

# FURUNO

## OPERATOR'S MANUAL

**COLOR DGPS/PLOTTER/SOUNDER  
COLOR GPS/PLOTTER/SOUNDER**

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**MODEL**

**GP-1650WDF, GP-1650WF FURUNO/NAVIONICS  
GP-1650WDF, GP-1650WF FURUNO/C-MAP NT**

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**FURUNO ELECTRIC CO., LTD.**  
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\* O M E 4 4 2 4 2 B 0 0 \*



# SAFETY INSTRUCTIONS

## WARNING

### **Do not open the equipment.**

Hazardous voltage which can cause electrical shock, burn or serious injury exists inside the equipment. Only qualified personnel should work inside the equipment.

### **Do not disassemble or modify the equipment.**

Fire, electrical shock or serious injury can result.

### **Immediately turn off the power at the switchboard if the equipment is emitting smoke or fire.**

Electrical shock can result. fire or electrical shock.

### **Do not operate the equipment with wet hands.**

Continued use of the equipment can cause

### **Use the proper fuse.**

Fuse rating is shown on the power cable. Use of a wrong fuse can result in damage to the equipment.

### **Do not maneuver the vessel based on the depth indication alone.**

Grounding may result.

## **About the TFT LCD**

The TFT LCD is constructed using the latest LCD techniques, and displays 99.99% of its pixels. The remaining 0.01% of the pixels may drop out or blink, however this is not an indication of malfunction.

## CAUTION

**Do not use the equipment for other than its intended purpose.**

**No one navigation device should ever be solely relied upon for the navigation of a vessel.**

Always confirm position against all available aids to navigation, for safety of vessel and crew.

**Do not turn on the equipment with the transducer out of water.**

The transducer may be damaged.

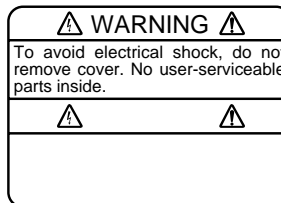
**Use the proper gain setting.**

Incorrect gain may produce wrong depth indication, possibly result in a dangerous situation. See "Adjusting the gain" on page 2-6.

**The picture is not refreshed when picture advancement is stopped.**

Maneuvering the vessel in this condition may result in a dangerous situation.

**A warning label is attached to the equipment. Do not remove the label. If the label is missing or illegible, contact a FURUNO agent or dealer.**



Name: Warning Label (1)  
Type: 86-003-1011-1  
Code No.: 100-236-231

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# FOREWORD

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## A Word to GP-1650WDF/1650WF Owners

Congratulations on your choice of the FURUNO GP-1650WDF COLOR DGPS/PLOTTER/SOUNDER, GP-1650WF COLOR GPS/PLOTTER/SOUNDER. We are confident you will see why the FURUNO name has become synonymous with quality and reliability.

For over 50 years FURUNO Electric Company has enjoyed an enviable reputation for innovative and dependable marine electronics equipment. This dedication to excellence is furthered by our extensive global network of agents and dealers.

This equipment is designed and constructed to meet the rigorous demands of the marine environment. However, no machine can perform its intended function unless installed, operated and maintained properly. Please carefully read and follow the recommended procedures for operation and maintenance.

We would appreciate hearing from you, the end-user, about whether we are achieving our purposes.

Thank you for considering and purchasing FURUNO equipment.

## Features

The GP-1650WDF provides a totally integrated DGPS beacon receiver, WAAS function, GPS receiver, color video plotter and color video sounder. The GP-1650WF mostly shares the same features with the GP-1650WDF except it does not have a DGPS beacon receiver.

Navigation information is displayed on a bright 5.6-inch color TFT LCD. On-screen information shown are position, range and bearing to cursor position, range, bearing, ETA and TTG to waypoint, etc.

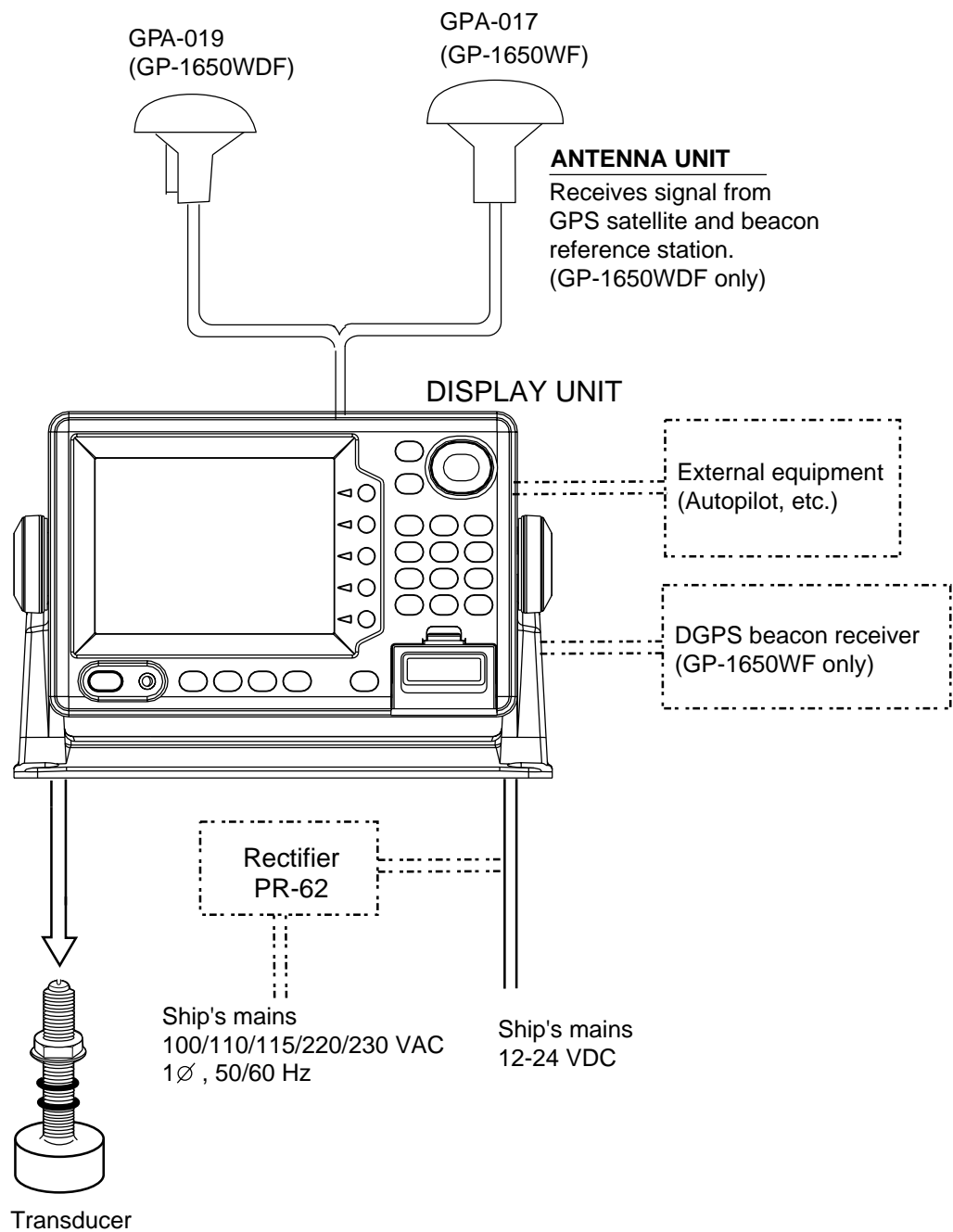
A high sensitivity receiver tracks up to twelve (WAAS: thirteen) satellites simultaneously. An 8-state Kalman filter ensures optimum accuracy in determination of vessel position, course and speed.

C-MAP NT-FP chart card is available for the GP-1650WDF/1650WF.

The main features of the GP-1650WDF/1650WF are

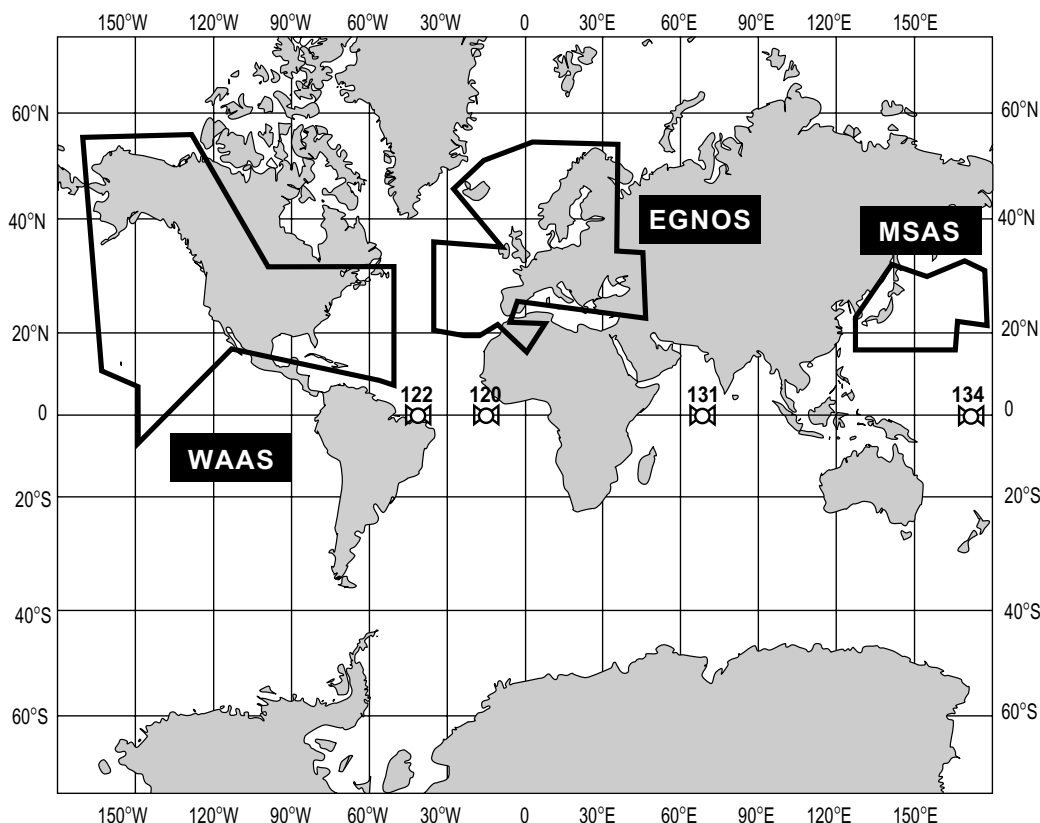
- WAAS capability.
- Comprehensive navigation data displays.
- Bright 5.6-inch color TFT LCD with temperature compensated tone and brilliance control.
- Automatic coastline chart loading.
- Position display in latitude and longitude, Loran C or Decca TDs.
- Improved position accuracy with optional DGPS beacon receiver (GP-1650WF).
- Accepts both FURUNO and NAVIONICS chart card or FURUNO and C-MAP NT mini chart cards.
- Alarms: Arrival, Anchor Watch, Cross-track Error, Speed, Proximity, Fish, Bottom, Temperature.
- Man overboard feature records latitude and longitude coordinates at time of man overboard.
- "Highway" display provides graphic presentation of ship's track and is useful for monitoring cross track error.
- Automatic or manual video sounder operation.

# SYSTEM CONFIGURATION



# WHAT IS WAAS?

WAAS, available in North America, is a provider in the worldwide SBAS (Satellite Based Augmentation System) navigation system. An SBAS provider furnishes GPS signal corrections to SBAS users. Two more SBAS providers are also currently under development, MSAS (Multi-Functional Satellite Augmentation System) for Japan and EGNOS (Euro Geostationary Navigation Overlay Service) for Europe. All providers will be compatible with one another, thus providing “seamless” position fixes to SBAS users.



Satellite, Region	Position
120, AOR-E	15.5°W
122, AOR-W	54°W
131, IOR	64.5°E
134, POR	178°E

Initial operation time
WAAS: 2003
EGNOS: 2004
MSAS: 2005

At the time of this software release, SBAS is still under development. (Providers are expected to have initial operations capability from the times shown above.) During this developmental period, which may last for several years, there is no guarantee of the accuracy, integrity, continuity, or availability of the SBAS signal. Furuno will accept no responsibility for the use of the signal for other than the above stated purpose. It is the user’s responsibility to exercise common prudence and navigational judgment while using the SBAS signal in the developmental phase.

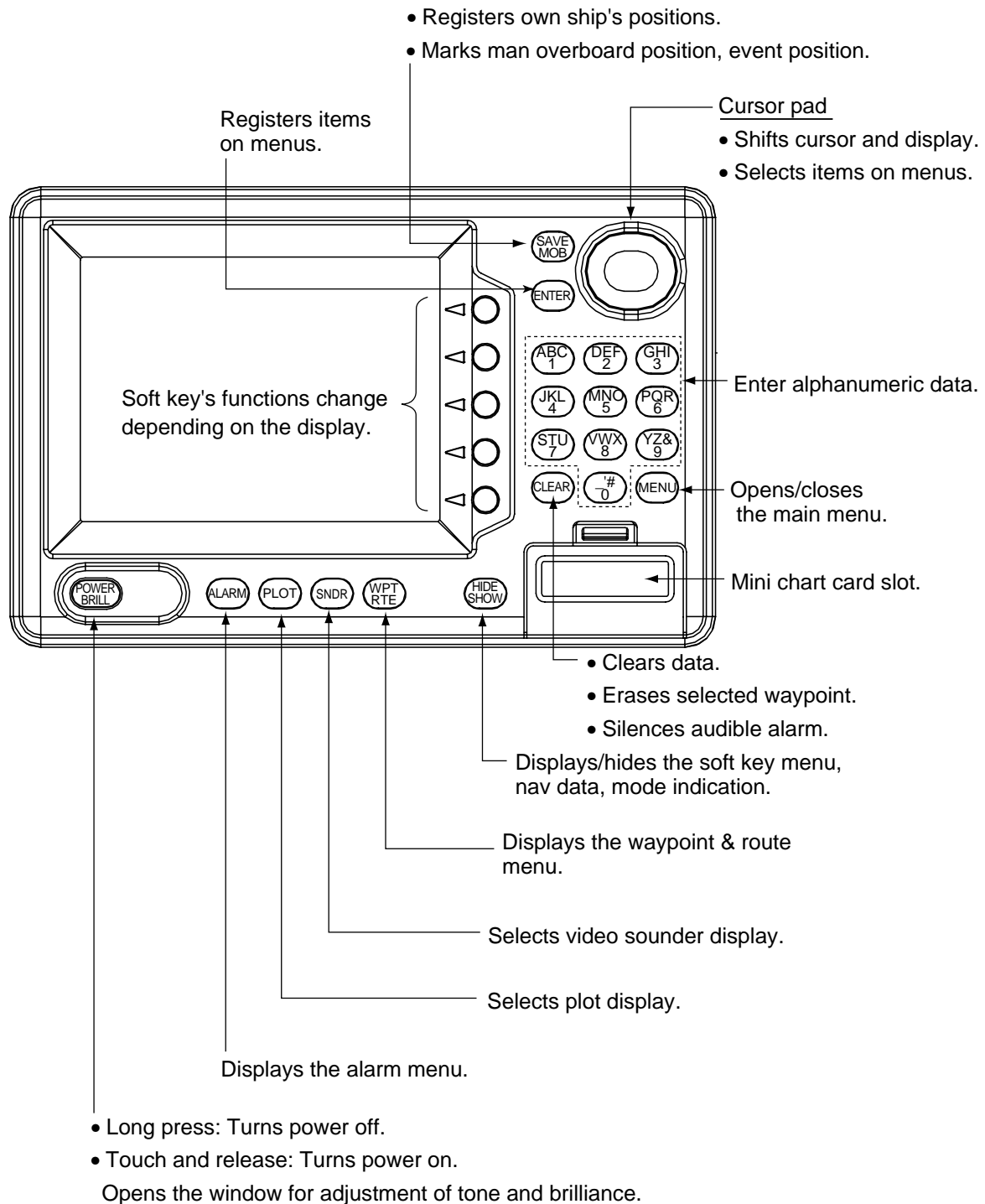
**Note:** This manual uses “WAAS” when referring to any SBAS provider.



# 1. OPERATIONAL OVERVIEW

This chapter acquaints you with the basics of your unit - from turning on the power to the soft key menu operation.

## 1.1 Display Unit Controls



Display unit

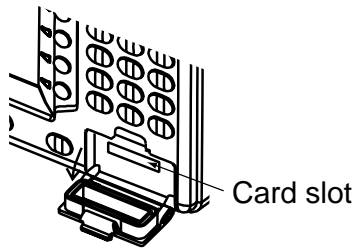
# 1. OPERATIONAL OVERVIEW

## 1.2 Inserting Mini Chart Card

Insert appropriate mini chart card before turning on the power.

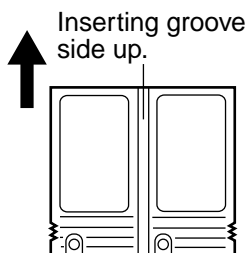
**Note:** Static electricity can be passed through your fingers to a memory card and destroy the contents of the card. To prevent this, always touch a metallic object, such as a steel desk, before handling a memory card.

1. Push down the lid catch to open the mini chart card slot cover.



Location of mini chart card slot cover

2. Insert appropriate mini chart card groove side up.



Mini chart card

Direction of mini chart card

3. Close the slot cover to protect the chart drive. (Keep the slot cover closed at all times.)

**Note:** Turn off power before inserting or ejecting the mini chart card.

## 1.3 Turning the Power On/Off

### Turning the power on

Press the [POWER/BRILL] key at bottom left-hand side of the display unit to turn on the power. When the unit is turned on, it proceeds in the sequence shown in the figure in below, after displaying the FURUNO information display.

Displayed for about five seconds.

START UP TEST	
PROGRAM	OK
RAM	OK
BACKUP DATA	OK
INTERNAL BATTERY	OK
GPS	OK



-- WARNING --  
NO NATIONAL HYDROGRAPHIC OFFICE HAS VERIFIED THE INFORMATION IN THIS COASTLINE DATA CARD AND NONE ACCEPT LIABILITY FOR THE ACCURACY OF REPRODUCTION OR ANY MODIFICATIONS MADE THEREAFTER. THIS PRODUCT WITH THIS COASTLINE DATA CARD DOES NOT REPLACE THE REQUIREMENT TO USE THE APPROPRIATE PRODUCTS FOR NAVIGATION ACCORDING TO NATIONAL AND INTERNATIONAL REGULATIONS.  
FURUNO ELECTRIC CO., LTD.



Displayed for about 30 seconds, or press any key to escape.

The last-used display appears.

Start-up sequence

For any NG on the start up test display, request service.

The GP-1650WDF/1650WF takes about 90 seconds to find its position when turned on for the very first time. This is because the equipment has no satellite data, called the Almanac, in its database. If you want to lessen the time needed to find position you may enter your position manually (default position: San Francisco, USA) on the GPS SETUP OPTIONS menu.

Thereafter it takes about 12 seconds to find position each time the power is turned on.

When the satellite signal is being received normally, the GP-1650WDF/1650WF displays various abbreviations at the bottom left-hand corner of the display which show DGPS/GPS receiver status. The table in below shows these abbreviations and their meanings.

*Display abbreviations*

Indication	Meaning
GPS 2D	2D (dimension) GPS position fix
GPS 3D	3D GPS position fix
DGPS 2D (GP-1650WDF)	2D differential GPS position fix
DGPS 3D (GP-1650WDF)	3D differential GPS position fix
NO FIX	Position cannot be found.
DOP	DOP error
DEMO	Simulation mode
GPS W2D	2D WAAS position fix
GPS W3D	3D WAAS position fix

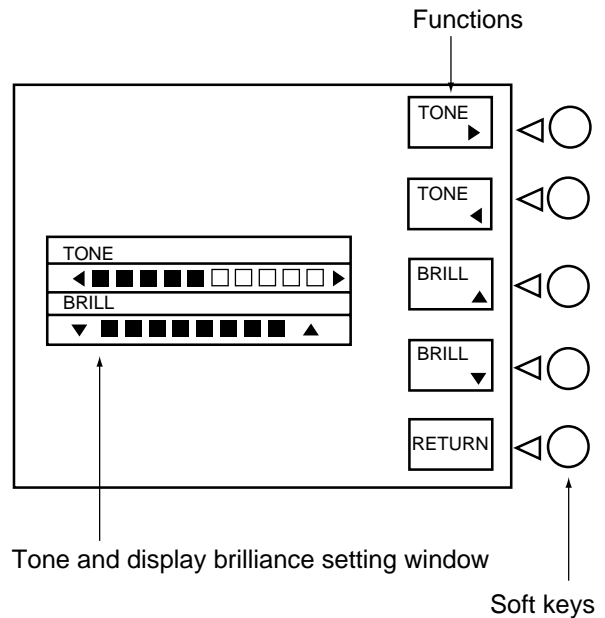
**Turning the power off**

Press and hold down the [POWER/BRILL] key until the screen goes blank. The time remaining until the power is turned off is shown on the screen.

**Note:** The example screens shown in this manual may not match the screen you see on your display. The screen you see depends on your system configuration and equipment settings.

**1.4 Adjusting Tone and Brilliance**

1. Press the [POWER/BRILL] key with a touch-and-release action. The tone and brilliance setting window appears.



*Tone and brilliance adjustment window*

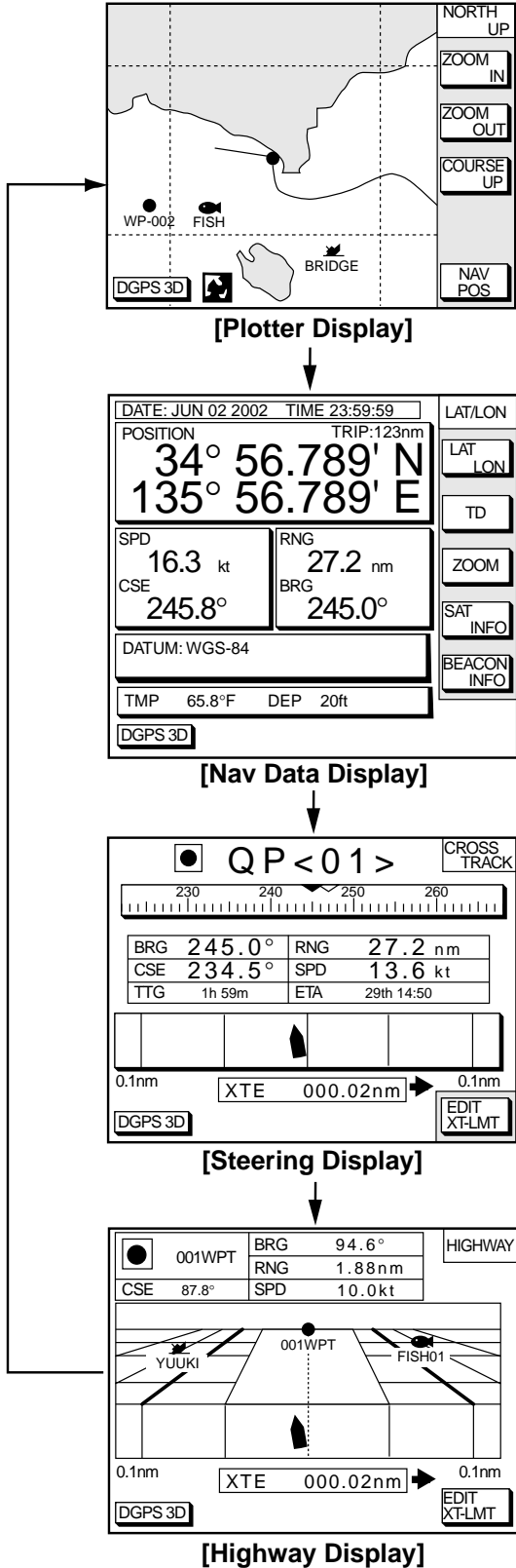
2. Press ◀ or ▶ on the cursor pad to adjust display tone.
3. Press ▲ or ▼ on the cursor pad to adjust display brilliance.

Note that tone and brilliance can also be adjusted by soft keys. After pressing the [POWER/BRILL] key, use the appropriate soft key to adjust tone or brilliance.

**Note:** Tone or brilliance must be adjusted within 10 seconds after pressing the [POWER/BRILL] key or the tone and brilliance adjustment window will be erased.

### 1.5 Plotter Displays

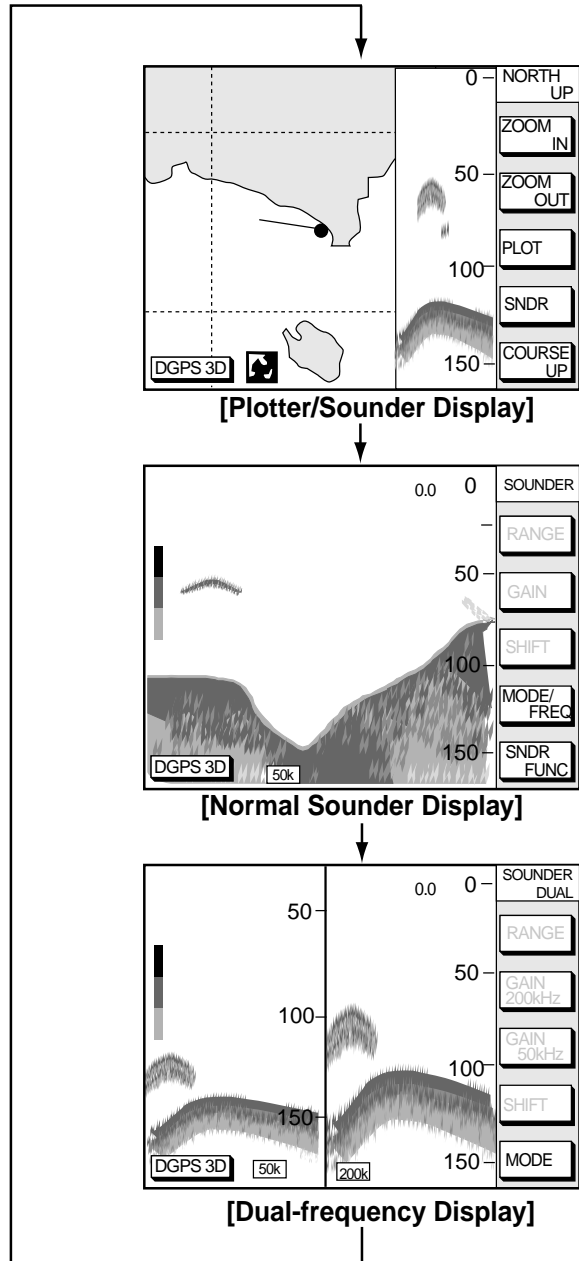
Press the [PLOT] key. Each time this key is pressed, the display mode changes in the sequence shown below. For display mode, refer to Chapter 3.



Display modes (plotter)

### 1.6 Sounder Displays

Three sounder displays are available: Normal, Dual-frequency display and Plotter/Sounder display. You may select a sounder display with the [SNDR] key.



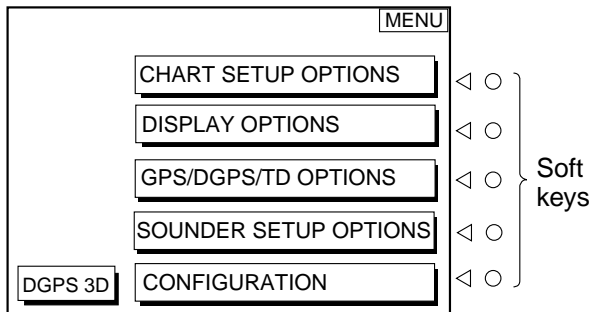
Display modes (Sounder display)

**Note:** Sounder display mode can be selected with the SNDR FUNC soft key. For further details see “Selecting sounder display mode” on page 2-3.

## 1.7 Menu Operation, Soft Keys

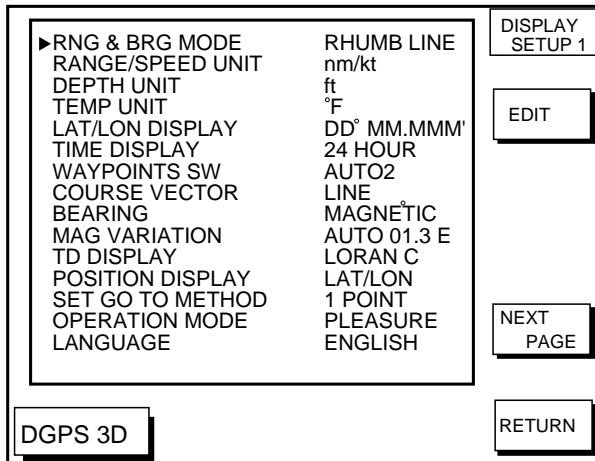
Most operations are carried out through the menu which is opened and closed with the [MENU] key. Menus may be selected with the five soft keys to the right of menus. Options are selected with the cursor pad.

1. Press the [MENU] key to display the main menu.



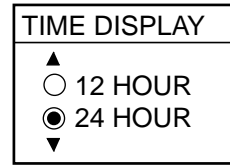
*Main menu*

2. Press appropriate soft key to display desired menu. For example, press the DISPLAY OPTIONS soft key. The name of the menu in use appears at the top right corner of the display.



*Display setup 1 menu*

3. Select item with the cursor pad, and press the EDIT soft key. For example, select TIME DISPLAY.



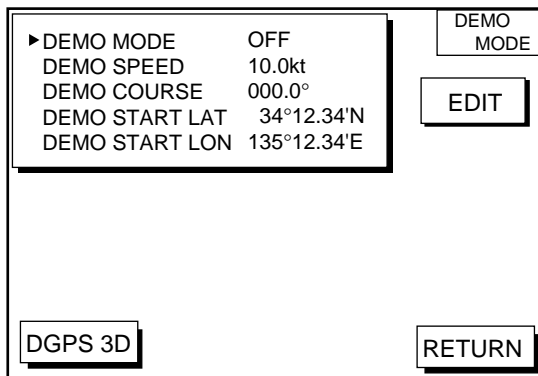
*Time display window*

4. Use the cursor pad to change the setting.
5. Press the ENTER soft key or [ENTER] key.
6. Press the RETURN soft key.
7. Press the [PLOT] key to finish.

## 1.8 Demonstration Display

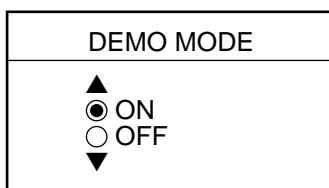
The demonstration display provides simulated operation of this unit. On the plotter display, own ship tracks, at the speed selected, a figure eight course or any course you enter, starting from position entered. All controls are operative; you may set destination, enter waypoints, etc. Simulated sounder operation is also provided.

1. Press the [MENU] key, followed by the CONFIGURATION and SYSTEM MENU soft keys to open the system menu.
2. Press the DEMONSTRATION MODE soft key to open the demonstration setting screen.



*Demo setting screen*

3. Press ▲ or ▼ to select DEMO MODE.
4. Press the EDIT soft key to show the demo mode window.



*Demo mode window*

5. Press ▲ to select ON.
6. Press the ENTER soft key or the [ENTER] key.
7. Select DEMO SPEED and press the EDIT soft key. Enter speed. Select digit with ◀/▶ and enter appropriate numeric value with the numeric keys.
8. Press the ENTER soft key or [ENTER] key.

9. Select DEMO COURSE and press the EDIT soft key. Select how you want the courseline to be traced; by FIGURE 8 or DIR.(ection). For DIR., enter course.
10. Press the ENTER soft key or [ENTER] key.
11. Select DEMO START LAT, and press the EDIT soft key. Enter latitude. Use the N< - > S soft key to switch coordinates if necessary.
12. Press the ENTER soft key or [ENTER] key.
13. Select DEMO START LON, and press the EDIT soft key. Enter longitude. Use the E< - > W soft key to switch coordinates if necessary.
14. Press the ENTER soft key or [ENTER] key.
15. Press the RETURN soft key.
16. Press the [PLOT] soft key.

To cancel the demonstration display, set DEMO MODE to OFF.

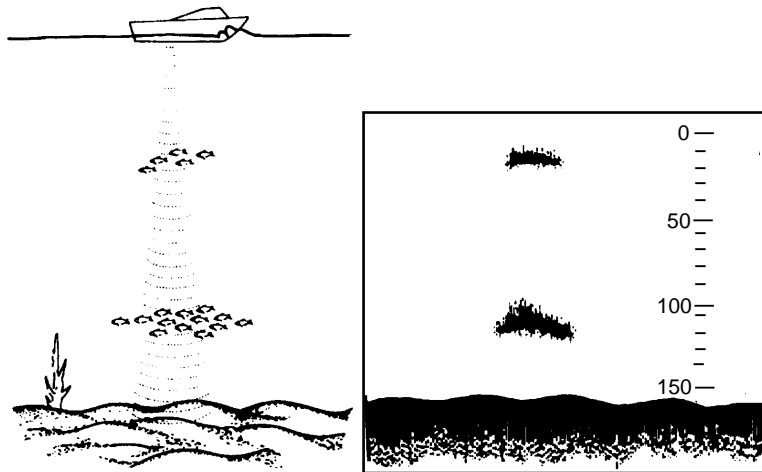
## 2. VIDEO SOUNDER OPERATION

### 2.1 Principle of Operation

The video sounder determines the distance between its transducer and underwater objects such as fish, lake bottom or seabed and displays the results on screen. It does this by utilizing the fact that an ultrasonic wave transmitted through water travels at a nearly constant speed of 4800 feet (1500 meters) per second. When a sound wave strikes an underwater object such as fish or sea bottom, part of the sound wave is reflected back toward the source (transducer). Thus by calculating the time difference between the transmission of a sound wave and the reception of the reflected sound wave, the depth to the object can be determined.

The entire process begins in the display unit. Transmitter power is sent to the transducer as a short pulse of electrical energy. The electrical signal produced by the transmitter is converted into an ultrasonic signal by the transducer and transmitted into the water. Any returning signals from intervening objects (such as a fish school) are received by the transducer and converted into an electrical signal. The signals are then amplified in the amplifier section, and finally, displayed on screen.

The picture displayed is made up of a series of vertical scan lines, one for each transmission. Each line represents a snapshot of what has occurred beneath the boat. A series of snapshots are accumulated side by side across the screen, and the resulting contours of the bottom and fish between the bottom and surface are displayed.

