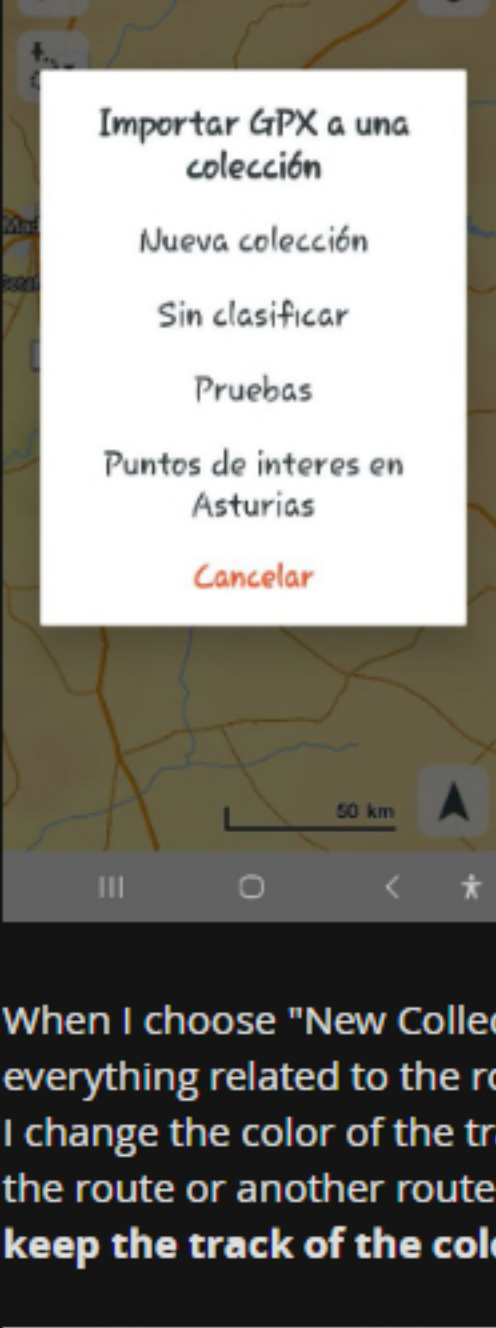


- To get the route, I'm only interested in the tracks since the Tread nails them. Another thing is to draw it guided by where the track goes. When I get a file or download a GPX from the internet, if these come with WP and I want to take advantage of them, well, and if I don't mind, I will put the WP and edit them wherever I want. Sometimes I make the routes in another web planner like Kurviger, MIRA, etc. and I already place the WP that will later appear in the file imported to the Tread and I will have to select them when drawing the route. But I insist, I ONLY WANT TO TAKE ADVANTAGE OF THE TRACK AND THE WP IF I HAVE ALREADY PLACED THEM since drawing the route guided by the track is very simple and that is what I will try to explain.
- Drawing a route without a track is done the same way, but you are now the one who freely chooses the waypoints, and that is difficult for me simply because the Tread map is not user-friendly and I use other planners.

- For the example I have taken a file downloaded from Wikiloc with the details option, these are the WP that the creator of the route placed but as I said they may or may not be useful to me, I will be the one who chooses what to do, even if I have another WP that I like, add it to the route to be drawn.

