

23 Sight 'N Go

(only available with GPSMAP 64s/64sc/64st/64sx/64csx)

With the application "Sight 'N Go" you can navigate to any point in the terrain, e.g. a summit beyond a plateau while hiking or a small island on a lake while kayaking. The GPS device helps to navigate to this destination, even if there are various obstacles to avoid.

You have two options:

1. Set Course
2. Project Waypoint

23.1 Set Course

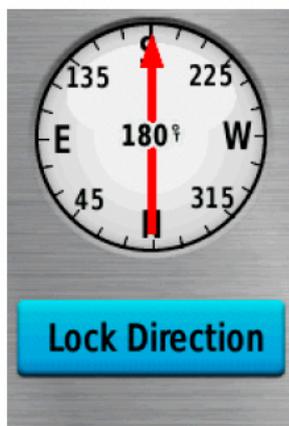
Start the "Sight 'N Go" application in the main menu (or in the context menu of the compass page) and proceed as follows:

1. Point the GPSMAP with its longitudinal axis to the target (the quad helix GPS antenna is a good indicator).
2. Activate "Lock Direction" with the ENTER key.
3. Select "Set Course".
4. Now the compass appears in the "Course (CDI)" setting, the "Distance to Destination" calculated by the device is always 55.6 km.
5. In addition, the devices saves a waypoint called "Sight 'N Go" at 55.56 km from the current location. It can be selected and edited in the waypoint manager like any other waypoint.

The compass is always displayed in the "Course (CDI)" setting when the "Set Course" function is used - regardless of the settings in the "Setup" menu.



Compass app, context menu, select "Sight 'N Go"

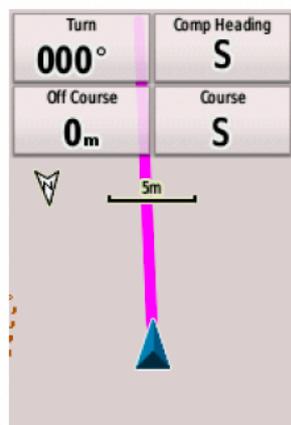


Align the compass in the desired direction (e.g. 180°), select "Lock Direction"



Select "Set Course"

On the map page you follow the magenta-colored course line, on the compass page the course pointer.



Follow the magenta line on the map, now you are heading in the desired direction (180° S)



The "Course (CDI)" pointer indicates the direction to follow*

*: We are using only one data field on the customized compass page.

Elements of the compass page:

- **Red Arrow:** Course Pointer
- **Blue Arrow:** To/From Indicator (points to your destination; if it is ahead of you it points forward; if the destination is behind you it points backwards).
- **Scale (0.25 km):** CDI scale (can be changed with the IN/OUT keys)
- **Middle Section:** Course deviation indicator (CDI), also called D-Bar (Deviation-Bar).

Deviating from the original course



Now you are off course (63 m) and are heading in the wrong direction (SE), you should turn right (80° R) and follow the magenta course line to S



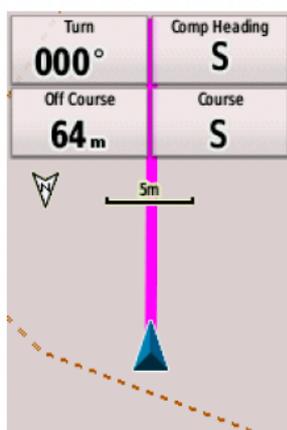
You are heading SE (about 130°), the middle section is 63 m off, the pointer (red arrow) still points S (the direction you should heading to)

When you deviate from the original course to the left or right, the course pointer appears as a broken line; the middle section (= course deviation indicator, CDI) is moving to the right (when drifting to the left) or left (when deviating to the right).

The course deviation indicator helps you to see your relation to the original course line.

The small black crosses help you to estimate how far you are off the original course (each cross = 50 m when the scale is set to 0.25 km).

Back on the original course



Now you are heading again in the desired direction, but you are still 64 m off



The course pointer points in the desired direction, but the middle section is still off

- The tip of the blue position marker on the map page points to your heading direction.
- The original course never changes.

The automatically calculated **distance of 55.56 km** usually proves to be unrealistic. If the summit or the island is only about 5 km away, it makes sense to correct the distance in order to get at least about correct distance information (alternatively you can use the "Waypoint Projection", next chapter).

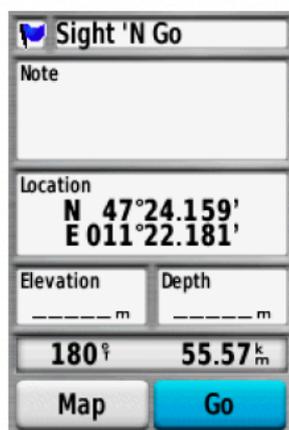
To do this, open the waypoint "Sight 'N Go " in the waypoint manager, press the MENU key and select the function "Move waypoint". In the following screen, move the cursor on the magenta colored course line to the desired point at a distance of approx. 5 km and select "Move".



