

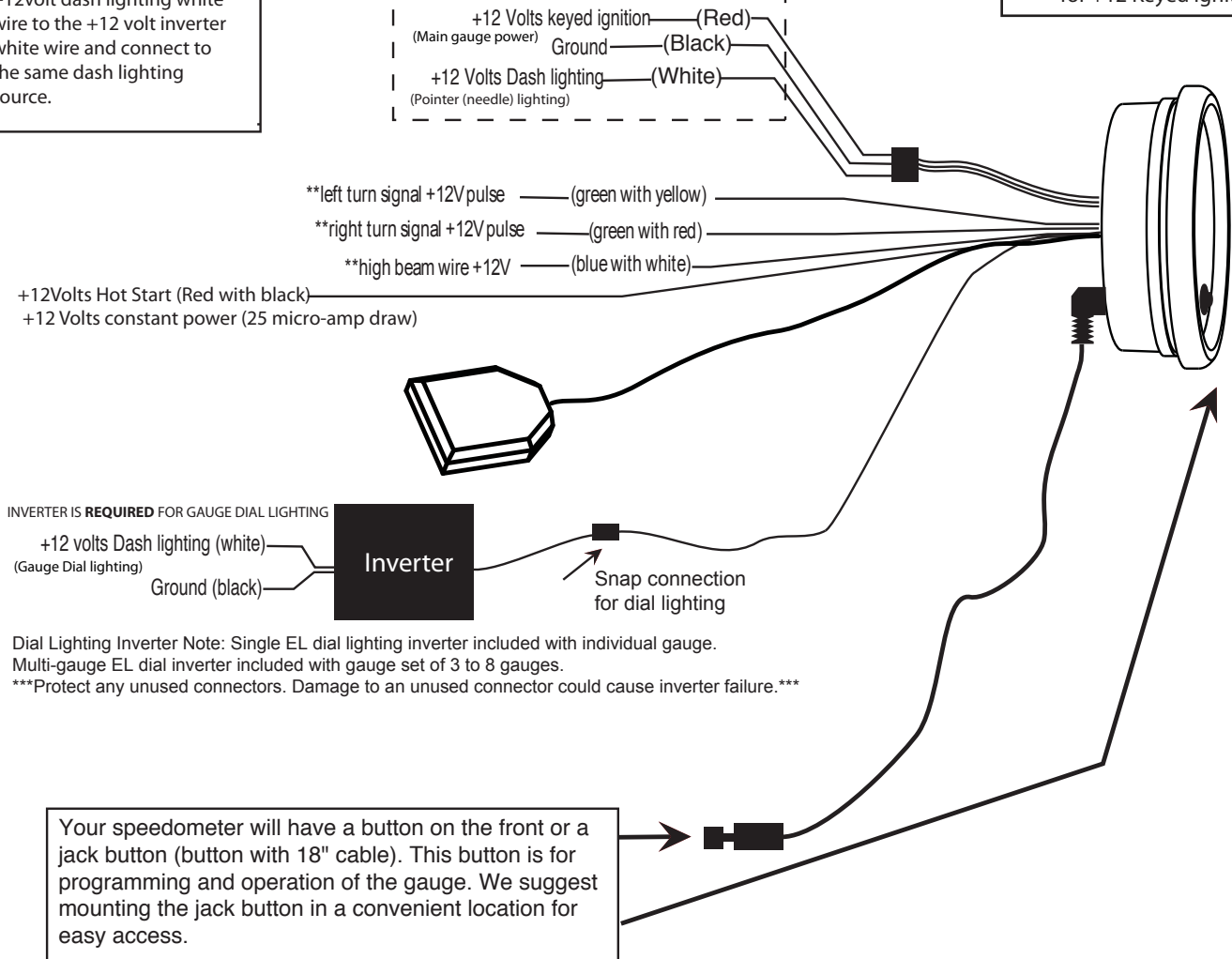
4-1/2", 4", and 3-3/8" GPS Instructions

SPEEDHUT

Note: Tie together the +12volt dash lighting white wire to the +12 volt inverter white wire and connect to the same dash lighting source.