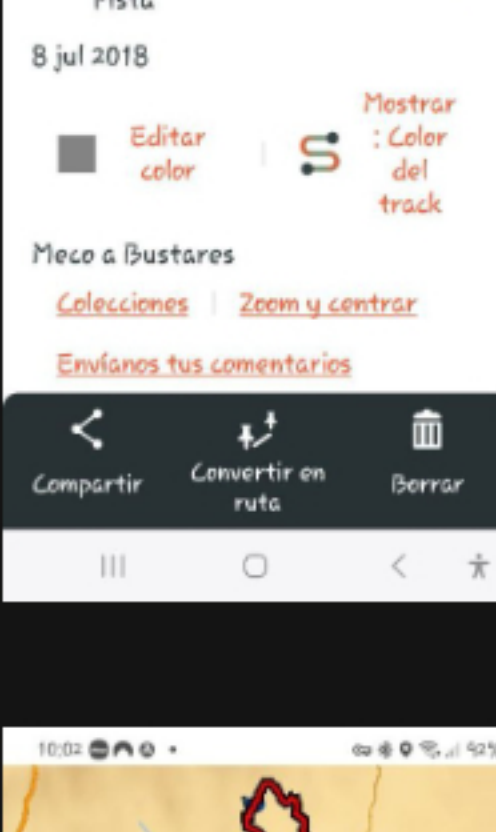
- Let's get started: Meco to Bustares Archive

The gpx file that I have downloaded on my phone or that someone sent me, etc., I open it with the Tread and choose "New Collection"

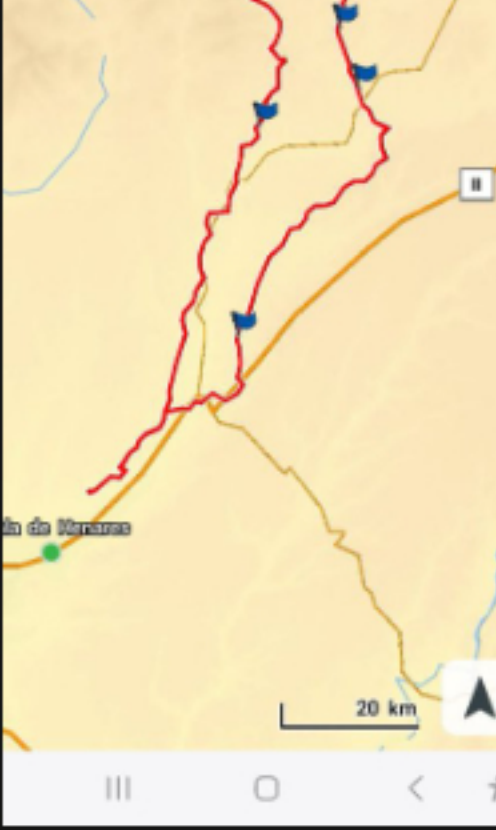


When I choose "New Collection" I get the route name by default and I leave it like that so that I have a collection with the file name and there I will save everything related to the route I draw. Therefore I will have a collection called "Meco to Bustares"

I change the color of the track I have to red so that later when I draw the route it serves as a guide, I don't see the gray well but it's up to each to his own. If the route or another route-type file appeared in a polygonal shape (it usually happens to me when I load a route from Basecamp) I delete everything, I **only keep the track of the color I have and the WP if I'm interested**.

