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LCX-17M

Fish-finding Sonar & Mapping GPS Extracts of Operation Instructions

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Section 3: Basic Sonar Operation

This section addresses the unit's *most basic* sonar operations. The instructions presented in Sec. 3 follow a chronological order. Sec. 4, *Sonar Options & Other Features*, will discuss other more advanced functions and utilities. Material in Sec. 4 is arranged in alphabetical order.

Before you turn on the unit, it's a good idea to learn about the different keys, the Main Menu, the four Page screens and how they all work together. BUT, if you just can't wait to get on the water, turn to the one-page *Quick Reference* on page 55.

Keyboard



LCX-17M sonar/GPS unit, front view, showing sonar screen, keyboard and access door for the MMC compartment.

1. **PWR/LIGHT** (Power & Light) – The PWR key turns the unit on and off and activates the backlight.

2. **PAGES** – Pressing this and the $\leftarrow \rightarrow$ arrow keys switches the unit between the four different page screens. (Satellite Status Page, Navigation Page, Map Page and Sonar Page.) Each page represents one of the unit's major operation modes.

3. **MENU** – Press this key to show the menus and submenus, which allow you to select a command or adjust a feature. This also accesses search functions for streets, intersections, addresses and highway exits.

4. **ARROW KEYS** – These keys are used to navigate through the menus, make menu selections, enter data and move the map and sonar chart cursors.

5. ENT/ICONS (Enter & Icons) – This key allows you to save data, accept values or execute menu commands. It is also used to create event marker icons.

6. **EXIT** – The Exit key lets you return to the previous screen, clear data and close menus.

7. WPT - (Waypoint) The Waypoint key is used to save and recall waypoints, search for waypoints and access the waypoint list. It also launches the Point-of-Interest (POI) search menus and is involved in some navigation functions.

8. **ZOUT** – (Zoom Out) – This key lets you zoom the screen out. On the Sonar Page, this key returns you to a full sonar chart display, showing the entire water column from surface to bottom. On the Map Page, this lets you see a larger geographic area on the map. Less detail is seen as you zoom out.

9. ZIN - (Zoom In) - This key lets you zoom the screen in. On the Sonar Page, this key enlarges fish signals and bottom detail. On the Map Page, zooming in lets you see greater detail in a smaller geographic area on the map.

Power/lights on and off

To turn on the unit, press **PWR**. As the unit powers up, the Map Page is displayed first. To switch to the Sonar Page, press **PAGES**|→|**EXIT**.

To turn on the backlight, press **PWR** again. The unit has three backlight levels to select from. Repeatedly pressing **PWR** will cycle through the backlight settings and turn off the backlight.

Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

Main Menu

The unit has a Main Menu, which contains some function commands and some setup option commands. The instructions in this section will deal only with sonar functions, the basic commands that make the unit show sonar signals on your screen. This unit will work fine right out of the box with the factory default settings. But, if you want to learn about the various sonar options, see Sec. 4, *Sonar Options & Other Features.* (For general system setup and GPS options, see Sec. 8, *System Setup and GPS Setup Options.*)

You can access the Main Menu from any of the four Page screens by pressing **MENU|MENU**. To clear the menu screen and return to the page display, press **EXIT**. (Remember, our text style for "**MENU**|**MENU**" means "press the Menu key twice." See a full explanation of our instruction text formatting on page 11, *Instructions = Menu Sequences.*)



Main Menu.

The Main Menu commands and their functions are:

Screen command: changes the contrast or brightness of the display screen.

Sounds command: enables or disables the sounds for key strokes and alarms and sets the alarm style.

Alarms command: turns GPS alarms on or off and changes alarm thresholds.

Route Planning command: used to plan, view or navigate a route.

My Trails command: shows, creates and deletes plot trails. Also used to navigate or backtrack a trail.

Cancel Navigation command: turns off the various navigation commands. Used to stop navigating after you have reached your

destination waypoint, Point of Interest or map cursor location; or after you reach the end of a route or trail.

Sonar Setup command: sets various sonar options.

GPS Setup command: sets various GPS receiver options.

System Setup command: sets general configuration options.

Sun/Moon Calculations command: finds the rising and setting time of the sun and the moon.

Trip Calculator command: shows trip status and statistics.

Timers command: controls the up timer, down timer and alarm clock settings.

Browse MMC Files command: this allows you to view the installed MMC card and the files it contains.

Pages

The unit has four Page displays that represent the four major operating modes. They are the Satellite Status Page, the Navigation Page, the Map Page and Sonar Page. They are accessed by pressing the **PAGES** key, then using \rightarrow or \leftarrow to select a Page. (Clear the Pages Menu by pressing **EXIT**.)



Pages Menu, showing sonar display options.

Satellite Status Page

The Satellite Status Page provides detailed information on the status of the unit's satellite lock-on and position acquisition. To get to the Satellite Status Page: Press the **PAGES** key, then use \rightarrow or \leftarrow to select **STATUS**. (Clear the Pages Menu by pressing **EXIT**.)

This page represents a GPS function, so it is discussed in much greater detail in Sec. 6.

No matter what Page you are on, a flashing current position indicator/question mark symbol and flashing GPS data displays indicate that satellite lock has been lost and there is no position confirmed.

WARNING:

Do not begin navigating with this unit until the numbers have stopped flashing!



Satellite Status Page.

Navigation Page

This screen has a compass rose that not only shows your direction of travel, but also the direction to a recalled waypoint. To get to the Navigation Page: Press **PAGES** $| \rightarrow$ or \leftarrow to **NAVIGATION** | **EXIT**.

This page represents a GPS function, so it is discussed in much greater detail in Sec. 6.



The Navigation Page (left); navigation with sonar (right).

Map Page

The Map Page screens show your course and track from a "bird's-eye" view, on a moving map. By default, this unit shows the map with north

always at the top of the screen. The arrow in the center of the screen is your present position. It points in the direction you're traveling.



Map Page, showing position on Bull Shoals Lake, Arkansas. The full map option (left). Map with sonar option (right).

Map Page is the default screen that appears when you turn on the unit. To get to the Map Page from another page: Press **PAGES** $| \rightarrow$ or \leftarrow to **MAP**|**EXIT**.

You can display a split screen showing both the Map and Sonar pages at the same time. This feature is discussed in Sec. 4, Sonar Options & Other Features.

The Map Page represents a GPS function, so it is discussed in much greater detail in Sec. 6.

Sonar Page

The Sonar Page displays the sonar chart. This is a "cross-section" view of the water column beneath the boat. The chart moves across the screen, displaying sonar signal echoes that represent fish, structure and the bottom.

To get to the Sonar Page: Press the **PAGES** key, then use \rightarrow or \leftarrow to select **SONAR**. (Clear the Pages Menu by pressing **EXIT**.) The Pages Menu offers five chart display options under the Sonar Page category. To access them, press **PAGES** \leftarrow or \rightarrow to **SONAR** $\mid \downarrow$ to *Option Name* \mid **EXIT**.

The Sonar Page has its own menu, which is used for advanced functions and for setting various options. (Sonar Options and other features are discussed in Sec. 4.) To Access the Sonar Page menu, from the Sonar Page press **MENU**.



Pages Menu, showing sonar chart display option commands (left). Sonar Page in full sonar chart display mode (right).



Sonar chart display options (from left) split zoom and split frequency.



Sonar chart display options (from left) digital data and FlashGraf™.



Sonar Page Menu. Most of these functions are discussed in Sec. 4.



Sonar Page, showing full sonar chart mode.

You can customize how the Sonar Page displays its pictures and other data in many ways. Your unit also includes several special sonar features and options that can help you better interpret the underwater scene.

We'll discuss all of those features and options in Sec. 4, but to show you how easy the unit is to operate, the following page contains a simplified, 10-step quick reference that will cover most fish finding situations. The quick reference describes how your unit will operate with all the sonar features in their automatic modes, which are set at the factory.

LCX-17M Sonar Quick Reference

1. Mount the transducer, antenna and unit. Connect the unit to electric power and the transducer. (If GPS operation is desired, connect GPS antenna, too.) Make sure the MMC is in. (See complete installation details beginning on page 13.)

2. Launch your boat.

3. To turn on the unit, press and release **PWR** key.

4. Opening screen displays Map Page. Rotate through the four main Page screens (Map Page, Satellite Status Page, Navigation Page, Sonar Page) by pressing **PAGES** \leftarrow or \rightarrow to select *Page Name* | **EXIT**. Switch Pages to display Sonar Page.

5. If GPS data is desired, wait while unit locates satellites and calculates current position. When the unit acquires position, a tone sounds and a position acquired message appears.

6. With position acquired (if desired), head for your fishing grounds. Your unit will automatically display digital depth and surface water temperature in the top left corner of the screen.

The auto settings will track the bottom, displaying it in the lower portion of the screen. The full sonar chart will scroll from right to left, showing you what's under the boat as you cruise across the water. You can change the display by:

Zoom in to enlarge the chart for more detail: press ZIN. Zoom out to return to full chart mode: press ZOUT.

7. Watch the display for the appearance of fish arches. When you see arches, you've found fish! Stop the boat and get your lure or bait into the water at the depth indicated on the sonar chart.

8. Gauge the fish depth by visually comparing the fish arches with the depth scale on the right side of the screen, or get a more accurate measure with the Depth Cursor. Press **MENU** \downarrow to **DEPTH CURSOR ENT**. Press \downarrow to align the cursor line with the fish arch. The exact depth appears in a box at the right end of the cursor line. To clear the cursor, press **EXIT**.

9. If you are drifting at a very low speed or anchored, you are not moving fast enough for a fish to return the tell-tale fish arch signal. As you drift over a fish, or as a fish swims through the transducer's signal cone, the fish echo will appear as a straight line suspended between the surface and the bottom.

10. To turn off the unit, press and hold **PWR** key for three seconds.

Sonar Operations

As you can see from the quick reference on the previous page, basic operation is pretty easy, right out of the box. If you are a sonar novice, try operating the unit with the factory defaults until you get a feel for how it's working.

As you're learning the basics, there is one setting you might want to tinker with from time to time — Sensitivity.

