

## Using the SIRIUS tuner

- For details, refer to *Memorizing the song* on the next page.
- ⑤ **Recalls channels from the preset**  
Tap to recall the preset channel.
  - For details, refer to *Storing and recalling broadcast stations* on this page.
- ⑥ **Switches the SIRIUS display**  
Each touch of [Disp] changes the display information.  
Channel number — Channel name — Channel category — Artist name/feature — Song/program title — Composer
- ⑦ **Recalls equalizer curves**  
➤ For details, refer to *Using the equalizer* on page 172.
- ⑧ **Displays the “Function” menu**  
➤ For details, refer to *Using the “Function” menu* on page 143.
- ⑨ **Switches the SIRIUS channel select mode**  
You can switch the mode between the two methods for selecting and listing the channel.  
**All CH Mode:**  
You can select a channel from all channels when you operate this function.  
**Category Mode:**  
You can select a channel within a selected category that you operate this function.
- ⑩ **Switches between the AV operation screen and the preset list display**  
You can switch the screen display according to your preference.  
➤ For details of the operation, refer to *Switching between the AV operation screen and the list screen* on page 77.
- ⑪ **Selects a SIRIUS band**  
Tapping the key repeatedly switches between the following SIRIUS bands: **SIRIUS1**, **SIRIUS2**, or **SIRIUS3**.  
 This function is convenient for preparing different preset lists for each band.
- ⑫ **Switches the channel category**  
Touch [◀] or [▶] to select the desired category.

### Selecting a SIRIUS channel directly

You can select a SIRIUS channel directly by entering the desired channel number.

- 1 **Touch [Direct].**
- 2 **Touch [0] to [9] to input the desired channel number.**  
To cancel the input numbers one by one, touch . Touching and holding allows you to delete all input numbers.
- 3 **While the input number is displayed, touch [Enter].**  
The SIRIUS channel that was entered selected.
- 4 **Touch .**  
You return to the previous display.

### Display the Radio ID

If you select CH: 000, the Radio ID is displayed.

- 1 **Touch [Direct].**
- 2 **Input [000] and then touch [Enter].**  
If you select another channel, display of the Radio ID is canceled.
- 3 **Touch .**  
You return to the previous display.
- 4 **Wait until the Radio ID is displayed.**

### Storing and recalling broadcast stations

With a tap of any of the preset tuning keys (“Preset 1” to “Preset 6”), you can easily store up to six broadcast stations for later recall (also with the tap of a key).

- 1 **Select the channel that you want to store in memory.**

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### 2 Display the preset channel list.

- ➔ For details, refer to **Switches between the AV operation screen and the preset list display** on the previous page.

### 3 Keep touching a preset tuning key [Preset 1] to [Preset 6].

The selected station has been stored in memory.

The next time you tap the same preset tuning key "Preset 1" to "Preset 6" the station is recalled from memory.

- ❑ Up to 18 stations, six for each of three SIRIUS bands can be stored in memory.

## Using "My Mix" function

The MyMix function memorizes the song title and artist name of the song currently being received. When a track that matches the memorized song title and artist name is being broadcast on a station other than the one you are listening to, you will be alerted, and you can switch the station to listen to that song.

- ❑ The track itself is NOT downloaded; only the song title and the artist name are memorized.

### Memorizing the song

The song title and artist name of the song you are listening to can be memorized.

#### ● Touch and hold [Memo].

The song title and artist name of the song you are listening to can be memorized.

- ❑ Up to 10 song titles and artist names can be memorized.
- ❑ You cannot memorize a song that does not have song title and artist name information.
- ❑ You cannot memorize the song title or the artist name of channel "000".
- ❑ The memorized title may not be displayed correctly.

### When the memorized song is broadcast

A beep sounds, and a message is displayed.

Touch [Jump] to switch to that station, and you can listen to that track. If you touch [Stay], the channel does not switch.

- ❑ If the alert for the song is "Off" or set "Alert" to "Off", no notification will be provided even when that song is broadcast.
  - ➔ For details, refer to **Setting the memorized songs** on the next page.
- ❑ Notification may not be provided depending on the situation of the Navigation System.
  - ➔ For details, refer to *Selecting the songs to alert* on the next page.

## Using the "Instant Replay" function


The "Instant Replay" function allows you to replay the stored broadcast on Pioneer SIRIUS BUS INTERFACE (if Pioneer SIRIUS BUS INTERFACE capable for this function). As soon as you tune to a channel, Pioneer SIRIUS BUS INTERFACE automatically begins storing the broadcast. It can store approximately up to 44 minutes previous (depending on the selected channel and the memory capacity of Pioneer SIRIUS BUS INTERFACE).