Power distribution cable to plug all gauges into

Power Draw = 0.2 Amp
3A to 5A Inline Fuse Recommended
for +12 Keyed Ignition



1. Hook up speedometer power requirements as shown above.
2. Plug GPS receiver antenna into back of speedometer. (Make sure it is firmly pressed in for a good connection.)
3. For best performance, mount GPS antenna with as much view of sky as possible (preferably on the roof of the vehicle). The GPS antenna is waterproof and magnetic. If the car's roof is not accessible then mount the antenna on top of the vehicle's dash with as much exposure as possible to the sky through the window. (Antenna is able to receive signal through some thin materials i.e. wood, glass, fiberglass, and plastic. All types of metal will block the signal.)
4. Hot start feature is optional. Hooking up the Hot start wire to constant +12volts allows GPS to quickly acquire satellites in less than 2 seconds. This feature saves your current satellite position within the speedometer enabling it to quickly restore your position on power up when Speedometer has been powered off 4 or less hours.

Please note that if the speedometer has been powered off longer than 4 hours, it could take up to 1 minute to acquire signal due to the satellites moving significantly from your location. This is normal.

The current draw is extremely low (25 micro-amp) and will have virtually zero impact on a car battery's charge. Hot start wire should be connected directly to battery +12voltage and should remain powered 100% of the time.

WARRANTY - Speedhut Inc. warrants to the consumer for a period of 5 years from the date of purchase that this product will be free from defects in materials or workmanship. Speedhut warrants to the consumer for a "LIFE-TIME" that the product circuit board will be free from defects in materials or workmanship. This warranty is limited to the repair or replacement of Speedhut Inc products. Speedhut Inc is not responsible for special, incidental or consequential damages or costs incurred due to the failure of this product. Modification to the product, improper use or installation, accident, water damage, abuse, unauthorized repairs or alterations voids this warranty. Speedhut Inc disclaims any liability for consequential damages due to breach of any written or implied warranty on all products manufactured by Speedhut Inc. Please contact Speedhut Customer Support If you have a problem with this product | support@speedhut.com | 801-221-1460 (9am - 5pm MST)

Menu Features - momentarily press button on speedometer to select different menu items.

Odometer and trip

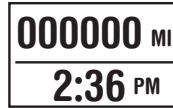


← Odometer (shows up to 999,999 miles or kmh)

← Trip Odometer (shows up to 99,999.9 miles or kmh)

Press and hold button to reset trip.

Clock



Clock feature. Time is acquired from GPS satellites. User only needs to adjust the hour setting for his/her time zone.

← Press and hold button to set clock hours. (color will invert)
Toggle through am / pm hours until correct time is reached.

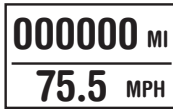
Release button for several seconds and time is stored. (color will return to normal)

Elevation



Elevation feature is acquired from GPS satellites and shows the current elevation from sea level in feet or meters depending on model.

Speed (mph or kmh)



Speed feature shows mph or kmh in display

Direction



Shows the current direction

Note: Default direction is North(N). Correct direction is displayed only when moving.

peak



Shows the top speed reached.
Press and hold to clear peak.

0-60 mph time



Press and hold button to stage while car is stopped.

Timer will start as soon as car starts to move.

Accelerate to 60+ MPH/100+ Kmh. Timer will stop once 60MPH/100Kmh is reached and show the time to nearest 1/100th of second on screen and distance in feet traveled.

1/4 mile time



Press and hold button to stage while car is stopped.

Timer will start as soon as car starts to move.

Drive through 1/4 mile. Timer will stop once 1/4 mile distance is reached and show the time to nearest 1/100th of second on screen and speed to nearest 1/10th mph.