Sensitivity controls the unit's ability to pick up echoes. If you want to see more detail, try increasing the sensitivity, a little at a time. There are situations when too much clutter appears on the screen. Decreasing the sensitivity can reduce the clutter and show the strongest fish echoes, if fish are present. As you change the sensitivity setting, you can see the difference on the chart as it scrolls.



These figures show results of different sensitivity levels on the same location. Fig. 1: Sensitivity at 88 percent. Typical of full auto mode. Fig. 2: Sensitivity set at 75 percent. Fig. 3: Sensitivity set at 50 percent. Fig. 4: Sensitivity set at 100 percent.

You can change the sensitivity level whether you are in Auto Sensitivity mode or Manual Sensitivity mode. The adjustment method works the same in both modes, but gives you slightly different results. Adjusting sensitivity in Auto Sensitivity Mode is similar to manually adjusting a car's speed with the accelerator pedal while cruise control is on. You can tell the car to run faster, but when you let off the gas the cruise control *automatically* keeps you from running slower than the minimum speed setting. In this unit, auto mode will let you increase sensitivity to 100 percent, but the unit will *limit* your *minimum* setting. This prevents you from turning sensitivity down too low to allow automatic bottom tracking. When you change the setting with auto turned on, the unit will continue to track the bottom and make minor adjustments to the sensitivity level, with a bias toward the setting you selected.

Adjusting sensitivity in Manual Sensitivity Mode is similar to driving a car without cruise control — you have *complete* manual control of the car's speed. In this unit, manual mode allows you to set sensitivity at 100 percent (maximum) or zero percent (minimum.) Depending on water conditions, the bottom signal may completely disappear from the screen when you reduce sensitivity to about 50 percent or less!

Try adjusting sensitivity in both auto and manual modes to see how they work.

To adjust sensitivity:

1. Press MENUJENT.

2. The Sensitivity Control Bar appears. Press \downarrow to decrease sensitivity; press \uparrow to increase sensitivity. When it's set at the desired level, press **EXIT**. (When you reach the maximum or minimum limit, a tone sounds.)



Sonar Menu with Sensitivity command selected (left). The Sensitivity Control Bar (right).

NOTE:

If you want to change the sensitivity in Manual Mode, first turn off Auto Sensitivity: from the Sonar Page, press $MENU|\downarrow$ to Auto SENSITIVITY | ENT| to SENSITIVITY | ENT. Press \downarrow or \uparrow to pick a different sensitivity setting. When it's set at the desired level, press EXIT.

Important Tip:

While you are experimenting and learning, it's possible to scramble the settings so that the sonar picture disappears from your screen. If that happens, remember that it's easy to switch back to full automatic operation by simply restoring the factory auto settings. Here's how:

To Restore Factory Settings

1. Press MENU|MENU| \downarrow to System Setup|ENT| \downarrow to Reset Options|ENT.

2. The unit asks if you want to reset all the options. Press \leftarrow to **Yes|ENT.** All options are reset, and the unit reverts back to the Map Page at the 4000-mile zoom range. (Any recorded sonar logs or GPS data will be unchanged.)

Fish Symbols vs. Full Sonar Chart

You may have noticed in the quick reference that we used fish arches in full sonar chart mode for our example, and not the popular Fish $I.D.^{TM}$ fish symbol feature. Here's why.

Fish I.D. *is* an easier way for a sonar novice to recognize a fish signal return when he sees it. However, locating a fish via symbol has some limitations.

Your sonar unit's microprocessor is remarkably powerful, but it can be fooled. Some of the echoes calculated to be fish could be tree limbs or turtles! To see what's under your boat in <u>maximum detail</u>, we recommend you turn off Fish I.D. and begin learning to interpret fish arches.

Fish I.D. is most handy when you're in another part of the boat or performing some task that prevents you from watching the sonar screen. Then, you can turn on Fish I.D. and the audible fish alarm. When that lunker swims under your boat, you'll hear it!

Fish I.D. can also be useful when you want to screen out some of the sonar detail gathered by your unit. For example, in one case, fisherman in San Francisco Bay saw clouds of clutter in the water but no fish arches. When a downrigger was pulled up, it brought up several small jellyfish. The fisherman switched their Lowrance sonar to Fish I.D., which screened out the schools of jellyfish and clearly showed the game fish there as fish symbols.

Other Free Training Aids

The sonar options section discusses Fish I.D., fish alarms and other features in greater detail. If you or a friend has Internet access, you can also learn more about interpreting what you see on your sonar screen. Visit our web site, **www.lowrance.com**. Be sure to check out the free

Sonar Tutorial, which includes animated illustrations and more pictures of actual sonar returns, all described in detail. There's even a "printer friendly" version of the tutorial available on our web site...it makes a great supplement to this operation manual!

You can also download a free copy of our Sonar Viewer software. This PC-based software application plays back any sonar chart log recorded with a Lowrance sonar product. Features include:

- Adjustable range, zoom, sensitivity, Grayline®, noise rejection, surface clarity, etc. of the recorded file.
- Interpretation of sonar signals can be user defined.
- Operates like a Windows Multimedia Player with forward, reverse, pause, fast forward, fast reverse, and scroll buttons.
- Adjustments update the entire record displayed
- Window can dynamically be sized on your monitor.
- Mouse cursor shows GPS position, depth and sounding number anywhere on the visible record.

For the ultimate training aid, be sure to download the free emulator software for your unit. Aside from being just plain fun, this program can help you learn both basic and advanced operations without burning boat fuel! Lowrance is the first sonar manufacturer to provide this type of training tool for customers.

This PC application simulates the actual sonar/GPS unit on your computer. You can run it from your computer keyboard or use your mouse to press the virtual keys. Easy download and installation instructions are available on our web site.



A free training emulator is available for your unit on our web site.

The emulator works exactly like your real sonar/GPS unit. Using the Sonar Simulator and GPS Simulator features, it allows you to play back sonar logs, run GPS routes and trails, even create real waypoints you can use in the field! You can even take snapshots of the Sonar Chart and print them or e-mail them to friends.

Section 4: Sonar Options & Other Features

Material in this section is arranged in alphabetical order.

ASP™ (Advanced Signal Processing)

The ASPTM feature is a noise rejection system built into the sonar unit that constantly evaluates the effects of boat speed, water conditions and interference. This automatic feature gives you the best display possible under most conditions.

The ASP feature is an effective tool in combating noise. In sonar terms, noise is any undesired signal. It is caused by electrical and mechanical sources such as bilge pumps, engine ignition systems and wiring, air bubbles passing over the face of the transducer, even vibration from the engine. In all cases, noise can produce unwanted marks on the display.

The ASP feature has four settings — Off, Low, Medium and High. If you have high noise levels, try using the "High" ASP setting. However, if you are having trouble with noise, we suggest that you take steps to find the interference source and fix it, rather than continually using the unit with the high ASP setting.

There are times when you may want to turn the ASP feature off. This allows you to view all incoming echoes before they are processed by the ASP feature.



Sonar Menu with Sonar Features selected (left). The Sonar Features menu (right), Noise Rejection selected with ASP at default low setting. To change the ASP level:

- 1. From the Sonar Page, press $\mathsf{MENU}| {\downarrow}$ to Sonar Features | ENT.
- 2. Press \rightarrow then \downarrow to Noise Rejection|ENT.
- 3. Press \downarrow or \uparrow to select a setting, then press **ENT**.
- 4. To return to the previous page, press **EXIT|EXIT**.

Alarms

This unit has three different types of sonar alarms. The first is the Fish Alarm. It sounds when the Fish $I.D.^{TM}$ feature determines an echo is a fish.

Another alarm is the Zone Alarm, which consists of a bar on the side of the screen. Any echo on the chart that appears inside this bar triggers the alarm.

The last alarm is the Depth Alarm, which has both a Shallow and a Deep setting. Only the bottom signal will trigger this alarm. This is useful as an anchor watch, a shallow water alert, or for navigation.

Depth Alarms

The depth alarms sound a tone when the bottom signal goes shallower than the shallow alarm's setting or deeper than the deep alarm's setting. For example, if you set the shallow alarm to 10 feet, the alarm will sound a tone if the bottom signal is less than 10 feet. It will continue to sound until the bottom goes deeper than 10 feet.

The deep alarm works just the opposite. It sounds a warning tone if the bottom depth goes deeper than the alarm's setting. Both depth alarms work only off the digital bottom depth signals. No other targets will trip these alarms. These alarms can be used at the same time or individually.



Main Menu and Sonar Alarms command (left); The Sonar Alarms menu (right).

To adjust and turn on the shallow alarm:

- 1. Press $MENU|MENU|\downarrow$ to $Alarms|ENT|\downarrow$ to Sonar Alarms|ENT.
- 2. Press \rightarrow to Shallow Alarm Depth | ENT.

3. Press \uparrow or \downarrow to change the first number, then press \rightarrow to move the cursor to the next number and repeat until the depth is correct, then press **ENT**.

4. Press \leftarrow to Shallow Alarm Enabled | ENT|EXIT|EXIT|EXIT.

5. To turn off the alarm, press MENU|MENU| \downarrow to Alarms | ENT| \downarrow to Sonar Alarms | ENT|EXIT|EXIT|EXIT.

To switch to a different depth setting, open the Sonar Alarms menu and repeat the instructions in step 3 above.

To adjust and turn on the deep alarm:

1. Press MENU | MENU | \downarrow to Alarms | ENT | \downarrow to Sonar Alarms | ENT.

2. Press \downarrow to Deep Alarm Enabled | \rightarrow to Deep Alarm Depth | ENT.

3. Press \uparrow or \downarrow to change the first number, then press \rightarrow to move the cursor to the next number and repeat until the depth is correct, then press **ENT**.

4. Press \leftarrow to Deep Alarm Enabled | ENT | EXIT | EXIT | EXIT.

5. To turn off the alarm, press MENU|MENU| \downarrow to Alarms|ENT| \downarrow to Sonar Alarms|ENT| \downarrow to Deep Alarm Enabled|ENT|EXIT|EXIT|EXIT.

