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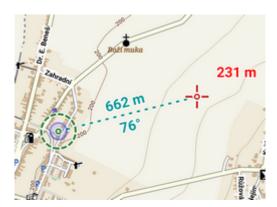


Measuring Distance

There are three ways of measuring the distance between two points in Locus Map:

- (1) beeline measuring measuring of straight distance between two points
- (2) road measuring measuring distance along the road.
- track measuring measuring distance that was passed is described in detail in track recording

The first and second method is provided by the **Add new route&Measure** feature. If you need to measure distance between your **actual GPS position** and **any point on the map**, switch **Line to GPS** on in Settings > Map - objects&style:



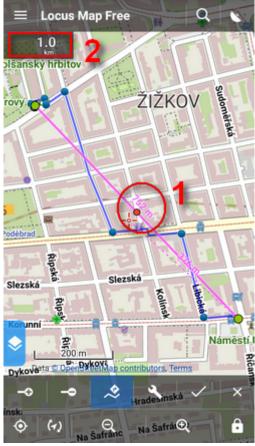
Add new route&Measure

- Menu > More functions > Add new route & Measure
- the function can be added to the Function panels for quick launch

The feature displays additional controlling items to the main screen as is described in **Route planning** >>:

Measuring instructions

• make necessary settings - e.g. select routing service if you want to measure road distance using route calculation



- ∘ Menu > Settings > Navigation
- or route computing dialog > navigation settings

set starting point

- o shift map screen center at the desired spot quite accurate method
- select location by the *location selector* depending on selected method the starting point location can be defined very precisely, e.g. by coordinates or postal address
- quick add fastest method but not accurate, places points on the map by plain tapping your finger
- add waypoints use any of above mentioned methods to add waypoints a measuring line stretches between each waypoint showing the distance (1), the total distance is displayed in the upper left corner (2). Tapping the digit changes its units (m > ft > yd)
- remove waypoints use in case you want to start a different measuring you can go back by removing points and then repair the measuring by adding new ones. Or you can delete whole route by tap-and-hold.



Route computing - useful for exact road measuring. Turn it on, add waypoints and Locus Map will compute the route between them smoothly along the roads. Always turn the computing function first before you want to compute route between two new waypoints, not vice versa!

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