### 1 Touch [Instant Replay] on the SIRIUS screen to activate the "Instant Replay" mode.


### 2 Touch keys for "Instant Replay".

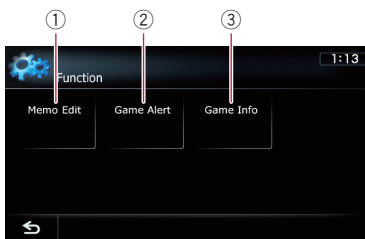
Touch panel keys	Action
[◀◀]	Return to the start of the current song or program. Touching again will skip back to the previous song or program.
[◀◀] and hold	Fast reverses.
[▶▶]	Forwards play to the next song or program
[▶▶] and hold	Fast-forwards.
[▶  ]	Touching [▶  ] switches between playback and pause.

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- ❑ During “Instant Replay” mode, each touch of [Disp] changes the display information as follows:  
Time position — Channel number — Channel name — Channel category — Artist name/feature — Song/program title — Composer
- ❑ You cannot replay the broadcast prior to the beginning of stored data. 

## Using the “Function” menu

- Touch  on the “SIRIUS” screen. The “Function” menu appears.



- ① Sets the memorized songs
  - ② Uses the Game Alert function
  - ③ Displays Game Information
- ➔ For details of each function, refer to sections below with the relative titles.

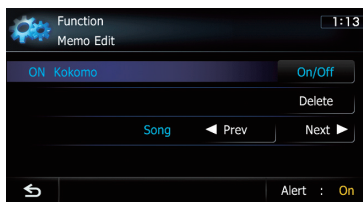
## Setting the memorized songs

### Selecting the songs to alert

You can change the setting of the alert when the track is broadcast again. You can enable or disable alert for each song.

- 1 Touch [Memo Edit].

- 2 Touch [◀ Prev] or [Next ▶] to select the desired song.



- 3 Touch [On/Off] to turn the setting on. When the alert for the song is activated, [On] appears at the beginning of the selected title.
  - ❑ Touch [On/Off] again to turn the setting off.

## Changing the alert setting

You can enable or disable alerts for all items at the same time. This function is useful when you want to turn alerts off temporarily without changing each memorized song.

- 1 Touch [Memo Edit].
- 2 Touch [Alert]. Each touch of [Alert] turns it on or off.

## Deleting the memorized songs

You can delete each one of the memorized tracks from the song title list.

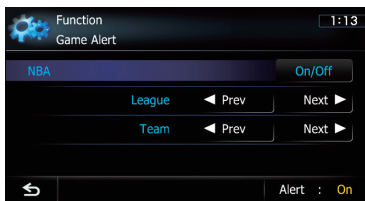
- 1 Touch [Memo Edit].
- 2 Touch [◀ Prev] or [Next ▶] to select the song title that you want to delete.
- 3 Touch [Delete] when the song you want to delete is displayed. A message will appear asking you to confirm the deletion.
- 4 Touch [Yes].

## Using the Game Alert function

### Selecting teams for Game Alert

This navigation system can alert you when games involving your favorite sports teams are about to start. To use this function you need to store the teams you want to follow in advance.

- 1 Touch **[Game Alert]**.
- 2 Touch **[◀ Prev]** or **[Next ▶]** to select the league.



- 3 Touch **[◀ Prev]** or **[Next ▶]** to select the team.
- 4 Touch **[On/Off]**.

The team displayed as **[On]** is the alert target.

- ❑ When the selected team is excluded from the alert target, the team is displayed as **[Off]**. Up to 12 teams can be selected. When you have already made 12 team selections, **"FULL"** is displayed and additional team selection is not possible. In this case, first delete the team selection and then try again.

### Changing the alert setting

You can enable or disable the alert for selected items. This function is useful when you want to turn the alert off temporarily without changing the setting of each selected team.

- 1 Touch **[Game Alert]**.
- 2 Touch **[Alert]**.  
Each touch of **[Alert]** turns it on or off.

### When a game involving one of your teams is broadcast

A message is displayed. Touch **[Jump]** to switch the station, and you can view the game information. If you touch **[Stay]**, the channel does not switch.

- ❑ Alerts may not be provided depending on the status of the navigation system.

## Displaying Game Information

An alert will be displayed when a game with the team you selected is about to start (or is currently under way). You can also display game information and changes to the broadcast channel.

- ❑ The Game Information function is available when **"Alert"** is **"On"** in **"Game Alert"**.