To switch to a different depth setting, open the Sonar Alarms menu and repeat the instructions in step 3 above.

Zone Alarm

The zone alarm is triggered when any echo passes inside the zone alarm bar, shown on the right side of the screen.

To adjust and turn on the zone alarm:

1. Press Menu | Menu | \downarrow to Alarms | ENT | \downarrow to Sonar Alarms | ENT.

2. Press \downarrow to Zone Alarm Enabled | \rightarrow to Adjust Zone | ENT.



Sonar Alarms menu, with Adjust Zone command selected (left); Adjust Zone Alarm selection box, with Upper Limit selected (right).

3. To set the upper boundary for the Zone Alarm, use \leftarrow or \rightarrow to select **UPPER**, then press \uparrow or \downarrow to move the top of the bar to the desired depth.

4. To set the lower boundary for the Zone Alarm, use \leftarrow or \rightarrow to select **LOWER**, then press \uparrow or \downarrow to move the bottom of the bar to the desired depth.

5. Press $EXIT \vdash c$ to ZONE ALARM ENABLED $\mid ENT \mid EXIT \mid EXIT \mid EXIT$. Now, any echo — fish, bottom, structure — within the zone alarm's depth range will trigger the zone alarm.

6. To turn off the alarm, press MENU|MENU| \downarrow to Alarms|ENT| \downarrow to Sonar Alarms|ENT| \downarrow to Zone Alarm Enabled|ENT|EXIT|EXIT|EXIT.

To switch to a different depth setting, open the Sonar Alarms menu and repeat the instructions in steps 3 and 4 above.

Fish Alarm

Use the fish alarm for a distinctive audible alarm when fish or other suspended objects are detected by the Fish $I.D.^{TM}$ feature (Fish I.D. must be turned on for the Fish Alarm to work). A different tone sounds for each fish symbol size shown on the display.



Sonar Alarms menu with Fish Alarm selected. The checkbox is blank, indicating the alarm is turned off.

To turn the fish alarm on:

1. Press MENU | MENU | \downarrow to Alarms | ENT | \downarrow to Sonar Alarms | ENT.

2. Press \downarrow to Fish Alarm | ENT | EXIT | EXIT | EXIT.

3. To turn off the alarm, press MENU|MENU| \downarrow to Alarms|ENT| \downarrow to Sonar Alarms|ENT| \downarrow to Fish Alarm|ENT|EXIT|EXIT|EXIT.

Calibrate Speed

The speed sensor can be calibrated to compensate for inaccuracies. Before you change the setting, first calculate the percentage that the speed is off. You will enter this percentage in a moment.

For example, if you figure the sensor is reading 10 percent faster than

actual speed, you will enter -10 in the calibration window. If the sensor is reading 5 percent slower than true speed, you will enter +5 in the window.

A good way to gauge your speed sensor's performance is to compare its reading with the ground speed measured by your unit's GPS functions. When you make a run to compare GPS ground speed to speed sensor speed, perform your test in relatively calm water free of current, if possible. (Unless, of course, you are taking the current speed into consideration when making your calculation.) After you have a correct figure, here's how to enter it:

1. Press $\mathsf{MENU} | \mathsf{MENU} | \downarrow$ to Sonar Setup | $\mathsf{ENT} | \downarrow$ to Calibrate Water Speed | $\mathsf{ENT}.$

2. Enter the number you calculated earlier: press \uparrow or \downarrow to change the first character (+ or -), then press \rightarrow to move the cursor to the next number and repeat until the percentage is correct, then press **EXIT**.

Chart Speed

The rate echoes scroll across the screen is called the chart speed. The default is maximum. We recommend you leave the setting there for virtually all fishing conditions.

You, however, might consider experimenting with chart speed when you are stationary or drifting very slowly. You may sometimes achieve better images as you slow the chart speed to match how fast you are moving across the bottom.

If you are at anchor, ice fishing or fishing from a dock, experiment with a chart speed around 50 percent. If you are drifting slowly, try a chart speed around 75 percent. When you are stationary and a fish swims through the sonar signal cone, the image appears on the screen as a long line instead of a fish arch. Reducing the chart speed may result in a shorter line that more closely resembles a regular fish return.



Sonar Page menu with Chart Speed command selected (left);. The Chart Speed Control Bar (right).

If you do experiment with chart speed, remember to reset it to maximum when you resume trolling or moving across the water at higher speed. To change chart speed:

1. From the Sonar Page, press $MENU | \downarrow$ to Chart Speed | ENT.

2. The Chart Speed Control Bar appears. Press \downarrow to decrease chart speed; press \uparrow to increase chart speed.

3. When it's set at the desired level, press **EXIT**.

Depth Cursor

The depth cursor consists of a horizontal line with a digital depth box on the right side. The numbers inside the box show the depth of the cursor.



Sonar Page menu with Depth Cursor command selected (left). Sonar chart with the depth cursor active (right). The line indicates the large fish is 21.95 feet deep.

The cursor can be moved to any location on the screen, letting you pinpoint the depth of a target.

1. From the Sonar Page, press $\texttt{MENU} \,|\, \checkmark$ to $\texttt{Depth}\,\texttt{Cursor} \,|\, \texttt{ENT}.$

2. The depth cursor appears. Press \checkmark to lower the cursor line; press \uparrow to raise the cursor line.

3. To clear the depth cursor, press **EXIT**.

Depth Range - Automatic

When turned on for the first time, the bottom signal is automatically placed in the lower half of the screen. This is called Auto Ranging and is part of the automatic function. You can change the range to a different depth, depending upon the bottom depth and the current range. To do this:

1. From the Sonar Page, press $MENU | \downarrow$ to Depth Range | ENT.



Sonar Page menu with Depth Range command selected (left); The Depth Range Control Scale (right).

2. The Depth Range Control Scale appears. Press \uparrow or \downarrow to select a different depth range. A black bar highlights the selected range. The shaded numbers can not be selected.

3. When the new range is selected, press **EXIT** to clear the menu.

Depth Range - Manual

You have complete control over the range when the unit is in the manual mode. There are 16 depth ranges, from 5 to 4,000 feet.

To switch to Manual Depth Range:

1. First, turn off automatic depth range. From the Sonar Page, press $\textbf{MENU}| \downarrow$ to Auto Depth Range | ENT.

2. Press **1** to **DEPTH RANGE | ENT** and the Depth Range Control Scale appears.

3. Press \downarrow or \uparrow to select a different depth range. A horizontal black bar highlights the selected range.

4. When the new range is selected, press **EXIT** to clear the menu.

To turn Auto Depth Range on again:

From the Sonar Page, press MENU|↓ to AUTO DEPTH RANGE | ENT|EXIT.

NOTE:

The sonar's depth capability depends on the transducer installation, water and bottom conditions, and other factors.

Depth Range - Upper and Lower Limits

Virtually any segment of the water column can be displayed by using the upper and lower limit feature. This lets you pick the shallow and deep range limits shown on the screen, provided there is at least 10 feet between the upper and lower limit you select. For example, a range from 12 feet to 34 feet could be used. Changing the upper and lower limits gives you far greater control over the depth range. This feature lets you "zoom in" the display in almost unlimited combinations. Nearly any segment of the water column, from the surface to the bottom can be shown. This enlarges the sonar targets to best suit your fishing needs and water conditions.



Sonar Page Menu with Upper and Lower Limits command selected (left); Sonar Chart Limits menu, with Upper Limit selected (right).

To change the upper and lower limits:

1. From the Sonar Page, press $MENU|\downarrow$ to UPPER AND LOWER LIMITS | ENT. The Sonar Chart Limits menu appears, with Upper Limit selected.

2. To set the upper limit, press **ENT**. Press \uparrow or \downarrow to change the first number, then press \rightarrow to move the cursor to the next number and repeat until the depth is correct, then press **EXIT**.

3. To set the lower limit, press \downarrow to LOWER LIMIT | ENT. Press \uparrow or \downarrow to change the first number, then press \rightarrow to move the cursor to the next number and repeat until the depth is correct, then press EXIT|EXIT|EXIT.



Normal display, in auto depth range mode, (left); Display "zoomed" with Upper and Lower Limits focusing on the portion of the water column from 25 feet to 45 feet deep (right). In the "zoomed" image on the right, note the target definition, showing two fish holding just off the structure.

To turn off upper and lower limits:

From the Sonar Page, press $\textbf{MENU} \,|\, \textbf{\downarrow}$ to $\textbf{Auto Depth Range} \,|\, \textbf{ENT} \,| \textbf{EXIT.}$

FasTrack™

This feature automatically converts all echoes to short horizontal lines on the display's far right side. The graph on the rest of the screen continues to operate normally. FasTrack gives you a rapid update of conditions directly under the boat. This makes it useful for ice fishing, or when you're fishing at anchor. When the boat is not moving, fish signals are long, drawn out lines on a normal chart display. FasTrack converts the graph to a vertical bar graph that, with practice, makes a useful addition to fishing at a stationary location.



Fish I.D.™ (Fish Symbols & Depths)

The Fish I.D. feature identifies targets that meet certain conditions as fish. The microcomputer analyzes all echoes and eliminates surface clutter, thermoclines, and other undesirable signals. In most instances, remaining targets are fish. The Fish I.D. feature displays fish symbols on the screen in place of the actual fish echoes.

There are several fish symbol sizes. These are used to designate the relative size between targets. In other words, Fish I.D. displays a small fish symbol when it recognizes a target as a small fish, a medium fish symbol on a larger target and so on.

The sonar's microcomputer is sophisticated, but it can be fooled. It can't distinguish between fish and other suspended objects such as trotlines, turtles, submerged floats, air bubbles, etc. Individual tree limbs extending outward from a group of limbs are the hardest objects for the Fish I.D. feature to distinguish from fish.

You may see fish symbols on the screen when actually, there are no fish. The reverse also is true.

Does that mean Fish I.D. is broken? No. The feature is simply interpreting sonar returns in a specific way to help take some of the work out of reading the screen. Remember: Fish I.D. is one of the many tools we provide so you can analyze your sonar returns for maximum fish finding information. This and other features can help you successfully "see" beneath the boat under varied water and fishing conditions. Practice with Fish I.D. mode on and off to become more familiar with it. The default for Fish I.D. is off.



