

Raynav 300 GPS Plotter

Owner's Handbook

Document Number: 81171_5

Date: September 2002

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SAFETY NOTICES

WARNING: NAVIGATION AID

This device is intended to be used as an aid to navigation. Its accuracy can be affected by many factors, including equipment failure or defects, environmental conditions and incorrect handling or use. It is the user's responsibility to exercise common prudence and navigational judgement. This device should not be relied upon as a substitute for such prudence and judgement.

CAUTION:

Do not connect/disconnect the GPS Antenna from the display unit whilst power is applied. Such action could cause irreparable damage.

WAAS Satellite Differential GPS

WAAS provides differential augmentation to GPS. It was designed to enhance the basic GPS service to satisfy the aviation industry's navigation requirement for instrument flight rule navigation and landing, IFR and approach landings. WAAS has been in near continuous broadcast since December 1999 and is also available for other GPS applications such as marine navigation, surveying, agriculture and automotive systems.

WAAS consists of a network of ground reference stations across the United States that monitor GPS satellite data. The master stations collect data from the reference stations and create a GPS correction message, taking into account selective availability (SA), GPS satellite orbit and clock drift, and signal delays caused by the atmosphere and ionosphere. The 'corrected' differential messages are then broadcast through two Geostationary Earth Orbit (GEO) satellites on the same frequency as the GPS signal. The Raymarine Raynav 300 and 301GPS receiver utilizes one of its 12 channels to 'listen' and decode the corrected WAAS messages. The result is a DGPS system that provides improved accuracy (<3 meters) in comparison with standard GPS (100 meters with SA, 15 m without SA) and land based DGPS (10 meters) systems.

The WAAS system is shown diagrammatically in *Figure i*.

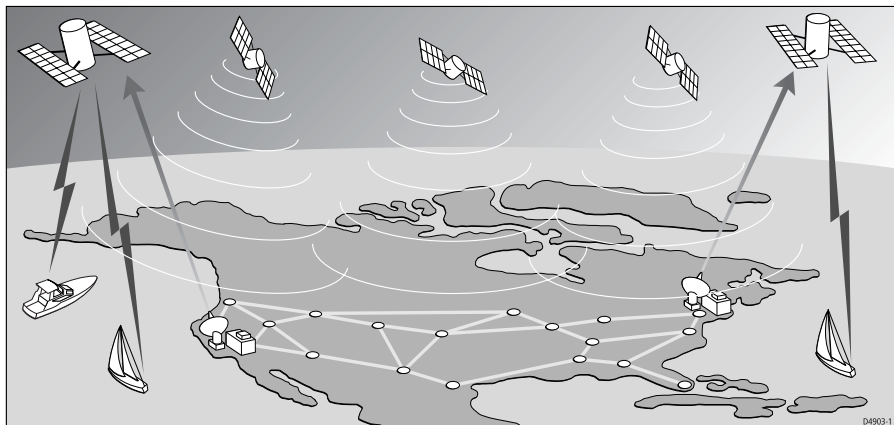


Figure i: The WAAS System

Availability of the WAAS System in North America

The WAAS system is presently broadcasting and being tested for aviation use. It is expected to be certified by the FAA in 2002. During this testing and certification period, continuous service is expected; however, brief signal outages may occur as refinements and upgrades are made to the system. The status of WAAS and planned outages are available on-line at the following websites:

<http://www.raytheonands.com/waas>

or <http://www.raymarine.com>

Your unit is shipped from the factory in normal GPS mode. For improved accuracy provided by the WAAS system, you need to enable the WAAS capability of your unit.

- To enable WAAS:
 1. Press the **MENU** key
 2. Press GPS SETUP soft key
 3. Press FIX MODE soft key to select SD mode.

Extended Offshore Coverage

Using two GEO satellites, WAAS provides augmented differential GPS coverage for most of North America. Since the WAAS differential messages are broadcast by GEO satellites, the WAAS signals cover a greater area both inland and offshore in comparison with land based DGPS systems. Coverage for North America is shown in *Figure ii*.

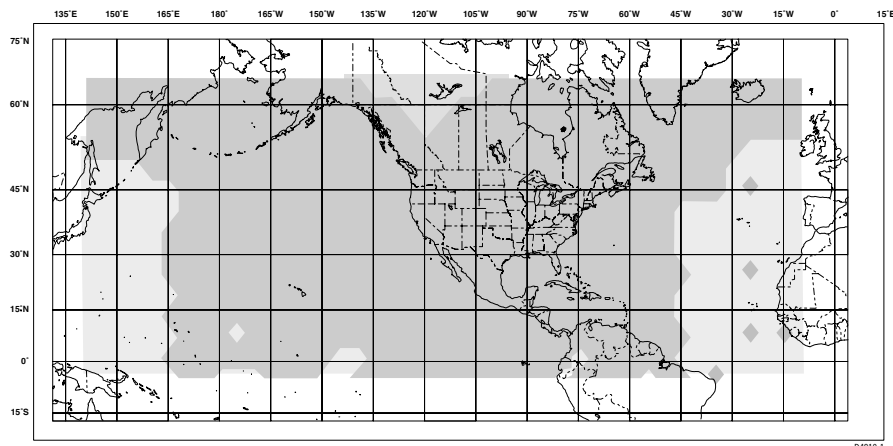


Figure ii: WAAS Coverage Map

Coverage Outside of North America

Europe and Asia are developing similar systems to WAAS called EGNOS and MSAS respectively. Combined with WAAS, these systems will provide global satellite based differential GPS augmentation into the future.

EGNOS is currently in the early testing and qualification phases and signal outages may occur at any time. The status of EGNOS and any planned outages are available on-line at Raymarine's website:

<http://www.raymarine.com>

Your unit is shipped from the factory in normal GPS mode. For improved accuracy provided by the EGNOS system, you need to enable the EGNOS capability of your unit.

- To enable EGNOS:
 1. Press the **MENU** key
 2. Press GPS SETUP soft key
 3. Press FIX MODE soft key to select SD mode.

Accuracy and Continuation of Broadcast Coverage

The navigational accuracy of equipment using these satellite broadcast SD signals during the testing and qualification phases is not guaranteed by Raymarine Limited or Raytheon Corporation, nor is the continuation of the broadcast SD signals the responsibility of Raymarine Limited or Raytheon Corporation.

Preface

This handbook covers the Raynav 300 GPS Plotter manufactured by Raymarine.

It contains important information on the installation and operation of your new equipment. In order to obtain the best results in operation and performance, please read this handbook thoroughly.

Raymarine's Product Support representatives or your authorized dealer are available to answer any questions you may have.

Warranty

To register your Raynav 300 GPS Plotter ownership, please take a few minutes to fill out the warranty registration card found at the end of this handbook. It is important that you complete the owner information and return the card to the factory in order to receive full warranty benefits.

EMC Conformance

All Raymarine equipment and accessories are designed to the best industry standards for use in the leisure marine environment.

The design and manufacture of Raymarine equipment and accessories conform to the appropriate Electromagnetic Compatibility (EMC) standards, but correct installation is required to ensure that performance is not compromised.

Technical Accuracy

To the best of our knowledge, the information in this handbook was correct when it went to press. However, the Raymarine policy of continuous product improvement may change product specifications without notice.

Consequently, unavoidable differences may occur between the product and the handbook from time to time, for which Raymarine cannot accept liability.

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Chapter 1: Overview

1.1 Introduction

This handbook describes the Raynav 300 GPS Plotter.

Note: *Many illustrations in this handbook show example screens. The screen you see on your display depends on your system configuration and set up options, so it may differ from the illustration.*

How this Handbook is Organized

Chapter 1 - Overview (this chapter) provides an overview of the features and functions of the Raynav 300 GPS Plotter. You should read this chapter to familiarize yourself with the GPS Plotter.

Chapter 2 - Getting Started provides an overview of the controls. It also explains how to start using the GPS Plotter.

Chapters 3 - Operation provides detailed operating information for the main plotter functions - plotting waypoints and routes, following routes, using tracks, SmartRoute, Man Overboard and Data Log Mode.

Chapter 4 - Setting Up the GPS Plotter provides instructions for setting up your GPS Plotter system to suit your preferences. You should read this chapter to determine how to set up your system preferences.

Chapter 5 - Installation provides planning considerations and detailed instructions for installing the GPS Plotter.

Chapter 6 - Maintenance & Fault Finding provides information on user maintenance and what to do if you experience problems.

Appendix A lists the technical specifications for the GPS Plotter.

Appendix B defines the SeaTalk and NMEA data that is transferred on integrated systems.

Appendix C provides a list of abbreviations used in this handbook.

An **Index** provides an easy lookup to specific keywords or topics.

Installation Templates are included at the end of this handbook.

A summary of the GPS Plotter controls and functions are provided on the **Quick Reference Card** supplied with your system.

1.2 Features

General

The Raynav 300 GPS Plotter has a built-in GPS that provides the following navigational signals:

- Satellite Differential GPS (eg, WAAS).
- Ground based Differential GPS, when used with an additional RTCM beacon receiver.
- Standard GPS.

These are listed in order of accuracy and their availability is dependent upon your location. The Raynav 300 GPS Plotter uses the best available signal to provide optimum accuracy.

The Raynav 300 GPS Plotter is waterproof to CFR46 and can be installed either above or below deck.

The unit comprises

- Low profile antenna
- 4½ in. LCD display comprising:
 - Eight dedicated (labelled) control keys
 - Four soft keys with labels displayed on-screen
 - Trackpad

The display and keys can be illuminated for night-time use.

Display

- Computes position information from SDGPS, DGPS or GPS
- Displays and transmits SeaTalk and NMEA data
- Cursor echo across SeaTalk
- Choice of orientation: Head Up, Course Up and North Up

Display Modes

The GPS Plotter can display data in the following modes, cycled through by means of the **DISPLAY** key:

- Default GPS/Waypoint display
- Boat Data (three pages) / Environment Data (two pages)
- Bearing & Distance Indicator (BDI) / Course Deviation Indicator (CDI)
- Data Boxes
- Data Log
- Plotter display
- Return to default GPS/Waypoint display

Those modes containing more than one page of data provide additional soft keys giving access to the sub-sets of data within each group, each cycled through with the associated soft key.

1.3 The Plotter Display

When a position fix has been established, your vessel's position, if on screen, is shown as a boat shape, pointing in the direction of the current heading (or COG if heading data is not available). If no heading or COG data is available, the vessel is shown as a circle.

A status bar at the top of the screen displays the scale, with either cursor position, range and bearing or, when the cursor is homed (locked) to the vessel (by pressing FIND SHIP), vessel position, Speed Over Ground (SOG) and Course Over Ground (COG).

Note: *When the cursor is homed, it is 'locked' to the vessel and moves with it. The screen is automatically panned to keep the vessel and cursor in such a position that they are 10% from the edge of the window with the heading vector (be it shown or not) passing through the center of the window.*

The current route is shown and any waypoints you have placed are displayed (unless you set them to off in Set Up). Information can be viewed on-screen by positioning the cursor over a waypoint, current route or track.

Functions are available to control the display as follows:

- Zoom in/out
- Pan the Display
- Centre the Chart on the Vessel

Plotter Functions

Display Functions

The Raynav 300 GPS Plotter includes the following functions:

- Place, Move, Erase and Edit a Waypoint
- Goto Waypoint or Cursor
- Create, Save, Name, Edit and Follow a Route
- Review Route and Waypoint Lists
- Display vessel's track; Save and Name the Track for re-call to screen
- Use *SmartRoute* to make the current track into a route
- Set Up Alarms and Timers

- Man OverBoard (MOB) to navigate back to a missing person or object
- Data Log display

For systems with an autopilot, when the status and locked heading information change, the new data can be displayed.

GPS Data Pages

Amongst a number of information pages, the GPS Data pages provide a series of four textual displays, selected by the associated soft key. These provide essential information associated with plotting a course for your vessel.

- Fix status
- Steering Indication
- Position Latitude/Longitude
- Waypoint Bearing and Range
- Course Over Ground (COG)
- Speed Over Ground (SOG)
- Current Time
- Sunrise and Sunset Times
- Twilight Times

The range of pages is detailed in *Selecting the Display Mode* on page 2-4. The complete range of pages is described fully in *Data Display Pages* on page 3-2.

1.4 Operating Controls

Operation utilizes a number of buttons and on-screen controls. These include:

- A trackpad providing up, down, left, right and diagonal control of an on-screen cursor.
- Eight dedicated (labelled) control keys.
- Four soft keys with labels displayed on screen.
- Pop-up menus, displayed on-screen, from which options are selected.
- Database lists, displayed on-screen, which enable editing of items.

Note: *The cursor is the cross-hair symbol (+) visible on the display. The trackpad moves the cursor to select a position or item on the chart.*

The controls are shown in *Figure 1-1*. They are back-lit for night-time use. When you use certain controls, a help message is displayed at the top of the screen (unless you switch help off as described in *Chapter 4*). The following paragraphs describe the controls and on-screen facilities.

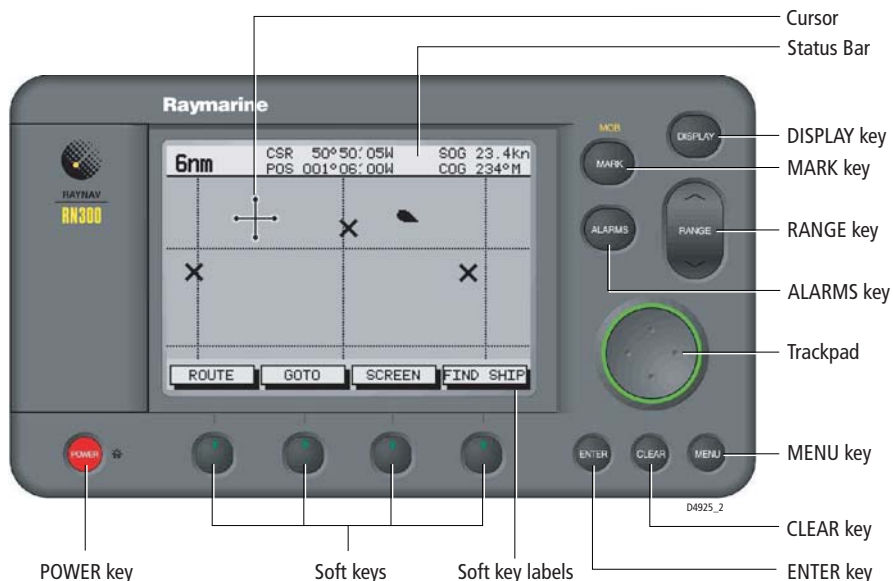


Figure 1-1: Raynav 300 GPS Plotter Operating Controls

Trackpad and Cursor

The trackpad is used to:

- Move the cursor around the screen
- Select an item from a pop-up menu
- Adjust a variable soft key control

The cursor is used to:

- Select a position on the screen.
- Select and, if valid, move an item, e.g. a waypoint, on the screen.
- Select an area of the screen to zoom into.
- Pan the display.

Moving the Cursor

Press the corresponding edge of the trackpad to move the cursor horizontally, vertically or diagonally; the longer you press, the faster the cursor moves. The current cursor position is shown in the Status Bar at the top of the display.

Note: When certain menus and soft keys are displayed, the cursor is not active. If you find that you cannot move the cursor, it may be because the unit is in one of these modes. Press CLEAR (repeatedly) until the default soft keys are displayed; the cursor should then respond.

Context-Sensitive Cursor Control

The cursor is context-sensitive. Some items on the screen have information associated with them. When you place the cursor over such objects, the information is displayed in a pop-up box. In addition, soft keys are displayed for certain items. For example, when you place the cursor over a waypoint, the waypoint data is displayed in a pop-up box and the waypoint soft keys are displayed.

Text Label	Feature
BOX	Data box (any type)
MOB	Man Over Board marker
WPT	Chart Waypoint
COG	Course Over Ground vector
HDG	Heading vector
POS	Vessel's position
RTE	Route leg
TIDE	Tide vector

Dedicated Keys

The dedicated keys: **DISPLAY**, **MARK**, **RANGE**, **ALARMS**, **ENTER**, **CLEAR**, **MENU** and **POWER** have fixed functions.

Some keys can be used in two ways:

- **Press:** Press the key momentarily and then release it. This method is used for most key operations.
- **Press and hold:** Press the key and hold it down for the length of time stated (for example, 3 seconds), then release it.

When you press a dedicated key, one of the following happens:

1. The associated operation is actioned, eg. change chart scale (**RANGE**).
2. A pop-up menu is displayed, providing further options.
3. A set of soft keys is displayed, providing further functions.

As you press a key, a single audio beep confirms the key action. If the key-press is invalid for the current screen or mode, three rapid beeps sound. If required, you can turn these sounds off as part of your set up procedure (see *System Set Up Parameters* on page 4-3).

Soft Keys

The four keys below the screen are called soft keys because their functions change according to the operation. The soft keys are grouped into related sets and subsets providing access to the various functions. The soft key labels are displayed on the screen just above the keys. The default soft keys are displayed until you press a key, or select an item on the screen; the soft keys associated with the action are then displayed as shown in *Figure 1-2*.



Figure 1-2: Default Soft Keys

Note: *If the key text is greyed out, it is not currently available.*

When you press a soft key, one of the following happens:

1. The associated operation is actioned.
2. A sub-set of soft keys is displayed, providing further functions.
3. A pop-up menu is displayed, providing further options.

As with dedicated keys, soft key operations are confirmed (or denied) by key beeps, see *Dedicated Keys* above.

Pop-Up Menus

Pop-up menus usually provide set up options. When a pop-up menu is on-screen, a set of associated soft keys is also displayed as shown in *Figure 1-3*.

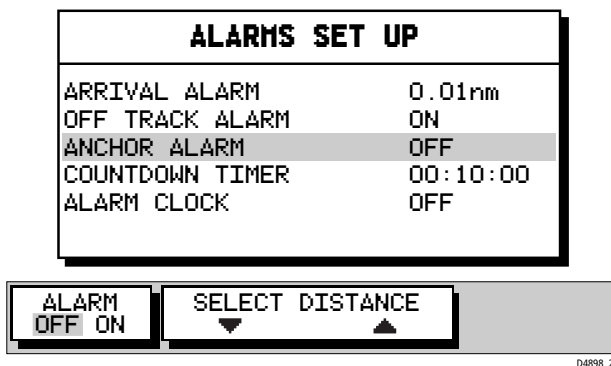


Figure 1-3: Typical Pop-up Menu

Use the trackpad to select an option from the menu, then use the appropriate soft key to set the option. For example, you can toggle the ANCHOR ALARM on/off using the soft keys.

Database Lists

The waypoints, routes and tracks created on the display unit are stored in database lists. You can view these lists and select items for editing as shown in *Figure 1-4*.

WAYPOINT LIST	
SYMBOL	NAME
\$	WPT 001
X	WPT 002
X	WPT 003
X	WPT 004
POSITION	N 50°50'000 W 001°06'000
BRG 348°m	RNG 1.00nm
TEMP 20°C	DEPTH 12.3m
DATE 23/11/01	TIME 08:45:12

GOTO WAYPOINT	EDIT WAYPOINT	MAKE NEW WAYPOINT	WAYPOINT TRANSFER
------------------	------------------	----------------------	----------------------

D4906-2

Figure 1-4: Typical Waypoint List

As with pop-up menus, when a database list is on-screen, a set of associated soft keys is also displayed. Use the trackpad to select an item from the list, then use the appropriate soft key to select the function.

Chapter 2: Getting Started

2.1 Introduction

This chapter provides information, instructions and a simple familiarization exercise in using the display. Operating information is detailed in *Chapter 3*.

Conventions Used

Throughout this handbook, the dedicated (labelled) keys are shown in bold capitals; for example, **ENTER**. The soft key functions, menu names and options are shown in normal capitals; for example, SCREEN.

Operating procedures, which may consist of a single key-press or a sequence of numbered steps, are indicated by a ► symbol in the margin.

Simulator

The plotter display unit includes a *Simulator* mode, which allows you to practice operating your plotter without data from a GPS antenna. You will need to use the set up options to switch the display unit to *Simulator* mode, see *Section 2.2, Power On/Off*. You can use it in either of two ways:

- Before the plotter has been installed on your vessel. In this case, you only need to connect the plotter display unit to a 12V DC power supply, fused at 1A, connecting the red core from the power lead to positive (+) and the black core to negative (-); see *Cable Running* on page 5-11 for full details.
- After the plotter has been installed on your vessel, but while in the marina or at anchor.

2.2 Power On/Off

- To turn the display unit on, press the **POWER** key.

The keys light up and the introductory logo is displayed. The GPS Status screen is displayed as shown in *Figure 2-1*.

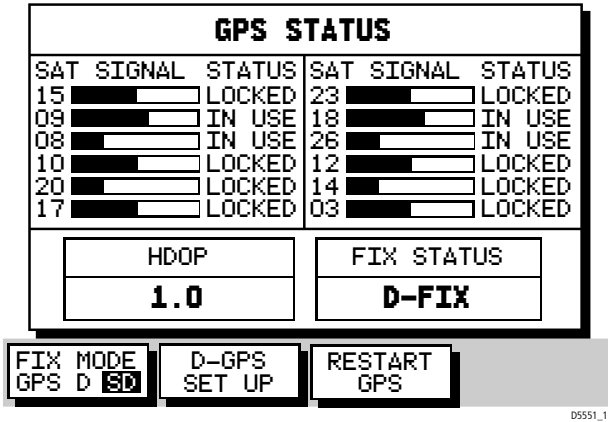


Figure 2-1: GPS Status Screen

The GPS Status screen is displayed until a satellite fix has been acquired. When satellite acquisition is complete, the READY FOR NAVIGATION pop-up box displays for two seconds.

To proceed whilst satellite acquisition continues, press the **CLEAR** key; the GPS Data Screen is displayed.

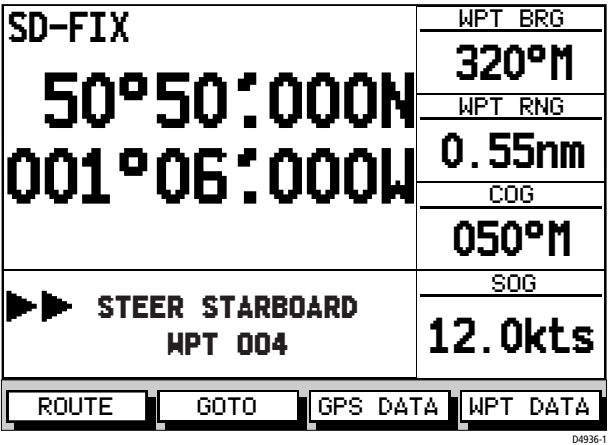


Figure 2-2: GPS Data Screen

- To switch the display unit off, press and hold the **POWER** key for at least three seconds. A 3-second countdown timer is displayed; when it reaches

zero the display and key backlights extinguish. If the **POWER** key is released within this period, power-down is cancelled.