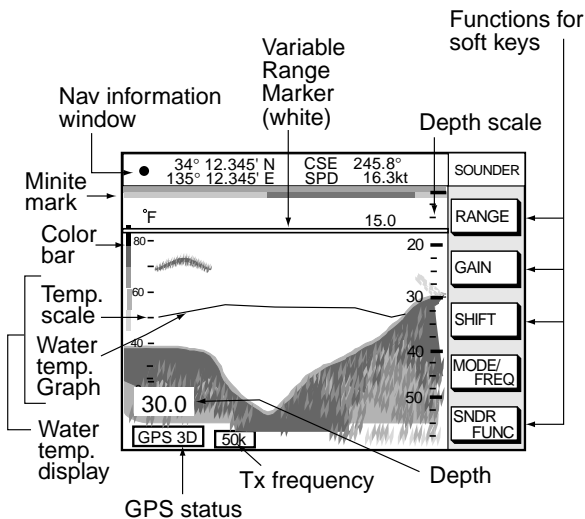


*Underwater conditions and video sounder display*

## 2.2 Sounder Display Description

The figure below shows all indications and markers which may appear on the normal sounder display.

### Normal sounder display indications, markers

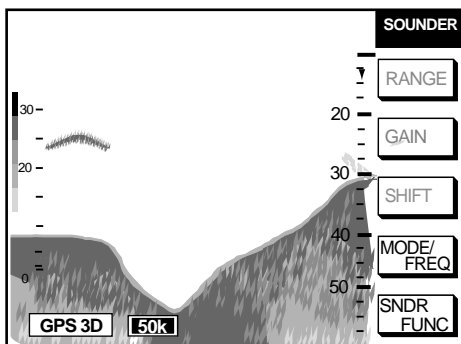


Indications on the normal sounder display

**Note:** The water temperature graph can be turned on or off. (See TEMP GRAPH on page 11-4.) The temperature scale is fixed between 20-80°F (0 to 30°C).

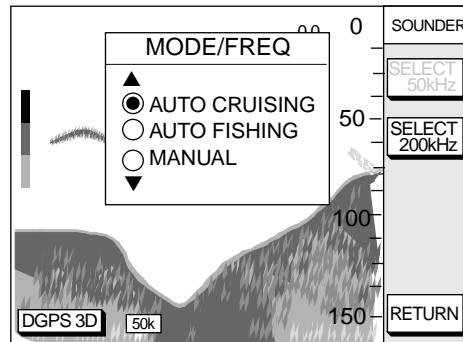
The normal sounder display shows either the 50 kHz picture or 200 kHz picture. To switch between these pictures, do the following:

1. Press the [SNDR] key several times to show the normal sounder display.



Normal sounder display

2. Press the MODE/FREQ soft key. The display changes as below.



Mode/freq window

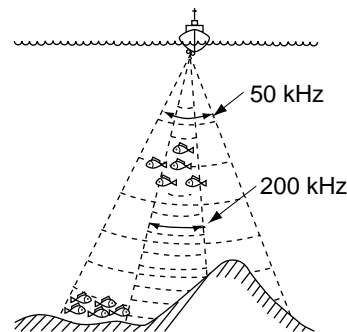
3. Press the SELECT 200kHz (or SELECT 50kHz) soft key.
4. Press the RETURN soft key to manually close the window, or wait 10 seconds and the window automatically closes.

### 50 kHz picture

The sounder uses ultrasonic pulses to detect bottom conditions. The lower the frequency of the pulse, the wider the detection area. Therefore, the 50 kHz frequency is useful for general detection and judging bottom condition.

### 200 kHz picture

The higher the frequency of the ultrasonic pulse the better the resolution. Therefore, the 200 kHz frequency is ideal for detailed observation of fish school.

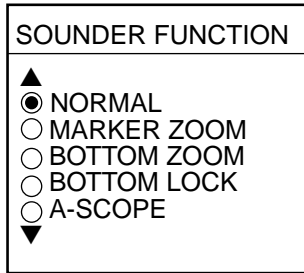


Comparison of transducer frequencies



**Selecting sounder display mode**

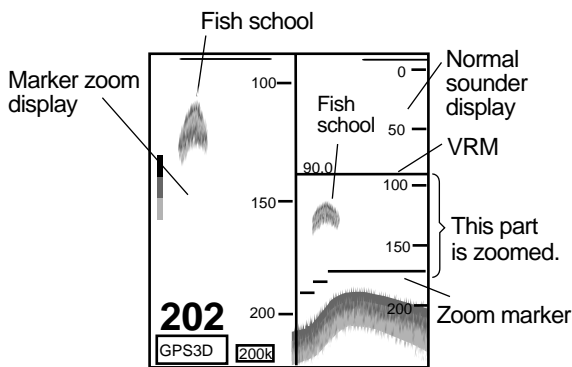
There are five display modes from which to choose: normal, marker zoom, bottom zoom, bottom lock and A-scope. To select a display, press the SDR FUNC soft key on the normal sounder display to show the sounder function window, and press ▲ or ▼ to select the display. Press the RETURN soft key to close the window.



*Sounder function window*

**Marker zoom display**

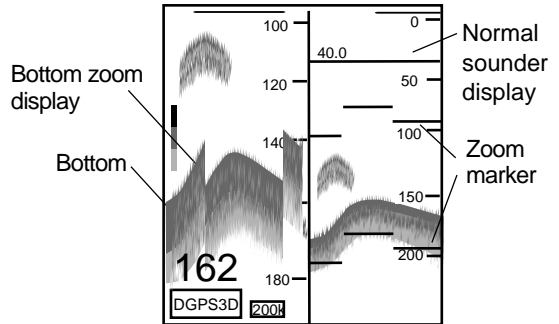
This mode expands a selected area of the normal sounder picture to full vertical size of the screen on the left-half window. You may specify the portion to expand by operating the VRM (Variable Range Marker), which you can shift with ▲ or ▼. The area between the VRM and zoom marker is expanded.



*Marker-zoom display plus normal sounder display*

**Bottom-zoom display**

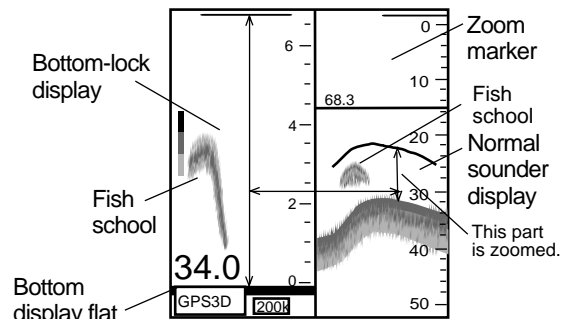
This mode expands bottom and bottom fish echoes to vertical size of the screen, and is useful for observing the bottom shape.



*Bottom-zoom display plus normal sounder display*

**Bottom-lock display**

The bottom-lock display provides a compressed normal picture on the right half of the screen and a 3 or 6 meters (10 or 20 feet) wide layer in contact with the bottom is expanded onto the left half of the screen.



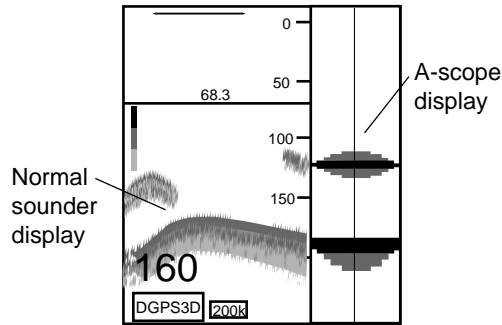
*Bottom-lock display plus normal sounder display*

**Note:** The zoom marker is not displayed in the default setting. It may be turned on in the DISPLAY SETUP2 menu. For further details see "ZOOM MARKER" on page 11-5.

## 2. VIDEO SOUNDER OPERATION

### A-scope display

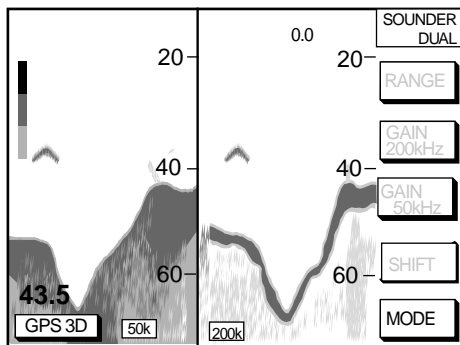
This display shows echoes at each transmission with amplitudes and tone proportional to their intensities, on the right of the screen. It is useful for estimating the kind of fish school and seabed composition.



*A-scope display plus  
normal sounder display*

### 2.3 Dual-frequency Display

The 50 kHz picture appears on the left; the 200 kHz picture on the right. This display is useful for comparing the same picture with two different sounding frequencies.

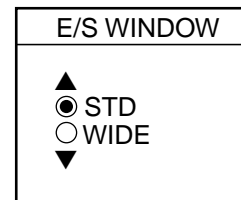


*Dual-frequency display*

### 2.4 Plotter/Sounder Display

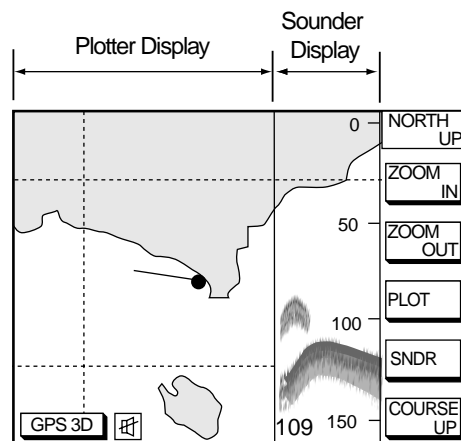
This display provides the plotter display on the left part of the screen and the normal sounder display on the right part. It is useful for searching fish schools at cruising speed. The width of the sounder display can be selected between standard (approx. 20 mm) and wide (approx. 40 mm) as below.

1. Press the [MENU] key and the SOUNDER SETUP OPTIONS soft key. The sounder setup menu appears.
2. Press ▼ to select E/S WINDOW window.
3. Press the EDIT soft key to show the E/S WINDOW window.



*E/S window*

4. Press ▲ or ▼ to select STD or WIDE.
  - STD: The width of the sounder display is approx. 20 mm (default setting).
  - WIDE: The width is approx. 40 mm.
5. Press the [ENTER] key or the ENTER soft key.



*Plotter/Sounder display*

## 2.5 Automatic Sounder Operation

Automatic sounder operation is useful when you are preoccupied with other tasks and do not have time to adjust the display.

### How the automatic sounder works

The automatic sounder function automatically selects the proper gain, range scale and clutter suppression level according to depth. It works as follows:

- Range changes automatically to display the bottom echo on the screen.
- The gain is automatically adjusted to display the bottom echo in reddish brown (default color arrangement).
- Clutter, which suppresses low level noise, is automatically adjusted.

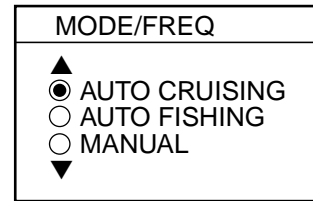
### Two types of automatic sounder modes

Two types of automatic sounder modes are available: CRUISING and FISHING. CRUISING is for tracking the bottom, and FISHING is for searching fish schools. CRUISING uses a higher clutter rejection setting than FISHING therefore it is not recommended for fish detection - weak fish echoes may be erased by the clutter suppression circuit.

### How to enable automatic sounder operation

1. To show the mode/freq window:  
**Normal sounder display:** Press the MODE/FREQ soft key.  
**Plotter/sounder display:** Press the SNDR, MODE/FREQ soft keys in order.

**Dual-frequency display:** Press the MODE soft key.



*Mode/frequency window*

2. Press ▲ or ▼ to select AUTO CRUISING or AUTO FISHING.
3. Press the RETURN soft key to close the window, or wait 10 seconds and the window closes automatically.

## 2.6 Manual Sounder Operation

Manual operation is useful for observing fish schools and bottom using a fixed gain setting.

The gain, clutter, range and range shifting functions used together give you the means to select the depth you can see on screen. The basic range can be thought of as providing a “window” into the water column and range shifting as moving the “window” to the desired depth.

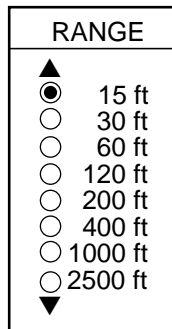
### Selecting the manual mode

1. Press the appropriate soft keys to show the MODE/FREQ window.
2. Select MANUAL.
3. Press the RETURN soft key.

## 2. VIDEO SOUNDER OPERATION

### Selecting display range

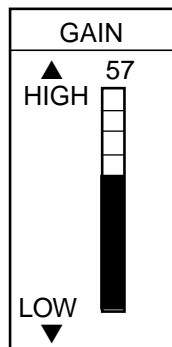
Press the RANGE soft key to show the range window, and select range by the cursor. Press the RETURN soft key to finish.



Range window

### Adjusting the gain

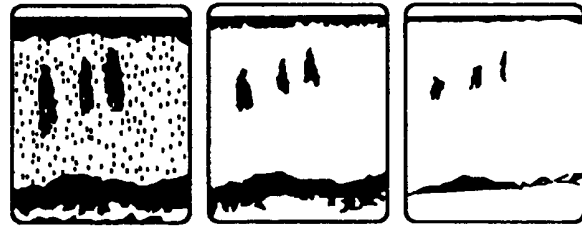
Press the GAIN soft key to show the gain window, and press ▲ or ▼ to set the gain. Current level is shown above the bar. Press the RETURN soft key to finish.



Gain window

**Note:** On the dual-frequency display, the gain can be independently set for 50 kHz and 200 kHz. This can be done with the GAIN 50 kHz and GAIN 200 kHz soft keys.

Normally, set the gain to the point where excessive noise does not appear on screen. Use a higher gain setting for greater depths and a lower setting for shallow waters.

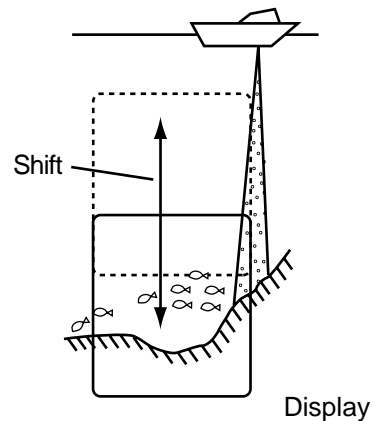


Examples of proper and improper gain

### Range shifting

The basic range may be shifted up or down as desired.

Press the SHIFT soft key, and press ▲ or ▼ to shift the basic range. Press the RETURN soft key to finish.

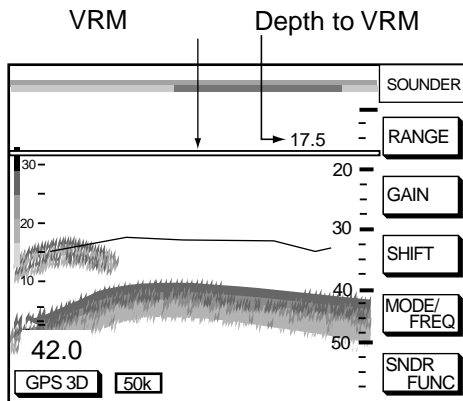


Shift concept

## 2.7 Measuring Depth

The VRM functions to measure the depth to fish schools, etc., and it is always displayed.

1. Press ▲ or ▼ to shift the VRM.
2. Read the depth just above the VRM.



*How to use the VRM*

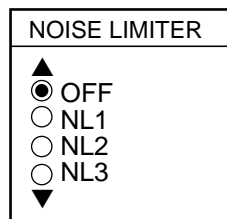
**Note:** This function is not available on the plotter/sounder display.

## 2.8 Suppressing Interference

Interference from other acoustic equipment operating nearby or other electronic equipment on your boat may show itself on the display as shown in the illustration at the top of the next column.

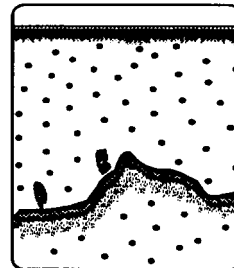
To suppress interference, do the following:

1. Press the [MENU] key and the SOUNDER SETUP OPTIONS soft key.
2. Select NOISE LIMITER and press the EDIT soft key to show the noise limiter window.

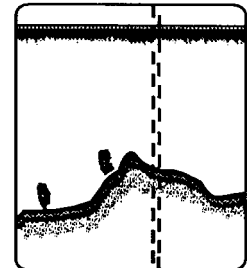


*Noise limiter window*

3. Press ▲ or ▼ to select degree of suppression desired; OFF, NL1, NL2 or NL3. The higher the number the greater the degree of suppression.
4. Press the RETURN soft key and the [SNDR] key to finish.



Interference from other sounder



Electrical interference

*Types of interference*

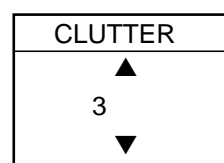
Turn the noise limiter circuit off when no interference exists, otherwise weak echoes may be missed.

## 2.9 Suppressing Low Level Noise

Light-blue dots may appear over most of screen. This is mainly due to dirty water or noise. This noise can be suppressed by adjusting CLUTTER on the SOUNDER SETUP OPTIONS menu.

When the sounder mode is Auto, the clutter suppression setting is fixed at AUTO. To suppress low level noise in manual sounder operation do the following:

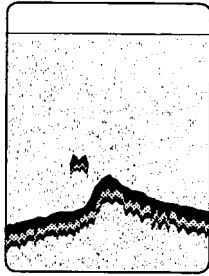
1. Press the [MENU] key and the SOUNDER SETUP OPTIONS soft key.
2. Select CLUTTER and press the EDIT soft key to show the clutter window.



*Clutter window*

## 2. VIDEO SOUNDER OPERATION

- Press ▲ or ▼ to select clutter rejection level desired; 0 (OFF) through 9. The higher the number the greater the degree of suppression. Note that weak echoes may not be displayed when the clutter circuit is on.
- Press the RETURN soft key and the [SNDR] key to finish.

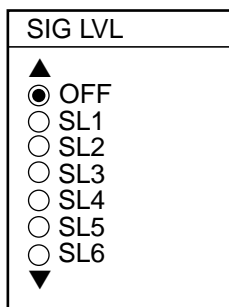


*Appearance of clutter*

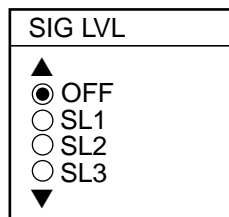
### 2.10 Erasing Weak Echoes

Dirty water or reflections from plankton may be painted on the display in green or light blue. These weak echoes may be erased as follows:

- Press the [MENU] key and the SOUNDER SETUP OPTIONS soft key.
- Select SIGNAL LEVEL, and press the EDIT soft key to show the signal level window.



At 16-color display



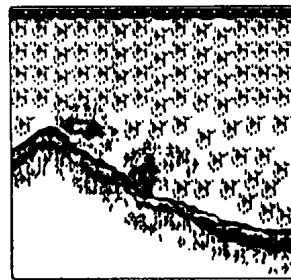
At 8-color display

(See page 2-9.)

*Signal level window*

- Press ▲ or ▼ to select level of erasure; OFF or signal level among SL1 to SL6 (or SL3). The higher the number the stronger the echo that will be erased.

- Press the RETURN soft key and the [SNDR] key to finish.



Weak echoes

*Appearance of weak echoes*

### 2.11 White Marker

The white marker functions to display a particular echo color in white. For example, you may want to display the bottom echo (reddish-brown) in white to discriminate fish echoes near the bottom.

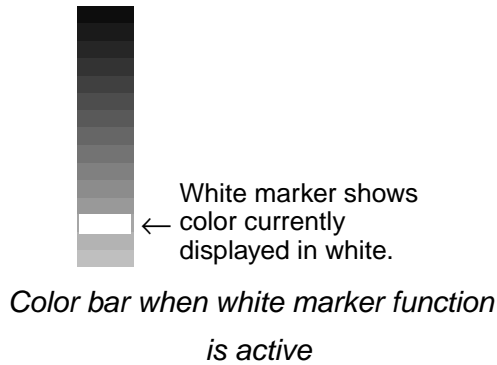
- Press the [MENU] key and the SOUNDER SETUP OPTIONS soft key.
- Select WHITE MARKER, and press the EDIT soft key to open the white marker window.



*White marker window*

- Press ▲ or ▼ to select color to display in white. As you press ▲ or ▼, the number (corresponds to echo number) in the marker window changes, the white marker on the color bar shifts and selected echo color is displayed in white. The white marker setting range is variable depending on the HUE setting (see paragraph 2.13) as below.

HUE setting	White marker range
8 color	0-8
16 color	0-16



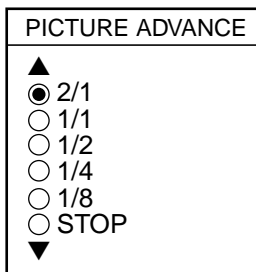
4. Press the RETURN soft key and the [SNDR] key to finish.

To turn the white marker function off, display "0" in the white marker window.

### 2.12 Selecting Picture Advance Speed

The picture advance speed determines how quickly the vertical scan lines run across the screen. When selecting a picture advance speed, keep in mind that a fast advance speed will expand the size of the fish school horizontally on the screen and a slow advance speed will contract it.

1. Press the [MENU] key and the SOUNDER SETUP OPTIONS soft key.
2. Select PICTURE ADVANCE, and press the EDIT soft key to open the picture advance window.



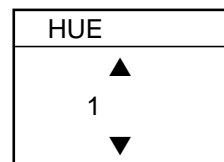
*Picture advance window*

The fractions in the window denote number of scan lines produced per transmission. For example, 1/8 means one scan line is produced every eight transmissions. STOP freezes the display and it is convenient for observing an echo.

3. Press ▲ or ▼ to select speed desired.
4. Press the RETURN soft key and the [SNDR] key to finish.

### 2.13 Selecting Background and Echo Colors

1. Press the [MENU] key and the SOUNDER SETUP OPTIONS soft key.
2. Select HUE, and then press the EDIT soft key to show the hue window.



*Hue window*

3. Press ▲ or ▼ to select hue number, referring to the table below. (You can see the result of your selection on the display.)

Background and echo colors

Hue No.	Echo Color	Background Color
1	16 color	Medium-blue
2	8 color	Medium-blue
3	16 color	Dark-blue
4	8 color	Dark-blue
5	16 color	White
6	8 color	White
7	16 color	Black
8	8 color	Black
9	Monochrome yellow, eight intensities	

## 2. VIDEO SOUNDER OPERATION

4. Press the RETURN soft key and the [SNDR] key to finish.

### 2.14 Alarms

#### Bottom alarm

The bottom alarm sounds when the bottom echo is within the alarm range set. To activate the bottom alarm the depth must be displayed.

#### Fish (B/L) alarm

The bottom-lock fish alarm sounds when a fish echo is within a predetermined distance from the bottom. This alarm is available when the bottom-lock mode is active.

#### Fish (normal) alarm

The normal fish alarm sounds when a fish echo is within the preset alarm range.

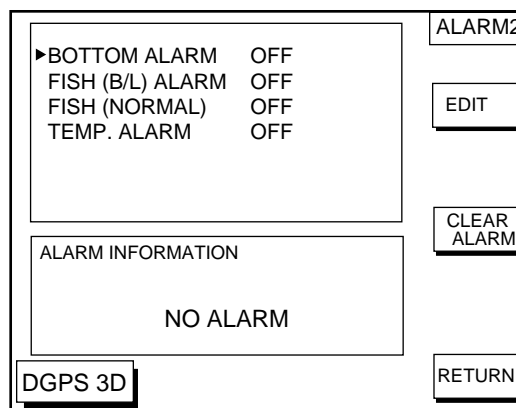
**Note:** The sensitivity of the fish alarm can be set on the SOUNDER SYSTEM SETUP menu.

#### Water temperature alarm

There are two types of water temperature alarms: WITHIN and WITHOUT. The WITHIN alarm sounds when the water temperature is within the range set; the WITHOUT alarm sounds when the water temperature is higher or lower than the range set. This alarm requires water temperature data.

#### Activating/deactivating an alarm

1. Press the [ALARM] key to open the alarm menu.
2. Press the NEXT PAGE soft key to show the ALARM 2 menu.



*Alarm 2 menu*

3. Select the menu item, and press the EDIT soft key.
4. Select ON or OFF. (For temperature alarm select WITHIN, WITHOUT or OFF.) For ON, WITHIN or WITHOUT, use the cursor pad and the numeric keys to set range.
5. Press the ENTER soft key.

#### When an alarm setting is violated...

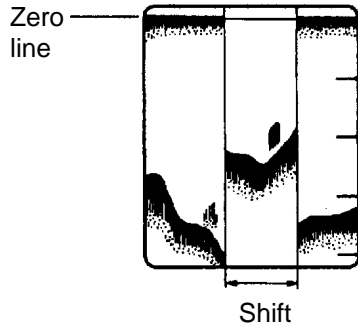
When an alarm setting is violated the buzzer sounds, and the (red) speaker icon appears at the bottom of the screen. You can silence the buzzer with the [CLEAR] key. (However, the buzzer will sound whenever the alarm setting is violated.) Press the [ALARM] key to find out which alarm has been violated. The offending alarm is displayed in red in the ALARM INFORMATION window. Press the CLEAR ALARM soft key to erase the alarm indication. The alarm icon color changes to black to show acknowledging the alarm. The alarm icon remains displayed in red until all violated alarms have been acknowledged.



## 2.15 Interpreting the Display

### Zero line

The zero line (sometimes referred to as the transmission line) represents the transducer's position, and moves off the screen when a deep phased range is used.



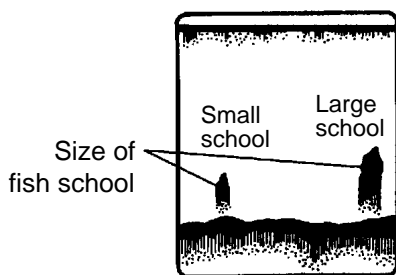
*Zero line*

### Minute mark

Minute mark shows time with two colored bar. Each bar is 30 sec.

### Fish school echoes

Fish school echoes will generally be plotted between the zero line and the bottom. Usually the fish school/fish echo is weaker than the bottom echo because its reflection property is much smaller compared to the bottom. The size of the fish school can be ascertained from the density of the display.



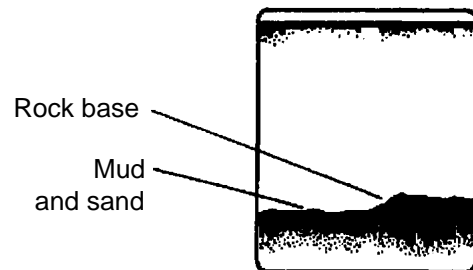
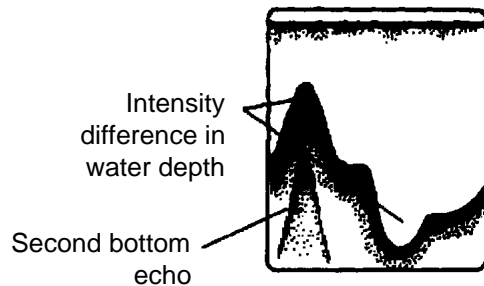
*Fish school echoes*

### Bottom echo

Echoes from the bottom are normally the strongest and are displayed in reddish-brown color but the color and width will vary with bottom composition, water depth, frequency, sensitivity, etc.

In a comparatively shallow depth, a high gain setting will cause a second or sometimes a third or a fourth echo to be displayed at the same interval between them below the first echo trace. This is because the echo travels between the bottom and the surface twice or more in shallow depths.

The color of the bottom echo can be used to help determine the density of the bottom materials (soft or hard). The harder the bottom, the wider the trace. If the gain is set to show only a single bottom echo on mud, a rocky bottom will show a second or third bottom return. The range should be chosen so the first and second bottom echoes are displayed when bottom hardness is being determined.



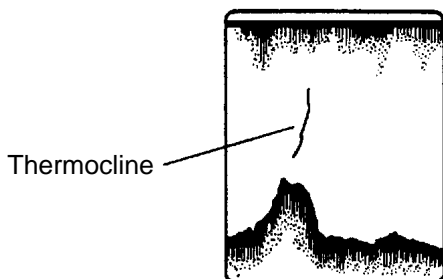
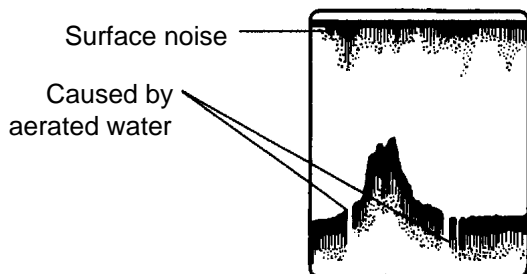
*Bottom echoes*

## 2. VIDEO SOUNDER OPERATION

### Surface noise/Aeration

When the waters are rough or the boat passes over a wake, surface noise may appear near the zero line. As surface turbulence is acoustically equivalent to running into a brick wall, the bottom echo will be displayed intermittently. Similar noise sometimes appears when a water temperature difference (thermocline) exists. Different species of fish tend to prefer different temperature zones, so the thermocline may be useful to help identify target fish. 200 kHz tends to show shallow thermoclines better than 50 kHz.

In rough waters the display is occasionally interrupted due to below-the-ship air bubbles obstructing the sound path. This also occurs when the boat makes a quick turn or reverses movement. Lowering the picture advance speed may reduce the interruption. However, reconsideration of the transducer installation may be necessary if the interruption occurs frequently.



*Surface noise/aeration*

# 3. PLOTTER DISPLAYS

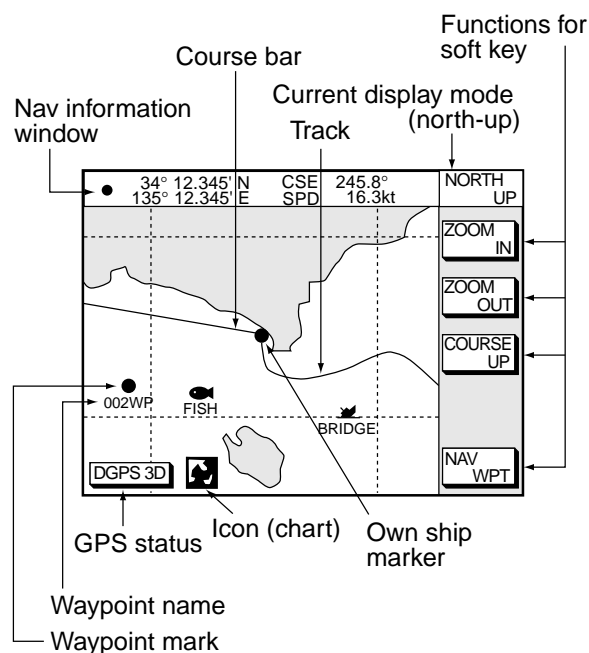
## 3.1 Presentation Modes

The plotter display mainly shows chart, ship's track, waypoints, and navigation data.

Three types of display presentations are provided for the normal plotter display: north-up, course-up and auto course-up. To change the mode, use the presentation mode selection soft key, which is the 3rd soft key from the top.

### North-up

Press the NORTH UP soft key to show the north-up display. North (zero degree) is at the top of the display and own ship is at the center of the screen. Own ship marker is a filled circle. This mode is useful for long-range navigation.



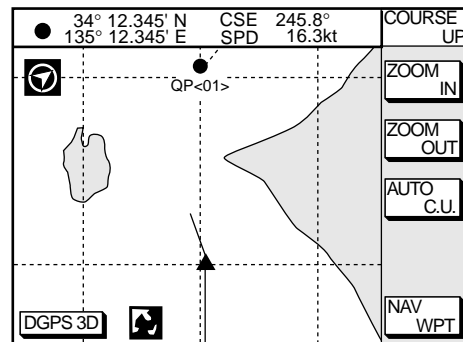
Plotter display, north-up mode

### Course-up

Press the COURSE UP soft key to show the course-up display. When destination is set it is at the top of the screen, and the north mark appears at the upper left side of the

screen and points to north. A filled triangle marks own ship's position.

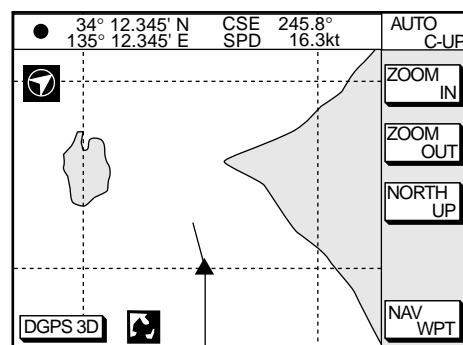
When destination is not set, the course is upward on the screen at the moment the course-up mode is selected.



Plotter display, course-up mode

### Auto course-up

Press the AUTO C.U. soft key to show the automatic course-up display. When destination is set it is at the top of the screen, and the north mark appears at the upper left side of the screen and points to north. A filled triangle marks own ship's position. The course is at the top of screen at the moment the automatic course-up mode is selected. When own ship is off its intended course by 22.5° or more, it is automatically brought back to perpendicular.



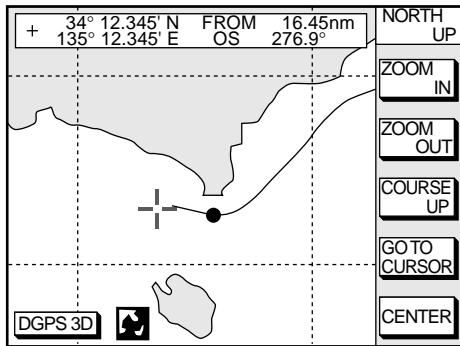
Auto course-up mode

### 3.2 Cursor

#### Turning on the cursor, shifting the cursor

Press the cursor pad to turn the cursor on, and the cursor appears at the own ship's position. Operate the cursor pad to shift the cursor. The cursor moves in the direction of the arrow or diagonal pressed on the cursor pad.

Cursor position is displayed in latitude and longitude or Loran or Decca TDs (depending on menu setting) at the top of the plotter display when the cursor is on.



*Data displayed on the plotter display when the cursor is on*

#### Turning off the cursor, returning own ship marker to screen center

The CENTER soft key turns off the cursor and returns own ship marker to screen center.

When the cursor is off, own ship position is shown.

### 3.3 Shifting the Display

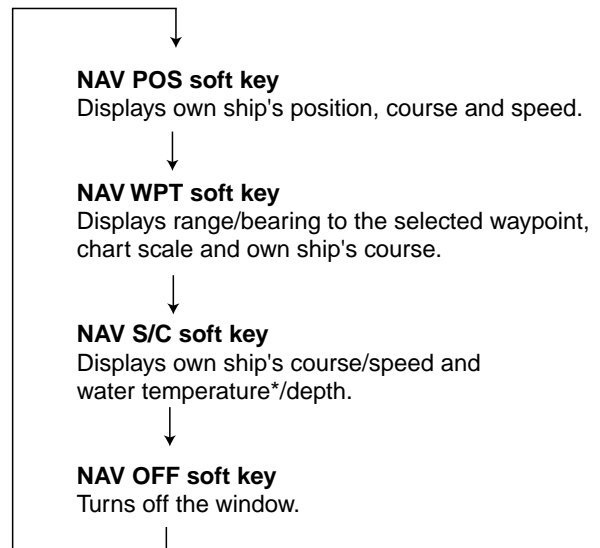
The display can be shifted on the plotter display.