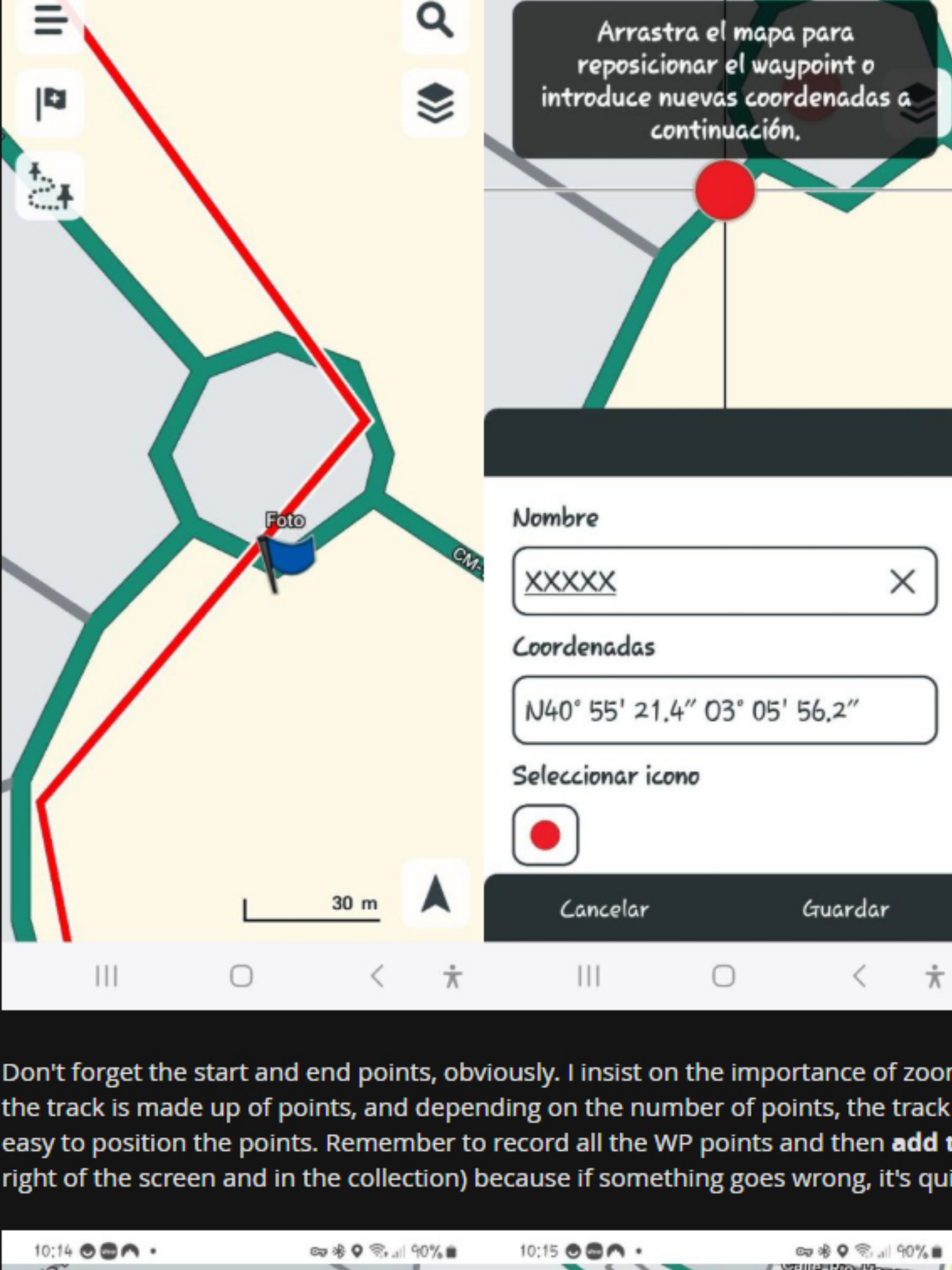


Now it's time to place and save the WP (the imported ones or the ones you want). To do this, press X in the previous screenshot, and you'll enter this screen.

