

How to use a GPS receiver

Exercise Three: Tracks

Objective: Program the GPS to automatically store waypoints as you move. The saved set of waypoints or track includes the distance you traveled and the area bounded by your track.

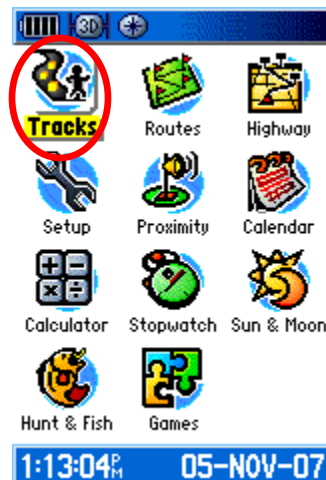
Procedure:

Part one ~ Getting to the track setup menu

1. Follow instructor to the first point of the area you are going to map.
2. If you have not done so already, power on your GPS receiver. As in Exercise One, the receiver goes through the copyright (Splash) screens before it gets to the satellite screen.



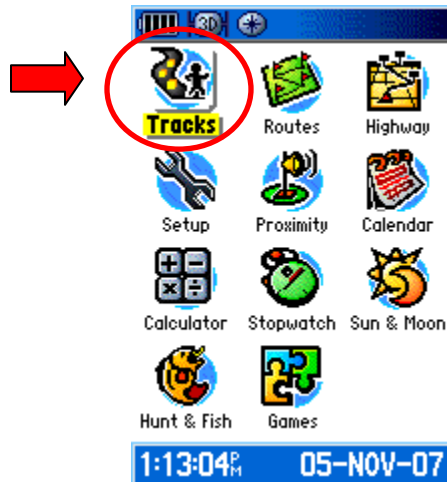
3. While the receiver is gathering adequate satellites, we will set up the track log.
4. Press <PAGE> or <QUIT> to get to the Main Menu Screen. **Shortcut: Press <MENU> twice from any screen to quickly get to the Main Menu screen.**



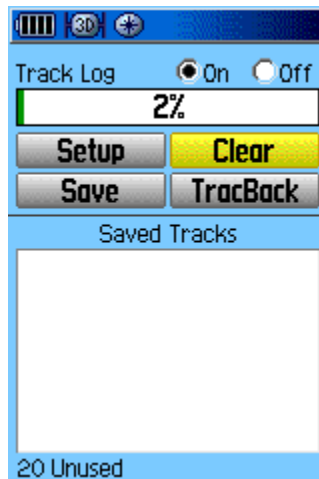
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5. Using the center <ROCKER> key make sure "Tracks" is highlighted and press the <ENTER> key.



6. You are now at the "Tracks" screen.

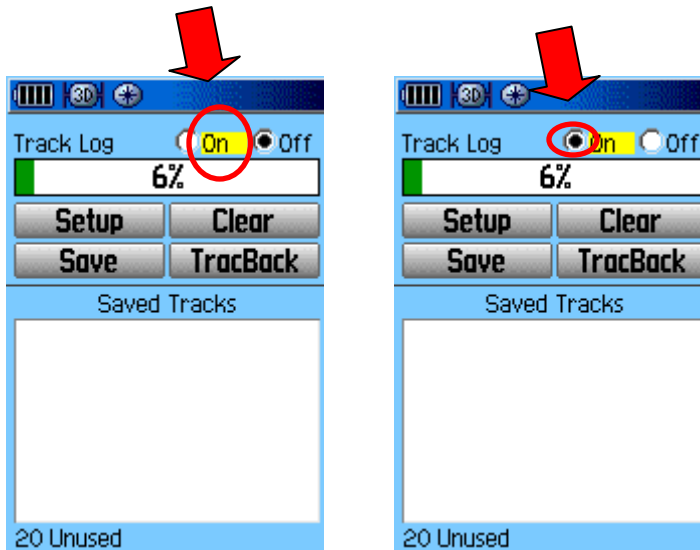


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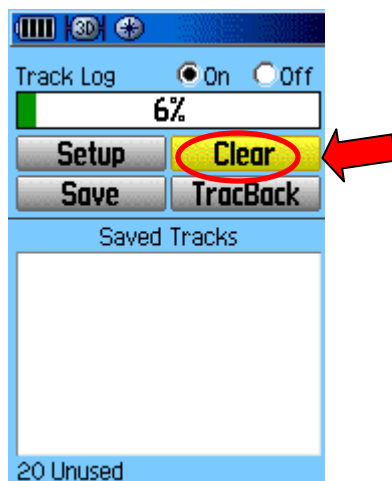
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Part two ~ Turning on & clearing track log

1. *Before you start walking you will need to make sure the track log is on. If it is not, use the <ROCKER> key to highlight 'On' and press <ENTER>.*