1. Press the cursor pad to display the cursor.
2. Locate the cursor at a screen edge. The screen shifts in the direction opposite of cursor location.

### 3.4 Displaying Nav Information Window

The nav information window can show four data: own ship position, waypoint position, own ship's speed/course and off.

Press the soft key at the bottom of screen. Each press key changes data in the sequence shown below. Soft key name also changes.



\*: Water temperature sensor is required.

*Sequence of pressing the bottom soft key*

When the cursor is on, the window at the top of the display shows the cursor position instead of own ship's position. To change the window mode when the cursor is on, press the CENTER soft key to show the appropriate soft key.

### 3.5 Selecting Chart Scale/Range




Chart scale (range) may be selected with the ZOOM IN or ZOOM OUT soft key. ZOOM IN expands the chart; ZOOM OUT shrinks it.

### 3.6 Mini Chart Cards

The mini chart cards contain nautical charts. When you insert a suitable mini chart card in the slot and your boat is near land, a chart appears.

When a wrong card is inserted or a wrong chart scale is selected, the land will be hollow. Insert the proper card and select a suitable chart scale. Chart icons appear to help you select a suitable chart scale. The table below shows the chart icons and their meanings.

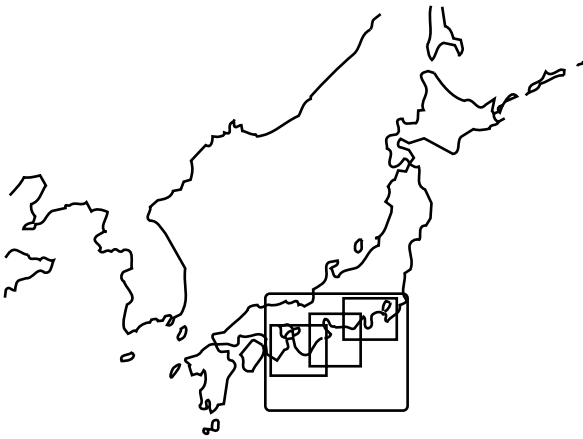
*Chart icons and their meanings*

Icon	Meaning
	Proper card is not inserted or chart scale is too small. Press the ZOOM IN soft key to adjust chart scale.
	Chart scale is too large. Press the ZOOM OUT soft key to adjust chart scale.
	Suitable chart scale is selected.

### Indices and chart enlargement

When the ZOOM OUT soft key is used, you will see several frames appear on the chart. These frames are called indices and they show you what parts of the chart can be enlarged in the current picture range. The areas circumscribed with smaller frames can be enlarged, but the area enclosed by the largest frame cannot.

### 3. PLOTTER DISPLAYS



Sample chart (Japan and South Korea)  
showing indices

#### Remarks on chart display

A chart will not be displayed in the following conditions:

- When the chart scale is too large or too small.  
When this happens, select proper chart scale.
- When scrolling the chart outside the indices.

#### Chart symbols

##### FURUNO mini chart card

The table below shows FURUNO mini chart symbols and their meanings.

#### FURUNO chart symbols

Symbol	Description
	Summit
	Wreck
	Lighthouse
	Lighted Buoy
	Buoy
	Radio Station
	Position of Sounding
	Obstruction
	Fishing Reef
	Platform
	Anchorage

#### Comparison of FURUNO and Nav-Charts™ chart cards

Item	FURUNO	Nav-Charts™
Dot scrolling capability	YES	YES
Course-up display	YES	YES
Lighthouse data presentation	YES *3	YES
Zoom at cursor position	YES	*1
Range at Equator	0.125, 0.5, 1, 2... 2048 nm	Same as left
Chart offset data entry	YES	YES
Centering	YES	*2

- \*1 Nav-Charts™ chart may not center the cursor perfectly.
- \*2 Nav-Charts™ chart may not center own ship's position perfectly.
- \*3 Newly designed chart cards containing lighthouse data. Chart cards for North America area are completed, and others are in production.
- \*4 Nav-Charts™ is the registered trademark of NAVIONICS INC.

### Aid to navigation data

Selected FURUNO and NAVIONICS mini chart cards can show buoy and lighthouse data. Simply place the cursor on the lighthouse or buoy mark.



Place the cursor on a lighthouse or buoy mark.

*Placing the cursor on the mark*

Example of data displayed

Range and bearing from own ship  
 Period (ex.: 6 seconds)  
 Visibility in nautical mile (ex.: 12 miles)

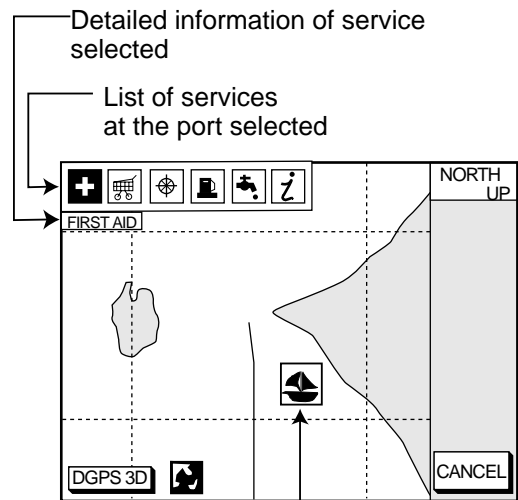
NAVAID: /FL 6S 12M  
 FROM OS 52.38nm 48.0°

FL : Flashing  
 F : Fixed light  
 F FL : Fixed and Flashing light  
 MO : Morse code light  
 Oc : Occulting light

*Example of buoy, lighthouse data*

### Port service icons (Nav-Charts™ cards)

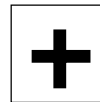
Selected Nav-Charts™ mini chart cards show by icons services available at ports. Use the cursor pad to place the cursor on the sailboat icon (denotes a port or harbor), and then press the [ENTER] key. The services available appear at the top of the display.



Sailboat mark (Port)

*Plotter display showing Nav-Charts™*

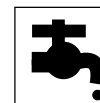
*port service display*



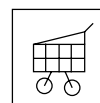
Emergency medical service



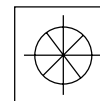
Fueling station



Water supply station



Traveler's service station



Customer service station



Marine equipment service



Port

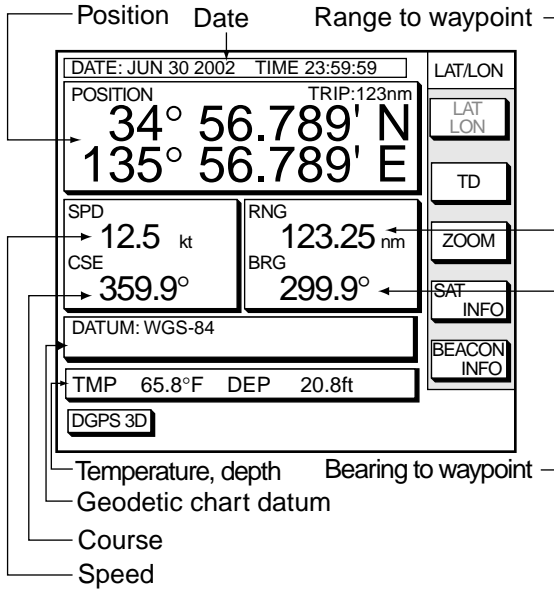


Information center

*Port service icons*

### 3.7 Navigation Data Display

The navigation data display provide generic navigation data and DGPS/GPS information. Press the [PLOT] several times to show the navigation data display.



*Navigation data display*

The navigation data display shows your position by L/L or TD (Loran-C, Decca). To change position format, press the appropriate LAT/LON or TD soft key.

#### Enlarging an indication

An indication on the screen may be enlarged as follows:

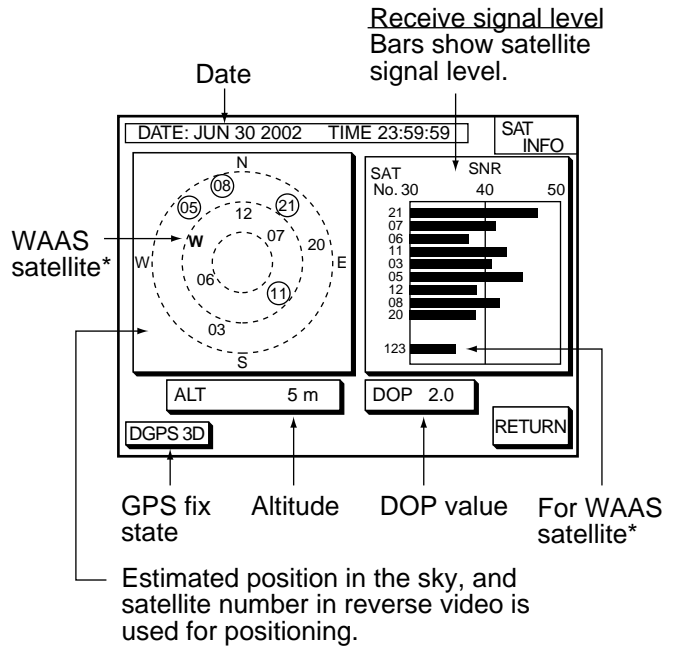
1. Use the cursor pad to select the indication which you wish to enlarge. Selected indication is circumscribed with a red cursor.
2. Press the ZOOM soft key.

To return to the normal nav data display, press the RETURN soft key.

### GPS satellite monitor display

The GPS satellite monitor display shows information about GPS satellites.

Press the SAT INFO soft key. Your display should look something like the following illustration.



\*Only when WAAS fix mode is used.

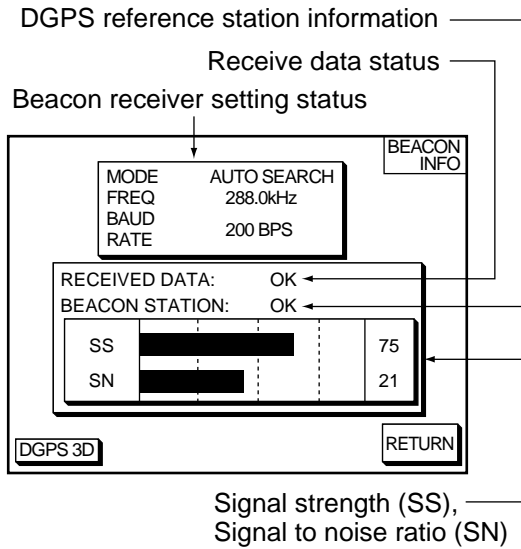
#### GPS satellite monitor display

To return to the normal navigation data display, press the RETURN soft key.



### Beacon information display

The DGPS beacon receiver-equipped model, can show DGPS reference station information. Press the BEACON INFO soft key to show the DGPS reference station information.



*Beacon information display*

**SS:** SS (Signal Strength) displays a numeric representation of field strength of the received signal on the selected frequency. The higher the number the stronger the received signal. (should read at least 60.) If noise is present at reception band width, the figure gets bigger.

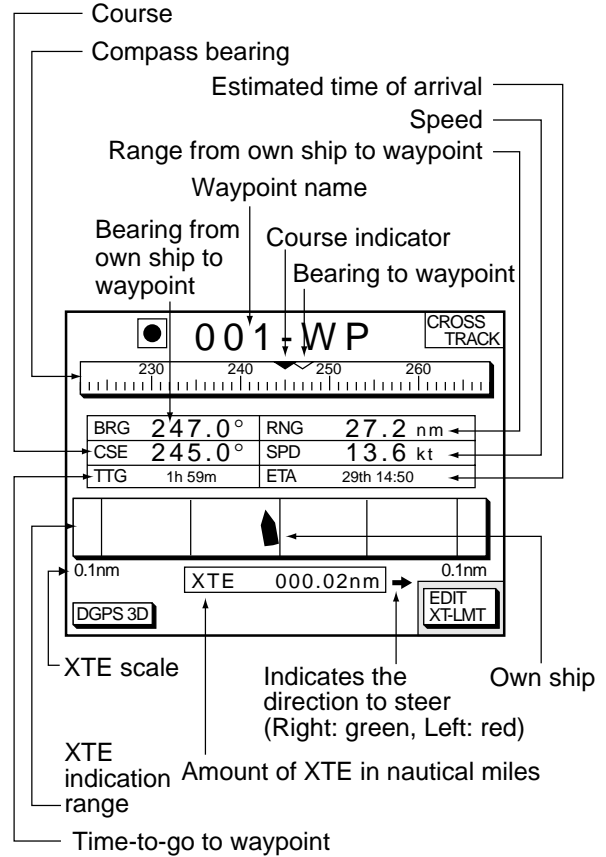
**SN:** SN (Signal-to-Noise) ratio displays the ratio between the desired signal and unwanted noise on the selected frequency. The higher the SN ratio the better the quality of the signal. (should read at least 21.)

**Note:** If your equipment does not have a DPGS receiver, the message “NO DIFFERENTIAL DATA” appears when the BEACON INFO soft key is pressed. Also when connecting with the external DGPS receiver, this message appears.

### 3.8 Steering Display

The steering display provides steering information such as range, bearing, ETA to destination, course and speed.

Press the [PLOT] key several times to show the steering display.



*Steering display*

#### How to read the compass display

The solid inverted triangle at the center of the compass shows own ship's course. The hollow inverted triangle shows the bearing to destination waypoint. When own ship's course is changed, the hollow inverted triangle moves with course change.

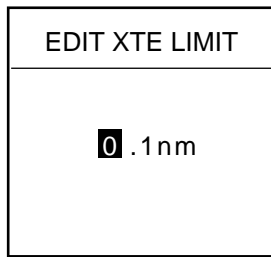
**Note:** Course means the direction which own ship moves to, it is different from the own ship's heading. Tide current and wind may affect the course.

### How to read the XTE indication

The black boat-shaped mark shows own boat's movement and direction, and the amount to steer to return to course. Using the figure shown on the previous page as an example, you would steer right by 000.02 nautical miles to return to course. When this mark is out of range of the XTE scale, the mark color changes from black to yellow. The range of the XTE scale can be set as shown below.

### Setting the range of the XTE scale

1. Press the EDIT XT-LMT soft key to display the following window.



*XTE range setting window*

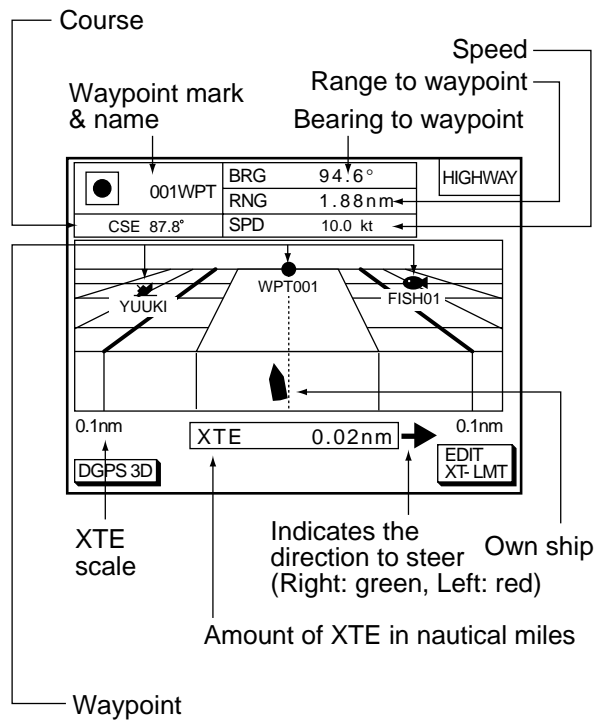
2. Use the cursor pad to select digit to change.
3. Press appropriate alphanumeric key.
4. Press the [ENTER] key. To cancel entry, press the CANCEL soft key instead of the [ENTER] key.

Note that all digits may be cleared by pressing the [CLEAR] key.

## 3.9 Highway Display

The highway display provides a graphic presentation of ship's course. It is useful for monitoring XTE - the XTE indication shows direction and amount in nautical miles to steer to return to course. In the figure below, for example, you would steer right by 0.02 nm to return to course.

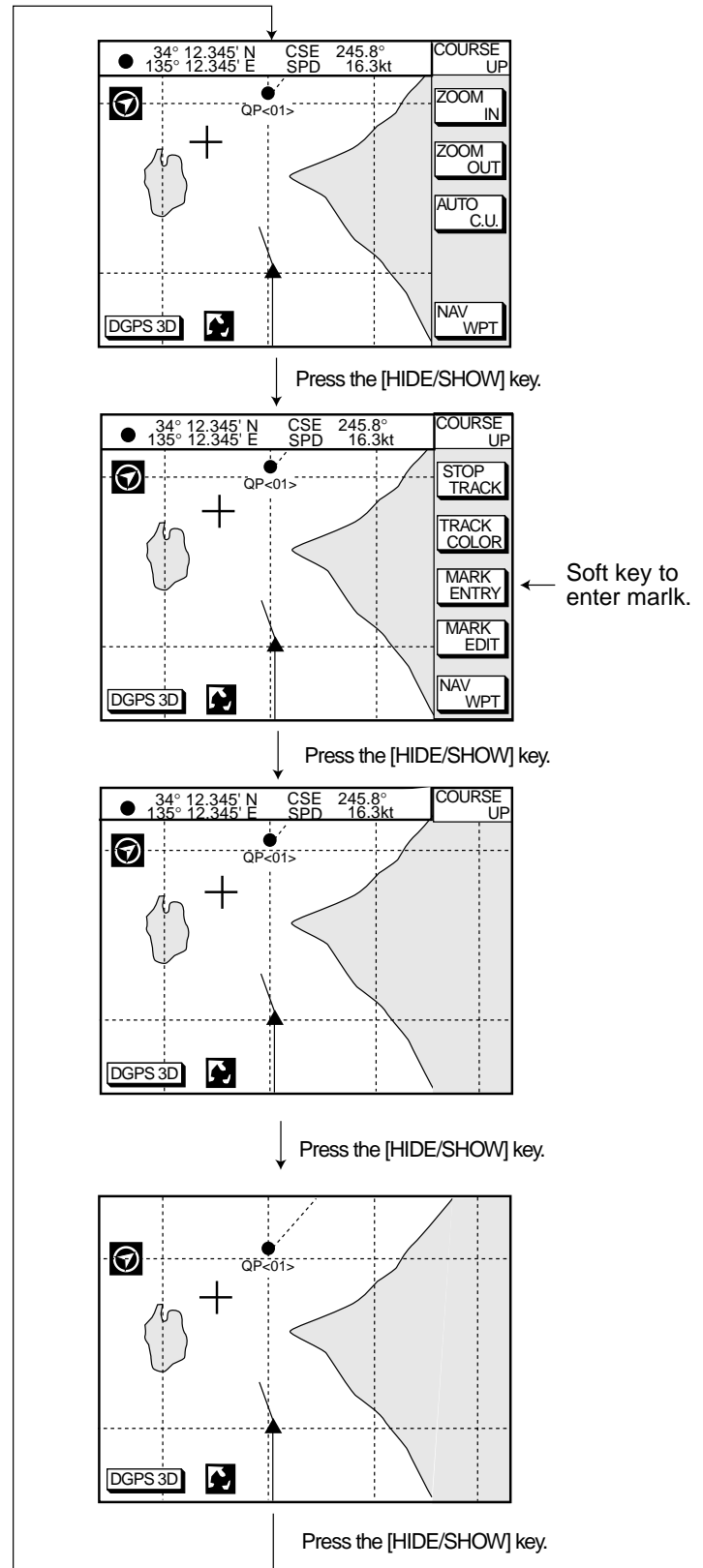
Press the [PLOT] key once or twice to show the highway display.



*Highway display*

### 3.10 Changing Operation Mode

Operation mode can be changed among PLEASURE, FISHING1 and FISHING2. FISHING1 or 2 mode provides mark/line entry at the cursor or own ship's position. On FISHING 1 or 2 modes, pressing the [HIDE/SHOW] key changes the function of soft keys. Holding track, changing track color, and selecting color and form of mark/line can be performed by the soft keys directly. For detailed information of FISHING 1 and FISHING 2 modes, see Chapter 5.

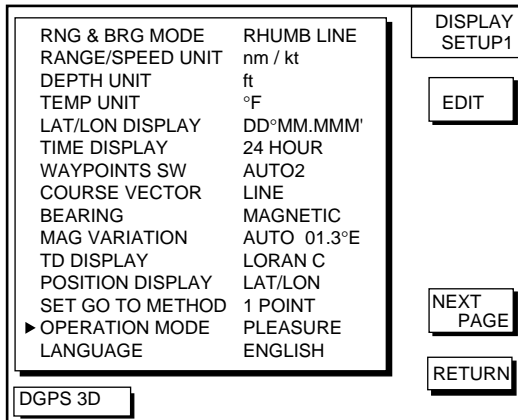


Sequence of pressing the [HIDE/SHOW] key at FISHING 1 or 2 mode

### 3. PLOTTER DISPLAYS

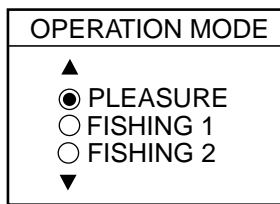
#### Selecting fishing 1, fishing 2 mode

1. Press the [MENU] key and the DISPLAY OPTIONS soft key. The display setup1 menu appears.



Display setup1 menu

2. Press ▼ to select OPERATION MODE.
3. Press the EDIT soft key to show the OPERATION MODE window.

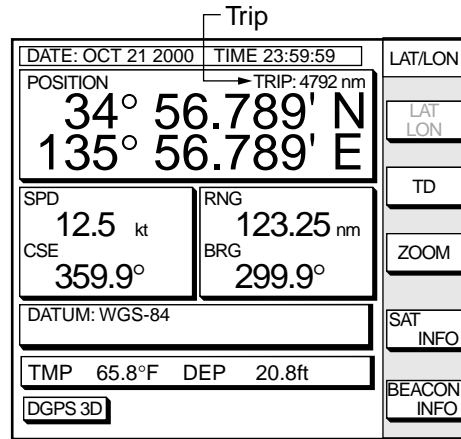


Operation mode window

4. Press ▲ or ▼ to select PLEASURE, FISHING1 or FISHING2.
5. Press the ENTER soft key or the [ENTER] key to finish.

#### 3.11 Navigation Trip Distance

The navigation trip distance is displayed on the navigation data display. Press the [PLOT] key several times to show the navigation data display.

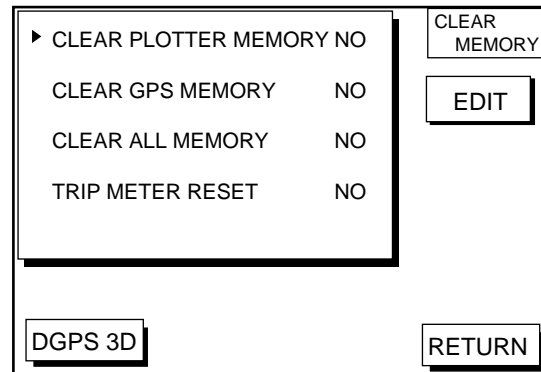


Navigation data display

**Note:** When you enlarge POSITION, TRIP is not displayed.

#### Resetting trip distance

1. Press the [MENU] key followed by the CONFIGURATION and SYSTEM MENU soft keys.
2. Press the MEMORY/TRIP CLEAR soft key to open the clear memory menu.



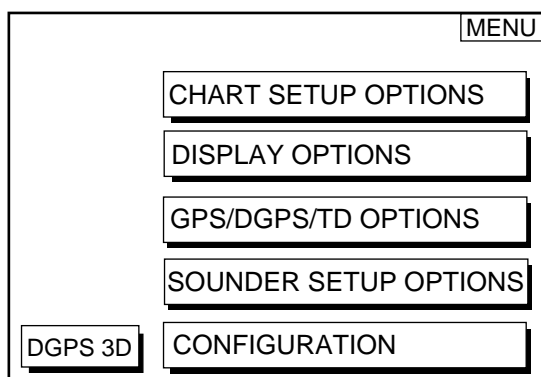
Clear memory menu

3. Press ▼ to select TRIP METER RESET.
4. Press the EDIT soft key.
5. Press ▲ to select YES.
6. Press the ENTER soft key or the [ENTER] key to reset trips distance.

# 4. TRACK

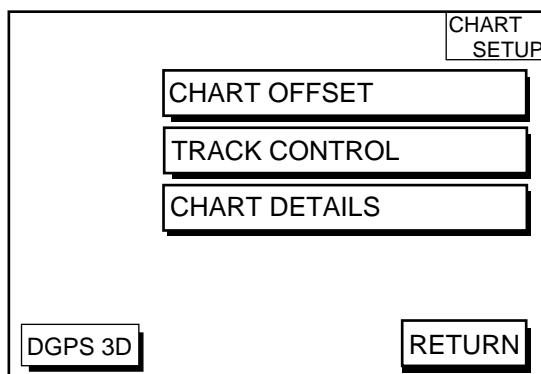
## 4.1 Displaying Track

1. Press the [MENU] key to open the main menu.



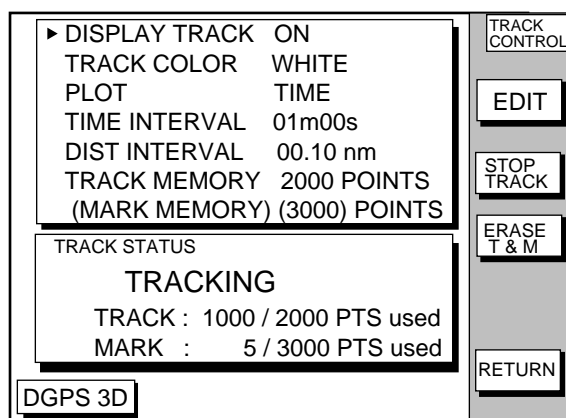
*Main menu*

2. Press the CHART SETUP OPTIONS soft key to open the CHART SETUP OPTIONS menu.



*Chart setup menu*

3. Press the TRACK CONTROL soft key to open the TRACK CONTROL menu.



*Track control menu*

4. Press ▲ to select DISPLAY TRACK.
5. Press the EDIT soft key to show the display track window.
6. Press ▲ or ▼ to select ON or OFF as appropriate.
7. Press the ENTER soft key or the [ENTER] key.
8. Press the [PLOT] key to close the menu.

The default setting is ON, which traces ship's track in accordance with ship's movements.

Number of track and mark points used appears in the TRACK STATUS window on the TRACK CONTROL menu. Using the illustration at the bottom of the page as an example, it shows that 1000 out of 2000 track points and 5 out of 3000 mark have been used.

## 4.2 Stopping/Restarting Plotting of Track

When your boat is at anchor or returning to port you probably won't need to record its track. You can stop recording the track, to conserve the track memory, as follows:

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and TRACK CONTROL soft key.
2. Press the STOP TRACK soft key. The indication "TRACKING" in the TRACK STATUS window changes to "NOT TRACKING".

On the plotter display,  icon appears.

To restart recording the track, press the START TRACK soft key at step 2 in the above procedure.

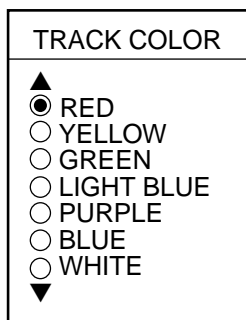
## 4. TRACK

When the fishing 1 or 2 mode is selected, you can stop or restart plotting the track with the soft key only on the plotter display. Press the [HIDE/SHOW] key several times to show the STOP TRACK soft key on the plotter display. Press the STOP TRACK soft key to stop plotting of track. The message of HOLD TRACK PLOTTING appears approx. 2 seconds and then own ship mark changes to hollow circle. To restart plotting the track, press the START TRACK soft key again. The message START TRACK PLOTTING appears approx. 2 seconds and then plotting restarts.

### 4.3 Changing Track Color

Track can be displayed in red, yellow, green, light-blue, purple, blue or white. It can be useful to change track color to discriminate between previous day's track, past track, etc.

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and TRACK CONTROL soft keys.
2. Press ▲ or ▼ to select TRACK COLOR.
3. Press the EDIT soft key to display the TRACK COLOR window.



*Track color window*

4. Press ▲ or ▼ to select the color desired.
5. Press the ENTER soft key to finish.

When the fishing mode is selected, you can change track color with the soft key only on the track display.

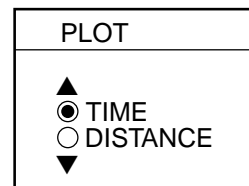
1. Press the [HIDE/SHOW] key several times to show the TRACK COLOR soft key on the plotter display.
2. Press the TRACK COLOR soft key to show the TRACK COLOR window.
3. Press ▲ or ▼ to select the color desired.
4. Press the ENTER soft key or the [ENTER] key to finish, or press the CANCEL soft key to escape.

### 4.4 Track Plotting Method, Interval

In drawing the track, first the ship's position (fed from the DGPS/GPS receiver, WAAS) is stored into the unit's memory at an interval of time or distance. A shorter interval provides better reconstruction of the track, but the storage time of the track is reduced. When the track memory becomes full, the oldest track is erased to make room for the latest.

#### Track plotting method

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and TRACK CONTROL soft keys.
2. Press ▲ or ▼ to select PLOT.
3. Press the EDIT soft key to display the PLOT window.

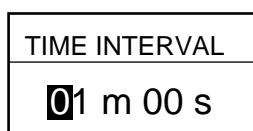


*Plot window*

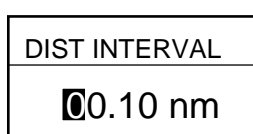
4. Press ▲ or ▼ to select TIME or DISTANCE. Distance is useful for conserving track memory, since no track is recorded when the boat is stationary.
5. Press the ENTER soft key or the [ENTER] key.

### Track plotting interval

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and TRACK CONTROL soft keys.
2. Press ▲ or ▼ to select TIME INTERVAL or DIST INTERVAL.
3. Press the EDIT soft key to display the INTERVAL window.



(When selecting TIME INTERVAL.)



(When selecting DIST INTERVAL.)

*Interval window*

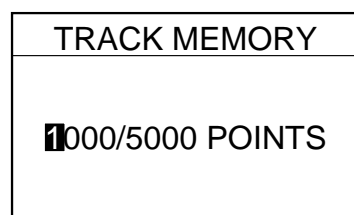
4. Use the cursor pad to place the cursor on the digit desired. The [CLEAR] key functions to clear an entire line of data.
5. Press appropriate alphanumeric key to enter value.
6. Repeat steps 4 and 5 to complete.
7. Press the ENTER soft key or the [ENTER] key.

## 4.5 Changing Track Memory Capacity

The equipment stores a total of 5000 points of track and marks. This total may be freely apportioned as desired. The default setting is 2000 points for track and 3000points for mark. **Note that when the track memory capacity is changed, all tracks and marks in the memory are erased.**

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and TRACK CONTROL soft keys.
2. Press ▼ to select TRACK MEMORY.

3. Press the EDIT soft key to display the TRACK MEMORY window.



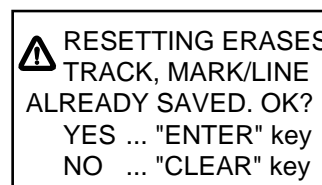
*Track memory window*

The track memory window may be erased by pressing the CANCEL soft key to escape.

4. Enter number of track memory points desired, with the alphanumeric keys.

Note that all digits may be cleared by pressing the CLEAR soft key or the [CLEAR] key.

5. Press the ENTER soft key or the [ENTER] key. The following window appears to ask you if you are sure to change the track memory capacity.



*Erase message*

6. Press the [ENTER] key to change apportion, or press the [CLEAR] key to escape.

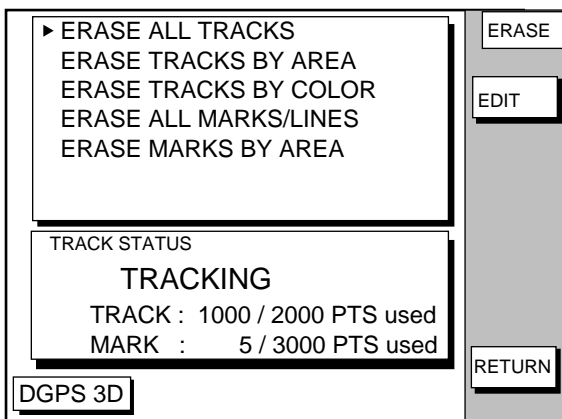
## 4.6 Erasing Tracks

Be absolutely sure you want to erase track; erased track cannot be restored.

### Erasing tracks by area

You can erase tracks within an area you set.

1. Press the [MENU] key followed by the CHART SETUP OPTIONS, TRACK CONTROL and ERASE T & M soft keys.



*Erase menu*

2. Select ERASE TRACK BY AREA, and then press the EDIT soft key.
3. Move the cursor to the starting point of the area to erase.
4. Press the START soft key.
5. Move the cursor to the ending point of the area to erase.
6. Press the END soft key. You are asked if you sure to erase.
7. Press the [ENTER] key to erase, or press the [CLEAR] key to escape.

### Erasing tracks by color

Tracks can be erased by on color.

1. Press the [MENU] key followed by the CHART SETUP OPTIONS, TRACK CONTROL and ERASE T & M soft key.
2. Select ERASE TRACK BY COLOR, and then press the EDIT soft key.
3. Select the color which you want to erase.
4. Press the ENTER soft key or [ENTER] key. You are asked if you are sure to erase.
5. Press the [ENTER] key to erase, or press the [CLEAR] key to escape.

### Erasing all track

You can erase all track.

1. Press the [MENU] key followed by the CHART SETUP OPTIONS, TRACK CONTROL and ERASE T & M soft keys.
2. Select ERASE ALL TRACKS, and then press the EDIT soft key. You are asked if you sure to erase all track.
3. Press the [ENTER] key to erase, or press the [CLEAR] key to escape.



