

# User Manual

*iFly Streets*

Navigation software for the *iFly GPS*

US English

Thank you for choosing our product as your navigator. Start using iFly Streets right away. This document is the detailed description of the navigation software. You can easily discover iFly Streets while you are using it; however, we still recommend that you read this manual to fully understand the screens and features.

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## **1 Warnings and Safety information**

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

If you accept this when first using the application, it collects usage information and GPS logs that may be used for improving the application and the quality and coverage of maps. The data is processed anonymously; no one will be able to track any personal information. If you change your mind later, you can enable or disable the log collection in Settings (page 92).

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

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

Never place iFly Streets where it obstructs the driver's view, where it is in the deployment zone of an airbag or where it might cause injuries in an accident.

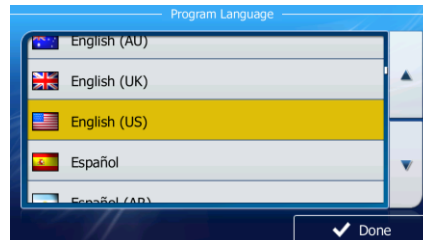
For more information, consult the End User License Agreement (page 95).


## 2 Getting started

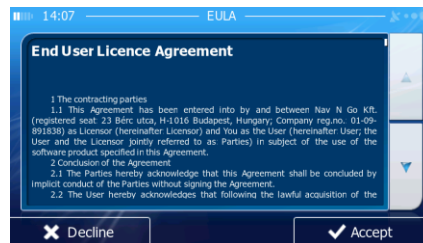
iFly Streets is optimized for in-car or pedestrian use. There is no need to use a stylus. You can use it easily by tapping the screen buttons and the map with your fingertips.


When using the navigation software for the first time, an initial setup process starts automatically. Do as follows:

1. Select the written language of the application interface. Later you can change it in Regional settings (page 91).

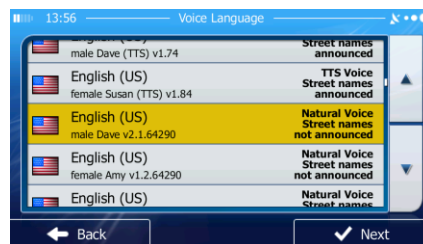


2. Read the End User License Agreement. Tap  to continue.

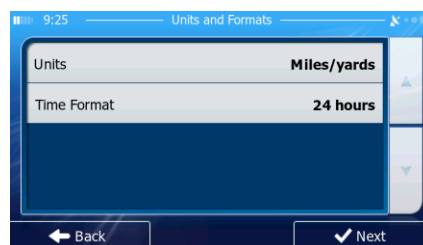


3. The Configuration wizard starts. Tap  to continue.

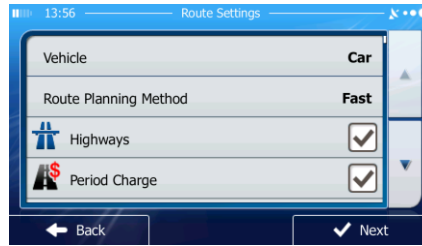
4. Select the language and speaker used for voice guidance messages. Later you can change it in Sound and Warnings settings (page 91).



5. If needed, modify the time format and unit settings. Later you can change them in Regional settings (page 91).



6. If needed, modify the default route planning options. Later you can change them in Route settings (page 85).



7. The initial setup is now complete. The Configuration wizard can be restarted later from the Settings menu (page 81).

8. iFly Streets offers you to watch the tutorial that leads you through the basic steps of navigation.

Tap **Run Tutorial** if you would like to get an instant understanding of the functions of your software. You can run it later if you choose **Finish**.

9. You are now asked whether you allow the software to collect usage information and GPS logs that may be used for improving the application and the quality and coverage of maps. Tap

**Yes** to allow the anonymous statistics or **Yes** to disable this function. Later you can turn them on or off individually in Log collection settings (page 92).

After the initial setup, the Navigation menu appears and you can start using iFly Streets.

## 2.1 Navigation menu




You can reach all parts of iFly Streets from the Navigation menu.



You have the following options:

- Tap **Find** to select your destination by entering an address or selecting a place of interest, a location on the map or one of your Favorite destinations. You can also look up your recent destinations from the Smart History, enter a coordinate or use the location saved in a photo.
- Tap **My Route** to display the route parameters and the route in its full length on the map. You can also perform route-related actions such as editing or canceling your route, setting a start point for the route, picking route alternatives, avoiding parts of the route, simulating navigation or adding the destination to your Favorites.




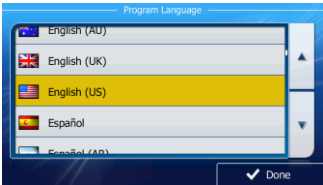








- Tap  to customize the way the navigation software works, watch the Tutorial, simulate demo routes, or to run some additional applications.
- Tap  to start navigating on the map. The button itself is a miniature live map that shows your current position, the recommended route and the surrounding map area. Tap the button to enlarge the map to the full screen.
- Tap  to stop navigation and exit the software.

## 2.2 Buttons and other controls on the screen

When you are using iFly Streets, you usually tap buttons on the touch screen.









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

Type	Example	Description	How to use it
Button		Tap it to initiate a function, to open a new screen, or to set a parameter.	Tap it once.
Button with value		Some buttons display the current value of a field or setting. Tap the button to change the value. After the change, the new value is shown on the button.	Tap it once.
Icon		Shows status information.	Some icons also function as a button. Tap them once.
List		When you need to select from several options, they appear in a list.	Grab the list anywhere and slide your finger up or down. Depending on the speed of the sliding, the list will scroll fast or slow, only a bit or till the end. Alternatively, move between pages with the  and  buttons and tap the value that you want.

Radio button		When there are only a few choices, radio buttons may be used instead of lists. Only one value can be selected.	Tap one of the buttons to select a new value.
Switch		When there are only two choices, a checkmark shows whether the feature is enabled.	Tap it to turn the switch on or off.
Slider		When a feature can be set to different values in a range, iFly Streets shows an indicator on a gauge that displays and sets the value.	<ul style="list-style-type: none"> <li>• Drag the handle to move the slider to its new position.</li> <li>• Tap the slider where you want the handle to appear; the thumb jumps there.</li> </ul>
Virtual keyboard		Alphabetic and alphanumeric keyboards to enter text and numbers.	Each key is a touch screen button.











## 2.2.1 Using keyboards

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

Task	Instruction
Switching to another keyboard layout, for example from an English keyboard to a Greek keyboard	Tap the  button and select the new keyboard layout from the list.
Correcting your entry on the keyboard	Tap  to remove the unneeded character(s). Tap and hold the button to delete several characters or the entire input string.
Entering a space, for example between a first name and a family name or in multi-word street names	Tap the  button at the bottom center of the screen.
Entering numbers and symbols	Tap  to switch to a keyboard offering numeric and symbol characters.
Finalising the keyboard entry (accepting the suggested search result)	Tap  .
Finalising the keyboard entry (opening the list of search results)	Tap  .
Finalising the keyboard entry (saving your input)	Tap  .
Canceling the keyboard entry (returning to the previous screen)	Tap  .

### 2.2.2 Beyond single screen tap

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

Action	Details
Tapping and holding the screen	<p>Tap and keep pressing the following buttons to reach extra functions:</p> <ul style="list-style-type: none"> <li>• Tap and hold  on list and menu screens: the Map screen appears.</li> <li>• Tap and hold any of the , , , , , and  buttons on the Map screen: you can rotate, tilt or scale the map continuously.</li> <li>• Tap and hold  on keyboard screens: you can delete several characters quickly.</li> <li>• Tap and hold  or  in long lists: you can scroll pages continuously.</li> </ul>
Gestures (drag&drop)	<p>You need to drag and drop the screen only in cases like:</p> <ul style="list-style-type: none"> <li>• Moving the handle on a slider.</li> <li>• Scrolling the list: grab the list anywhere and slide your finger up or down. Depending on the speed of the sliding, the list will scroll fast or slow, only a bit or till the end.</li> <li>• Moving the map in map browsing mode: grab the map, and move it in the desired direction.</li> </ul>

## 2.3 Map screen

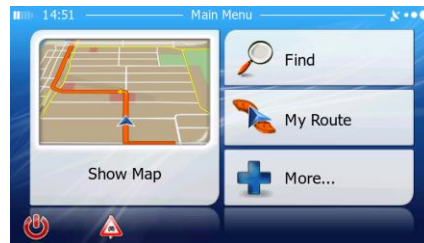
### 2.3.1 Navigating on the map

The Map screen is the most frequently used screen of iFly Streets.

A small live map is displayed on the startup screen, the Navigation menu, as a part of the

**Show Map**

button.



**Show Map**

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

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

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

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



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



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

By default, only one data field is displayed in the bottom right corner. Tap this field to see all route data fields.



Tap any of the data fields to suppress others and display only the selected one. The data fields are different when you are navigating an active route and when you have no specified destination (the orange line is not displayed).

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

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

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

Field	Description
Distance <b>16.9 km</b>	Shows the distance you need to travel on the route before reaching your final destination.
Time Left <b>0:16</b>	Shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. Historical traffic data or traffic patterns are also taken into account whenever such information exists.
Arrival Time <b>17:22</b>	Shows the estimated arrival time at the final destination of the route based on information available for the remaining segments of the route. Historical traffic data or traffic patterns are also taken into account whenever such information exists.

## 2.3.2 Position markers

### 2.3.2.1 Vehimarker and Lock-on-Road

When your GPS position is available, iFly Streets marks your current position with the Vehimarker. By default, this marker is a red arrow, but you can change this icon in Settings.

The exact location of the Vehimarker depends on the vehicle type used for route calculation. The vehicle type can be selected in Route settings (page 85).

- If you choose pedestrian: The Vehimarker is at your exact GPS position. The direction of the icon shows your current heading.
- If you choose any of the vehicles: The Vehimarker may not show your exact GPS position and heading. If roads are near, it is aligned to the nearest road to suppress GPS position errors, and the direction of the icon is aligned to the direction of the road.

### 2.3.2.2 Selected map location (Cursor) and selected map object

You can mark a map location in the following ways:

- Tap the map when navigating,
- Tap the map when you are asked to confirm the destination at the end of a search, or
- Tap the map in Find on Map (page 54)

When a map location is selected, the Cursor appears at the selected point on the map. The Cursor is

displayed with a radiating red dot (  ) to make it visible at all zoom levels.

The location of the Cursor can be used as the destination of the route, a new alert point, you can search for Places around it, or you can save this location as one of your Favorite destinations.

You can also select some of the objects on the map. If you tap the map at the icon of a Place of Interest or an alert point, the object will be selected (you see a red circling border around the object), and you can get information about this object or use it as a route point.

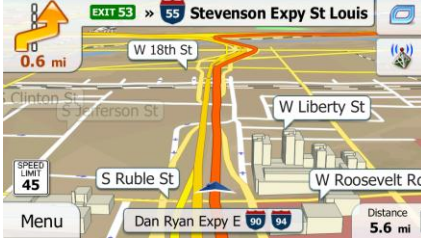
## 2.3.3 Objects on the map

### 2.3.3.1 Streets and roads

iFly Streets shows the streets in a way that is similar to how the paper road maps show them. Their width and colors correspond to their importance: you can easily tell a freeway from a small street.

### 2.3.3.2 Turn preview and Next street

When navigating a route, the top section of the Map screen shows information about the next route event (maneuver) and the next street or the next city/town.











There is a field in the top left corner that displays the next maneuver. Both the type of the event (turn, traffic circle, exiting freeway, etc.) and its distance from the current position are displayed.








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



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

Icon	Description
	Turn left.
	Turn right.
	Turn back.
	Bear right.
	Turn sharp left.
	Keep left.
	Continue straight in the intersection.
	Go left on the traffic circle, 3rd exit (next maneuver).



	Enter traffic circle (second next maneuver).
	Enter freeway.
	Exit freeway.
	Board ferry.
	Leave ferry.
	Approaching a waypoint.
	Approaching the destination.

### 2.3.3.3 Lane information and Signposts

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

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

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



### 2.3.3.4 Junction view

If you are approaching a freeway exit or a complex intersection and the needed information exists, the map is replaced with a 3D view of the junction. The lanes you need to take are displayed with arrows. Signposts can also be present if information is available.




### 2.3.3.5 3D object types



iFly Streets supports the following 3D object types:

Type	Description
3D terrain	3D terrain map data shows changes in terrain, elevations or depressions in the land when you view the map in 2D, and use it to plot the route map in 3D when you navigate. Hills and mountains are shown in the background of the 3D map, and illustrated by color and shading on the 2D map.
Elevated roads	Complex intersections and vertically isolated roads (such as overpasses or bridges) are displayed in 3D.
3D landmarks	Landmarks are 3D artistic or block representations of prominent or well-known objects.

