Section 5 – Waypoints

Welcome to part 3 of the factory navigation system tutorial.

Please note that this tutorial is not intended to replace the OEM Navigation system manual nor is it intended to be all inclusive. There is no substitute for actual hands on use of the system to get you most familiar with its operation and understanding the various features of the system. This is intended to supplement the manual and provide a more direct tutorial with pictures and actual use descriptions.

Having covered the basic means of address entry in the first section, and points of interest in the second, I wanted to briefly touch on the other means of asking the navigation unit to get you where you want to go. If you didn't get a copy of the first entry in our tutorial, you can find it here for download.

http://www.theredlion.us/Using%20the%20Corvette%20navigation%20system%20Part%201.pdf

You can find the second installment available for download also on my website here:

http://www.theredlion.us/Using%20the%20Corvette%20navigation%20system%20Part%202.pdf

These will be important as each section assumes a certain level of confidence gained by trying some of the information I presented in the previous section.

First, a little about waypoints. A waypoint is a via point. It is literally a point that you want to pass or stop at on the way to your final destination. Waypoints can be a useful tool for the navigation system but not understanding their intended purpose or not using them properly can lead to frustration with the system. It is important to note that arriving at a waypoint will not end your route guidance. If you decide to skip a waypoint on the way to your final destination it will cause the navigation system to continue to try to route you to the waypoint instead of the final destination. Once you pass the waypoint it will then continue your guidance on to the final destination.

On to the next installment in our Corvette factory navigation tutorial and taking up where we left off in the last section, from the map screen we need to get back to the main menu.

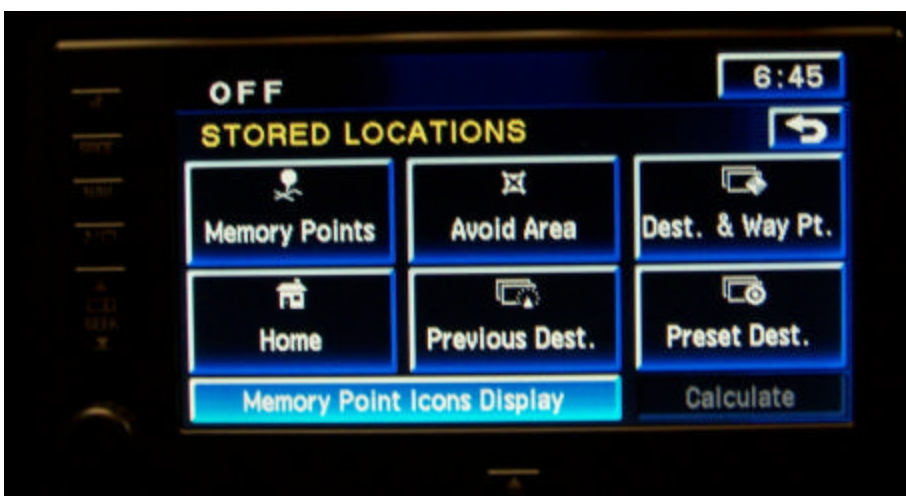

Select Enter Destination

There are a couple of ways to enter a waypoint for your trip. The first and easiest is to do it via the Enter Destination menu. In this method, the act of entering a waypoint is handled exactly as you would to enter a final destination. Choose whatever means of entry you want. Again, you scan choose and address, and point of interest or pick from the map. Either way you choose you will be taken back to the map screen and presented with that familiar screen.

Instead of selecting the bullseye this time, let's choose the diamond at the bottom right. This will select the marked point as a waypoint. The idea of entering a waypoint is if you want or need to get to someplace via anther place. You may have a particular road that you want to enjoy, a sight that you want to see or an errand that you need to run on the way to your final destination. You can enter up to five waypoints for your trip. A trip will be calculated to the waypoints and on to your final destination using the same logic that a destination is calculated with and the system will try to route you via the most efficient route that incorporates your waypoints and then on to your final destination.

Once you have selected the waypoint you will be prompted that you still need to enter a final destination. Repeat the above steps and when you have entered or selected your final destination, select the bullseye icon to prepare the unit to guide you to your first waypoint and on to your final destination. Keep in mind that if you elect to simply return home or go someplace other than your final destination you will need to cancel the guidance or the system will continue to try to route you to your original destination.

