


Tracks

A track is a recording of your path. The track log contains information about points along the recorded path, including time, location, and elevation for each point.

Pausing Track Recording

- 1 Swipe down from the top of the screen.
The list of notifications appears.
- 2 Select  next to **Track Recording On**.

Customizing Your Track Log

You can customize how your device displays and records tracks.


- 1 Select **Settings > Tracks**.
- 2 Select **Record** to toggle track logging on or off.
- 3 Select **Show on Map** to toggle the track log on the map on or off.
When this feature is enabled, a line on the map indicates your track.
- 4 Select **Color**, and select a color for the track log on the map.
- 5 Select **Record Method**.
- 6 Select an option:
 - To record tracks at a variable rate that creates an optimum representation of your tracks, select **Auto**.
 - To record tracks at a specified distance, select **Distance**.
 - To record tracks at a specified time, select **Time**.
- 7 Select **Interval**.
- 8 Complete an action:
 - If you selected **Auto** for the **Record Method**, select an option to record tracks more or less often.
NOTE: Using the **Most Often** interval provides the most track detail, but fills up the device memory quicker.
 - If you selected **Distance** or **Time** for the **Record Method**, enter a value, and select **OK**.

Following Your Track Log

While navigating, you can navigate back to the beginning of your track log. This can be helpful when finding your way back to camp or the trail head.

- 1 Select **Track Manager > Current Track > View Map > TracBack**.
The map displays your route with a magenta line, start point, and end point.
- 2 Navigate using the map or the compass.

Saving the Current Track

- 1 Select **Track Manager > Current Track**.
- 2 Select  > **Save**.

Viewing the Elevation Plot of a Track

- 1 Select **Track Manager**.
- 2 Select a track.
- 3 Swipe right to view the elevation plot page.

Changing the Track Color

You can change the color of a track to improve the view on the map or compare it to another track.


- 1 Select **Track Manager**.
- 2 Select a track.
- 3 Select **Track Color**.
- 4 Select a color.

Archiving Saved Tracks


You can archive saved tracks to save memory space.

- 1 Select **Settings > Tracks > Auto Archive**.
- 2 Select **When Full, Daily, or Weekly**.

Clearing the Current Track

Select **Track Manager > Current Track > **.

Deleting a Track

- 1 Select **Track Manager**.
- 2 Select a track.
- 3 Select  > **Delete**.

Garmin Adventures

You can create adventures to share your journeys with family, friends, and the Garmin community. Group related items together as an adventure. For example, you can create an adventure for your latest hiking trip. The adventure could contain the track log of the trip, photos of the trip, and geocaches you hunted. You can use BaseCamp™ to create and manage your adventures. For more information, go to <http://adventures.garmin.com>.

Sending Files to BaseCamp

- 1 Open BaseCamp.
- 2 Connect the device to your computer.
On Windows® computers, the device appears as a removable drive or a portable device, and the memory card may appear as a second removable drive. On Mac® computers, the device and memory card appear as mounted volumes.
NOTE: Some computers with multiple network drives may not display device drives properly. See your operating system documentation to learn how to map the drive.
- 3 Open the **Garmin** or memory card drive or volume.
- 4 Select an option:
 - Select an item from a connected device and drag it to My Collection or to a list.
 - From BaseCamp, select **Device > Receive from Device**, and select the device.

Creating an Adventure

Before you can create an adventure and send it to your device, you must download BaseCamp to your computer and transfer a track from your device to your computer ([page 4](#)).

- 1 Open BaseCamp.
- 2 Select **File > New > Garmin Adventure**.
- 3 Select a track, and select **Next**.
- 4 If necessary, add items from BaseCamp.
- 5 Complete the required fields to name and describe the adventure.
- 6 If you want to change the cover photo for the adventure, select **Change**, and select a different photo.
- 7 Select **Finish**.

Starting an Adventure

Before you can start an adventure, you must send an adventure from BaseCamp to your device.

- 1 Select **Adventures**.
- 2 Select an adventure.
- 3 Select **Start**.

Navigation

You can navigate routes and tracks, to a waypoint, geocache, photo, or any saved location in the device. You can use the map or the compass to navigate to your destination.