Sonar Features highlighted (left); Fish I.D. Symbols selected (right).

To turn the Fish I.D. feature on:

1. From the Sonar Page, press MENU $|\downarrow$ to Sonar Features | ENT.

2. Press \downarrow to Fish Symbols | ENT | EXIT | EXIT.

To turn off Fish I.D., repeat the instructions in step 1.



Figures 1A and 2A (left) show Sonar Page in normal chart mode. Figures 1B and 2B (right) show the same underwater scene with Fish I.D. turned on. Note how arches are replaced with symbols.

FishTrack™

The FishTrack feature shows the depth of a fish symbol when it appears on the display. This lets you accurately gauge the depth of targets. This feature is available only when the Fish I.D. feature is on. The default setting for FishTrack is off.

To turn on FishTrack:

(Note: These instructions will turn on FishTrack and Fish I.D. at the same time.)

1. From the Sonar Page, press $\texttt{MENU} \,|\, \checkmark$ to Sonar Features | ENT.

2. Press \downarrow to Fish Depths | ENT | EXIT | EXIT.

To turn off FishTrack, repeat the instructions in step 1. Turning off FishTrack in this manner will not turn off Fish I.D. symbols.



Sonar Features menu with Fish I.D. Depths selected (left). When the check box to the left is unchecked, the feature is off. Sonar Page showing Fish I.D. symbols and FishTrack depths turned on (right).

Frequency (Change Transducer Frequency) (Dual-Frequency Transducers only)

A dual-frequency transducer operates with both 200 kHz and 50 kHz. The 200 kHz frequency has a 12° cone angle and the 50 kHz frequency has a 35° cone angle.

The default frequency is 200 kHz, which is best for use in shallow water (about 300 feet or less). This frequency is the best choice for about 80 percent of the fresh and salt water sport fishing applications. When you get into very deep salt water, 300 to 500 feet or deeper, the 50 kHz frequency is the best choice.

The 200 kHz transducer will give you better detail and definition, but less depth penetration. The 50 kHz transducer will give you greater depth penetration, but a little less detail and less definition. (Remember, all sonar units typically read deeper in fresh water than in salt water.)

There is a common exception to these rules of thumb. Some fishermen on freshwater lakes (or the ocean) using downriggers like to see them on the sonar. In many of those cases, you'll see a 50 kHz transducer frequency in use because the wider cone angle lets them watch the bait.



Sonar Features menu with a frequency of 200 kHz selected.

To change the frequency setting to 50 kHz:

- 1. From the Sonar Page, press $MENU | \downarrow$ to Sonar Features | ENT.
- 2. Press \downarrow to 50 kHz | ENT.
- 3. Press **EXIT** | **EXIT** to clear the menu.

To change the frequency setting to 200 kHz:

- 1. From the Sonar Page, press $\textbf{MENU} \,|\, \clubsuit$ to Sonar Features | ENT.
- 2. Press \downarrow to 200 kHz | ENT.
- 3. Press **EXIT** | **EXIT** to clear the menu.

Grayline®

Grayline lets you distinguish between strong and weak echoes. It "paints" gray on targets that are stronger than a preset value. This allows you to tell the difference between a hard and soft bottom. For example, a soft, muddy or weedy bottom returns a weaker signal which is shown with a narrow or no gray line. A hard bottom returns a strong signal which causes a wide gray line.

If you have two signals of equal size, one with gray and the other without, then the target with gray is the stronger signal. This helps distinguish weeds from trees on the bottom, or fish from structure.

Grayline is adjustable. The factory default for this unit is 69 percent. Since Grayline shows the difference between strong and weak signals, adjusting the sensitivity may also require a different Grayline level. The level chosen by the sonar unit at power on is usually adequate for most conditions. Experiment with your unit to find the Grayline setting that's best for you.

From a sonar page, press **MENU** $|\downarrow$, select **GrayLine**, then press | **ENT**.



Grayline selected on sonar menu (left); Grayline control bar (right).

Press \uparrow or \downarrow to increase or decrease Grayline. Echoes scrolling onto the screen will show the effects of the change. If you reach the maximum or minimum level, a tone sounds alerting you to the limit. Press **EXIT** to clear the menu.

HyperScroll™

See the entry on Ping Speed, which controls the HyperScroll feature.

Log Sonar Chart Data

If you have an MMC installed in the unit, the sonar data shown on the screen can be saved to it. This can be played back at any time. (To play a recorded sonar chart log, see the entry in this section for Sonar Simulator.) If you have a personal computer and internet access, download our free Sonar Viewer and your unit's emulator at our web site, **www.lowrance.com.** That will allow you to replay sonar logs on your personal computer.



The Sonar Page menu with the Log Sonar Chart Data command selected (left). Sonar Chart Logging menu, with the Start Logging command selected (right). The MMC has 11.7 MB of free space, which will record the scrolling chart for 20 minutes and 44 seconds.

To record or log chart data:

1. Press MENU | \downarrow to Log Sonar Chart Data | ENT.

2. To record data using the default settings, press **ENT**. The menu clears and the Sonar Page title bar shows the name of the file you are recording. Warning messages will appear as recording time begins to run out.

NOTE:

You can change any of the settings by using the cursor arrows to highlight different commands. Select **FILE NAME** if you want to change the name. Select **CHART QUALITY** if you want to lower the file quality and record for a longer period of time. After you've changed the settings, select **START LOGGING**.

Noise Rejection

See the entry on Advanced Signal Processing in this section.

Overlay Data

On any page display except the Satellite Status and Navigation pages, you can "float" or overlay additional data on the screen with the Overlay Data command. The various data available from your unit are divided into categories in the Overlay Data menu. These categories include GPS Data, Navigation, Trip Calculator, Time, Sonar Data and Miscellaneous Data.

You can select items from any of these categories for display, in any combination. The category divisions are there only to help you sort through the information.



Overlay Data Shown window (left); Data viewer with the Sonar Data category expanded (right).

To overlay information on your screen: 1. Press MENU | \downarrow to Overlay Data | ENT.

2. If you have overlay data on your display, you'll see a list of that data on the overlay data shown menu. To add data select (ENT TO ADD) and press ENT. The data viewer shows information categories with "+" or "-" symbols next to each category name. A category with a "+" next to it is *expandable*, meaning its contents are hidden.

Selecting the category name and pressing **ENT** will show the category's contents, so you can choose items within it. An expanded category (one with a "-" next to its name) can be collapsed to hide its contents. Just select the category and press **ENT**.

3. Expand any categories that might contain data you want to display. Then press \downarrow or \uparrow to select a data option.

4. With the data option highlighted, press **ENT** to check it (turn it on) or uncheck it (turn it off). As you turn it on, the data will appear on top of the screen. Every Page display has a maximum number of items you can show using the Overlay Data command.

5. After the desired changes are made, press **EXIT|EXIT** to return to the page display.

To remove overlaid data:

1. While on the Page display that shows the item or items you want to remove, press $MENU|\downarrow$ to OVERLAY DATA | ENT.

2. You'll see a list of the overlay data currently displayed. Select the item you want to remove from your display and press **ENT|ENT** to remove the data. To remove another item, select the item and press **ENT|ENT**.

3. When you have finished removing all the items you want from the screen, press **EXIT** to return to the page display.


Overlay Data Shown, with water speed selected (left). Press ENT to access REMOVE option (right). Press ENT again to remove item and return to the Overlay Data Shown screen.

To move overlaid data:

You may find it useful to rearrange data floating in your display window.

1. Press MENU | \downarrow to Overlay Data | ENT.

2. You'll see a list of the overlay data currently displayed. Select the item you want to move and press $ENT | \rightarrow to Move | ENT$.

3. The data begins to flash on your screen. Use any combination of \rightarrow , \leftarrow , \uparrow and \downarrow to move the data to a new location.

4. When satisfied, press **EXIT|EXIT**.

NOTE:

The Customize command and the Overlay Data command use the same information categories. The difference between the two commands is the Customize command is only used to modify pages with digital data boxes, while Overlay Data changes information floating on the screen. See Customize Page Displays, on page 86 for information on customizing data boxes.

To change displayed data font size:

1. From the Map or Sonar page, press $MENU | \downarrow$ to Overlay Data | ENT.

2. Press \downarrow or \uparrow to select *Data Type* | press \rightarrow or \leftarrow to *Data Size* | **EXIT**.

The selected data type will be displayed in the new size. (To change the font size of another data type repeat these steps, beginning with step two above.)

3. To return to the previous page, press **EXIT**.



The overlay data on this sonar display includes, Depth, Temperature, Ground Speed and the Track the boat is following.

NOTE:

Some data types can be displayed in only one font size. If that is the case, the Data Size box will not be displayed for that data type.

Ping Speed & HyperScroll™

Ping Speed controls the rate at which the transmitter and transducer broadcast sonar sound waves — pings — into the water. The unit has a default ping speed of 50 percent. At normal boating speeds, this automatically provides enough return echoes to refresh the screen and scroll the chart at maximum chart speed.

However, when you are running at high speeds, or just want the fastest possible screen update, you may want to use the HyperScroll[™] feature. When you change the Ping Speed to any setting greater than 50 percent, the unit automatically enters HyperScroll mode.

These faster ping rates allow you to maintain a high-detail picture on the screen, and the screen refresh rate and chart scroll speed can keep pace with the boat as it moves quickly over the bottom terrain.

When using HyperScroll, you may also need to manually decrease the sensitivity for optimum performance. Depending on water depth and other conditions, HyperScroll may cause a second bottom echo to return to the transducer during the next ping cycle, or sounding. This can result in a large amount of clutter appearing on the screen. If this occurs, just decrease the sensitivity to a level that eliminates the clutter. When you turn HyperScroll off, you can return to your original sensitivity level.



Sonar Menu with Ping Speed command selected (left). The Ping Speed Control Bar (right) at default setting.