 If you want to view the waypoint as selected or if you want to change it you can do that via the main menu, stored points button. This will also give you the option of changing it or deleting it.
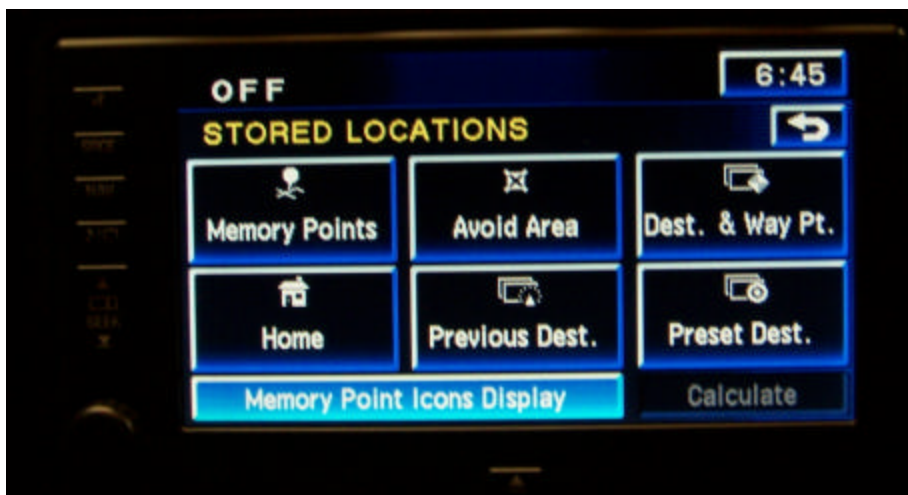
As you can see from the screen above, you can add a point via the menu as well. Once you have a waypoint entered in the system you will see this screen change and the delete, Edit category, List and Del. All (delete all) buttons will become active. This will give you the ability to make changes or deletions of the waypoints that you have stored in the system.

Section 6. Storing a memory point.

We've spent a lot of time learning about various ways to enter destinations. This section will focus on saving some of these destinations so that you can return to them later without having to re-enter the address or destination information. On a Garmin unit, these would be referred to as Favorites on the menu.
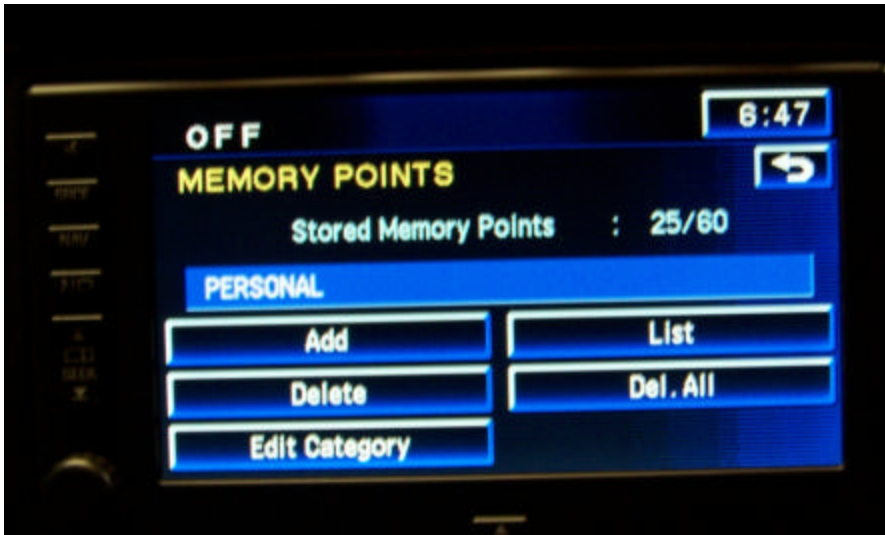
Select the main menu from a map screen.

Once on the main menu select the Stored Locations button. The Stored Locations menu will give you access to enter, view, edit and delete all of your stored locations, marked points and waypoints. It will also allow you to set up Preset Destinations that you can select from while the vehicle is moving. We'll cover more on this feature in an upcoming edition.