### 2.3.3.6 Elements of the active route

iFly Streets shows the route in the following way:



Symbol	Name	Description
	Current GPS position and Start point	<p>Your current position displayed on the map.</p> <ul style="list-style-type: none"> <li>In pedestrian mode it is the exact GPS position.</li> <li>If a vehicle is selected for route calculation and roads are near, the symbol is snapped onto the nearest road.</li> </ul> <p>Normally if GPS position is available, the route starts from the current position. If there is no valid GPS position, iFly Streets uses the last known position as the start point.</p>















	Waypoint (intermediate destination)	An intermediate destination of the route before reaching the final destination.
	Destination (end point)	The final destination of the route.
	Route color	The route always stands out with its color on the map, both in daytime and in night color mode.
	Streets and roads that are excluded from the navigation	You can choose whether you want to use or avoid certain road types (page 85). However, when iFly Streets cannot avoid such roads, the route will include them and it will show them in a color that is different from the route color.

### 2.3.4 Manipulating the map

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



Action	Button(s)	Description
Moving the map with drag&drop	No buttons	You can move the map in any direction: tap and hold the map, and move your finger towards the direction you want to move the map.
Zooming in and out	 , 	<p>Changes how much of the map is displayed on the screen.</p> <p>iFly Streets uses high-quality vector maps that let you examine the map at various zoom levels, always with optimized content. It always displays street names and other text with the same font size, never upside-down, and you only see the streets and objects that you need.</p> <p>Map scaling has a limit in 3D map view mode. If you zoom out further, the map switches to 2D view mode.</p> <p>Tap the button once to modify the view in large steps, or tap and hold the button to modify it continuously and smoothly.</p>

Tilting up and down	 , 	Changes the vertical view angle of the map in 3D mode. Tap the button once to modify the view in large steps, or tap and hold the button to modify it continuously and smoothly.
Rotating left and right	 , 	Changes the horizontal view angle of the map. Tap the button once to modify the view in large steps, or tap and hold the button to modify it continuously and smoothly.
2D or 3D view	 , 	Tap this button to switch between the 3D perspective and 2D top-down map view modes.
Compass in 2D map view mode	 , 	The direction of the compass shows North. Tap the button to switch to North-up view, and then tap again to rotate the map in the previous direction.
Compass in 3D map view mode	 , 	The direction of the compass shows North. Tap the button to switch to North-up view, and then tap again to rotate the map in the previous direction.
Location information		Tap this button to open a new screen with information about the selected map point, the Cursor.
Return to normal navigation		Tap this button to move the map back to follow the current GPS position. Automatic map rotation is also re-enabled. The map manipulation buttons disappear and navigation continues.
Additional options		Tap this button to open a list of additional features like saving the Cursor as a Favorite destination, or searching for Places around the Cursor.
Select destination		Tap this button to select the Cursor as a new destination. The route is automatically calculated.

### 2.3.5 Quick menu

The Quick menu is a selection of controls and functions that are frequently needed during navigation. It

can be opened directly from the Map screen by tapping








The menu will close after a few seconds of inactivity or if you tap



















The menu will also close if you initiate simple controls like muting the device. In other cases tapping a button will open a new screen with options.

Most of these functions are shortcuts. They are accessible from the menu system.

There are more functions available than the number of buttons in the menu. In Settings, you can choose the function of each button (page 85). The following options are available:

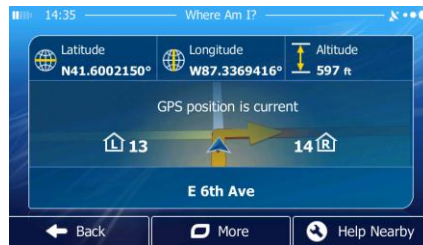
Button	Description	Shortcut for
Master Volume slider	This slider adjusts the sound volume of the device. All sounds of the application are affected.	More / Settings / Sound and Warnings / Volume / Master slider (page 83)
	This switch mutes all sounds of the device. Tap again to re-enable sounds.	More / Settings / Sound and Warnings / Volume / Master switch (page 83)
	This function lets you search for a Place along your route or around your current location if there is no route calculated.	Find / Find Places / Quick Search (page 42)
	This button opens the list of your Favorite destinations.	Find / Favorite (page 54)
	This button opens the History list. You can select one of your previous destinations.	Find / History (page 56)
	This button opens the route editing function.	My Route / Edit Route

 <p>Route Settings</p>	<p>This button opens the route related settings.</p>	<p>More / Settings / Route Settings (page 85)</p>
 <p>Map Settings</p>	<p>This button opens the map related settings.</p>	<p>More / Settings / Map Settings (page 89)</p>
 <p>Where Am I?</p>	<p>This button opens a special screen with information about the current position and a button to search for nearby emergency or roadside assistance. For details, see the next chapter.</p>	<p>n/a</p>
 <p>Cancel Route</p>	<p>This button cancels the route and stops navigation. The button is replaced with the next one if waypoints are given.</p>	<p>My Route / Cancel Route (page 64)</p>
 <p>Remove Next Waypoint</p>	<p>This button skips the next waypoint from the route.</p>	<p>n/a</p>
 <p>Overview</p>	<p>This button opens a 2D map scaled and positioned to show the entire route.</p>	<p>My Route / Overview (page 60)</p>
 <p>Visual Guidance</p>	<p>This button opens the Visual Guidance settings screen.</p>	<p>More / Settings / Visual Guidance (page 90)</p>
 <p>Avoid</p>	<p>This button lets you bypass parts of the recommended route.</p>	<p>My Route / Avoidances</p>
 <p>Trip Monitor</p>	<p>This button opens the Trip Monitor screen where you can manage your previously saved trip logs and track logs.</p>	<p>More / Trip Monitor (page 79)</p>
 <p>Itinerary</p>	<p>This button opens the list of maneuvers (the itinerary).</p>	<p>Tap the top of the Map screen during navigation.</p>
 <p>Save Route</p>	<p>With this function you can save the active route for later use.</p>	<p>My Route / More / Save Route</p>
 <p>Load Route</p>	<p>With this function you can replace the active route with a previously saved route.</p>	<p>My Route / More / Load Route</p>





 <p>Find Places</p>	<p>With this function you can search for Places of Interest in various different ways.</p>	<p>Find / Find Places (page 42)</p>
 <p>Simulate Navigation</p>	<p>This button opens the Map screen and starts simulating the active route.</p>	<p>My Route / More / Simulate Navigation (page 71)</p>
 <p>Music Player</p>	<p>This button starts the Music player application.</p>	<p>More / Music Player (page 79)</p>
 <p>GPS Info</p>	<p>This button opens the GPS Information screen with satellite position and signal strength information.</p>	<p>Tap the top of the Map screen when there is no GPS reception</p>

### 2.3.6 Checking the details of the current position (Where Am I?)


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




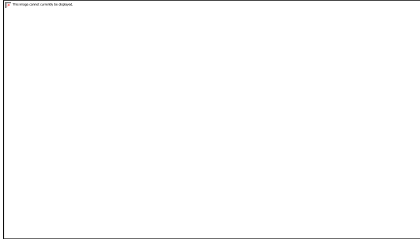
Information on this screen:

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





You can also perform some actions on this screen:

Tap  to save the current position as a Favorite destination.

You can also search for assistance near your current position. Tap  to open a new screen for the Quick search:



The following services can be searched around the current position or the last known position:

- : Car repair and roadside assistance services
- : Medical and emergency services
- : Police stations
- : Gas stations

Tap any of the buttons, select a Place from the list, and navigate to it.



## 3 Navigating

You can set up your route in different ways:

- If you need a route for immediate navigation, you can select the destination and start navigating to it right away (normal navigation).
- You can also plan a route independently of your current GPS position or even without GPS reception (to achieve this, you need to turn off the GPS receiver and set a new starting point in My Route / Edit Route by tapping the flag icon at the current position).

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

### 3.1 Selecting the destination of a route

iFly Streets offers you several ways of choosing your destination:

- Enter a full address or a part of an address, for example a street name without a house number or the names of two intersecting streets (page 25).
- Enter an address with ZIP code (page 39). This way you do not need to select the name of the city and the search for street names might be faster as well.
- Use a built-in Place of Interest as your destination (page 42).
- Select a location on the map with the Find on Map feature (page 54).
- Use a previously saved Favorite destination (page 54).
- Select a location from the History of previously used destinations (page 56).
- Enter the coordinate of the destination.
- Use the location where a photo was taken.

#### 3.1.1 Entering an address or a part of the address

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


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

- the exact address, including house number
- the center of a city/town
- an intersection
- the midpoint of a street
- any of the above, starting the search with the ZIP code (page 39)

### 3.1.1.1 Entering an address (United States)

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

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

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



3. By default, iFly Streets proposes the country and state where you are. If needed, tap



, enter the first few letters of the destination country or state on the keyboard, and select one from the list. If you select a country without a state, you can search for a city/town in all its states.



4. Select a new city/town:

- a. Tap . The city/town of your current location is offered by default. For a local search, tap  to accept it, otherwise continue with entering the destination city/town name.

- b. Start entering the name of the city/town on the keyboard.

- c. Find the city/town you need:

- The most likely city/town name is always shown in the input field. To accept it, tap




- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears

automatically, tap ). Select the city/town from the list.



5. Enter the street name:


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

- The most likely street name is always shown in the input field. To accept it, tap .
- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears

automatically, tap ). Select the street from the list.




6. Enter the house number:


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





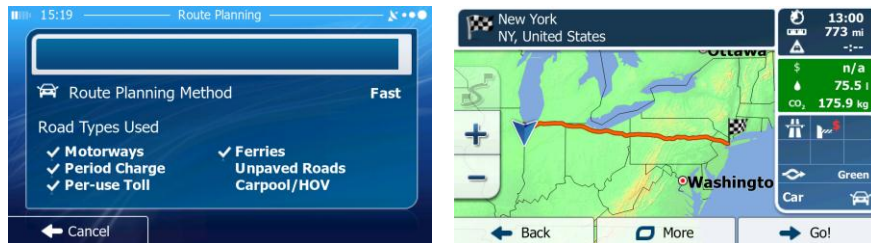
7. A full screen map appears with the selected point in the middle. If necessary, tap the map




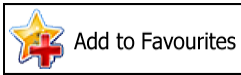

somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap



to confirm the destination, or tap  to select a different destination.





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



-  **Tip!** If you know that you will use this destination frequently, before tapping  to confirm the destination, put it on the list of your Favorites first: tap  then , give a name for the new Favorite, and tap  to save the location. The map with the destination returns automatically. Now you can start your journey.


### 3.1.1.2 Entering an address (Canada)

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

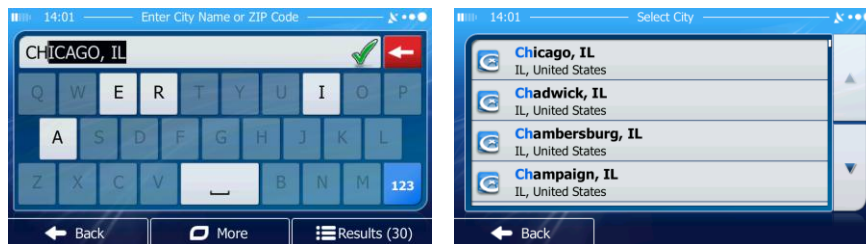
- If you are on the Map screen, tap  to return to the Navigation menu.
- In the Navigation menu, tap the following buttons: , .
- By default, iFly Streets proposes the country, state and city where you are. If needed, tap , enter the first few letters of the destination country or state on the keyboard, and select one from the list. If you select a country without a state, you can search for a city/town in all its states.




4. If needed, select a new city/town:

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

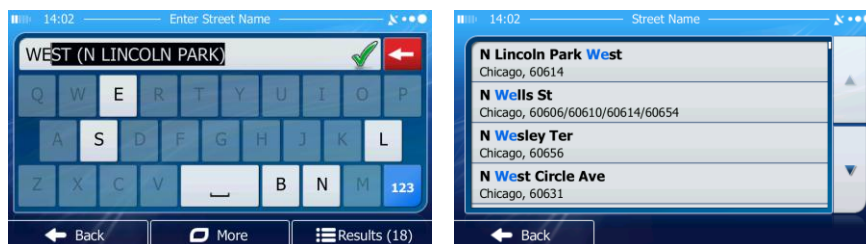
automatically, tap ). Select the city/town from the list.



5. Enter the street name:


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


automatically, tap ). Select the street from the list.



6. Enter the house number:




- a. Tap .



b. Enter the house number on the keyboard. (To enter letters, tap .

c. Tap  to finish entering the address. (If the entered house number cannot be found, the midpoint of the street is selected as the destination.)



7. A full screen map appears with the selected point in the middle. If necessary, tap the map

somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap  to confirm the destination, or tap  to select a different destination.