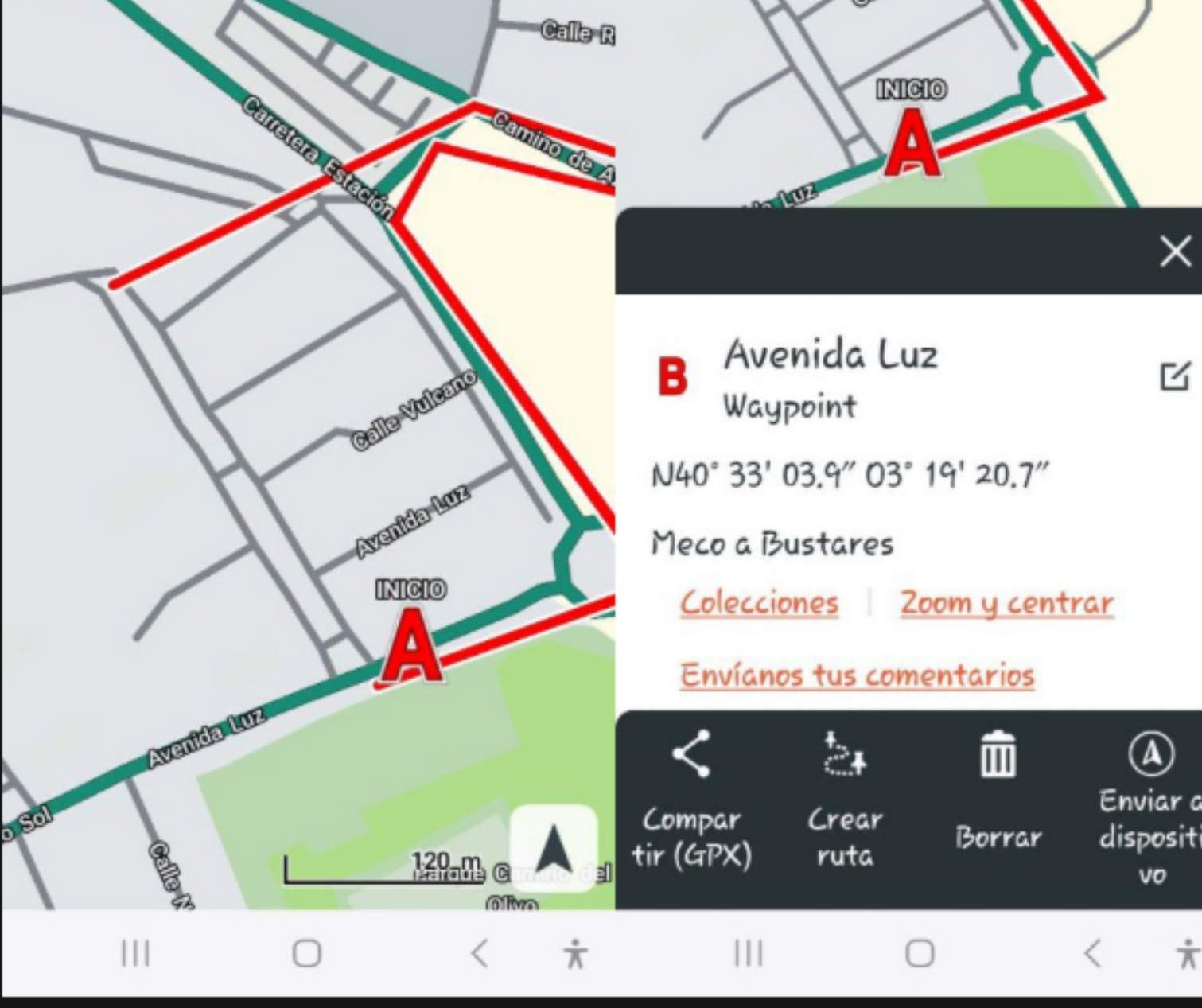


To create the WP, **press the flag with the + symbol**. It's VERY IMPORTANT to zoom in on the track so that when the WP editor opens, we don't lose sight of the road or path where the track runs. This way, we'll position the WP at the desired point. It's very important to make sure the chosen point is on the path; it's very easy to interpret on the screen. This is where, if you don't zoom in and go crazy and place the point on the track, it could end up off the path, and that's where problems with recalculations, etc., begin. It's important that the point is on the path.