From the Stored Locations menu select the Memory Point button. Once on the Memory Point menu you will see a listing of choices labeled personal, business, entertainment and marked point.

Choosing one of the category buttons you will be taken to a new screen

From this screen you will be able to press the "Add" button. This will take
you to the Enter Destination screen with which you can choose to enter your
information be it an address, intersection, coordinate location etc. Enter
the address and press OK. It will display the location on the map for you
to verify along with an Info box. Pressing that Info button will bring up the details of the
address you just entered. You can press the Name button and change how the memory
point is displayed now or later. If you choose not to rename it, it will be displayed with
the street address.

If you want to go back and rename a point later, you just need to return to the Memory
Point screen and you can edit the name by selecting the category (Personal, Business,
Entertainment), then selecting List. Find the address you just entered on the list and
select it. This will bring up a detail screen and you can press the Name
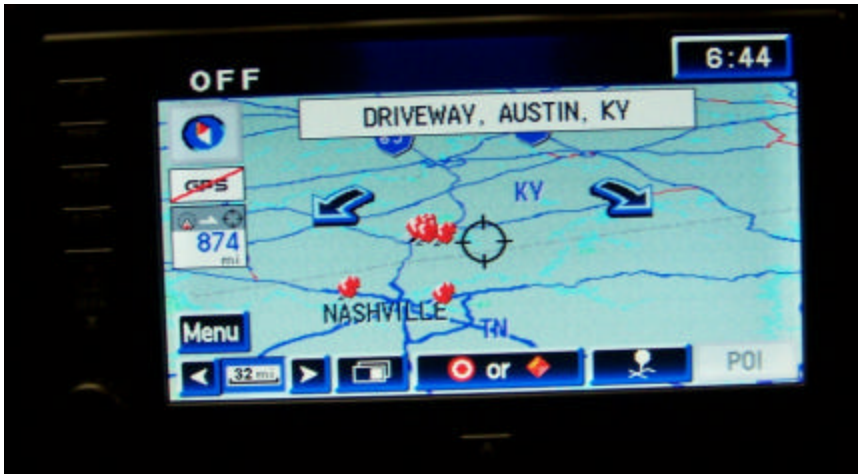button to enter the new name for your saved point.

The next time you need it just select Memory points from the enter destination menu, the category and pick it from the list. It will show on the map and select the destination icon (bullseye) and off you go.

The second method of storing a memory point is via the map screen. This is especially useful to use to mark a point that you found while out on a drive or happened upon in the course of other travel. To do this just tap the screen and select the pushpin icon from the bottom near the POI button. If you want to mark a point or location that you are not at you will need to scroll the map and find it. Get back to the map screen. Zoom the scale out to allow you to see more map area coverage. Bear in mind that the POI icons will not display beyond the ½ mile scale so if you want to mark an icon as a memory point keep the scale below ½ mile so that you'll be able to use the icons. Once you have moved the map to an area or road that you would like to visit again and made sure that the cursor is over the point you want to save, tap the screen.
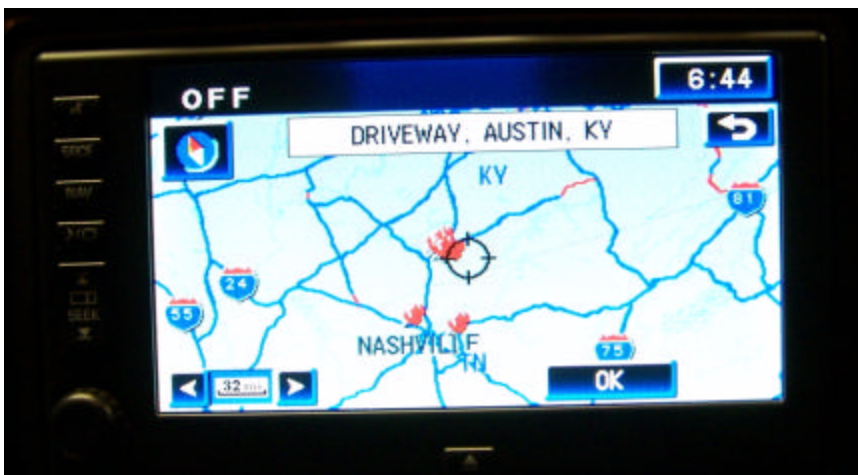