To change Ping Speed:

1. From the Sonar Page, press $MENU | \downarrow$ to Ping Speed | ENT.

2. The Ping Speed Control Bar appears. Press \uparrow to increase ping speed; press \downarrow to decrease ping speed. When it's set at the desired level, press **EXIT**.

To turn off HyperScroll:

1. From the Sonar Page, press $MENU | \downarrow$ to Ping Speed | ENT.

2. The Ping Speed Control Bar appears. Press \downarrow to decrease ping speed to 50 percent. When it's set at the desired level, press **EXIT**.

When you boost ping speed and switch into HyperScroll, the width of the FasTrack bar graph display doubles in width at the right side of the screen. This allows you to better see the virtually instantaneous sonar returns, just as you would on a flasher sonar unit. For more information on FasTrack, see its entry in this section.

Reset Options

This command is used to reset all features, options and settings to their original factory defaults. This is useful when you have changed several settings and want to return the unit to basic automatic operation.

1. Press MENU | MENU | \downarrow to System Setup | ENT | \downarrow to Reset Options | ENT.

2. Press \leftarrow to **Yes** | **ENT**.

3. All the menus are cleared and the unit reverts to the Map Page at the 4000-mile zoom range, just as if you had turned it on for the first time. All options have been returned to the factory settings.



System Setup menu with Reset Options command selected (left). The Reset Options dialog box (right).

NOTE:

Reset Options does *not* erase any waypoints, routes, plot trails, or sonar logs.

Reset Water Distance

The sonar chart's Digital Data display option includes a window that shows distance traveled, called Water Distance ("W Distance"). This information is calculated from an optional water speed sensor, not the GPS. The Water Distance window can be reset to zero using the Reset Water Distance command.

Press **MENU** | **MENU** | \downarrow to **SONAR SETUP** | **ENT** | \downarrow to **RESET WATER DISTANCE** | **ENT**. The menus are cleared and the water distance is reset to 0.00.

Set Keel Offset

This unit measures water depth from the face of the transducer. Since the transducer is installed below the water surface, the depth displayed by the digital depth, chart depth scale, chart cursor or fish symbols is *not* exact. If the transducer is 1 foot below the surface, and the screen shows the water depth as 30 feet, then the actual depth is 31 feet.

On sailboats or other large vessels with deep drafts, the distance between the transducer installation and the keel or lower engine unit can be several feet. In those cases, an inexact depth reading could result in grounding or striking underwater structure. The Keel Offset feature eliminates the need for the navigator to mentally calculate how much water is under his keel.

Keel Offset lets you calibrate the digital depth: chart depth scale, chart cursor depth and fish symbol depth displayed on the screen. To calibrate the depth indicators, first measure the distance from the face of the transducer to the lowest part of the boat. In this example, we will use 3.5 feet. This will entered as a *negative* 3.5 feet, which makes the depth indicators perform as if the transducer's lower in the water than it really is.

1. Press MENU | MENU | \downarrow to Sonar Setup | ENT.

2. Use \downarrow to scroll down to **KEEL OFFSET**, then press **ENT**. The Keel Offset dialog box appears. Press \downarrow to change the plus (+) sign to a minus (-) sign.

3. Press \rightarrow to the first number, then press \uparrow to change the number to 3.

4. Press \rightarrow to the second number, then press \uparrow to change the number to 5, then press **EXIT**. The depth indicators now accurately show the water depth beneath the keel.

NOTE:

If knowing the exact depth of water beneath the keel is less important, you can calibrate the depth indicators so that they show the actual water depth from surface to bottom. To do this, first measure the distance from the face of the transducer to the surface (the water line on the boat). In this example, we will use 1.5 feet. This will be entered as a *positive* 1.5 feet, which makes the depth indicators perform as if the transducer's higher in the water than it really is.

1. Press MENU | MENU | \downarrow to Sonar setup | ENT | ENT.

2. The Keel Offset dialog box appears with a plus (+) sign at the front of the box.

3. Press \rightarrow to the first number, then press \uparrow to change the number to 1.

4. Press \rightarrow to the second number, press \uparrow to change the number to 5, then press **EXIT**. The depth indicator now accurately shows the water depth from surface to bottom.

Sensitivity & Auto Sensitivity

The sensitivity controls the ability of the unit to pick up echoes. A low sensitivity level (from zero to 50 percent) excludes much of the bottom information, fish signals, and other target information.

High sensitivity levels let you see this detail, but it can also clutter the screen with many undesired signals. Typically, the best sensitivity level shows a good solid bottom signal with some surface clutter.

Automatic Sensitivity

The default sensitivity mode is automatic. The unit bases the sensitivity level on water depth and conditions. When the unit is in the automatic mode, sensitivity is automatically adjusted to keep a solid bottom signal displayed, plus a little more power. This gives it the capability to show fish and other detail.

However, situations occur when it becomes necessary to increase or decrease the sensitivity. This typically happens when you wish to see more detail, so an increase in sensitivity is indicated. Or, wave action and boat wakes create enough tiny air bubbles to clutter much of the water column. In that case, a decrease in sensitivity is indicated to reduce some of the clutter.

The control bar used to adjust sensitivity up or down is the same whether the unit is in the automatic or manual mode. In automatic you can adjust sensitivity up to 100 percent but the unit will limit your *minimum* setting. In auto, the unit will continue to make small adjustments, allowing for the setting you selected.

In manual mode, you have *complete* control over sensitivity, with the ability to set it anywhere from zero to 100 percent. Once you select a level in manual, the unit will continue to use that exact sensitivity setting until you change it or revert to auto mode.

To adjust sensitivity in auto mode: 1. Press **MENU | ENT**.

2. The Sensitivity Control Bar appears. Press \downarrow to decrease sensitivity; press \uparrow to increase sensitivity. When it's set at the desired level, press **EXIT**. (When you reach the maximum or minimum limit, a tone sounds.)



Sonar Menu with Sensitivity command selected (left). The Sensitivity Control Bar (right).

To adjust sensitivity in manual mode:

1. First, turn off Auto Sensitivity: from the Sonar Page, press $\texttt{MENU} \,|\, \downarrow$ to <code>Auto Sensitivity</code> $|\, \texttt{ENT}.$

2. Press \uparrow to **SENSITIVITY** | **ENT** and the Sensitivity Control Bar appears. Press \downarrow or \uparrow to pick a different sensitivity setting. When it's set at the desired level, press **EXIT**.

To turn Auto Sensitivity back on:

From the Sonar Page, press $MENU | \downarrow$ to Auto Sensitivity | ENT | EXIT.

NOTE:

To return to the original factory setting for Auto Sensitivity, see the entry in this section on Reset Options. If sensitivity is in manual mode, the Reset Options command will switch back to Auto and reset the factory setting at the same time.

Tip:

For quicker sensitivity adjustments, try leaving the Sensitivity Control Bar on the screen as the chart scrolls. You can see the changes on the screen as you press the up or down arrows. This is handy when there's a lot of clutter in the water, and you are matching the sensitivity to rapidly changing water conditions.

Sonar Chart Mode

The default color scheme for the sonar chart is grayscale, but we offer other variations to suit your viewing preferences. The chart can be displayed in Grayscale, Reverse Grayscale, Bottom Black or FishReveal.

To change the chart mode:

1. From the Sonar Page, press $\texttt{MENU} \,|\, \checkmark$ to $\texttt{Sonar Features} \,|\, \texttt{ENT}.$

2.. Press $\rightarrow \downarrow$ to Sonar Chart Mode | ENT.

3. Press \downarrow or \uparrow to *Mode Name* | **ENT**.

4. Press **EXIT** | **EXIT** to return to the Sonar Page.

Sonar Page & Sonar Chart Display Options

The Pages Menu offers five chart display options for units with dualfrequency transducers and four options for units with single-frequency transducers. To access them, press **PAGES** $|\leftarrow$ or \rightarrow to **SONAR** $|\downarrow$ to Option Name | **EXIT**.



Pages Menu, showing sonar chart display options.

Full Sonar Chart

This is the default mode used when the unit is turned on for the first time or when it's reset to the factory defaults.

The bottom signal scrolls across the screen from right to left. Depth scales on the right side of the screen aid in determining the depth of targets. The line at the top of the screen represents the surface. The bottom depth and surface temperature (if equipped with a temperature sensor or a transducer with a temp sensor built in) show at the top left corner of the screen.

The FasTrackTM display shows just to the right of the scale. This changes all echoes into short horizontal bars, replicating a flasher sonar. The zoom bar on the far right shows the area magnified when the zoom is in use. (See the Zoom section on page **92** for more information.)



Full Sonar Chart. The Overlay Data (depth and water temperature) are each set to a different text size.

Split Zoom Sonar Chart

A split chart shows the underwater world from the surface to the bottom on the right side of the screen. The left side shows an enlarged version of the right side. The zoom range shows at the bottom left corner of the screen.



Split Zoom Sonar Chart. Image (left) shows the left window zoomed to 2X. The image on the right shows the left window zoomed to 4X.

Split Frequency Sonar Chart (Dual-Frequency Transducers only)

This page option shows sonar data from the 50 kHz transducer element on the left side of the screen and data from the 200 kHz transducer on the right side. All other functions and features are the same as the Full Chart page.



Split Frequency Sonar Chart page, with 50 kHz view on the left and 200 kHz view on the right.

You can adjust the sensitivity in each window.

To adjust sensitivity in auto mode:

1. Press MENU | ENT.

2. The unit asks which you wish to adjust. Press \leftarrow or \rightarrow to select the one you want then press **ENT**.

3. The Sensitivity Control Bar appears. Press \downarrow to decrease sensitivity; press \uparrow to increase sensitivity. When it's set at the desired level, press **EXIT**. (When you reach the maximum or minimum limit, a tone sounds.)



The Split Frequency Sonar Chart page allows you to adjust sensitivity separately for each window.

Digital Data/Chart

This mode shows the chart on the right side of the screen. The left side has four digital boxes containing, Depth, Track, Bearing and a Temperature Graph.



Digital Data/Chart

Customize Page Displays

Every Page display option except Full Map (on the Map Page) has customizable Digital Data boxes to provide on-screen information.