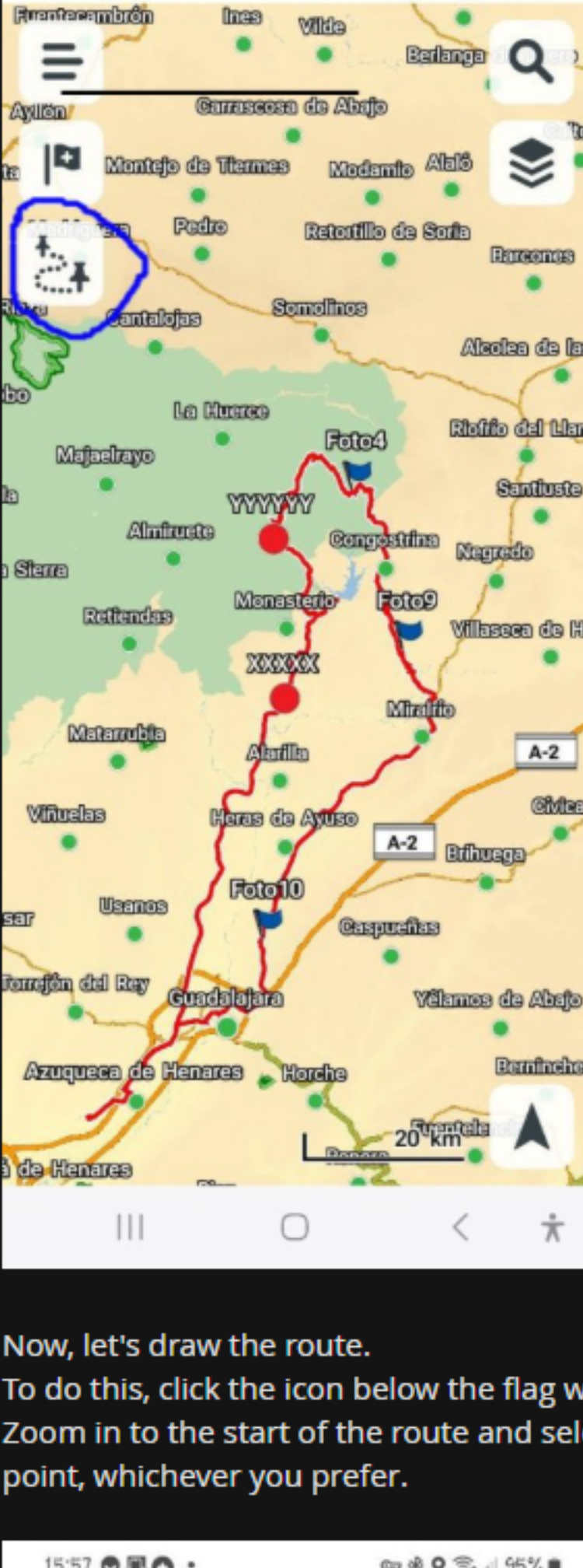
We look at the options for naming, for the icon... and be careful!!!! YOU MUST also SAVE. I save everything to the same collection created for the route, all in the same basket.



Don't forget the start and end points, obviously. I insist on the importance of zooming in to accurately select the WP points along the route. Don't forget that the track is made up of points, and depending on the number of points, the track can be more precise with respect to the road it's traveling on, but it's quite easy to position the points. Remember to record all the WP points and then **add them** when you draw the route. It's a good idea to save the file (at the top right of the screen and in the collection) because if something goes wrong, it's quite annoying. I speak from experience.