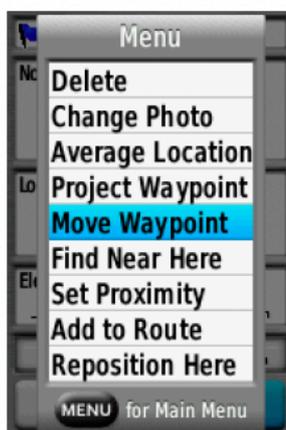
55,6 km to the "virtual" destination



Search for the "Sight 'N Go" waypoint



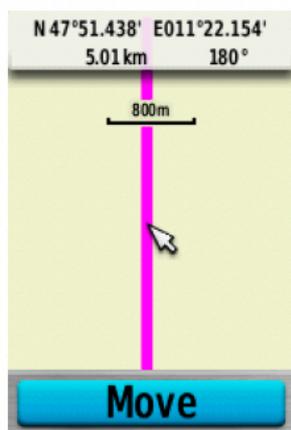
"Sight 'N Go" waypoint



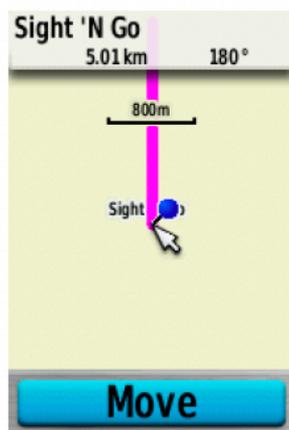
MENU key, use "Move Waypoint"



Move the waypoint (1)



Move the waypoint (2)



Move the waypoint (3)



5 km to your "virtual" destination

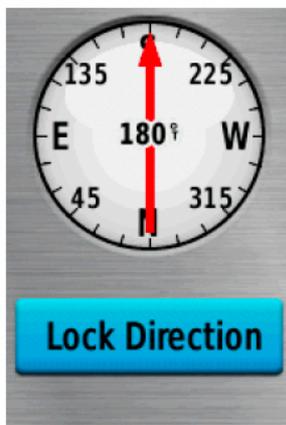


The "Sight 'N Go" waypoint is now 5 kilometers away

23.2 Waypoint Projection

If the distance to the target is approximately known, you can alternatively use the waypoint projection function. Go back to the "Sight 'N Go" application and follow the steps below:

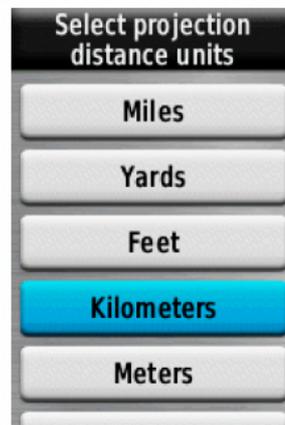
1. Point the GPSMAP to the target, open the compass page and the Sight 'N Go application (via the MENU key).
2. "Lock direction".
3. Select "Project Waypoint".
4. Set the unit.
5. Enter the estimated distance to the destination.
6. "Save".
7. The compass now appears with a bearing pointer pointing to the target.
8. On the map page, you can follow the course line to the destination.
9. With this function, the device saves a new waypoint with a numerical name (e.g. "003").



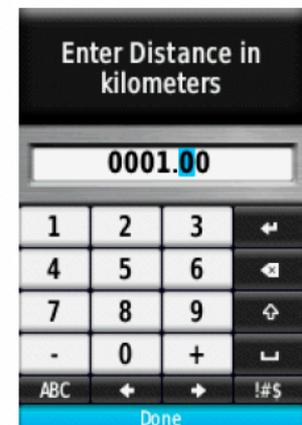
"Lock Direction", e.g. 180°
South



"Project Waypoint"



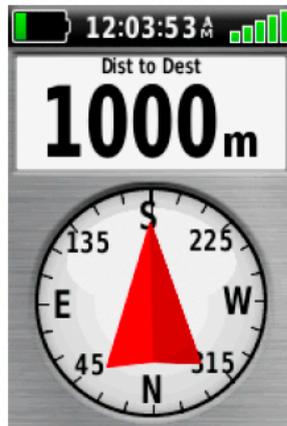
Select a unit



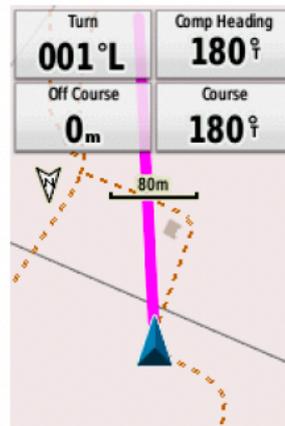
Enter the distance



The new projected waypoint 003



The bearing pointer points to your destination



Follow the bearing line 180° South



You are heading in the wrong direction; you should turn about 36° to the right

On the map page points the magenta colored bearing line, on the compass page the bearing pointer to the target.

Data fields used in the screens (definitions according to the Garmin manual):

- **Course:** The direction from your starting position to a destination.
- **Compass Heading:** The direction you are heading.
- **Turn:** Angle of difference between the bearing* to your destination and the direction you are heading** currently (L = turn left, R = turn right).
- **Off Course:** The distance you are deviated from your original course.

*: Bearing = Direction to your target; **: Heading = Direction you are moving