The various data available from your unit are divided into categories in the Data Viewer menu. These categories include GPS Data, Navigation, Trip Calculator, Time, Sonar and Miscellaneous Data. You can select items from any of these categories for display in any data box. The category divisions are only there to help you sort through the information.

To change information displayed in a data box:

On the page with the digital data box you wish to change, press $MENU | \downarrow$ to CUSTOMIZE | ENT. A data box name flashes, indicating it is selected. Press ENT to modify the box or hit \uparrow or \downarrow to select another box, then press ENT. You'll see a list of categories with "+" or "-" symbols next to each category. A category with a "+" is *expandable*, meaning its contents are hidden.



Data Viewer with the Sonar Data category expanded.

Selecting the category name and pressing **ENT** will show the category's contents, so you can choose items within it. An expanded category (one with a "-" next to its name) can be collapsed to hide its contents. Just select the category name and press **ENT**.

Expand any categories that might contain data you want to display. Then press \downarrow or \uparrow to select a different data option. With the new option highlighted, press **ENT** to switch the contents of the box to the new data type, then press **EXIT**. You can now select another box to change. When you are finished with the settings, press **EXIT** again and the box name stops flashing.

NOTE

A Page display can only show a limited number of data boxes.

FlashGrafTM

The FlashGraf sonar page option represents a flasher style sonar combined with a scrolling chart. A circular dial shows all returning echoes at a high screen refresh rate. It uses the Grayline® feature to show weaker targets as lighter shades. The bottom depth is shown as a black bar across the outer circle. You can adjust the size of the chart and the flasher windows by using the Resize Window command, which is described on page 109.



FlashGraf page.

Map With Sonar Split Screen

There is a page mode that splits the screen in half, with the map on the left and the sonar on the right. This screen option can be found on the Pages Menu under the Map Page category.



Map with Sonar split screen.

When this screen is activated, you need to specify which side of the Menu, is active. To toggle between the two windows, press PAGES | PAGES. The window with the black title bar at the top of the screen is the active window. To switch back, just press PAGES | PAGES again.

Sonar Simulator

This unit has a built-in simulator that lets you run it as if you were on the water. All sonar features and functions are useable. When in simulator mode, you will see the chart file name in the Sonar Page title bar and a play symbol will flash on and off at the right end of the title bar. To use the simulator:

1. From the Sonar Page, press $\texttt{MENU} \,|\, \texttt{MENU} \,|\, \texttt{J}$ to Sonar Setup $|\, \texttt{ENT} \,|\, \texttt{J}$ to Sonar Simulator ENT $|\, \texttt{ENT}.$



Main Menu with Sonar Setup command selected (left). Sonar Simulator menu, with simulator turned on (right).

NOTE:

With Simulate Position checked, the simulator will also automatically run the GPS simulator (if GPS data was recorded with the sonar log).

2. To use the default sonar chart log stored in the unit, press ENT | EXIT. The recorded chart begins scrolling across the screen, just as if you were on the water.

3. Turn off Sonar Simulator by pressing MENU|MENU| \downarrow to Sonar Setup|ENT| \downarrow to Sonar Simulator|ENT|ENT|EXIT.

Title bar / with chart file name



"Play" symbol flashing

Sonar Page, playing a recorded sonar chart in Sonar Simulator mode.

Tip:

The Sonar Simulator can use sonar charts recorded (logged) on a MMC card. (To see how, read the entry in this section on Log Sonar Chart Data.) To play back a sonar chart, make sure the MMC containing the chart is installed, then:

1. Press MENU | MENU | \downarrow to Sonar Setup | ENT | \downarrow to Sonar Simulator | ENT.

2. Press \downarrow to Chart Used | ENT.

3. Press \downarrow or \uparrow to select *chart name* | ENT | \uparrow to Sonar Simulator ON | ENT | EXIT.

While you're in the Sonar Simulator menu, don't forget to check Simulate Position if you want to run the sonar and GPS simulators simultaneously. As you review sonar logs, you can create waypoints to mark sites you want to return to.

While the simulator is running, you can switch from one chart log to another by opening the Sonar Simulator menu and using the instructions in step 2 to select a different chart.

NOTE:

If you turn on your unit before attaching a transducer, it may enter a demo mode. The words "demo mode" flash on the bottom of the screen and a sonar chart plays much like the simulator. Unlike the simulator, the demo mode is for demonstration only, and will automatically stop as soon as you turn on the unit with a transducer attached. The simulator will continue to function normally.

Stop Chart

If you are running multiple units on a boat or using this unit in a car, there are times when you may want to turn off the sonar. This command turns off the sonar and stops the chart from scrolling. Sonar restarts automatically each time you turn on your unit.

Press Menu | \downarrow to Stop Chart | ENT | EXIT.

To turn on sonar and start the chart scrolling again, repeat the above step.



Sonar Menu with Stop Chart command selected.

Surface Clarity

The markings extending downward from the zero line on the chart are called "surface clutter." These markings are caused by wave action, boat wakes, temperature inversion and more.

The surface clarity control reduces or eliminates surface clutter signals from the display. It does this by changing the sensitivity of the receiver, decreasing it near the surface and gradually increasing it as the depth increases.

There are three levels of surface clarity available: low, medium, or high. It can also be turned off. The default level is off.

To adjust the Surface Clarity level:

1. From the Sonar Page, press $MENU | \downarrow$ to Sonar Features | ENT.



Sonar Features menu with Surface Clarity selected.

- 2. Press \rightarrow to Surface Clarity | ENT.
- 3. Press \downarrow or \uparrow to select *clarity level* | **EXIT** | **EXIT** | **EXIT** | **EXIT**.



In the illustration on the left, Surface Clarity is turned off. The view on the right shows Surface Clarity set on high.

Upper and Lower Limits

See the entry in this section for Depth Range - Upper and Lower Limits

Zoom & Zoom Bar

"Zooming in" is a common, fast and easy method used to enlarge small detail, fish signals and the bottom with its associated structure. This unit lets you zoom in quickly and easily by pressing the Zoom In key, **ZIN**.

Pressing **ZIN** once doubles the size (2X) of all echoes on the screen. Pressing it again quadruples the size of the echoes (4X). The zoom bar on the far right side of the screen shows which echoes will be displayed on the screen when the **ZIN** key is pressed.

For example, pressing the **ZIN** key once will enable a 2X zoom that will show all echoes that are between the top and bottom of the 2X-zoom bar. Pressing the key again will give a 4X zoom and only the echoes between the top and bottom of the 4X bar will show on the screen.

Press the Zoom Out key, **ZOUT**, to return the display to the normal mode.



Sonar page zoomed 2X (left). The same view zoomed 4X (right).

Zoom Pan

Your unit has the handy ability to quickly zoom in on any portion of the water column with just the touch of an arrow key. The Zoom Pan feature lets you rapidly move the zoomed area up and down to different depths. By "pointing" your zoom at different portions of the chart as it scrolls, you can get a good, close-up look at structure or cover below you.

To use Zoom Pan, switch to a manual Depth Range setting (see page 67) and turn on 2X or 4X Zoom. Then press \uparrow or \downarrow to pan up and down the water column.

Notes

Section 5: Sonar Troubleshooting

If your unit is not working, or if you need technical help, please use the following troubleshooting section before contacting the factory customer service department. It may save you the trouble of returning your unit for repair. For contact information, refer to the last page, just inside the back cover of this manual.

Unit won't turn on:

1. Check the power cable's connection at the unit. Also check the wiring.

2. Make certain the power cable is wired properly. The red wire connects to the positive battery terminal, black to negative or ground.

3. Check the fuse.

4. Measure the battery voltage at the unit's power connector. It should be at least 11 volts. If it isn't, the wiring to the unit is defective, the battery terminals or wiring on the terminals are corroded, or the battery needs charging.

Unit operates only in demo mode:

The transducer or antenna module have not yet been connected or have been disconnected. To leave demo mode, make sure that either the transducer or the antenna is securely connected before turning the unit on.

Unit freezes, locks up, or operates erratically:

1. Electrical noise from the boat's motor, trolling motor, or an accessory may be interfering with the sonar unit. Rerouting the power and transducer cables away from other electrical wiring on the boat may help. Route the sonar unit's power cable directly to the battery instead of through a fuse block or ignition switch

2. Inspect the transducer cable for breaks, cuts, or pinched wires.

3. Check both the transducer and power connectors. Make certain both are securely plugged in to the unit.

Weak bottom echo, digital readings erratic, or no fish signals:

1. Make certain the transducer is pointing straight down. Clean the face of the transducer. Oil, dirt and fuel can cause a film to form on the transducer, reducing its effectiveness. If the transducer is mounted inside the hull, be sure it is shooting through only one layer of fiberglass and that it is securely bonded to the hull. Do NOT use RTV silicone rubber adhesive or Marine-TexTM epoxy.

2. Electrical noise from the boat's motor can interfere with the sonar.

This causes the sonar to automatically increase its Discrimination or noise rejection feature. This can cause the unit to eliminate weaker signals such as fish or even structure from the display.

3. The water may be deeper than the sonar's ability to find the bottom. If the sonar can't find the bottom signal while it's in the automatic mode, the digital sonar display will flash continuously. It may change the range to limits far greater than the water you are in. If this happens, place the unit in the manual mode, then change the range to a realistic one, (for example, 0-100 feet) and increase the sensitivity. As you move into shallower water, a bottom signal should appear.

4. Check the battery voltage. If the voltage drops, the unit's transmitter power also drops, reducing its ability to find the bottom or targets.

Bottom echo disappears at high speeds or erratic digital reading or weak bottom echo while boat is moving

1. The transducer may be in turbulent water. It must be mounted in a smooth flow of water in order for the sonar to work at all boat speeds. Air bubbles in the water disrupt the sonar signals, interfering with its ability to find the bottom or other targets. The technical term for this is cavitation.

2. Electrical noise from the boat's motor can interfere with the sonar. This causes the sonar to automatically increase its Discrimination or noise rejection feature. This can cause the unit to eliminate weaker signals such as fish or even structure from the display. Try using resistor spark plugs or routing the sonar unit's power and transducer cables away from other electrical wiring on the boat.