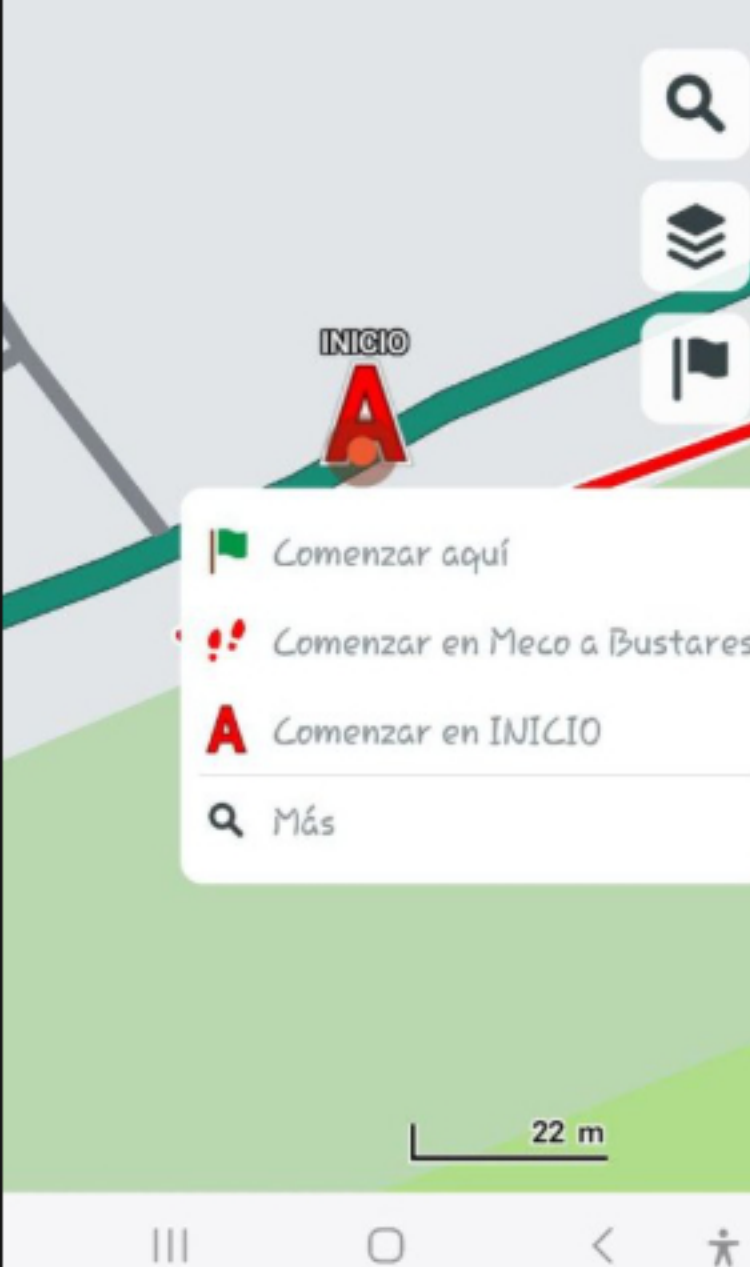
Once we have marked and saved the WP we want, we will see the track with the WP placed.



Now, let's draw the route.

To do this, click the icon below the flag with the + symbol. (See photo with the selection.)

