmation of this lesson.

CONCLUSION

HOMEWORK / READING / PRACTICE

Nil.

METHOD OF EVALUATION

This lesson is assessed IAW A-CR-CCP-704/PG-001, *Gold Star Qualification Standard and Plan*, Chapter 3, Annex B, 422 PC.

CLOSING STATEMENT

Being able to set a multi-leg route is one of the most important skills to master when using a GPS receiver. The establishment of a route ensures efficient and accurate travel from POI to POI, making the experience more enjoyable for all.

INSTRUCTOR NOTES / REMARKS

GPS receiver instructions are based on the Magellan eXplorist 200. For instruction on use with other GPS receiver models, refer to the user's manual.

This EO shall be conducted during the allocated bivouac field training exercise.

REFERENCES

C1-178 Thales Navigation Inc. (2004). *Magellan eXplorist 200 GPS user manual*. San Dimas, CA: Thales Navigation Inc.

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