



# GPS 72

*Personal Navigator*



quick start  
guide

## Unit Overview

Internal Antenna

Interface keys

120 x 160 Four Level  
Gray, Backlight Display



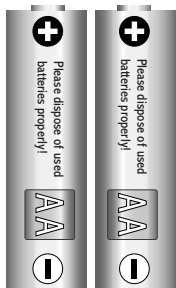
Battery Compartment

External Data/Auxiliary  
Power Port



## Quick Start

### Battery Installation



Remove the batteries from your GPS 72 if you don't expect to use it for several months. Be sure to observe the proper polarity when inserting the batteries. Follow the battery manufacturer's instructions on the proper care and handling of the batteries.



### Installing the batteries

#### Installing the batteries:

1. Remove the Battery Cover by turning the D-ring 1/4 turn counter clockwise and pulling the cover loose.
2. Check the battery polarity with the molded diagram in the battery compartment and install the batteries inserting the end toward the spring first.
3. Re-install the Battery Cover by reversing step 1.

## Quick Start

### Installing the Lanyard

**To install the Lanyard:**









1. Place the loop of the Lanyard through the slot opening at the bottom of the GPS 72.
2. Route the strap through the loop and pull tight.



## Quick Start

### Interface Keys



-  The **IN** and **OUT** keys are used on the Map Page and the Plot Page. When pressed, the **IN** key decreases the map scale or decreased the horizontal plot scale, allowing you to view a smaller area with greater detail. When pressed, the **OUT** key increases the map or horizontal plot scale allowing you to view a larger area with less detail.
-  The **GOTO/MOB** key is used to begin or stop navigation to a waypoint. If the **GOTO/MOB** key is pressed and held down, the GPS stores the current location (a man overboard point) and gives you the opportunity to begin immediate navigation to that point.
-  The **PAGE** key will cycle you through the five main display pages in sequence.
-  The **POWER** key is used to turn the unit on and off. To turn the unit off press the **POWER** key and hold it. The **POWER** key is also used to display the adjustment window for the backlight and contrast. To activate the backlight/contrast adjustment window, press and release the **POWER** key.
-  The **MENU** key is used to display page option menus. If pressed twice, the Main Menu will be displayed.
-  The **QUIT** key will cycle you through the five main display pages in reverse sequence. The **QUIT** key will end an operation in progress and display the previous page.
-  The **ENTER/MARK** key is used to activate a data field or confirm a selection. If the **ENTER/MARK** key is pressed and held, the GPS 72 will store the current location and display the Mark Waypoint page.
-  The **ROCKER** key, located in the center of the keypad, is used to control the Up/Down and Left/Right movement of the cursor on the display pages and during data entry.

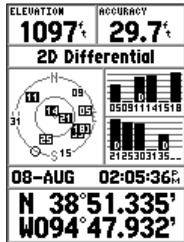
## Quick Start

### Main Display Pages

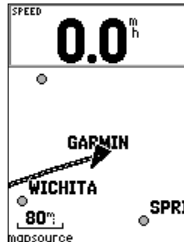
This exercise will provide you with basic operational knowledge, and help develop the skills that will allow you to navigate the pages and menus of your GPS 72 with confidence.

As we progress through the Quick Start Guide, you will often be directed to press a key or highlight a field. When you are directed to press a key, you should press, then release the key. If the key needs to be held down for a period of time, the instruction will tell you. The position of the highlight is controlled by the **ROCKER** key. When a field is highlighted, a dark strip will encompass the field.

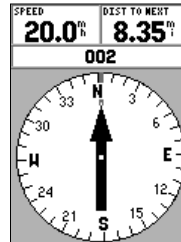
Let's start by taking a look at the five main display pages. They are the GPS Information Page, Map Page, Pointer Page, Highway Page and the Active Route Page. You can cycle through these pages by pressing either the **PAGE** or **QUIT** key. When the GPS 72 is turned on, a Welcome Page will be displayed followed by a Warning Page. Acknowledge these pages by pressing the **PAGE** key while they are displayed. The GPS Information Page will now be displayed.



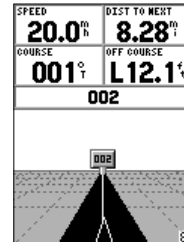
GPS Information Page



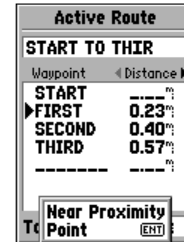
Map Page



Pointer Page



Highway Page



Active Route Page

## Quick Start

### Using the Simulator



Highlighted Field

While learning the basic operation of the GPS 72, lets put the unit into Simulator Mode. The Simulator Mode is great for practicing with the unit while inside and satellite signals are not available. While the GPS 72 is in Simulator Mode, the GPS receiver is turned off (this will help conserve battery power) and the unit cannot be used for actual navigation.