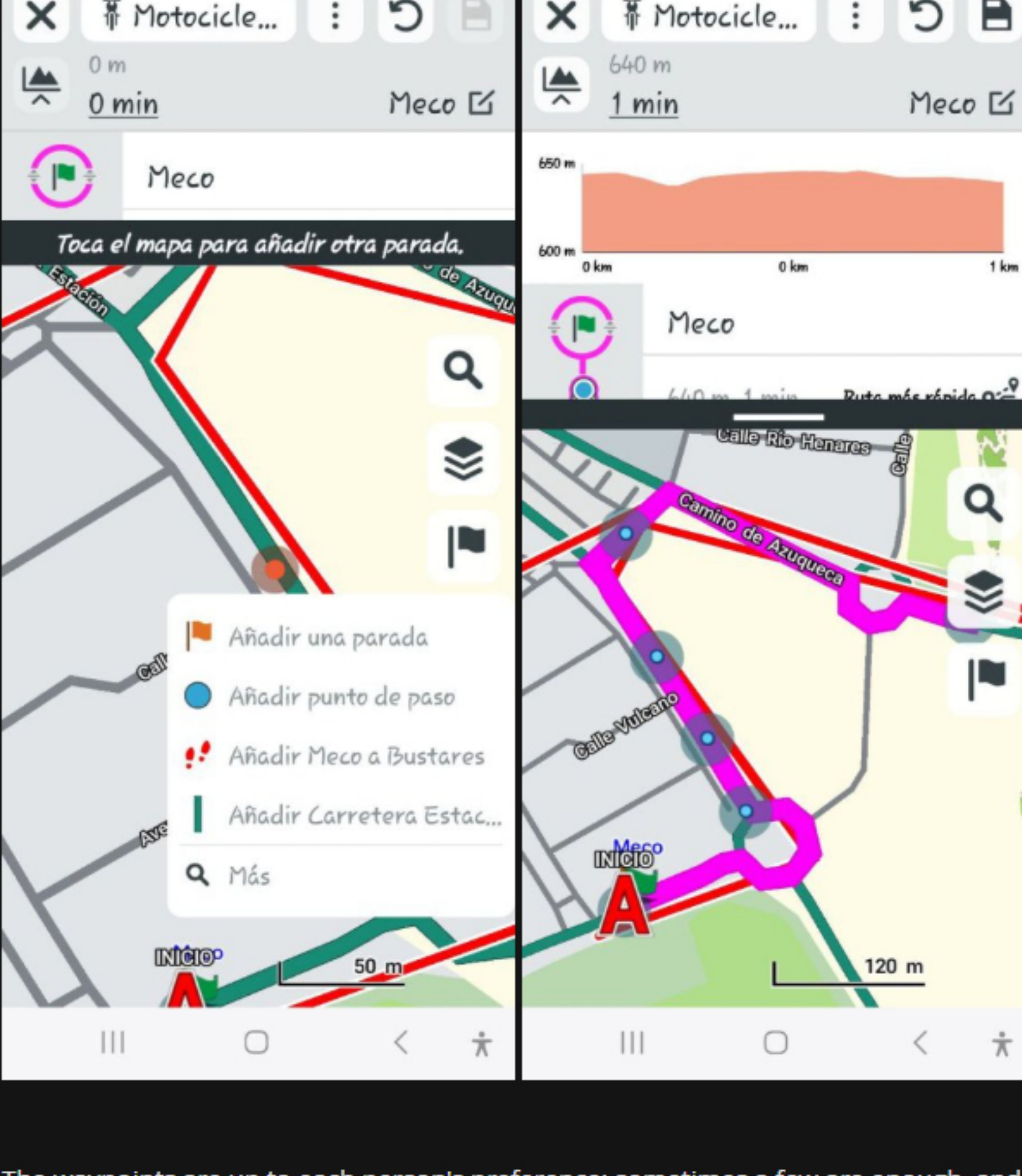
Zoom in to the start of the route and select the WP, or start point. **"Start at START."** Clicking the magnifying glass gives you other options for naming the point, whichever you prefer.



Once you've reached the first point on the route, you need to follow the track and add waypoints to create the route. The option for adding a waypoint is "Add waypoint."