# 5. MARK

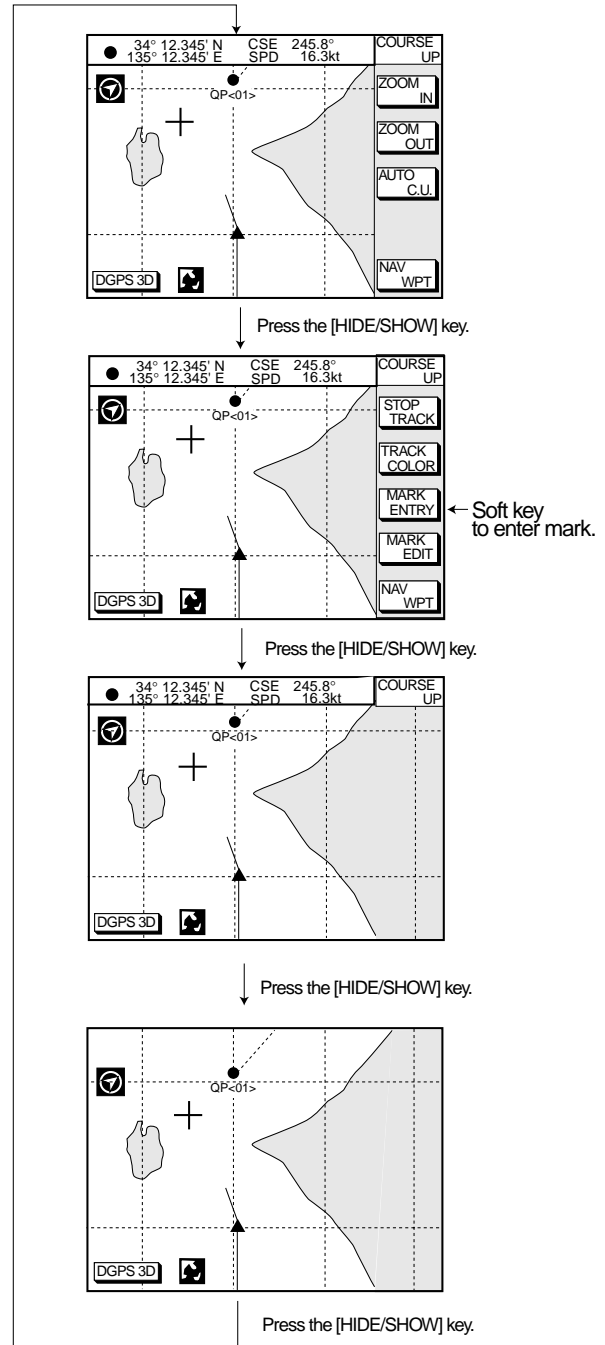
You can enter marks to denote important locations, such as a good fishing spot. In the default condition, you may enter 3000 marks.

## 5.1 Entering Marks

Select the FISHING 1 or FISHING 2 mode to enable entry of marks on the PLOTTER display. Select the location desired with the cursor, or turn off the cursor to enter the mark at own ship position. Press the MARK ENTRY soft key to enter the mark. The mark is entered in the shape and color selected from the MARK SHAPE and MARK COLOR windows.

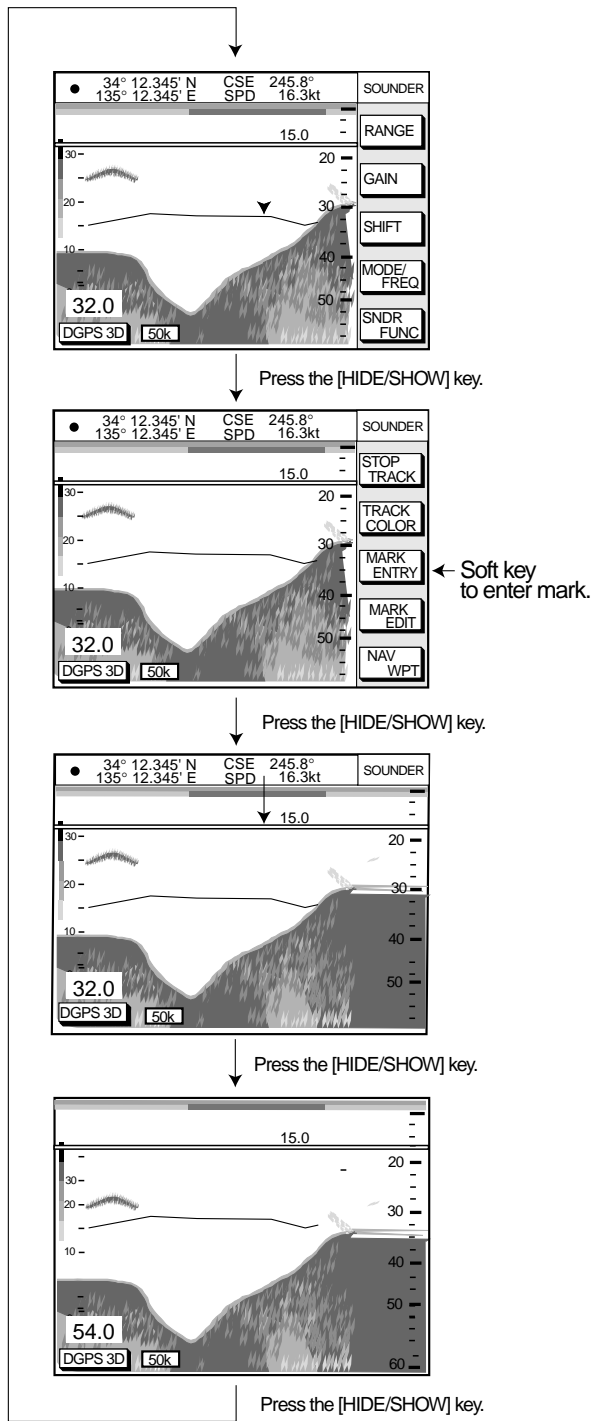
In the FISHING 1 or FISHING 2 mode, pressing the [HIDE/SHOW] key changes the function of the soft keys as follows.

### Plotter display



*Changing displays  
(PLOTTER display)*

**Video sounder display**

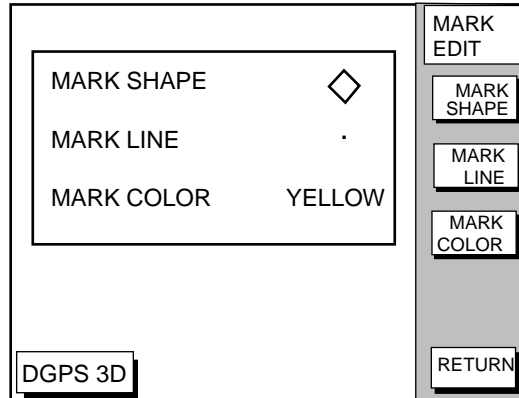


*Changing displays  
(Video sounder display)*

**5.2 Changing Mark Attributes**

You can select shape, line and color of marks and lines on the plotter display.

1. Press the [HIDE/SHOW] key to show the MARK EDIT soft key.
2. Press the MARK EDIT soft key to show the MARK/LINE window.

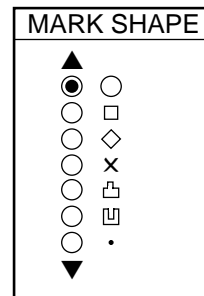


*Mark/line window*

3. Press the MARK SHAPE soft key to change mark shape, the MARK LINE soft key to change mark line, or the MARK COLOR soft key to change mark color.

**Mark shape**

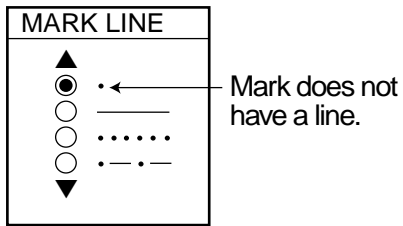
Press the MARK SHAPE soft key to display the MARK SHAPE window. Press ▲ or ▼ to select mark shape desired.



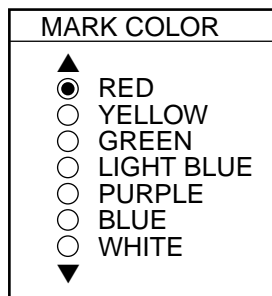
*Mark shape window*

**Mark line**

Press the MARK LINE soft key to display the MARK LINE window. Press ▲ or ▼ to select mark line desired.

*Mark line window***Mark color**

Press the MARK COLOR soft key to display the MARK COLOR window. Press ▲ or ▼ to select mark color desired.

*Mark color window*

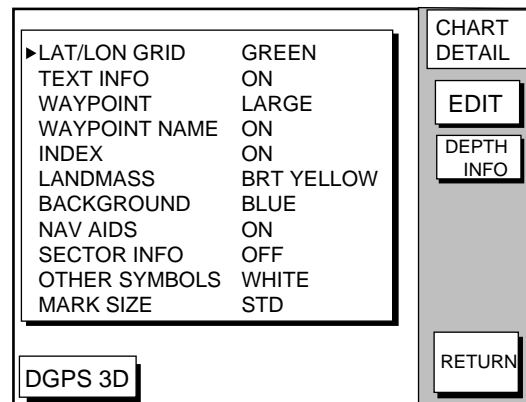
4. Press the ENTER soft key or the [ENTER] key.
5. Press the RETURN soft key to finish.

Marks/lines entered hereafter are inscribed in the shape, color and line type selected here.

**5.3 Changing Mark Size**

Mark size can be selected from STD (standard) and SMALL.

1. Press the [MENU] key to display the main menu.
2. Press the CHART SETUP OPTIONS soft key.
3. Press the CHART DETAILS soft key to open the CHART DETAILS menu.

*Chart details menu*

4. Press ▼ to select MARK SIZE.
5. Press the EDIT soft key.
6. Press ▲ or ▼ to select STD (standard) or SMALL.
7. Press the [ENTER] key.

## 5.4 Erasing Marks

### Erasing individual marks/lines

1. Operate the cursor pad to place the cursor on the mark you want to erase.
2. Press the [CLEAR] key. The mark selected is erased.

**Note:** To erase a line, place the cursor on an edge of the line. The line segment will be erased.

### Erasing marks/lines in an area

You can erase marks and lines within an area you select.

1. Press the [MENU] key followed by the CHART SETUP OPTIONS, TRACK CONTROL and ERASE T & M soft keys.
2. Press ▲ or ▼ to select ERASE MARKS BY AREA, and then press the EDIT soft key.

The plotter display appears.

3. Move the cursor to the starting point of the area to erase.
4. Press the START soft key.
5. Press the cursor pad to make a square.
6. Press the END soft key.

You are asked if you sure to erase the marks/lines in the area you selected.

7. Press the [ENTER] key to erase, or press the [CLEAR] key to escape.

### Erasing all marks/lines

You can erase all marks and lines. Be absolutely sure you want to erase all marks and lines; erased marks and lines cannot be restored.

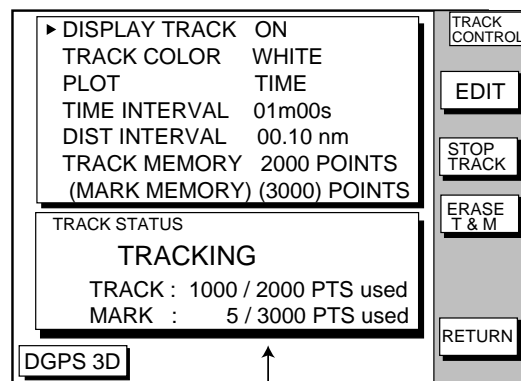
1. Press the [MENU] key followed by the CHART SETUP OPTIONS, TRACK CONTROL and ERASE T & M soft keys.
2. Select ERASE ALL MARKS/LINES. And then press the EDIT soft key.

You are asked if you are sure to erase all marks and lines.

3. Press the [ENTER] key to erase, or press the [CLEAR] key to escape.

## 5.5 Displaying Track and Mark Points

Number of track and mark points used appears in the TRACK STATUS window on the TRACK CONTROL display.



Number of marks in use.

*Track control menu*

## 5.6 Target Mark

A target mark (⊗) shows a radar target's position. This mark is inscribed on the plotter display and saved as a waypoint when a certain key is pressed on the radar. Some FURUNO radars can output a target mark to this plotter.

# 6. WAYPOINTS

## 6.1 Entering Waypoints

In navigation terminology, a waypoint is a particular location on a voyage whether it be a starting, intermediate or destination point. A waypoint is the simplest piece of information your equipment requires to get you to a destination, in the shortest distance possible. This unit has 835 waypoints (including quick waypoints) into which you can enter position information. There are five methods by which you can enter a waypoint: at own ship's position, at MOB position, by cursor, by range and bearing, and through the waypoint list (manual input of latitude and longitude).

### Entering waypoints at own ship's position

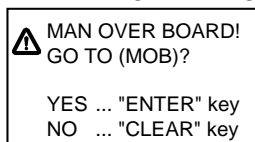
You can save your current position as a waypoint. Press the [SAVE/MOB] key with a touch-and-release action to store your position. This new waypoint will automatically be saved in the waypoint list under the next consecutive waypoint number.

For FISHING 2 mode, immediately after pressing the MOB key, you can change the mark shape, color etc. similar to that shown in the procedure on the next page. Press the SAVE soft key to enter the mark.

### Entering waypoints at MOB position

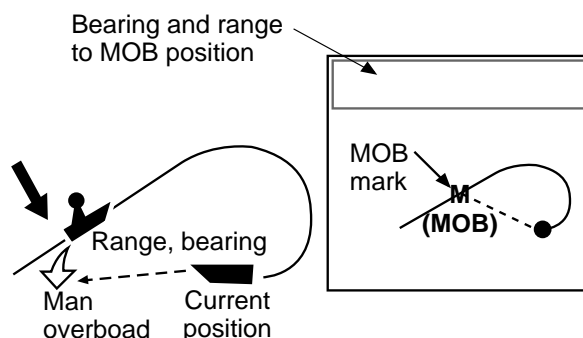
The MOB mark functions to mark man overboard position.

1. At man overboard, press the [SAVE/MOB] key several seconds to display the following message.



*MOB message*

2. Press the [ENTER] key to select MOB position as destination, or the [CLEAR] key to only mark MOB position.
3. To show range and bearing to the MOB position, press the NAV L/L soft key followed by the NAV WPT soft key.

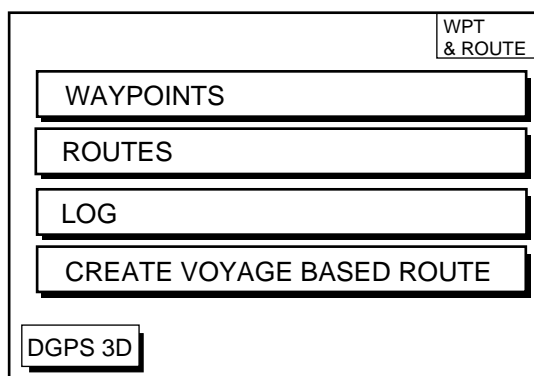


*MOB concept*

To erase a MOB mark in the FISHING 1 and PREASURE modes, you must erase both the waypoint it is registered under and the MOB mark itself. Place the cursor on the MOB mark and press the [CLEAR] key followed by the [ENTER] key to erase the waypoint. (A flashing diamond appears over the waypoint when it has been correctly selected.) Repeat to erase the MOB mark.

### Entering waypoints by the cursor

1. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.



*Waypoint & route menu*

## 6. WAYPOINTS

2. Press the WAYPOINTS soft key to display the WAYPOINTS menu.

ADD/EDIT/MOVE WAYPOINTS		WPT
LOCAL LIST		
ALPHA/NUMERIC LIST		
WAYPOINT BY CURSOR		
WAYPOINT BY RANGE & BEARING		
DGPS 3D	RETURN	

*Waypoints menu*

3. Press the WAYPOINT BY CURSOR soft key. The plotter display appears.
4. Operate the cursor pad to place the cursor on the location desired.
5. Press the NEW WPT soft key. The waypoint window appears and it shows mark shape, waypoint name, comment (default: date), position of waypoint and proximity alarm radius.

MARK	NAME	NEW WPT
	001 WPT	SELECT MARK
COMMENT	17:38 02JUN02	COORD TYPE
LAT	34° 12. 345' N	N<->S
LON	135° 12. 3457' W	E<->W
PROXIMITY ALARM RADIUS	0.00 nm	SAVE
DGPS 3D	RETURN	

*Waypoint window*

6. If you do not need to change the waypoint data, simply press the SAVE soft key to register the waypoint and return to the plotter display. If you want to change waypoint data as shown in the next several paragraphs, be sure to press the SAVE soft key only after changing all data you want to change.

### Changing the shape and color of waypoint mark

1. Press the SELECT MARK soft key.
2. Press the MARK SHAPE soft key to open the mark shape selection window.

MARK SHAPE			

*Mark shape selection window*

3. Operate the cursor pad to select shape desired.
4. Press the ENTER soft key or the [ENTER] key.
5. Press the SELECT MARK soft key.
6. Press the MARK COLOR soft key to open the mark color selection window.

SELECT COLOR
▲
<input checked="" type="radio"/> RED
<input type="radio"/> YELLOW
<input type="radio"/> GREEN
<input type="radio"/> LIGHT BLUE
<input type="radio"/> PURPLE
<input type="radio"/> BLUE
<input type="radio"/> WHITE
▼

*Mark color selection window*

7. Press ▲ or ▼ to select the color desired, and then press the ENTER soft key or the [ENTER] key.

### Changing waypoint name, comment, proximity alarm radius

1. If necessary, you can change the name (up to 6 characters), comment (up to 13 characters), L/L position and the proximity alarm radius (explained in detail in Chapter 8) as follows:
  - a) Select the NAME, COMMENT or PROXIMITY ALARM RADIUS field.
  - b) Use the cursor pad to select character or digit.
  - c) Enter appropriate data with the alphanumeric keys. Each press an alphanumeric key changes three alphabet and one number.

**Note:** You cannot change shape and color of a waypoint when it has a proximity alarm radius entered. To change shape or color, enter all zeroes as the proximity alarm radius.

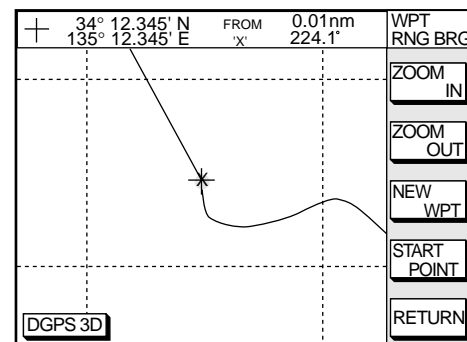
### Changing waypoint position

1. Use the cursor pad to place the cursor in the LAT LON field.
2. Operate the cursor pad to place the cursor on digit to change. Enter appropriate data with the alphanumeric keys.
3. You can switch co-ordinates with the N<-->S/E<-->W soft key.

### Entering waypoints by range and bearing

This method is useful when you want to enter a waypoint using range and bearing to a target found on a radar.

1. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.
2. Press the WAYPOINTS soft key to open the WAYPOINT menu.
3. Press the WAYPOINT BY RANGE & BEARING soft key. The plotter screen appears.



*Plotter display, range and bearing selected as waypoint entry method*

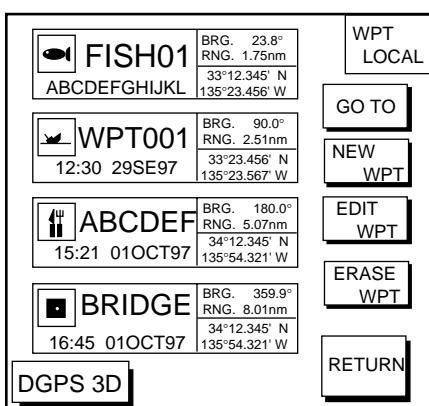
4. Operate the cursor pad to place the cursor on the location desired. The range and bearing from own ship to cursor appear at the top of the screen.

**Note:** The origin point of range and bearing can be shifted to the place you desire. Operate the cursor pad to select location, and then press the soft key START POINT. "X" appears at the cursor position.

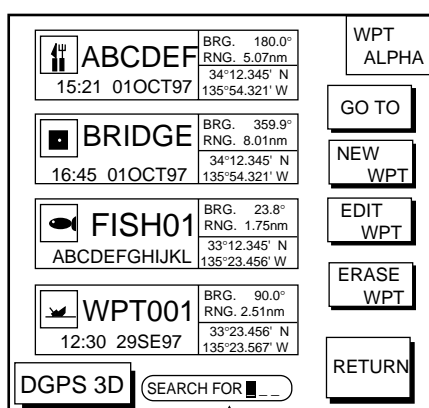
5. Press the NEW WPT soft key to display the waypoint window.
6. If necessary, change data as you did in "Entering waypoints by the cursor."
7. Press the SAVE soft key to register the waypoint.

### Entering waypoints by latitude and longitude position

1. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.
2. Press the WAYPOINTS soft key to open the WAYPOINT menu.
3. Press the LOCAL LIST (lists waypoints in order from nearest to furthest) or ALPHA/NUMERIC LIST (lists waypoints in alphanumeric order) soft key.



Local list



Search window

Alphanumeric list

4. Press the NEW WPT soft key to show the waypoint window. Own ship's position is shown. Change the data similar to how you did in "Entering waypoints by the cursor."
5. Press the SAVE soft key.

## 6.2 Erasing Individual Waypoints

Individual waypoints can be erased by the cursor or through the waypoint list.

### Erasing waypoints by the cursor

1. Press the cursor pad to turn on the cursor.
2. Operate the cursor pad to place the cursor on the waypoint you want to erase. A flashing diamond mark appears over the waypoint when it is correctly selected.
3. Press the [CLEAR] key. You are asked if you are sure to erase the waypoint.
4. Press the [ENTER] key. The waypoint is erased from both the plotter screen and the waypoint list.

### Erasing waypoints through the waypoint list

1. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.
2. Press the WAYPOINTS soft key to open the WAYPOINTS menu.
3. Press the LOCAL LIST or ALPHA/NUMERIC LIST soft key.
4. Press ▲ or ▼ to select the waypoint you want to erase.
5. Press the ERASE WPT soft key. You are asked if you are sure to erase the waypoint.
6. Press the [ENTER] key. The waypoint is erased from both the waypoint list and the plotter screen.



### 6.3 Changing Waypoint Data

You can change the waypoint data through the waypoint list.

1. Press the [WPT/RTE] key, WAYPOINTS, and LOCAL LIST or ALPHA/NUMERIC LIST soft keys.
2. Press ▲ or ▼ to select the waypoint you want to change.
3. Press the EDIT WPT soft key.
4. Change data as you did in “Entering waypoints by the cursor.”
5. Press the SAVE soft key.

### 6.4 Changing Waypoint Position on the Plotter Display

You may change the position of waypoints on the plotter display as follows:

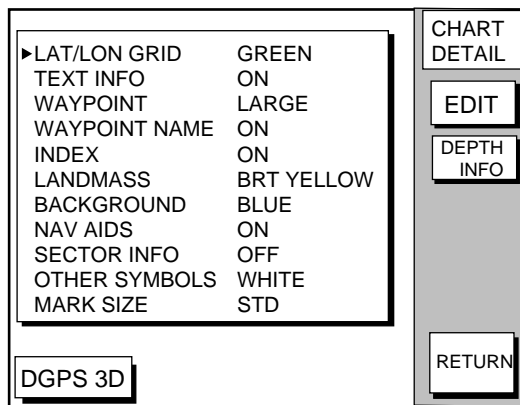
1. Press the [WPT/RTE] key followed by the WAYPOINTS soft key to open the WAYPOINTS menu.
2. Press the WAYPOINT BY CURSOR soft key. The plotter display appears.
3. Operate the cursor pad to place the cursor on the waypoint which you want to change. A flashing diamond mark appears on the waypoint when it is correctly selected.
4. Press the EDIT/MOVE soft key.
5. Press the MOVE WPT soft key.
6. Operate the cursor pad to place the cursor on the location desired.
7. Press the [ENTER] key.

The waypoint moves to the cursor position and its new position is recorded on the waypoint list. If the waypoint is set as destination or is part of a route, you are asked if you are sure to move the waypoint. In this case, press the [ENTER] key again to move the waypoint, or the [CLEAR] key to cancel move.

## 6.5 Waypoint Mark Size

You may change the size of all waypoint marks to small or large (default), or turn them off.

1. Press the [MENU] key to open the main menu.
2. Press the CHART SETUP OPTIONS soft key.
3. Press the CHART DETAILS soft key to open the CHART DETAILS menu.



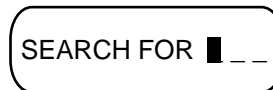
*Chart details menu*

4. Press ▲ or ▼ to select WAYPOINT.
5. Press the EDIT soft key.
6. Press ▲ or ▼ to select LARGE, SMALL or OFF. LARGE shows mark in actual shape as shown on page 6-2. SMALL displays all waypoints with an “X” regardless of mark shape selected.
7. Press the ENTER soft key or [ENTER] key.

## 6.6 Searching Waypoints

You can search for a waypoint through the alphanumeric list as follows:

1. Press the [WPT/RTE] key, and then press the WAYPOINTS and ALPHA/NUMERIC LIST soft keys to show the alpha/numeric list. At the bottom of the display the search window appears.



*Search window*

2. Use the alphanumeric keys to enter the first 1 - 3 characters in the search window. The waypoint searched appears at the top of the screen.

# 7. ROUTES

Often a trip from one place to another involves several course changes, requiring a series of route points (waypoints) which you navigate to, one after another. The sequence of waypoints leading to the ultimate destination is called a route. Your unit can automatically advance to the next waypoint on a route, so you do not have to change the destination waypoint repeatedly.

You can store up to 200 routes. A route may consist of 35 points.

## 7.1 Entering Routes

### Entering routes through the route list

This method constructs routes using existing waypoints.

1. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.
2. Press the ROUTES soft key to open the ROUTE menu.

▶ ABCDEF ABCDEFGHIJKL	LENGTH 25.6 nm WAYPOINTS 35	ROUTE
BRIDGE 12:30 29SE97	LENGTH 56.7 nm WAYPOINTS 6	GO TO
FISH01 15:21 01OCT97	LENGTH 21.1 nm WAYPOINTS 3	NEW ROUTE
HPT001 16:45 01OCT97	LENGTH 4.7 nm WAYPOINTS 1	EDIT ROUTE
DGPS 3D	SEARCH FOR [ ]	ERASE ROUTE
		RETURN

*Route menu*

3. Press the NEW ROUTE soft key to open the new route entry window.

ROUTE NAME <b>001</b> _____	NEW ROUTE
COMMENT -----	PLOT
DGPS 3D	LOCAL LIST
	ALPH LIST
	CONNECT ROUTE
	CANCEL

*New route entry window*

## 7. ROUTES

- If desired you can change the route name shown and/or add a comment. To change route name, press the [CLEAR] key to clear the route name. Use the cursor pad to position the cursor and then press appropriate alphanumeric key. To enter a comment, place the cursor in the COMMENT window. Use the cursor pad and alphanumeric keys to enter your comment. A route name may consist of six characters; comment, 13 characters.
- Press the LOCAL LIST or ALPH LIST soft key to open the waypoint list.
- Press ▲ or ▼ to select a waypoint, and press the ADD WPT soft key to add it to the route.
- Repeat step 6 to complete the route.  
When you want to clear a waypoint selected, press the ERASE LST WP soft key. Each press of this key deletes the last waypoint entered.
- Press the SAVE soft key to register the route.

### Entering routes by the cursor

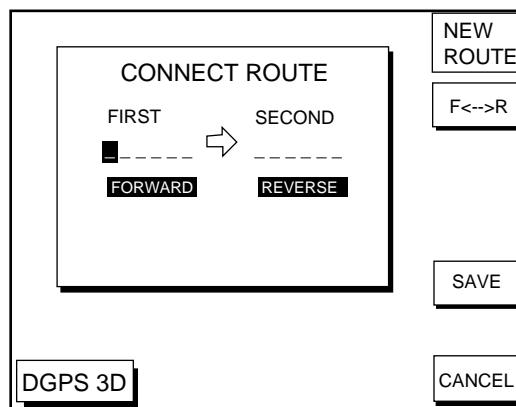
This method allows you to construct a route directly on the plotter display, using existing waypoints or new locations. Any new location will be saved as a waypoint, under the next consecutive waypoint number.

- Follow step 1-4 in “Entering routes through the route list.”
- Press the PLOT soft key. The plotter display appears.
- Operate the cursor pad to place the cursor on an existing waypoint (ADD WPT soft key appears) or new location (ADD NEW WPT soft key appears).
- Press the ADD WP (ADD NEW WPT) soft key.
- Repeat steps 3 and 4 to complete the route.
- Press the [ENTER] key to register the route.

## 7.2 Connecting Routes

Two routes can be connected as follows:

- Press the [WPT/RTE] key followed by the ROUTES and NEW ROUTE soft keys to open the NEW ROUTE menu.
- Enter the name for new route.
- Press the CONECT ROUTE soft key.
- Enter the registered route name for the first route beneath FIRST in the CONNECT ROUTE window.



*Connect route window*

- Press the F<-->R soft key to select direction to transverse the waypoints of the route; forward or reverse.
- Enter the route name of the second route similar to how you did for the first route.
- Press the SAVE soft key.

**Note:** The maximum number of waypoints in a route is 35. If this number is exceeded an error message appears. In this case, delete waypoints in one or both routes so the total number of waypoints does not exceed 35.

## 7.3 Inserting, Removing Waypoints

### Inserting waypoints through the route list

Waypoints can be inserted in routes as follows:

1. Press the [WPT/RTE] key followed by the ROUTES soft key to open the ROUTE menu.
2. Select a route by pressing ▲ or ▼.
3. Press the EDIT ROUTE soft key. The route name screen appears.
4. Press the LOCAL LIST soft key. All waypoints in the route are displayed.

ROUTE NAME: ABCDEF		COMMENT: ABCDEFGHIJKL		EDIT ROUTE
01	34°12.345'N	LEG		INSERT WPT REMOVE WPT CHANGE WPT COORD TYPE RETURN
WPT001	135°54.321'W	204.8°		
02	34°23.456'N	33.83nm		
WPT002	136°10.255'W	22.0°		
03	35°11.222'N	34.27nm		
WPT003	136°55.889'W	35.1°		
04	35°22.878'N	2.89nm		
WPT004	136°44.333'W	125.6°		
05	34°15.279'N	31.25nm		
WPT005	135°34.111'W			
DGPS 3D				

*Edit route menu*

5. Press ▲ or ▼ to place the cursor at the location where you want to insert a waypoint.
6. Press the INSERT WPT soft key to show the waypoint list.

ROUTE NAME: ABCDEF		COMMENT: ABCDEFGHIJKL		EDIT ROUTE
01	34°12.345'N	LEG		SELECT WPT COORD TYPE LOCAL LIST ALPH LIST CANCEL
WPT001	135°54.321'W	204.8°		
02	34°23.456'N	33.83nm		
WPT002	136°10.255'W	22.0°		
03	35°11.222'N	34.27nm		
WPT003	136°55.889'W	35.1°		
04	35°22.878'N	2.89nm		
WPT004	136°44.333'W	125.6°		
05	34°15.279'N	31.25nm		
WPT005	135°34.111'W			
DGPS 3D				

*Waypoint list for editing a route (Local list)*

7. Press ▲ or ▼ to select the waypoint you want to insert. You can switch between the local list and alphanumeric list by pressing the LOCAL LIST or ALPH LIST soft key.
8. Press the SELECT WPT soft key.

### Changing waypoints through the list

Waypoints used in a route can be changed with others.

1. Press the [WPT/RTE] key followed by the ROUTES soft key to open the ROUTE menu.
2. Select a route by pressing ▲ or ▼.
3. Press the EDIT ROUTE soft key. The route name screen appears.
4. Press the LOCAL LIST soft key.
5. Select the waypoint which you want to change (remove).
6. Press the CHANGE WPT soft key to show the local list.
7. Select the waypoint which you want to change (insert).
8. Press the CHANGE WPT soft key to change the waypoint.
9. Press the [PLOT] key.

### **Inserting waypoints on the plotter display**

#### **Inserting waypoints before the first waypoint or after the last waypoint**

1. Press the [WPT/RTE] key followed by the ROUTES soft key to open the ROUTE menu.
2. Press ▲ or ▼ to select the route desired.
3. Press the EDIT ROUTE soft key.
4. Press the PLOT soft key to show the plotter screen.
5. Operate the cursor pad to place the cursor on the first or last waypoint of the route which you want to insert.
6. Press the ADD TO START (ADD TO END) soft key.
7. Operate the cursor pad to place the cursor on an existing waypoint (ADD WPT soft key appears) or new location (ADD NEW WPT soft key appears).
8. Press the ADD WPT (ADD NEW WPT) soft key.
9. Press the [ENTER] key.

When you want to insert waypoints after the last waypoint, press the “ADD TO END” soft key at step 6.

#### **Inserting waypoints in an intermediate location within a route**

1. Follow steps 1 through 4 in “Inserting waypoints before the first waypoint or after the last waypoint.”
2. Operate the cursor pad to place the cursor on a line connecting waypoints.
3. Press the SPLIT LEG soft key. The selected line turns red.
4. Operate the cursor pad to place the cursor on an existing waypoint (INSERT WPT soft key appears) or new location (INSERT NEW WPT soft key appears).
5. Press the appropriate soft key, INSERT WPT or INSERT NEW WPT.

### **Removing waypoints from routes**

#### **Removing route waypoints through the route list**

1. Press the [WPT/RTE] key followed by the ROUTES soft key to open the ROUTE menu.
2. Press ▲ or ▼ to select the route desired.
3. Press the EDIT ROUTE and LOCAL LIST soft keys to show the waypoint list.
4. Press ▲ or ▼ to select the waypoint you want to delete.
5. Press the REMOVE WPT soft key.

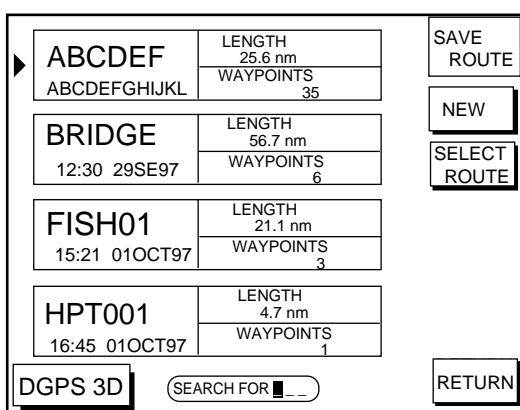
#### **Removing route waypoints from the plotter display**

1. Press the [WPT/RTE] key followed by the ROUTES soft key to open the ROUTE menu.
2. Press ▲ or ▼ to select the route desired.
3. Press the EDIT ROUTE soft key.
4. Press the PLOT soft key to show the plot screen.
5. Operate the cursor pad to place the cursor on the waypoint you want to remove from the route.
6. Press the REMOVE WPT soft key.

## 7.4 Creating Track-based Routes

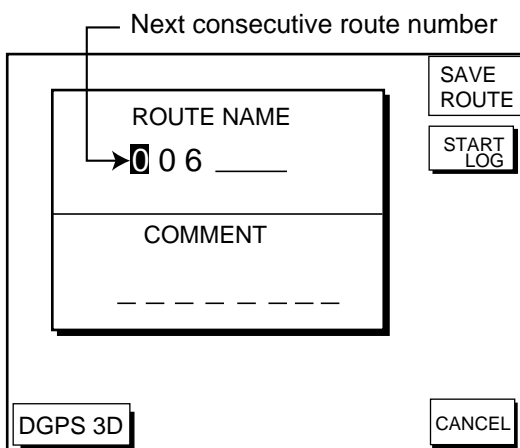
You can create routes based on your ship's track by entering waypoints at own ship's position. This feature is useful when you wish to retrace a track.

1. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.
2. Press the CREATE VOYAGE BASED ROUTE soft key to show the save route menu.



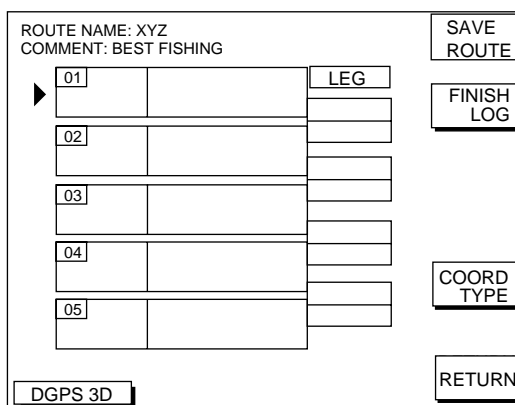
Save route menu

3. Press the NEW soft key to show the new route window.



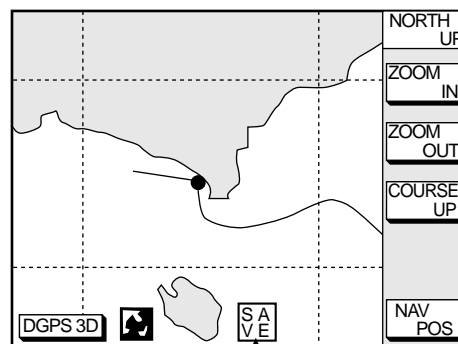
New route window

4. If required, you may change the route name and enter a comment, using the [CLEAR] key, cursor pad and alphanumeric keys.
5. Press the START LOG soft key to show the track-based route screen. If you entered an existing route name at step 4, you are asked if you want to add track-based waypoints to the existing route. Then, press the [ENTER] key to select YES, or the [CLEAR] key to escape.



Route contents display

6. Press the [PLOT] key to show the plot display. The SAVE icon appears at the bottom of the screen.



SAVE icon appearance on the plotter display

## 7. ROUTES

7. Press the [SAVE/MOB] key with a touch-and-release action to enter a waypoint mark at own ship position. A new waypoint is created under the next consecutive waypoint number and that waypoint is added to the route.
8. Repeat step 7 whenever you change course. 35 waypoints can be entered.
9. To stop creating the track-based route, press the [WPT/RTE] key followed by the CREATE VOYAGE BASED ROUTE soft key.
10. Press the FINISH LOG soft key to register the route. The SAVE icon disappears.

### 7.5 Erasing Routes

1. Press the [WPT/RTE] key followed by the ROUTES soft key to open the route menu.
2. Press ▲ or ▼ to select a route you want to erase.
3. Press the ERASE ROUTE soft key. You are asked if you are sure to erase the route.
4. Press the [ENTER] key to erase the route.



# 8. NAVIGATION

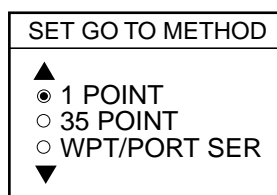
## 8.1 Navigating to “Quick Points”

The “quick point” feature allows you to navigate to point(s) without retaining the data indefinitely in your unit’s memory. Each time a quick point is entered previous quick points have the same numbers as newly entered ones are written over.

### Selecting quick point entry method

You need to tell your unit how to set the quick point: 1 POINT, 35 POINT (up to 35 points) or WPT/PORT SERV. (For WPT/PORT SERV, see the next page.)

1. Press the [MENU] key.
2. Press the DISPLAY OPTIONS soft key.
3. Select SET GO TO METHOD and press the EDIT soft key. The following display appears.



*SET GOTO METHOD window*

4. Select method desired.
5. Press the ENTER soft key.
6. Press the RETURN soft key to finish.

### Navigating to a single quick point

1. Select 1 POINT in “Selecting quick point entry method,” and return to the plotter display.
2. Place the cursor on an existing waypoint (GO TO WPT soft key appears) or a new location (GO TO CURSOR soft key appears).
3. Depending on the selection you made at step 2, press the GO TO CURSOR or GO TO WPT soft key.

A light-blue line connects between own ship and destination, marked “QP<01>”, and it shows the shortest course to the destination. Arrows on the line show the direction to follow to get to the quick point. Range and bearing from own ship to the destination appear at the top of screen. This location is saved to the waypoint list as waypoint “QP01.”

### Navigating to multiple quick points

1. Select 35 POINT in “Selecting quick point entry method,” and return to the plotter display.
2. Press the GO TO soft key.
3. Place the cursor on an existing waypoint (SELECT WPT soft key appears) or a new location (ADD QP soft key appears).
4. Depending on the selection you made at step 3, press the SELECT WPT or ADD QP soft key. “QP<01>” appears at the cursor location. To erase last-entered waypoint, press the ERASE LST WPT soft key.
5. Repeat steps 3 and 4 to enter other quick points.
6. After entering all waypoints (up to 35 points), press the [ENTER] key to register the route.

A light-blue line connects between own ship and all quick points, and it shows the shortest course to destination. Arrows on the line show the direction to follow the route. Quick points are numbered in sequential order from QP<01> and are saved to the waypoint list. Range and bearing from own ship to the first destination appear at the top of screen. The unit saves the points as a route, under the name “Q<RTE” (Quick Route).

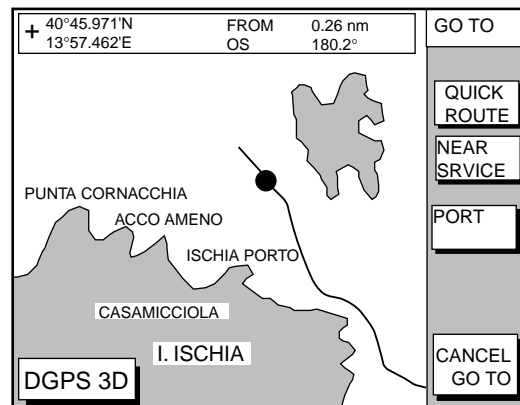
## 8.2 Navigating to Waypoints (waypoint list)

1. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.
2. Press the WAYPOINTS soft key to open the WAYPOINTS menu.
3. Press the LOCAL LIST or ALPHA/NUMERIC LIST soft key to show corresponding waypoint list.
4. Select a waypoint.
5. Press the GO TO soft key. The plotter display appears. A light-blue line runs between destination selected and own ship's position. Arrows on the line show the direction to follow. Waypoint data appear at the top of screen.

## 8.3 Navigating to Ports, Port Services

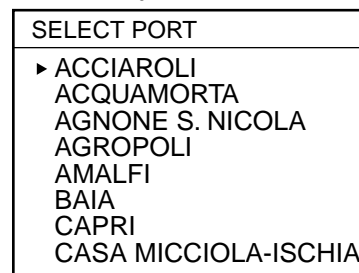
Some Nav-Charts™ and C-MAP chart cards have a port service list which shows services available at ports or harbors. (See page 3-5.) You can use the list to set destination as follows:

1. Press the [MENU] key to open the main menu.
2. Press the DISPLAY OPTIONS soft key.
3. Press ▼ to select SET GO TO METHOD and press the EDIT soft key.
4. Press the ▲ or ▼ to select WPT/PORT SER and press the [ENTER] key or the ENTER soft key.
5. Press the [PLOT] key to return to the plotter display.
6. Press the GO TO soft key. Soft key titles change as in the figure below.

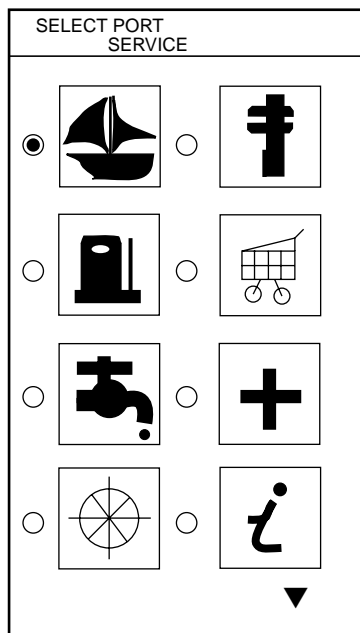


*Plotter display*

7. Press the PORT or NEAR SRVICE soft key depending on objective. PORT shows a list of ports in your area. NEAR SRVICE displays the port service list.



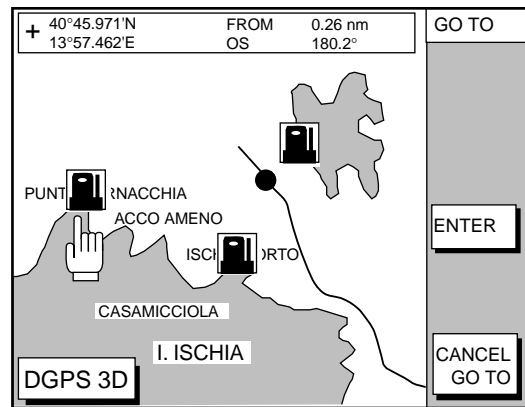
*Sample port list (southern Italy)*



*Sample port service list*

8. **If you selected PORT at step 7**, use the cursor pad to select a port and press the [ENTER] key. Make a route using the soft keys and press the [ENTER] key. (If you want to go directly to that port, simply press the ADD QP soft key followed by the [ENTER] key.)

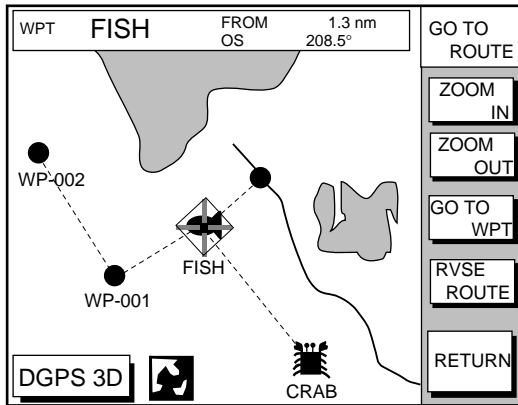
**If you selected NEAR SERVICE in step 7**, select service mark desired and then press the ENTER soft key. Then, the display shows the locations of those services nearest you. (The figure at right shows the location of filling stations in an area in southern Italy.) Use ▲ or ▼ to place the “hand cursor” on the port service icon desired and press the ENTER soft key. Make a route using the soft keys and press the [ENTER] key. (If you want to go directly to location selected, simply press the ADD QP soft key followed by the [ENTER] key.)



*Sample filling station locations  
(southern Italy)*

### 8.4 Following a Route

1. Press the [WPT/RTE] key followed by the ROUTE soft key to open the route list.
2. Press ▲ or ▼ to select a route.
3. Press the GO TO soft key to show the plotter display.



Plotter display, route selected as destination

The cursor is on the route waypoint nearest own ship.

4. Operate the cursor pad to place the cursor on the waypoint or leg desired in the route.
5. Press the GO TO WPT or FOLLOW LEG soft key (depending on the choice made at step 4).

Green lines connect all route waypoints and arrows on the lines point in the direction to traverse the route.

#### Navigate route waypoints in reverse order

Press the RVSE ROUTE soft key to reverse the order to traverse waypoints. The arrows on the route line point in the direction selected.

#### Navigate directly to a route waypoint

If you want to go directly to a route waypoint, place the cursor on the waypoint to show the flashing diamond, and then press the GO TO WPT soft key.

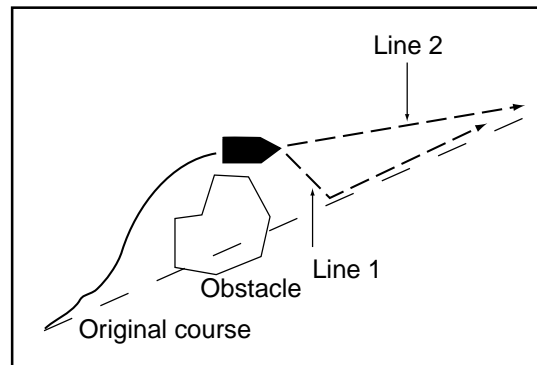
#### Navigate along specific leg of route

Place the cursor on the leg to display it in a white and red flashing line, and then press the FOLLOW LEG soft key.

#### Restarting navigation

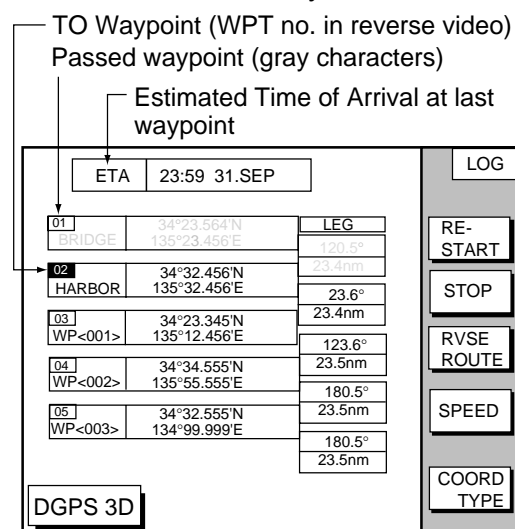
When you steer to avoid an obstacle or the vessel drifts, you may go back your intended course (Line 1 in the figure below). Use the steering or highway display to help you return to course.

Also, if you don't need to return to the original course, you can go directly to the waypoint (Line 2 in the figure below) using the restart function below.



Example of when to restart navigation

1. Set a destination.
2. Press the [WPT/RTE] key to open the WAYPOINT & ROUTE menu.
3. Press the LOG soft key.



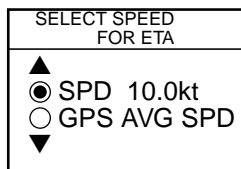
Log display

4. Press the RESTART soft key.

## Setting speed for ETA calculation

Speed, which may be input manually or automatically, is required to calculate ETA (Estimated Time of Arrival) to a waypoint.

1. Press the [WPT/RTE] key to display the WAYPOINT & ROUTE menu.
2. Press the LOG soft key.
3. Press the SPEED soft key.



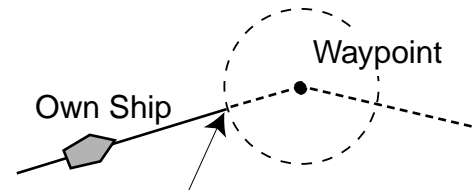
Select speed for ETA window

4. Key in speed manually in the SPD field, or use GPS speed data by selecting GPS AVG SPD.
5. Press the ENTER soft key to register your selection.

## Switching waypoints

When you arrive to a waypoint on a route, you can switch to the next waypoint three ways: AUTO1, AUTO2 and MANUAL.

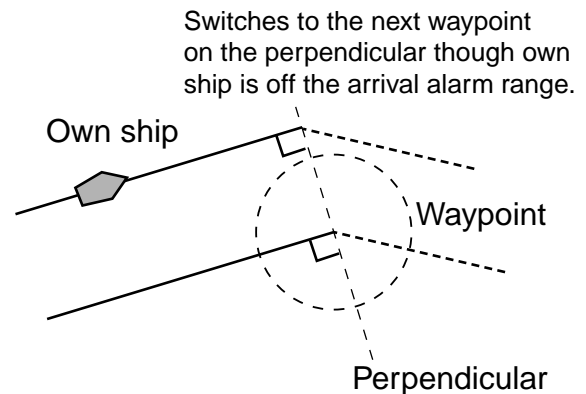
**AUTO1:** Automatically switches the TO waypoint when your boat is within the arrival alarm area. For how to set the arrival alarm area, see “9.3 Arrival Alarm” on page 9-2.



Switches to the next waypoint here.

Auto 1

**AUTO2:** Automatically switches the TO waypoint when the boat enters the arrival alarm range or the boat passes an imaginary perpendicular line passing through the center of the destination waypoint.



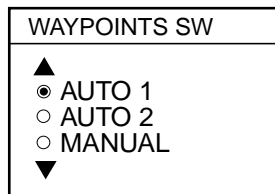
Auto 2

**MANUAL:** When the boat enters the arrival alarm area, the TO waypoint may be switched by using the RESTART soft key (on the LOG display). If the arrival alarm is not set, the waypoint will not be switched. To be alerted when you arrive at a waypoint turn on the audio alarm. For further details, see “9.2 Audio Alarm On/Off” on page 9-1.

## 8. NAVIGATION

To select waypoint switching method do the following:

1. Press the [MENU] key.
2. Press the DISPLAY OPTIONS soft key.
3. Select WAYPOINTS SW.
4. Press the EDIT soft key to show the waypoint sw window.



*Waypoint sw window*

5. Select appropriate waypoint switching method.
6. Press the ENTER soft key to close the window.

### 8.5 Canceling Navigation

1. Press the [WPT/RTE] key.
2. Press the LOG soft key.
3. Press the STOP soft key.
4. Press the [ENTER] key to go stand by.
5. Press the RELEASE soft key.
6. Press the [ENTER] key.

# 9. PLOTTER ALARMS

## 9.1 Introduction

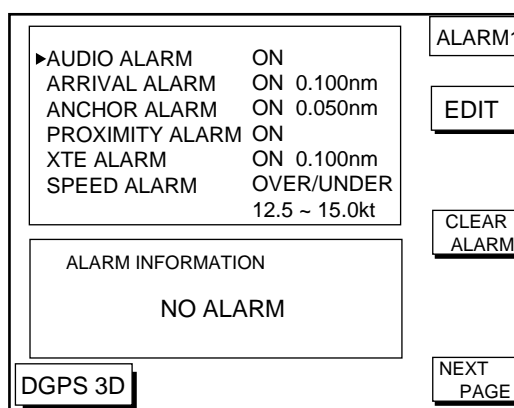
There are five plotter-related alarms which generate both audible and visual alarms: Arrival alarm, Anchor Watch alarm, XTE (Cross Track Error) alarm, Proximity alarm, and Speed alarm.

When an alarm setting is violated the buzzer sounds, and the speaker icon (🔊) appears in red. You may silence the alarm by pressing the [CLEAR] key. The icon remains on the screen until the cause of the alarm is removed or the alarm is deactivated.

## 9.2 Audio Alarm On/Off

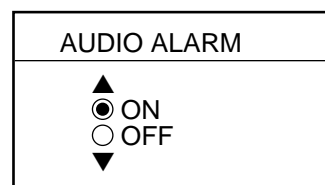
The audio alarm sounds whenever an alarm setting is violated. You can enable or disable the audio alarm as follows:

1. Press the [ALARM] key to show the ALARM menu.



*Alarm menu*

2. Press ▲ or ▼ to select AUDIO ALARM.
3. Press the EDIT soft key to show the audio alarm window.

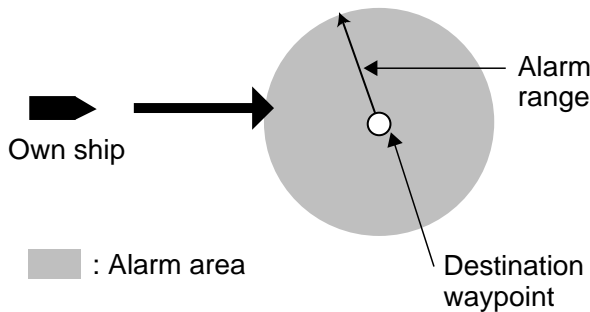


*Audio alarm window*

4. Press ▲ or ▼ to select ON or OFF.
5. Press the ENTER soft key or the [ENTER] key to register your selection.

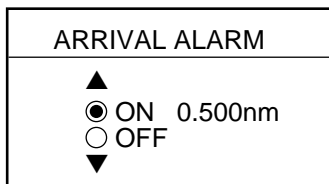
### 9.3 Arrival Alarm

The arrival alarm informs you that your boat is approaching a destination waypoint. The area that defines an arrival zone is that of a circle which you approach from the outside of the circle. The alarm will be released if your boat enters the circle. When the arrival alarm is active, a red dashed circle marks the arrival alarm area.



*How the arrival alarm works*

1. Press the [ALARM] key to open the alarm menu.
2. Press ▲ or ▼ to select ARRIVAL ALARM.
3. Press the EDIT soft key to show the arrival alarm window.

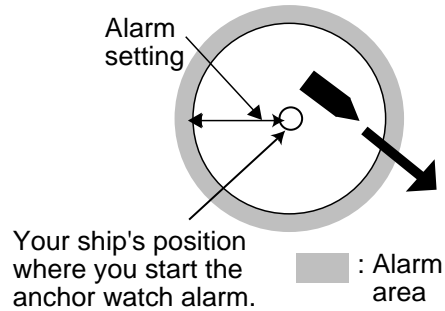


*Arrival alarm window*

4. Press ▲ to select ON.
5. Operate the cursor pad to place the cursor on the digit desired.
6. Key in the alarm range desired. The arrival alarm range is 0.001 to 9.999 miles.
7. Press the ENTER soft key or the [ENTER] key.

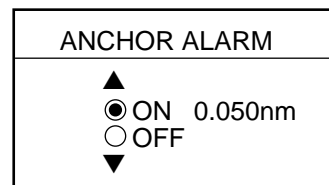
### 9.4 Anchor Watch Alarm

The anchor watch alarm informs you that your boat is moving when it should be at rest. When the anchor watch is active, a red dashed circle marks the anchor watch area.



*How the anchor watch alarm works*

1. Press the [ALARM] key to open the alarm menu.
2. Press ▲ or ▼ to select ANCHOR ALARM.
3. Press the EDIT soft key to open the anchor alarm window.



*Anchor watch alarm window*

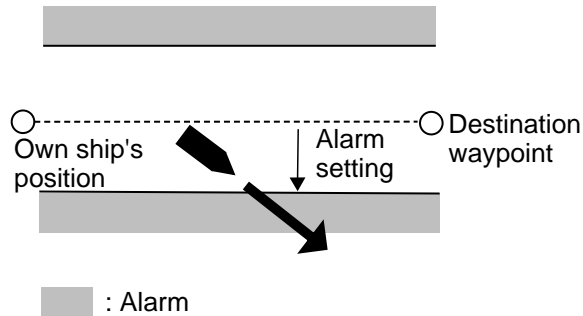
4. Press ▲ to select ON.
5. Key in the alarm range desired. The anchor watch range is 0.001 to 9.999 miles.
6. Press the ENTER soft key or the [ENTER] key to register your selection.

The anchor alarm range appears with the circle, its center is the own ship location when pressing the [ENTER] key. If own ship goes out this range, the alarm works.



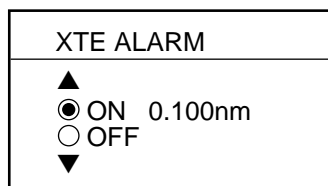
## 9.5 XTE (Cross Track Error) Alarm

The XTE alarm warns you when your boat is off its intended course. When the XTE alarm is active, two red dashed lines mark the XTE alarm area.



*How the XTE alarm works*

1. Press the [ALARM] key to open the alarm menu.
2. Press ▲ or ▼ to select XTE ALARM.
3. Press the EDIT soft key to open the XTE alarm window.



*XTE alarm window*

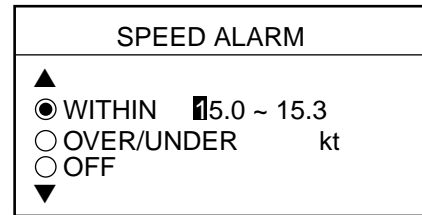
4. Press ▲ to select ON.
5. Key in the alarm range desired. The XTE alarm range is 0.001 to 9.999 miles.
6. Press the ENTER soft key or the [ENTER] key to register your selection.

## 9.6 Speed Alarm

The speed alarm warns you when your boat's speed is within, over/under or under the speed range set.

1. Press the [ALARM] key to open the alarm menu.
2. Press ▲ or ▼ to select SPEED ALARM.

3. Press the EDIT soft key to display the speed alarm window.



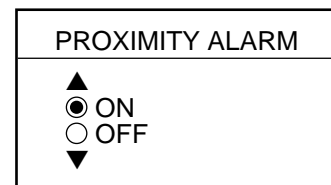
*Speed alarm window*

4. Press ▲ or ▼ to select WITHIN or OVER/UNDER.
5. Key in the alarm range desired.
6. Press the ENTER soft key or the [ENTER] key to finish.

## 9.7 Proximity Alarm

The proximity alarm alerts you when your vessel nears a waypoint by the distance set for that waypoint on the waypoint list. This distance is called "proximity alarm radius." The waypoint having a proximity alarm radius is displayed with ⊙. You can globally activate or deactivate the proximity alarm here.

1. Press the [ALARM] key to open the alarm menu.
2. Press ▲ or ▼ to select PROXIMITY ALARM.
3. Press the EDIT soft key to show the proximity alarm window.



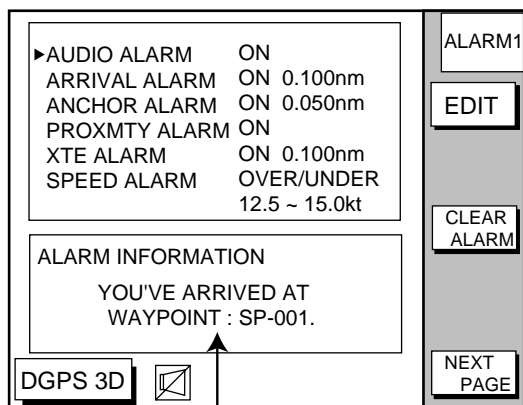
*Proximity alarm window*

4. Select ON or OFF by the cursor pad.
5. Press the ENTER soft key or the [ENTER] key to register your selection.

## 9.8 Alarm Information

When an alarm setting has been violated the buzzer sounds and the speaker icon (shown in red) appears. You can see which alarm has been violated, as well as silence the buzzer, on the alarm menu display.

1. Press the [ALARM] key.



Alarm information  
(Example: Arrival alarm)

Alarm menu

2. Press the CLEAR ALARM soft key to silence the buzzer. The color of the alarm message and the speaker icon changes from red to black.

**Note:** The speaker icon is displayed in red until all alarms have been acknowledged on the alarm menu display. If more than one alarm has been violated the message CONTINUE appears at the bottom of the display. In this case press the NEXT INFO soft key to see which other alarms have been violated.

## Alarm messages

### Alarm messages and their meanings

Message	Meaning
YOU HAVE ARRIVED AT WAYPOINT.	Arrival alarm setting violated.
YOU HAVE EXCEEDED ANCHOR WATCH LIMIT.	Anchor watch alarm setting violated.
YOU HAVE ENTERED AN AVOIDANCE AREA.	Proximity alarm setting violated.
YOU HAVE EXCEEDED XTE LIMIT.	XTE alarm setting violated.
YOU HAVE EXCEEDED SPEED ALARM LIMIT.	Speed alarm setting violated.
YOU HAVE EXCEEDED DEPTH ALARM LIMIT.	Bottom alarm setting violated.
FISH HAVE BEEN DETECTED.	Fish schools enter the alarm area.
WATER TEMP IS WITHIN TARGET SETTING.	Temp. alarm setting violated.
WATER TEMP IS BEYOND TARGET SETTING.	

# 10. MEMORY CARD OPERATIONS

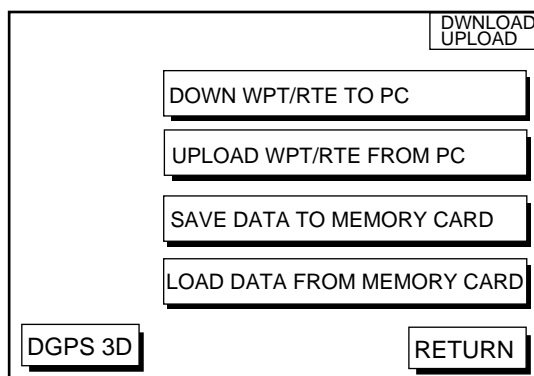
The following data can be saved to memory cards:

- Mark/line
- Waypoints/routes
- Track
- Configuration (menu settings)

## 10.1 Formatting Memory Cards

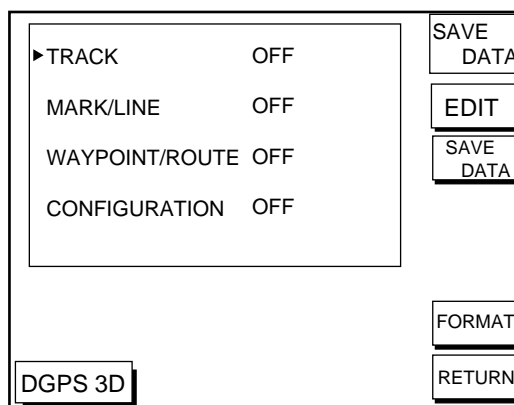
Before you can use a memory card it must be formatted. Note that formatting a used card erases all saved data.

1. Turn the power off.
2. Insert the memory card you want to format into the slot.
3. Turn the power on.
4. Press the [MENU] key followed by the CONFIGURATION and UPLOAD/DOWNLOAD DATA soft keys.



*Download/upload menu*

3. Press the SAVE DATA TO MEMORY CARD.



*Save data display*

4. Press the FORMAT soft keys. You are asked if you are ready to format the memory card

## 10. MEMORY CARD OPERATIONS

5. Press the [ENTER] key to format (or press the [CLEAR] key to escape). Now FORMATTING MEMORY CARD appears. Do not remove the card while it is being formatting. When the formatting is completed, FORMAT COMPLETED appears.
6. Press the [ENTER] key to finish. Now you can record data to the memory card.

**Note:** Chart cards cannot be formatted.

### 10.2 Saving Data to Memory Card

The memory card can save four items of data; track, mark/line, waypoint/route and configuration.

#### Saving data

1. Insert a formatted memory card into the slot.
2. Press the [MENU] key followed by the CONFIGURATION and UPLOAD/DOWNLOAD DATA soft keys.
3. Press the SAVE DATA TO MEMORY CARD soft key. The SAVE DATA display appears.
4. Press ▲ or ▼ to select item to save.
5. Press the EDIT soft key to open the TRACK, MARK/LINE, WAYPOINTS/ROUTES or CONFIGURATION window.
6. Press ▲ to select ON.
7. Press the ENTER soft key or the [ENTER] key.
8. Repeat steps 4 to 7 to save other data if desired.
9. Press the SAVE DATA soft key. The following message appears and saving starts. Do not remove the memory card while data is being saved.

NOW SAVING DATA TO  
MEMORY CARD. DO NOT  
TURN OFF THE POWER UNTIL  
SAVING COMPLETED.

*SAVE DATA message*

When saving is completed, COMPLETE SAVING DATA appears.

10. Press the [ENTER] key.

**Error messages**

**Memory card not inserted**

Press the [ENTER] key to return to the SAVE DATA display.

MEMORY CARD NOT INSERTED. INSERT CARD  
PRESS "ENTER" key  
TO CONTINUE.

*Not inserted message*

**Unformatted memory card**

Press the [ENTER] key to return to the SAVE DATA display. And format it referring to the previous page.

MEMORY CARD NOT FORMATTED  
PRESS "ENTER" key  
TO CONTINUE.

*Not formatted message*

**Wrong card inserted**


When a wrong card is inserted, the following error message appears. Press the [ENTER] key to return to the SAVE DATA display. Replace it with a formatted memory card.

WRONG CARD INSERTED.  
INSERT MEMORY CARD.  
PRESS "ENTER" key  
TO CONTINUE.

*Wrong card message*

**Data overwrite**

Data type to be recorded exists on memory card. (Two or more of same data type cannot be recorded.) Press the [ENTER] key to overwrite same data type on the card, or press the [CLEAR] key to escape.

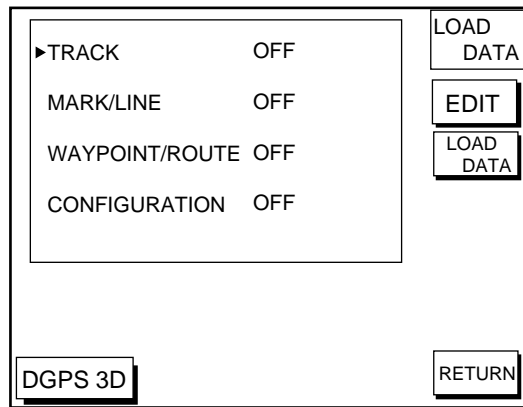
 OVERWRITE FOLLOWING DATA. OK?  
(TRACK)  
YES ... "ENTER" key  
NO ... "CLEAR" key

*Overwrite message*

**10.3 Loading Data from Memory Card**

Data (track, marks, waypoints, configuration) can be loaded from a memory card and displayed on the screen. This feature is useful for observing past data and setting up the equipment for a specific purpose (with "configuration").

1. Press the [MENU] key followed by the soft keys CONFIGURATION and UPLOAD/DOWNLOAD DATA.
2. Press the LOAD DATA FROM MEMORY CARD soft key to show the LOAD DATA display.



*Load data display*

3. Press ▲ or ▼ to select item to load.
4. Press the EDIT soft key to show the ON/OFF selection window.
5. Press ▲ to select ON. Press the ENTER soft key or the [ENTER] key. If the memory card does not contain the item selected, the buzzer sounds and ON cannot be selected.
6. After you select all items desired, press the LOAD DATA soft key to load data. The following message appears.

## 10. MEMORY CARD OPERATIONS

NOW LOADING DATA FROM  
MEMORY CARD. DO NOT  
TURN OFF THE POWER UNTIL  
LOADING COMPLETE.

*Load data message*

After loading is completed, the following message appears.

COMPLETE LOADING DATA.  
PRESS "ENTER" KEY  
TO CONTINUE.

*Complete message*

7. Press the [ENTER] key.

### **Notes on loading data**

#### **Track**

Since loaded track data is added to internal track, oldest track in the memory of the unit will be deleted when the track memory capacity is exceeded.

#### **Waypoint/route**

Waypoints/routes in the memory of the unit are deleted to make room for loaded ones.

#### **Mark/line**

The loaded data is added to internal data. When the mark/line memory becomes full, no marks may be entered.

#### **Configuration**

The loaded data replaces current configuration settings. Press the [ENTER] key to restart. If the memory card is ejected while loading, or data could not be loaded, press the [ENTER] key to restart with default settings. Note that the track memory capacity setting is not saved nor loaded.

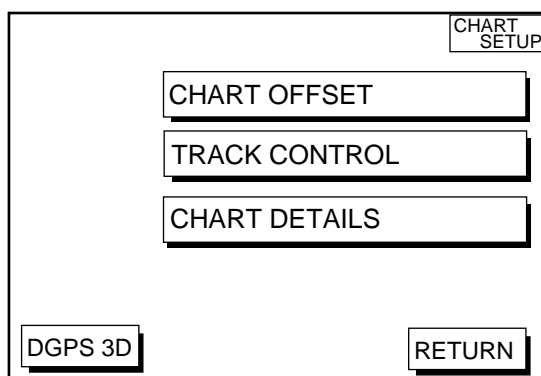
# 11. CUSTOMIZING YOUR UNIT

This section describes the various options which allow you to set up your unit to suit your needs.