Changing the Lighting and Contrast

You can change the level of backlighting and contrast for the screen and keys. The key backlighting always retains a minimal level to enable the keys to be seen at night.

➤ To change the lighting and contrast:

1. Press the **POWER** key to display the lighting controls (*Figure 2-3*).

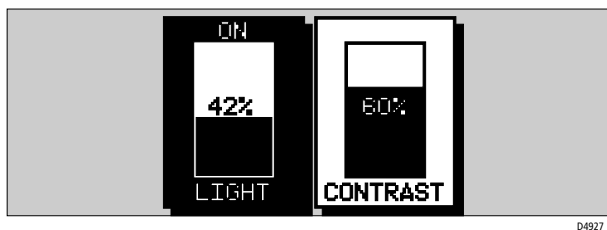


Figure 2-3: Lighting Controls

2. Use the **LIGHT** soft key or trackpad left/right to select **LIGHT** control.
 - Use the **LIGHT** soft key to toggle lighting ON/OFF.
 - Use trackpad up/down to select lighting level (eight levels).
3. Press the **CONTRAST** soft key, or trackpad left/right, to select the **CONTRAST** control. Adjust the contrast setting in the same way as for the lighting (100 contrast levels).
4. Press **ENTER** to remove the soft key sliders and return to the default screen, with the new lighting and contrast levels retained.

When the display unit is switched on, screen lighting is restored to **ON** if it was **ON** previously. Whilst the unit is switched on, the chosen lighting level is retained until it is reset. The new contrast level is retained until it is reset, even after power-off, unless it has been set either very low or very high; in this case, the contrast will be restored on power-up as follows:

- Contrast set <30% restored to 30%
- Contrast set >70% restored to 70%

Note: *Factory default settings are **LIGHT OFF** and **CONTRAST 50%**.*

2.3 Controlling the Display

The display is controlled by means of the cursor and control keys. Most plotter operations are started from the default soft keys displayed in the plotter screen (*Figure 2-4*).

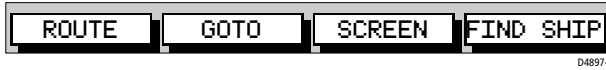


Figure 2-4: Default Soft Keys

On completion of an action using the soft keys, press **CLEAR** to return to the default screen; you may need to press **CLEAR** several times to back-track through the soft key hierarchy.

Note: *If you have set up your system so that the default soft keys are not permanently displayed, press any soft key to display the labels.*

Selecting the Display Mode

The **DISPLAY** key is used to select the desired display mode. The following modes can be selected.

- Select the following modes by repeat presses of the **DISPLAY** key (*Figure 2-5*):
 - GPS/Waypoint display
 - Boat Data (three pages)-Environment Data (two pages)
 - Course Deviation Indicator (CDI)-Bearing/Distance Indicator (BDI)
 - Data Boxes
 - Data Log
 - Plotter display
 - Return to GPS/Waypoint display

The complete ranges of pages available in Boat and Environment Data modes are described in *Chapter 3*.

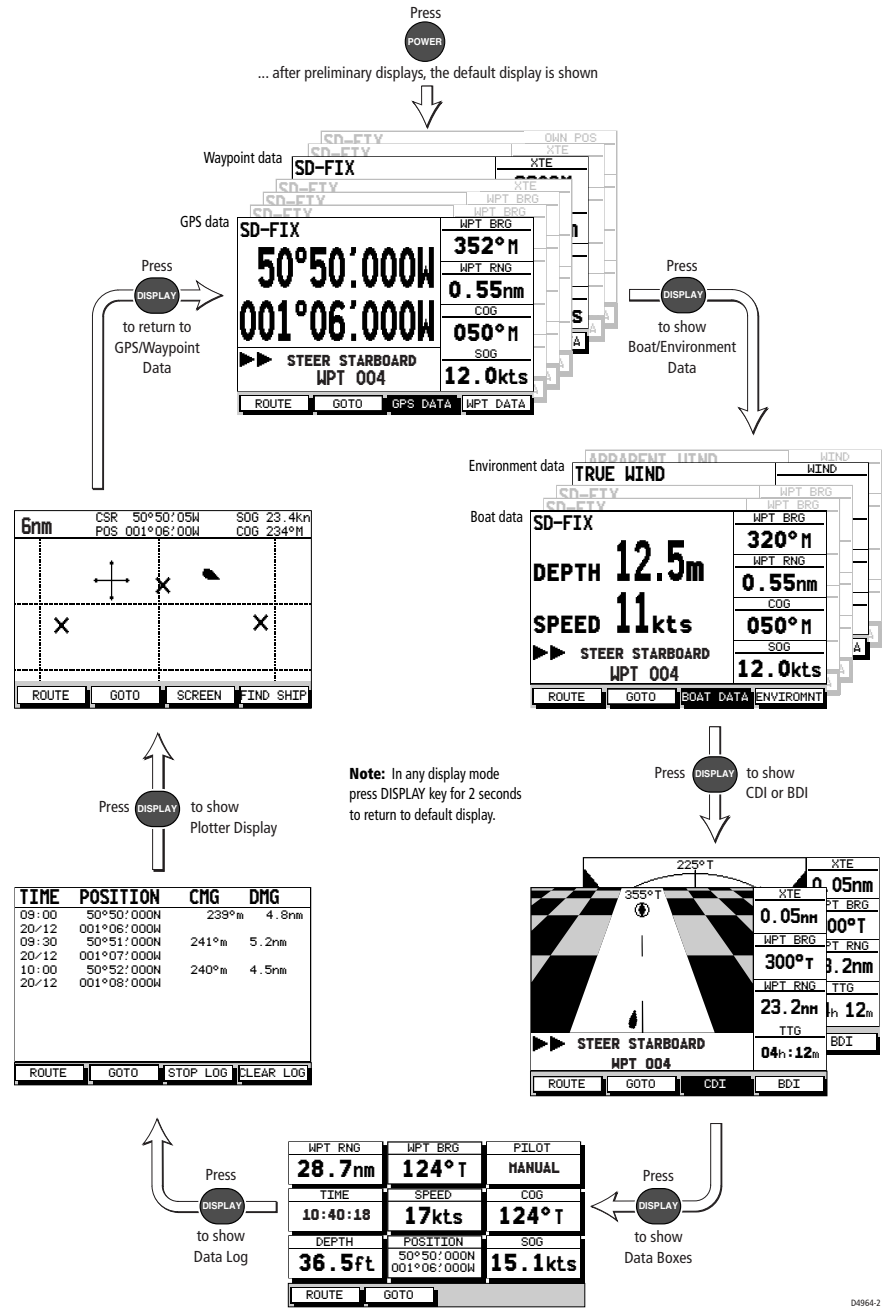


Figure 2-5: Display Modes

2.4 Plotter Display Control Functions

You will normally operate the GPS Plotter with the display showing one of the Navigation Data pages.

The range of pages is listed in *Selecting the Display Mode* on page 2-4 and illustrated in *Figure 2-5*. The complete range of pages is described fully in *Data Display Pages* on page 3-2.

Moving Around the Plotter Screen

When using the plotter screen, the default orientation is North-Up, where the vessel moves across the screen. You will need to pan the display if your vessel moves out of the current area, or if you wish to examine or place waypoints in another area. Alternatively, you can *home* the cursor onto the vessel using FIND SHIP.

There are four ways in which you can move around the display:

- Use the trackpad to pan the display.
- Automatically home (re-center) the vessel using the FIND SHIP soft key.
- Use the context-sensitive cursor to change the display center.
- Change the display scale to zoom out and in to a new area centered on the cursor position. This method is useful if the area you wish to see is a long distance away.

Panning the Display

Panning the display is useful if the area you wish to see is only just off the screen.

- Use the trackpad to move the cursor to the edge of the display; the display will pan across.

Using FIND SHIP

FIND SHIP is used to center the vessel on the screen, even if it is currently off screen:

- Press the FIND SHIP soft key; the following actions occur:
 - The display is re-drawn with the vessel's position in the center.
 - The cursor is homed (locked) to the vessel's position and moves with it.
 - When the vessel moves near the edge of the screen, the display is redrawn to place the vessel and cursor at the center.
 - Whilst homed, the status bar indicates vessel position, speed and course over ground.

- To release the cursor from homed mode, use the trackpad to move the cursor away from the vessel's current position. The status bar shows the current cursor position, bearing and range. The cursor no longer moves with the vessel and no redraw occurs if the vessel moves off screen.

Changing the Display Center

You can move the area of the display center using the context-sensitive cursor. This allows you to center your vessel in the center of the screen, or to move the display so that your vessel is displayed off-center anywhere on the screen.

- To move your vessel's position off-center:
 1. Move the cursor over your vessel's position until the letters POS are displayed.
 2. Press **ENTER** to take control of the vessel's position. The letters POS are now in inverse video and the cursor symbol has changed to a four-way arrow. This indicates that the cursor can be used to move the display in any direction.
 3. Use the trackpad to move the cursor to the required position.
 4. Press **ENTER** to select the position and return to normal cursor control. The display is redrawn with the vessel's position at the cursor. Alternatively, you can press **CLEAR** to abandon the move and leave the display (and vessel) in its former position.
- To center the display:
 1. Use the trackpad to move the cursor to the vessel's position. The cursor text POS is displayed.
 2. Press **CLEAR**. The display pans to show your vessel's position in the center of the screen.

Changing the Display Scale

The **RANGE** key allows you to change the display scale so that you can see a smaller or larger area on the screen.

You can change the display scale:

- To see either a larger scale (of a smaller area) or a larger area (at a smaller scale) on the screen.
- To move the display to another area, by zooming out to a smaller scale, then zooming in on another position centered on the cursor.

Each time you press the **RANGE** key, the display scale changes to the next available setting. The status bar, shown in *Figure 2-6*, indicates the distance from top to bottom of the screen, in nautical miles.

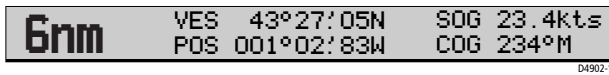


Figure 2-6: Status Bar

- To change the scale rapidly, press and hold top or bottom of the **RANGE** key.
The distance indicator at the left-hand side of the status bar is updated whenever you change the display scale.
- To zoom in to a larger-scale (more detailed) display:
 1. Use the trackpad to position the cursor in the area you wish to see in larger scale.
 2. Press the bottom of the **RANGE** key to zoom into the area.
The display, centered on the cursor, is enlarged to show a larger scale and the distance indicated in the status bar is updated.
- To zoom out to a smaller-scale (less detailed) display, press the top of the **RANGE** key as many times as required, up to the maximum scale of 1200nm.

Customizing the Display Options

The **SCREEN** soft key enables the following screen display options to be set on or off:

- Cursor Box (CRSR BOX)
- Grid (GRID)
- Personalized (CUSTOM)

The factory default for these options is ON.

Switching the Cursor Data Box On/off

The cursor data box provides the cursor's position in latitude/longitude and/or bearing/range. To see a full image, switch the data box off.

- To control the cursor data box:
 1. Press the **SCREEN** soft key.
 2. Press the **CRSR BOX** soft key to toggle the setting between ON and OFF.
To return to the default soft key display, press **CLEAR**.
- To move the cursor box:
 1. Use the trackpad to position the cursor over the box until the letters **BOX** are displayed.
 2. Press **ENTER** to take control of the box, use the trackpad to move it to the required position and press **ENTER** again.

Switching Grid On/off

The Plotter display can be set to show grid lines of latitude and longitude which can help determine position.

- To turn the grid on or off:
 1. Press the **SCREEN** default soft key.
 2. Press the **CHRT GRID** soft key to toggle the setting **ON** and **OFF**.
 3. To return to the default soft key display, press **CLEAR**.

Simulator Mode

When simulator mode is started, your initial simulated position is wherever the cursor was last positioned. To practice using the Plotter in a particular area, use the trackpad to pan to that area, then switch simulator **ON**.

A data box indicating **SIMULATOR ON** is displayed in the center of the screen (this may obscure the cursor; if necessary use the trackpad to move the cursor into view). You can use the context-sensitive cursor to move this box

Note: *If you use **FIND SHIP** when in Simulator mode, the Status Bar at the top of the screen shows **SIM FIX**. If real position data is available (via **GPS**) and the simulator is active, simulated data takes precedence. On power-up the simulator defaults to its previous setting at last power-down. **Care should be taken to determine desired mode on power-up.***

Simulated data should never be used for navigational purposes.

Any waypoints placed on the plotter in simulator mode are retained in the Waypoint List and are available for use in routes.

- To view a simulated display:
 1. Press **MENU** followed by the **SYSTEM SET UP** soft key. The System Set Up menu pop-up is displayed.
 2. Use the trackpad up/down to move the selection bar over the option **SIMULATOR**. The simulator soft keys are displayed.
 3. Press the **ON** soft key to start simulation.
 4. Press **ENTER** twice to return to the default display.

Chapter 3: Operation

3.1 Introduction

This chapter explains how to navigate with the Raynav 300 GPS Plotter. It covers the following topics:

- Controlling waypoints, including placing, moving, editing and deleting waypoints.
- Changing the display mode.
 - Using a range of data pages to display navigation data.
 - Maintaining a Data Log of Time, Position, Course Made Good (CMG) and Distance Made Good (DMG).
- Working with waypoints and routes, including creating a new route, managing routes using the Route List and editing routes.
- Following routes and going to waypoints.
- Transferring waypoints and routes
- Using tracks, including showing tracks, track set up, saving tracks and converting a track to a route (*SmartRoute*).
- Using the Man Overboard (MOB) feature.
- Setting up Alarms and Timers.
- Cursor echo from other equipment.

CAUTION:

The GPS Plotter makes it easy to place a waypoint and travel towards it. However, you should always check first that the route is safe. When using the GPS Plotter in combination with a SeaTalk autopilot, the autopilot will prompt for confirmation before it steers the vessel towards the waypoint.

3.2 Changing the Display Mode

The **DISPLAY** key is used to select the desired screen mode. The following modes can be selected:

- Default GPS/Waypoint display
- Boat Data (three pages) / Environment Data (two pages)
- Course Deviation Indicator (CDI)/Bearing & Distance Indicator (BDI)
- Data Boxes
- Data Log
- Plotter display
- Return to default GPS/Waypoint display

The modes that contain more than one page of data provide additional soft keys which cycle through the pages. The highlighted soft key indicates the screen mode currently displayed.

Note: Press the **DISPLAY** key for at least two seconds in any display mode to return to the GPS/Waypoint display.

Data Display Pages

In all graphical display pages, the steering instruction is STEER STARBOARD if the XTE is 0.01nm or more to port, STEER PORT if the XTE is 0.01nm or more to starboard or ON COURSE if XTE is less than 0.01 on either side.

If no Goto or follow is in progress, the steering instruction is NOT FOLLOWING and no steering arrows are shown.

The arrows either side of the steering instruction and pointing towards it are dependent on the XTE. The first arrow is shown when the difference reaches 0.01nm and the second at 0.05nm.

Textual data provides Position, SOG, COG, Bearing and Range to waypoint, Time and Date, Time To Go (TTG), Steering Indicator, Sunrise, Sunset, Fix Status and XTE. Any unavailable data is replaced by dashes, one per character. When there is no GPS fix but there is a value for the last fix, this is shown instead.

The waypoint name is shown unless there is no target, in which case NOT FOLLOWING is shown. If Goto cursor is in progress, GOTO CURSOR is shown.

The FIX status indicates D-FIX for a differential fix, SD-FIX for a satellite differential fix, FIX for a GPS or other Fix, or NO FIX where a fix has not been acquired. If the simulator is ON, the word SIMULATOR appears after the fix status.

BRG, RNG and XTE data relate to the target waypoint.

Time refers to local time zone which is set in the System Set Up menu, see *Chapter 4*.

The Time To Go (TTG) and Estimated Time of Arrival (ETA) data relate to the target waypoint (not the whole route) and are based on the Speed Over Ground (SOG) towards the target. If the Velocity Made Good (VMG) is negative, or data is not available, these fields are replaced by dashes, one per character.

Sunrise and Sunset times are for today and at the vessel's position.

GPS/Waypoint Data

GPS Data

The GPS Data display comprises four text data pages, selected in turn by the GPS DATA soft key. These pages are shown in *Figure 3-1* to *Figure 3-4*.

SD-FIX 50°50'000N 001°50'000W ▶▶ STEER STARBOARD WPT 004	WPT BRG
	320°M
	WPT RNG
	0.55nm
	COG
	050°M
	SOG
	12.0kts
ROUTE GOTO GPS DATA WPT DATA	

D4936-2

Figure 3-1: GPS Data Page #1

SD-FIX COG 320°M SOG 12.5kts ▶▶ STEER STARBOARD WPT 004	WPT BRG
	320°M
	WPT RNG
	0.55nm
	POSITION
	50°50'000N 001°06'000W
	TIME
	12:34:00
ROUTE GOTO GPS DATA WPT DATA	

D4937-2

Figure 3-2: GPS Data Page #2

SD-FIX 12:34:00 23/02/00	WPT BRG
	320°M
	WPT RNG
	0.55nm
	COG
▶▶ STEER STARBOARD WPT 004	050°M
	SOG
	12.0kts
ROUTE GOTO GPS DATA WPT DATA	

D4938-2

Figure 3-3: GPS Data Page #3

SD-FIX 12:34:00 23/02/00	TWILIGHT
	05:30
	SUNRISE
	06:43
	SUNSET
▶▶ STEER STARBOARD WPT 004	18:00
	TWILIGHT
	18:54
ROUTE GOTO GPS DATA WPT DATA	

D4939-2

Figure 3-4: GPS Data Page #4

Waypoint Data

The Waypoint Data display comprises three data pages, selected in turn by the WPT DATA soft key. These pages are shown in *Figure 3-5* to *Figure 3-7*:

SD-FIX BRG 320°M RNG 0.55nm ►► STEER STARBOARD WPT 004	XTE
	0.06nm
	TTG
	01h:00m
	COG
	050°M
	SOG
	12.0kts
<div> <div>ROUTE</div> <div>GOTO</div> <div>GPS DATA</div> <div>WPT DATA</div> </div>	

D4940-2

Figure 3-5: Waypoint Data #1

SD-FIX BRG 320°M RNG 0.55nm ►► STEER STARBOARD WPT 004	XTE
	0.06nm
	TTG
	01h:00m
	ETA
	13:34:00
	TIME
	12:34:00
<div> <div>ROUTE</div> <div>GOTO</div> <div>GPS DATA</div> <div>WPT DATA</div> </div>	

D4941-2

Figure 3-6: Waypoint Data #2

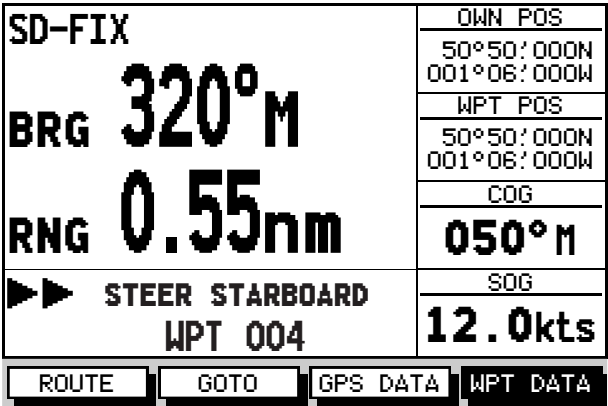


Figure 3-7: Waypoint Data #3

Boat/Environment Data

Boat Data

The Boat Data display comprises three data pages, selected in turn by the BOAT DATA soft key. These pages are shown in *Figure 3-8* to *Figure 3-10*:

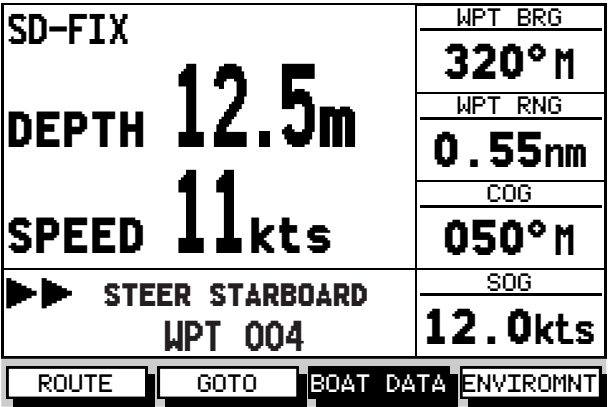


Figure 3-8: Boat Data #1

SD-FIX DEPTH 12.5M TEMP 11°C ▶▶ STEER STARBOARD WPT 004	WPT BRG
	320°M
	WPT RNG
	0.55nm
	COG
	050°M
	SOG
	12.0kts
<div> <div>ROUTE</div> <div>GOTO</div> <div>BOAT DATA</div> <div>ENVIROMNT</div> </div>	

D4944-2

Figure 3-9: Boat Data #2

SD-FIX HDG 325°M LOCK 323°M ▶▶ STEER STARBOARD WPT 004	PILOT
	AUTO
	RUDDER

	COG
	050°M
	XTE
	0.05nm
<div> <div>ROUTE</div> <div>GOTO</div> <div>BOAT DATA</div> <div>ENVIROMNT</div> </div>	

D4945-2

Figure 3-10: Boat Data #3

Environment Data

The Environment Data display comprises two data pages, selected in turn by the ENVIRONMT soft key. These pages are shown in *Figure 3-11* and *Figure 3-12*.