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

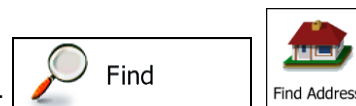


### 3.1.1.3 Entering an address (elsewhere)


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

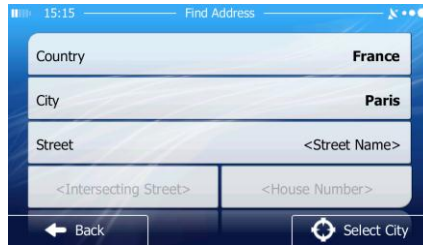
1. If you are on the Map screen, tap  to return to the Navigation menu.

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





3. By default, iFly Streets proposes the country and city where you are. If needed, tap

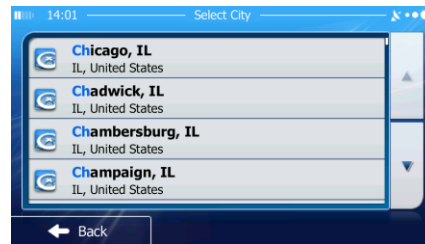
, enter the first few letters of the country name on the keyboard, and select one country from the list of results.





4. If needed, select a new city/town:

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

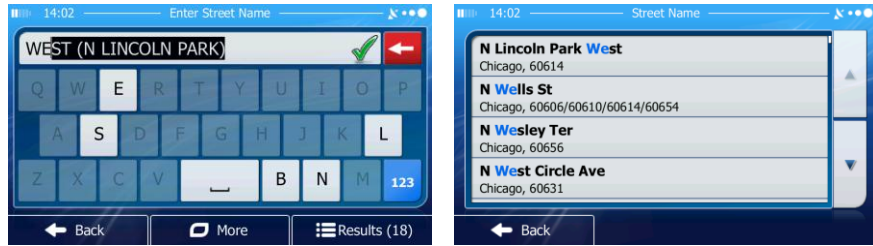
automatically, tap ). Select the city/town from the list.



5. Enter the street name:

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

automatically, tap ). Select the street from the list.




6. Enter the house number:

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

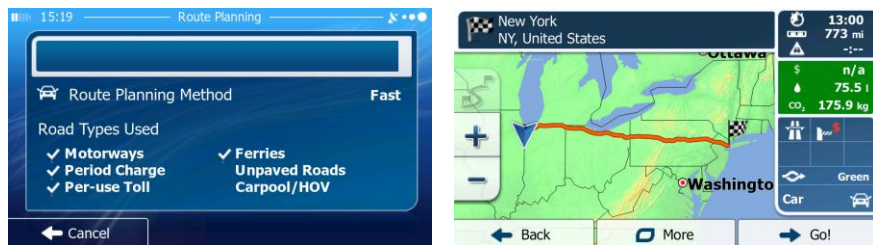


7. A full screen map appears with the selected point in the middle. If necessary, tap the map

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

8. After a short summary of the route parameters, the map appears showing the entire route. The

route is automatically calculated. Tap More to modify route parameters, or tap ➔ Go! and start your journey.





### 3.1.1.4 Entering an address starting with the street name (in the United States only)

You can leave the city/town name empty and start the search with the street name. This way you can search in all streets of a state. Do as follows:

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


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

3. By default, iFly Streets proposes the country and state where you are. If needed, tap the button with the name of the country, enter the first few letters of the destination country or state on the keyboard, and select a country and state from the list. If you select the country without a state, this function cannot work.

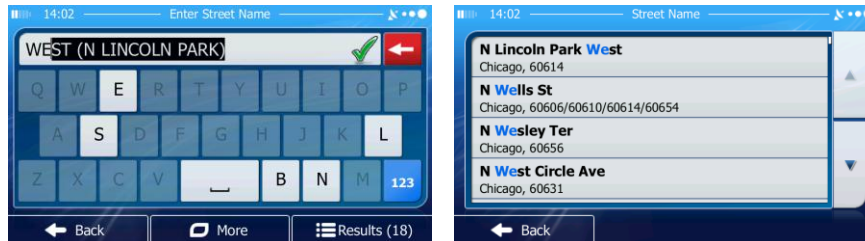


4. Enter the street name:

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


- The most likely street name is always shown in the input field. To accept it, tap .
- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears


automatically, tap ). Select the street from the list.



5. Enter the house number:




- a. Tap .



b. Enter the house number on the keyboard. (To enter letters, tap ).

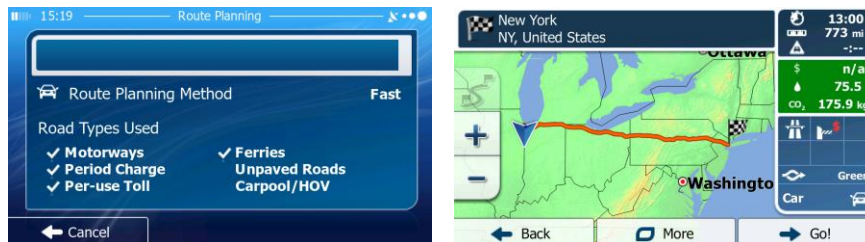
c. Tap  to finish entering the address. (If the entered house number cannot be found, the midpoint of the street is selected as the destination.)



6. A full screen map appears with the selected point in the middle. If necessary, tap the map

somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap  to confirm the destination, or tap  to select a different destination.

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



### 3.1.1.5 Entering the midpoint of a street as the destination

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

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

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




3. Select the country, state and city as described earlier (page 26).

4. Enter the street name:

**Street**

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

- The most likely street name is always shown in the input field. To accept it, tap 
- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears


automatically, tap ). Select the street from the list.




 **Select Street**

5. Instead of entering the house number, tap . The midpoint of the street is selected as the destination.



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

 **Next**

to confirm the destination, or tap  to select a different destination.

7. After a short summary of the route parameters, the map appears showing the entire route. The

route is automatically calculated. Tap  to modify route parameters, or tap

 **Go!**

and start your journey.



### 3.1.1.6 Selecting an intersection as the destination


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


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

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

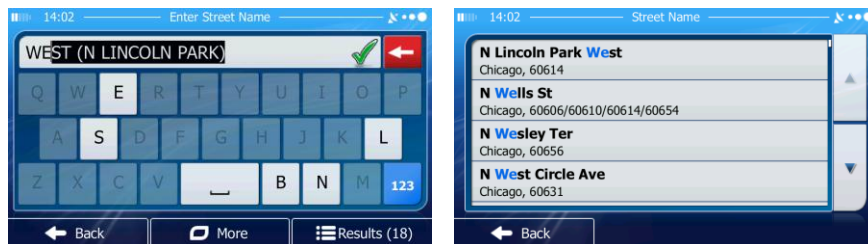
3. Select the country, state and city as described earlier (page 26).

4. Enter the street name:


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

- The most likely street name is always shown in the input field. To accept it, tap .
- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears

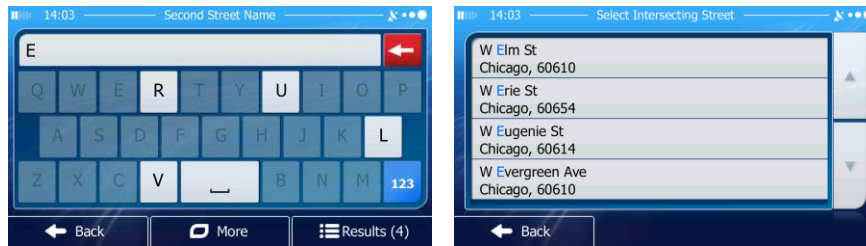
automatically, tap ). Select the street from the list.








5. Enter the intersecting street name:

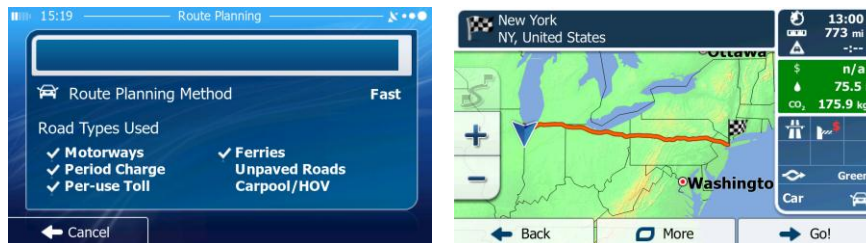
1. Tap 
  - If only a few intersecting streets exist, their list appears immediately.
  - In case of a longer street, the keyboard screen appears. Start entering the name of the intersecting street on the keyboard. As soon as the street names that match the

entered string can be shown on one screen, their list appears automatically. Select from the list.




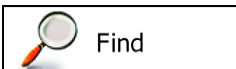


- A full screen map appears with the selected point in the middle. If necessary, tap the map somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap  to confirm the destination, or tap  to select a different destination.

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



### 3.1.1.7 Selecting a city/town center as the destination

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

- If you are on the Map screen, tap  to return to the Navigation menu.
- In the Navigation menu, tap the following buttons:  .
- Select the country and state as described earlier (page 26).
- Select the destination city/town:
  - Tap .
  - Start entering the name of the city/town on the keyboard.
  - Find the city/town you need:

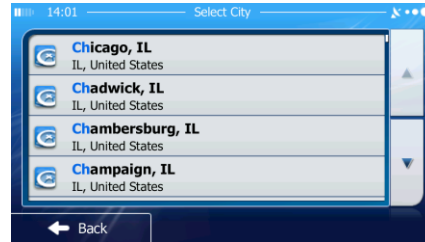
- The most likely city/town name is always shown in the input field. To accept it, tap




- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears




automatically, tap  Results). Select the city/town from the list.



- Instead of entering the street name, tap  Select City. This way the center of the displayed city/town becomes the destination of the route.



- A full screen map appears with the selected point in the middle. If necessary, tap the map

somewhere else to modify the destination. The Cursor () appears at the new location. Tap



to confirm the destination, or tap



to select a different destination.

- After a short summary of the route parameters, the map appears showing the entire route. The

route is automatically calculated. Tap  to modify route parameters, or tap



and start your journey.



### 3.1.1.8 Entering an address with a ZIP code

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


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

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

3. Select the country and state as described earlier (page 26).



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

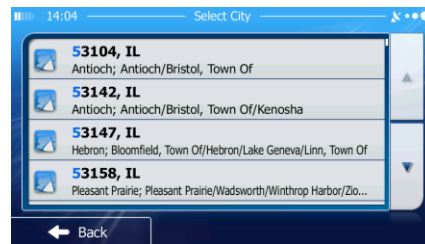
- a. Tap .

- b. Tap  to open the numeric keypad.

- c. Start entering the ZIP code.

- d. Find the city/town you need:

- The most likely ZIP code is always shown in the input field. To accept it, tap .
- If the desired number does not show up, open the list of results by tapping . Select the ZIP code from the list.





5. Enter the street name:

- a. Tap .

- b. Start entering the street name on the keyboard.

- c. Find the street you need:


- The most likely street name is always shown in the input field. To accept it, tap .
- If the desired name does not show up, the names that match the string appear in a list after entering a couple of characters (to open the list of results before it appears automatically, tap ). Select the street from the list.






6. Enter the house number:



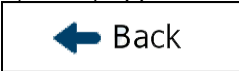
a. Tap .



b. Enter the house number on the keyboard. (To enter letters, tap ).

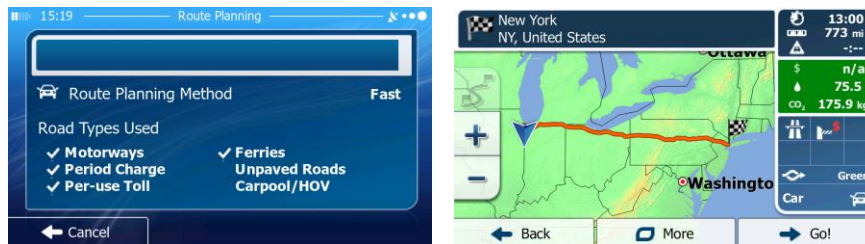
c. Tap  to finish entering the address. (If the entered house number cannot be found, the midpoint of the street is selected as the destination.)




7. A full screen map appears with the selected point in the middle. If necessary, tap the map


somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap  to confirm the destination, or tap  to select a different destination.

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



### 3.1.1.9 Tips on entering addresses quickly

- When you are entering the name of a city/town or a street:
  - Only those letters are offered on the keyboard that appear in possible search results. All other characters are grayed out.
  - As you are typing, the most likely result is always displayed in the input field. If the guess is correct, tap  to select it.

