1   CompeGPS Land/Air Quick Guide

Thank you for using CompeGPS Land/Air, the GPS data management and digital map viewing software to help you manage your outdoor trips.

If you want to start using the program quickly, read the following pages. For more detailed information on the operation of the system do not forget to consult the full user manual. You can find it on the CompeGPS website (www.compegps.com).

1.1   CompeGPS Installation

The CompeGPS CD-ROM is self-executable. To install CompeGPS Land/Air do the following steps:

1. Insert the CD-ROM into your CD reader and wait for it to execute the autorun.
2. Select the language.
3. Click the **Install** button and the CompeGPS installation wizard will start.
4. Follow the instructions shown on screen to complete installation.

If the CD-ROM does not start automatically, you must run the installation file manually. Double click on **setup_compeGPS.exe**, located in the **SETUP** folder on the CD-ROM.

1.2   CompeGPS Land/Air Activation

You need to activate the program to work with it.

When starting the program for first time, you will be asked to introduce a register code (license) for CompeGPS Land/Air or for one of the maps included in the extensive catalogue of CompeGPS.

If you have a CompeGPS Land/Air register code, enter it and follow instructions to complete the activation of the program.

If the code entered belongs to a map, the program will be activated in basic mode* and you will be able to work with the map using the basic functions.

If you do not have a register code (license), press 'free activation' and, after entering your personal data, you will be able to work with the basic functions of the program*.

*Basic mode will also allow you to try advanced functions in that computer for 30 days.

1.3   Setting of Objects Folders

CompeGPS works with different objects: maps, tracks, routes, waypoints and profiles.

The default location for these items is 'Documents/CompeGPS'.

These objects can be stored in one or more locations in your computer. When the program needs to access objects, it will use the folders configured for such use.

If data folders are not configured properly, lists of objects will not be correctly generated, for example in 'Storage Files' at the data tree or when using the 'Search' function.

You can modify this setting from 'Menu > File > Options > Folders'.

1.4   Open an object (map, track, route, waypoints)

You can open files quickly by pressing the appropriate button on the buttons bar:

- ![map icon] (Open a map): You can open raster maps (e.g. *.rmap, *.ecw, etc.), vectorials (e.g. *.vmap, *.shp, etc.) or digital elevation models (DEM).
- ![track icon] (Open a track): You can open tracks in different formats (*.trk, *.gpx, *.kmz, etc.). To see the track graph press ![graph icon]
- ![waypoints icon] (Open a waypoints file): A waypoints file contains individual waypoints. If you create new waypoints, they will be added to the loaded file.
- ![route icon] (Open a route): Routes are sequences of waypoints.

1.5 Create an object (track, route, waypoint)

The easiest way to create a new object is by right clicking on the map and selecting 'New...'.

Follow next steps:

1. Open a reference map on which to create the object.
2. Make a right click on the place you want to create the object and select 'New ...'

3. You can choose 3 options:
   - Create a waypoint
   - Create a route: This will create the first point of the route.
   - Create a track: This will create the first point of the track.

To add points to the route or track, then check off successively on the map.

Press ESC to exit edit mode

To take up again editing of the route or track, make right click on the object and select 'Edit'.

1.6 The data tree

The data tree is a handy tool that allows you to quickly see the files you have open at that time. You can also manage the files that you have stored on your PC or in connected devices.

Press the button ![data tree icon] to make appear the data tree.

The data tree is divided into two main sections:

- **Open files**: It will classify by object type (map, track, route, waypoint).
- **Storage files**: You can see the objects available in the memory of your PC (CompeGPS Land). If you connect a device through USB direct communication

(Aventura, Sportiva, Evadeo) it will also appear here and you will be able to manage its files.
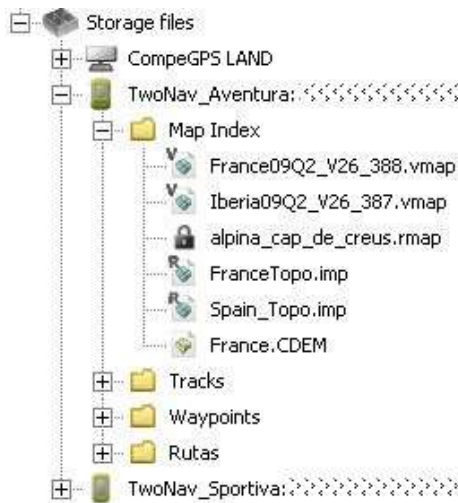

Right-clicking on elements of the data tree you can access many functions.

For example, if you do right click on an open file and select '**zoom here**', it will focus the selected object on the main window.

1.7 **Communication with other devices**

Communication with devices that have TwoNav Software (Aventura, Sportiva, Evadeo) does not require any previous configuration. Just connect the device to the USB port of your PC and see how it appears in the data tree, from which you can transfer all the necessary information.

To communicate with GPS from other brands you should take into account the 'Communication options' and use the option 'Communications' in the main menu.

If the communication between the device and CompeGPS Land fails, you can try to manage files directly using Windows explorer to copy/paste the files you want.

1.8 **3D View**

Press the button 🔳 (3D viewer) in the toolbar for a three-dimensional perspective of loaded objects.

If you have a digital elevation model in your map folder, the program will load it automatically to display the terrain elevations.

If not available, the 3D view will be flat.

Use the mouse to control movement in 3D. By holding down each mouse button and moving it you will get different effects:

- Left mouse button + drag: Move map

- Right mouse button + drag: Rotate Map

- Press wheel + drag: Ascent/Descent

- Turn wheel: Zoom

If you have a track loaded, press to animate it.

1.9 Support

If you have any questions or problems using the software you can address to support section of the CompeGPS' website (www.compegps.com).

To perform custom queries you can use the 'on-line' support system by accessing to http://support.compegps.com.