## 11.1 CHART SETUP OPTIONS menu

The chart offset options menu provides three menus: chart offset, track control, and chart details.

1. Press the [MENU] key to open the main menu.
2. Press the CHART SETUP OPTIONS soft key.

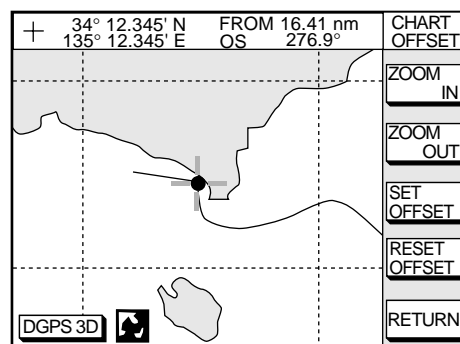


*Chart setup options menu*

### CHART OFFSET menu

In some instances position may be off by a few minutes. For example, the position of the ship is shown to be at sea while it is in fact moored at a pier. You can compensate for this error by offsetting chart position as follows:

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and CHART OFFSET soft keys.



*Plotter display, chart offset selected*

2. Use the cursor pad to place the cursor where to offset chart position.
3. Press the SET OFFSET soft key.
4. Press the RETURN soft key to finish.

To cancel chart offset, press the RESET OFFSET soft key at step 3 in the above procedure.

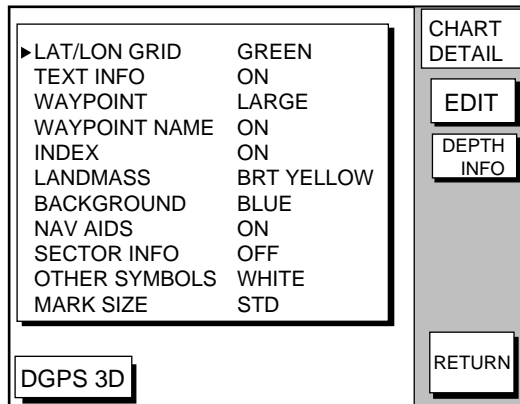
### TRACK CONTROL menu

This menu mainly controls track color and track plotting interval. For further details see Chapter 4.

## 11. CUSTOMIZING YOUR UNIT

### CHART DETAILS menu

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and CHART DETAILS soft keys.



*Chart details menu*

2. Use the cursor pad to select item and press the EDIT soft key.
3. Select option with the cursor pad and press the RETURN soft key to finish.

### Chart details menu description

**LAT/LONG GRID:** Turns lat/long grid on/off and changes its color.

**TEXT INFO:** Turns geographic name display on/off.

**WAYPOINT:** Turns waypoint on or off and selects size to large or small. "LARGE" displays waypoint in shape selected; "SMALL" shows waypoints as an X regardless of actual shape. "OFF" only display waypoints when they are used in navigation.

**WAYPOINT NAME:** Turns waypoint name on/off.

**INDEX:** Turns chart indices on/off.

**LANDMASS:** Selects brightness and color of land.

**BACKGROUND:** Selects background color to black or blue.

**NAV AIDS:** Turns aids to navigation symbols (for example, buoys) on/off. When OFF is selected, symbols are displayed but information is not.

**SECTOR INFO:** Turns lighthouse viewable angle indication (on FURUNO charts) on/off. Viewing angle is shown as an arc extending from lighthouse position. Arc color, white or green, is the color of the light beam. This feature is available with selected charts.

**OTHER SYMBOLS:** Selects color of all other chart symbols.

**MARK SIZE:** Selects the mark size STD (standard) or SMALL (appears with "x".)

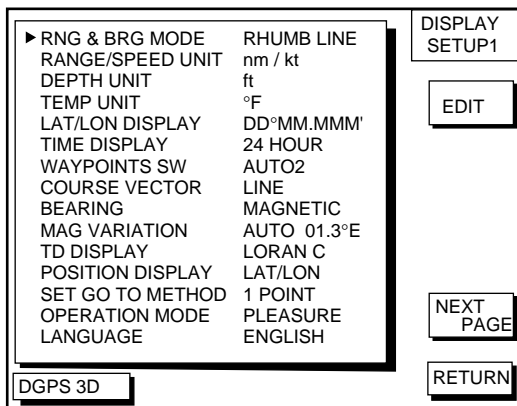
**DEPTH INFO soft key:** Turns depth info display on/off and sets its color.



## 11.2 DISPLAY OPTIONS menu

This menu, consisting of two pages, display setup1 and display setup 2, contains items for setting up the plotter and video sounder displays.

1. Press the [MENU] key.
2. Press the DISPLAY OPTIONS soft key.  
The display setup1 menu appears.



*Display setup 1 menu*

### DISPLAY SETUP 1 menu description

#### RNG & BRG MODE

The GPS receiver calculates the range, bearing, cross track error (XTE) and ETA to TO waypoint when you set a destination. The range and bearing can be calculated by GREAT CIRCLE (straight line between two points) or RHUMB LINE (straight line between two points on nautical chart) method.

#### RANGE/SPEED UNIT

Selects the unit for range and speed; nm/kt, km/ km/h, sm/ sm/h.

#### DEPTH UNIT

Selects unit of depth measurement among feet, fathoms, and meters.

#### TEMP UNIT

Selects unit of water temperature measurement between Celsius and Fahrenheit.

#### LAT/LON DISPLAY

Displays the minutes of latitude and longitude positions in hundredths, thousandths or ten thousandths.

#### TIME DISPLAY

Selects time display format for 12 hour or 24 hour.

#### WAYPOINT SW

Provides automatic or manual waypoint switching when following a route. For further details, see page 8-5.

#### COURSE VECTOR

You may extend a line from the own ship position to show ship's course. The line can be a vector (the length depends on the ship's speed) or course bar (course bar).

#### BEARING

A navigation device outputs both true and magnetic bearings. A magnetic bearing is true bearing plus (or minus) earth's magnetic deviation. Thus the equation for finding magnetic bearing is;

$$\text{true bearing} \pm x (\text{magnetic variation})^\circ = \text{magnetic bearing}$$

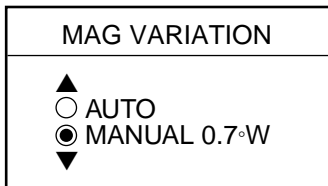
You can display your ship's course and bearing to waypoint in true or magnetic bearing.

## 11. CUSTOMIZING YOUR UNIT

### **MAG VARIATION**

The magnetic variations for all areas of the earth are preprogrammed into this unit. The preprogrammed variation is accurate for most instances, however you may wish to manually enter a updated variation referring to the latest navigation chart.

1. Select MAG VARIATION, and press the EDIT soft key to show the mag variation window.



*Mag variation window*

2. Select MANUAL.
3. Key in magnetic deviation value.
4. Press the W<-->E soft key to switch between East and West and vice versa, if necessary.
5. Press the ENTER soft key or the [ENTER] key to finish.

### **TD DISPLAY**

Position may be shown in Loran C TDs, Decca TDs, or latitude and longitude. To display position in TDs, select Loran C or Decca here and choose TD at "POSITION DISPLAY" below. You can select the Loran C or Decca chain to use on the TD SETUP menu. For details see "TD SETUP menu" on page 11-8.

### **POSITION DISPLAY**

Displays position in latitude and longitude or TDs (time difference).

### **SET GO TO METHOD**

Selects the method for entering the quick point: 1 POINT, 35 POINT (2-35 points), or WPT/PORT SER. For further details see pages 8-1 and 8-2.

### **OPERATION MODE**

Selects the operation mode among PLEASURE, FISHING 1 and FISHING 2. For details, see page 5-1 and 6-1.

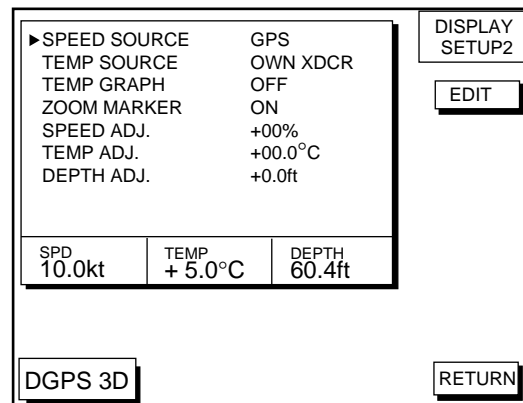
### **LANGUAGE**

Selects the language for operation display for ENGLISH or FRENCH.

### **DISPLAY SETUP 2 menu description**

The display setup 2 menu contains video sounder-related items which the user may adjust as desired. Set up these items as follows:

1. Press the [MENU] key.
2. Press the DISPLAY OPTIONS soft key.
3. Press the NEXT PAGE soft key.



*Display setup 2 menu*

### **SPEED SOURCE**

Selects source of speed input; OWN PDDWHL (speed sensor) or GPS.

### **TEMP SOURCE**

Selects source of water temperature input; NMEA (external equipment), or OWN XDCR (water temperature sensor).

### **TEMP GRAPH**

Displays water temperature in line graph form. Requires water temperature data.

**ZOOM MARKER**

The zoom marker appears in the normal, bottom marker and bottom zoom displays and marks the area which is expanded in the bottom marker and bottom zoom pictures. You can turn on/off the marker as desired.

**SPEED ADJ.**

If the speed sensor-generated speed indication is wrong, you can correct it here. (NMEA format speed data cannot be adjusted.) For example, if the speed indication is 10% lower than actual speed, press ▲ to display +10.

**TEMP ADJ.**

If the water temperature sensor-generated water temperature indication is wrong, you can correct it here. (NMEA format water temperature data cannot be adjusted.) For example, if the water temperature indication is 2° higher than actual water temperature, press ▼ to display -2.0.

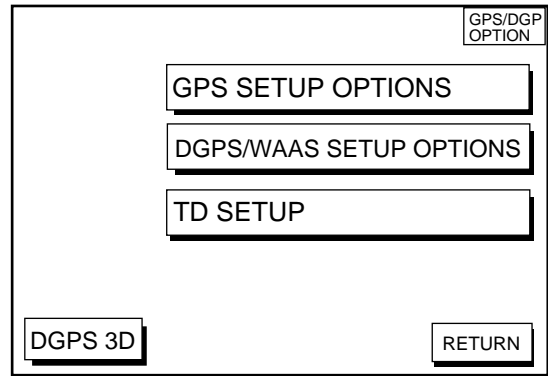
**DEPTH ADJ.**

Set the ship's draft, to show the depth between the sea surface and the bottom (rather than from transducer to bottom.)

**11.3 GPS/DGPS/TD OPTIONS menu**

This menu sets up GPS and DPGS receivers and enables display of position in Loran C or Decca TDs.

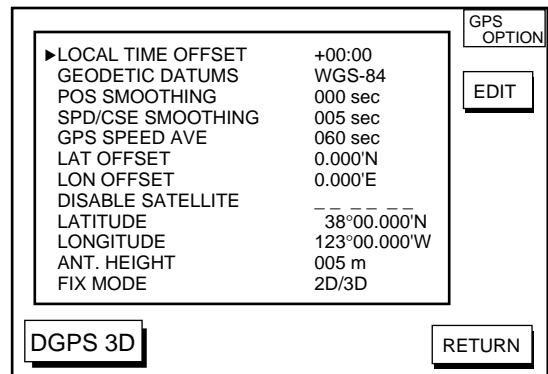
1. Press the [MENU] key.
2. Press the GPS/DGPS/TD OPTIONS soft key to display the GPS/DGPS/TD options menu.



*GPS/DGPS/TD options menu*

**GPS SETUP OPTIONS menu description**

This menu provides items for setting up the GPS receiver. To display it, display the menu shown above, and then press the GPS SETUP OPTIONS soft key.



*GPS SETUP options menu*

**LOCAL TIME OFFSET**

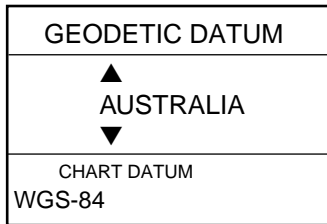
GPS uses UTC time. If you would rather use local time, enter the time difference between it and UTC time. Use the +<-->- soft key to switch from plus to minus and vice versa.

**GEODETIC DATUM**

Your equipment is preprogrammed with most of the major chart systems of the world. Although the WGS-84 system, the GPS standard, is now widely used other categories of charts still exist. Select the chart system used, not the area where your boat is sailing. The default chart system is WGS-84.

## 11. CUSTOMIZING YOUR UNIT

1. Select GEODETIC DATUM.
2. Press the EDIT soft key to show the geodetic datum window.



*Geodetic datum window*

3. Press ▲ or ▼ to select the chart system you are using. If UNKNOWN appears in the GEODETIC DATUM window, select a different chart system to show the proper chart datum.
4. Press the ENTER soft key or the [ENTER] key to register your selection.

### **POS SMOOTHING**

When the DOP or receiving condition is unfavorable, the GPS fix may change, even if the vessel is dead in water. This change can be reduced by smoothing the raw GPS fixes. A setting between 000 to 999 is available. The higher the setting, the more smoothed the raw data, however too high a setting slows response time to change in latitude and longitude. This is especially noticeable at high ship's speeds. 000 is the normal setting; increase the setting if the GPS fix changes.

### **SPD/CSE SMOOTHING**

During position fixing, ship's velocity (speed and course) is directly measured by receiving GPS satellite signals. The raw velocity data may change randomly depending on receiving conditions and other factors. You can reduce this random variation by increasing the smoothing. Like with latitude and longitude smoothing, the higher the speed and course smoothing the more smoothed the raw data. If the setting is too high, however, the response to speed and course change slows. For no smoothing,

enter all zeroes. The default setting is 005 (sec).

### **GPS SPEED AVE**

Calculation of ETA is based on average ship's speed over a given period. If the period is too long or too short calculation error will result. Change this setting if calculation error occurs. The default setting is 60 seconds, which is suitable for most conditions.

### **LAT OFFSET, LON OFFSET**

GPS-generated position may be off from the chart. In this case, you can apply an offset to GPS position to refine position accuracy. Mark the equipment indication on the chart, and then calculate the L/L error.

1. Select LAT OFFSET or LON OFFSET.
2. Press the EDIT soft key.
3. Key in the error value. To switch the north and south (east and west), press the N<->S (W<->E) soft key.
4. Press the ENTER soft key or [ENTER] key.

### **DISABLE SATELLITE**

Every GPS satellite is broadcasting abnormal satellite number(s) in its Almanac, which contains general orbital data about all GPS satellites, including those which are malfunctioning. Using this information, the GPS receiver automatically eliminates any malfunctioning satellite from the GPS satellite schedule. However, the Almanac sometimes may not contain this information. If you hear about a malfunctioning satellite from another source, you can disable it manually. Enter satellite number (max. 3 satellites) in two digits and press the ENTER soft key or the [ENTER] key.

**LATITUDE, LONGITUDE**

The default latitude and longitude position is San Francisco, USA (38.00.000’N, 123.00.000’W). When the unit is turned on for the first time it begins searching for its actual position. To lessen the time required to find position, you may enter your position manually. To switch from North to South and vice versa, use the N<-->S soft key, and to switch from West to East and vice versa, use the W<-->E soft key. Finally, press the ENTER soft key or the [ENTER] key.

**ANT. HEIGHT**

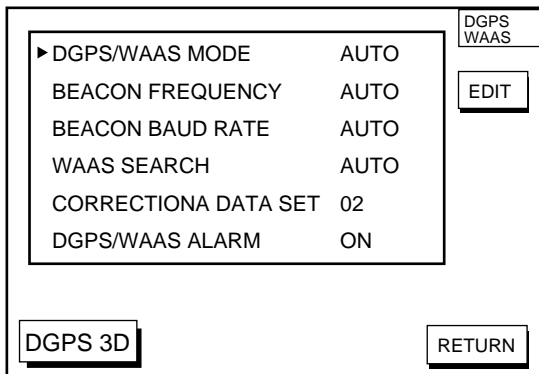
Enter the height of the antenna unit above sea surface. For further details refer to the Installation Manual.

**FIX MODE**

You can choose the position-fixing mode from 2D or 2D/3D. 2D requires three satellites to fix position; 2D/3D requires three or four satellites, whichever is available.

**DGPS/WAAS SETUP OPTIONS menu**

This menu sets parameters for the DGPS beacon receiver. (GP1650WDF, or GP1650WF equipped with DGPS beacon receiver.) and WAAS. To display it, press the [MENU] key followed by the GPS/DPGS/TD OPTIONS and DGPS SETUP OPTIONS soft keys.



DGPS/WAAS menu

**DGPS/WAAS MODE**

Select DGPS, WAAS or AUTO. (Position is fixed by WAAS when DGPS correction data is not available.)

**BEACON FREQUENCY (for DGPS)**

DGPS reference station can be searched automatically or manually. For manual search, select MANUAL here, and use the cursor pad to select frequency of DGPS reference station. The default setting is AUTO.

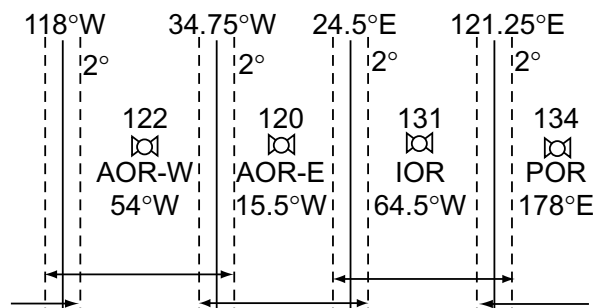
**BEACON BAUD RATE (for DGPS)**

Selects the transmission rate of the DGPS reference station nearest you, among AUTO (default setting), 50, 100 or 200 bps. This setting is only effective when DGPS mode is “manual”; baud rate cannot be changed in automatic DGPS mode.

**WAAS SEARCH (for WAAS)**

Choose AUTO for automatic search or MANUAL for manual search. For MANUAL, enter appropriate WAAS satellite number, referring to the illustration below.

*AUTO mode and GEO satellite (in JUNE 2002)*



*One-degree threshold*

Longitude Range	Satellite
120.25°E to 117°W	134
119°W to 33.75°W	122
35.75°W to 25.5°E	120
23.5°E to 122.25°E	131

**CORRECTIONS DATA SET (for WAAS)**

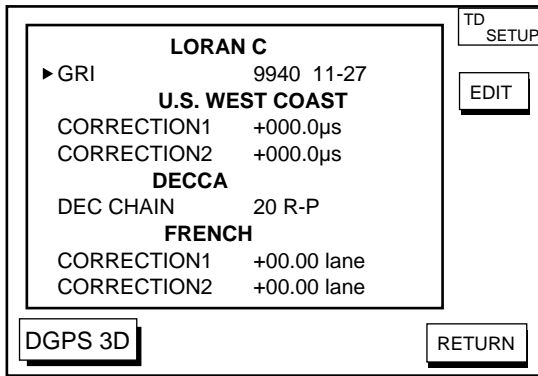
Determines how to use the WAAS signal, currently in the test mode. Enter appropriate two-digit numeric. Use “02” (default setting) until the WAAS System changes from its current “Testing Status” to “Operational Status”.

**DGPS/WAAS ALARM**

This alarm alerts you by aural and visual alarms when the WAAS/DGPS signal is lost.

**TD SETUP menu**

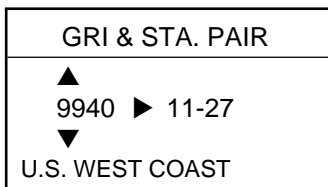
This menu selects the Loran C or Decca chain to use to display position in TDs. To display it, press the [MENU] key followed by the GPS/DPGS/TD OPTIONS and TD SETUP soft keys.



*TD setup menu*

**Displaying LORAN C TDs**

1. Select GRI and press the EDIT soft key to show the GRI & STA. PAIR window.



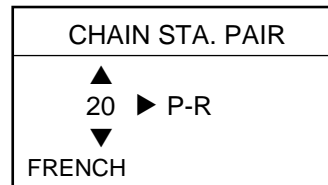
*GRI & sta. pair window*

2. Press ▲ or ▼ to select GRI code. Press ► to enable selection of station pair, and then press ▲ or ▼ to select station pair. See the Loran C chain list at the end of this manual for GRI and station pairs.

3. Press the ENTER soft key or the [ENTER] key to register your selection.
4. If necessary, you may enter a position offset to refine Loran C position. Select LORAN C CORRECTION1 or CORRECTION2 and press the EDIT soft key. Enter correction value and press the ENTER soft key or the [ENTER] key. Use the + <--> - soft key to switch from plus to minus and vice versa.

**Displaying DECCA TDs**

1. Select DEC CHAIN and press the EDIT soft key to show the chain sta. pair window.



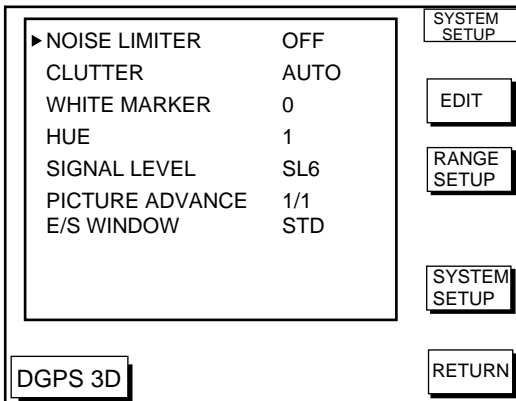
*Chain sta. pair window*

2. Press ▲ or ▼ to select Decca chain number. Press ► to enable selection of lane, and then press ▲ or ▼ to select lane pair (R: red, G: green and P: purple). Refer to the Decca chain list at the end of this manual.
3. Press the ENTER soft key or the [ENTER] key to register your selection.
4. If necessary, you may enter position offset to refine Decca position. Select DECCA CORRECTION1 or CORRECTION2 and press the EDIT soft key. Enter correction value and press the ENTER soft key or the [ENTER] key. Use the + <--> - soft key to switch from plus to minus and vice versa.

## 11.4 SOUNDER SETUP OPTIONS menu

This menu provides video sounder functions such as noise and interference reduction, range setup and system setup.

1. Press the [MENU] key.
2. Press the SOUNDER SETUP OPTIONS soft key.



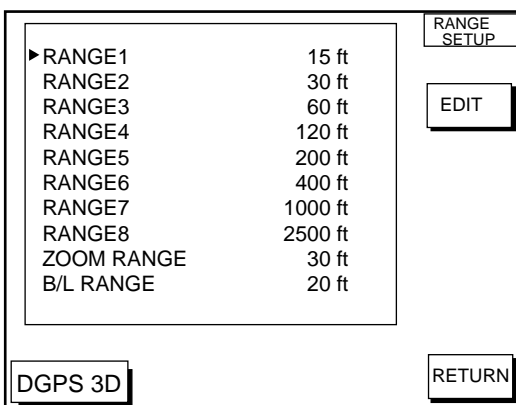
*Sounder setup menu*

The SOUNDER SETUP OPTIONS menu is explained at Chapter 2.

### RANGE SETUP soft key

The default ranges, zoom range and bottom-lock range settings are suitable for most fishing conditions. However, you may change them as follows to suit your needs.

1. In the SOUNDER SETUP menu, press the RANGE SETUP soft key.



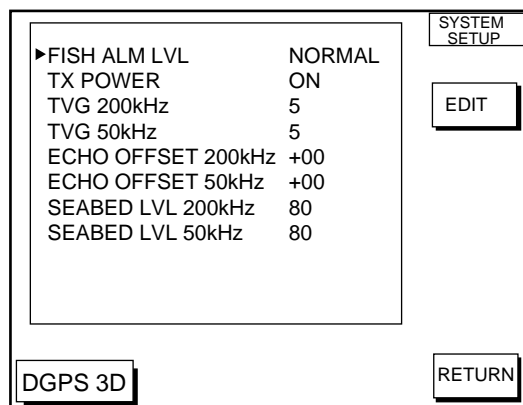
*Range setup menu*

2. Select a range, ZOOM RANGE or B/L RANGE, and press the EDIT soft key. ZOOM RANGE selects the range to zoom in the marker and bottom zoom modes. The setting range is 7 to 2500 feet. B/L RANGE sets the expansion width for the bottom-lock display, 10 or 20 feet. The default setting is 20 feet.
3. Adjust the range with the cursor pad.
4. Press the RETURN soft key to go back to the RANGE SETUP menu.

### SYSTEM SETUP soft key

The SYSTEM SETUP menu provides functions for selection of fish alarm sensitivity, TX power selection, TVG adjustment, echo level offset and seabed echo offset.

1. In the SOUNDER SETUP menu, press the SYSTEM SETUP soft key.



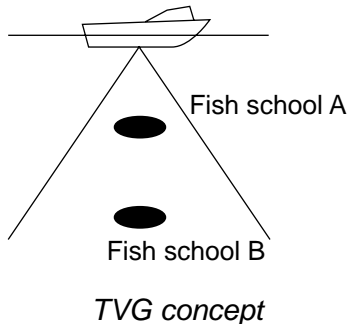
*System setup menu*

**SYSTEM SETUP menu description**

**FISH ALM LVL:** Sets the fish alarm sensitivity; namely, which echo strength will trigger the alarm. HIGH, only the strong echoes (red and reddish brown) trigger the alarm; NORMAL, echoes from strong to medium strength (greater than yellow) trigger the alarm, LOW, any echo (greater than light-blue) triggers the alarm.

**TX POWER:** Turns TX power on/off.

**TVG 200kHz, TVG 50kHz:** TVG (Time Varied Gain) compensates for propagation attenuation of the ultrasonic waves. It does this by equalizing echo presentation so that fish schools of the same size appear in the same density in both shallow and deep waters. In addition, it reduces surface noise. Note that if the TVG level is set too high short range echoes may not be displayed.



**ECHO OFFSET 200kHz,  
ECHO OFFSET 50kHz:**

If the on-screen echo level appears to be too weak or too strong and the level cannot be adjusted satisfactorily with the gain control, adjust echo offset to compensate for too weak or too strong echoes.

**SEABED LVL 200kHz, SEABED LVL 50kHz:**

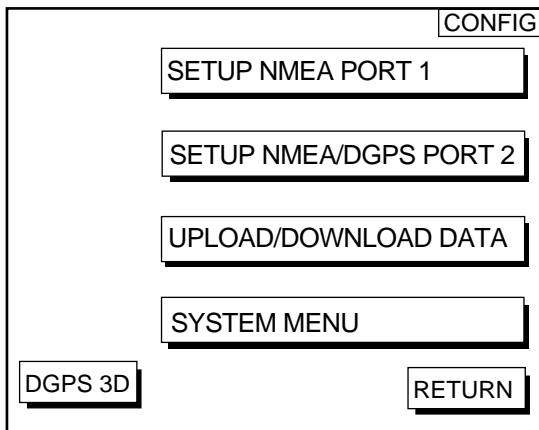
If the depth indication is unstable in automatic operation or the bottom echo cannot be displayed in reddish-brown by adjusting the gain control in manual operation, you may adjust the bottom echo level detection circuit, for both 50 kHz and 200 kHz, to stabilize the indication. Note that if the level is set too high bottom echoes cannot be acquired and if set too low regards the fish school as the bottom, so the depth indication will not be fixed. The default setting for both 200 kHz and 50 kHz is 80.



## 11.5 CONFIGURATION menu

The CONFIGURATION menu has facilities for setting up data ports, uploading/downloading data, diagnostic test, demonstration mode setup, and memory clearing.

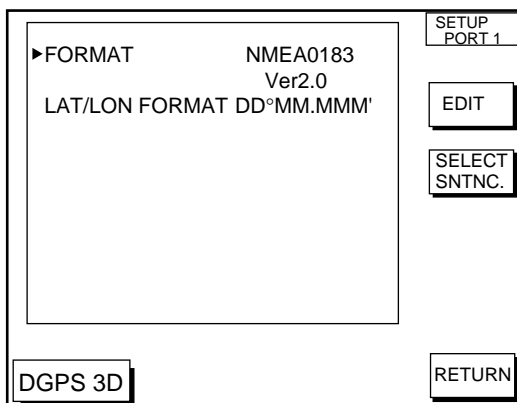
1. Press the [MENU] key.
2. Press the CONFIGURATION soft key to display the configuration menu.



*Configuration menu*

### SETUP NMEA PORT 1 menu description

This menu sets up DATA PORT 1 according to the specifications of the equipment connected to it. The menu can be displayed by pressing the [MENU] key followed by the CONFIGURATION and SETUP NMEA PORT 1 soft key. For detailed information, see the Installation Manual.



*Setup NMEA port 1 (or 2) menu*

### FORMAT

Selects NMEA0183 version 1.5 or 2.0. If you are unsure of the version number, try both equipment and choose the one which outputs data correctly.

### LAT/LON FORMAT (GGA only)

Selects the minutes of latitude and longitude positions in hundredths, thousandths or ten thousandths.

### SELECT SNTNC. soft key

This key enables/disables input/output of data sentences.

### SETUP NMEA/DGPS PORT 2 menu description

This menu should be set according to the specifications of the equipment connected to connectors PORT 2 (DGPS) at the rear of the display unit. The menu can be displayed by pressing the [MENU] key followed by the CONFIGURATION and SETUP NMEA PORT 2 soft keys. For detailed information, see the Installation Manual.

### FORMAT

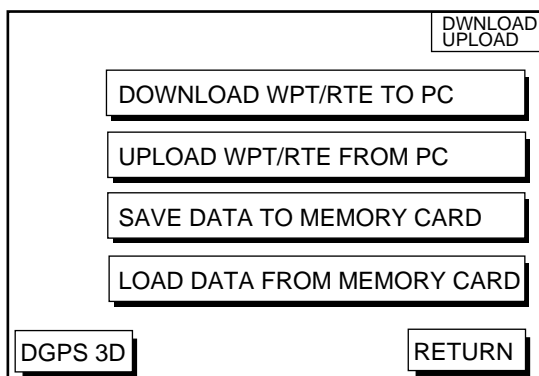
Selects data format of connected equipment; NMEA0183 version 1.5, version 2.0, RTCM104 (EXTRN), RTCM104 (INTRN) or RTCM104 (OUTPUT). RTCM104 (INTRN) or RTCM104 (OUTPUT) is for GP-1650WDF only.

### LAT/LON FORMAT (GGA only)

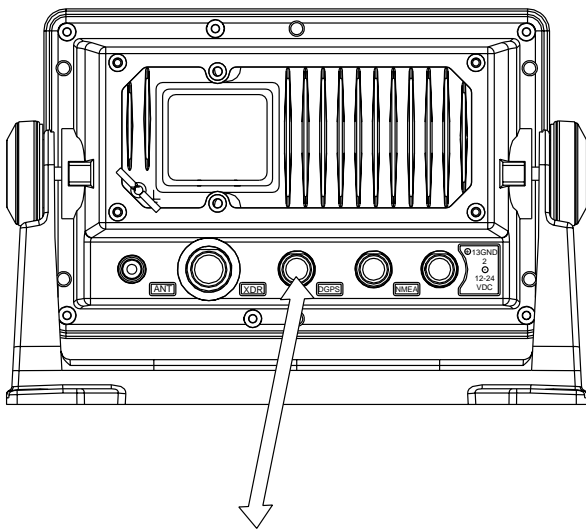
This setting can be performed when NMEA0183 Ver.1.5 or 2.0 is selected as the FORMAT. It displays the minutes of latitude and longitude positions in hundredths, thousandths or ten thousandths.

### UPLOAD/DOWNLOAD DATA menu

This menu allows you to upload waypoint and route data to a PC or download the same data from a PC, via the DGPS connector at the back of display unit. The menu can be displayed by pressing the [MENU] key followed by the CONFIGURATION and UPLOAD/DOWNLOAD DATA soft keys. For detailed information, see the Installation Manual. For SAVE DATA TO MEMORY CARD and LOAD DATA FROM MEMORY CARD, see chapter 10.



*Upload/download menu*



Connect PC to DGPS.

*Display unit, rear view*

Set communication software on the PC as follows:

Baud Rate: 4800 bps  
 Character Length: 8 bit  
 Stop bit: 1 bit  
 Parity: None  
 X Control: XON/XOFF

The following data can be downloaded/uploaded between a personal computer and this equipment:

- Waypoint data (In alphanumeric order)
- Route data (In order of route number)
- End of sentence

**Note 1:** There are two kinds of data for route data: route data and route comment data.

**Note 2:** DGPS position fix is not available when uploading or downloading data.

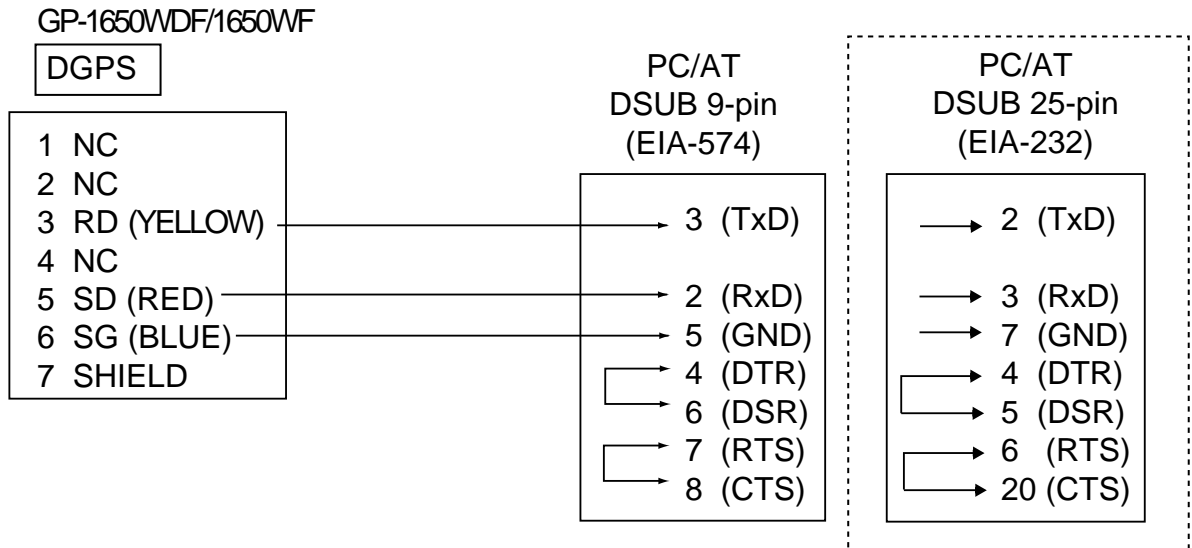
#### Download waypoint/route to PC

1. Connect the PC to the GP-1650W series as shown on the next page.
2. Press the DOWNLOAD WPT/RTE TO PC soft key. You are asked if you are ready to download waypoints and routes.
3. Press the [ENTER] key to download.