- After entering a couple of letters, tap  to list the items that contain the specified letters.
- You can speed up finding an intersection:
  - Search first for the street with a less common or less usual name; fewer letters are enough to find it.
  - If one of the streets is shorter, search for that one first. You can then find the second one faster.
- You can search for both the type and the name of a road. If the same word appears in several names, for example in the name of streets, roads and avenues, you can obtain the result faster if you enter the first letter of the street type: For example, enter 'PI A' to obtain Pine Avenue and skip all Pine Streets and Pickwick Roads.
- You can also search in ZIP codes. As ZIP codes consist of only a few characters, this is usually faster than entering the name of the city/town.

### 3.1.2 Selecting the destination from the Places of Interest

You can select your destination from the Places of Interest included with iFly Streets.

Using the same screen, you can find a Place in different ways:

- with the Quick search feature, you can quickly find a nearby Place by its name
- with the Preset search feature, you can find frequently searched types of Places with only a few screen taps
- you can search for a Place by its category
- you can search for a Place by its name




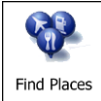

In addition, you can search for special services from the 'Where Am I?' screen.

#### 3.1.2.1 Quick search for a Place of Interest

The Quick search feature lets you quickly find a Place by its name. The search is always carried out


- along the recommended route if it exists or
- around your current location if there is no destination given.

1. Start the Quick search function:

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

2. Using the keyboard, start entering the name of the Place.





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








4. (optional) The Places in the list are ordered by the length of the necessary detour (when navigating a route) or by their distance from the current position (when no destination is given). If you need to

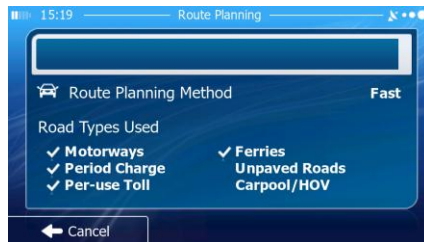
reorder the list, tap .

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

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

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

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



### 3.1.2.2 Searching for a Place of Interest using preset categories

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

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

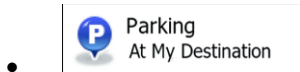
2. In the Navigation menu, tap the following buttons:  



3. The preset search categories appear:



- If an active route exists, gas stations are searched along the route.
- If there is no active route (destination is not selected), they are searched around the current position.
- If the current position is not available either (no GPS signal), they are searched around the last known position.



- If an active route exists, parking lots are searched around the destination of the route.
- If there is no active route (destination is not selected), they are searched around the current position.
- If the current position is not available either (no GPS signal), they are searched around the last known position.



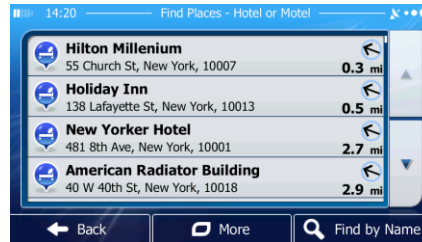
- If an active route exists, restaurants are searched along the route.
- If there is no active route (destination is not selected), they are searched around the current position.
- If the current position is not available either (no GPS signal), they are searched around the last known position.



- If an active route exists, accommodation is searched around the destination of the route.

- If there is no active route (destination is not selected), they are searched around the current position.
- If the current position is not available either (no GPS signal), they are searched around the last known position.



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








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

list, tap  More.

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

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

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

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



### 3.1.2.3 Searching for a Place of Interest by category





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

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

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

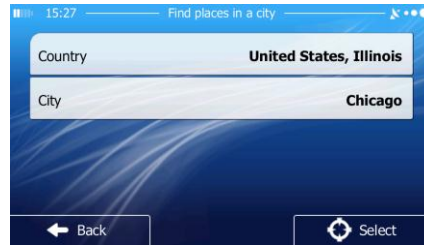
3. Tap .

4. Select the area around which the Place should be searched for:

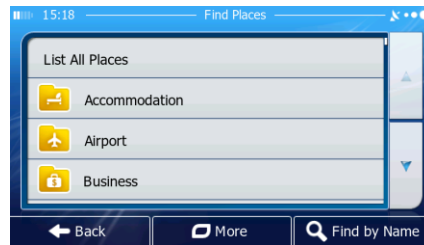
- Tap  to search around the current position or if it is not available, around the last known position. (The result list will be ordered by the distance from this position.)
- Tap  to search for a place within a selected city/town. (The result list will be ordered by the distance from the center of the selected city/town.)
- Tap  to search for a place around the destination of the active route. (The result list will be ordered by the distance from the destination.)
- Tap  to search along the active route, and not around a given point. This is useful when you search for a later stopover that results in a minimal detour only, such as searching for upcoming gas stations or restaurants. (The result list will be ordered by the length of the necessary detour.)



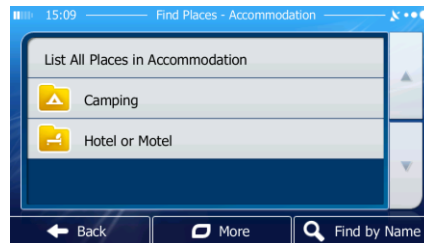
5. (optional) If you have selected , select the city/town to search in.



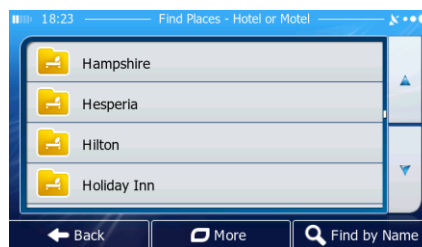
6. Select one of the main Place categories (e.g. Accommodation) or tap [List All Places](#) to list all Places around the selected location or along the route.



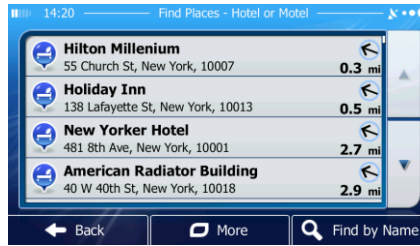
7. Select one of the Place subcategories (e.g. Hotel or Motel) or tap [List All Places](#) to list all Places in the selected main category around the selected location or along the route.



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



9. Finally, the results appear in a list.





- (optional) The Places in the list are ordered by their distance from the current or last known position, from the selected city/town, from the destination or by the length of the necessary detour.






If you need to reorder the list, tap

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



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



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

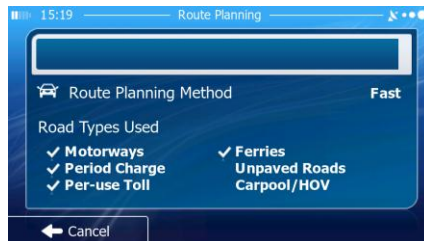


- After a short summary of the route parameters, the map appears showing the entire route. The

route is automatically calculated. Tap  to modify route parameters, or tap



 and start your journey.



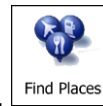
### 3.1.2.4 Searching for a Place of Interest by name

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

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



- In the Navigation menu, tap the following buttons:







3. Tap

4. Select the area around which the Place should be searched for:

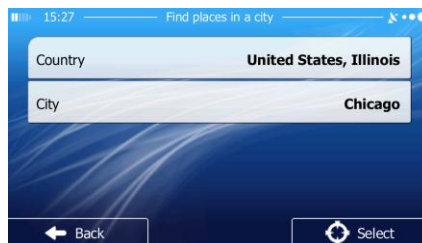
- Tap **Around Here** to search around the current position or if it is not available, around the last known position. (The result list will be ordered by the distance from this position.)
- Tap **In a City** to search for a place within a selected city/town. (The result list will be ordered by the distance from the center of the selected city/town.)
- Tap **Around Destination** to search for a place around the destination of the active route. (The result list will be ordered by the distance from the destination.)
- Tap **Along Route** to search along the active route, and not around a given point. This is useful when you search for a later stopover that results in a minimal detour only, such as searching for upcoming gas stations or restaurants. (The result list will be ordered by the length of the necessary detour.)



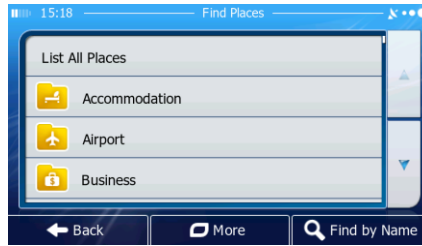
5. (optional) If you have selected


**In a City**

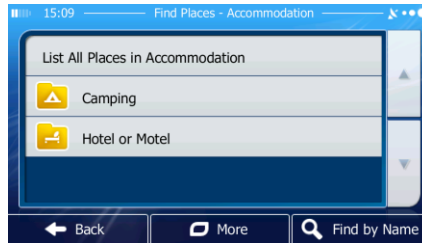
, select the city/town to search in.



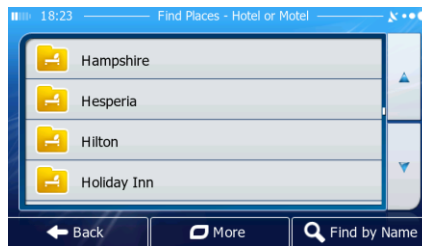
6. Tap **Find by Name** to search in all Places, or select one of the main Place categories (e.g. Accommodation) to search in.



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




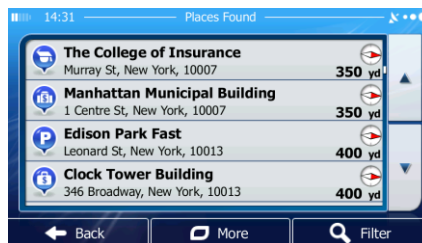
8. Tap  if you have not done it before.



9. Using the keyboard, start entering the name of the Place.



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





- (optional) The Places in the list are ordered by their distance from the current or last known position, from the selected city/town, from the destination or by the length of the necessary detour.





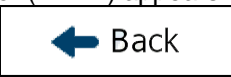
If you need to reorder the list, tap

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





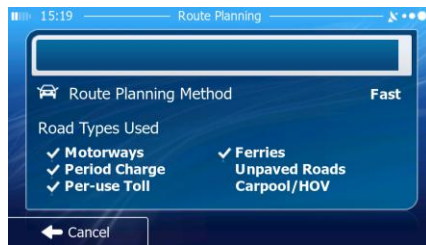
- (optional) Tap  to see the details of the selected Place. Tap  to return to the map.



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



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





### 3.1.2.5 Selecting nearby assistance from 'Where Am I?'

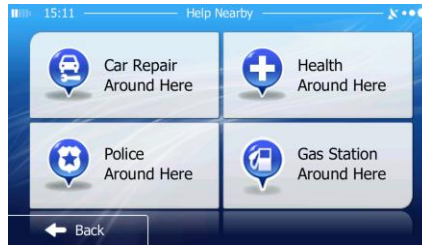
You can quickly search for nearby assistance from the 'Where Am I?' screen.

- On the Map screen, tap  to open the Quick menu.

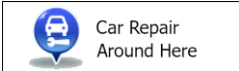
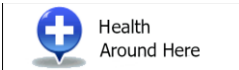
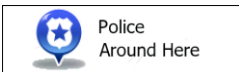
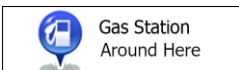


- Tap  and then .

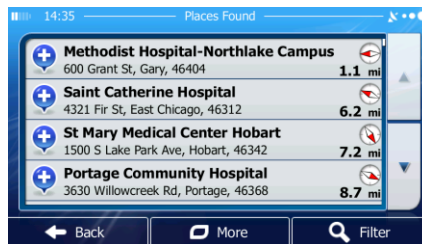




3. Preset search categories appear, all for searching around the current position (or around the last known position if the current position is not available):

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

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








5. (optional) The Places in the list are ordered by their distance from the current or last known position, from the selected city/town, from the destination or by the length of the necessary detour.





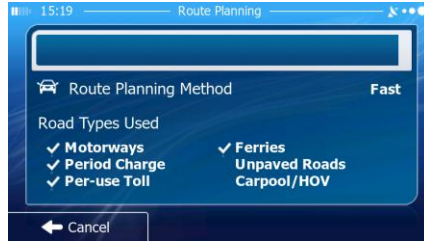
If you need to reorder the list, tap

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

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

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

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




### 3.1.3 Selecting a map location as the destination


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


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

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

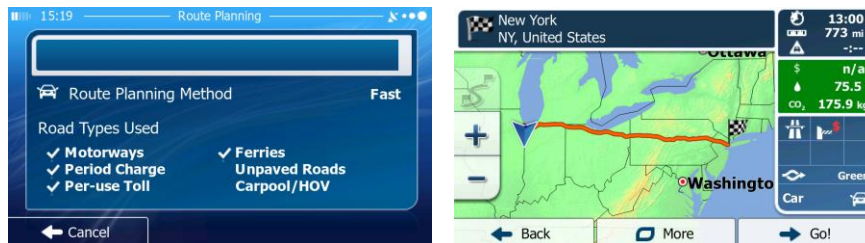


4. Tap the location that you want to select as your destination. The Cursor (  ) appears.

5. Tap  to select the Cursor as the destination.

6. After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap  to modify route parameters, or tap



 and start your journey.