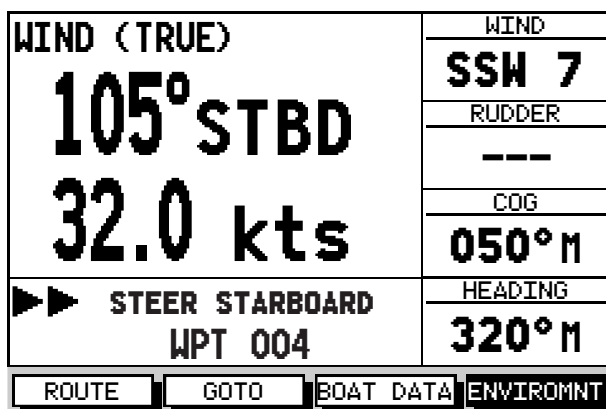


Figure 3-11: Environment Data #1

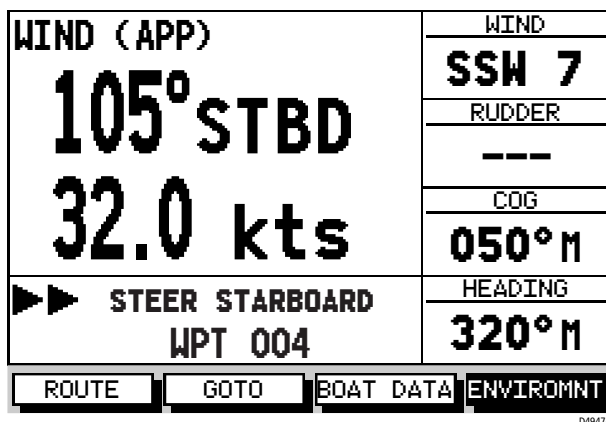


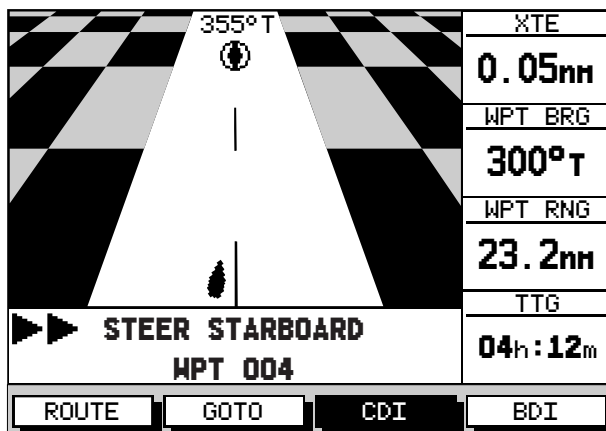
Figure 3-12: Environment Data #2

CDI/BDI Data

The Course Deviation Indicator (CDI) / Bearing Deviation Indicator (BDI) display comprises two data pages, selected alternately by the CDI and BDI soft keys. These pages are shown in *Figure 3-13* and *Figure 3-14*:

CDI Data

The CDI display shows Cross Track Error (XTE) and Distance to Waypoint presented in a ‘runway’ format as shown in *Figure 3-13*:



D4932-2

Figure 3-13: CDI Display

The ‘runway’ represents a 0.3nm width with the vessel symbol shown at the bottom. Individual text boxes show Cross Track Error (XTE), Bearing to Waypoint, Distance to Waypoint and Time to Go (TTG). TTG is calculated on the basis of distance to destination and Velocity Made Good (VMG) towards destination.

At waypoint ranges greater than 4nm, the symbol remains at the top of the screen. As the waypoint range falls below 4nm, the symbol moves down the centre line.

The checkered pattern moves down the screen to simulate movement when SOG is greater than 2 knots (0.5knots if D-FIX or SD-FIX).

BDI Data

The BDI graphical display shows deviation from the Bearing to Waypoint and Distance to Waypoint as shown in *Figure 3-14*. Individual text boxes show Cross Track Error (XTE), Bearing to Waypoint, Distance to Waypoint, Time to Go (TTG). TTG is calculated on the basis

of distance to destination and Velocity Made Good (VMG) towards destination.

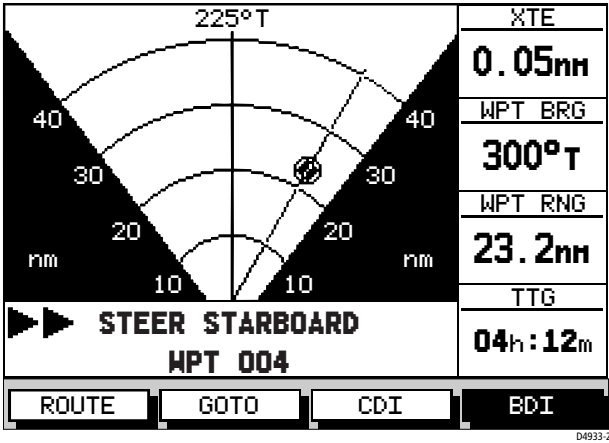


Figure 3-14: BDI Display

The line to the waypoint symbol is shown at an angle equal to the difference between the COG and the Bearing to Waypoint to a maximum of $\pm 15^\circ$. The waypoint symbol is the symbol of the target waypoint as shown on the display.

Four range arcs are shown with automatic scaling to provide 0.4nm, 1nm, 5nm, 10nm, 25nm, 50nm, 100nm, 200nm, 400nm, 1000nm, 2000nm and 4000nm range scales. In each case the range scale has graduations at $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ of the current scale.

Data Boxes

The Data Boxes display is shown in *Figure 3-15*.

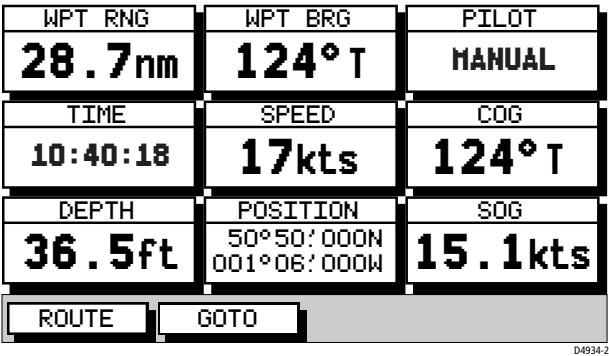


Figure 3-15: Data Boxes Screen

Data Log

The GPS Plotter can be set to log passage data every 30 minutes. Up to 48 log entries are held. When 48 entries have been saved, the first entries start being overwritten.

If the number of log entries exceeds the table size, use the trackpad up/down to scroll the list and view further log entries. Each line in the log shows:

- Time of log entry
- Position at time of log entry
- Course Made Good (CMG) since last log entry
- Distance Made Good (DMG) since last log entry

You can stop the log at any time and you can clear the log from memory.

➤ To use Data Log Mode:

1. Press **DISPLAY** repeatedly until the Data Log table is displayed.
2. Press the **START LOG** soft key to start logging; the **START LOG** soft key changes to **STOP LOG**.

At 30 minute intervals, the current time, vessel's position, distance made good (DMG) and course made good (CMG) are recorded as shown in *Figure 3-16*.

TIME	POSITION	CMG	DMG
09:00	50°50:000N	239°m	4.8nm
20/12	001°06:000W		
09:30	50°51:000N	241°m	5.2nm
20/12	001°07:000W		
10:00	50°52:000N	240°m	4.5nm
20/12	001°08:000W		

ROUTE

GOTO

STOP LOG

CLEAR LOG

Figure 3-16: Data Log Screen

3. Press the **STOP LOG** soft key to stop logging.
4. Press the **CLEAR LOG** soft key to clear all log entries.

3.3 Working with Waypoints

Introduction

You can place up to 998 waypoints on the GPS Plotter.

A waypoint is a position entered on the display as a reference or destination point. All waypoints *placed on the GPS Plotter* are stored in a waypoint database list which includes symbol, position, bearing, range and additional data. All waypoints in the database are displayed on the plotter screen, unless you set waypoint display off in the Set Up menu, as described in *Chapter 4*. You can select a waypoint, either graphically or from the Waypoint List, for editing.

The waypoint can be placed either at the current cursor position or numerically at the current vessel's position. Waypoints can also be entered manually as either Lat/Long coordinates or Loran TDs which are automatically converted to Lat/Long coordinates. A waypoint placed at the vessel's position includes additional information (if available) providing depth, temperature and time when it was placed. Any type of waypoint can be included in a route.

Note: *You can place waypoints before you install the GPS Plotter on your vessel.*

When a new waypoint is placed, it uses either the factory default symbol (a cross) or an alternative symbol available from the Set Up menu, see *Chapter 4*. The waypoint is added to the Waypoint List and tagged with the next available number. The waypoint's symbol and name can be edited at any time. When the cursor is positioned over a waypoint, the waypoint bearing and range are displayed in a pop-up box.

Waypoints in the current route are available on other SeaTalk instruments that support current route transfer, for example, an ST80 Masterview. You can also transfer waypoints between the GPS Plotter and other NMEA or SeaTalk instruments using the Waypoint Transfer functions.

This section explains how to perform the following tasks using the on-screen cursor and the waypoint list:

- Placing a Waypoint
- Selecting a Waypoint
- Displaying Waypoint data
- Editing a Waypoint (symbol, name & position)
- Erasing a Waypoint
- Moving a Waypoint

At the end is a section about using the ST60/80 Navigator Keypad to select, edit and name your waypoints.





Placing a Waypoint

- To access the Place Waypoint soft keys, press **MARK**; the Place Waypoint soft keys are displayed as shown in *Figure 3-17*:



Figure 3-17: Waypoint Soft Keys

- To place a waypoint at the cursor (plotter screen) or the vessel's current position:
 1. Press either the **PLACE WPT AT CURSOR** or the **PLACE WPT AT VESSEL** soft key. The waypoint is added to the Waypoint List and tagged using the next available number.
If you place a waypoint at the cursor, the Waypoint soft keys shown in *Figure 3-23* are shown. Press **CLEAR** to remove these softkeys.
 2. Press **CLEAR** to remove the Place Waypoint soft keys.
- To place a waypoint as a latitude/longitude position using the Waypoint List:
 1. Press **MARK**, followed by the **WAYPOINT LIST** soft key; the Waypoint List and associated soft keys are displayed as shown in *Figure 3-18*:

WAYPOINT LIST			
SYMBOL		NAME	
   	WPT 001		
	WPT 002		
	WPT 003		
	WPT 004		
POSITION		N 50°50'000 W 001°06'000	
BRG	348°m	RNG	1.00nm
TEMP	20°C	DEPTH	12.3m
DATE	23/11/01	TIME	08:45:12

GOTO WAYPOINT	EDIT WAYPOINT	MAKE NEW WAYPOINT	WAYPOINT TRANSFER
------------------	------------------	----------------------	----------------------

D4906-2

Figure 3-18: Waypoint List and Soft Keys

The list details all waypoints in alpha-numerical order. The selected waypoint is indicated by the highlight bar; its position in Lat/Long,

bearing and range, date, time and, if placed at vessel, depth and temperature (if available) are shown.

2. Press the **MAKE NEW WAYPOINT** soft key; the New Waypoint screen is displayed, together with its associated soft keys, see *Figure 3-19*.

NEW WAYPOINT	
SYMBOL	NAME
X	WPT 005
POSITION	N 50°50'000 W 001°06'000W
BRG 124°m	RNG 12.6nm

SYMBOL
NAME
LAT/LONG
LORAN TDs

D5518-1

Figure 3-19: New Waypoint Screen

3. The new waypoint is listed at the vessel's current position or, if not available, the cursor's current position; The waypoint is named with the next available number.
If required, edit the waypoint using the LAT/LONG, SYMBOL and NAME soft keys. Operation of these soft keys is identical to the SYMBOL, NAME and POSITION soft keys described in *Editing Waypoint Details* on page 3-17.
 4. When editing is complete, press **ENTER** to place the waypoint in the waypoint list (or **CLEAR** to abort the operation).
 5. When complete, press **CLEAR** as required to exit to the default display.
- To place a waypoint as Loran TDs:
1. Press **MARK**, followed by the **WAYPOINT LIST** soft key; the Waypoint List and associated soft keys are displayed as shown previously (*Figure 3-18*):
 2. Press the **MAKE NEW WAYPOINT** followed by the **LORAN TDs** soft key; the WPT POSITION (LORAN TDs) screen is displayed, together with its associated soft keys, see *Figure 3-20*.

WPT POSITION (LORAN TDs)	
CHAIN	6731 - NELS Lessay
SLAVES	Y - Z (24 -39)
TD 1	29138.0 us
TD 2	44713.8 us
ASF 1	+0.0
ASF 2	+0.0

CHAIN	ASF1/ASF2	SET TD 1	SET TD 2
-------	-----------	----------	----------

D5519-1

Figure 3-20: Waypoint Position Screen (Loran TDs)

Note: You can enter Waypoints as Loran TDs which are converted to Lat/Long coordinates. You can subsequently only edit their positions as Lat/Long coordinates.

3. Edit the Loran parameters as required, using:
 - i. the CHAIN soft key, which enables selection of both the Chain and it's Slaves, see *Figure 3-21*;
Press **ENTER** to accept the changes (or **CLEAR** to cancel the changes); the display returns to the Waypoint Position Screen.

WPT POSITION (LORAN TDs)	
CHAIN	6731 - NELS Lessay
SLAVES	Y - Z (24 -39)
TD 1	29138.0 us
TD 2	44713.8 us
ASF 1	+0.0
ASF 2	+0.0

SELECT CHAIN ◀ ▶	SELECT SLAVES ◀ ▶
---------------------	----------------------

D5525-1

Figure 3-21: Select Chain/Slaves Screen

- ii. the ASF1/ASF2 soft key, which presents two soft keys for editing ASF 1 and ASF 2 parameters independently, see *Figure 3-22*;
Press **ENTER** to accept the changes (or **CLEAR** to cancel the changes); the display returns to the Waypoint Position Screen.

SET ASF 1	SET ASF 2
-----------	-----------

D5526-1

Figure 3-22: ASF 1/ASF 2 Soft Keys

- iii. the SET TD 1 and SET TD 2 soft keys, which enable editing of each TD's co-ordinate values.

Note: *Except for the CHAIN setting, numerical data is edited using the trackpad as described in Editing Waypoint Details on page 3-17.*

4. When editing is complete, press **ENTER** to save the waypoint details. (or **CLEAR** to cancel the operation); the display returns to the New Waypoint screen.
5. Press **ENTER** to place the waypoint in the waypoint list (or **CLEAR** to abort the operation).
6. When complete, press **CLEAR** as required to exit to the default display.

Selecting a Waypoint

Selecting a waypoint from the Waypoint List allows you to GOTO and EDIT (symbol, name, position, erase) the waypoint. The Waypoint List also provides options to make a new waypoint and transfer waypoints.

Positioning the cursor over a waypoint selects that waypoint and accesses the waypoint soft keys. These keys enable you to go to (described in *Following Routes and Going to Waypoints on page 3-35*), edit (symbol, name, position), erase or move the waypoint.

- To select a waypoint using the Waypoint List:
 1. Press **MARK**, followed by the WAYPOINT LIST soft key. The Waypoint List and associated soft keys are displayed, see *Figure 3-18*.
 2. Use the trackpad to move the selection bar through the list to highlight the required waypoint. The selected waypoint can be edited via the displayed soft keys.
- To select a waypoint using the cursor:
 1. Move the cursor over the waypoint, until the letters WPT are displayed. The Waypoint Data box (see *Waypoint Data Display* below) and the soft keys are displayed as shown in *Figure 3-23*:

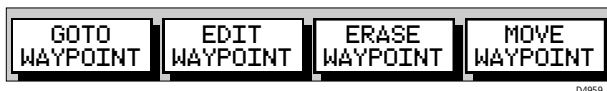


Figure 3-23: Waypoint Soft Keys

The selected waypoint can be edited via these soft keys.

Waypoint Data Display

In plotter mode, waypoint data can be viewed in two ways; either using the context-sensitive cursor to select the waypoint and display the pop-up Waypoint Data Box, or by viewing waypoint details from the Waypoint List.

- To display the waypoint details from the Waypoint List:
 1. Select the waypoint from the Waypoint List as described in *Selecting a Waypoint on page 3-16*.
The details for the selected waypoint are displayed. Temperature, depth, date and time are included (if available) for waypoints placed at the vessel's position.
 2. To remove the Waypoint List and return to the default soft key display, press **CLEAR** twice.
- To display the Waypoint Data Box:
 1. Move the cursor over the waypoint.
 - The Waypoint Data Box is displayed which indicates waypoint number/name, bearing and range (or lat/lon if selected in the system set up menu, see *System Set Up Parameters on page 4-3*).
 - Whilst the cursor is over the waypoint, the waypoint soft keys are displayed, see *Figure 3-23*.
- To remove the Waypoint Data Box and soft keys either:
 1. Move the cursor away from the waypoint, or...
 2. Press **CLEAR**.

Editing Waypoint Details

You can change the name, symbol and position of any waypoint (except the target waypoint).

- To edit a waypoint:
 1. Select the waypoint, using the cursor or the Waypoint List, as described in *Selecting a Waypoint on page 3-16*. The waypoint soft keys are displayed.
 2. Press the EDIT WAYPOINT soft key. The Edit Waypoint soft keys are displayed:



Figure 3-24: Edit Waypoint Soft Keys

Note: The ERASE WPT soft key is only available via the Waypoint List.

3. To edit the symbol, press the **SYMBOL** soft key.
Use the soft keys, shown in *Figure 3-25*, to highlight the required symbol, then press **ENTER** to confirm the selection.
Press **CLEAR** to return to the default soft keys.

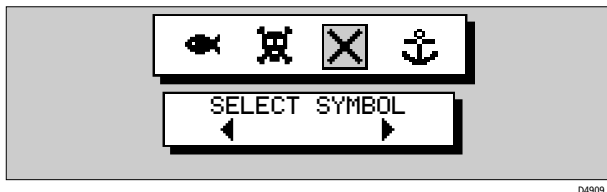


Figure 3-25: Waypoint Symbol Selection

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4. To edit the waypoint name, press the **NAME** soft key.
The **NAME WAYPOINT** window is displayed.
5. Use the trackpad to enter or edit the name:
 - Use the trackpad left/right to move the cursor to the character to be changed.
 - Use the trackpad top/bottom to scroll through the characters.
6. When name editing is complete, press **ENTER** to save the name and remove the window, or **CLEAR** to cancel the operation. The waypoint name replaces the waypoint number.
7. Press **CLEAR** to return to the default soft keys.
8. To edit the waypoint position, press the **EDIT WAYPOINT** soft key, followed by **POSITION**.
The Waypoint Position pop-up box is displayed.
9. Use the soft keys to select **LAT**, **LON**, **BRG** or **RNG**.
Note: *If no fix has been acquired, the SET BRG and SET RNG soft keys are unavailable and grayed out.*
10. Use the trackpad to edit the value:
 - Use the trackpad left/right to move the cursor to the character to be changed.
 - Use the trackpad top/bottom to scroll through the characters.
 - Adjust each parameter until the waypoint position is correct.
11. When position editing is complete, press **ENTER** to save the position or **CLEAR** to cancel the operation.
The Waypoint Position window is removed from the screen and the default soft keys are displayed.

Erasing a Waypoint

In plotter mode you cannot erase the target waypoint or waypoints that are used in routes. However, you can remove a waypoint from the current route - see *Editing a Route* on page 3-33.

If you try to erase a waypoint that is used in a saved route you are warned **WAYPOINT IS USED IN A ROUTE & CANNOT BE DELETED**.

- To delete a waypoint using the Waypoint List:
 1. Select the waypoint from the Waypoint List as previously described. The Waypoint List soft keys are displayed.
 2. Press the **EDIT WAYPOINT** soft key, followed by **ERASE WPT**. The waypoint is removed from the screen and the Waypoint List is updated.
 3. If the the deleted waypoint was the only waypoint in the list, the default soft keys are displayed, otherwise, press **CLEAR** three times to return to the default soft keys.
- To delete a waypoint using the cursor:
 1. Move the cursor over the waypoint until the letters **WPT** are displayed. The waypoint soft keys are displayed.
 2. Press the **ERASE WAYPOINT** soft key. The waypoint is removed from the screen and the Waypoint List is updated.

Moving a Waypoint

You can move any waypoint except the target waypoint (the waypoint you are navigating towards). You can use the Waypoint soft keys and cursor to move the selected waypoint, or you can edit the waypoint position.

CAUTION:

Take care when editing waypoints as it is possible to move waypoints that are used in routes stored in the Route List.

- To move a waypoint using the Waypoint Edit functions:
 1. Select the waypoint using either the cursor or the Waypoint List as described in *Selecting a Waypoint* on page 3-16; the waypoint soft keys are displayed.
 2. To edit the waypoint position, proceed as previously described in *Editing Waypoint Details* on page 3-17.
- To move a waypoint using the cursor:
 1. Move the cursor over the waypoint, until the letters **WPT** are displayed. The waypoint soft keys are displayed.

2. Press **MOVE WAYPOINT**, the cursor changes to a four-headed arrow.
3. Move the cursor to the required waypoint position.
4. Press **ENTER** to set the position and return to normal cursor control or press **CLEAR** to cancel the operation.

Using the ST60 or ST80 Navigator Keypad

If you have an ST60 or ST80 Navigator Keypad connected on SeaTalk it can be used to name or edit your waypoints, tracks, or routes on any display in the system. The keypad can also be used to select entries in the Waypoint List. The Navigator provides 10 dedicated alphanumeric keys, a multidirectional cursor control pad, plus Insert and Delete keys. A small red LED glows when the keypad is operational

Note: *When using the Navigator Keypad, you should be aware that it can control several displays simultaneously; any display in edit mode (i.e. ready for alpha-numeric data entry) will be affected by the Navigator Keypad.*

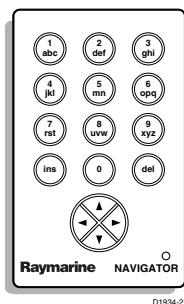


Figure 3-26: ST80 Navigator Keypad

Most of the alphanumeric keys are used to input multiple characters. Each time you press one of these keys in succession, the next character on that key is input. For example, each press of the 1 key alternately inputs A, B, C, then 1.

The Navigator's arrow keys function much like the radar/chart display's trackpad, enabling you to move the cursor position or input alpha, numeric, or special characters (., - / ' &).

The ins key functions the same as the ENTER key on radar/chart display and del inserts a space during edit mode. A short beep is emitted when a key is pressed.

Selecting an Entry in the Waypoint List

The Navigator can be used to select an existing item in the Waypoint List. This can be accomplished using the arrow or alphanumeric keys.

► To select an existing item in the Waypoint List:

1. Use the up and down arrow keys to move the selection bar up and down the list to highlight the desired entry.

or

Press the alphanumeric key that contains the first letter or number of the desired waypoint name. The selection bar moves to the entry starting with that letter or number.

If more than one entry begins with that character, the selection bar moves to the first one in the list. Each time the same key is pressed, the selection bar moves to the entry starting with the next character on the key. If no entry exists for that character, the entry starting with the nearest previous character is selected. If the numeric value of the key is input when no numeric entry exists, the selection bar moves to the first alpha entry.

For example, let's say we have four waypoints named ORION, POLARIS, QUANTUM, and 6-GUN. Pressing the **opq/6** key four successive times would select the waypoints ORION (O), POLARIS (P), QUANTUM (Q), then 6-GUN (6). However, pressing the **rst/7** key four successive times would select QUANTUM for the first three key presses because entries beginning with the associated letters do not exist and Q is the next previous beginning letter. The fourth press of the **rst/7** key would select 6-GUN because no entries begin with a 7 and 6 is the next previous beginning number.

2. Use the **ins** key like the display's **ENTER** key, to close the Waypoint List. The **del** key and left and right arrow keys do not function in select mode.

Editing Entries in the Waypoint, Route, or Track Lists

You can also use the Navigator Keypad to edit an existing item or to name a new item in the Waypoint List, Route List, or Track List. You first must enter the edit mode for the list you want to modify. Methods for editing each list are described in the respective sections of this chapter.