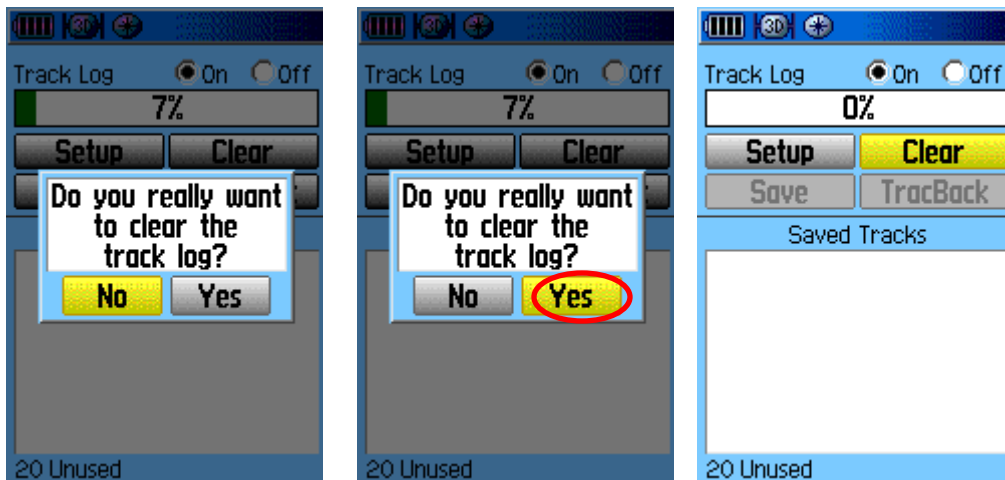
2. *While you were standing here, the GPS has been automatically storing points. We need to clear the track log before you start. Use the <ROCKER> key to ensure that the 'Clear' button is highlighted.*



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3. Press the <ENTER> key and a screen will appear that says “Do you really want to clear the track log” use the <ROCKER> key to highlight the ‘Yes’ button and press <ENTER>.



4. You are now ready to walk the boundary.

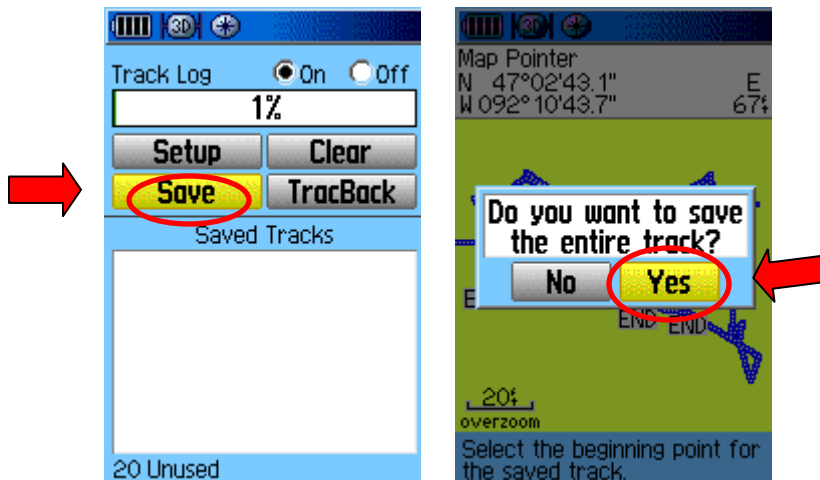
Part three ~ Collecting & storing the track

1. It is not necessary for the GPS receiver to stay in the Track screen through the entire traverse but is advisable for this exercise.
2. Walk from one marker to another until you return to your starting position.

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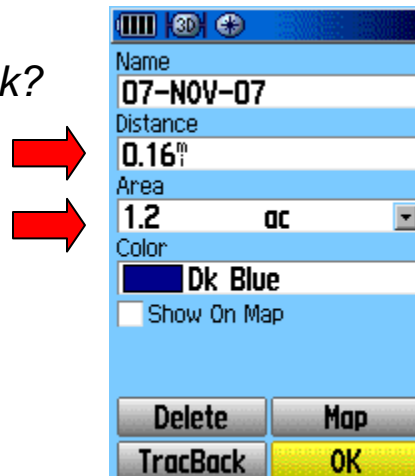
- When you reach your starting point, use the <ROCKER> key to ensure the 'Save' button is highlighted and press the <ENTER> key. It will ask "Do you want to save the entire track?" Using the <ROCKER> key, highlight 'Yes' and press the <ENTER> key.



- You will be taken to the Tracks screen where you can view the track information and edit the name of the track if you choose to do so.

- What is the area of your track?

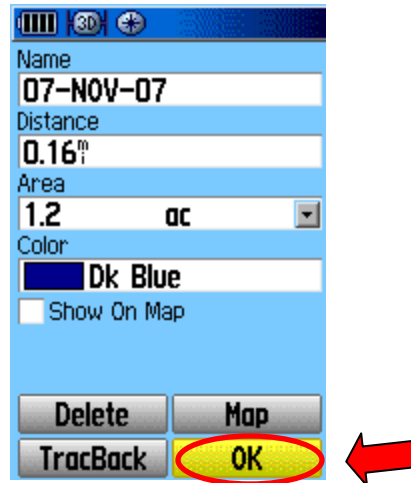
- What is the distance of the perimeter you just walked?



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7. Use the <ROCKER> key to highlight the 'OK' button and press the <ENTER> key to save your track.



***Note: When finished using the tracking function, please turn this feature off. Here are the screens you need to go through to do this. See if you can do it.