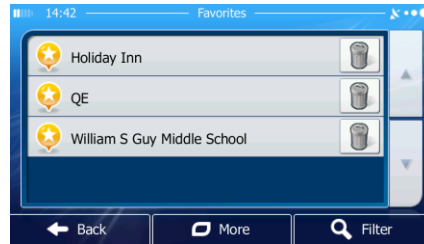
### 3.1.4 Selecting the destination from your Favorites


You can select a location that you have already saved as a Favorite to be your destination. Adding a location to the list of Favorite destinations is described on page 69.




1. Access the list of Favorites:



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

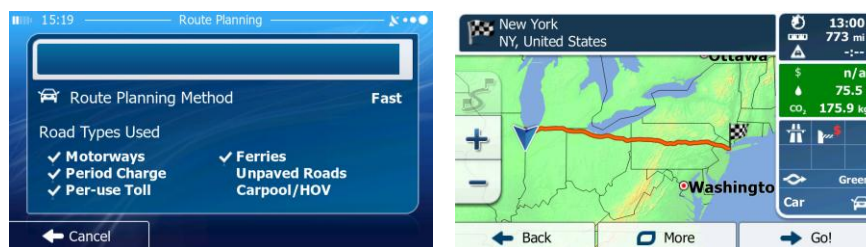
- If you are in the Navigation menu, tap  and then tap .
2. The list of Favorite destinations is displayed.



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

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

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



### 3.1.5 Selecting one of the most likely destinations (Smart History)

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


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

2. In the Navigation menu, tap



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

4. A full screen map appears with the selected point in the middle. If necessary, tap the map

somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap



to confirm the destination, or tap



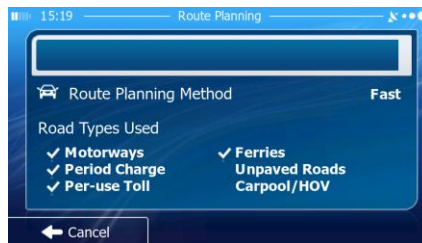
to select a different destination.

5. After a short summary of the route parameters, the map appears showing the entire route. The

route is automatically calculated. Tap  to modify route parameters, or tap





and start your journey.




### 3.1.6 Selecting a recent destination from the History

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

1. Access the History:

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




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





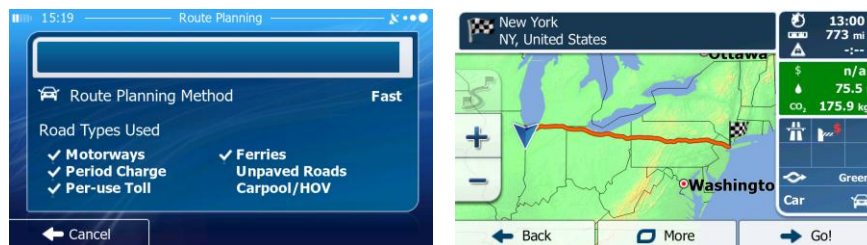
- The list of recent destinations appear. Smart History promotes three destinations to the first page based on your previous routes (most likely destinations). The rest of the destinations are ordered by time they were last selected. If necessary, scroll the list to see earlier destinations.



- Select a destination from the list.
- A full screen map appears with the selected point in the middle. If necessary, tap the map





somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap  to confirm the destination, or tap  to select a different destination.

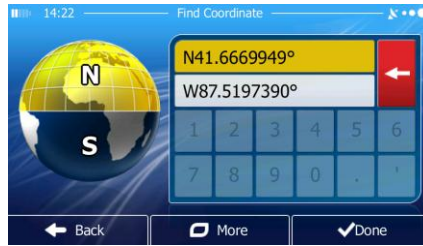
- After a short summary of the route parameters, the map appears showing the entire route. The route is automatically calculated. Tap  to modify route parameters, or tap  and start your journey.





### 3.1.7 Entering the coordinate of the destination

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




- If you are on the Map screen, tap  to return to the Navigation menu.
- In the Navigation menu, tap .
- Open the  menu and tap .
- You can enter the latitude and longitude values in any of the following formats: decimal degrees; degrees and decimal minutes; or degrees, minutes and decimal seconds.





5. (optional) If necessary, tap  then  and enter the coordinate in UTM format.



6. When finished, tap .
7. A full screen map appears with the selected point in the middle. If necessary, tap the map

somewhere else to modify the destination. The Cursor (  ) appears at the new location. Tap  to confirm the destination, or tap  to select a different destination.


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



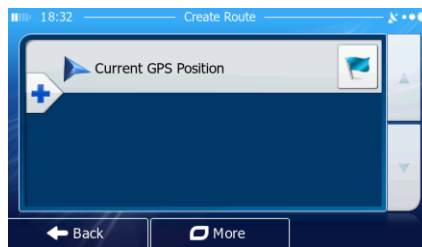
### 3.1.8 Building a route from the list of destinations (Create Route)

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


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

2. In the Navigation menu, tap .

3. Tap .



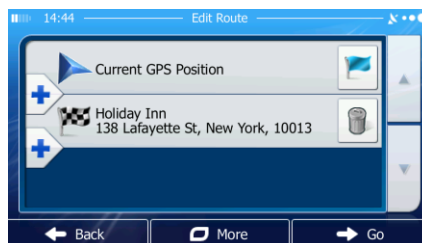
4. There is only one line in the list of route points, the start point of the route, normally the current GPS position.


5. Tap  to select the destination.

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





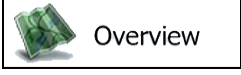
7. When the new destination is selected, the list returns.

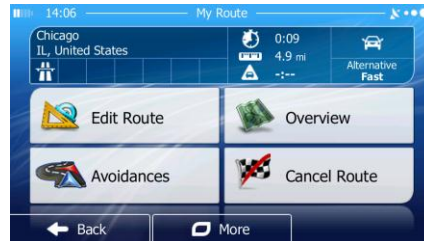


8. To add more destinations, tap  where you want to insert the new route point in the list, and repeat the above procedure.

### 3.2 Viewing the entire route on the map



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

1. If you are on the Map screen, tap  to return to the Navigation menu.
2. In the Navigation menu, tap .
3. Tap . The active route is displayed in its full length on the map together with additional information and controls.









### 3.3 Checking route parameters and accessing route related functions

You can check different parameters of the route recommended by iFly Streets.

1. If you are on the Map screen, tap  to return to the Navigation menu.
2. In the Navigation menu, tap .
3. The following pieces of information are displayed:
  - The name and/or address of the destination.
  - Warning icons (if any). They provide extra information about your route (e.g. unpaved roads or toll roads to be taken).
  - The total time of the route.
  - The total length of the route.
  - Estimated delay on your route.
  - The symbol of the vehicle type used in route calculation.
  - The route planning method (e.g. Fast).



4. You have the following options on this screen (for detailed instructions on how to use them, see the next chapter):

- Tap  Edit Route to edit the route: to add or remove destinations or change their sequence. You can also set a route start point other than your current location. This can be useful to plan and save a future trip.
- Tap  Overview to display the entire route on the map.
- Tap  Avoidances to bypass a part of the route.
- Tap  Cancel Route to delete the active route.
- Tap  More to open a list with more options like selecting from route alternatives, changing route parameters, simulating the route, saving the active route or loading a previously saved route.
- Tap  Back to return to the Navigation menu.


### 3.4 Modifying the route

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

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

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



- Tap  New Route to plan a new route to the newly selected location. The previous destination and waypoint(s) are deleted.



- Tap **Waypoint** to add the newly selected location as an intermediate destination to your route. The other destinations of the route remain intact. Note: the new waypoint is placed among destinations to keep the route optimal. To decide where a waypoint to appear, use the Edit Route feature.



- Tap **Final Destination** to append the newly selected destination at the end of the route. The other destinations of the route remain intact. The previous final destination is now the last waypoint.

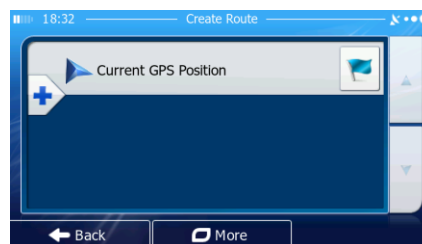
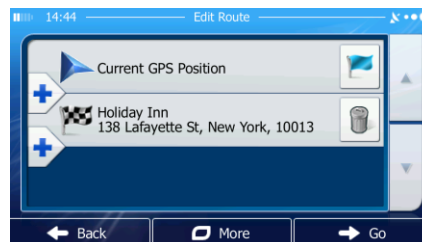
### 3.4.2 Setting a new starting position for the route


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

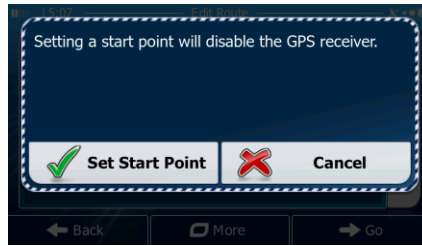
1. If you are on the Map screen, tap **Menu** to return to the Navigation menu.

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

3. If you already have a route, tap **Edit Route**. If you are starting a new route, tap **Create Route**.



4. The first line is the start of the route, normally the current GPS position. Tap  and confirm your action at the warning message.



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



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



8. To return to normal navigation, tap

### 3.4.3 Editing the list of destinations (Edit Route)

You can edit the route by modifying the list of destinations. You can add or remove destinations, modify the start position or reorder the list.

1. If you are on the Map screen, tap

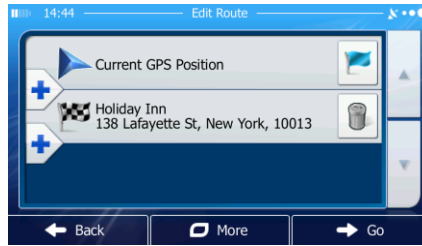


2. In the Navigation menu, tap







3. Tap





4. You have the following options:






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

### 3.4.4 Pausing the active route

You do not need to pause the active route: when you start driving again, iFly Streets restarts the voice instructions from your position.

### 3.4.5 Canceling the active route

To cancel the navigated route, do one of the following:

- If you are on the Map screen, tap  and then tap . (If you have a route with waypoints, you need to tap  until all waypoints are deleted.)
- In the Navigation menu, tap  and then tap . The active route is deleted with all its waypoints.



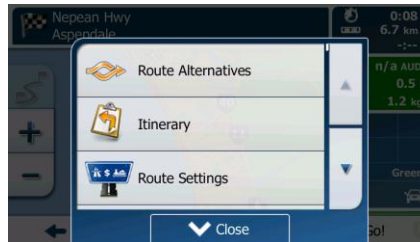
### 3.4.6 Checking route alternatives when planning the route

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

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



2. Tap  More




3. Tap  Route Alternatives

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



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



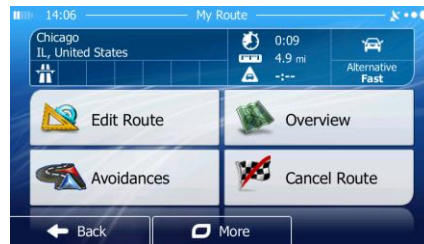
6. Select one of the route alternatives and tap  to return to the previous screen. iFly Streets recalculates the route. The orange line now shows the new recommended route.

### 3.4.7 Checking route alternatives for an existing route

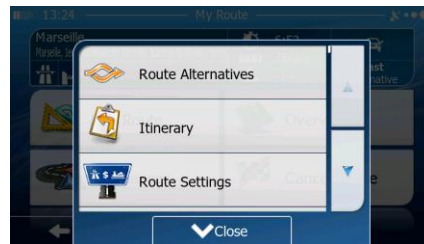
To recalculate the active route with a different route planning method, you can modify the Route settings (page 85). There is another way to do this and to compare different route alternatives with the same route planning method. Do as follows:

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

2. In the Navigation menu, tap .



3. Tap .




4. Tap .

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





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

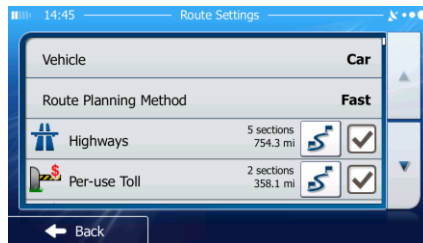



7. Select one of the route alternatives then tap and hold  for a few seconds to return to the Map screen. iFly Streets recalculates the route. The orange line now shows the new recommended route.







### 3.4.8 Changing the vehicle used in route planning

To recalculate the active route for a different vehicle, do as follows. These changes can also be made in Settings (page 85).

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





2. Tap  and then tap one of the following:

-  Car
-  Pedestrian
-  Bicycle
-  Emergency
-  Bus
-  Taxi



3. iFly Streets recalculates the route optimized for the new vehicle type. The orange line now shows the new recommended route.