As we learned in previous sections, this will bring up the push pin and the POI buttons. If you select the push pin you will notified that the navigation system has marked that as a memory point.
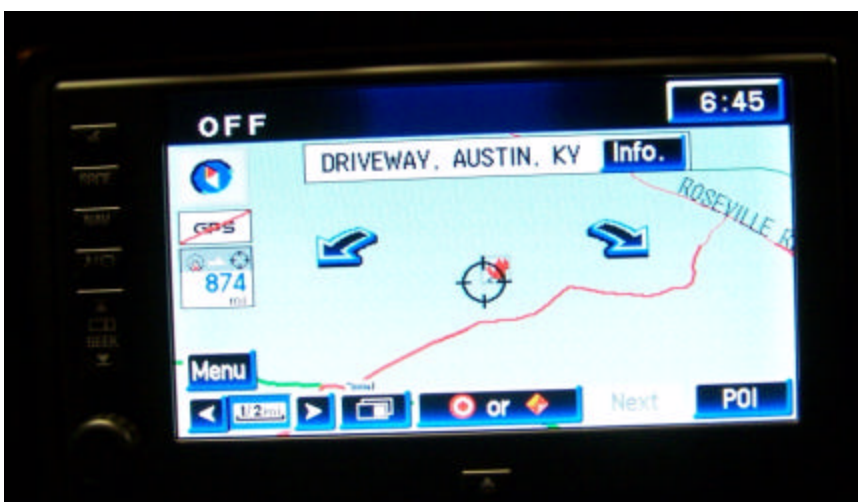
If you drag and move the screen to a new point it will show you this screen for selection of marked point (pushpin) waypoint (diamond) or destination (bullseye).
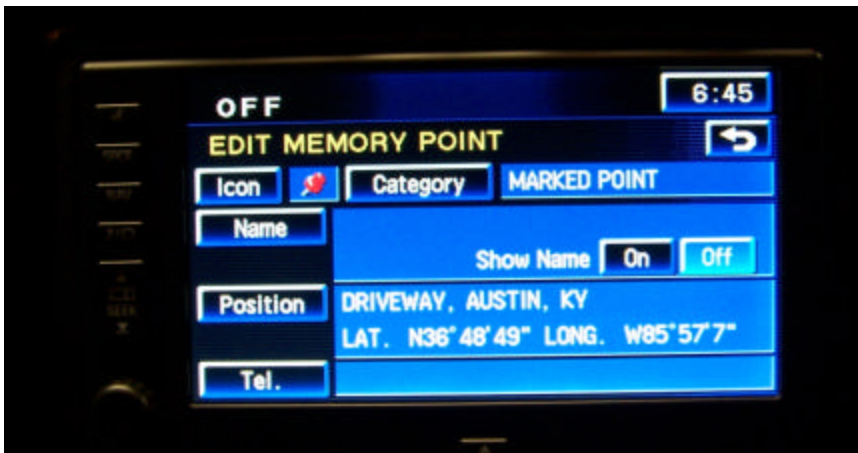
Select the push pin and it will acknowledge that you marked the point with an OK button.

And once you acknowledge the OK prompt it will take you back to the map with your marked point highlighted and an info box to the right.
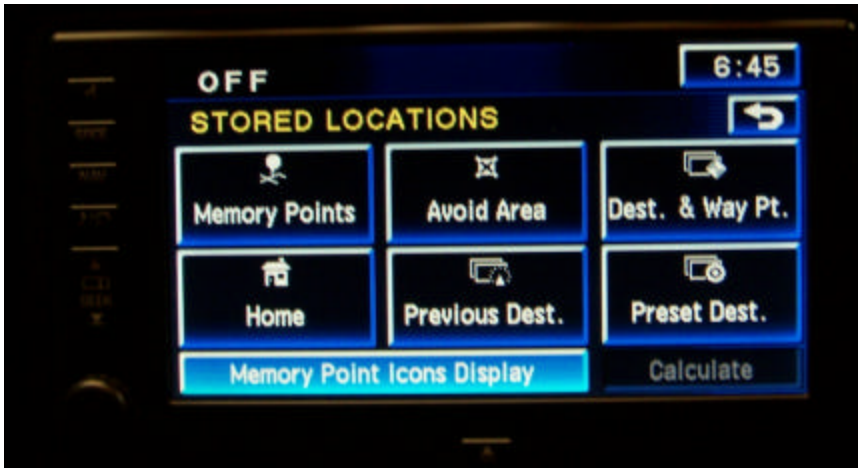