- 1 Touch **[Game Info]**.
- 2 Touch **[Prev]** or **[Next]** to view the game score information which is registered.
  - ❑ The game score will be updated automatically.
  - ❑ Touch **[Tune To]** to switch to the channel that broadcasts the displayed game.
  - ❑ If you have not made any team selections, **"Not Set"** is displayed.
  - ❑ When no games involving your favorite teams are currently being played **"NO GAME"** is displayed. ❑

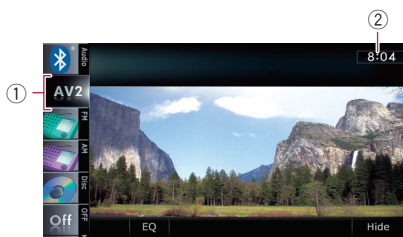
## Using AV input

You can display the video image output by the equipment connected to the navigation system. For details of the connection method, refer to Installation Manual.

### CAUTION

For safety reasons, video images cannot be viewed while your vehicle is in motion. To view video images, you must stop in a safe place and apply the parking brake.

## Reading the screen



- ① **Source icon**  
Shows which source has been selected.
- ② **Current time**

## Using AV1

You can display the video image output by the equipment connected to video input 1.

### 1 Touch [AV1 Input] on the “AV System Settings” menu.

- For details, refer to *Setting video input 1 (AV1)* on page 168.

### 2 Display the AV operation screen.

- For details of the operations, refer to *Displaying the AV operation screen* on page 77.

### 3 Tap [AV1] on the left edge of the screen.

The image is displayed on the screen.

### 4 Touch the screen to display the touch panel keys.

## Using AV2

You can display the video image output by the equipment connected to video input 2.

### 1 Touch [AV2 Input] on the “AV System Settings” menu.

- For details, refer to *Setting video input 2 (AV2)* on page 168.

### 2 Display the AV operation screen.

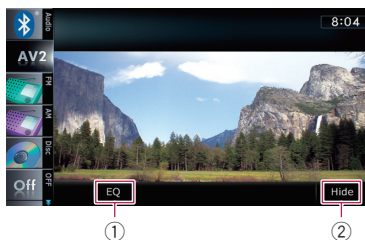
- For details of the operations, refer to *Displaying the AV operation screen* on page 77.

### 3 Tap [AV2] on the left edge of the screen.

The image is displayed on the screen.

### 4 Touch the screen to display the touch panel keys.

## Using the touch panel keys



### ① Recalls equalizer curves

- For details, refer to *Using the equalizer* on page 172.

### ② Hides the touch panel keys

- Touching [**Hide**] hides the touch panel keys. Touch anywhere on the LCD screen to display the touch panel keys again.

The term “external unit” refers to future Pioneer devices that are not currently planned for, or to devices that allow control of basic functions although they are not fully controlled by the navigation system. Two external units can be controlled by this navigation system. When two external units are connected, the navigation system allocates them as external unit 1 or external unit 2.

For details of the connection method, refer to Installation Manual.

For details of the operation, refer to the external unit's operation manual. This section provides information on external unit operations with the navigation system that differ from those described in the external unit's operation manual.

- Operation varies depending on the external unit connected. (In some cases, the external unit may not respond.)

## Starting procedure

### 1 Display the AV operation screen.

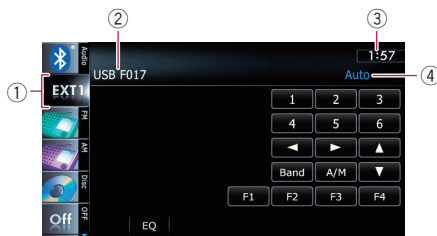
- ☞ For details of the operations, refer to *Displaying the AV operation screen* on page 77.

### 2 Tap [EXT1] or [EXT2] on the left edge of the screen to select the external unit.

### 3 Use the touch panel keys on the screen to control the external unit.

- ☞ For details, refer to *Using the touch panel keys* on the next page. □

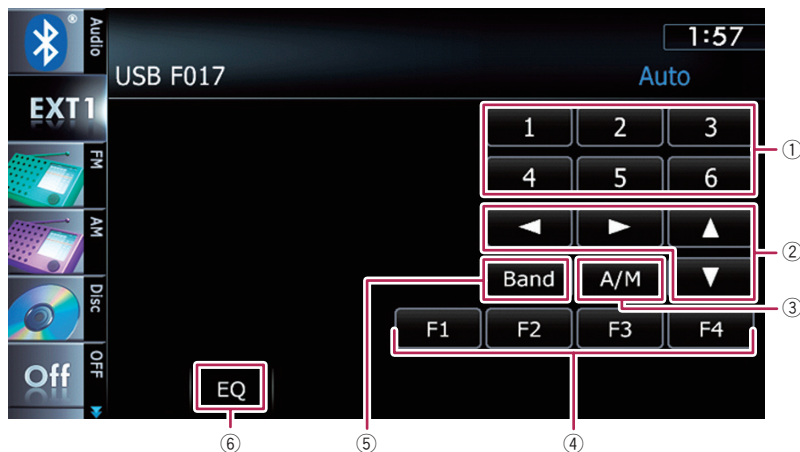
## Reading the screen



- ① **Source icon**  
Shows which source has been selected.
- ② **External unit indicator**  
Displays the information that is sent by connected external units.
- ③ **Current time**
- ④ **Auto/Manual mode indicator**  
Shows the current mode. □