- To edit an item in a list using the Navigator Keypad:
1. If necessary, use the right and left arrow keys to move the cursor to the desired character position.
 2. Press an alphanumeric key until the desired character is displayed. Each time you press one of these keys in succession, the next character on that key is input.
or
 1. Use the up and down arrow keys to scroll through the list of alpha, numeric and special characters until the desired character is displayed (just as you would with the trackpad). Note that you must use this method to input special characters; they are not available using the alphanumeric keys.
Use the **del** key to insert a space, if required.
 2. Use the arrow keys and alphanumeric keys to input the remainder of the characters required to complete the editing.
 3. When done, press the **ins** key to enter your changes.

3.4 Working with Routes

A route is made up of a series of waypoints (maximum 50). To make a route you place a series of waypoints and/or use existing ones.

When a route is created, it becomes the current route and is displayed on screen. The current route is maintained when you power-off. Only one route can be current and is displayed (if in the field-of-view) as solid lines connecting waypoints. If you are following the route, the current leg is shown as a dotted line and previous legs are removed from the screen (although the waypoints remain displayed). The current route (and its waypoints) is transferred via SeaTalk to a repeater plotter display and other instruments. You can also use the Waypoint Transfer functions to transfer the route database to a repeater display, see *Transferring Waypoints and Routes* on page 3-40.

When you have created a route you can use the GOTO soft keys to follow the route. In addition, the GOTO default soft key provides various options as described in *Section 3.5*.

Up to 20 routes can be saved in the route database. You can then select a route from the database list as the current route, see *Retrieve a Route from the Database* on page 3-32.

The current route can be edited by adding and moving waypoints. The current route is always placed at the top of the database list and named CURRENT ROUTE, so you can edit the current route without affecting the original route in the database. When a route has been saved, options are provided to name or erase a route and to display route details.

Route information can be used to review your passage plan by adjusting the planned Speed Over Ground (SOG).

Note: *On an integrated system, it is possible for the current route to be overwritten by a route from another unit; it is advisable, therefore, to save all routes.*

This section explains how to perform the following tasks:

- Creating a new route.
- Saving the current route in the database list.
- Clearing the current route.
- Retrieving a route from the database list as the current route.
- Displaying route information, including the route leg data and waypoint details. Use the waypoint details to review your passage plans for different speeds.
- Using the database list to erase and name existing routes.
- Editing a route by adding, removing and moving waypoints.

Creating a New Route

Note: *If there is a current route, it is cleared when MAKE ROUTE is selected. If following the current route you are prompted to STOP FOLLOW. Press the YES soft key to continue, or NO to abandon route creation. If the route has not been saved you are prompted to save it.*

Routes can be created by either or both:

- Using the Route Building Table to select existing waypoints; this assumes that a number of waypoints already exist.
- Placing new waypoints on the screen using the cursor.

After a route has been created, it can be edited as described in *Editing a Route* on page 3-33.

- To make a new route using the Route Building Table:

Note: *In the following, it is assumed that the user is starting from a data page display with the default soft keys shown (Figure 3-27).*



Figure 3-27: Default Soft Keys (Typical)

1. Press the ROUTE soft key; the Route soft keys are displayed (Figure 3-28).

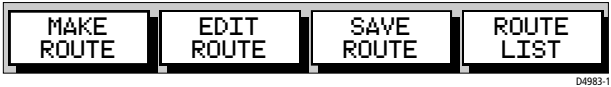


Figure 3-28: Route Soft Keys

2. Press the MAKE ROUTE soft key; the two column Route Building Table is displayed with its associated soft keys (Figure 3-29).

WAYPOINTS		NEW ROUTE	
COWES		01	HARBOUR
GURNARD LEDGE		02	MAIN CHANNEL
MAIN CHANNEL		03	COWES
NEEDLES FAIRWAY		04	LYMINGTON
PORT SOLENT			
50°50' 000N		50°52' 230N	
001°06' 000W		001°02' 390W	
348°m	2.30nm	300°m	1.00nm
INSERT WAYPOINT	REMOVE WAYPOINT	ACCEPT ROUTE	REVERSE ROUTE

Figure 3-29: Route Building Table

The Route Building Table shows available Waypoints in the left hand column (in alphanumeric order). The right hand column contains the waypoints in the New Route. The number to the left of the waypoint name in the New Route column indicates its order in the route. The lower part of the table shows position, bearing and range of the highlighted waypoint.

3. Use the trackpad left/right to alternate between the two columns; the highlighted title indicates the selected column. Use the trackpad up/down to scroll through the lists.
4. Select a waypoint from the Waypoint List, go to the New Route column and select a position in the list.
5. Press the INSERT WAYPOINT soft key to place the waypoint below the selected position in the Route.
6. To remove a waypoint from the New Route column, highlight the waypoint and press the REMOVE WAYPOINT soft key.

Notes: (1) *A waypoint cannot be used more than once in a route; those already used are grayed out.*

(2) *The INSERT WAYPOINT or REMOVE WAYPOINT action adds/removes the highlighted waypoint to/from the Route column, regardless of which column is selected.*

3. When all waypoints have been entered, press the ACCEPT ROUTE soft key (or **ENTER**) to complete the route.

Note: *The completed route is stored in the display unit and will be re-displayed if you turn the unit off then on again. However, on an integrated system it is possible for a current route from another unit to overwrite this route; it is therefore recommended that you Save the route, as described in Saving the Current Route on page 3-27.*

► To make a new route by placing waypoints using the cursor:

Note: *You can pan the display and change the scale whilst placing waypoints.*

1. Use the DISPLAY key to select Plotter mode.
2. If necessary, move the cursor to the area in which you wish to make the route and select a suitable scale.
3. Press the ROUTE soft key; the route soft keys are displayed as shown in Figure 3-30.



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Figure 3-30: Route Soft Keys

4. Press the MAKE ROUTE soft key; the make route soft keys are displayed as shown in *Figure 3-31*.

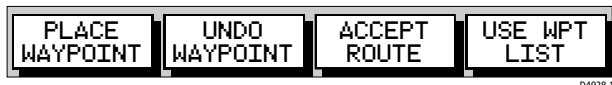


Figure 3-31: Make Route Soft Keys

5. Move the cursor to the position on the plotter where the first waypoint is to be placed, then press the PLACE WAYPOINT soft key; the new waypoint appears on the screen at the cursor position.

A new waypoint is temporarily added to the Waypoint List with the first available waypoint number. The waypoints in the current route are re-numbered to identify the new positions. The number shown adjacent to the waypoint identifies its position in the route.

Note: *The cursor can be positioned on an existing waypoint - the text WPT indicates that the existing waypoint is being re-used rather than placing a new one. Press PLACE WAYPOINT to include this waypoint in the route. If you Clear the route before it is Saved, the waypoint is removed.*

6. Move the cursor to the next waypoint position. A dotted line connects the cursor to the last placed waypoint.
7. Press PLACE WAYPOINT again. The waypoint is placed and the dotted line changes to a solid line.

If you placed the waypoint incorrectly, you can delete the last-placed waypoint by pressing the UNDO WAYPOINT soft key.

8. Repeat steps (6) and (7) until you have placed all your waypoints. Up to 50 waypoints can be included in a route.
9. To remove a waypoint move the cursor over it and press UNDO WAYPOINT; the waypoint is removed and the cursor is placed over the previous waypoint.
10. When all waypoints have been entered, press the ACCEPT ROUTE soft key (or **ENTER**) to complete the route.
The new route is displayed on the screen and becomes the current route, but it is not yet active.

- To use a combination of the Cursor and Route Building Table methods, alternate between them using the USE CURSOR/USE WPT LIST soft key.

When in the plotter screen, the first waypoint of a new route is outlined with a square, indicating that it will be the target waypoint when the route is activated. If selected, the waypoint data box is displayed for the target waypoint.

Saving the Current Route

You can save up to 20 named routes in the Route Database List. These routes can then be re-displayed and followed at a later date. When you save the route, all new waypoints are saved in the Waypoint List.

Note: When a change to this route is attempted, eg. CLEAR ROUTE and the current route has not been saved, you are prompted to save it.

- To save and name the current route:
1. Press the ROUTE soft key followed by MORE to access the SAVE ROUTE soft key.
 2. Press the SAVE ROUTE soft key. The Save Route List and the NAME ROUTE soft keys are displayed as shown in Figure 3-32 with the next available entry on the Route List highlighted.

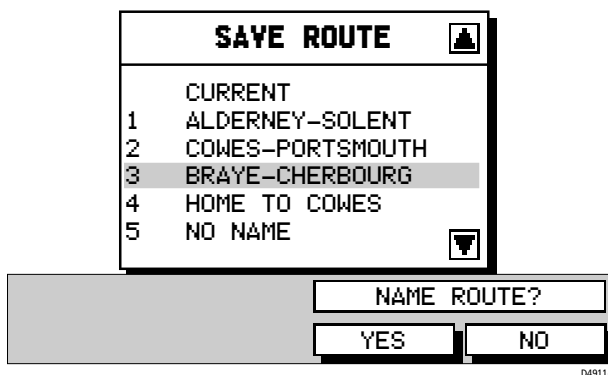


Figure 3-32: Save Route Soft Keys

Note: The trackpad up/down can be used to select another position in the list; this can be an empty position or an existing route that you no longer require.

3. If you do not wish to name or re-name the route, press the NO soft key to clear the list. The route is saved and is listed as ROUTE NOT NAMED.
4. To name the route press the YES soft key. Use the trackpad to move the cursor right or left to the character you wish to edit. Then use the top or bottom of the trackpad to increase or decrease the letter or number.
5. Press **ENTER** to finish and clear the Name List, or press **CLEAR** to cancel the operation. To return to the default soft key display, press **ENTER** again.

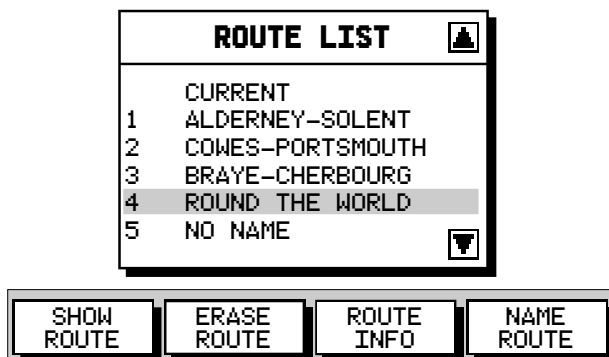
Displaying Route Information

The following route information can be displayed:

- Full route details, using the soft keys.
- Route leg or waypoint information, using the context-sensitive cursor.

Full Route Details

- To display information about any route in the database:
1. Press the **ROUTE** soft key, followed by **MORE**, then press **ROUTE LIST**.
The Route List is displayed with the selected route highlighted as shown in *Figure 3-33*.



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Figure 3-33: Route List and Soft Keys

2. Use the trackpad up/down to select the required route, then press the **ROUTE INFO** soft key.
The Route Information is displayed as shown in *Figure 3-34*.

INFO FOR ROUTE - NEW ROUTE					
WPT	POSITION	BRG	DISTANCE	TOTAL	TIME
		°T	nm	nm	ETA
01	50°50'00N 001°06'00W	---	0.0	0.0	0:00
02	50°51'00N 001°07'00W	239	4.8	4.8	0:20
TIME: 14:03:39 DATE: 10/29/2001					
TIME ETA HOURS		ACTUAL SOG 4.5kts		PLANNED SOG 6.1kts ▼ ▲	

D4930-3

Figure 3-34: Route Information Screen

3. Use the soft keys to toggle between ETA or HOURS (elapsed) time and to change the Speed Over Ground (SOG) value used in the time calculations. The current selections are highlighted.
- To change the SOG used for ETA calculations:
1. Press the PLANNED SOG soft key to switch to PLANNED SOG.
 2. Press the up or down PLANNED SOG arrow soft keys to increment/decrement the planned SOG value.
The Time values in the Route Information list are updated.
 3. Press the ACTUAL SOG key to use the actual SOG value rather than a planned one.
 4. Press **CLEAR** to remove the Route Information window, then **CLEAR** again to return to the route soft keys.
 5. To return to the default soft key display, press **CLEAR**.

Route Leg and Waypoint Information

- To display information about a route leg, move the cursor over the leg until the letters RTE appear. The Route Leg data box is displayed, together with the Follow Route soft keys as shown in *Figure 3-35*.

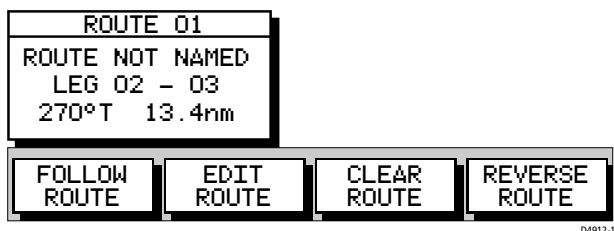


Figure 3-35: Route Leg Data Box and Soft Keys

Note: If a route is being followed, the FOLLOW ROUTE soft key changes to STOP FOLLOW.

To remove the data box, move the cursor away from the route or press **CLEAR**.

- To display information about a route waypoint, move the cursor over the waypoint until the letters WPT appear. The Waypoint Data Box is displayed with the Follow Route soft keys as shown in *Figure 3-36*.

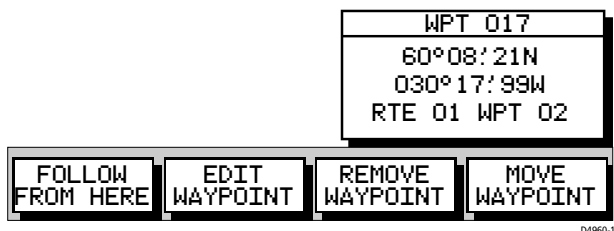


Figure 3-36: Waypoint Data Box and Soft Keys

The Waypoint can be edited by means of the associated soft keys, see *Editing Waypoint Details on page 3-17*.

To remove the data box, move the cursor away from the waypoint or press **CLEAR**.

Clearing the Current Route from the Screen

If the current route has not been saved, you have the option of saving it; if you are following the current route, you have the option to stop.

- To clear the current route, either:
 1. Place the cursor over a route leg until the text RTE is displayed. The Route soft keys are displayed as shown in *Figure 3-35*.

Press the CLEAR ROUTE soft key to clear the route.

or...

2. Press the ROUTE default soft key.

The Route soft keys are displayed as shown in *Figure 3-30*:

Press the CLEAR ROUTE soft key to clear the route.

or...

3. If following the current route, the STOP FOLLOW soft keys are displayed as shown in *Figure 3-37*.

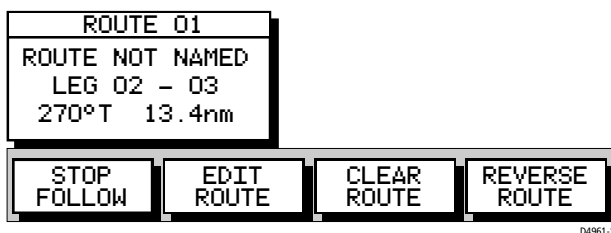


Figure 3-37: Stop Follow Soft Keys

4. If the route has not been saved the SAVE ROUTE soft keys are displayed as shown in *Figure 3-38*.

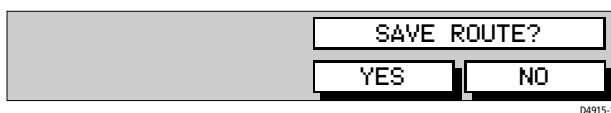


Figure 3-38: Save Route Soft Keys

- i. To save the route in the database, press YES.
 - ii. To clear the route, without saving it in the route database, press NO.
5. Continue as described previously in *Saving the Current Route* on page 3-27. The current route is cleared from the screen and the default soft keys are displayed. You can now use the ROUTE soft keys to make a route, or to show another route from the database.

Retrieve a Route from the Database

A route can be selected from the Route List for use as the current route. The Route List is accessed from the second set of **ROUTE** soft keys.

- To select a route as the current route:
 1. From plotter mode, press the **ROUTE** soft key, followed by **MORE**, then **ROUTE LIST**. The Route List is displayed with the selected route highlighted, see *Figure 3-33*.

Note: *In any mode other than plotter mode, the **ROUTE LIST** soft key is available without pressing the **MORE...** soft key.*

2. Use the trackpad up/down to select the required route then press the **SHOW ROUTE** soft key. The Route List is removed and the selected route is shown on screen as the current route. If the current route has not been saved, you are prompted to do so.

Using the Route List to Erase or Name a Route

The Route List can be used to delete a route or re-name a route.

- To delete or re-name a route in the Route List:
 1. Press the **ROUTE** soft key, followed by **MORE**, then press **ROUTE LIST**. The Route List is displayed. The selected route is highlighted, see *Figure 3-33*.

Note: *In any mode other than plotter mode, the **ROUTE LIST** soft key is available without pressing the **MORE...** soft key.*

2. Use the trackpad up/down to select the required route and press the appropriate soft key - **ERASE ROUTE** or **NAME ROUTE**.
3. If you **ERASE** a route you are prompted to confirm.
 - i. Press **NO** to cancel the operation, then **CLEAR** if you wish to remove the Route List or...
 - ii. Press **YES** to erase the route from the list, then **CLEAR** to remove the Route List.
4. To **NAME** a route, use the trackpad left/right to select the character you wish to edit. Use the trackpad top/bottom to change the character.
5. Press **ENTER** to confirm the new name and return to the Route List or **CLEAR** to cancel the operation.
6. Press **CLEAR** twice to return to the default soft key display.

Editing a Route

After a route has been created, it can be edited by:

- Inserting a Waypoint into the route
- Adding waypoints at the end of the route
- Removing a Waypoint
- Reversing a Route
- Moving a Waypoint as described in *Section 3.3*.

Note: *Apart from Moving a Waypoint used in other route(s), any changes made to the route affect the current route only. The current route must always be Saved in order to keep the changes.*

Inserting a Waypoint into a Route

The context-sensitive cursor can be used to insert one or more waypoints into the current route. However, if the route is being followed, a waypoint cannot be inserted into the current leg.

- To insert a new waypoint into the current route:
1. Move the cursor over the route leg into which a waypoint is to be inserted; the letters RTE appear and the Route Leg Data Box and Route soft keys are displayed, see *Figure 3-35*.
 2. Press **ENTER**; the cursor changes to a four-way arrow, controlling a new waypoint. The waypoint is connected to the existing waypoints on either side with a dashed line.
 3. Move the new waypoint to the required position and press **ENTER** to place it and return to normal cursor operation, or **CLEAR** to abandon the operation.

The new waypoint is temporarily added to the Waypoint List and named with the first available waypoint number. The waypoints in the current route are re-numbered to identify the new positions.

Note: *If you clear the route without saving it, the new waypoint is removed.*

Adding/Removing Waypoints at the End of the Route

Waypoints can be added or removed by either using the Waypoint List, see *Placing a Waypoint on page 3-13*, or as described below.

- To add waypoints to the end of the route:
1. Press the **ROUTE** soft key, followed by the **EDIT ROUTE** soft key.
The Make Route soft keys are displayed (*Figure 3-31*) and the cursor is connected to the last-placed waypoint with a dotted line. Further

waypoints can be added to the route in the same way as for a new route.

2. Move the cursor to the required location, and press **PLACE WAYPOINT** soft key.
3. Place as many waypoints as required and press the **ACCEPT ROUTE** soft key; the default soft keys are displayed.

Note: *If you have placed waypoint(s) incorrectly, press the **UNDO WAYPOINT** soft key. Repeat to remove successive waypoints from the route, including existing waypoints.*

Removing a Waypoint from within the Route

► To remove a waypoint from within the current route:

1. Move the cursor over the required waypoint until the letters **WPT** appear; the waypoint soft keys are displayed.
2. Press the **REMOVE WAYPOINT** soft key. The waypoint is removed from the route and the route is re-numbered.

Note: *You can remove the last waypoint from a route, as described in **Adding/Removing Waypoints at the End of the Route** above.*

- If the route has not been saved, the waypoint is erased.
- If the route has been saved, the waypoint remains on the screen, but is no longer in the route.

Reversing the Route

This option enables a return route to be generated from an existing route which is then followed in reverse order, with waypoints renumbered accordingly.

► To reverse the current route either:

- Press the **ROUTE** soft key followed by **MORE**.
 - i. Press **REVERSE ROUTE**.
 - ii. Press **CLEAR** to return to the default soft key display.

or...

- Move the cursor over a route leg until the letters **RTE** appear; the route soft keys are displayed.
 - i. Press the **REVERSE ROUTE** soft key; the current route is reversed on the screen and the waypoints are renumbered accordingly.
 - ii. Press **CLEAR** to return to the default soft key display.

3.5 Following Routes and Going to Waypoints

The default GOTO soft key accesses the functions to follow a route and Goto a waypoint or cursor. When a target destination is selected, the GPS Plotter calculates bearing, distance and cross track error (XTE). This information can be shown on screen and is sent on SeaTalk and NMEA for use by an Autopilot or display on a compatible SeaTalk or NMEA repeater. You can also restart the XTE from the vessel's position and set XTE to zero at that point.

When the GPS Plotter is following a route, the target destination is indicated by a square around the waypoint and a dotted line shows the intended track, from your start point or previous waypoint, to the target waypoint.

This section describes the following:

- Go to an individual target point (an existing waypoint or the cursor).
- Follow a route either forward, or reversed.
- Joining a route at a selected waypoint, advancing to waypoints or restarting XTE.
- Stop and Restart Follow/Goto.
- Target Point Arrival

An alarm is triggered when approaching a waypoint. This section describes what occurs when arriving at waypoints. *Chapter 4* describes how to set the alarm.

The GPS Plotter can also display the vessel's actual track which can be recorded for later display. The Track function is described in *Section 3.7, Using Tracks*.

- To access the Goto/Follow soft keys, press the GOTO default soft key; the GOTO soft keys are displayed as shown in *Figure 3-39*.

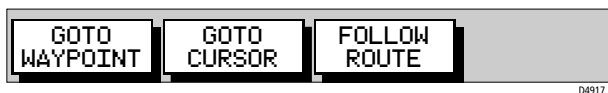


Figure 3-39: GoTo Soft Keys

Note: The soft keys differ if a follow or goto is already in progress.

Going To an Individual Target Point

Rather than following a route, you can go directly to a selected target point. This can be an existing waypoint (not in the current route) or the cursor position.

- To navigate directly to an existing waypoint:
 1. Select the waypoint from the Waypoint List as described in *Section 3.3*.

or...