Tapping the Info button will bring up the dialog box on the newly marked point. This dialog box will give you a chance to edit the name, add a phone number or edit the coordinates or assign it to a different memory location.
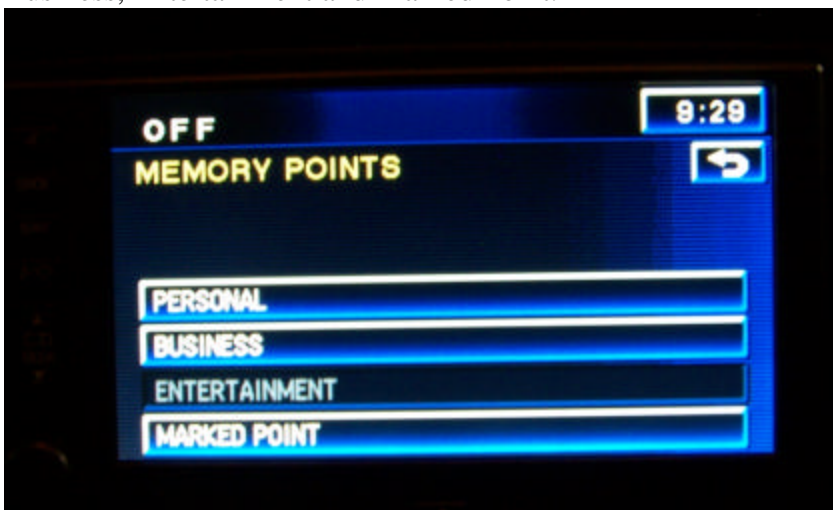
Clicking the Name button will bring you to a keypad screen. Clicking on the Tel. button will bring you to the number keypad. When done it will click OK and it will return you to the information / edit memory point screen.

To view the stored point later, make your way back to the main menu, select Stored Locations and then Memory Points.

This will bring you to the memory points menu. You have a choice of Personal, Business, Entertainment and Marked Point.
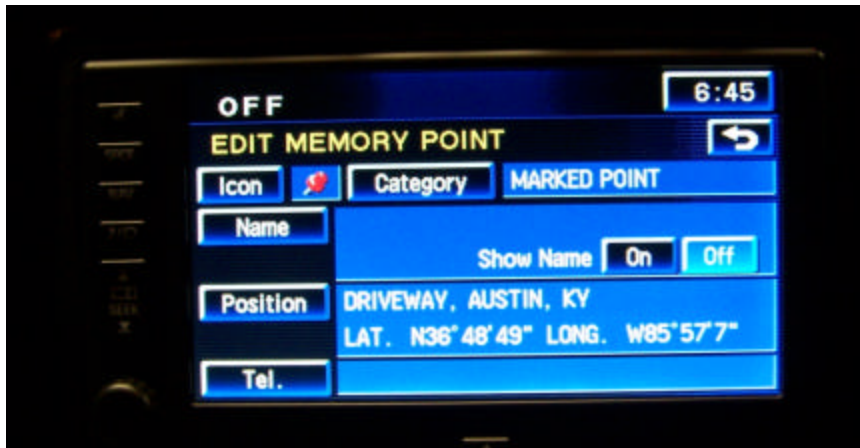

If you select a category it will give you a choice of add, delete, edit category (where you can move a memory point between the four categories), list (so that you can view them, select them and edit them) or Del. All which is to delete all memory points in that category.

Selecting List will bring up a list of the points in that category.

Selecting one will bring you to the Info screen again.

From the previous menu you can choose to delete a stored location by category. Select Stored Locations, Memory Points, Pick the category where the point is stored and the select Delete. That will bring up a list to choose from and when you select the point you wish to delete it will confirm with a prompt.