## Using the external unit (EXT1, EXT2)

### Using the touch panel keys



#### ① Sends a 1 key to 6 key command

The external unit can be operated by transmitting the operating commands set to **1** key through **6** key.

- ❑ Operation varies depending on the external unit connected. (In some cases, some functions may not be used until you touch and hold the key.)

#### ② Sends a command [▲], [▼], [◀], or [▶]

Touch to operate the external unit.

- ❑ Operation varies depending on the external unit connected. (In some cases, some functions may not be used until you touch and hold the key.)

#### ③ Switches between automatic and manual function

You can turn automatic and manual function on or off.

You can switch between **Auto** and **Manual** functions of the external unit connected. Initially, this function is set to **Auto**.

- ❑ Operating commands set for **Auto** and **Manual** operations vary depending on the external unit connected.

#### ④ Uses F1 through F4 to operate the external unit

The external unit can be operated by transmitting the operating commands set to **F1** through **F4**.

- ❑ The operating commands set to **F1** through **F4** vary depending on the external unit.
- ❑ Some functions may not be used until you touch and hold the key.

#### ⑤ Sends a band command

Touch to send a band command to the external unit.

- ❑ Operation varies depending on the external unit connected. (In some cases, the external unit may not respond.)

#### ⑥ Recalls equalizer curves

- ➔ For details, refer to *Using the equalizer* on page 172. ❑

## Displaying the “Navi Settings” screen

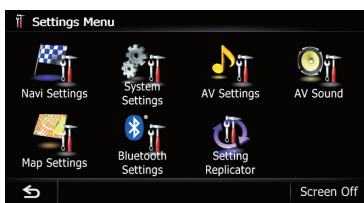
1 Press the HOME button to display the “Top Menu” screen.

2 Touch [Settings].

The “Settings Menu” screen appears.

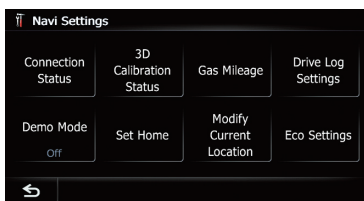
- This can also be operated using the “Short-cut Menu” screen.

3 Touch [Navi Settings].



The “Navi Settings” menu appears.

4 Touch the item that you want to change the setting.



- Touch .

Returns the previous screen.

## Checking the connections of leads

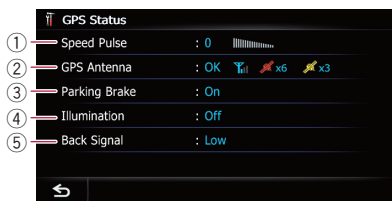
Check that leads are properly connected between the navigation system and the vehicle. Please also check whether they are connected in the correct positions.

1 Display the “Navi Settings” screen.

- ➔ For details, refer to *Displaying the “Navi Settings” screen* on this page.

2 Touch [Connection Status].

The “GPS Status” screen appears.



① **Speed Pulse**

The Speed Pulse value detected by the navigation system is shown. “0” is shown while the vehicle is stationary.

② **GPS Antenna**

Indicates the connection status of the GPS antenna, the reception sensitivity, and from how many satellites the signal is received.

Color	Signal communication	Used in positioning
Orange	Yes	Yes
Yellow	Yes	No

- When the GPS antenna is connected to this navigation system, “OK” is displayed.

When the GPS antenna is not connected to this navigation system, “NOK” is displayed.

- If reception is poor, please change the installation position of the GPS antenna.

③ **Parking Brake**

When the parking brake is applied, “On” is displayed. When the parking brake is released, “Off” is displayed.

④ **Illumination**

When the headlights or small lamps of a vehicle are on, “On” is displayed. When the small lamps of a vehicle are off, “Off” is displayed. (If the orange/white lead is not connected, “Off” appears.)

⑤ **Back Signal**



## Customizing preferences

When the gear lever is shifted to “R”, the signal switches to “High” or “Low”. (One of these is displayed depending on the vehicle.)