Using the trackpad, position the cursor over the required waypoint until the letters **WPT** and the waypoint soft keys are displayed as shown in *Figure 3-23*

 2. Press the **GOTO WAYPOINT** soft key.
Navigation to the selected waypoint begins. The soft key **STOP GOTO** is displayed.
 3. To return to the default soft key display, move the cursor away from the waypoint or press **CLEAR**.
- To navigate directly to the cursor position:
 1. Use the trackpad to position the cursor as required.
 2. Press the **GOTO** default soft key, followed by **GOTO CURSOR**.
If navigation is currently in progress you are warned **ALREADY FOLLOWING ROUTE. CANCEL ROUTE AND GOTO CURSOR?**
 - i. To cancel the **GOTO CURSOR** operation, press **NO**.
 - ii. To continue with the **GOTO CURSOR** operation (and stop the current **GOTO ROUTE**), press **YES**.

A temporary waypoint is placed as the target and navigation starts towards it. The waypoint is shown as a square with a circle and dot at its centre and is connected to the vessel's starting position with a dashed line.

The **STOP GOTO** soft key is displayed.

Note: *The temporary waypoint is not added to the Waypoint List. When the **GOTO** is complete or is stopped, the temporary waypoint remains on the plotter screen until either another **Goto** or **Follow** is started or it is removed.*
 3. To return to the default soft key display, move the cursor away from the waypoint or press **CLEAR**.

Follow a Route

Note: *The current route may have been created on this display unit, or created on another unit and received on this display via SeaTalk. If a route has been reversed, or if a route on screen was being followed but stopped before completion, the target waypoint, outlined by a square box, may be different to that when the route was created. **Always check the target waypoint before initiating a Follow Route action.***

► To follow the current route:

1. Press the GOTO default soft key to display the Goto/Follow soft keys (*Figure 3-39*).

or...

Place the cursor over a route leg until the letters RTE and the route soft keys (*Figure 3-35*) are displayed.

2. Press the FOLLOW ROUTE soft key.
Your vessel's current position becomes the origin and the target waypoint in the current route becomes the active target; the soft keys are displayed as shown in *Figure 3-40*.



Figure 3-40: Follow Route Soft Keys

► To follow the current route in reverse using the soft keys:

1. Reverse the route as described in *Reversing the Route* on page 3-34.
2. Press the GOTO default soft key; the Goto/Follow soft keys are displayed.
3. Press the FOLLOW ROUTE soft key.

► To follow the current route in reverse using the cursor:

1. Place the cursor over the route leg until the letters RTE and the route soft keys are displayed.
2. Press REVERSE ROUTE then FOLLOW ROUTE.

Other Follow Route Options

You can use the soft keys to follow a route from a selected waypoint (Join a route), or if already following, you can advance to the next waypoint. You can also restart the cross track error (XTE), setting the current vessel position as the new origin.

In addition, you can move a selected waypoint as described in *Section 3.3*, or remove a waypoint from the route as described in *Section 3.4*.

Note: You cannot remove a waypoint from a route if it is the target.

Joining a Route

- To start following the current route at a selected waypoint:
 1. Move the cursor over the required route waypoint until the letters **WPT** and the waypoint soft keys are displayed.
 2. Press the **FOLLOW FROM HERE** soft key.
Your vessel follows the route, using the selected waypoint as the target point.
 3. To return to the default display, move the cursor away from the waypoint or press **CLEAR**.

Advancing to a Waypoint

When you are following a route, you can advance to the next waypoint, even if you have not reached the current target waypoint:

- To advance to a waypoint:
 1. Press the **GOTO** default soft key to display the Goto/Follow soft keys.
 2. Press the **WAYPOINT ADVANCE** soft key. The current leg of the route is abandoned and the next waypoint becomes the target. The display is updated to show the new route leg.

Note: *You can advance past the end of a route back to the start.*

Restart Cross Track Error (XTE)

Whilst following a route or going to a target point, you can restart the XTE. This sets the XTE to zero and moves the origin to the actual vessel position.

Restarting XTE is useful if you find the vessel off track and prefer to go straight to your target, rather than going back to the original track.

- To restart XTE:
 1. Press the **GOTO** default soft key, the Follow/Goto soft keys are displayed.
 2. Press the **RESTART XTE** soft key. The route origin moves to the vessel's current position, resetting the XTE to zero.

Stop Follow or Stop Goto

- To stop following the route or target point either:
 - If necessary, press the **GOTO** soft key, then press the **STOP GOTO/FOLLOW** soft key
- or...

- Move the cursor over any waypoint or leg in the current route, then press the STOP GOTO/FOLLOW soft key.

The dotted line from your vessel to the target waypoint disappears.

If you subsequently use the FOLLOW ROUTE soft key to restart navigation, the route is followed from the point at which it was stopped. This is indicated by a square around the target waypoint. If you want to follow from another waypoint you can initiate the follow then use the WAYPOINT ADVANCE or FOLLOW FROM HERE soft key to step through the route.

Target Point Arrival

You can set up target alarms (see *Alarms & Timers* on page 3-47) to alert you when the vessel is approaching the target point. The arrival alarm is defined as an invisible circle, with a specified radius, around the target.

The alarm is triggered when either of the following conditions is met:

- The distance to the target point is less than that specified for the Arrival alarm.
 - Your vessel reaches the closest point of approach to the target (defined by an imaginary circle around the waypoint).
- To cancel the Arrival alarm and go towards the next waypoint in the route, either:
- Press any key
- or...
- Wait for 10 seconds.

If another leg exists, the target becomes the origin, the next waypoint becomes the target point and the two are connected by a dotted line indicating the current leg. This does not occur for a single point Goto. Any previous route leg is removed from the screen, but waypoints remain.

Note: *When following a route using a SeaTalk autopilot, the autopilot will not turn to the new waypoint until it is accepted at the autopilot control unit.*

3.6 Transferring Waypoints and Routes

Displayed SeaTalk Waypoints

In an integrated system, when a route is made current on any SeaTalk equipment it is sent to all other SeaTalk equipment. This route will override any other current route. When GOTO waypoint or GOTO cursor is in operation it is considered a route.

The current route can be edited on any equipment with route edit capability.

Note: *Waypoints transferred as part of a route are not automatically saved by the unit; however you can save the route locally, thus adding the waypoints to the local Waypoint List.*

Transferring Database Lists

Database lists can be transferred between units by various means. The method you choose will depend on the links available (SeaTalk or NMEA) and whether you want to transfer individual waypoints or the complete Waypoint and Route List:

- You can receive waypoints that are transmitted by other equipment on SeaTalk or NMEA.

When this option is selected, any waypoints received on SeaTalk or NMEA are transferred and appended, one-by-one, to the Waypoint List. Routes received on NMEA are appended to the Route List. You can use this function to add waypoints from a PC connected via NMEA.

- You can send the Waypoint **and** Route Lists from the display unit to other instruments via NMEA using the SEND WPT LIST function. Sending the Waypoint List does not affect **current** routes. The NMEA link could be to a PC.

Receiving Waypoints from Other Equipment

► To receive incoming waypoints on SeaTalk or NMEA:

1. Display the Waypoint List by pressing **MARK** followed by the WAYPOINT LIST soft key.
Press the WAYPOINT TRANSFER soft key.
2. Press the soft key RECEIVE WPTS FROM ST/NMEA; the soft key changes to STOP RECEIVING WAYPOINTS.

When waypoints are transmitted by other equipment they are added to the Waypoint List on the display unit. Routes transmitted on NMEA are appended to the Route List.

3. To disable waypoint transfer, press the soft key STOP RECEIVING WAYPOINTS.

Alternatively, press **CLEAR** twice to close the Waypoint List.

Note: *Where multiple waypoints have the same position, the last waypoint sent is the only one included in the Waypoint List.*

Sending Waypoints to Other Equipment

► To send the Waypoint List on NMEA:

1. Display the Waypoint List as previously described, then press the WAYPOINT TRANSFER soft key.
2. Press the SEND WPT LIST ON NMEA soft key; the soft key changes to STOP SENDING WAYPOINTS.

The Waypoint and Route Lists are transmitted from the display unit to other equipment on NMEA.

3.7 Using Tracks

The Track function is used to mark, on-screen, the trail that your vessel has followed, as though it had left a visible fixed wake.

While Track is on, it is recorded in memory as the Current Track and is retained following a POWER OFF/ON. You specify the interval at which track points are created and a line is drawn on-screen between each point. The current track remains on-screen until you clear the track.

Breaks in the track will be caused when any of the following occur for longer than the specified interval: the track is switched off then on; the GPS fix is lost; the plotter is switched off.

Using the *SmartRoute* function, a track (or the last segment of a track with breaks) can be converted to and saved as a route which is automatically reversed, ready for use as your return voyage, see *SmartRoute* on page 3-44.

A total of 4500 track points can be saved, in up to five track files (each containing a maximum of 750 points).

The Current Track can be saved, named and retrieved for display at a later date. For example, you may wish to display a previous track and place waypoints along it that you can follow. You can only display one track at a time; you must clear a current track from the screen if you want to display a saved track.

This section describes how to:

- Set up a track and specify the Track Point interval.
- Clear the Current Track.

- Manage tracks using the Track List, including Saving, Naming, Erasing and Showing a track.
- Convert the current track to a route.

Setting Up a Track

The track soft keys are used to switch the Track on and to specify the interval at which track points are placed. The time interval between track points can be set to 1s, 5s, 10s, 30s, 1min, 3min, 5min, 10min or 30minutes. The distance spacing between track points can be set to 0.1nm, 0.5nm or 1.0nm. The maximum track length is 750 points per track. When this limit is reached, track points continue to be placed, but the oldest points start to be overwritten. Track points continue to be placed until TRACK OFF is selected. When the unit is powered off, the current track (thus far) is retained in memory.

Setting a short time interval between track points is best suited to navigation within a close or complex environment, eg. an estuary or marina whereas, in contrast, a greater distance interval is best suited to a long haul voyage.

Refer to the setting guide shown in *Figure 3-41* to determine the best setting for your planned voyage; this is particularly important if you wish to use *SmartRoute* to convert your track to a route.

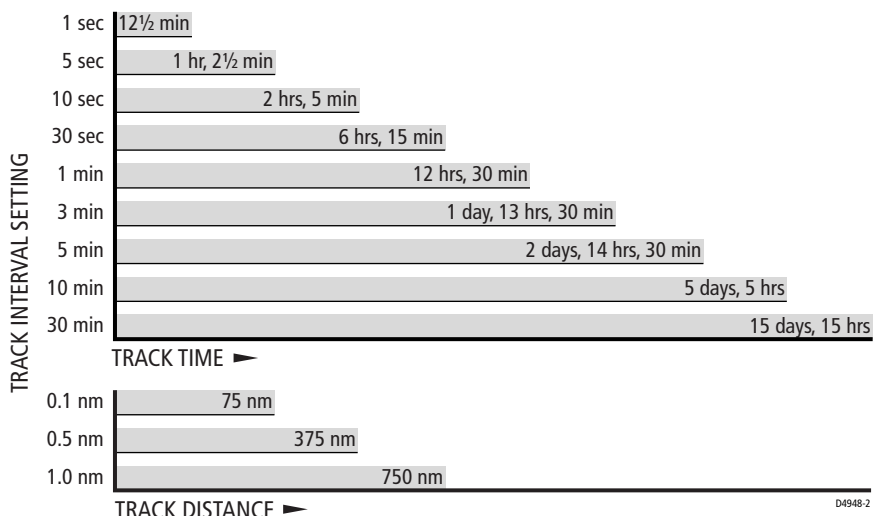


Figure 3-41: Track Interval Setting Guide

You can change the setting at any time. The setting applies only to the current track and is not saved as a stored track.

Note: Track points are not ‘wasted’ when the vessel is stationary as there is a minimum distance separation, even when using a time interval setting.

► To set up a track:

1. From the plotter display, press the **MENU** key to display the set up soft keys as shown in *Figure 3-42*.



Figure 3-42: Set Up Soft Keys

2. Press the TRACK SETUP soft key to display the first level Track soft keys as shown in *Figure 3-43*:



Figure 3-43: First Level Track Soft Keys

3. Press the MORE... soft key to display the second level Track soft keys as shown in *Figure 3-44*.



Figure 3-44: Second Level Track Soft Keys

4. Press the appropriate TRACK INTERVAL up/down soft key to set an appropriate TIME or DISTANCE interval.
5. Press **MORE** to return to the first level Track soft keys.
6. Press the TRACK OFF ON soft key to toggle tracks on/off.
Your vessel's trail will be displayed on-screen, with a line joining the points at the selected interval.
7. To return to the default soft key display, press **CLEAR**.

Clearing the Current Track

You can clear the current track from the screen. When you select CLEAR TRACK, if the current track has not been saved, you have the option of saving it.

► To clear the current track:

1. Press the CLEAR TRACK soft key.
2. If the track has not been saved, the SAVE TRACK soft keys are displayed.

- i. To clear the track without saving it in the Track List, press **NO**.
- ii. To save the track in the list, press **YES**.

The **NAME TRACK** soft keys are displayed and you should continue as described in *Saving and Naming the Current Track* below.

The current track is cleared from the screen.

3. To return to the default soft key display, press **CLEAR**.

SmartRoute

SmartRoute enables the current track, or last segment of a track with breaks, to be converted to a route.

- To convert the current track into a route:

1. Select **MAKE INTO ROUTE** and press **ENTER**.

The current track/last segment is converted to a new route, with the most recently placed track point as the start of the route, ie. the track is reversed.

If there is an unsaved current route on screen, the option to save the route is given, see *Section 3.4, Working with Routes*.

2. Check the route and, in particular, that the route deviation from the original, given in the warning box, is within navigable limits.

Managing Tracks

It is a straightforward task to set up a Current Track which is retained even if you switch off your display unit. In addition, up to five different tracks can be saved so that you can use them at a later date. This section explains how to perform the following tasks:

- Save and name the Current Track.
- Name, Erase and Show a previously saved track.

Saving and Naming the Current Track

Up to five named tracks can be held in the Track List. These tracks can be retrieved at a later date.

- To save and name the current track:

1. Press the **TRACK LIST** soft key. The track list pop-up and associated soft keys are displayed.
2. The next available entry on the track list is highlighted. If required, use the trackpad to select an alternative position in the list; this can be a blank slot, or an existing track that you no longer require.
3. Press **SAVE TRACK**. The Name Track soft keys are displayed as shown in *Figure 3-45*.

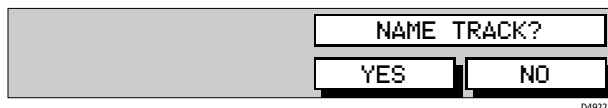


Figure 3-45: Name Track Soft Keys

4. To name the route press the **YES** soft key.
 - i. Use the trackpad left/right to select the character you wish to edit and the trackpad top/bottom to change the character.
 - ii. Press **ENTER** to finish and clear the Track List.
5. To save the unnamed track, press the **NO** soft key to clear the list. The track is saved and is listed as **TRACK NOT NAMED**.
6. Press **ENTER** to finish and clear the Track List.
7. To return to the Track soft key display, press **CLEAR**.
8. To return to the default soft key display, press **CLEAR** again.

Naming, Erasing and Showing a Track

- To name an existing track, erase a track or show a track:
1. Press the **TRACK LIST** soft key; the Track List is displayed.
The highlight indicates the selected track.
 2. Using the trackpad top/bottom, select the required track and press the **SAVE TRACK**, **NAME TRACK** or **ERASE TRACK** soft key.
 3. To **NAME** a track, use the trackpad left/right to select the character you wish to edit and the trackpad top/bottom to change the character.
 4. Press **ENTER** to finish the operation or **CLEAR** to cancel the name.
 5. To **ERASE** a track you are prompted to confirm:
 - i. Press **NO** to cancel the operation, then **ENTER** if you wish to remove the Track List.
 - ii. Press **YES** to erase the track from the Track List, then **ENTER** to remove the Track List.
 6. If you select **SHOW** a track when a current, unsaved track is displayed, you are prompted to save the current track. Proceed as described in *Clearing the Current Track* on page 3-43 or press the **NO** soft key to cancel the operation.
The Track List is removed and the selected track is displayed.

3.8 Man Overboard (MOB)

If a person or object is lost overboard, use the Man Overboard (MOB) function to return to the location immediately.

Note: To obtain an MOB position, you need either of the following:

- Position data from the GPS antenna.
- Heading and speed data, so that the position can be calculated by dead reckoning.

Select the type of data used for the MOB position by means of the Set Up Menu (see *Chapter 4*).

- To initiate the MOB procedure, press and hold the **MARK** key for two seconds.

The display unit performs the following tasks automatically and the plotter screen is updated accordingly:

- Switches the range scale to 1/2 nm.
The MOB waypoint symbol replaces any current active waypoint and route.
- Displays the MOB data box, showing the bearing and distance from your vessel to the MOB waypoint position and the elapsed time since the MOB was initiated.
- As the vessel moves away from the MOB position, a dotted line is displayed connecting the MOB position with the vessel's current position.

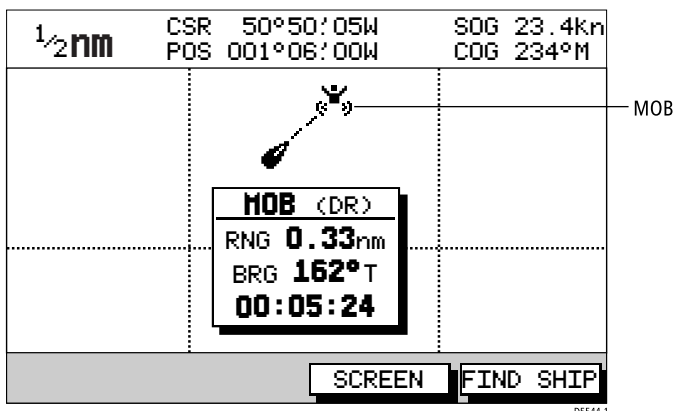


Figure 3-46: MOB Display (Plotter Screen)

- Sounds a 4-second alarm pattern every 30 seconds.
- Sends an MOB message to other units in the system, via the SeaTalk connection.

- Replaces all current waypoint data with MOB data.
- To cancel the MOB, press and hold the **MARK** key for 2 seconds. The chart is re-drawn at its previous scale, and the MOB symbol and data box are removed.

Note: *The MOB procedure can also be initiated or cancelled remotely from other Raymarine equipment connected via SeaTalk.*

3.9 Alarms & Timers

The Plotter reports the following alarms which are set using the **ALARMS** key as detailed in *Table 3-1*.

Table 3-1: Alarm and Timer Definitions

Alarm	Indicates
Arrival	Your vessel has arrived at the active waypoint: it has either reached the arrival circle (the radius of which is specified) or, has reached its closest point of approach (defined by a line passing through the waypoint and the perpendicular to the route leg).
Off Track	Your vessel has exceeded the specified distance (maximum cross track error) from the active route leg.
Anchor	Your vessel has drifted from its anchor position (set when the alarm was turned on) by more than the specified distance.
Countdown	The countdown timer has reached zero.
Alarm Clock	The time matches the specified alarm time.

Use the **ALARMS** key menu to set alarms on or off and set their limits.

When an alarm is triggered, the alarm buzzer sounds and a pop-up window describing the alarm is displayed.

- To silence the alarm and clear the message, press any key.
- If the alarm was generated by the Plotter, the appropriate action is taken. For example, following an arrival alarm, the next route leg is activated.

External Alarms

All SeaTalk system alarms (except autopilot alarms) are received and displayed on the Plotter. You can silence these alarms by pressing any key; no other action is taken by the Plotter except to silence the alarm.

Setting Alarms and Timers

- To set up an alarm or timer:

Press the **ALARMS** key. The Alarms Set Up list is displayed, showing the current settings as shown in *Figure 3-47*.

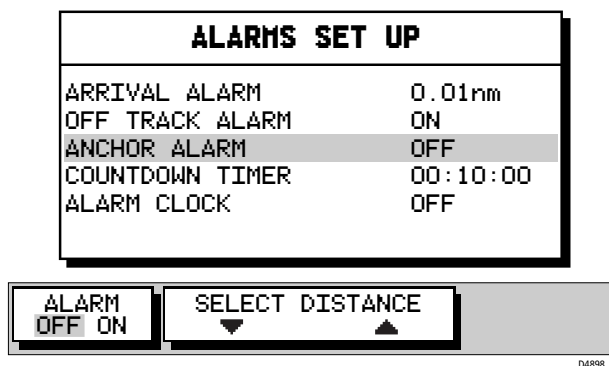


Figure 3-47: Alarms Set Up Menu

1. Use the trackpad up/down to navigate through the list. As each line is highlighted, the soft keys are updated to show the current settings and controls, as shown in *Figure 3-47*.
2. Use the up/down arrow soft keys to change the alarm value. For example, in the case of the arrival alarm, adjust the radius around the waypoint at which you require the arrival alarm to be triggered.
3. Alarm distances are set in the range 0.01nm to 9.99nm, in steps of 0.01nm. The countdown timer is set in hours and minutes. The alarm clock is set in hours and minutes.
4. If required, press the **ALARM OFF ON** soft key to toggle the alarm on or off. If you turn an alarm off, its value is retained and will be used when you turn the alarm on again.

Note: All alarms and timers can be switched on and off, except for the Arrival Alarm which is always on.

5. Press **ENTER** to save the changes and clear the menu.

3.10 Cursor Echo

In a plotter display, or in a system with any plotter display connected via Seataalk, you can set the display to enable cursor transfer. Cursor echo is accessed from the Set Up Menu and enables the display of a plotter cursor on other equipment, or another equipment's cursor on the plotter display. Refer to *Chapter 4* to set up cursor echo.

Note: *Waypoints placed at the cursor are placed at the local cursor position. The following options are provided:*

- **Remote Radar, Plotter or Chart Cursor (SeaTalk):** displays the cursor from a radar, plotter or chart display connected via SeaTalk.
- **Cursor Out:** outputs the display's cursor to the SeaTalk bus.

When the appropriate option is switched on, the display shows both its own cursor and that of the other display. The other display's cursor has the letters RDR or CHT appended to it, indicating its origin. This means that you could move the cursor over a target on your Pathfinder radar display and check the identity of the target by looking at the radar cursor position on the plotter.

Chapter 4: Setting Up the GPS Plotter

4.1 Introduction

When you have installed your system and are familiar with its basic operation, you may wish to set it up to operate according to your requirements and display information according to your preferences.

This is achieved using the Set Up controls which are displayed when you press the **MENU** key. These settings can be changed at any time.

When you have set your preferences, they are retained until you reset them; they are retained even when the unit is powered off.

This chapter provides instructions for displaying and changing the factory default values to your preferences.

The set up parameters are divided into four sections:

- **System**, controlling overall functionality.
- **Plotter**, controlling the plotting functions, including waypoint information and vectors.
- **Track**, detailed in *Using Tracks* on page 3-41.
- **GPS**, displaying the GPS Navigation Status, selecting the GPS Fix Mode or setting up a Differential GPS (DGPS).