No fish arches when the Fish I.D. feature is off:

1. Make certain the transducer is pointing straight down. This is the most common problem if a partial arch is displayed.

2. The sensitivity may not be high enough. In order for the unit to display a fish arch, it has to be able to receive the fish's echo from the time it enters the cone until it leaves. If the sensitivity is not high enough, the unit shows the fish only when it is in the center of the cone.

3. Use the Zoom feature. It is much easier to display fish arches when zoomed in on a small range of water than a large one. For example, you will have much better luck seeing fish arches with a 30 to 60 foot range than a 0 to 60 foot range. This enlarges the targets, allowing the display to show much more detail.

4. The boat must be moving at a slow trolling speed to see fish arches. If the boat is motionless, fish stay in the cone, showing on the screen as straight horizontal lines.

NOISE

A major cause of sonar problems is electrical noise. This usually appears on the sonar's display as random patterns of dots or lines. In severe cases, it can completely cover the screen with black dots, or cause the unit to operate erratically, or not at all.

To eliminate or minimize the effects of electrical noise, first try to determine the cause. With the boat at rest in the water, the first thing you should do is turn all electrical equipment on the boat off. Make sure the engine is also off. Turn your sonar on, then turn off Noise Reject [also known as the ASP feature (Advanced Signal Processing)]. Sensitivity should be set at 90-95 percent. There should be a steady bottom signal on the display. Now turn on each piece of electrical equipment on the boat and view the effect on the sonar's display. For example, turn on the bilge pump and view the sonar display for noise. If no noise is present, turn the pump off, then turn on the VHF radio and transmit. Keep doing this until all electrical equipment has been turned on, their effect on the sonar display noted, then turned off.

If you find noise interference from an electrical instrument, trolling motor, pump, or radio, try to isolate the problem. You can usually reroute the sonar unit's power cable and transducer cable away from the wiring that is causing the interference. VHF radio antenna cables radiate noise when transmitting, so be certain to keep the sonar's wires away from it. You may need to route the sonar unit's power cable directly to the battery to isolate it from other wiring on the boat.

If no noise displays on the sonar unit from electrical equipment, then make certain everything except the sonar unit is turned off, then start the engine. Increase the RPM with the gearshift in neutral. If noise appears on the display, the problem could be one of three things; spark plugs, alternator, or tachometer wiring. Try using resistor spark plugs, alternator filters, or routing the sonar unit's power cable away from engine wiring. Again, routing the power cable directly to the battery helps eliminate noise problems. Make certain to use the in-line fuse supplied with the unit when wiring the power cable to the battery.

When no noise appears on the sonar unit after all of the above tests, then the noise source is probably cavitation. Many novices or persons with limited experience make hasty sonar installations which function perfectly in shallow water, or when the boat is at rest. In nearly all cases, the cause of the malfunction will be the location and/or angle of the transducer. The face of the transducer must be placed in a location that has a smooth flow of water at all boat speeds. Read your transducer owner's manual for the best mounting position.

Notes

Section 6: Basic GPS Operations

This section addresses the unit's *most basic* GPS operations. The tutorials presented in Sec. 6 follow a chronological order. Sec. 7, *Advanced GPS Operations*, will discuss other more advanced functions and utilities. Material in Sec. 7 is arranged in alphabetical order.

Before you turn on the unit and find where you are, it's a good idea to learn about the different keys, the four Page screens and how they all work together. BUT, if you just can't wait to get outside, turn to the one-page *Quick Reference* on page 111.

Keyboard



LCX-17M sonar/GPS unit, front view, showing sonar screen, keyboard and access door for the MMC compartment.

1. **PWR/LIGHT** (Power & Light) – The PWR key turns the unit on and off and activates the backlight.

2. **PAGES** – Pressing this and the $\leftarrow \rightarrow$ arrow keys (4) switches the unit between the four different page screens. (Satellite Status Page,

Navigation Page, Map Page and Sonar Page.) Each page represents one of the unit's major operation modes.

3. **MENU** – Press this key to show the menus and submenus, which allow you to select a command or adjust a feature. This also accesses search functions for streets, intersections, addresses and highway exits.

4. **ARROW KEYS** – These keys are used to navigate through the menus, make menu selections, move the map cursor and sonar chart cursor and enter data.

5. ENT/ICONS (Enter & Icons) – This key allows you to save data, accept values or execute menu commands. It is also used to create event marker icons.

6. **EXIT** – The Exit key lets you return to the previous screen, clear data or close a menu.

7. WPT - (Waypoint) The Waypoint key is used to save and recall waypoints, search for waypoints and access the waypoint list. It also launches the Point-of-Interest (POI) search menus and is involved in some navigation functions.

8. **ZOUT** – (Zoom Out) – This key lets you zoom the screen out. On the Sonar Page, this key returns you to a full sonar chart display, showing the entire water column from surface to bottom. On the Map Page, this lets you see a larger geographic area on the map. Less detail is seen as you zoom out.

9. ZIN - (Zoom In) - This key lets you zoom the screen in. On the Sonar Page, this key enlarges fish signals and bottom detail. On the Map Page, zooming in lets you see greater detail in a smaller geographic area on the map.

Power/lights on and off

To turn on the unit, press **PWR**. As the unit powers up, the Map Page is displayed first. (To switch to another page, press **PAGES** $| \leftarrow$ or \rightarrow to Page Name | **EXIT**.)

To turn on the backlight, press **PWR** again. The unit has three backlight levels to select from. Repeatedly pressing **PWR** will cycle through the backlight settings and turn off the backlight.

Turn off the unit by pressing and holding the **PWR** key for 3 seconds.

Main Menu

The unit has a Main Menu, which contains some function commands and some setup option commands. The tutorial lessons in this section will deal only with functions and basic commands that make the Unit do something. The unit will work fine for these lessons right out of the box with the factory default settings. But, if you want to learn about the various options, see Sec. 8, *System Setup and GPS Setup Options*.

You can access the Main Menu from any of the four Page screens by pressing **MENU** | **MENU**. To clear the menu screen and return to the page display, press **EXIT**.



Main Menu.

The Main Menu commands and their functions are:

Screen command: changes the contrast or brightness of the display screen.

Sounds command: enables or disables the sounds for key strokes and alarms and sets the alarm style.

Alarms command: turns GPS or sonar alarms on or off and changes alarm thresholds.

Route Planning command: used to plan, view or navigate a route.

My Trails command: shows, hides, creates and deletes plot trails. Also used to navigate or backtrack a trail.

Cancel Navigation command: turns off the various navigation commands. Used to stop navigating after you have reached your destination waypoint, Point of Interest or map cursor location; or after you reach the end of a route or trail.

Sonar Setup command: sets various sonar options.

GPS Setup command: sets various GPS receiver options.

System Setup command: sets general configuration options.

Sun/Moon Calculations command: finds the rising and setting time of the sun and the moon.

Trip Calculator command: shows trip status and statistics.

Timers command: controls the up timer, down timer and alarm clock settings.

Browse MMC Files command: this allows you to view the installed MMC card and the files it contains.

Pages

The unit has four Page displays that represent the four major operating modes. They are the Satellite Status Page, the Navigation Page, Map Page and the Sonar Page. They are accessed by pressing the **PAGES** key, then using \rightarrow or \leftarrow to select a Page. (Clear the menu by pressing **EXIT**.)



Pages Menu, showing some Map display options.

Sonar Page

The Sonar Page displays the sonar chart, a view of the water column from the surface to the bottom. The chart scrolls across the screen from right to left, displaying signal echoes that represent fish, structure and the bottom. The Sonar Page is discussed in detail in Sec. 3. To get to the Sonar Page: Press the **PAGES** key, then use \rightarrow or \leftarrow to select **Sonar**. (Clear the Pages Menu by pressing **EXIT**.)

Satellite Status Page

The Satellite Status Page, shown, provides detailed information on the status of the unit's satellite lock-on and position acquisition. To get to the Satellite Status Page: Press the **PAGES** key, then use \rightarrow or \leftarrow to select **STATUS**. (Clear the Pages Menu by pressing **EXIT**.)

No matter what Page you are on, a flashing current position indicator/question mark symbol and flashing GPS data displays indicate that satellite lock has been lost and there is no position confirmed. The Satellite Status Page shows you the quality and accuracy of the current satellite lock-on and position calculation.

WARNING:

Do not begin navigating with this unit until the numbers have stopped flashing!



Satellite Status Page. Left view indicates unit has not locked on to any satellites and does not have a fix on its position. Right view shows satellite lock-on with a 3D position acquired (latitude, longitude and altitude), and WAAS reception.

This screen shows a graphical illustration of the satellites that are in view. Each satellite is shown on the circular chart relative to your position. The point in the center of the chart is directly overhead. The small inner ring represents 45° above the horizon and the large ring represents the horizon. North is at the top of the screen. You can use this to see which satellites are obstructed by obstacles in your immediate area if the unit is facing north.

The GPS receiver is tracking satellites represented by a black bar. The receiver hasn't locked onto a satellite if the number is a lighter shade, therefore it isn't being used to solve the position.

Beneath the circular graph are the bar graphs, one for each satellite in view. Since the unit has twelve channels, it can dedicate one channel per visible satellite. The taller the bar on the graph, the better the unit is receiving the signals from the satellite.

The "Estimated Position Error" (horizontal position error) shown in the upper left corner of the screen is the expected error from a benchmark location. In other words, if the EPE shows 50 feet, then the position shown by the unit is estimated to be within 50 feet of the actual location. This also gives you an indicator of the fix quality the unit currently has. The smaller the position error number, the better (and more accurate) the fix is. If the position error flashes dashes, then the unit hasn't locked onto the satellites, and the number shown isn't valid. The Satellite Status Page has its own menu, which is used for setting various options. (Options and setup are discussed in Sec. 8.) To access the Satellite Status Page menu, from the Status Page, press **MENU**

Navigation Page

This screen has a compass rose that not only shows your direction of travel, but also the direction to a recalled waypoint. It also has a Navigation with Sonar option that will display two windows, one with a sonar chart, the other with the compass rose. To get to the Navigation Page: Press **PAGES** $| \rightarrow$ or \leftarrow to **NAVIGATION** | **EXIT**.

