



Quick Guide to Garmin GPSMAP 60CSx

1. **Turn on** using the power button on the top of the unit (see picture). Hold if for a few seconds.
2. **Find satellites** by placing the unit outside and waiting until it gets a fix. Can take a few minutes at first. Note the accuracy distance drop. Let it go til it gets to about 3 to 5 metres.
3. **Check co-ordinate system.** Should say NZTM in the top window (left of the co-ordinates). If it doesn't, see set co-ordinates below.
4. **Page options.** Use the **Page** button to toggle around the various page options (satellites with coordinates, compass, map, etc), and just take a good look and get used to the info on them. Walk around and see how their info changes. The little in/out buttons and the up-down-left-right buttons let you zoom to desired location on the map (your location is the black triangular arrow).
5. **Mark 'Home'.** For safety, always mark where your car is parked/ the trail head so you can find your way back if you get lost. Press **Mark** (bottom left key), and if you press the down arrow once it will jump you to the top of the page where you can re-name the waypoint by pressing **Enter** and using up-down arrows to type in HOME (**Enter** after each letter selected), followed by OK and **Enter** again. Page again to whatever screen you want to look at.
6. **Set up track log** (make a cookie crumb trail of where you walk). Wait until you are at the start of where you want to record your route. Use the **Page** button until you get to the page with the little square icons and press **Enter** to select **Tracks**. Make sure the Track Log is turned on – use the left-right button to select the On option. If it is already on, use

the up-down buttons to get to **Save** and use **Enter** button to say 'yes' and then **Enter** again on the OK window to save any existing tracks (in case someone else wants it). Then select **Clear**, press **Enter**, move to Yes, press **Enter** again. Then **Page** to get back to what ever page you wish to look at.

7. **Mark waypoints.** When you find something you want to record the location of, press **Mark** (bottom left key), and you can use the up-down buttons to rename if you want. I find it quicker to leave the default name (a number) and write that on the datasheet. Its worth while writing the co-ordinates as well as the waypoint on the datasheet as a backup in case the unit data gets lost/ destroyed.
8. **Measure distance to last waypoint.** If you mark say a weed that spreads for 10 or more metres, walk to the far end of the infestation and push the **Find** button and **Enter** on the Waypoints icon. You then choose the waypoint you made at the first edge of the infestation, select **Enter** and the distance back to that waypoint will be in the bottom right window – telling you how long the infestation is.
9. **Find waypoint.** There are several ways you can find a waypoint, either the nearest one, the most recent one, or by typing in the name/number. Push **Find/Enter/Menu** to select which option you want if the default is not your preferred option. Find nearest is probably the most useful option.

Set co-ordinates. Push **Page** (middle button on right hand side of key pad) until you get to a page with a bunch of little square pictures. Use the left-right-up-down buttons in the middle of the key pad to **Setup** and press the **Enter** button, then the up-down again to get to **Units** and press **Enter**. The first window is where you set units, so press **Enter** and scroll up-down til you find **New Zealand NZTM** and **Enter** again. Then press **Page** to return to the Satellite page and check it now says NZTM next to the co-ordinates