### Checking sensor learning status and driving status

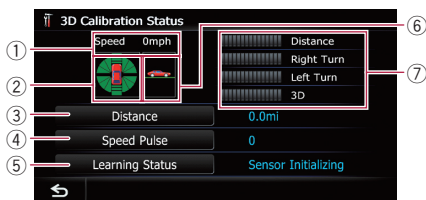
- The navigation system can automatically use its sensor memory based on the outer dimensions of the tires.

#### 1 Display the “Navi Settings” screen.

- For details, refer to *Displaying the “Navi Settings” screen* on the previous page.

#### 2 Touch [3D Calibration Status].

The “3D Calibration Status” screen appears.



#### 1 Speed

Indicates the speed detected by the navigation system. (This indication may be different from the actual speed of your vehicle, so please do not use this instead of the speedometer.)

#### 2 Acceleration or deceleration/Rotational speed

Indicates acceleration or deceleration velocity of your vehicle. Also, rotational speed when your vehicle turns to left or right is shown.

#### 3 Distance

Indicates driving distance.

#### 4 Speed Pulse

Indicates the total number of speed pulses.

#### 5 Learning Status

Indicates the current driving mode.

#### 6 Inclination

Indicates the degree of slope of the street that you are currently on.

#### 7 Degree of learning

Sensor learning situations for distance (**Distance**), right turn (**Right Turn**), left turn (**Left Turn**) and 3D detection (**3D**) are indicated by the length of bars.

- When tires have been changed or chains fitted, turning on the Speed Pulse allows the system to detect the fact that the tire diameter has changed, and automatically replaces the value for calculating distance.
- If a separately sold speed pulse generator (ND-PG1) is connected, the distance calculation value cannot be replaced automatically.

### Clearing status

You can delete the learned results stored in [**Distance**], [**Speed Pulse**] or [**Learning Status**].

#### 1 Touch [Distance] or [Speed Pulse].

The following message appears.

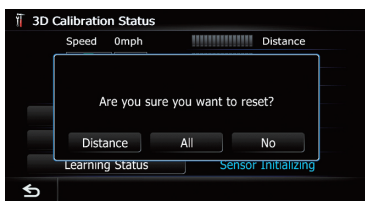


#### 2 Touch [Yes].

Clears the results stored in [**Distance**] or [**Speed Pulse**].

#### 3 Touch [Learning Status].

The following message appears.




#### 4 Touch [All].

Clears all learning statuses.

- Touch **[All]** for the following cases:
  - After changing the installation position of the navigation system
  - After changing the installation angle of the navigation system
  - After moving the navigation system to another vehicle
- Touch **[Distance]**.

Clears the learned results stored in **[Distance]**.

- When the distance accuracy is low, touch **[Distance]**. 

## Using the “Gas Mileage” function

### Inputting the fuel consumption information for calculating the fuel cost

You can estimate the fuel cost to your destination by entering the fuel consumption information in the navigation system.

➔ For details, refer to *Setting a route to your destination* on page 41.

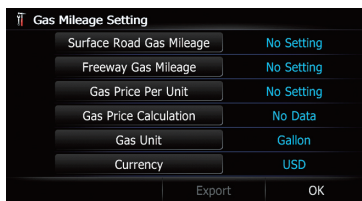
#### 1 Display the “Navi Settings” screen.

- ➔ For details, refer to *Displaying the “Navi Settings” screen* on page 148.

#### 2 Touch [Gas Mileage].

The “Gas Mileage Setting” screen appears.

#### 3 Enter the fuel consumption information.



Enter the following items:

- **Surface Road Gas Mileage:**

Enter the fuel cost when you drive on ordinary roads.

  - How the fuel cost is entered depends on the “**Gas Unit**” setting.
    - When “**Gas Unit**” is set to “**Liter**”. Enter how much fuel you need to travel 60 miles (100 kilometers).
    - When “**Gas Unit**” is set to “**Gallon**”. Enter how many kilometers (miles) you get to a gallon.
- **Freeway Gas Mileage:**

Enter the fuel cost when you drive on the freeway.

  - How the fuel cost is entered depends on the “**Gas Unit**” setting.
    - When “**Gas Unit**” is set to “**Liter**”. Enter how much fuel you need to travel 60 miles (100 kilometers).
    - When “**Gas Unit**” is set to “**Gallon**”. Enter how many kilometers (miles) you get to a gallon.
- **Gas Price Per Unit:**

Enter the fuel unit price.
- **Gas Unit:**

Set the fuel unit.
- **Currency:**

Set the unit of currency.

When all the items are entered, inputting the fuel consumption information is complete.