The following sections list the parameters, their possible settings and describe the function of each parameter in turn.

4.2 Changing the Set Up Parameters

► To set the default parameters:

1. Press the **MENU** key to display the Set Up soft keys shown in *Figure 4-1*. The options available depend upon the current operating mode; the full range of options is shown when in Plotter Mode.



Figure 4-1: Set Up Soft Keys

2. Press the soft key corresponding to the Set Up you require.
The requested Set Up menu is displayed, listing the parameters and their current settings.
3. Use the trackpad up/down to move the highlight through the list.
Arrows are displayed at the top/bottom right-hand corner if you can scroll the list to display further parameters.
As each line is highlighted, the soft keys are updated to show the settings available.
 - For parameters that have a numeric value, or more than four possible settings, a scroll list is displayed above two of the soft keys.
 - Some parameters are controlled by an adjustable slider that is displayed above two of the soft keys.
 - For some parameters, a soft key provides access to a sub-menu of further options.
4. Press the soft key corresponding to the desired setting or, for scroll lists, use the soft keys to scroll forwards or backwards through the list until the required setting is highlighted. This setting is retained when you move the selection bar on to the next parameter in the menu list.
5. When all the required values have been set, press **ENTER** to implement the changes and return to the set up soft keys.
6. Press **CLEAR** to clear the soft keys and return to the default display.

You can return all the settings to their original factory settings, if required, by performing a reset as described in *Chapter 6*.

4.3 System Set Up Parameters

The System menus and their options are listed in *Table 4-1*. It also shows the factory default setting and provides a space to make a note of the new default setting. Each parameter is described in the following subsections.

Table 4-1: **System Set Up Parameters**

Menu	Options	Factory Default	New Default
BEARING MODE	MAGNETIC or TRUE	TRUE	
CURSOR REFERENCE	MAG/TRUE or RELATIVE	RELATIVE	
CURSOR READOUT	OFF LAT/LONG RNG/BRG BOTH	RNG/BRG	
DAY/NIGHT	DAY or NIGHT	DAY	
HELP	OFF or ON	ON	
SOFT KEYS	OFF or ON	ON	
KEY BEEP	OFF or ON	ON	
MOB DATA	DR or POSITION	DR	
PILOT POP-UP	OFF or ON	OFF	
MENU TIME-OUT PERIOD	NO TIMEOUT 10, 20, 30 SECONDS	NO TIMEOUT	
DISTANCE UNITS	NAUTICAL MILES STATUTE MILES KILOMETRES KILOYARDS	NAUTICAL MILES	
SPEED UNITS	KNOTS MILES PER HOUR KM PER HOUR	KNOTS	
DEPTH UNITS	METERS FEET FATHOMS	FEET	
TEMPERATURE UNITS	CENTIGRADE FAHRENHEIT	FAHRENHEIT	
VARIATION SOURCE	AUTO or MANUAL	AUTO	

Table 4-1: **System Set Up Parameters** (Continued)

Menu	Options	Factory Default	New Default
NMEA-OUT SET UP	OFF or ON (for each sentence)	ON (all)	
CURSOR ECHO	RADAR CURSOR IN - OFF/ON CHART CURSOR IN - OFF/ON SEATALK CURSOR OUT - OFF/ON	OFF OFF OFF	
DATE FORMAT	DD/MM/YY MM/DD/YY	MM/DD/YY	
TIME FORMAT	12 HOUR 24 HOUR	12 HOUR	
TIME OFFSET	UTC, or local offset value: Plus or minus up to 13 hours, in whole hours	UTC	
GPS SOURCE	MASTER or REPEATER	MASTER	
GPS SOG/COG FILTER	HIGH, MEDIUM or LOW	MEDIUM	
NMEA INPUT	NMEA or RTCM	NMEA	
LANGUAGE	English (UK), English (US), Danish, French, German, Dutch, Icelandic, Italian, Norwegian, Portuguese, Spanish, Swedish, Finnish	English (US)	
SIMULATOR	OFF or ON	OFF	

Bearing Mode

This is the mode (magnetic or true) of all the bearing and heading data displayed as indicated in the status bar.

Cursor Reference

The mode of the bearing data displayed for the cursor readout. The bearing information can be displayed in either of two forms:

- **Relative:** The bearing relative to your vessel’s heading.
- **Mag/True:** The actual bearing in either degrees magnetic or degrees true. This option is only available if you have heading data from a compass.

If you choose this mode, the selection you made for the previous parameter (Bearing Mode), °M or °T, is displayed in the cursor

(RNG/BRG) data boxes. The current units are shown for the heading value in the status bar.

Cursor Readout

This option controls whether the cursor data is shown in latitude and longitude or in range and bearing. Alternatively, you can show both types of readout, in separate boxes, or turn the cursor data box off.

You can also turn the cursor readout box(es) on and off during normal operation, via the SCREEN default soft key (see *Chapter 2*).

Day/Night

This option allows you to change the target presentation between DAY and NIGHT modes.

In normal day presentation, black targets are displayed on a white background. If NIGHT presentation is selected, the image is reversed, so that white targets are shown on a black background to reduce the intensity of the image.

Help

When Help is set to ON, a prompt appears in place of the status bar when selecting a soft key or menu choice and when using the context-sensitive cursor. The help message is cleared when an action is selected.

Soft Keys

When the Soft Keys option is set to ON, the default soft keys are displayed if no other operation is in progress.

When the Soft Keys option is set to OFF, the default soft keys are only displayed when a soft key is pressed and they disappear if no operation is performed for 10 seconds.

Key Beep

This option controls whether or not the keys sound when pressed.

Note: *The alarms continue to sound.*

MOB Data

This option controls whether MOB data is based on GPS data, or on dead reckoning (DR). Dead reckoning normally provides a better indication of the course to an object in the water, on the assumption that your vessel and the object are both subject to the same tide and wind effects.

Autopilot Pop Up

This option controls whether or not the autopilot pop up is displayed. When set to ON, if the status and locked heading of the autopilot changes, they are displayed in a pop up box. The box is removed from the display after two seconds.

When Autopilot Pop Up is set to OFF, the pop up box disabled.

Menu Timeout Period

With no time-out set, menus and soft key labels remain displayed until you clear them by pressing **ENTER**, **CLEAR** or the appropriate dedicated key.

Units

You can set the units for speed, depth and temperature. The units set will be used to display all data, including information received from other instruments on the system. However, the distance units do not affect the instrumented range of the display, which is always in nautical miles.

Variation Source

The variation value is the difference between True and Magnetic direction data for heading or bearing values. The Variation Source option provides soft keys for selecting Auto or Manual variation mode, displays the current variation value for each and highlights the currently selected mode.

Auto Mode

If Auto mode is selected, the value of variation is obtained automatically, normally from received data. The variation value that is used depends on the data available, and is selected in the following order of priority:

1. Variation value from the same source as the heading data:
If heading data is being taken from NMEA, then variation is also taken from NMEA.
If heading is taken from SeaTalk, then SeaTalk variation is used.
2. Variation value from a different source:
If heading data is being taken from NMEA, but no NMEA variation is available, then variation is taken from SeaTalk.
If heading is taken from SeaTalk, but no SeaTalk variation is available, then variation is taken from NMEA.
3. A calculated variation value, using position data, if no SeaTalk or NMEA value is available.

4. The current manual variation value, if no SeaTalk or NMEA value and no position data is available.

Manual Mode

If MANUAL mode is selected, by pressing either of the MANUAL soft keys, the local variation value can be specified according to the area in which you are operating. Press the appropriate MANUAL soft key to adjust the variation up or down, to a maximum of 30° East or West.

This value is then transmitted to any other SeaTalk instruments on your system. It is retained if you turn the display off and on again.

In Manual mode, incoming NMEA variation is ignored. However, if the variation is changed on another SeaTalk instrument, the new value is used and the manual value that is displayed is updated.

Note: *The Manual variation value defaults to 0°, so it is important to set up a value if variation is not available from an external source.*

NMEA OUT Set Up

Each NMEA sentence can be set to either OFF or ON individually. The factory default is ON for each sentence.

Cursor Echo

You can set up your system so that radars, plotters and chartplotters connected via SeaTalk can display each other's cursors.

Press the CURSOR ECHO soft key to display the cursor transfer soft keys. The following options can be toggled ON or OFF:

- **Radar Cursor In:** displays the cursor from another radar on the plotter display or chart window (default - OFF).
- **Chart Cursor In:** displays the cursor from another plotter or chartplotter (default - OFF).
- **SeaTalk Cursor Out:** enables the output, onto SeaTalk, of the display's own cursor (default - OFF).

Note: *The remote display must have SeaTalk Cursor Out enabled.*

If you set the options to OFF, no cursor echo information is displayed.

Date and Time Settings

Set your preferred date format (DD/MM/YY or MM/DD/YY) and time format (12 or 24 hour). If you wish to display local time, use the soft keys to change from UTC to the required time offset. This can be up to ± 13 hours, in hourly steps.

GPS Source

The Raynav 305 GPS Plotter includes a built-in GPS receiver. However, it is possible to use GPS data from another GPS receiver connected via SeaTalk or NMEA.

This option allows you to specify the source of the GPS data. Select MASTER to use the built-in GPS receiver, or REPEATER to use external GPS data. The factory default is MASTER.

GPS SOG/COG Filter

Select the SOG/COG filter setting as required. This can be set to HIGH, MEDIUM or LOW. The factory default is MEDIUM.

The velocity vectors calculated from the GPS Signal give an instantaneous measure of speed and direction of the GPS antenna. The COG and SOG can therefore seem erratic under certain conditions. For example, when a vessel is moving slowly through rough seas, the antenna moves from side to side as well as in the direction of the vessel.

The SOG/COG filter averages the velocity vectors to compensate for the oscillating motion of the vessel, giving a clearer indication of the vessel's course and speed.

Slow moving vessels, or vessels sailing in rough seas will benefit from a high setting, whereas a power boat that can quickly change speed and direction will benefit from a low setting.

The filter does not affect the calculation of the GPS position.

NMEA Input

Select the NMEA input setting as appropriate. This can be set to either NMEA or RTCM. RTCM input is 4800 baud only.

Language

Select the language in which you wish information to be displayed. The selected language will be used for screen text, labels, menus and options, but will not affect the letters displayed by the context-sensitive cursor.

The language setting also affects the display format for lat/long position information.

Simulator

The simulator allows you to operate your Plotter without data from the antenna and/or external data sources. When the simulator is switched on, a SIMULATOR data box is displayed during operation, showing that simulation has been selected.

4.4 Plotter Set Up Parameters

The PLOTTER SET UP option allows you to set up the Plotter according to your system configuration and your personal preferences.

The following table lists the Plotter Set up parameters and their options, shows the factory default setting and provides a space for you to make a note of your new default setting. Each parameter is described in the following subsections.

Table 4-2: **Plotter Set Up Parameters**

Parameter	Options	Factory Default	New Default
CUSTOMISE PLOTTER	See below for details		
CHART ORIENTATION	NORTH UP COURSE UP HEAD UP	NORTH UP	
WAYPOINT SYMBOLS	OFF ON POINTS ON ALL	ON ALL	
WAYPOINT NUMBERS	OFF ON	ON	
DEFAULT WAYPOINT SYMBOL	Fish, skull, X or anchor symbol	X	
HEADING VECTOR	OFF, 3 MINS, 10 MINS INFINITE	OFF	
COG VECTOR	OFF, 3 MINS, 10 MINS INFINITE	OFF	
TIDE VECTOR	OFF, 10 MINS, 1 HOUR INFINITE	OFF	
DATUM SELECTION	WGS 84, LOCAL	WGS 84	
POSITION OFFSET SETUP	OFF ON	OFF	

Chart Orientation

The plotter orientation is normally North Up, but can be changed to Course Up or Head Up if heading data is available. The orientation modes give the following displays:

- **North Up:** The screen is displayed with north upwards. As you change heading, the ship's heading marker moves. This is the default mode and is the only mode available if there is no heading data.
- **Course Up:** The plotter is stabilized and displayed with the currently selected course upwards. If you select a new course, the picture rotates to display the new course upwards.

The reference used for the Course Up depends on the information available. The first available in the following is used:

- A locked heading over a SeaTalk connection
- The heading at the time Course Up was selected

To update the Course Up reference whilst Course Up is the current mode, re-select Course Up from the set up menu.

- **Head Up:** The display shows the vessel's current heading upwards. As the heading changes the image will rotate.

Waypoint Symbols

This setting controls whether or not the waypoints are shown on the display, with their appropriate symbols. The active waypoint, and waypoints in the current route, are always shown.

Waypoint Numbers

This setting controls whether or not the waypoint numbers are shown for any waypoints in the current route.

Default Waypoint Symbol

This setting provides a selection of symbols for the default waypoint display.

Vectors

Heading, Tide and Course Over Ground vectors can be displayed as a line from your vessel. The length of the vector is determined by your choice of SOG and the time period. An infinite vector extends to the edge of the screen.

- **Heading Vector** indicates your current heading.
- **COG Vector** indicates your course over ground.
- **Tide Vector** indicates the tide set. Tide information is calculated from the speed through water, compass heading plus COG and SOG.

Datum Selection

You can select either WGS 84 or LOCAL datum. In LOCAL mode, you are presented with a Datum Names list. Use the trackpad up/down to scroll through the list; press **ENTER** to select the option and close the menu.

Note: *When the datum (reference grid) is changed, the geographical position of waypoints remains constant. However, the latitude/longitude values change as a result of their having been calculated from a different datum. When adding waypoints numerically to the waypoint list, or via SeaTalk, NMEA, it is important that they are referenced to the same datum in which the display is to be operated.*

Position Offset

You can offset the vessel position to allow for differences between the GPS and paper chart data. This may be useful if you are using a datum that is not available on the Chartplotter, or if you are referring to a paper chart drawn to unknown datum.

You can change the offset by moving the cursor to the known vessel position. This offset is applied to all incoming position data. The default offset value is zero.

When position offset is switched on, all displayed vessel position data is annotated (C) to indicate it has been corrected.

To switch the position offset on/off:

Select the POSITION OFFSET option, then press the OFFSET OFF ON soft key to toggle the option on/off. The last selected offset value is added to position data and the vessel is displayed at the corrected position.

To set a new offset value:

Select the POSITION OFFSET option, then press the SET UP OFFSET soft key. If necessary, position offset is automatically toggled on.

Use the trackpad to move the cursor to the required vessel position; the cursor position is displayed in a position offset data box.

Press the ACCEPT OFFSET soft key, the vessel is displayed at the new position. Press **ENTER** to return to the default display.

To set the offset value to zero:

Select the POSITION OFFSET option, then press the SET UP OFFSET soft key. Press the CANCEL OFFSET soft key. The position offset value is set to zero.

4.5 GPS Set Up

The GPS set up page provides information for the status of the tracked navigation satellites plus HDOP and satellite Fix Status. It also provides the ability to set up a Coastal GPS by manually retuning it to a different differential beacon.

- To select GPS Set Up:
1. Press the GPS SET UP soft key to display the GPS Navigation Status screen with associated soft keys as shown in *Figure 4-2*:

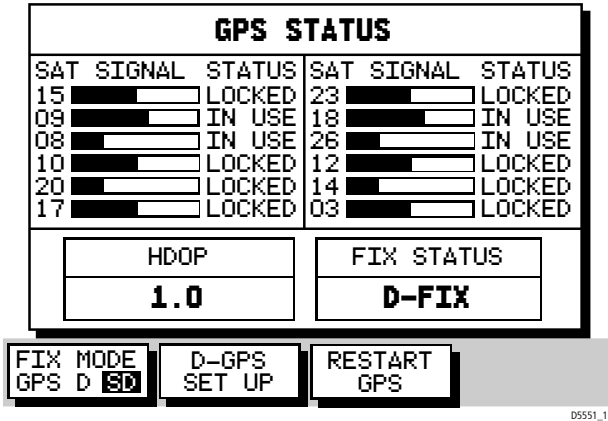


Figure 4-2: GPS Status Screen

The GPS Navigation Status screen provides, for each tracked satellite, the satellite number, a graphical signal strength bar and its current usage status. Data for up to 12 satellites are shown.

Positional accuracy is dependent upon certain parameters; in particular for GPS, the azimuth and elevation angles are used in a triangulation process to calculate position. HDOP (Horizontal Dilution Of Position) is a measure of this accuracy; a higher figure signifies greater error. In ideal circumstances, the figure should be in the region of 1.0. The Fix Status can indicate:

- FIX, where a satellite fix has been acquired.
- D-FIX, where a differential beacon fix has been acquired.
- SD-FIX, where a satellite differential fix has been acquired.
- NO FIX, where no fix can be acquired.

Fix Mode

Fix Mode provides selection of the method used to acquire a position fix.

- To select the required Fix Mode:
 1. Press the **FIX MODE** soft key repeatedly to cycle through the available modes.
 - i. Select **GPS** to calculate a fix using GPS data only.
 - ii. Select **D** to calculate a fix using Differential GPS data from an external RTCM beacon receiver.
 - iii. Select **SD** to calculate a fix using Satellite Differential data, if available.
 2. Press **CLEAR** to exit.

D-GPS Set Up

The D-GPS SET UP function is only available when a Differential GPS receiver is connected and the unit is set as a GPS Source repeater (see *GPS Source* on page 4-8). It provides the ability to set up an external Differential GPS, either automatically (default) or by manually retuning it to a different differential beacon.

Note: *If the display unit is receiving RTCM data via the NMEA input port, repeating a differential fix from another unit, the D-GPS SET UP soft key is grayed out. If receiving RTCM data, set up must be performed manually on the external DGPS receiver.*

- To set up a D-GPS:

Press the D-GPS SET UP soft key.

The D-GPS SET UP screen is displayed as shown in *Figure 4-3*.

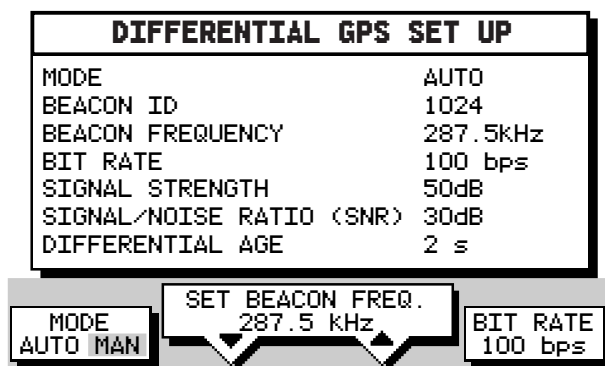


Figure 4-3: D-GPS Set Up Screen

D4966_1

D-GPS Mode

- To change the beacon selection mode:

Press the **MODE** soft key to toggle between **AUTO** and **MAN** modes; the selected mode is highlighted and appears in the Set Up table.

In **AUTO** mode, the D-GPS is set to automatic and beacon selection is made automatically by the beacon receiver.

In **MAN**ual mode, the user selected beacon and bit rate are sent to the beacon receiver.

Beacon ID

This shows the Beacon ID of the beacon transmitter.

If no beacon has been locked onto, this item states **NOT LOCKED**.

Beacon Frequency

Both the menu item and associated soft keys show the currently used differential beacon's frequency in kHz.

In **AUTO** mode, this is the frequency received from the beacon receiver and the soft keys are disabled and grayed out.

In **MAN** mode, this frequency is the user selected value which is sent via SeaTalk/NMEA to the beacon receiver.

- To set a new beacon frequency manually:

Press the **SET BEACON FREQUENCY** soft key arrows to increment or decrement the frequency in 0.5kHz steps.

The frequency range available is 287.5kHz to 325.0kHz.

Bit Rate

Both the menu item and associated soft keys show the currently used differential beacon's bit rate in bps.

In **AUTO** mode, this is the value received from the beacon receiver and the soft keys are disabled and grayed out.

In **MAN** mode, this is the user selected bit rate which is sent to the beacon receiver.

- To set a new bit rate manually:

Press the **BIT RATE** soft key repeatedly to toggle between the options 50bps, 100bps and 200bps.

Signal Strength and Signal to Noise Ratio

These items indicate the received signal strength and Signal to Noise Ratio (SNR) in dB, received from the beacon receiver. If the display unit

is using RTCM data received via NMEA, this information is not available and the item shows dashes, one per character.

The received Signal Strength and SNR are interrelated. SNR provides a measure of the quality of the received signal and is dependent upon signal strength.

Differential Age

Differential Age indicates the time elapsed since the last differential beacon correction update.

Restart GPS

This soft key enables re-acquisition of a GPS position fix. The GPS receiver performs a cold start.

Chapter 5: Installation

5.1 Introduction

This chapter provides instructions to assist in planning the installation of the Raynav 300 GPS Plotter aboard your vessel.

Note: *If you wish to practice using the Raynav 300 GPS Plotter before installation, you can connect it, via a 1A quick blow fuse, to a 12VDC power supply and operate it using the simulator mode, as described in Chapter 2: Getting Started.*

EMC Installation Guidelines

All Raymarine equipment and accessories are designed to the best industry standards for use in the recreational marine environment.

Their design and manufacture conforms to the appropriate Electromagnetic Compatibility (EMC) standards, but correct installation is required to ensure that performance is not compromised. Although every effort has been taken to ensure that they will perform under all conditions, it is important to understand what factors could affect the operation of the product.

The guidelines given here describe the conditions for optimum EMC performance, but it is recognized that it may not be possible to meet all of these conditions in all situations. To ensure the best possible conditions for EMC performance within the constraints imposed by any location, always ensure the maximum separation possible between different items of electrical equipment.

For **optimum** EMC performance, it is recommended that **wherever possible**:

- Raymarine equipment and cables connected to it are:
 - At least 3 ft (1 m) from any equipment transmitting or cables carrying radio signals e.g. VHF radios, cables and antennas. In the case of SSB radios, the distance should be increased to 7 ft (2 m).
 - More than 7 ft (2 m) from the path of a radar beam. A radar beam can normally be assumed to spread 20 degrees above and below the radiating element.
- The equipment is supplied from a separate battery from that used for engine start. Voltage drops below 10 V, and starter motor transients, can cause the equipment to reset. This will not damage the equipment, but may cause the loss of some information and may change the operating mode.

- Raymarine specified cables are used. Cutting and rejoining these cables can compromise EMC performance and must be avoided unless doing so is detailed in the installation manual.
- If a suppression ferrite is attached to a cable, this ferrite should not be removed. If the ferrite needs to be removed during installation it must be reassembled in the same position.

Suppression Ferrites

The following illustration shows typical cable suppression ferrites used with Raymarine equipment. Always use the ferrites supplied by Raymarine.