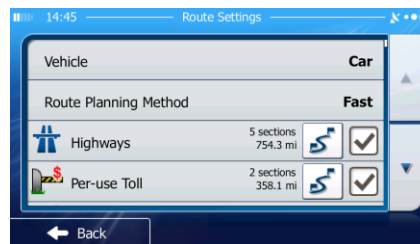
 Note!

If you select  **Pedestrian** and you forget to change it back to a vehicle later, the software warns you when you travel with a speed that is too high for a pedestrian. You are allowed to switch back instantly to  **Car**.






### 3.4.9 Changing the road types used in route planning


To recalculate the active route with different road type preferences, do as follows. These changes can also be made in Settings (page 85).


1. On the Map screen, tap  and then tap  **Route Settings**.



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

-  **Highways** - You might need to avoid freeways when you are driving a slow car or you are towing another vehicle.
-  **Period Charge** - Charge roads are pay roads where you can purchase a pass or vignette to use the road for a longer period of time. They can be enabled or disabled separately from toll roads.
-  **Per-use Toll** - iFly Streets includes toll roads (pay roads where there is a per-use charge) in the routes by default. If you disable toll roads, iFly Streets plans the best toll-free route.
-  **Ferries** - iFly Streets includes ferries in a planned route by default. However, a map does not necessarily contain information about the accessibility of temporary ferries. You might also need to pay a fare on ferries.
-  **Unpaved Roads** - iFly Streets excludes unpaved roads by default: unpaved roads can be in a bad condition and usually you cannot reach the speed limit on them.

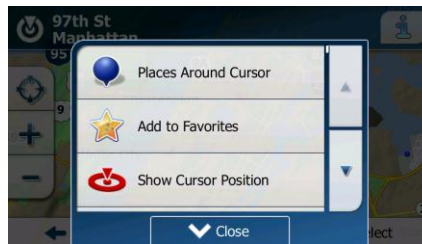
-  Carpool - Carpool or HOV lanes can be used if a given number of passengers are traveling in the vehicle. You should check whether you are allowed to use carpool lanes before enabling this road type.

- Tap  to confirm the changes. iFly Streets recalculates the route. The orange line now shows the new recommended route.


### 3.5 Saving a location as a Favorite destination

You can add any location to Favorites, the list of frequently used destinations. Planning a route to one of the Favorite destinations is described on page 54.


- Select a destination as described before. It can be an address, a Place, any location on the map, a previously used destination from History, a coordinate or a location where a photo was taken.
- When the full screen map appears with the selected location in the middle, tap



- Tap .

- (optional) Using the keyboard, you can change the name offered for the Favorite. Tap  to enter numbers or symbols.



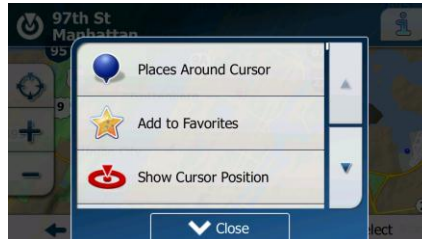
- Tap  to save the location as a new Favorite destination.

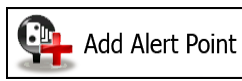
### 3.6 Saving a location as an alert point

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

1. Browse the map and select a location. The red Cursor appears there.


2. Tap .



3. Scroll down the list and tap .

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



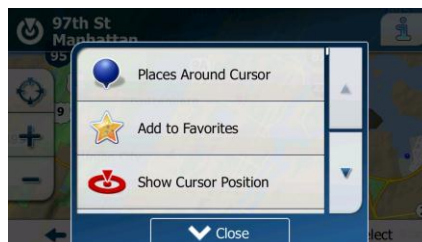
5. Tap  to save the location as a new alert point.

### 3.7 Editing an alert point

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

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

2. Tap .



3. Scroll down the list and tap



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



5. Tap



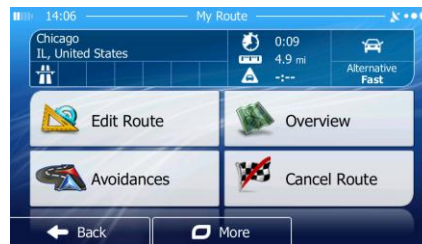
### 3.8 Watching the simulation of the route

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

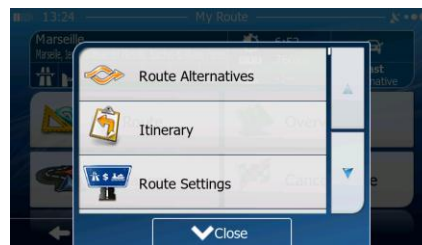
1. If you are on the Map screen, tap



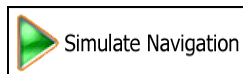
2. In the Navigation menu, tap



3. Tap







4. Scroll down the list and tap





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

- : Jump to the next route event (maneuver).
- : Pause the simulation.
- : Jump to the previous route event (maneuver).
- : Tap to increase the speed of the simulation to 4, 8 or 16 times faster. Now tap again to return to the normal speed.

2. Tap  to stop the simulation.



## 4 Reference Guide

On the following pages you will find the description of the different concepts and menu screens of iFly Streets.

### 4.1 Concepts

#### 4.1.1 Smart Zoom

Smart Zoom provides much more than just a usual automatic zoom feature:

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

#### 4.1.2 Daytime and night color themes

iFly Streets uses different color themes during the day and during the night for both the map and the menu screens.


- Daytime colors are similar to paper road maps, and the menus are bright.
- The night color themes use dark colors for large objects to keep the average brightness of the screen low.


iFly Streets offers different daytime and night color profiles. It can also switch automatically between the daytime and the night schemes based on the current time and GPS position a few minutes before sunrise, when the sky has already turned bright, and a few minutes after sunset, before it becomes dark.

#### 4.1.3 Route calculation and recalculation

iFly Streets calculates the route based on your preferences:

- Route planning methods:

- : Gives a quick route if you can travel at or near the speed limit on all roads. Usually the best selection for fast and normal cars.

- : Gives a route that has the smallest total distance of all possible routes. It can be practical for slow vehicles.

### Green

- **Green**: Gives a quick but fuel efficient route based on the fuel consumption data given in Green Routing settings (page 88). Travel cost and CO<sub>2</sub> emission calculations are estimations only. They cannot take elevations, curves and traffic conditions into account.

### Easy

- **Easy**: Results in a route with fewer turns and no difficult maneuvers. With this option, you can make iFly Streets to take, for example, the freeway instead of a series of smaller roads or streets.

- Vehicle types:



### Car

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



### Pedestrian

- **Pedestrian**:
  - Neither maneuver restrictions nor directional constraints are taken into account when planning a route.
  - Roads are used only if access for pedestrians is allowed.
  - Controlled-access roads are excluded from routes.
  - A private road is used only if the destination is there.
  - Speed limits are not used in route calculation and an average walking speed is used when calculating the estimated time of arrival.



### Bicycle

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



### Emergency

- **Emergency**:
  - All maneuvers are available in intersections.
  - Directional constraints are taken into account the way that opposite direction is allowed with a low speed.

- A private road is used only if the destination is there.
- Walkways are excluded from routes.



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



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

- Road types used or avoided in route calculation:



Whenever data exist, route calculation takes into account statistical traffic data for the given day of week and time of day (page 78).


iFly Streets automatically recalculates the route if you deviate from the proposed itinerary.

For further information about Route settings, see page 85.


#### 4.1.4 Green routing

Route calculation is not only about finding the quickest or shortest route. For some of the vehicle types, you can also check the fuel consumption and CO<sub>2</sub> emission when planning a route, and you can create cost effective routes with less effect on the environment.



In Settings, select  to enter the necessary parameters of your vehicle and the average fuel price. You can also select whether you want to see the difference between your route and the green route even if the selected routing method is not Green.



After the above parameters are set, select  as route planning method to get a fast but also fuel efficient route. Note that travel cost and CO<sub>2</sub> emission calculations are estimations only. They cannot take elevations, turns, curves and traffic conditions into account. Also, this routing is not meant to give you the "greenest" route of all. It is still important to travel quickly so the result is a fast route with low fuel consumption and CO<sub>2</sub> emission.

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



If the selected route planning method is not Green, and you have allowed the application to show the green alternative, the price, fuel consumption and CO<sub>2</sub> emission differences between your selected route and the Green route are also shown on this screen:



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

#### 4.1.5 Road safety cameras and other proximity alert points

There is a special proximity warning for road safety cameras (like speed or red light cameras) and other proximity alert points (like schools or railroad crossings). These alert points are preloaded in iFly Streets. You can download more from [www.naviextras.com](http://www.naviextras.com) or you can upload points in a specific text file if needed.

You can also add your own alert points or edit the preloaded or uploaded points. See page 70 for details.

The application can warn you when you approach road safety cameras like speed cameras or dangerous areas like school zones or railroad crossings. You can set up the different alert types individually in Sound and Warning settings (page 83).

The following alert types are available:

- Audio warning: beeps or the spoken type of the alert can be played while you are approaching one of these points, or extra alert sounds if you exceed the given speed limit while approaching.
- Visual warning: the type of the alert point, its distance and the related speed limit appear on the Map screen while you are approaching one of these cameras. The distance from the camera is also displayed.

For some of the alert points, the enforced or expected speed limit is available. For these points, the audio alert can be different if you are below or above the given speed limit.

- Only when speeding: The audio alert is only played when you exceed the given speed limit.
- When approaching: The audio alert is always played. In order to draw your attention, the alert can be different if you exceed the speed limit.



**Note!** The warning for road safety cameras is disabled when the GPS position is not yet available or if you are in certain countries where road safety camera warning is prohibited.

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#### 4.1.6 Speed limit warning

Maps may contain information about the speed limits of the road segments. iFly Streets is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer), or may not be fully correct for all roads in the map. Speed warning can be fine-tuned in Sound and Warning settings (page 83).

You can set the relative speed above which the application initiates the warning.

The following alert types are available:

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




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





#### 4.1.7 Battery and GPS position quality indicators

You can find useful information in the top corners of menu screens.

The battery symbol in the top left corner, next to the current time shows information about the rechargeable battery of the device.

Icon	Description
	This battery meter is not applicable as there is no internal battery.

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

Icon	Description
	iFly Streets has no connection to the GPS receiver: GPS navigation is not possible. Devices with a built-in GPS receiver are permanently connected. On such devices, the icon does not appear in normal circumstances.
	iFly Streets is connected to the GPS receiver, but the signal is too weak and the receiver cannot determine the GPS position. GPS navigation is not possible.
	Only a few satellites are received. Position information is available, but elevation (altitude) cannot be calculated. GPS navigation is possible, but the position error may be significant.
	Altitude information is available, the position is a 3D position. GPS navigation is possible.

#### 4.1.8 Stored traffic information in route planning

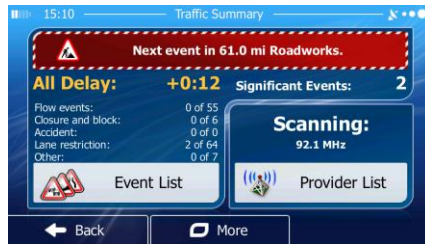
The recommended route is not always the same between two points. Offline statistical traffic information (historical speed information or traffic patterns) can be taken into account in the route calculation based on the time of day and the day of week whenever suitable data exists. This function is subject to data availability.

## Smart Routes with stored statistical traffic information

If statistical traffic information is stored with the map data, iFly Streets can take them into account when planning a route. In normal cases, these statistics help you avoid usual traffic jams on the given day of week in the given hour but in some cases like on public vacations that fall on normal weekdays, they can be misleading. You can disable this Smart Route feature in Traffic settings (page 85).