#### Upload waypoint/route from PC

Note that all waypoint and route data stored in this unit will be deleted when data is uploaded.

1. Connect the PC to the GP-1650W series as shown below.
2. Press the UPLOAD WPT/RTE FROM PC soft key. You are asked if you are ready to upload waypoints and routes.
3. Press the [ENTER] key to upload.



*Connection of GP-1650WDF/GP-1650WF to PC*

Waypoint data format

```

PFEC, GPwpl, IIII.III,  a, yyyyy.yyy,  a, c----c, c, c----c, A <CR><LF>
 1  2  3  4  5  6  7  8
    
```

*Waypoint data format*

- 1: Waypoint latitude
- 2: N/S
- 3: Waypoint longitude
- 4: E/W
- 5: Waypoint name (Number of characters is fixed to 6 and space code is placed when the number of characters are less than 6.)
- 6: Waypoint color
- 7: Waypoint comment (1 byte for mark code + 13 characters of comment.)  
 1st byte of mark code: Fixed to '@'.  
 2nd byte of mark code: Internal mark code. See Note 1.
8. Information of marking waypoint. Always set to "A".  
 "A": Displayed  
 "V": Not displayed

**Note 1:** Following characters can be used for comments:

\_ABCDEFGHIJKLMN.OPQRSTUVWXYZ0123456789&'#

● =9	■ =:	◆ =;	🐟 =<	🐟 = =
🐟 =>	🐟 =?	🕷️ =@	🐟 =A	
🗿 =B	🗿 =C	⚓ =D	! =E	
🔊 =F	◀ =G	💀 =H		

*Character available for comment*

## 11. CUSTOMIZING YOUR UNIT

### Route data menu

\$GPRTE, x, x, a, ccC, c----c, c----c, ... , c----c <CR><LF>
1 2 3 4 5 6 12

#### *Route data format*

- 1: Number of sentences required for one complete route data (1 to 4). See Note 2.
- 2: Number of sentences currently used (1 to 4)
- 3: Message mode (Always set to C)
- 4: Route No. (001 to 300, 3 digits required)
- 5 through 12: Waypoint name (Max. 8 names, length of each waypoint name is fixed to 7 byte)

**Note 2:** A route can may contain 35 waypoints and GPRTE sentence for one route data may exceed 80 byte limitation. In this case, route data is divided into several GPRTE sentences (Max. 4 sentences). This value shows the number of sentences the route data has been divided.

### Route comment data format

\$PFEC, GPrtc, xx, c----c <CR><LF>
1 2

#### *Route comment format*

- 1: Route No. (01 to 200, 3 digits required)
- 2: Route comment (Max. 16 characters, variable length)

The same characters of the comment for waypoint comment can be used.

### End of sentence

\$PFEC, GPxfr, CTL, E <CR><LF>
--------------------------------

#### *End of sentence*

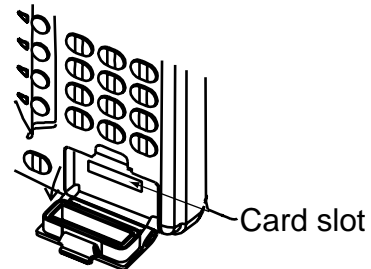
# 12. USING C-MAP NT MODEL

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The GP-1650WDF/1650WF C-MAP NT series uses FURUNO mini chart cards and C-MAP NT-FP chart cards. These charts show accurate coastlines, depth contours, place names, aids to navigation such as buoys and lighthouses, and other navigational marks.

## 12.1 Inserting Chart Card

1. Push down the lid catch to open the chart card slot cover.



*Location of chart card slot cover*

2. Insert appropriate chart card groove side up.
3. Close the slot cover to protect the chart drive. (Keep the slot cover closed at all times.)

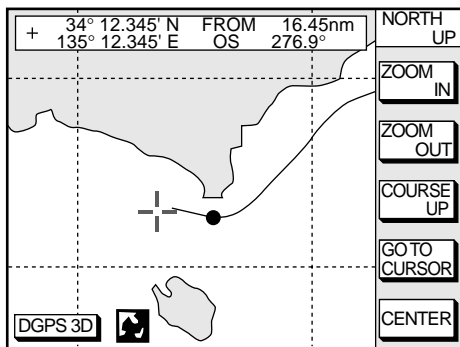
**Note 1:** Turn off the power before inserting or ejecting the chart card.

**Note 2:** When using C-MAP NT-FP card, do not eject it while a chart is being drawn. This may cause the equipment to stop working.

## 12.2 Cursor and Data Display

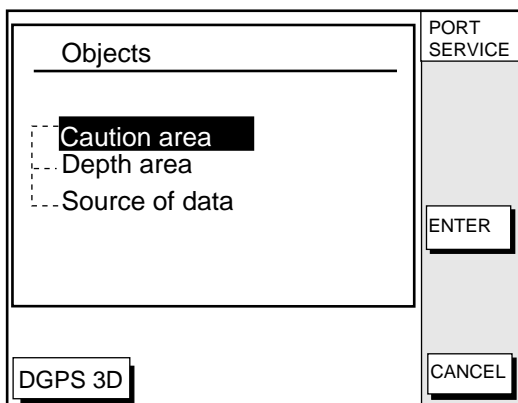
Besides its fundamental functions of providing position data, the cursor can also show caution area, depth area, source of data, etc. Further, you can display information about an icon by placing the cursor on it.

1. Press the cursor pad to turn the cursor on.



*Plotter display*

2. Use the cursor pad to place the cursor on the position desired.
3. Press the [ENTER] key to open the Objects window. For example the following window appears.



*Objects window*

4. Press ▲ or ▼ to select the item desired.

5. Press the ENTER soft key or the [ENTER] key to display details for object.

### Caution area

Information

**LEUCHTFEUER DIE KARTE ENTHAELT NUR DIE LAGEN DER WICHTIGEN FEUER. LIGHTS ONLY THE PRINCIPAL LIGHTS ARE SHOWN ON THIS CHART. MISSWEISUNG SIEHE KARTEN GROESSEREN MASSSTABS. MAGNETIC VARIATION LOCAL MAGNETIC ANOMALIES SEE LARGER SCALE CHARTS.**

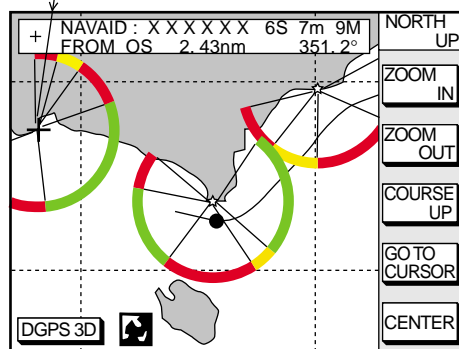
*Example of caution area window*

6. Press the CANCEL soft key to close the window.
7. Repeat steps 4 to 6 to select other item.
8. Press the CANCEL soft key to close the Objects window.

When you place the cursor on any icon, its information appears.

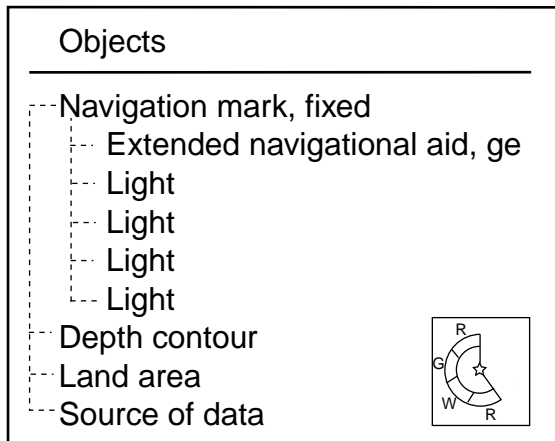
1. Place the cursor on a lighthouse icon.

Place the cursor on a lighthouse icon.



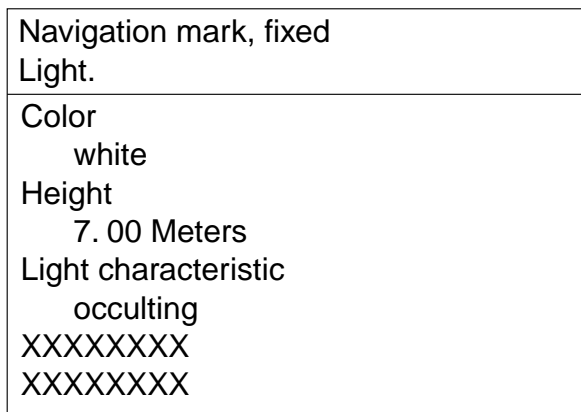
*Lighthouse icon*

2. Press the [ENTER] key. For example, the following window appears.



Object windows

3. Press ▲ or ▼ to select the item desired.
4. Press the [ENTER] key to display detailed information.



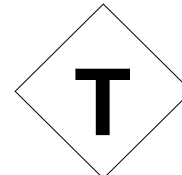
Sample lighthouse data

5. Press the CANCEL soft key to close the Objects window.

### 12.3 Tidal Information

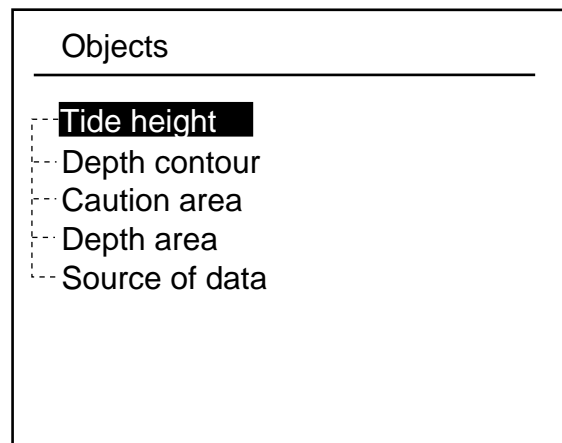
The C-MAP NT-FP chart card provides for calculation of the tide heights for any date. Additionally it displays the times of sunrise and sunset.

1. Press the cursor pad to place the cursor on a Tide icon.



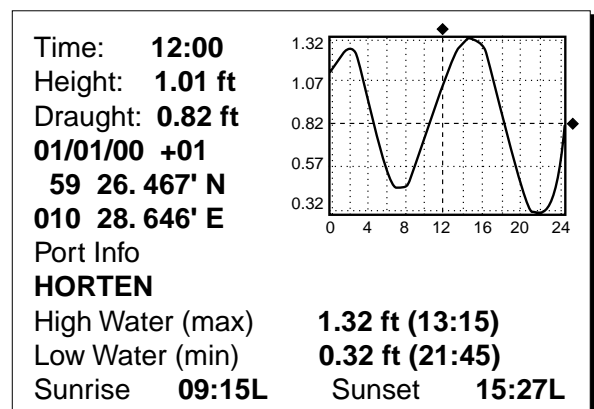
Tide icon

2. Press the [ENTER] key to open the Objects window.



Objects window

3. Press ▲ or ▼ to select Tide height.
4. Press the ENTER soft key or the [ENTER] key to open the TIDE window.



TIDE window

## 12. USING C-MAP NT MODEL

5. Press the DATE soft key to open the DATE window.

DATE
DD/MM/YYYY 01 / 01 / 2000

*DATE window*

6. Use ◀ or ▶ to position the cursor where desired and then press the appropriate numeric keys to enter a date.
7. Press the ENTER soft key or the [ENTER] key to show the tidal graph for entered date.
8. Press ◀ or ▶ to locate the vertical cursor on the time desired. Time and height are shown to the left of the graph.
9. Press ▲ or ▼ to shift the level cursor. Draught is shown to the left of the graph.
10. Press the CANCEL soft key to close the TIDE window.

## 12.4 Navigating to Ports, Port Services

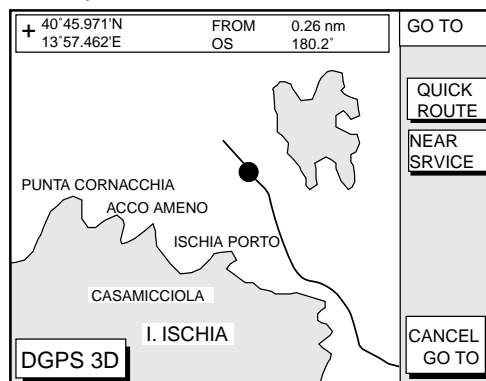
The C-MAP NT-FP chart provides detailed information on aids to navigation (buoy, lighthouse) and port service information. The port service information includes the availability of water and fuel supplies, shipyards, first aid, etc. You can use the list to set destination as follows:

1. Press the [MENU] key to open the main menu.
2. Press the DISPLAY OPTIONS soft key.
3. Press ▼ to select SET GO TO METHOD and press the EDIT soft key. The SET GO TO METHOD window appears.

SET GO TO METHOD
▲
● 1 POINT
○ 35 POINT
○ WPT/PORT SER
▼

*SET GO TO METHOD window*

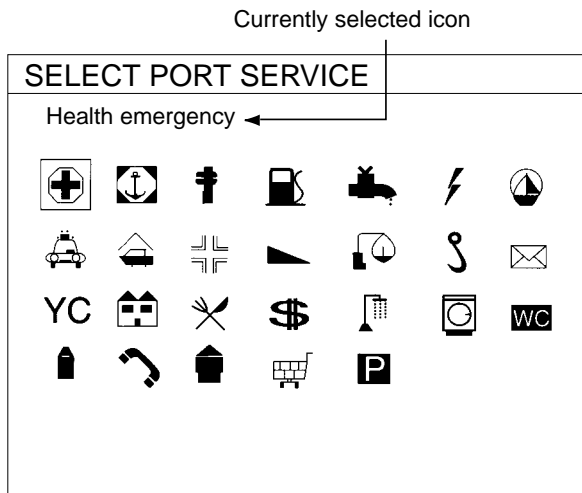
4. Press ▼ to select WPT/PORT SER and press the ENTER soft key or the [ENTER] key.
5. Press the [PLOT] key once or twice to return the plotter display.
6. Press the GO TO soft key. Soft key titles change. If the GO TO soft key is not displayed, press the cursor pad.



*Plotter display*

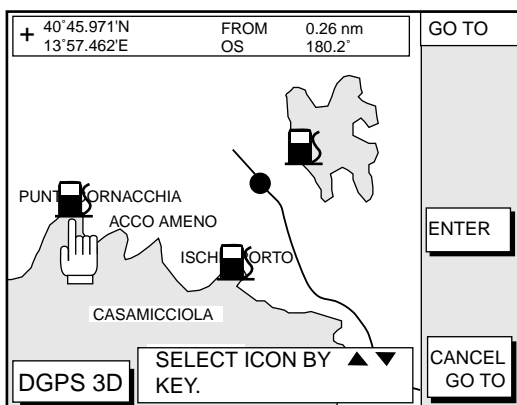


- Press the NEAR SERVICE soft key.  
The SELECT PORT SERVICE window appears.



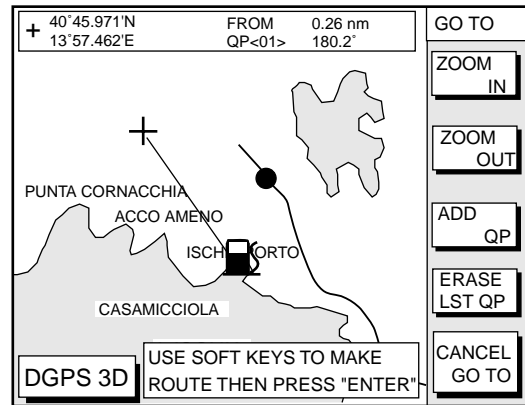
*SELECT PORT SERVICE window*

- Use the cursor pad to select service mark desired. Currently selected icon is circumscribed. The name of currently selected icon appears at the top of the window. Refer to the user's manual of C-MAP NT for details about the icons.
- Press the ENTER soft key or the [ENTER] key. Then, the display shows the locations of those services nearest you.



*Sample filling station locations*

- Press ▲ or ▼ to place the "hand cursor" on the port service icon desired and press the ENTER soft key or the [ENTER] key.



*Make route window*

- Do one of the following:
  - Go directly to port service selected:**  
Press the [ENTER] key. The own ship and the port service is connected by a blue line. The range and bearing from own ship to the port service appears at the navigation data display. You can go to the port service directly by steering the ship to the heading indicated.

**Go to port service selected via waypoints, make a route as follows:**

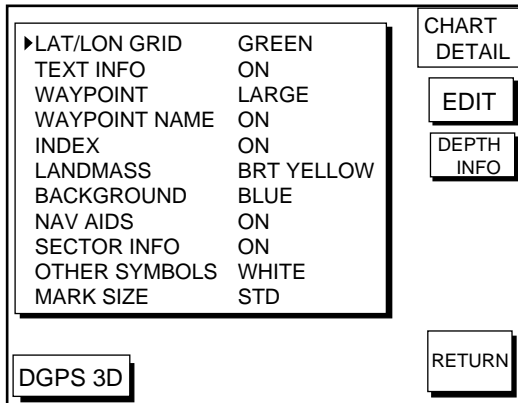
- Move the cursor to the nearest waypoint of the port service.
- Press the soft key ADD QP.
- Repeat the above steps a) and b) to enter other waypoints.
- Press the [ENTER] key to finish.  
A line connects between own ship, waypoints and the port service. Further, the range and bearing from own ship to first waypoint appears.

**Note:** Destination is automatically cancelled if there is no port for service selected.

## 12.5 Setting Chart Setup Options

### CHART DETAILS menu

1. Press the [MENU] key followed by the CHART SETUP OPTIONS and CHART DETAILS soft key.



*Chart details menu*

2. Press ▲ or ▼ to select item and press the EDIT soft key.
3. Select option with cursor pad and press the ENTER soft key or the [ENTER] key.
4. Press the RETURN soft key to finish.

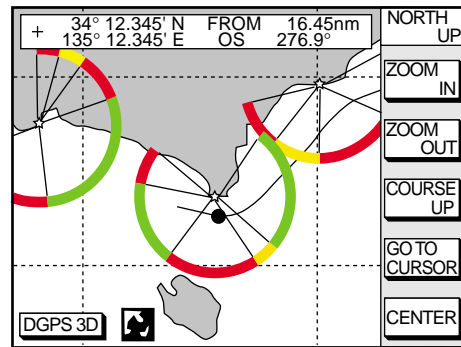
Items which are concerned with C-MAP NT-FP chart cards are described here.

**LANDMASS:** Selects brightness and color of land. When you select OFF, color of land is black.

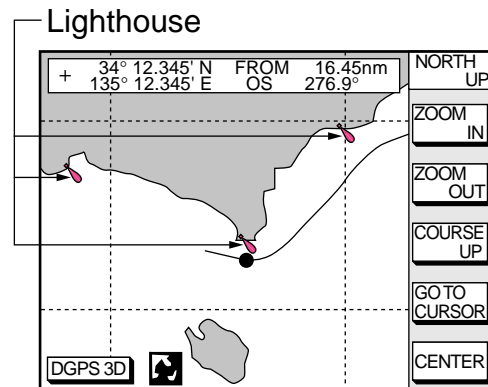
**BACKGROUND:** Not available with C-MAP NT-FP chart card.

**NAV AIDS:** Turns aids to navigation symbols (for example, buoys) on/off. When OFF is selected, symbols are displayed but information is not displayed (at the upper part of the screen).

**SECTOR INFO:** Turns lighthouse viewable angle indication on C-MAP NT-FP chart on/off. Viewing angle is shown as an arc extending from lighthouse position. This feature is available with selected charts. When OFF is selected, the visual information is not displayed and the lighthouse is displayed as "!".



*Sector info*

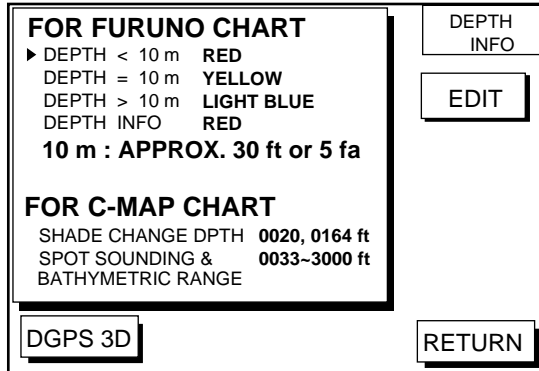


*Lighthouse appearance when sector info is off*

**OTHER SYMBOLS:** Selects color of all other chart symbols. When OFF is selected, navaid icons are not displayed but alarm icons are displayed.

**DEPTH INFO soft key:** Turns the DEPTH INFO display on/off and sets its color on FURUNO charts, or selects the depth areas limit and spot sounding & bathymetric range in C-MAP NT-FP chart.

1. With the CHART DETAILS menu displayed, press the DEPTH INFO soft key to show the following display.



*Depth info display*

2. Press ▲ or ▼ to select item and press the EDIT soft key or enter the appropriate value by using numeric keys.
3. Select option with cursor pad and press the ENTER soft key or the [ENTER] key.
4. Press the RETURN soft key several times to finish.

**SHADE CHANGE DPTH:** Sets two values in the range of Depth Limit on the DEPTH INFO display when the C-MAP NT-FP chart is used. The Depth Areas are shown on the screen in three colors depending on depth.

- 0 to left value: Blue
- left value to right value: Light-blue
- greater than right value: Light-gray (Maximum value: 12000 meter or 39369 ft)

In the figure above, as the following,

- 0 - 20 ft: Blue
- 20 - 164 ft: Light-blue
- greater than 164 ft: Light-gray

**Note 1:** Depth data depends on the registered value at "depth area".

**Note 2:** It may be difficult to distinguish colors of track and mark/line in sea areas painted in light-blue or green.

**SPOT SOUNDING &**

**BATHYMETRIC RANGE:** Sets the depth range to display the spot sounding on the C-MAP NT-FP chart. The depth range is displayed red.

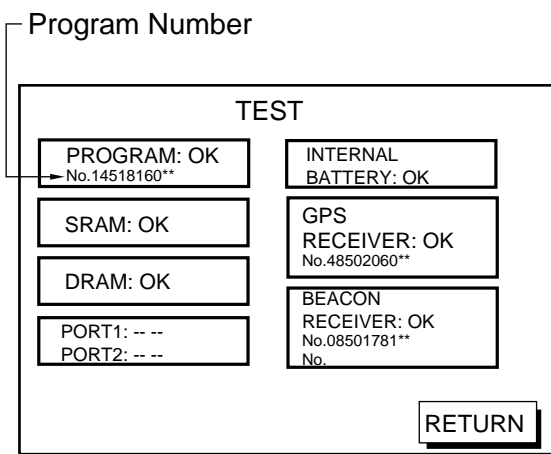
## 12.6 Selecting Chart Scale/Range

Chart scale (range) may be selected with the ZOOM IN or ZOOM OUT soft key. ZOOM IN expands the chart; ZOOM OUT shrinks it. The range selected is momentarily displayed at the lower left-hand corner.

**Note:** When the display is expanded or shrunk beyond the range of the chart card in use the chart is not displayed, and an appropriate chart icon appears.

## 12.7 Displaying Program Number

1. Press the [MENU] key to open the main menu.
2. Press the CONFIGURATION soft key to show the CONFIGURATION n menu.
3. Press the SYSTEM MENU soft key to open the SYSTEM MENU.
4. Press the SELF TEST soft key to open the TEST menu.
5. Press the MEMORY, I/O TEST soft key to start the test. Test results and program numbers. are shown as below.



*Memory, I/O test results*

# 13. MAINTENANCE & TROUBLESHOOTING

## 13.1 Maintenance

Regular maintenance is essential for good performance. A maintenance program should be established and should at least include the items listed in below.

WARNING

**Do not open the equipment.**


Hazardous voltage which can cause electrical shock, burn or serious injury exists inside the equipment. Only qualified personnel should work inside the equipment.


Recommended maintenance program

Item	Check point	Remedy
Antenna	Check for loosened and corroded bolts.	Tighten loosened bolts. Replace heavily corroded bolts.
Antenna cable	Check connection point for watertightness.	Replace damaged parts.
	Check connector for tightness and corrosion.	
	Check cables for damage.	
Display unit connectors	Check for tight connection.	Tighten loosened connectors.
Ground terminal	Check for tight connection and corrosion.	Clean or replace as necessary.
Display unit	Dust and foreign material on the display unit.	Dust may be removed with a soft cloth, if necessary anti-static cleaner may be used. Never use chemical solvents to clean the display; they can remove paint and markings.
LCD	Dust and foreign material on the screen.	Wipe the LCD carefully to prevent scratching, using tissue paper and an LCD cleaner. To remove dirt or salt deposits, use an LCD cleaner, wiping slowly with tissue paper so as to dissolve the dirt or salt. Change paper frequently so the salt or dirt will not scratch the LCD. Do not use solvents such as thinner, acetone or benzene for cleaning.
Transducer	Check the transducer face yearly for marine life, which can reduce sensitivity.	

## 13.2 Replacement of Fuse, Battery

The fuse on the power cable protects the system from reverse polarity of the ship's mains and equipment fault. If the fuse blows, find the cause before replacing it. Use only a 3 A fuse. Using the wrong fuse will damage the unit and void the warranty.

 <b>CAUTION</b>
<p><b>Use the correct fuse.</b></p> <p>Use of a wrong fuse can cause fire or damage the equipment.</p>

A battery installed on the circuit board inside display unit preserves data when the power is turned off. The life of the battery is about three years. When the battery voltage is low the battery icon () appears on the display. When this happens, contact your dealer to request replacement of the battery.

	Type	Code Number
Lithium Battery	CR2450-F2 ST2L	000-144-941

**Note :** Use only the specified battery. Use of an incorrect battery may cause explosion. Dispose of the battery in accordance with local regulations.

## 13.3 Simple Troubleshooting

Below are simple troubleshooting procedures which the user can follow to restore normal operation.

### Simple troubleshooting (plotter)

<i>If ...</i>	<i>Then ...</i>
you cannot turn on the power	check for blown fuse.
	check that the power connector is firmly tightened.
	check for corrosion on power cable connector.
	check for damaged power cable.
	check ship's battery for proper voltage output (12/24 V).
power is on but nothing appears	press the [POWER/BRILL] key and then the cursor pad to adjust display brilliance and tone.
there is no response when a key is pressed	turn on the power again.
position is not fixed within 90 seconds.	check for loosened antenna connector.
	check GPS receiver status indication.
track is not plotted	plotting is stopped. ("H" appears on the plotter display.)
bearing is wrong	check that correct magnetic variation is entered on the DISPLAY OPTIONS menu.
loran or Decca TDs do not appear	check that proper Loran or Decca chain codes are entered on the DISPLAY UNIT.
loran TDs are wrong	enter TD offset on the GPS/DGPS/TD OPTIONS menu.
ship's speed display is not zero after ship is stopped	try to decrease GPS speed smoothing setting on the GPS/DGPS/TD OPTIONS menu.

Simple troubleshooting (sounder)

<i>If ...</i>	<i>Then ...</i>
no picture but markers and characters appear	check if picture advance speed is set to "STOP" on the SOUNDER SETUP OPTIONS menu.
	check for loosened transducer connector.
picture appears but no zero line	if using manual video sounder operation, range is shifted; set shifting zero to correct.
picture sensitivity is too low	check gain setting, if using manual operation.
	marine life or air bubbles may be clinging to transducer face.
	water may be dirty.
	bottom may be too soft to return a suitable echo.
depth is not displayed	adjust echo offset on the SOUNDER SETUP OPTIONS menu (SYSTEM SETUP soft key).
noise or interference obstructs the display	check if transducer cable is near ship's engine. If it is, relocate it.
	check ground.
	other video sounders may be operating nearby and on same frequency.
water temperature graph appears but no or wrong readout	check for loosened sensor cable.

**13.4 Error Messages**

The GP-1650WF/1650WDF displays the following error messages on the alarm menu to alert you to possible trouble.

Error messages

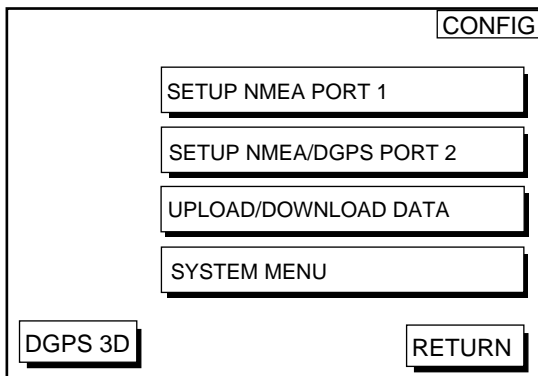
<b>Error Message</b>	<b>Meaning, remedy</b>
NO GPS FIX	No GPS signal. Check antenna cable.
NO DIFFERENTIAL GPS CORRECTION. (GP-1650WDF only)	No DGPS signal. Check antenna.
VOLTAGE OF INTERNAL BATTERY IS LOW.	Voltage of internal battery is low. Request replacement of battery.

## 13.5 Diagnostic Tests

### Memory, I/O port test

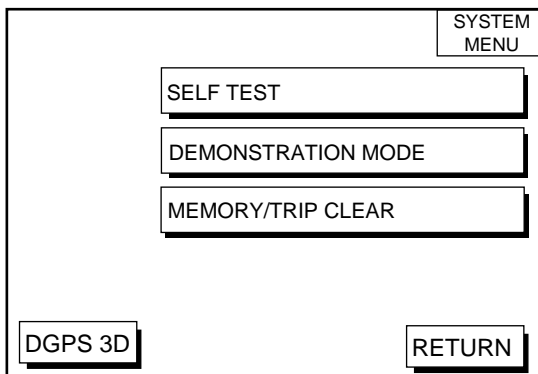
This test conducts a general check of the display unit and the antenna unit. The unit displays the results for each device or component checked as OK or NG (No Good).

1. Press the [MENU] key to open the main menu.
2. Press the CONFIGURATION soft key to show the CONFIGURATION menu.



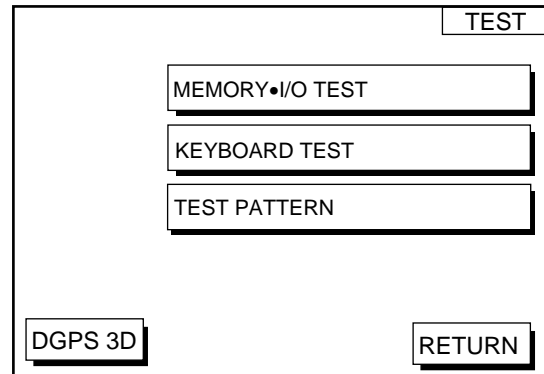
*Configuration menu*

3. Press the SYSTEM MENU soft key to open the SYSTEM menu.



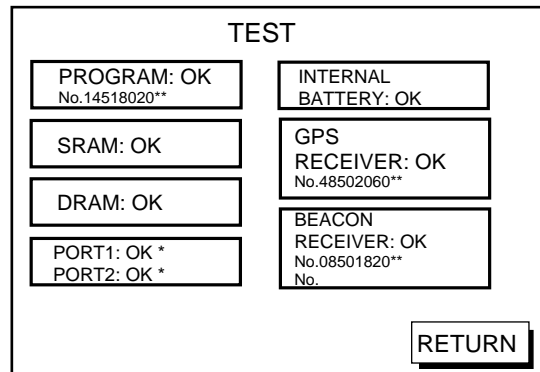
*System menu*

4. Press the SELF TEST soft key to open the TEST menu.



*Test menu*

5. Press the MEMORY•I/O TEST soft key to start the test. Test results and program nos. are shown as below.



\*: Special connections are required to check these ports. Otherwise, "--" appears.

\*\* : Program Version No.

*Memory, I/O test results*

6. The test runs continuously. To return to the TEST menu, press the RETURN soft key.

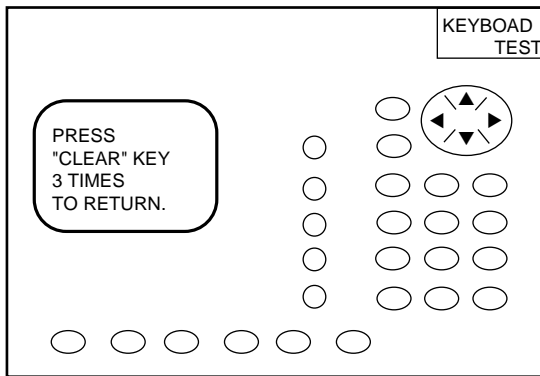
**Note:** BEACON RECEIVER results only appear on GP-1650WDF.



### Keyboard test

This test checks all controls for proper operation.

1. Press the [MENU] followed by the CONFIGURATION, SYSTEM MENU and SELF TEST soft keys to display the TEST menu.
2. Press the KEYBOARD TEST soft key to display the screen for testing the keyboard.

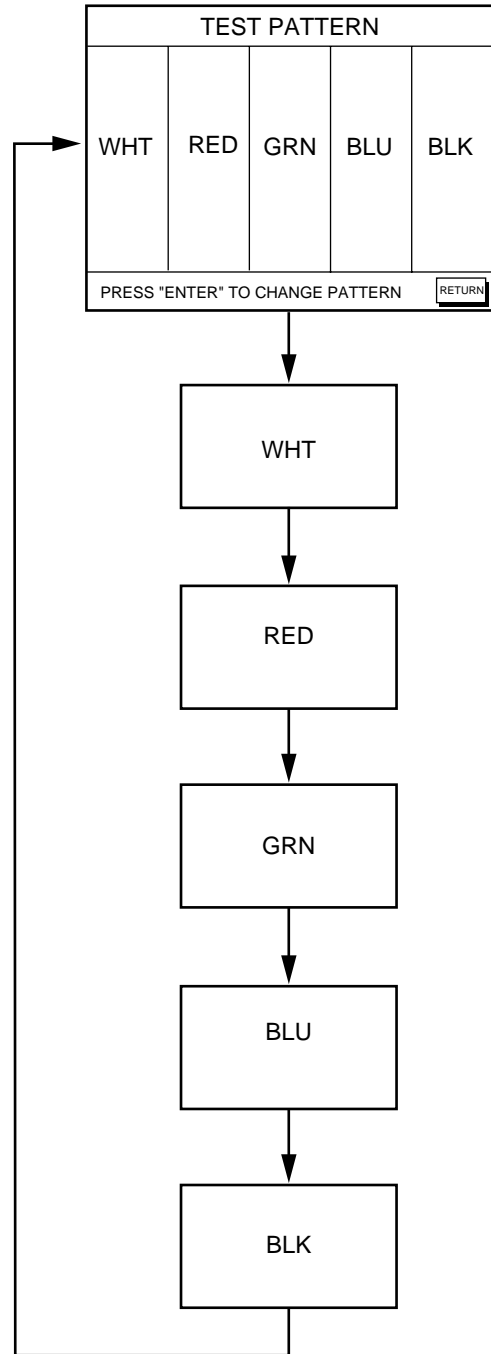


*Keyboard test*

3. Press each key one by one. The pressed key's on-screen location turns black if the key is functioning properly.
4. To escape, press the [CLEAR] key three times.