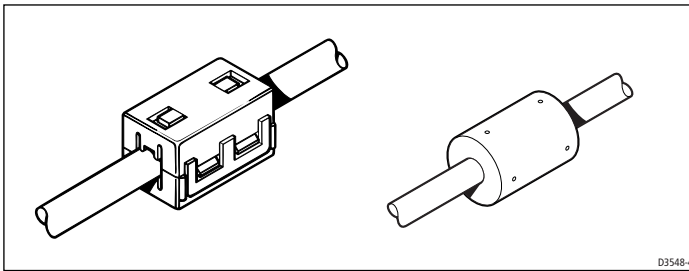


Figure 5-1: Typical Suppression Ferrites

Connections to Other Equipment

If your Raymarine equipment is to be connected to other equipment using a cable not supplied by Raymarine, a suppression ferrite **MUST** always be attached to the cable near to the Raymarine unit.

5.2 Unpacking and Inspecting the Components

Unpack your Raynav 300 GPS Plotter carefully. Retain the carton and packing materials in the event that you need to return the unit for service:

System Parts and Accessories

Item	Part No.	Supplied with
RN300 System	E32017	
Sun Cover	E35008	All
Active Antenna	E35009	All
Trunnion Mount Kit	E35011	All
Power Cable	R38024	All
TNC Coaxial Extension Cable 10m	E36011	Optional
Panel Mount Kit	R38061	Optional
Handbook	81171	All
Quick Reference Card	86053	All

Items Missing?

If any one (or more) of the above items is missing or damaged, please contact your Raymarine dealer or our Product Support Department to obtain replacement parts. **Please note that missing or damaged items cannot be replaced without proof of purchase.**

Registering this Product

When you have checked that you have all of the listed components, please take the time to complete the pre-paid warranty registration card. This ensures that the appropriate warranty conditions will apply.

5.3 GPS Antenna Installation

The GPS Antenna is designed to receive the signals emitted from the satellites in a direct path. Ideally, the unit should be mounted horizontally in a location that is open and clear of any masts or other structures that could block line-of-sight reception of signals.

The height of the GPS Antenna is not as important as it's having a clear view horizon to horizon for optimum signal reception. In fact, the lower the unit can be mounted and have a clear view to satellites, the better. The more stable the unit, the easier it is to track satellites lower to the horizon.

Note: *Do mount the antenna up a mast as this will cause the antenna to swing with the vessel, leading to significant errors in COG and SOG readings.*

The GPS Antenna can be mounted on a pole. Alternatively, you can use a pole mounting bracket or surface mount kit.

When mounting the GPS Antenna flush to a deck surface avoid areas where the unit will be trodden upon or where it may present a tripping hazard.

The GPS Antenna should be separated by at least 3ft (1m) from other antennas and electronic equipment. It should not be mounted in the direct path of a Radar's antenna beam.

When planning the location for the unit, consider finding a convenient pathway for running the interconnecting cable between the GPS Antenna and the Plotter or to the rest of an integrated system. Ideally the cable should be run in a manner such that it is hidden from view and, if possible, be in a direct path to the point of connection. It is important to keep the cable separated from other cables as far as possible to prevent interference pick-up.

Note: *DO NOT cut the cable; an extension cable is available from your Raymarine dealer.*

Surface Mounting

- To surface mount the antenna, referring to *Figure 5-2*:
 1. Select a suitable area which allows access to the underside of the mounting surface for fixing and, using the template supplied in this handbook, carefully drill the two 6mm (0.25in) fixing holes marked.
 2. If the cable is to pass through the mounting surface drill the 6mm (0.25in) or 19mm (0.75in) centre hole depending on whether the plug is to pass through the surface or not.
If the cable is to exit from the side of the GPS Antenna above the

mounting surface, remove the two plastic tabs (1) obstructing the cable channel.

Note: Failure to remove the plastic tabs from within the cable channel could result in cable damage.

3. Screw the supplied brass studs (2) into the underside of the GPS Antenna.
4. Affix the supplied gasket (3) to the mounting surface ensuring that the holes match and pass the cable through the centre hole or the cable exit channel.
5. Carefully position the GPS Antenna, passing the studs through the holes in the mounting surface and secure to the mounting surface using the thumb nuts provided (4).

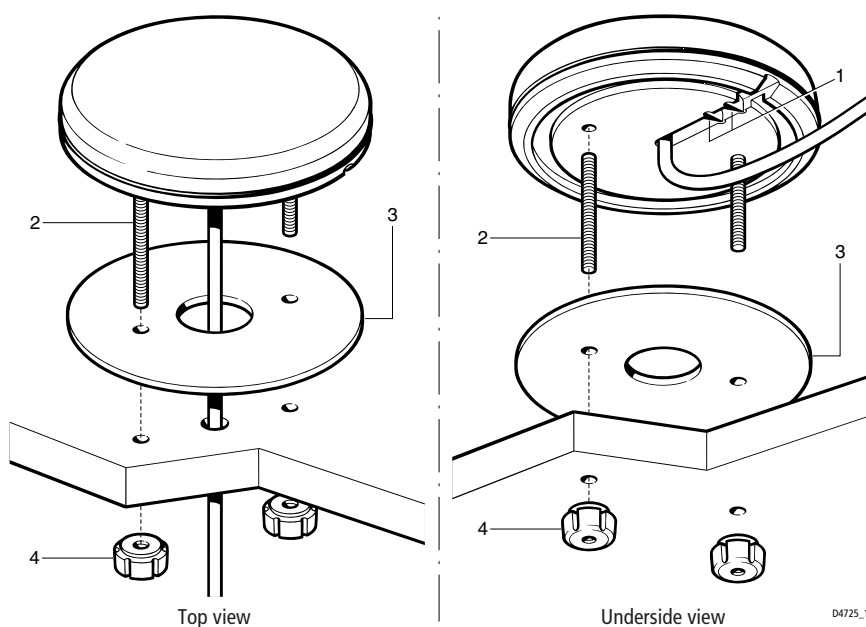


Figure 5-2: Surface Mounting Arrangement

Pole Mounting

► Refer to *Figure 5-3*:

1. Screw the pole mount base to a suitable pole or rail mount bracket, having an industry standard 1 inch 14TPI thread, until secure.
2. Pass the cable through the centre hole of the pole mount base (A) or insert the cable into the side exit channel (B).
3. Check that the cable is positioned correctly and secure the GPS Antenna to the pole mount base using the two screws provided. If the cable is to exit from the side of the GPS Antenna through the side channel, remove the two plastic tabs obstructing the cable channel.

Note: Failure to remove the plastic tabs from within the cable channel could result in cable damage.

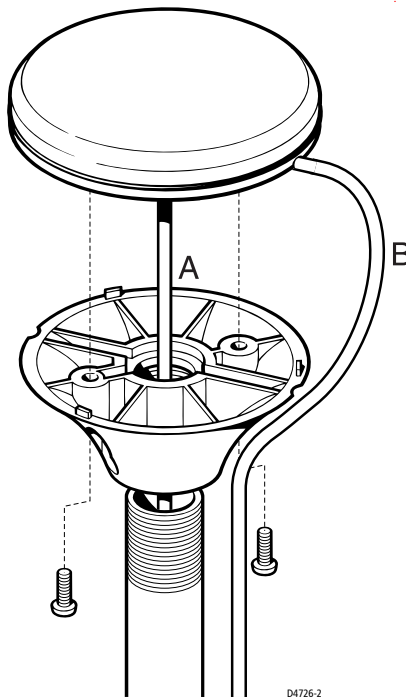


Figure 5-3: Pole Mounting Arrangement

5.4 Plotter Installation

The display unit can be mounted using the trunnion (yoke) bracket, or panel mounted using the optional Panel Mounting Kit.

When planning the installation of your Raynav 300, the following points should be considered:

- **Convenience:** The unit should be installed in a convenient position where it can be viewed straight on or with a viewing angle of less than 35°. You may wish to apply power, before you install the unit, to determine the best viewing angle prior to fixing. The mounting location should be easily accessible to allow operation of the front panel controls.
- **Access:** There must be sufficient space behind the display unit to allow cable connections to the rear panel connectors, avoiding tight bends in the cable.
- **Interference:** The selected location should be far enough away from devices that may cause interference, such as motors and generators (see the EMC Installation Guidelines earlier in this chapter).
- **Cable runs:** The unit must be located near a DC power source. The power cable supplied is 1.5m, but a longer cable can be used if required. Power must be supplied via a 1A quick blow fuse or circuit breaker. Refer to *Section 5.6, Cable Running*.
- **Environment:** The unit should be protected from physical damage, heat sources and excessive vibration. Although the unit is waterproof, it is good practice to mount it in a protected area away from prolonged and direct exposure to rain and/or salt spray. Refit the Sun Cover when not in use to avoid damage to the LCD screen.

The dimensions of the unit, including the bracket, are shown in *Figure 5-4*.

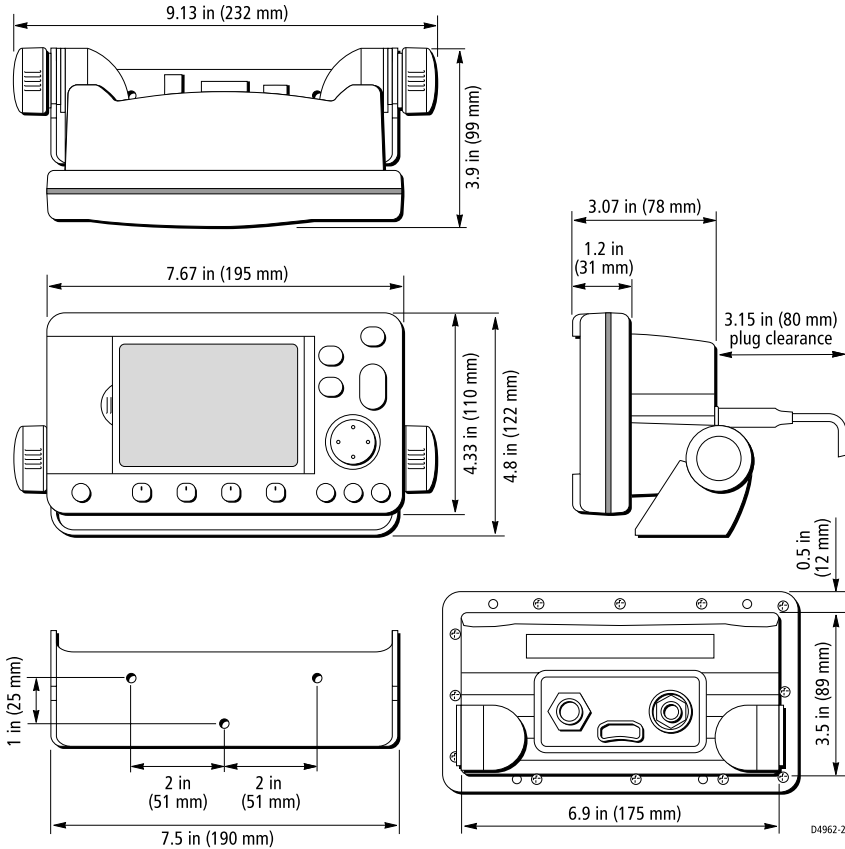


Figure 5-4: Raynav 300 GPS Plotter Dimensions

Trunnion (yoke) Mounting

The display unit can be conveniently mounted on a dash area, chart table, bulkhead or deckhead.

Note: *The gasket should be fitted to the rear of the unit to ensure EMC compliance.*

- To trunnion mount the display unit, proceed as follows:
 1. Loosen the trunnion knobs and remove the trunnion from the display unit.
 2. Mark the locations of the trunnion screw holes on the mounting surface.
 3. Use the screws supplied to fix the trunnion at the marked locations.

4. Secure the gasket to the rear of the unit:
Remove the protective paper from the adhesive side of the gasket (this is the side that is to be affixed to the unit) then press the gasket onto the rear case, covering the screws.
5. Fit the unit to the trunnion, adjust the display angle and tighten the knobs.
6. Connect the Power/NMEA and GPS cables to the unit, avoiding tight bends in the cables.

Panel Mounting

CAUTION:

Make sure that there are no hidden electrical wires or other items behind the location before proceeding. Make sure that there is sufficient rear access for mounting and cabling.

The unit can be panel mounted, using the panel-mounting kit (accessory) available from your local Raymarine dealer.

► Referring to *Figure 5-5*, panel mount the unit as follows:

1. Check the selected location for the unit. A clear, flat area at least 7.67in (195mm) wide by 4.33in (110mm) high, with at least 5in (125mm) of clearance behind the panel, is required.
2. Unpack the (optional) panel-mounting kit.
3. Using the supplied template, trace out the display unit cut-out and mark the drilling centers for the four securing holes outside of the cut-out area.
4. To provide start holes for removing the cut-out, drill four $\frac{3}{8}$ in (10mm) holes in each opposing corner of the cut-out area.
5. Drill out the four $\frac{3}{16}$ in (5mm) securing holes as indicated on the template. It is recommended that a $\frac{1}{16}$ in (1mm) pilot hole is drilled first.
6. Using a suitable saw, cut along the inside edge of the cut-out line.
7. Remove the trunnion (yoke) knobs and carefully pry off the (black) ratchet inserts from the unit case.
8. Offer up the unit to the cut-out ensuring that it fits in the cut-out area.
9. Offer up the gasket to the unit ensuring that it lines up with the brass inserts in the case.

Note: *The gasket must be fitted to ensure EMC compliance.*

10. Remove the protective paper from the adhesive side of the gasket (this is the side that is to be affixed to the unit).
11. Press the gasket onto the unit and slide the unit into the panel cut-out.

12. Screw the studs into the vacant holes at the rear of the unit, hand tight only.
13. Slide a spacer ferrule onto each stud.
14. Secure the unit with the thumb nuts, hand tight only.

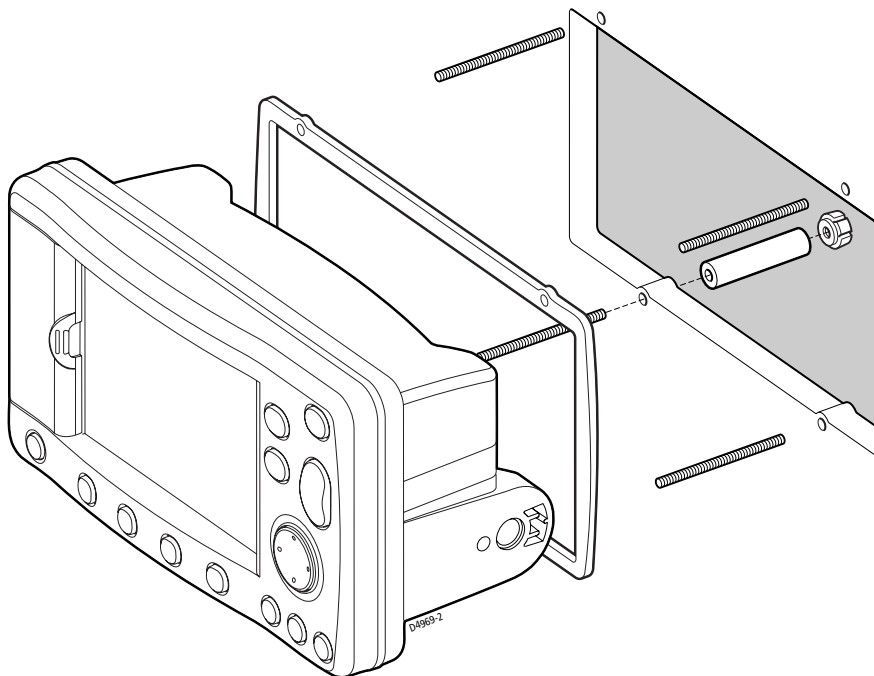


Figure 5-5: Panel Mounting

5.5 Connecting to Other Equipment

The unit transmits navigation and waypoint data on NMEA¹ and SeaTalk and, therefore, can be connected to an NMEA compatible autopilot or instrument repeater(s). The navigation data transmitted and received by the Plotter is detailed in *Appendix B* to this handbook.

1. National Marine Electronics Association (NMEA) 0183 interconnection standard, Version 2.3 April 1998.

5.6 Cable Running

Introduction

The minimum requirements are a power cable and a connection from the associated GPS Antenna. Additional cables will be required if you are connecting to other equipment.

Consider the following points before installing the system cables:

- All cables should be adequately cleated and protected from physical damage and exposure to heat. Avoid running cables through bilges or doorways, or close to moving or hot objects.
- Where a cable passes through an exposed bulkhead or deckhead, a watertight gland or swan neck tube should be provided.
- If an extension is required for the antenna cable it should be limited to a single extension and kept as short as possible to minimise any signal loss.
- The antenna cable should not be run close to any VHF antenna feeds. Cross coupling between the cables may result in interference of the GPS receiver and possible reduction in performance.

Connectors

Run the following cables from the connectors provided at the rear of the plotter as shown in *Figure 5-6*:

- **ANTENNA**, for connection to the associated GPS antenna.
- **PWR/NMEA**, for DC power and NMEA inputs/outputs.
- **SeaTalk**, using the dedicated SeaTalk connector.

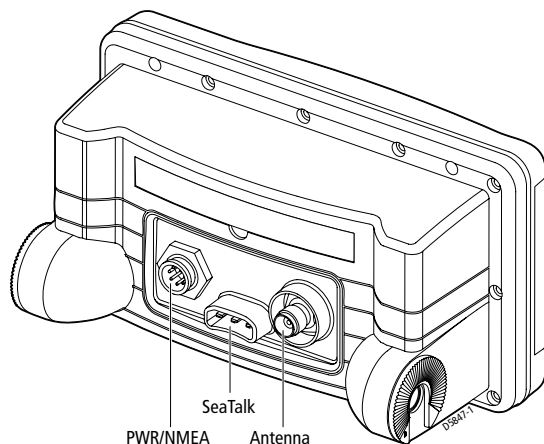


Figure 5-6: Raynav 300 Rear Connector Panel

Antenna Connector

The ANTENNA connector provides power and RF connection to the associated GPS Antenna.

CAUTION:

Do not connect/disconnect the GPS Antenna from the display unit whilst power is applied. Such action could cause irreparable damage.

► Connect the antenna using the attached cable, as follows:

1. If not already installed, mount the GPS Antenna as described in Section 5.3.
2. Feed the cable through to the rear of the Plotter.
3. Coil up any unused cable in an appropriate safe space out of view. Do not bend the cable tighter than 4in (100mm) radius.
4. Screw the cable connector fully into its mating connector on the Plotter.
5. Ensure that the protective boot covers the connector.

Note: *If the supplied cable is too short, use an extension cable (Part# E36011), or consult your Raymarine dealer.*

It is recommended that only a single extension cable is used as each extra connector will reduce signal levels.

PWR/NMEA Connector

CAUTION:

If you do not have a breaker in your power circuit, you must fit an in-line 1A quick-blow fuse to the positive (red) lead of the power cable.

This unit is not intended for use on positive ground vessels.

The Plotter is intended for use on vessels' DC power systems operating in the range 12VDC to 24VDC (9.0VDC to 32.0VDC maximum range). A 5ft (1.5m) power cable is supplied.

The power connections should be made at a DC power distribution panel through an isolator switch, a 1A circuit breaker or a 1A quick blow fuse. Check that all connections are clean and tight.

The DC power system should be either:

- Negative ground, with the negative battery terminal connected to the vessel's ground.
- Floating, with neither battery terminal connected to the vessel's ground.

If a longer power cable run is required, use the supplied power cable to connect to the unit, then use a suitable connector block to connect the free end to the extension cable. The supplied power cable has a cross-section of 2.0mm² (15 AWG).

Longer power cable runs may require larger wire gauges to minimize any voltage drop in the cable. In order to determine the correct supply cable size if the power cable must be extended, estimate the length of cable between the vessel's main power source and the connector block, then select the wire size determined by the distance as indicated in *Table 5-1*.

Table 5-1: Maximum Power Cable Extension Lengths

Power Cable Core mm ² :	1.5	2.0	2.5	4.0	6.0	10.0
Equivalent AWG:	16	15	14	12	10	8
Maximum Extension (feet):	36	49	65	98	147	230
Maximum Extension (meters):	11.0	15.0	20.0	30.0	45.0	70.0

The DC power and NMEA inputs/outputs should be connected to the **POWER/NMEA** connector at the rear of the Plotter. The connector pin functions are detailed in *Table 5-2*.

Table 5-2: **Power/NMEA Connections**

Function	Color
Battery negative	Black
Battery positive	Red
NMEA data input (+ve)	White
NMEA input (-ve) -common	Green
Not connected	Gray
NMEA data out	Yellow
NMEA Data output common	Brown
Not connected	Screen

- Connect the power supply using the standard power cable supplied:
1. Connect the moulded power plug to the **PWR/NMEA** connector on the rear of the Plotter. Run the free end back to the vessel's distribution panel or, if insufficient cable length, to a junction box.
 2. Cut the cable to length and connect the red wire, via a fuse, to the +ve battery terminal and the black wire to 0V (-ve battery terminal). Protect the circuit with a 1A quick blow fuse or circuit breaker.
 3. Use a suitable junction box to connect to NMEA equipment if required.
 4. Cut any unused cores short or insulate and tape back.

Note: *If the power connections are accidentally reversed, the system will not function. Use a voltmeter to check that the input power leads are the correct polarity.*

SeaTalk Connector

The Plotter can be connected to an existing SeaTalk system by connecting a SeaTalk cable (available from your Raymarine dealer) into the **SeaTalk** connector on the rear of the Plotter. The data is passed from instrument to instrument via the daisy chained cable.

Note: *The SeaTalk connector cannot be used to power the Plotter. Power is not supplied to other SeaTalk equipment.*

5.7 System Check and Initial Switch On

When you have installed your Plotter and made all the connections, you need to check your installation before using the system for navigation. If you encounter any problems, refer to *Chapter 6: Maintenance & Fault Finding*.

EMC Conformance

Always check the installation before going to sea to make sure that it is not affected by radio transmissions, engine starting etc.

System Check

Before performing the functional test, check that:

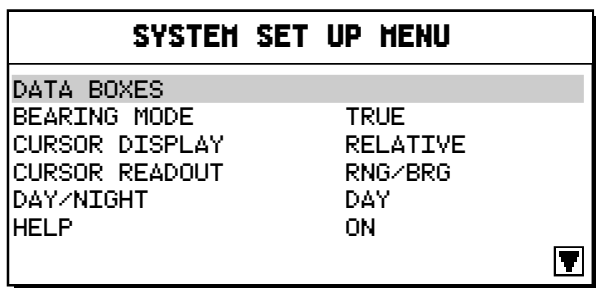
- All connections have been made.
- All connecting wires are secured and protected.

Initial Switch On

To switch on the plotter:

1. Press and hold the **POWER** key until the unit beeps.
2. If necessary, adjust the lighting and contrast (see *Chapter 2*).
3. If required, change the default language settings as follows:
 - i. Press the **MENU** key to display the setup function bar.
 - ii. Press the **SYSTEM SET UP** soft key and press **ENTER**.