Tap  to open the Traffic Summary screen:














## 4.2 'More' menu


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



Button	Description
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 <p>Settings</p>	<p>You can configure the program settings, and modify the behavior of iFly Streets. Fine-tune route planning options, change the look of the Map screen, turn on or off warnings, or restart the Configuration wizard, etc.</p> <p>See the next chapter for details.</p>
 <p>Updates and Extras</p>	<p>Visit <a href="http://www.naviextras.com">www.naviextras.com</a> to get additional content, such as new maps or 3D landmarks and useful applications.</p>
 <p>Music Player</p>	<p>Access the music player application to play background music during navigation. Create a playlist from the music files stored on your device and entertain yourself during your journey. Audio warnings and guidance messages still guide you on your route as the application can fade the music while these announcements are played.</p>
 <p>Picture Viewer</p>	<p>Access the Picture Viewer application. View the pictures stored on your device. If coordinates are stored in your photos, you can start navigating to the place where the selected photo was taken.</p>
 <p>Unit Converter</p>	<p>Access travel applications: the unit converter helps you convert between various different international units for temperature, speed, area or pressure, etc.</p>
 <p>Clothing</p>	<p>Access travel applications: the clothing size converter helps you convert between various different international size units for men's or women's cloth types and shoes.</p>
 <p>Calculator</p>	<p>The scientific calculator helps you in all your calculation needs. Tap the Mode button for additional functions and use the memory to save your results.</p>
 <p>Fuel Consumption</p>	<p>The Fuel consumption monitor helps you keep track of the consumption of your car even if you do not use navigation for all your journeys. Set the initial odometer value and then record the distance taken and fuel filled in whenever you fill your car. You can also set reminders for regular car maintenance.</p>
 <p>Sunrise &amp; Sunset</p>	<p>Tap this button to see the sunlit and dark areas of the world. Your current location and route points are marked on the map. Tap the Details button to see the exact sunrise and sunset times for all your route points (your current location, all waypoints and the final destination).</p>
 <p>Trip Monitor</p>	<p>If you save your trip logs when you arrive at some of your destinations or let the application automatically save the trip logs for you, those logs are all listed here. Tap one of the trips to see the trip statistics, speed and altitude profile. If track log has also been saved, you can display it on the map with the selected color. Track logs can be exported to GPX files for later use.</p>
 <p>Country Information</p>	<p>Select a country from the list and see useful driving information about the selected country. Information may include speed limits on different road types, the maximum blood alcohol level and any compulsory equipment you need to show when stopped by the police.</p>



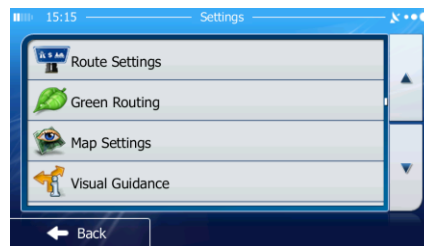
	<p>Read the Tutorial to get instant understanding of the functions of your software, or run the Demo to watch sample route simulations to see how navigation works.</p> <p>The About section provides you with product information. Read the Software and Database End User License Agreement, look up content licenses or check the unique identifier of the software. You can also access program usage statistics.</p>
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### 4.3 Settings menu









You can configure the program settings, and modify the behavior of iFly Streets. Tap the following



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



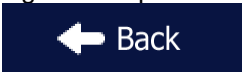





Button	Description
 Sound and Warnings	Adjust the sound volume, mute your device or change the voice guidance language. In addition, you can enable and set up different warnings and alerts.
 Customise Quick Menu	The content of the Quick menu (page 21) is fully customizable. Tap the button you want to change, and select its new function from the list.
 Traffic	<p>The recommended route is not always the same between two points. Whenever suitable data exists, offline statistical traffic information (historical traffic data or traffic patterns) can be taken into account in the route calculation based on the time of day and the day of week.</p> <p>This function is subject to data availability.</p> <p>Tap the button to set up this function.</p>
 Route Settings	These settings determine how routes will be calculated. Select the type of vehicle you are driving, the road types used in route planning, and the route planning method.
 Green Routing	These settings determine how Green routes will be calculated. They are also used to display the cost and CO <sub>2</sub> emission of routes.

 <p>Map settings</p>	<p>You can fine-tune the appearance of the Map screen. Adjust the map view to your needs, choose suitable color themes from the list for both daytime and night use, change the red arrow to a 3D car model, show or suppress 3D buildings, turn track logging on or off, and manage you Place visibility sets (which Places to show on the map).</p>
 <p>Visual Guidance</p>	<p>Settings related to guidance on the map screen can be adjusted here.</p>
 <p>Display</p>	<p>Display related settings include menu animations, separate skins for daytime and night use and the brightness of the display.</p>
 <p>Regional</p>	<p>These settings allow you to customize the application for your local language, measurement units, time and date settings and formats, as well as to choose the time zone.</p>
 <p>Trip Monitor</p>	<p>Trip logs and track logs contain useful information about your trips. Trip logs can be saved manually when you reach your destination or you can turn on the automatic saving here.</p>
 <p>Log Collection</p>	<p>The application collects usage information and GPS logs that may be used for improving the application and the quality and coverage of maps. Here you can enable or disable collecting these logs.</p>
 <p>Start Configuration Wizard</p>	<p>Modify the basic software parameters set during the initial setup process. For details, see page 7.</p>
 <p>Reset to Defaults</p>	<p>Delete all saved data and reset all settings to their factory defaults.</p>

### 4.3.1 Sound and Warnings

Adjust the sound volume, mute your device or change the voice guidance language. In addition, you can enable and set up different warnings and alerts.


Button	Description
	<p>Tap this button to adjust the volume of the different sounds in the application. A new screen shows the different sound types and their controls. See below for details.</p>
	<p>This button shows the current voice guidance profile. By tapping the button, you can select a new profile from the list of available languages and speakers.</p> <p>Tap any of these to hear a sample voice prompt. Just tap  when you have selected the new spoken language.</p>
	<p>Maps may contain information about the speed limits of the road segments. iFly Streets is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer), or may not be fully correct for all roads in the map. This setting lets you decide whether you wish to receive visible and/or audible warnings.</p> <p>Adjust the slider to set the relative speed above which the application initiates the warning.</p> <p>The following alert types are available:</p> <ul style="list-style-type: none"> <li>• Audio warning: you receive a verbal warning when you exceed the speed limit with the given percentage.</li> <li>• Visual warning: the current speed limit is shown on the map when you exceed it.</li> </ul> <p>If you prefer to see the speed limit sign on the map all the time (normally it is shown only if your speed exceeds it), you can set it here.</p>
	<p>This feature allows you to receive a warning when approaching a Road Safety Camera. You must ensure on your own liability that using this feature is legal in the country where you intend to use it.</p> <p>This button is not displayed when GPS position is not available or if you are in certain countries where road safety camera warning is prohibited. Even if the button is available, you are responsible for checking whether it is legal to use this feature at your location.</p>
	<p>Maps may contain driver alert information. Tap this button to turn on or off these warnings and to set the distance from the hazard to receive the warning at. These can be set individually for the different warning types.</p>

<p>Proximity Alerts</p>	<p>The application can warn you when you approach road safety cameras like speed cameras or dangerous areas like school zones or railroad crossings. Tap this button and set the different alert types individually.</p> <p>The following alert types are available:</p> <ul style="list-style-type: none"> <li>• Audio warning: beeps or the name of the alert type can be played while you are approaching the camera, or extra alert sounds if you exceed the speed limit while approaching one of these cameras.</li> <li>• Visual warning: the type of the alert point, its distance and the related speed limit appear on the Map screen while you are approaching one of these cameras. The distance from the camera is also displayed.</li> </ul> <p>For some of the alert points, the enforced or expected speed limit is available. For these points, the audio alert can be different if you are below or above the given speed limit.</p> <ul style="list-style-type: none"> <li>• Only when speeding: The audio alert is only played when you exceed the given speed limit.</li> <li>• When approaching: The audio alert is always played. In order to draw your attention, the alert can be different if you exceed the speed limit.</li> </ul> <p>Road safety cameras are not displayed in the list when GPS position is not available or if you are in certain countries where road safety camera warning is prohibited.</p>
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You can control the volume of the following sound types:

Button	Description
Master	This is the main volume control. These controls affect all below sounds. They can also be accessed from the Quick menu.
Guidance	These controls affect the volume of the guidance sounds (verbal instructions).
Alerts	These controls affect the volume of the alert sounds (beeps).
Music	These controls affect the volume of the background music.
Key Sounds	Key sounds provide audible confirmation of tapping the touch screen. These controls affect key sounds.

Controls for each sound type:

Button	Description
Volume slider	Adjusts the volume of the related sound.
	Use the switch to mute the related sound. The slider becomes inactive. Tap again to re-enable.

### 4.3.2 Customize Quick menu

The content of the Quick menu (page 21) is fully customizable. Tap the button you want to change, and select its new function from the list.


The list of available functions and their descriptions are on page 21.

### 4.3.3 Traffic settings

The recommended route is not always the same between two points.

Whenever suitable data exists, offline statistical traffic information (historical speed information or traffic patterns) can be taken into account in the route calculation based on the time of day and the day of week.

This function is subject to data availability.

Button	Description
 Smart Routes	Use this switch to enable or disable historical traffic data and traffic patterns. This locally stored information can be very useful in normal circumstances but for example on public vacations it may be better to turn off in order not to take into account normal weekday traffic jams.

### 4.3.4 Route settings







These settings determine how routes will be calculated.

Button	Description
<div style="border: 1px solid gray; border-radius: 10px; padding: 5px; text-align: center;">Vehicle</div>	You can set the type of vehicle you will use to navigate the route. Based upon this setting, some of the road types can be excluded from the route, or some of the restrictions may not be taken into account in route calculation.
<div style="border: 1px solid gray; border-radius: 10px; padding: 5px; text-align: center;">Route Planning Method</div>	The route calculation can be optimized for different situations and vehicle types by changing the planning method. See below for details.

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

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

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

Button	Description
 Highways	You might need to avoid freeways when you are driving a slow car or you are towing another vehicle.
 Period Charge	Charge roads are pay roads where you can purchase a pass or vignette to use the road for a longer period of time. They can be enabled or disabled separately from toll roads.
 Per-use Toll	iFly Streets includes toll roads (pay roads where there is a per-use charge) in the routes by default. If you disable toll roads, iFly Streets plans the best toll-free route.
 Ferries	iFly Streets includes ferries in a planned route by default. However, a map does not necessarily contain information about the accessibility of temporary ferries. You might also need to pay a fare on ferries.
 Unpaved Roads	iFly Streets excludes unpaved roads by default: unpaved roads can be in a bad condition and usually you cannot reach the speed limit on them.
 Carpool	Carpool or HOV lanes can be used if a given number of passengers are traveling in the vehicle. You should check whether you are allowed to use carpool lanes before enabling this road type.

### Vehicle types:

-  Car

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

-  Pedestrian

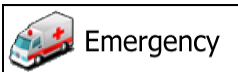
- Neither maneuver restrictions nor directional constraints are taken into account when planning a route.
- Roads are used only if access for pedestrians is allowed.

- Controlled-access roads are excluded from routes.
- A private road is used only if the destination is there.
- Speed limits are not used in route calculation and an average walking speed is used when calculating the estimated time of arrival.



Bicycle

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



Emergency

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



Bus

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



Taxi

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






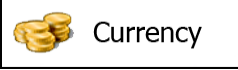
**Route Planning Method types:**

Button	Description
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<b>Fast</b>	Gives a quick route if you can travel at or near the speed limit on all roads. Usually the best selection for fast and normal cars.
<b>Short</b>	Gives a short route to minimise the distance to travel. Usually practical for pedestrians, cyclists or slow vehicles. Searching for a short route regardless of the speed, this route type is rarely practical for normal vehicles.
<b>Green</b>	Gives a quick but fuel efficient route based on the fuel consumption data given in Green Routing settings (page 88). Travel cost and CO <sub>2</sub> emission calculations are estimations only. They cannot take elevations, curves and traffic conditions into account.
<b>Easy</b>	Results in a route with fewer turns and no difficult maneuvers. With this option, you can make iFly Streets to take, for example, the freeway instead of a series of smaller roads or streets.

### 4.3.5 Green routing settings

These settings determine how Green routes will be calculated. They are also used to display the cost and CO<sub>2</sub> emission of routes.

Button	Description
Fuel Consumption Urban	Enter the average consumption of your vehicle when used in built-up areas. If necessary, tap  More and select  Fuel Economy to change the measurement unit.
Fuel Consumption Rural	Enter the average consumption of your vehicle when used on highways. If necessary, tap  More and select  Fuel Economy to change the measurement unit.
Type of Engine	Select the engine and fuel type of your vehicle. This helps in estimating the CO <sub>2</sub> emission.
Price of Fuel	Enter the average fuel price for travel cost calculation. If necessary, tap  More and select  Currency to change the currency.
Calculate Green Alternative	If the selected routing method is not Green, you can have the best green alternative on screen when selecting the route.














### 4.3.6 Map settings

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

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







Button	Description
 View Mode <b>3D</b>	Switch the map view between a 3D perspective view and a 2D top-down view.
 Viewpoint <b>Normal</b>	Adjust the basic zoom and tilt levels to your needs. Three levels are available.
 Colors <b>Auto</b>	Switch between daytime and night color modes or let the software switch between the two modes automatically a few minutes before sunrise and a few minutes after sunset.
 Day Map Color	Select the color scheme used in daytime mode.
 Night Map Color	Select the color scheme used in night mode.
 3D vehicle Gallery	Replace the default position marker to one of the 3D vehicle models. You can select separate icons for different vehicle types selected for route planning. Separate icons can be used for car, pedestrian and the other vehicles.
 Landmarks <b>ON</b>	Show or suppress 3D landmarks, 3D artistic or block representations of prominent or well-known objects.
 Buildings <b>ON</b>	Show or suppress 3D city models, 3D artistic or block representation of full city building data containing actual building size and position on the map.
 Track Logs <b>ON</b>	Turn on or off track log saving, that is, saving the sequence of the locations your journeys go through.