**NOTE:** Do not try to navigate using the Simulator Mode. While in the Simulator Mode, the GPS receiver is turned off. Any Satellite Signal Strength Indicators displayed are only simulations and do not indicate the strength of actual satellite signals.

### Activating the Simulator Mode

Press the **POWER** key to turn the unit on. The Welcome Page will be displayed, press the **PAGE** key twice to display the GPS Information Page.

#### **Putting the GPS 72 in Simulator Mode:**

1. With the GPS Information Page displayed press the **MENU** key.
2. Using the **ROCKER** key, highlight 'Start Simulator' then press the **ENTER** key.

When the GPS 72 is placed into Simulator Mode, the message 'Simulating GPS' will be displayed along the top of the GPS Information Page.

The Interface keys are your link with the GPS 72. Let's take a few minutes to explore the use of each key while learning how to use the unit.

With the GPS Information Page displayed, press the **PAGE** key several times. Notice that each time you press the **PAGE** key, the next main page will be displayed. Do the same with the **QUIT** key. The **QUIT** key is similar to the **PAGE** key except the pages are displayed in a reverse sequence. Press the **PAGE** key until the Map Page is displayed.

Each main page has an Options Menu. This Option Menu contains setup options, and/or functions that apply to that page.

### To display the Map Page Options Menu:

1. Press the **MENU** key.

### Selecting an item on the Options Menu:

1. Using the **ROCKER** key, highlight 'Setup Map'.
2. Press **ENTER**.

Many of the Option and Setup menus in the GPS 72 are arranged in a 'Tab' layout. Use the Left /Right **ROCKER** key to move from Tab to Tab.

The options for each page are covered in depth in the Reference Manual. For now press the **QUIT** key. When pressed, the **QUIT** key stops the current function and returns the unit to the last main page that was displayed. This is good to know! As you are learning how to use this unit, if you find yourself confused, or start a function that you really don't want, just press the **QUIT** key.

## Quick Start

### Using the Interface Keys

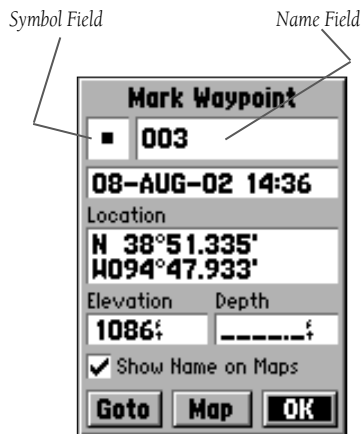


**Interface keys**



## Quick Start

### Entering Data



Mark Waypoint Page

There will be many times that you will need to navigate menus and enter data. An example is naming a waypoint. The **ROCKER** key is used for this purpose.

Let's combine a couple of lessons. We will create a new waypoint, enter a waypoint name, and assign a symbol to the waypoint.

The term 'Waypoint' may be new to you. You will find the term Waypoint is used frequently when talking about navigation. A Waypoint is a location, stored in the unit's memory that can be used for navigation. Waypoints can be used for direct navigation or to build a Route.

Creating or "Marking" a waypoint with the GPS 72 is easy. The unit has to be turned on, and receiving at least three satellites (or simulating navigation) to mark a waypoint.

#### Marking a waypoint:

1. Press and hold the **ENTER/MARK** key.

When the **ENTER/MARK** key is held down, the **MARK** function of the key is activated. The GPS 72 will capture its current location, and display the Mark Waypoint Page. By default, the unit will assign a square as the symbol, a number as the name, and the 'OK' Button will be highlighted. Pressing the **ENTER** key now would save the waypoint using the default name and symbol, but let's change them to something more meaningful.

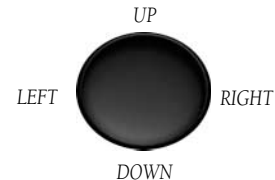
#### Changing the symbol:

1. Using the **ROCKER** key, highlight the Symbol Field, then press **ENTER**.
2. Using the **ROCKER** key, highlight the 'Scenic Area' symbol, then press **ENTER**.