### Display test

1. Press the [MENU] key followed by the CONFIGURATION, SYSTEM MENU and SELF TEST soft keys to display the TEST menu.
2. Press the TEST PATTERN soft key to open the test pattern display.
3. Press the [ENTER] key to change the test pattern.

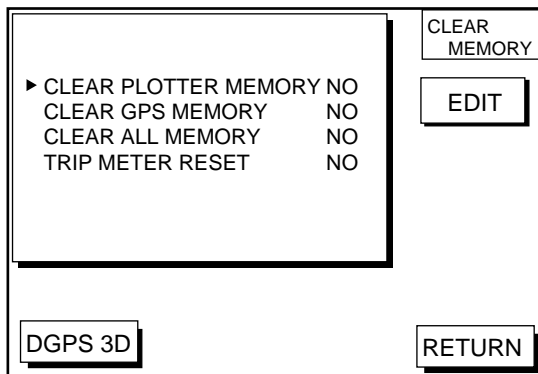


*Display test pattern*

## 13.6 Clearing Memories

The memory, which stores marks, tracks and initial settings, can be cleared to start afresh. When this done all default settings are restored.

1. Press the [MENU] key followed by the CONFIGURATION and SYSTEM MENU soft key.
2. Press the MEMORY/TRIP CLEAR soft key to open the clear memory menu.

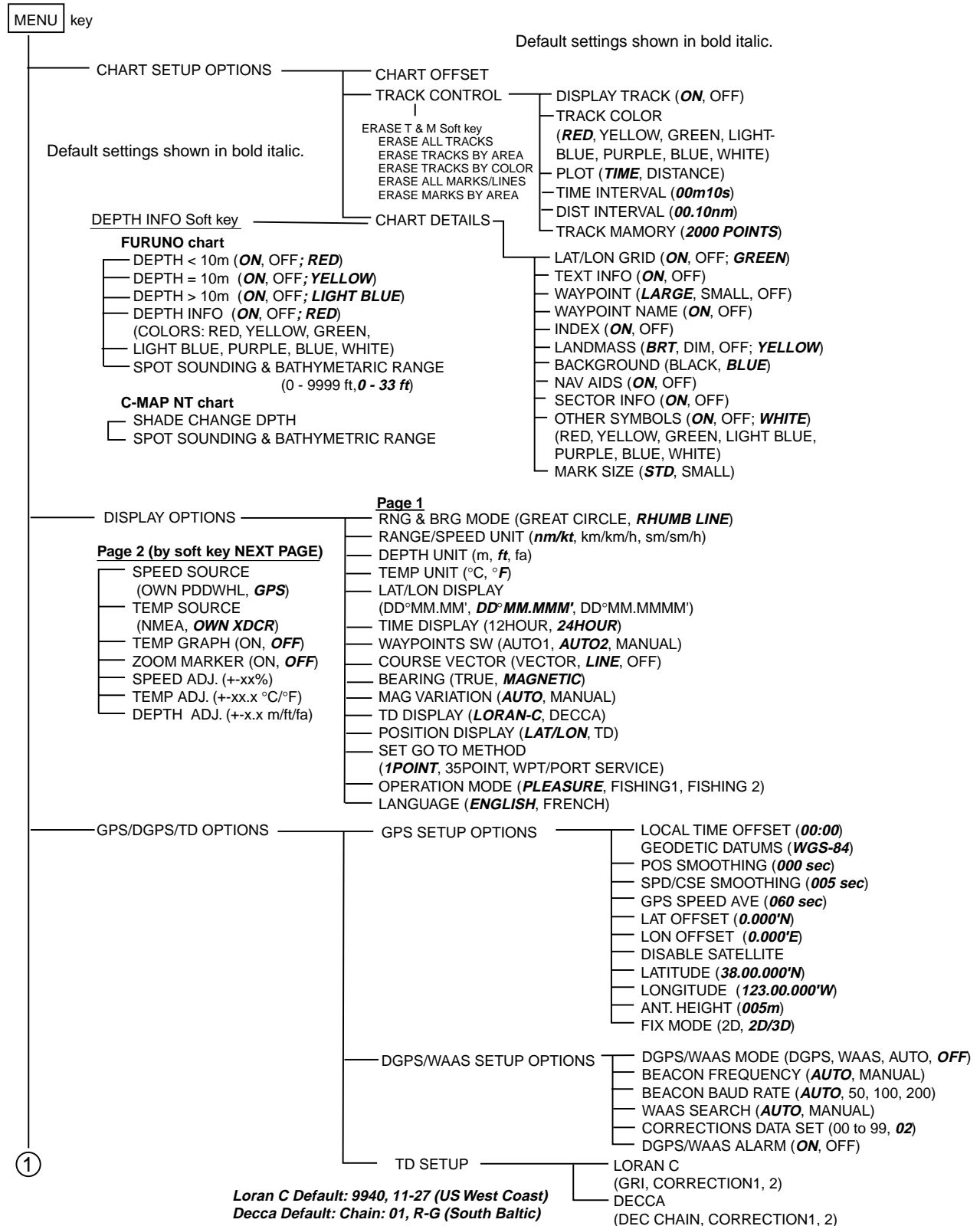


*Clear memory menu*

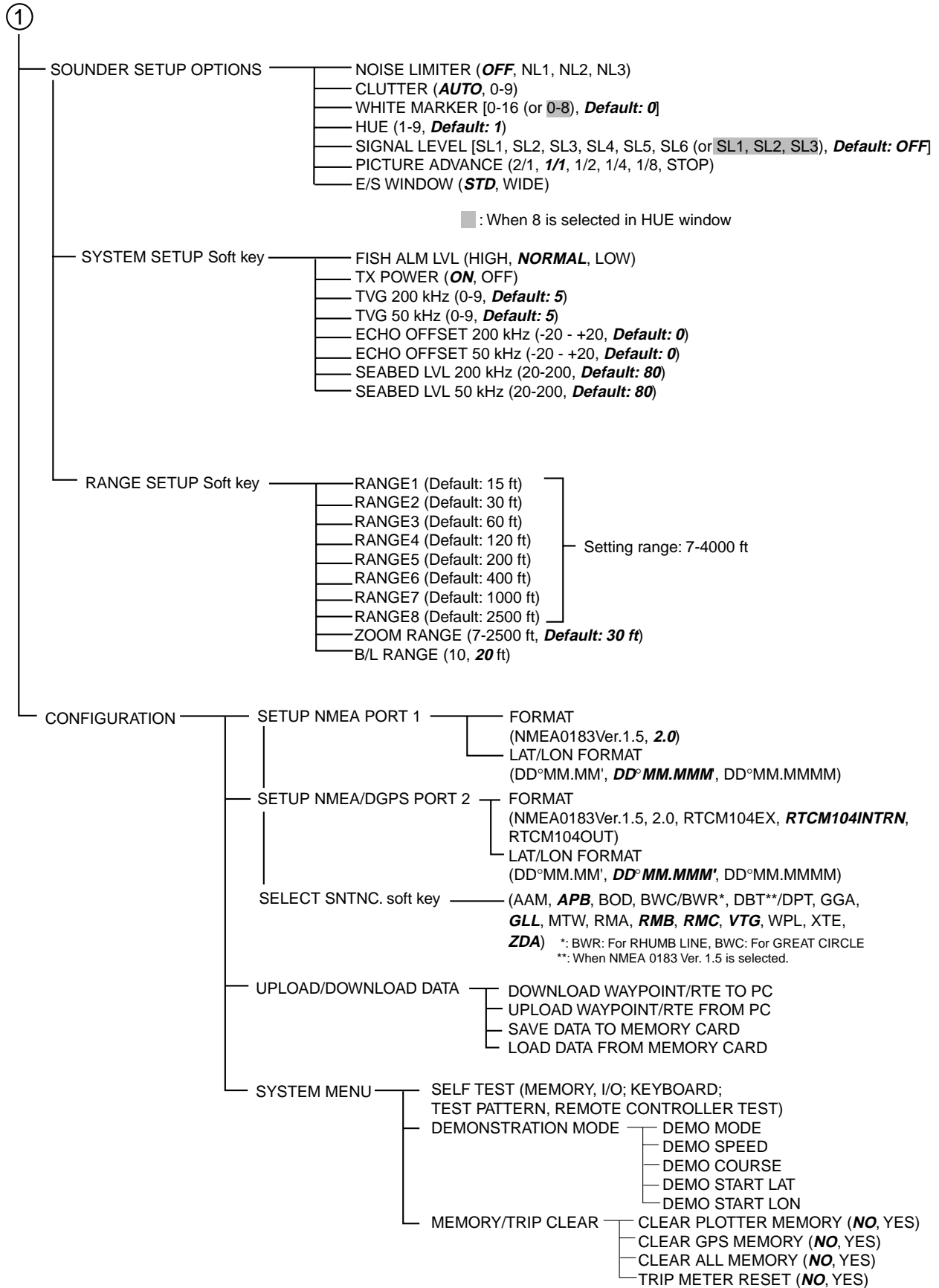
3. Press ▲ or ▼ to select memory or trip meter reset.
4. Press the EDIT soft key.
5. Press ▲ to select YES.
6. Press the ENTER soft key or the [ENTER] key to clear item selected.

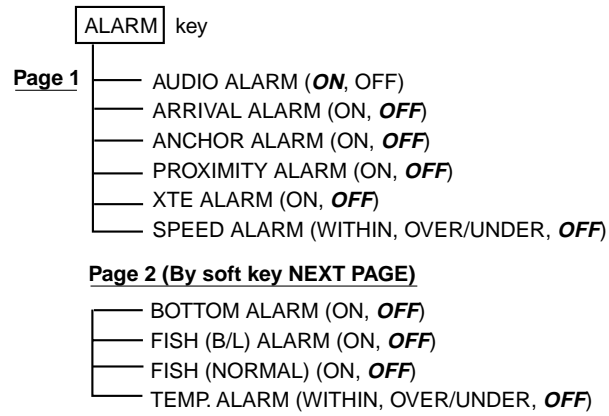
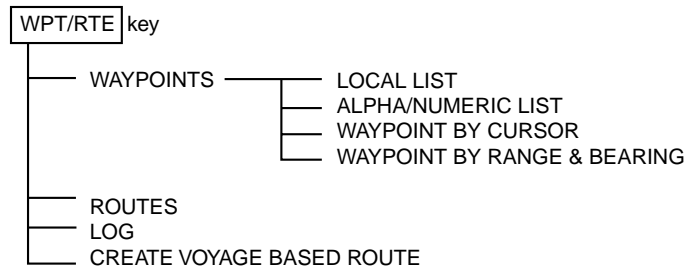
**Note:** For CLEAR PLOTTER MEMORY and CLEAR ALL MEMORY, all waypoints and routes are cleared and default settings are restored. If you require this data, save it to a PC beforehand.

# MENU TREE



# MENU TREE





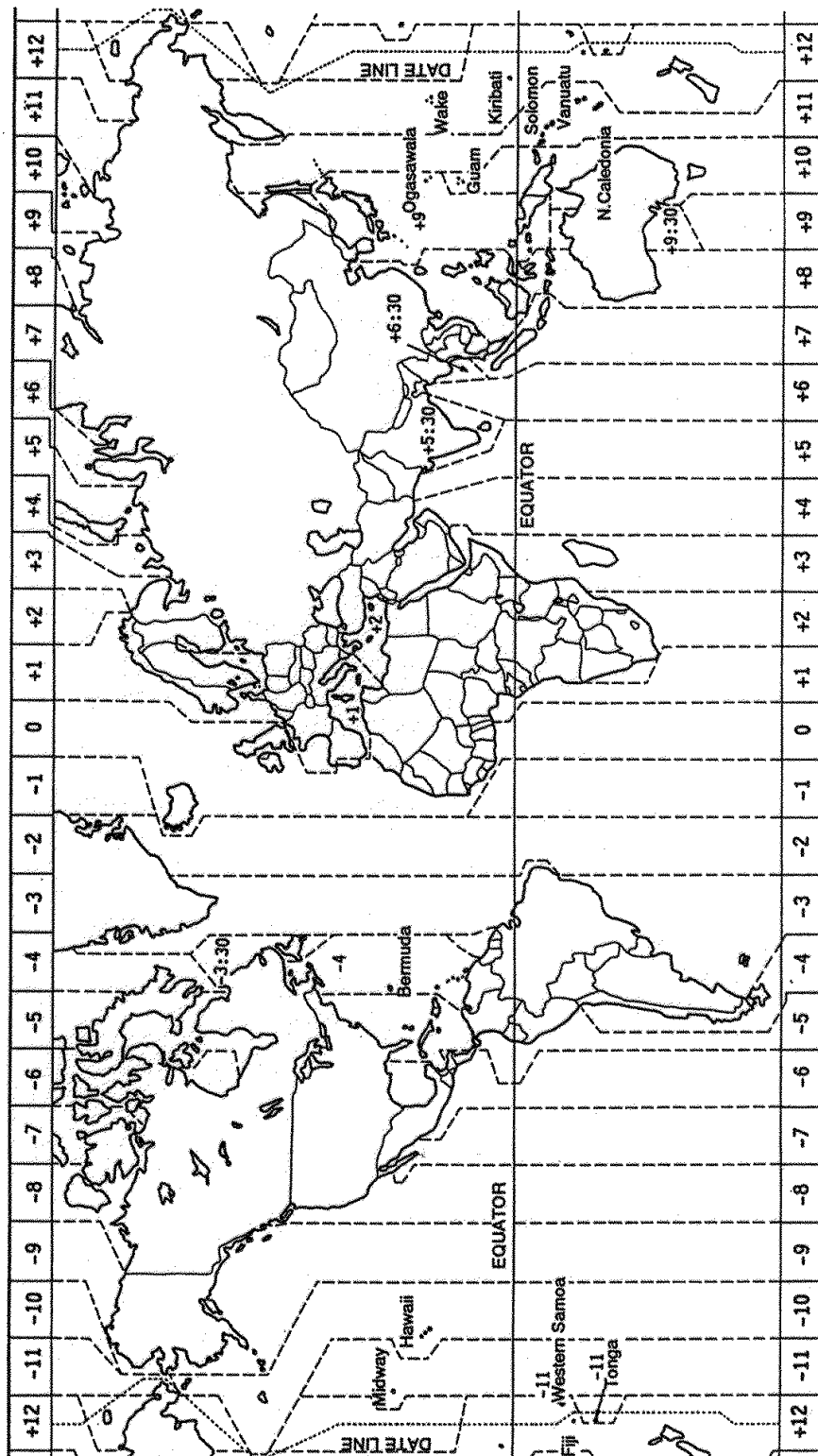
# LORAN C CHAINS

Chain	GRI	S1	S2	S3	S4	S5
Central Pacific	4990	11	29	–	–	–
Canadian East Coast	5930	11	25	38	–	–
Commando Lion (Korea)	5970	11	31	42	–	–
Canadian West Coast	5990	11	27	41	–	–
South Saudi Arabia	7170	11	26	39	52	–
Labrador Sea	7930	11	26	–	–	–
Eastern Russia	7950	11	30	46	61	–
Gulf of Alaska	7960	11	26	44	–	–
Norwegian Sea	7970	11	26	46	60	–
Southeast USA	7980	11	23	43	59	–
Mediterranean Sea	7990	11	29	47	–	–
Western Russia	8000	10	25	50	65	–
North Central USA	8290	11	27	42	–	–
North Saudi Arabia	8990	11	25	40	56	69
Great Lakes	8970	11	28	44	59	–
South Central USA	9610	11	25	40	52	65
West Coast USA	9940	11	27	40	–	–
Northeast USA	9960	11	25	39	54	–
Northwest Pacific (old)	9970	11	30	55	81	–
Icelandic	9980	11	30	–	–	–
North Pacific	9990	11	29	43	–	–
Suez	4991	10	24			
England, France	8940	12	30			
Northwest Pacific	8930	11	30	50	70	
Newfoundland East Coast	7270	11	25			
Lessay	6731	10	39			
BØ	7001	11	27			
Sylt	7499	11	26			
Ejde	9007	10	23	38		
Saudia Arabia North	8830	11	25	39	56	
Saudia Arabia South	7030	11	25	37	55	

# DECCA CHAINS

Chain No.	Chain	Chain code	Location	Chain no.	Chain	Chain code	Location
01	South Baltic	0A	Europe	34	Kanto	8C	Japan
02	Vestlandet	0E	"	35	Shikoku	4C	"
03	Southwest British	1B	"	36	Hokuriku	2C	"
04	Northumbrian	2A	"	37	Kita Kyushu	7C	"
05	Holland	2E	"	38	Namaqualand	4A	Southern Africa
06	North British	3B	"	39	Cape	6A	"
07	Lofoten	3E	"	40	Eastern Province	8A	"
08		3F	"	41	South West Africa	9C	"
09	North Baltic	4B	"	42	Natal	10C	"
10	North West	4C	"	43	Dampier	8E	Australia
11	Trondelag	4E	"	44	Port Headland	4A	"
12	English	5B	"	45	Anticosti	9C	Northern America
13	North Bothnian	5F	"	46	East Newfoundland	2C	"
14	Southern Spanish	6A	"	47	Cabot Strait	6B	"
15	North Scottish	6C	"	48	Nova Scotia	7C	"
16	Gulf of Finland	6E	"				
17	Danish	7B	"				
18	Irish	7D	"				
19	Finnmark	7E	"				
20	French	8B	"				
21	South Bothnian	8C	"				
22	Hebridean	8E	"				
23	Frisian Islands	9B	"				
24	Helgeland	9E	"				
25	Skagerrak	10B	"				
26	North Persian Gulf	5C	Persian Gulf & India				
27	South Persian Gulf	1C	"				
28	Bombay	7B	"				
29	Calcutta	8B	"				
30	Bangladesh	6C	"				
31	Saliyah	2F	"				
32	Hokkaido	9C	Japan				
33	Tohoku	6C	"				

# WORLD TIME





# GEODETIC CHART LIST

001: WGS84		
002: WGS72		
003: TOKYO		
004: NORTH AMERICAN 1927	: Mean Value (Japan, Korea & Okinawa)	
005: EUROPEAN 1950	: Mean Value	
006: AUSTRALIAN GEODETIC 1984	: Australia & Tasmania	
007: ADINDAN-MN	: Mean Value (Ethiopia & Sudan)	
008: ADINDAN-E	: Ethiopia	
009: ADINDAN-MA	: Mali	
010: ADINDAN-SE	: Senegal	
011: ADINDAN-SU	: Sudan	
012: AFG	: Somalia	
013: AIN EL ABD 1970	: Bahrain Is.	
014: ANNA 1 ASTRO 1965	: Cocos Is.	
015: ARC 1950-MN	: Mean Value	
016: ARC 1950-B	: Botswana	
017: ARC 1950-L	: Lesotho	
018: ARC 1950-M	: Malawi	
019: ARC 1950-S	: Swaziland	
020: ARC 1950-ZR	: Zaire	
021: ARC 1950-ZM	: Zambia	
022: ARC 1950-ZB	: Zimbabwe	
023: ARC 1960-MN	: Mean Value (Kenya & Tanzania)	
024: ARC 1960-K	: Kenya	
025: ARC 1960-T	: Tanzania	
026: ASCENSION IS. 1958	: Ascension Is.	
027: ASTRO BEACON "E"	: Iwo Jima Is.	
028: ASTRO B4 SOR. ATOLL	: Tern Is.	
029: ASTRO POS 71/4	: St. Helena Is.	
030: ASTRONOMIC STATION 1952	: Marcus Is.	
031: AUSTRALIAN GEODETIC 1966	: Australia & Tasmania	
032: BELLEVUE (IGN)	: Efate & Erromango Islands	
033: BERMUDA 1957	: Bermuda Islands	
034: BOGOTA OBSERVATORY	: Columbia	
035: GAUPO INCHAUSPE	: Argentina	
036: CANTON IS. 1966	: Phoenix Islands	
037: CAPE	: South Africa	
038: CAPE CANAVERAL	: Mean Value (Florida & Bahama Islands)	
039: CARTHAGE	: Tunisia	
040: CHATHAM 1971	: Chatham Is. (New Zealand)	
041: CHUA ASTRO	: Paraguay	
042: CORREGO ALEGRE	: Brazil	
043: DJAKARTA (BATAVIA)	: Sumatra Is. (Indonesia)	
044: DOS 1968	: Gizo Is. (New Georgia Is.)	
045: EASTER IS. 1967	: Easter Is.	
046: EUROPEAN 1950-WF	: Western Europe	
047: EUROPEAN 1950-CY	: Cyprus	
048: EUROPEAN 1950-EG	: Egypt	
049: EUROPEAN 1950-ESC	: England, Scotland, Channel & Shetland Islands	
050: EUROPEAN 1950-EIS	: England, Ireland, Scotland, & Shetland Islands	
051: EUROPEAN 1950-GR	: Greece	
052: EUROPEAN 1950-IR	: Iran	
053: EUROPEAN 1950-SA	: Italy, Sardinia	
054: EUROPEAN 1950-SI	: Italy, Sicily	
055: EUROPEAN 1950-NF	: Norway & Finland	
056: EUROPEAN 1950-PS	: Portugal & Spain	
057: EUROPEAN 1979	: Mean Value	
058: GANDAJIKA BASE	: Republic of Maldives	
059: GEODETIC DATUM 1949	: New Zealand	
060: GUAM 1963	: Guam Is.	
061: GUX 1 ASTRO	: Guadalcanal Is.	
062: HJORSEY 1955	: Iceland	
063: HONG KONG 1363	: Hong Kong	
064: INDIAN-TV	: Thailand & Vietnam	
065: INDIAN-BIN	: Bangladesh, India & Nepal	
066: IRELAND 1965	: Ireland	
067: ISTS 073 ASTRO 1969	: Diego Garcia	
068: JOHNSTON IS. 1961	: Johnston Is.	
069: KANDAWALA	: Sri Lanka	
070: KERGUELEN IS.	: Kerguelen Is.	
071: KERTAU 1948	: West Malaysia & Singapore	
072: LA REUNION	: Mascarene Is.	
073: L. C. 5 ASTRO	: Cayman Brac Is.	
074: LIBERIA 1964	: Liberia	
075: LUZON	: Philippines (excl. Mindanao Is.)	
076: LUZON-M	: Mindanao Is.	
077: MAHE 1971	: Mahe Is.	
078: MARCO ASTRO	: Salvage Islands	
079: MASSAWA	: Eritrea (Ethiopia)	
080: MERCHICH	: Morocco	
081: MIDWAY ASTRO 1961	: Midway Is.	
082: MINNA	: Nigeria	
083: NAHRWAN-O	: Masirah Is. (Oman)	
084: NAHRWAN-UAE	: United Arab Emirates	
085: NAHRWAN-SA	: Saudi Arabia	
086: NAMIBIA	: Namibia	
087: MAPARIMA, BWI	: Trinidad & Tobago	
088: NORTH AMERICAN 1927WU	: Western United States	
089: NORTH AMERICAN 1927EU	: Eastern United States	
090: NORTH AMERICAN 1927AK	: Alaska	
091: NORTH AMERICAN 1927BH	: Bahamas (excl. San Salvador Is.)	
092: NORTH AMERICAN 1927SS	: Bahamas, San Salvador Is.	
093: NORTH AMERICAN 1927CN	: Canada (incl. Newfoundland Is.)	
094: NORTH AMERICAN 1927AB	: Alberta & British Columbia	
095: NORTH AMERICAN 1927EC	: East Canada	
096: NORTH AMERICAN 1927MO	: Manitoba & Ontario	
097: NORTH AMERICAN 1927NE	: Northwest Territories & Saskatchewan	
098: NORTH AMERICAN 1927YK	: Yukon	
099: NORTH AMERICAN 1927CZ	: Canal Zone	
100: NORTH AMERICAN 1927CR	: Caribbean	
101: NORTH AMERICAN 1927CA	: Central America	
102: NORTH AMERICAN 1927CU	: Cuba	
103: NORTH AMERICAN 1927GR	: Greenland	
104: NORTH AMERICAN 1927MX	: Mexico	
105: NORTH AMERICAN 1983AK	: Alaska	
106: NORTH AMERICAN 1983CN	: Canada	
107: NORTH AMERICAN 1983CS	: CONUS	
108: NORTH AMERICAN 1983MX	: Mexico, Central America	
109: OBSERVATORIO 1966	: Corvo & Flores Islands (Azores)	
110: OLD EGYPTIAN 1930	: Egypt	
111: OLD HAWAIIAN-MN	: Mean Value	
112: OLD HAWAIIAN-HW	: Hawaii	
113: OLD HAWAIIAN-KA	: Kauai	
114: OLD HAWAIIAN-MA	: Maui	
115: OLD HAWAIIAN-OA	: Oahu	
116: OMAN	: Oman	
117: ORDNANCE SURVEY OF GREAT BRITAIN 1936-MN: Mean Value		
118: ORDNANCE SURVEY OF GREAT BRITAIN 1936-E: England		
119: ORDNANCE SURVEY OF GREAT BRITAIN 1936-IM: England, Isle of Man & Wales		
120: ORDNANCE SURVEY OF GREAT BRITAIN 1936-SSI: Scotland, & Shetland Islands		
121: ORDNANCE SURVEY OF GREAT BRITAIN 1936-WL: Wales		
122: PICO DE LAS NIVIES	: Canary Islands	
123: PITCAIRN ASTRO 1967	: Pitcairn Is.	
124: PROVISIONS SOUTH CHILEAN 1963: South Chile (near 53°S)		
125: PROVISIONAL SOUTH AMERICAN 1956MN: Mean Value		
126: PROVISIONAL SOUTH AMERICAN 1956BO: Bolivia		
127: PROVISIONAL SOUTH AMERICAN 1956NC: Chile-Northern Chile (near 19°S)		
128: PROVISIONAL SOUTH AMERICAN 1956SC: Chile-Southern Chile (near 43°S)		
129: PROVISIONAL SOUTH AMERICAN 1956CO: Columbia		
130: PROVISIONAL SOUTH AMERICAN 1956EC: Ecuador		
131: PROVISIONAL SOUTH AMERICAN 1956GY: Guyana		
132: PROVISIONAL SOUTH AMERICAN 1956PR: Peru		
133: PROVISIONAL SOUTH AMERICAN 1956VN: Venezuela		
134: PUERTO RICO	: Puerto Rico & Virgin Islands	
135: QATAR NATIONAL	: Qatar	
136: QORNOQ	: South Greenland	
137: ROME 1940	: Sardinia Islands	
138: SANTA BRAZ	: Sao Maguel, Santa Maria Islands (Azores)	
139: SANTO (DOS)	: Espirito Santo Is.	
140: SAPPER HILL 1943	: East Falkland Is.	
141: SOUTH AMERICAN 1969MN	: Mean Value	
142: SOUTH AMERICAN 1969AG	: Argentina	
143: SOUTH AMERICAN 1969BO	: Bolivia	
144: SOUTH AMERICAN 1969BR	: Brazil	
145: SOUTH AMERICAN 1969CH	: Chile	
146: SOUTH AMERICAN 1969CO	: Columbia	
147: SOUTH AMERICAN 1969EC	: Ecuador	
148: SOUTH AMERICAN 1969GY	: Guyana	
149: SOUTH AMERICAN 1969PA	: Paraguay	
150: SOUTH AMERICAN 1969PR	: Peru	
151: SOUTH AMERICAN 1969TT	: Trinidad & Tobago	
152: SOUTH AMERICAN 1969VZ	: Venezuela	
153: SOUTH ASIA	: Singapore	
154: SOUTHEAST BASE	: Porto Santo & Madeira Islands	
155: SOUTHWEST BASE	: Faial, Graciosa, Pico, Sao Jorge, & Terceira Is.	
156: TIMBALAI 1948	: Brunei & East Malaysia (Sarawak & Sadah)	
157: TOKYO JP	: Japan	
158: TOKYO KP	: Korea	
159: TOKYO OK	: Okinawa	
160: TRISTAN ASTRO 1968	: Tristan da Cunha	
161: VITI LEVU 1916	: Viti Levu Is. (Fiji Islands)	
162: WAKE-ENIWETOK 1960	: Marshall Islands	
163: ZANDERIJ	: Surinam	
164: BUKIT RIMPAH	: Bangka & Belitung Islands (Indonesia)	
165: CAMP AREA ASTRO	: Camp Mcmurdo Area, Antarctica	
166: G. SEGARA	: Kalimantan Is. (Indonesia)	
167: HERAT NORTH	: Afghanistan	
168: HU-TZU-SHAN	: Taiwan	
169: TANANARIVE OBSERVATORY 1925	: Madagascar	
170: YACARE	: Uruguay	
171: RT-90	: Sweden	
172: Pulkovo 1942	: Russia	
173: Finish KKK	: Finland	

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# SPECIFICATIONS OF COLOR GPS/ PLOTTER/ SOUNDER: GP-1650WF COLOR DGPS/ PLOTTER/ SOUNDER: GP-1650WDF

## 1 GENERAL

1.1	Display	5.6-inch high resolution color LCD
1.2	Projection	Mercator
1.3	Usable Area	85° latitude or below
1.4	Display Mode	Plotter, Video pilot, Highway display, Waypoint display
1.5	Alarms	Arrival and Anchor watch, Cross track error and proximity alarms, Ship's speed in and out alarms

## 2 GPS RECEIVER

2.1	Receiving Channels	
	GPS	12 channels parallel, 12 satellite tracking
	WAAS	1 channel
2.2	Rx Frequency	1575.42 MHz
2.3	Rx Code	C/A code, WAAS
2.4	Position Fixing System	All in view, 8-state Kalman filter
2.5	Position Accuracy	
	GPS	10 m (95% of the time, HDOP $\leq$ 4)
	DGPS	5 m (95% of the time), external data required for GP-1650WF
	WAAS	3 m (95% of the time)
2.6	Tracking Velocity	999 kts
2.7	Position-fixing Time	Warm start: 12 s approx., Cold start: 90 s approx.
2.8	Position Update Interval	1 s

## 3 DISPLAY SECTION

3.1	Effective Area	115.2 $\times$ 84.2 mm
3.2	Display Pixels	234 $\times$ 320 dots
3.3	Position Indication	Latitude/longitude or Loran C LOP or DECCA LOP

## 4 PLOTTER

4.1	Effective Projection Area	0.125 nm to 2,048 nm (at equatorial area)
4.2	Track Display	Plot interval: by time (1 to 59 min. 59 sec.) or by distance (0.01 to 99.99 nm)
4.3	Colors	Red, yellow, green, purple, light-blue, blue, white
4.4	Memory Capacity	Track/Mark: 5000 points, waypoint: 800 point
4.5	Storage Capacity	Simple route: 200 routes with 35 waypoints each
4.6	MOB	1 point
4.7	Quick Route	1 course

- 4.8 Electronic Chart FURUNO or NAVIONICS chart card available,  
C-MAP chart card also available for C-MAP NT Model

## 5 SOUNDER

- 5.1 Transmit Frequency 50/200 kHz  
 5.2 Transmission 600 Wrms  
 5.3 Display range 5/15/30/60/120/200/400/1000/2500 ft, shift; 0-2500 ft  
 5.4 Extension Mode Marker zoom, Bottom zoom, Bottom Lock,  
 5.5 Auto Mode Cruising/Fishing selected  
 5.6 Picture Advance 6 steps

## 6 INTERFACE

- 6.1 Input Data IEC61162-1, NMEA 0183 Ver1.5  
 \$\*\*DBT, \$\*\*DPT, \$\*\*MTW, \$\*\*TLL, \$GPWPL  
 6.2 Output Data IEC61162-1 or NMEA 0183 Ver1.5  
 \$GPAAM, \$GPAPB, \$GPBOD, \$GPBWR/GPBWC, \$GPGLL,  
 \$GPGGA, \$GPRMA, \$GPRMB, \$GPRMC, \$GPVTG, \$GPXTE,  
 \$GPZDA, \$GPWPL

## 7 POWER SOURCE

- 7.1 Display Unit 12-24 VDC: 1.3-0.6 A  
 7.2 Rectifier (PR-62, option) 100/110/115/220/230 VAC, 1 phase, 50/60 Hz

## 8 ENVIRONMENTAL CONDITIONS

- 8.1 Ambient Temperature  
 Antenna Unit -20°C to + 70°C  
 Display Unit -15°C to +55°C  
 8.2 Relative Humidity 95% at +40°C  
 8.3 Waterproofing (IEC 60529)  
 Antenna Unit IPX6  
 Display Unit IPX5  
 8.4 Vibration IEC 60529

## 9 COATING COLOR

- 9.1 Display Unit Cover: Munsell 2.5GY5/1.5, Panel: N3.0  
 9.2 Antenna Unit N9.5 (white)

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Pub NO. DOC-488

**Declaration of Conformity**We **FURUNO ELECTRIC CO., LTD.**-----  
(Manufacturer)

9-52 Ashihara-Cho, Nishinomiya City, 662-8580, Hyogo, Japan

-----  
(Address)

declare under our sole responsibility that the product

Color DGPS/Plotter/Sounder Models:

GP-1650: GPS plotter

GP-1650D: DGPS plotter

GP-1650F: GPS plotter/sounder

GP-1650DF: DGPS plotter/sounder

GP-1650W: GPS/WAAS plotter

GP-1650WD: DGPS/WAAS plotter

GP-1650WF: GPS/WAAS plotter/sounder

GP-1650WDF: DGPS/WAAS plotter/sounder

-----  
(Model name, serial number)

are in conformity with the essential requirements as described in the Directive 1999/5/EC of the European Parliament and of the Council of 9 March 1999 on radio equipment and telecommunications terminal equipment (R&amp;TTE Directive) and satisfies all the technical regulations applicable to the product within this Directive

EN 60945: 1997-01 (IEC 60945 Third edition: 1996-11)

EN 60950: 2000 (IEC 60950 Third edition: 1999-04)

-----  
(title and/or number and date of issue of the standard(s) or other normative document(s))

For assessment, see

- Statement of Opinion N° 01214010/AA/01 of 18 July 2002 issued by Telefication, The Netherlands
- EMC Test Report FLI 12-98-025 of 2 December 1998 and FLI 12-02-022 of 10 June 2002 prepared by Furuno Labotech International Co., Ltd.
- Safety Test Report FLI 12-02-023 of 28 June 2002 prepared by Furuno Labotech International Co., Ltd.

On behalf of Furuno Electric Co., Ltd.

Hiroaki Komatsu  
Manager,  
International Rules and RegulationsNishinomiya City, Japan  
August 12, 2002-----  
(Place and date of issue)-----  
(name and signature or equivalent marking of authorized person)