 Place Markers	<p>Select which Places to show on the map while navigating. Too many Places make the map crowded so it is a good idea too keep as few of them on the map as possible. For this, you have the possibility to save different Place visibility sets. You have the following possibilities:</p> <ul style="list-style-type: none"> <li>• Tap the checkbox to show or hide the Place category.</li> <li>• Tap the name of the Place category to open the list of its subcategories.</li> <li>• Tap  to save the current Place visibility set or to load a previously saved one. Here you can also revert to the default visibility settings.</li> </ul>
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### 4.3.7 Visual guidance settings


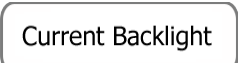
Settings related to guidance on the map screen can be adjusted here.

 Data Fields	<p>The data fields in the corner of the Map screen can be customized. Tap this button and select the values you want to see. The values can be different when you navigate a route from when you are just cruising without a given destination. You can select general trip data like your current speed or the altitude, or route data related to your final destination or the next waypoint on your route.</p>
 Junction View	<p>If you are approaching a freeway exit or a complex intersection and the needed information exists, the map is replaced with a 3D view of the junction. You can turn this feature on or let the map be displayed for the whole route.</p>
 Signpost	<p>Whenever adequate information is available, lane information similar to the real ones on road signs above the road is displayed at the top of the map. You can turn this feature on or off.</p>
 Route Progress Bar	<p>Turn on the route progress bar to see your route as a straight line on the left side of the map. The red arrow represents your current position and moves up as you travel. Waypoints are also displayed on the line.</p>

### 4.3.8 Display settings

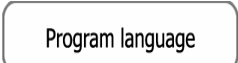


Display related settings include menu animations, separate skins for daytime and night use and the brightness of the display.

 Menu Animations	<p>When animation is turned on, buttons on menus and keyboard screens appear in an animated way. Screen transitions are also animated.</p>
 Day Skin Theme	<p>Select the style and colors of the application used in daytime mode.</p>

 Night Skin Theme	Select the style and colors of the application used in night mode.
 Current Backlight	Adjust the display backlight.

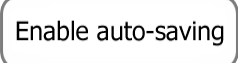

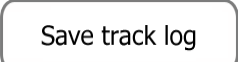
### 4.3.9 Regional settings

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

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

### 4.3.10 Trip monitor settings



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

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

### 4.3.11 Log collection settings

If you accept this when first using the application, it collects usage information and GPS logs that may be used for improving the application and the quality and coverage of maps. The data is processed anonymously; no one will be able to track any personal information.

Here you can enable or disable collecting these logs.

 Application Usage Info..	Anonymous statistical information on using the navigation software is collected for later development purposes. Understanding how different people use the application can help us improve the user interface and the program workflow.
 GPS Tracks	Anonymous track logs are collected for later development purposes. Your trips can help us improve the quality and coverage of maps.

## **5 Glossary**

### **2D/3D GPS reception**

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

### **Active route**

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

### **City Center**

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

### **Color theme**

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

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

### **GPS accuracy**

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

### **Map**

iFly Streets works with digital maps which are not simply the computerized versions of traditional paper maps. Similarly to the paper road maps, the 2D mode of digital maps show you streets, roads, and elevation is also shown by colors.

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

## **North-up map orientation**

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

## **Road Safety Camera**

Special alert points for speed, red light or bus lane cameras. Different data sources are available. You can configure iFly Streets to warn you when you approach one of these cameras.

Detecting the location of Road Safety Cameras is prohibited in certain countries. It is the sole responsibility of the driver to check whether this feature can be used during the trip.

## **Route**

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

## **Track-up map orientation**

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

## **Vehimarker**

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

## 6 End User License Agreement

### 1 The contracting parties

1.1 This Agreement has been entered into by and between NNG Kft. (registered seat: 23 Bérc utca, H-1016 Budapest, Hungary; Company reg.no.: 01-09-891838) as Licensor (hereinafter: Licensor) and You as the User (hereinafter: User; the User and the Licensor jointly referred to as: Parties) in subject of the use of the software product specified in this Agreement.

### 2 Conclusion of the Agreement

2.1 The Parties hereby acknowledge that this Agreement shall be concluded by implicit conduct of the Parties without signing the Agreement,

2.2 The User hereby acknowledges that following the lawful acquisition of the software product constituting the object of this Agreement (Section 4), any degree of use, installation into a computer or other hardware, installation of such hardware into a vehicle, pressing of the "Accept" button displayed by the software during installation or use (hereinafter referred to as Use) shall mean that the User has accepted the terms and conditions of this Agreement as legally binding.

2.3 This Agreement shall by no means authorise use of the software product by those persons having unlawfully acquired the software product or having unlawfully installed it on a computer or in a vehicle.

### 3 Relevant laws and regulations

3.1 Any action related to this Agreement will be governed by the laws of the Republic of Hungary, with specific reference to Act IV of 1959 on the Civil Code and to Act LXXVI of 1999 on Copyrights shall apply.

3.2 The original language version of this Agreement is the Hungarian version. This Agreement has versions in other languages as well. In case of dispute the Hungarian version shall prevail.

4 Object of the Agreement and Termination 4.1 The object of this Agreement shall be the navigation guidance software product of Licensor (hereinafter referred to as the Software Product).

4.2 The Software Product shall include the operating computer program, its complete documentation, the map database pertaining thereto and any third-party content and services accessible through the Software Product (hereinafter: Database).

4.3 Any form of display, storage, coding, including printed, electronic or graphic display, storage, source or object code, or any other as yet undefined form of display, storage, or coding, or any medium thereof shall be deemed parts of the Software Product.

4.4 Error corrections, additions, updates used by the User following the conclusion of this Agreement shall also be deemed parts of the Software Product.

4.5 Your rights under this Agreement will terminate immediately without notice from Licensor if you materially breach it or take any action in derogation of Licensor's and/or its licensors' rights to the Software Product. Licensor may terminate this Agreement should any Software Product become, or in Licensor's reasonable opinion likely to become, the subject of a claim of intellectual property infringement or trade secret misappropriation. Upon termination, you will cease use of, and destroy Software Product and confirm compliance in writing to Licensor

### 5 Rights under copyright

5.1 Unless otherwise provided by law or contractual provisions, the Licensor is the sole and exclusive owner of all material copyrights vested in the Software Product.

5.2 Copyrights extend to the whole Software Product and to its parts separately as well.

5.3 The owner(s) of the copyrights of the Database forming part of the Software Product is (are) the natural person(s) or corporate entity(ies) listed in the Appendix to this Agreement or in the "About" menu item of the operating computer program (hereinafter referred to as Database Owner). The user's manual of the Software Product includes the name of the menu option where all the owners of the Database items are listed. The Licensor hereby states that it has obtained sufficient usage and representation rights from the Database owners in order to utilize the Database, to offer it for utilization and to transfer it for utilization as set forth in this Agreement.

5.4 Pursuant to this Agreement, all rights vested in the Software Product shall remain in the ownership of the Licensor, except for those to which the User is entitled under law or by virtue of this Agreement.

## 6 Rights of the User

6.1 The User is entitled to install the Software Product into one hardware device (desktop, handheld, portable computer, navigation device), and to run and use one copy of the Software Product or a preinstalled copy of the Software Product thereon.

6.2 The User is entitled to make one backup copy of the Software Product. However, if the Software Product operates after installation without the use of the original media copy, then the original media copy shall be deemed to be a backup copy. In all other cases, the User is only entitled to use the backup copy if the original media copy of the Software Product has been ascertainably and unequivocally rendered unsuitable for its lawful and intended use.

## 7 Limitations of use

### 7.1 The User is not entitled

7.1.1 to duplicate the Software Product (to make a copy thereof);

7.1.2 to lease, rent or lend it or to transfer it to a third person for any reason;

7.1.3 to translate the Software Product (including translation (compilation) to other programming languages);

7.1.4 to decompile the Software Product;

7.1.5 to evade the protection of the Software Product or to modify, circumvent or obviate such protection through technological or by any other means;

7.1.6 to modify, extend, transform the Software Product (in whole or in part), to separate it into parts, combine it with other products, install it in other products, utilize it in other products, not even for the purpose of achieving interoperability with other devices;

7.1.7 apart from using the computer program, to obtain information from the Database as a part of the Software Product, to decompile the Database, to use, copy, modify, extend, transform the Database in whole or in part or the group of data stored therein, or to install it in other products or otherwise, utilize it in other products or to transfer it, not even with the aim of achieving interoperability with other products.

## 8 No warranty, limitation of liability

8.1 The Licensor hereby informs the User that although the greatest care was taken in producing the Software Product, given the nature of the Software Product and its technical limitations, the Licensor does not provide a warranty for the Software Product being completely error-free, and the Licensor is not bound by any contractual obligation whereby the Software Product obtained by the User should be completely error-free.

8.2 The Licensor does not warrant that the Software Product is suitable for any purpose defined either by the Licensor or the User, and does not warrant that the Software Product is capable of interoperating with any other system, device or product (e.g. software or hardware).

8.3 The Licensor does not assume any responsibility for damages incurred due to an error in the Software Product (including errors of the computer program, the documentation and the Database).

8.4 The Licensor does not assume any responsibility for damages incurred due to the Software Product not being applicable for any defined purpose, or due to the error or incompatibility of the Software Product with any other system, device or product (e.g. software or hardware).

8.5 The Licensor also draws the attention of the User to the fact that, when using the Software Product in any form of vehicle, observing the traffic regulations and rules (e.g. use of obligatory and/or reasonable and suitable security measures, proper and generally expected care and attention in the given situation, and special care and attention required due to the use of the Software Product) is the exclusive responsibility of the User. The Licensor shall not assume any responsibility for any damages occurred in relation to use of the Software Product in a motor vehicle.



8.6 By concluding the Agreement, the User shall, in particular, acknowledge the information stated in Section 8 above.

## 9 Sanctions

9.1 The Licensor hereby informs the User that, if the Licensor finds its rights under the Copyright Act to be breached, the Licensor may

9.1.1 seek judicial recognition of this breach;

9.1.2 demand that the breach cease and order the person in breach to refrain from continuing such actions;

9.1.3 demand that the person under breach give proper compensation (even by way of publicity at the expense of the person in breach);

9.1.4 claim the return of the increase of assets due to the breach;

9.1.5 demand the cease of the wrongful action and, demand restitution to its state before the breach was committed at the expense of the person in breach, and may demand the destruction of instruments and materials used to commit the breach as well as of the products created by the breach;

9.1.6 claim for damages.

9.2 The Licensor hereby also informs the User that the breach of copyrights and related rights is a crime under Act IV of 1978 on the Hungarian Criminal Code, which may be sentenced of two years in prison in basic cases and up to eight years in prison in aggravated cases.

## 9.3 Contents and services provided by third parties

The Licensor hereby excludes any liability of its own for the Database in the Software Product and for any content or service provided by a third party by using the Database. The Licensor does not warrant the quality, suitability, accuracy, fitness for a specific purpose or territorial coverage of the product or service or the availability of the service, and it specifically excludes any liability for the suspension of the service, and any damage arising in relation to the service or for complete cancellation of the service.

The relevant information and data in connection with the contents and services provided by third parties are available at [www.naviextras.com](http://www.naviextras.com). The User hereby acknowledges that the contents and services provided by third parties may only be used at the risk of the User and for the personal benefit of the User.

## 9.4 Contents and services provided by the Licensor or an agent of the Licensor

The Licensor or a contractual partner may offer various products and services to the User through [www.naviextras.com](http://www.naviextras.com). The User may only use these services when the User has read and understood the relevant end user license agreement(s) at [www.naviextras.com](http://www.naviextras.com) and the User is obliged to use the services in line with the terms and conditions thereof.

9.5 The parties hereby agree that the courts of the Republic of Hungary will have exclusive jurisdiction to rule on any disputes arising in connection with this Agreement.

## 10. Anonymous data collection

10.1 The User hereby acknowledges that the Software Product may collect and store data connected to the usage of the Software Product by the User (e.g. movement/route data, user interaction data). Such data collection functions may be disabled or enabled by User any time from within the corresponding menu. The collected data is connected to the device type identifier of the device running the Software Product and not associated in any way with any personal information of the User or with the User itself.

10.2 The collected data may be uploaded to Licensor's database and used exclusively for the purpose of enhancing and improving the features and services of the Software Product and the Databases. Uploading is executed through Licensor's special software or by the User navigation device, and the upload may be enabled or disabled by User. After successful data upload, the collected data is deleted from the Software Product storage media.

10.3 Collected data is transmitted, stored and handled anonymously and no connection of the data with the User shall be established by Licensor or any third party.

## **7 Copyright note**

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