## Entering Data

Mark Waypoint	
■	CREEK-----
08-AUG-02 14:36	
Location	
N 38°51.335'	
W094°47.933'	
Elevation	Depth
1086'	-----'
<input checked="" type="checkbox"/> Show Name on Maps	
<b>Goto</b>	<b>Map</b> <b>OK</b>

### Entering a name



### Rocker key Directions

### Changing the name:

1. Using the **ROCKER** key, highlight the Name Field then press the **ENTER** key.
2. Press the **ROCKER** key to the left, this will clear the name field.
3. Press the **ROCKER** key up, scroll through the alpha-numeric list until 'C' is selected.
4. Press the **ROCKER** key right to move to the next placeholder.
5. Press the **ROCKER** key down, scroll through the alpha-numeric list until 'R' is selected.

You should be starting to get the feel of it. Continue entering letters until you have spelled the word CREEK.

6. With the letter 'K' highlighted, press the **ENTER** key to accept the name.

You can enter any name that you like as long as it does not exceed ten characters, and does not duplicate a previously saved waypoint. When you have finished renaming the waypoint you will need to store it in the units' memory.

### To store the waypoint:

1. Using the **ROCKER** key, highlight the 'OK' Button and press the **ENTER** key.

These are the same steps that you will use to enter names, change numbers and select options in all of the GPS 72 fields.

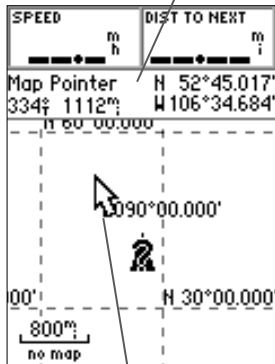
### Here are a couple of tips:

- If you press and hold the **ROCKER** key while scrolling through the alpha-numeric list, it will move quickly.
- You can scroll through the alpha-numeric list in either direction.
- Don't press the **ENTER** key until you have finished entering the data. Remember, use the **ROCKER** key to move to the next placeholder.

# Quick Start

## Basic Navigation

*Bearing and Distance from Pointer to current GPS location.*



**Map Pointer**

## Goto a waypoint:

1. Press the **GOTO** key.
2. With 'Waypoint' highlighted, press the **ENTER** key.
3. Use the **ROCKER** key to select 'MAP 1' from the list, then press the **ENTER** key.

The GPS 72 is now navigating to the waypoint MAP 1.

For a GPS to navigate, it has to be moving. Fortunately you can simulate movement in the GPS 72. Press the **PAGE** key until the Compass Page is displayed. At the top of the Compass Page there are two data fields, 'Speed' and 'Bearing'. To simulate movement, press the **ROCKER** key up one time. This will set a speed of 10 miles per hour. If you continue to press or hold the **ROCKER** key, the speed will increase in 10 mph increments. For our purpose, 10 mph is fine.

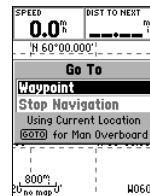
The Compass Page displays a Pointer and Compass Ring. The Pointer will always point toward your destination (Bearing) while the Compass Ring reflects the direction that you are facing or traveling (Track). In short, when you are headed directly toward your destination, the Pointer will be pointed toward the top of the display, and aligned with the vertical line on the Compass Ring. If you are not heading toward your destination, turn until the Pointer is aligned with the vertical line in the Compass Ring and pointed toward the top of the display.

The simulator will let you change the Track so that you can see what will happen. Press the **ROCKER** key to the right until your Track has changed about 40°. This will simulate a direction change to the right. The Pointer should now be pointed toward the left of the display indicating that you need to turn left to head toward the waypoint. This is exactly what will happen during actual navigation as you move off course. Press the **ROCKER** key to the left until the Pointer is realigned with the vertical line in the Compass Ring. You are now headed toward the waypoint.

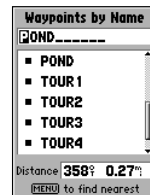
## Quick Start

### Basic Navigation

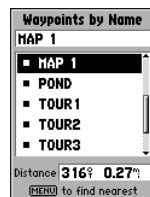
1. Press **GOTO** with Waypoint highlighted, press **ENTER**.



2. Press **ENTER** to select the waypoint directly from the list.



3. Using the **ROCKER**, scroll through the list to select a waypoint. Once the waypoint is selected, press **ENTER** to begin navigation.



### Selecting a waypoint for navigation

## Quick Start

### Initializing the GPS 72



#### Turning off the Simulator

Now that we have now gone through the basic operation of the unit using the simulator, it is time to do some actual navigation!