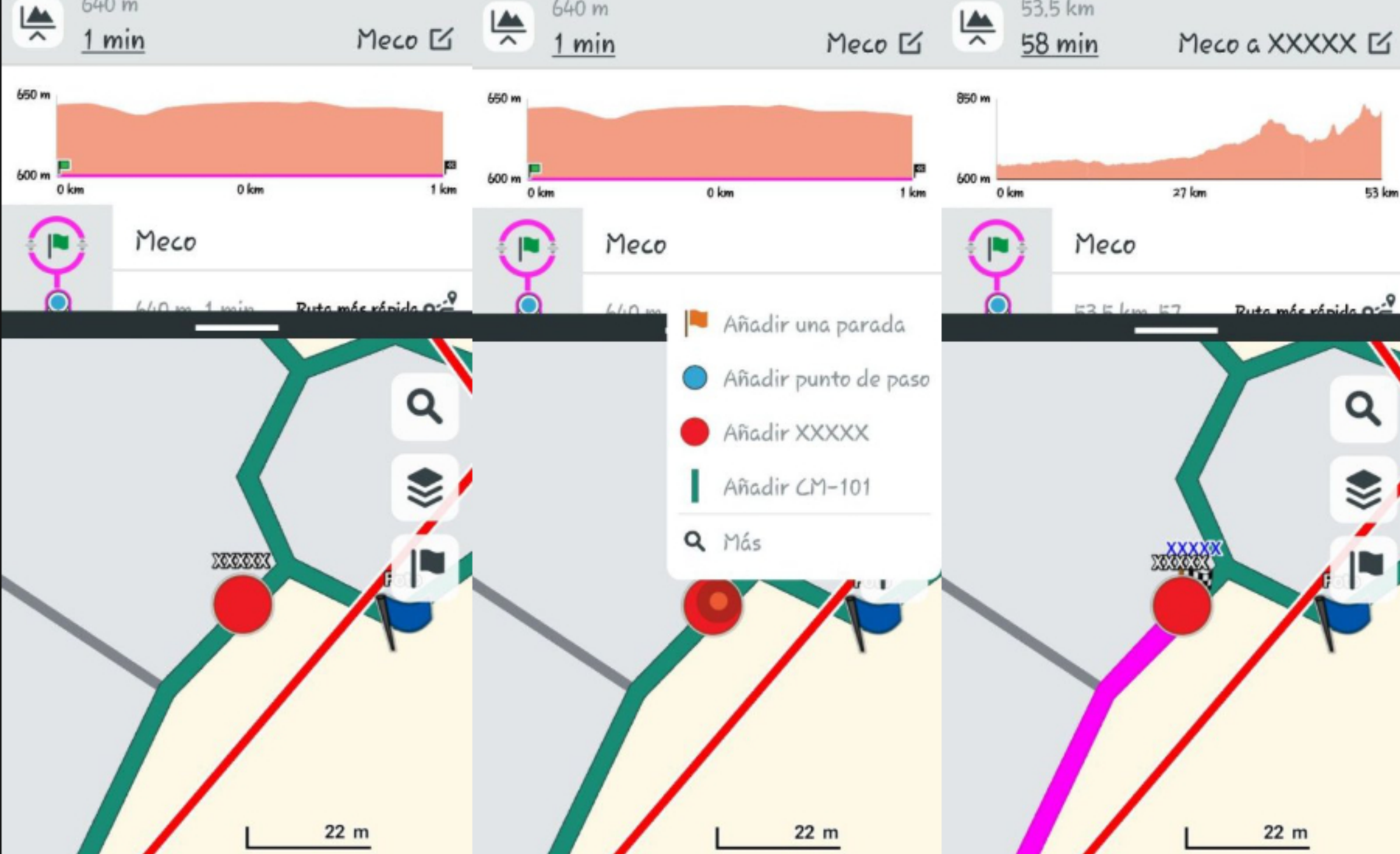
I insist on the importance of adding a waypoint to the route in a different way... problems.

If, when choosing the next point, you go down another road or follow a different direction than the track, it's because the app has a different route based on the conditions chosen to create routes, or because there's a shortcut, etc. To fix this, simply delete that point and add another point further back to force the route to pass through there; it will do so without any problems.



The waypoints are up to each person's preference; sometimes a few are enough, and other times, more points are needed to "overcome" the route.

When you reach the WP, simply position yourself as you did at the "start," and that's it—you'll have placed the WP on the drawn route.



And always the same, if we have other WP or we want to position others the same criterion, create the WP and then in the route drawing choose it. It is important to use the magnifying glass, when the points are positioned you see other options that may or may not be of interest.

Once the drawn route is finished, when you open the XT2 and if all the points have been correct, everything will go well, for sure.

I insist on the importance of using the zoom so that the choice of points is correct.

It is important on the start of the route and select the WP, or start point. **"Start at START."** Clicking the magnifying glass gives you other options for naming the point, whichever you prefer.

As for the routes I do in Basecamp, when I open them in Tread, the track and the WP are fine, but the route usually gives me a hybrid that is neither the route nor a track, it is a set of lines between points. I delete it, I'm not interested because I'm going to draw it. However, the WP that they pass me from the route imported from Basecamp, I keep them.