The **SYSTEM SET UP** menu is displayed, listing the parameters and their current settings. The complete list, which can be scrolled through, is shown in part in *Figure 5-7*:



D4949-1

Figure 5-7: System Set Up Screen

4. Using trackpad up/down, select the **LANGUAGE** option.
5. Using left/right soft key arrows, select the required language.
6. Press **ENTER** to return to the setup soft keys, then **CLEAR** to return to the normal Plotter screen.

Checking the Plotter Operation

To confirm that your Plotter is operating correctly, perform the following checks:

1. Check that appropriate GPS data is displayed.
2. Press the **DISPLAY** key until the plotter screen is displayed. Press the trackpad left/right, up/down and check cursor movement and normal scrolling action.
3. Ensure that position data is available; use the **FIND SHIP** function to check that the cursor is fixed on the vessel symbol which is correctly positioned at the centre of the Plotter display, see *Chapter 4: Setting Up the GPS Plotter*.

Chapter 6: Maintenance & Fault Finding

This chapter provides information on routine maintenance and on possible causes of problems you may experience with your Raynav 300 GPS Plotter.

6.1 Maintenance

WARNING:

The plotter contains specialized circuits only accessible to qualified service technicians - there are no user serviceable parts or adjustments and the operator should not attempt to service the equipment. The operator should not remove the rear cover.

Routine Checks

The *plotter* is a sealed unit. Maintenance procedures are therefore limited to the following periodical checks:

- Wipe the display unit clean with a damp cloth.
- Examine the cables for signs of damage, such as chafing, cuts or nicks.
- Check that the cable connectors are firmly attached and that the connections to the vessel's DC power are clean and tight.

Note: *Never use chemical or abrasive materials to clean the plotter. If the unit is dirty, wipe it with a clean, damp cloth.*

EMC Servicing and Safety Guidelines

- Raymarine equipment should be serviced only by authorized Raymarine service technicians. They will ensure that service procedures and replacement parts used will not affect performance. There are no user serviceable parts in this Raymarine product.
- Some products generate high voltages, so never handle the cables/connectors when power is being supplied to the equipment.
- When powered up, all electrical equipment produces electromagnetic fields. These can cause adjacent pieces of electrical equipment to interact with one another, with a consequent adverse effect on operation. In order to minimize these effects and enable you to get the best possible performance from your Raymarine equipment, guidelines are given in the installation instructions, to enable you to ensure minimum interaction between different items of equipment, i.e. ensure optimum Electromagnetic Compatibility (EMC).

- Always report any EMC-related problem to your nearest Raymarine dealer. We use such information to improve our quality standards.
- In some installations, it may not be possible to prevent the equipment from being affected by external influences. In general this will not damage the equipment but it can lead to spurious resetting action, or momentarily may result in faulty operation.

Disposal

When the unit reaches the end of its operational life, ensure its disposal is carried out in accordance with any local ordinances or requirements. This may include specific disposal requirements for the back-up battery on the main PCB.

6.2 Resetting the System

Two types of reset are available:

- **Power-On Reset:** When you turn the display unit off, then on again, the screen reverts to the default GPS plotter display.
- **Factory Reset:** This resets all values back to their original factory settings.

Note: *Take care; Factory Reset clears all Waypoint and Route databases.*

At power-on, the last-used values are retained for all the options, except for those listed in *Table 6-1* which are reset to the factory default each time.

Table 6-1: Power-on Settings

Item	Power-on Setting
Heading Mode	North Up
Alarm	ON, with last used value
Contrast Level	Last used value or within 30% to 70% range, if last used value outside this range
Backlight Level	ON at the lowest level if previously ON

- To perform a Factory Reset:
1. Press the **MENU** key to access the SET UP soft keys.
 2. Press the SYSTEM SET UP soft key.
 3. Press and hold the **MENU** key until <RESET IN Xs> countdown timer is displayed.

4. Either hold the **MENU** key until the countdown timer times out or release the **MENU** key to abort Factory Reset.

When the unit is reset, it restarts as for a first time Power Up with all values reset to their original factory settings

Note: *The factory default settings are listed in Chapter 4.*

6.3 Problem Solving

Prior to packing and shipping, all Raymarine products are subjected to comprehensive test and quality assurance programs. However, should this unit develop a fault, refer to *Table 6-2* to identify the most likely cause and the corrective action required to restore normal operation.

If you still have a problem, contact your local dealer, national distributor or Raymarine Product Support for further advice.

Always quote the product serial number.

Table 6-2: Fault Finding Guide

Problem	Corrective Action
Unit does not function	<ol style="list-style-type: none"> 1 Make sure that the power supply cable is sound and that all connections are tight and free from corrosion. 2 Check polarity of the DC power cables for proper connection. Reconnect leads as necessary. 3 Check in-line fuse and replace as required. 4 Check vessel's power (battery) for correct voltage readings (9.0VDC to 32.0VDC).
Poor display definition	Adjust contrast setting and/or backlight level.
No fix	Check GPS Antenna connector. Check that GPS Antenna is not obstructed.
No NMEA data received	Check POWER/NMEA connector and NMEA equipment.
Loss of stored data eg. waypoints	Return to dealer for internal battery check.
Other problems	Visit our website: www.raymarine.com

Appendix A: Technical Summary

Feature	Description	
CE	Conforms to 89/336/EEC(EMC), EN60945:1997	
Y2K	Compliant	
Size	7.7in (195mm) x 4.33in (110mm) x 3.9in (99mm), excluding trunnion	
Weight	1.65 lb. (0.75 kg)	
Environmental	Waterproofing	To CFR46; suitable for external mounting
	Temp Range, Operating:	-10°C to +70°C
	Temp Range, Storage:	-40°C to +85°C
	Humidity	20% to 95% RH
Mounting	Trunnion (yoke) or panel	
Power	Input voltage	9.0VDC to 32.0VDC with reverse polarity protection
	Consumption	<3W @12VDC (typical) <6W @12 VDC with full backlighting.
Controls	8 defined keys, 4 soft keys and trackpad	
Display type	Film Super Twist Neumatic (FSTN) monochrome LCD 240 x 160 pixels landscape	4 gray scales, 8 levels of backlighting, 100 levels of contrast
Display size	4½in (114.3mm) diagonal	
Interfaces	PWR/NMEA	NMEA 0183 V2.30 receive and transmit or RTCM input/NMEA 0183 V2.30 transmit (detailed in <i>Appendix B</i>) Waypoint upload/download (WPL and RTE)
	SeaTalk	Detailed in <i>Appendix B</i>
	ANTENNA	GPS active antenna
Position data	GPS	WAAS / EGNOS / MSAS ready
GPS receiver	12-channel, Internal	1575.42 Mhz (C/A code), L1
Time to first fix	<8 seconds typical	<45 seconds from cold start (average)

Feature	Description	
Position accuracy	Standard	<15 meters 2D RMS (L1,C/A code, HDOP <2 without SA)
	With WAAS / EGNOS / MSAS	<3 meters 2D RMS (L1,C/A code, HDOP <2 without SA)
Software update	From a PC serial port via the NMEA interface	
Memory	Capacity:	Waypoints: 998 max (20 routes of up to 50 waypoints)
		Track history: 4500 points stored in 5 files of up to 750 points each
	Protection:	Built in Lithium battery giving ~5 years usage

Appendix B: SeaTalk and NMEA Data

The following table defines the data received on the NMEA/SeaTalk ports. Data sources are listed in order of priority unless otherwise indicated.

Data Received	Source
Vessel Position (LAT/LON)	SeaTalk, GGA, RMC, RMA, GLL
Speed and Course Over Ground	SeaTalk, RMC, RMA, VTG
Waypoint Identifier	SeaTalk, RMB, APB, BWC, BWR
Bearing to Waypoint	SeaTalk, RMB, BWC, BWR
Distance to Waypoint	SeaTalk, RMB, BWC, BWR
Cross Track Error (XTE)	SeaTalk, RMB, XTE, APB
Depth	SeaTalk, DPT, DBT
Apparent Wind Angle and Speed	SeaTalk, MWV (relative)
Boat Speed Through Water	SeaTalk, VHW
Total Log and Trip Log	SeaTalk*, VLW
Water Temperature	SeaTalk, MTW
Heading	SeaTalk, HDG, HDM, HDT, VHW
Locked Heading	SeaTalk only (Autopilot / Steering Compass)
Magnetic Variation	SeaTalk, RMC, RMA, HDG
Time (No priority)	SeaTalk, ZDA, GGA, RMC, GLL, BWC, BWR
Date	SeaTalk, ZDA, RMC
MOB data	SeaTalk only
Autopilot Status (Standby / Auto / Vane / Track)	SeaTalk only
Cursor Range and Bearing (from Radar)	SeaTalk, RSD
Global Alarms - Watch alarm, Wind alarm, Autopilot alarms, Radar alarms, Depth alarms. Waypoint arrival	SeaTalk Only SeaTalk, RMB, APB
Waypoint/Route Transfer	SeaTalk, WPL, RTE
Other Data: Datum (SeaTalk, DTM); Satellite Data (SeaTalk, GGA); GPS Data (SeaTalk, GGA); DGPS Data (SeaTalk, MSS, GGA); WAAS Data (SeaTalk)	

* Bridged to SeaTalk (not displayed)

Note: If Magnetic Heading is not available, the True Heading and Variation (if available) are used to generate the magnetic heading.

The following data, if available, are transmitted on the SeaTalk port:

Data Output	SeaTalk	NMEA Out
Position	✓	GGA, GLL, RMC, RMA
Speed Over Ground and Course Over Ground	✓	RMC, VTG, RMA
Waypoint Data	✓	RMB, APB, BWC, BWR
Depth	✓	-
Apparent Wind Angle and Speed	✓	-
Boat Speed Through Water	✓	-
Total Log and Trip Log	✓	-
Water Temperature	✓	-
Heading	✓	-
Magnetic Variation	✓	RMC, RMA
Time (UTC)	✓	RMC, BWC, BWR, GGA, GLL
Date	✓	RMC
MOB data	✓	-
Cursor Range & Bearing	✓	-
Waypoint/Route Transfer	-	WPL, RTE
Other Data: Datum (SeaTalk, DTM); Satellite Data (SeaTalk, GGA); GPS Data (SeaTalk, GGA); DGPS Data (SeaTalk, MSS, GGA); WAAS Data (SeaTalk)		

Appendix C: List of Abbreviations

Abbreviation	Meaning
BDI	Bearing Deviation Indicator
BTW	Bearing To Waypoint
CDI	Course Deviation Indicator
COG	Course Over Ground. The actual direction of your vessel's movement over the ground
dGPS	Differential Global Positioning System
DR	Dead Reckoning
DTG	Distance To Go
EGNOS	European Geostationary Navigational Overlay System
EMC	Electro-Magnetic Compatibility
ETA	Estimated Time of Arrival
FAA	Federal Aviation Administration
GPS	Global Positioning System
HDOP	Horizontal Dilution Of Precision. The multiplicative factor that modifies ranging error. It is caused solely by the geometry between your vessel and your set of satellites
MOB	Man OverBoard
NMEA	National Marine Electronics Association (interconnection standard)
MSAS	Multi SAtellite System
SA	Selective Availability
SDGPS	Satellite Differential Global Positioning System
SOG	Speed Over Ground. The rate of movement of the vessel over the ground
TTG	Time To Go
WAAS	Wide Area Augmentation System
WPT	Waypoint
XTE	Cross Track Error

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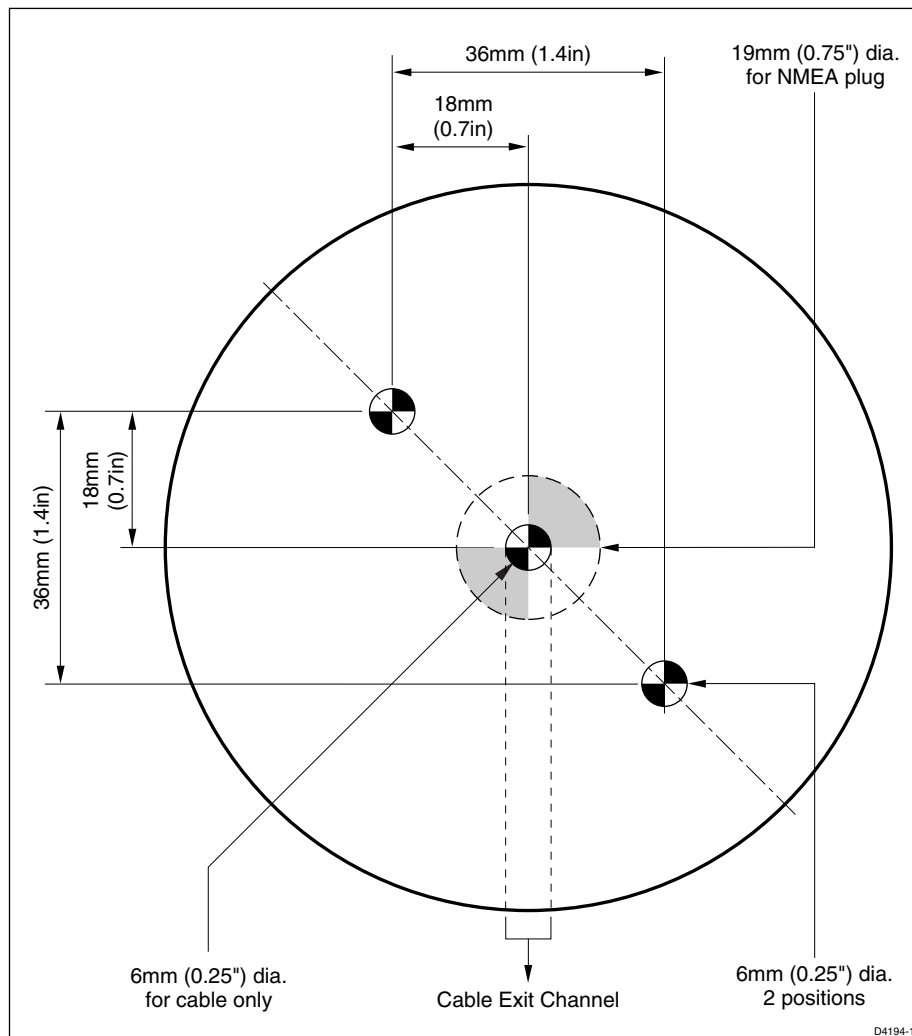
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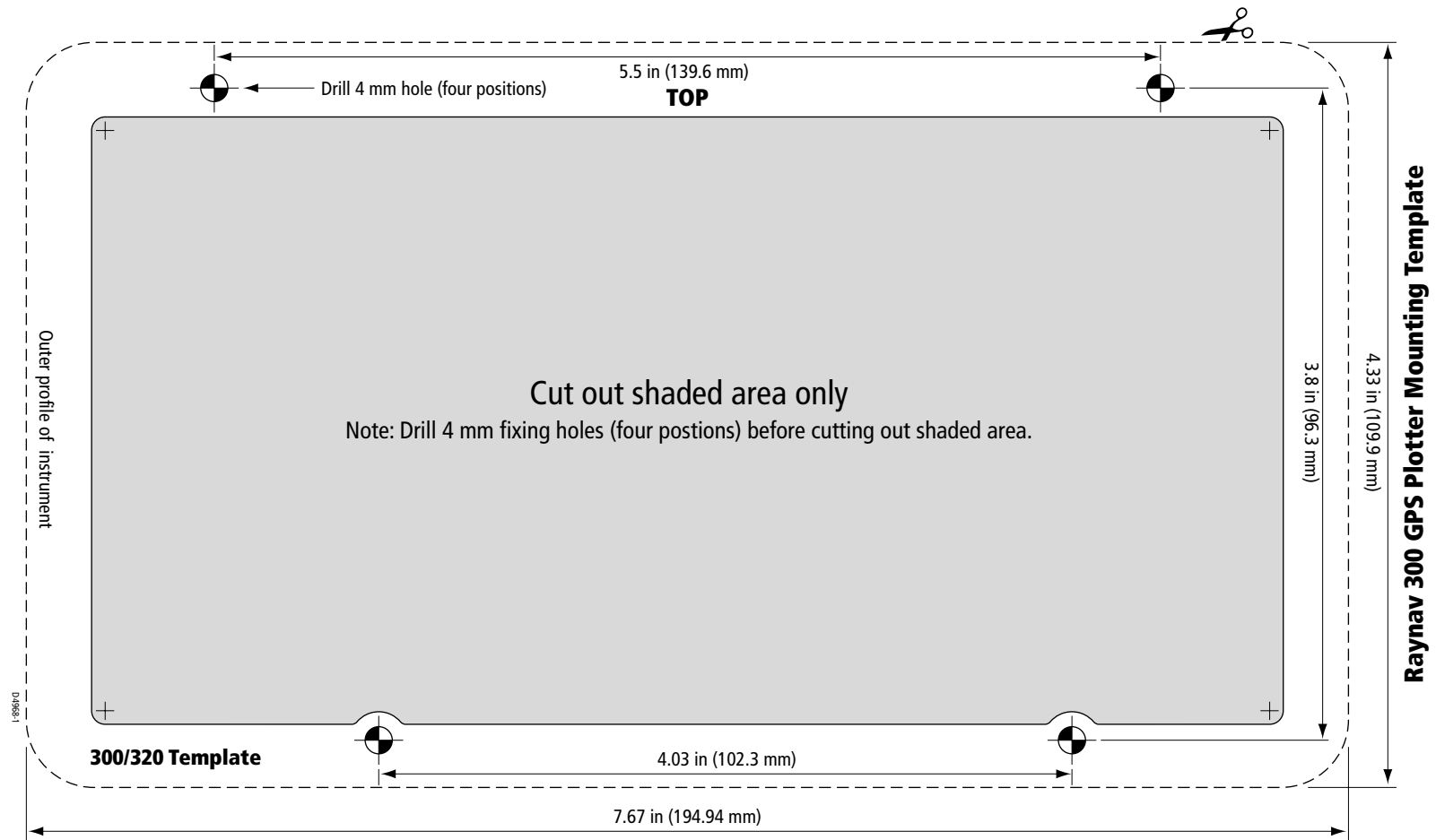
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GPS Antenna Mounting Template

Note: Access to the underside of the mounting surface must be available to allow for secure fixing.



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Warranty Certificate

The Raymarine warranty terms and conditions as described below do not affect the customer's statutory rights.

Limited Warranty

Raymarine warrants each new Light Marine Product to be of good materials and workmanship. Raymarine, or its approved agents, will repair or exchange under warranty any parts proven to be defective in material or workmanship under normal use, for a period of 2 years/24 months from date of sale to end user, or 30 months from date of shipment from Raymarine – whichever expires first, except as provided below.

Raymarine Limited Warranty covers the parts and labor associated with any warranty repair as described above, provided that the unit is returned to Raymarine or one of its appointed agents.

Installed Warranty

In addition to the **Limited Warranty** cover as described above, Raymarine will, except as provided below, cover travel costs (auto mileage and tolls) up to 100 round trip highway miles (160 kilometers) and travel time of 2 hours, to enable onboard warranty service to be carried out on products where proof of installation or commission by Raymarine certified installers, can be shown.

The **Installed Warranty** provides for onboard repair or exchange, by Raymarine or its approved service agents, for a period of 2 years/24 months, from date of sale of the boat to the end user – where the equipment has been installed by a Raymarine certified installer, or from commissioning of the installation by a Raymarine certified installer, or 30 months from date of shipment of the equipment from Raymarine – whichever expires first, except as provided below.

Obtaining Warranty Service

In the event of Warranty service being required, contact Raymarine or the nearest Raymarine certified service agent – a full list of local service agents are available on the Internet or can be requested from the nearest Raymarine agent.

A suitable proof of purchase, showing date, place of purchase, and serial number must be made available to Raymarine or authorized service agent at the time of request for Warranty service.

In cases where a Raymarine certified installer has not installed the product; i.e. **Limited Warranty**, the affected unit must be returned to the local Raymarine approved service agent, with a copy of proof of purchase and/or completed warranty card. Subject to the Limitations below, the unit will be repaired/replaced at no further cost to the user and promptly returned to the user.

In cases where the equipment has been installed by a Raymarine certified installer (boat builder, installer dealer etc.), i.e. **Installed Warranty**, the nearest local service agent should be contacted and onboard service requested, the warranty card, correctly completed and stamped by the installing agent, must be available as authorization for onboard service.

Continued . . .

Warranty Limitations

Raymarine Warranty policy does not apply to equipment that has been subjected to accident, abuse or misuse, shipping damage, alterations, corrosion, incorrect and/or non-authorized service, or equipment on which the serial number has been altered, mutilated or removed. Raymarine assumes no responsibility for damage incurred during installation or as a result of improper installation.

This Warranty does not cover routine system checkouts, alignment/calibration, sea-trials or commissioning, unless required by replacement of part(s) in the area being aligned.

A suitable proof of purchase, showing date, place, and serial number must be made available to Raymarine or authorized service agent at the time of request for Warranty service.

Consumable items, (such as: fuses, batteries, drive belts, radar mixer diodes, snap-in impeller carriers, impellers, impeller bearings, and impeller shaft) are specifically excluded from this Warranty.

All costs associated with transducer replacement, other than the cost of the transducer itself, are specifically excluded from this Warranty.

Overtime/premium labor portion of services outside of normal working hours is not covered by this Warranty.

Travel cost allowance on certain products with a suggested retail price below \$2500.00 is not authorized. When/or if repairs are necessary, these products must be forwarded to a Raymarine facility or an authorized dealer at owner's expense and then will be returned via surface carrier at no cost to the owner.

Travel costs other than auto mileage, tolls and two (2) hours travel time, are specifically excluded on all products. Travel costs, which are excluded from the coverage of this Warranty, include but are not limited to: taxi, launch fees, aircraft rental, subsistence, customs, shipping and communication charges etc. Travel costs, mileage and time, in excess to that allowed must have prior approval in writing.

TO THE EXTENT CONSISTENT WITH STATE AND FEDERAL LAW:

(1) THIS WARRANTY IS STRICTLY LIMITED TO THE TERMS INDICATED HEREIN, AND NO OTHER WARRANTIES OR REMEDIES SHALL BE BINDING ON RAYMARINE INCLUDING WITHOUT LIMITATION ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

(2) Raymarine shall not be liable for any incidental, consequential or special (including punitive or multiple) damages.

All Raymarine products sold or provided hereunder are merely aids to navigation. It is the responsibility of the user to exercise discretion and proper navigational skill independent of any Raymarine equipment.

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Stick barcode label here

Purchased from

Purchase date

Dealer address

Installed by

Installation date

Commissioned by

Commissioning date

Owner's name

Mailing address

This portion should be completed and retained by the owner.