#### To turn off the simulator:

1. With the GPS Information Page displayed, press the **MENU** key.
2. Select 'Stop Simulator' then press the **ENTER** key.

#### Initializing the GPS Receiver

Before the GPS 72 can be used for navigation, the receiver has to be initialized. The receiver only needs to be initialized the very first time that the GPS 72 is used.

Take the unit outside where it will have an unobstructed view of the sky and turn it on. Hold the unit with the top of the unit pointed toward the sky. The unit will search for satellite signals and begin to gather and store the information that it needs to become operational. This process should take no more than five minutes. When the unit becomes operational, the message '3D GPS Location' will be displayed on the GPS Information Page.

If for some reason the unit is not able to gather the necessary satellite information, an options page will be displayed. Select 'New Location' then 'Automatic' and allow the unit to continue initializing. This selection will force the unit to search for all satellites. It may take a little longer for the unit to become operational using this method.

#### Starting to Navigate

With the unit on and displaying '3D GPS Location' on the GPS Information Page, mark a waypoint at your current location. Name the waypoint 'HOME', assign the 'Residence' Symbol and store the waypoint.

**This is important!** The GPS 72 has to be moving to provide accurate navigational data. While you are standing still, the pointer and compass ring may not be accurate. As you begin moving, the compass ring will rotate indicating your direction of travel, and the pointer will point toward your destination.

Before we start walking, let's clear the Track Log. The Track Log is the bread crumb trail left on the Map and Highway Pages.

### To clear the Track Log:

- 1 Press the **MENU** key twice to display the Main Menu.
2. Highlight Tracks then press the **ENTER** key.
3. Highlight the 'Clear' Button then press the **ENTER** key.
4. Highlight the 'Yes' Button then press the **ENTER** key.
5. Press the **PAGE** key until the Map Page is displayed.

Begin walking, hold the GPS 72 in front of you with the top of the unit pointed toward the sky. As you move you will begin to see a bread crumb trail on the map. Walk for at least two minutes in one direction and then make either a right or left turn. Continue walking in this new direction for approximately another two minutes.

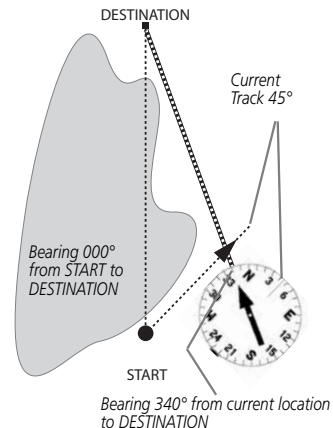
Let's start the trip back. The GPS 72 provides you with direct, straight line navigation. It is not always possible to navigate using the most direct route, don't worry, the GPS 72 will continuously update your Track and Bearing, always pointing out the shortest route to your destination.

### To begin navigation:

1. Press the **GOTO** key.
2. With 'Waypoint' highlighted, press the **ENTER** key.
3. Highlight 'HOME' then press the **ENTER** key.

## Quick Start

### Basic Navigation

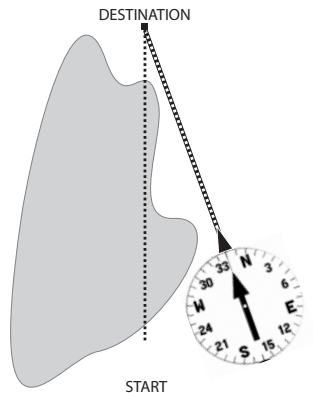


*The GPS provides a straight line, direct navigation course to your destination. Since it is not always possible to follow a straight line from start to finish, as you move, the Pointer will always point toward your destination and the Compass Ring will always show your current track.*

*Continued on next page*

## Quick Start

### Basic Navigation



*When you are able to turn toward the destination, follow the Pointer until it points toward the top of the display and aligns with the line in the Compass Ring. When the Pointer and Line are aligned, your Track and Bearing will be equal and you will be headed toward your destination. When you are near your destination, a message 'Arriving at Destination' will be displayed.*

As you begin walking, the Pointer will turn and point at your destination. As soon as you are able, turn toward the Pointer until it is aligned with the vertical line in the Compass Ring. Continue walking, as you approach your HOME waypoint, make a few turns to see how the Pointer reacts. When you near your destination a message will be displayed alerting you that you have arrived.

Congratulations, you should have enough basic knowledge of your GPS 72 to begin navigating on your own. Be safe, remember that while the GPS is very reliable you should always have a backup means of navigation.

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