About Your Multi-View Rear Camera

Multi-View Rear Camera Display Area

The audio/information screen can display your vehicle's rear view. The display automatically changes to the rear view when the transmission is put into $[\mathbf{R}]$.



You can view three different camera modes on the rearview display.

About Your Multi-View Rear Camera

The rear camera view is restricted. You cannot see the corner ends of the bumper or what is underneath the bumper. Its unique lens also makes objects appear closer or farther than they actually are.

Visually confirm that it is safe to drive before backing up. Certain conditions (such as weather, lighting, and high temperatures) may also restrict the rear view. Do not rely on the rearview display which does not give you all information about conditions at the back of your vehicle.

The rear camera view is displayed prior to the audio/ information screen.

If the camera lens is covered with dirt or moisture, use a soft, moist cloth to keep the lens clean and free of debris.

You can change the **Fixed Guideline** and **Dynamic Guideline** settings.

Customized Features P. 337, 345

Fixed Guideline

ON: Guidelines appear when you put the transmission into **R**. **OFF:** Guidelines do not appear.

Dynamic Guideline

ON: Guidelines move according to the steering wheel direction.

OFF: Guidelines do not move.



- If you were last using Wide view mode or Normal view mode, the same view mode will be activated the next time you put the transmission into R.
- If you were using Top down view mode before you turned off the engine, Wide view mode will be activated the next time you set the power mode to ON and put the transmission into R.
- If you were using Top down view mode and 10 seconds elapsed after you took the transmission out of R, Wide view mode will be activated the next time you put the transmission into R.
- If you were using Top down view mode and put the transmission back into R within 10 seconds after you took it out of R, Top down view mode will be activated.