The navigation screen looks like the one below when you're *not* navigating to a waypoint or following a route or trail. Your position is shown by an arrow in the center of the screen. Your trail history, or path you've just taken, is depicted by the line extending from the arrow. The arrow pointing down at the top of the compass rose indicates the current track (direction of travel) you are taking.



Navigation Page, recording a trail, traveling east. Page looks like this when the unit is not navigating to a waypoint , following a route, or backtracking a trail.

NOTE:

Remember, when information displays are flashing, satellite lock has not been achieved and no position fix has been determined. A question mark will also flash on the present position arrow in the center of the compass rose. When navigating to a waypoint, the Navigation screen looks like the following figure. Your ground speed, track, distance and bearing to waypoint, and course are all shown digitally on this screen.



Navigation Page, backtracking a trail while creating a new trail.

In the example figure above, the driver is headed north (a 355° track) toward a waypoint 358° (bearing) away. The cross track error range (white corridor) is 0.20 miles either side of the course. The driver is headed toward trail waypoint 1, which is 0.18 miles away. The vehicle is virtually on course (off course only 49 feet to the left). Traveling at a speed of 46 mph, the driver will arrive at the waypoint in 14 seconds.

Speed (ground speed) is the velocity you are making over the ground. (If you wish, you can customize the Speed window to display Closing Speed instead. Closing Speed is also known as velocity made good. It's the speed that you're making toward the waypoint. For instructions, see the Customize Page Displays entry in Sec. 8.)

Track is the heading, or the current direction you are actually traveling. Bearing is the direction of a line-of-sight from your present position to the destination. No matter what direction you are steering, the Bearing window shows the compass direction straight to the destination from your location at the moment. Distance shows how far it is to the waypoint you're navigating toward.

The Off Course window shows the current cross track error. This shows the distance you are off-course to the side of the desired course line. The course line is an imaginary line drawn from your position when you started navigating to the destination waypoint. The course line is shown on the Navigation Page screen (and the Map Page screen) as a line.

The cross track error range is shown on the compass rose as a wide, white, corridor enclosing the course line. The outer edges of this white corridor represent lines that show the current cross track error range. The default for the cross track error range is 0.20 miles.

For example, if the present position symbol touches the right cross track error line, then you are 0.20 miles to the right of the desired course. You need to steer left to return to the desired course. You can use the **ZIN** or **ZOUT** keys to change the cross track error range.

A circular symbol depicting your destination (waypoint) appears on the screen as you approach the waypoint.

Trip Time is the time that it will take to reach your destination at your present closing speed. (You can also customize the time window to show Arrival Time instead. Arrival Time is the local time it will be when you arrive at the destination, based upon your present closing speed and track.)

The Navigation Page has its own menu, which is used for some advanced functions and for setting various options. (Options and setup are discussed in Sec. 8.) To access the Navigation Page Menu, from the Navigation Page, press **MENU**.

Map Page

The Map Page screens show your course and track from a "bird's-eye" view. By default, this unit shows the map with north always at the top of the screen. (This can be changed. See the topic *Map Orientation*, in Sec. 8.) If you're navigating to a waypoint, the map also shows your starting location, present position, course line and destination. You, however, don't have to navigate to a waypoint to use the map.

Map Page is the default screen that appears when you turn on the unit. To get to the Map Page from another page: Press **PAGES** $| \rightarrow$ or \leftarrow to **MAP** | **EXIT**. When the Map Page is displayed, a screen similar to the following figure appears.

The arrow in the center of the screen is your present position. It points in the direction you're traveling. The map zoom range is the distance across the screen. This number shows in the lower right corner. In the following example, the first figure shows a range of 4,000 miles and the last figure range is 15 miles (from the left edge of the map to the right edge of the map).

The Zoom In and Zoom Out keys zoom the map to enlarge or reduce its coverage area and the amount of mapping detail shown. There are 37 available map zoom ranges, from 0.05 miles to 4,000 miles.



Far left, Map Page opening screen. Center, zoomed to 100 miles and right, zoomed to 15 miles. The Over Zoomed notice in the top left corner means you have reached the map's detail limits for the area. Zooming in any closer will reveal no more map details because a custom map has not been loaded on the MMC.

If you're using only the factory-loaded background map, the maximum zoom range is 20 miles. You can continue to zoom in closer, but the map will simply be enlarged without revealing more map content (except for a few major city streets.) Load your own high-detail custom map made with MapCreate and you can zoom in to 0.05 miles.



Map Pages with high-detail MapCreate map. Arterial streets appear at the 6-mile zoom range, with a few Point of Interest icons visible (left). Numerous Points of Interest dots become visible at the 3-mile range, along with minor streets (center). At the 0.6-mile zoom, you can see an interstate highway with an exit, major and minor streets as well as Point of Interest icons (right).

Background map vs. MapCreate map content

The background map includes: low-detail maps of the whole world, containing cities, major lakes, major rivers, political boundaries, and medium-detail maps of the United States.

The medium-detail U.S. maps contain: all incorporated cities; shaded metropolitan areas; county boundaries; shaded public lands (such as national forests and parks); some major city streets; Interstate, U.S. and state highways; Interstate highway exits and exit services information; large- and medium-sized lakes and streams; and more than 60,000 navigation aids with 10,000 wrecks and obstructions in U.S. coastal and Great Lakes waters

MapCreate custom maps include massive amounts of information not found in the background map. MapCreate contains: Points of Interest database, all the minor roads and streets, all the landmark features (such as summits, schools, radio towers, etc.); more rivers, streams, smaller lakes and ponds and their names.

What's more important is the large scale map detail that allows your GPS unit to show a higher level of position accuracy. For example, the background map would show you the general outline and approximate shape of a coastline or water body, but the higher detail in MapCreate shows the shoreline completely and accurately. Many smaller islands would not be included in the background map, but are in MapCreate.



When the map is zoomed out far enough, most POIs appear as square dots (left). As you zoom in closer, the symbols become readable icons. In the 0.6-mile zoom example (right), the cursor has selected the Cupps Café POI, which triggers a pop-up box with the POI name. This pop-up box works on POIs at any zoom range.

Tip:

In some urban areas, businesses are so close to one another that their POI icons crowd each other on the screen. In the preceding figure, you can see a jumbled pile of POIs along Highway 34. You can reduce screen clutter and make streets and other map features easier to see by turning off the *display* of undesired POIs. (To see how, check out the Map Detail Category section, page 152.)

The Map Page has its own menu, which is used for several functions and for setting various options. To access the Map Page Menu, from the Map Page, press **MENU**.

The Pages Menu also offers several map display options under the Map

Page category. To access them, press $PAGES | \leftarrow \text{ or} \rightarrow \text{ to } MAP | \downarrow \text{ to } Option | EXIT.}$



Digital Data map page (left); Two Position Formats page (right).



Pages Menu with Two Maps option selected (left). Map Page with two map windows (right). The left map is active.

In pages that have two major windows (such as two maps) you can toggle back and forth between the two windows by pressing **PAGES**|**PAGES**. This allows you to change which map the cursor, keyboard and menus operate on. A black title bar denotes the active window.

Resize Window is another handy feature for pages that have two major windows. You can change the horizontal size of the windows to suit your viewing preference. Here's how:

1. From any two-window display, press $MENU|\downarrow$ to Resize Window | ENT.

2. Two flashing arrows appear along the centerline dividing the two windows. Press \leftarrow or \rightarrow to adjust the window widths. Press **EXIT** to clear the menu. When you are using the Two Maps page, four flashing arrows appear, which allow you to not only resize the window from side to side, but also gives you the option of stacking the windows, one on top of the other.



The Two Maps page with one window stacked on top of the other.

3. To change the window size again or revert back to the original display, just follow the steps above. (Most dual-window displays use half the screen for each window by default.) You can also use the Reset Options command to revert to the factory default.



Map Menu with Resize Window command selected (left). Pressing \rightarrow moves the centerline and enlarges the left window (right).

The following page contains a 12-step quick reference for the most basic GPS operations. If you don't want to carry the manual with you as you practice with the unit, you might consider photocopying this quick reference page and tucking it into your pocket.

GPS Quick Reference

Start outdoors, with a clear view of the open sky. As you practice, try navigating to a location at least a few blocks away. While you're learning, navigation in too small an area will constantly trigger arrival alarms.

1. Connect the unit to electric power and the antenna module. Make sure the MMC is in. (See complete installation details beginning on page 13.) 2. To turn on the unit, press and release **PWR** key.

3. Opening screen displays map of North America at the 4,000-mile zoom range. Rotate through the four main Page screens (Map Page, Satellite Status Page, Navigation Page and Sonar Page) by pressing **PAGES** $|\leftarrow$ or \rightarrow to select *Page Name* | **EXIT**. Switch Pages to display Satellite Status Page.

4. Wait while unit locates satellites and calculates current position. Process is visible on Satellite Page. This takes an average of 1 minute or less under sky conditions unobstructed by terrain or structures. When the unit acquires position, a tone sounds and a position acquired message appears.

5. With position acquired, press the **PAGES** key to display the Map Page, which shows a bird's eye view of the earth. You can move around the map by:

Zoom in closer to see greater detail: press ZIN (zoom in key.)

Zoom out to see more area, less detail: press ZOUT (zoom out key.)

Scroll map north, south, east or west using arrow keys $\uparrow \downarrow \rightarrow \leftarrow$.

To stop scrolling and return to current position on map, press **EXIT** key.

6. Set a waypoint (*Wpt 001*) at your current position so you can navigate back here: press **WPT** | **WPT**. Waypoint symbol and "001" appears.

7. Zoom/scroll map to find a nearby object or location to go to. Use arrow keys to center cursor cross-hair over the map object or location.

8. Navigate to the selected destination: press **MENU** | **ENT**. Follow the course line on Map Page or compass bearing arrow on Navigation Page.

9. At destination, Arrival Alarm goes off; to clear it, press EXIT. Cancel navigation: press MENU | MENU | \downarrow to CANCEL NAVIGATION | ENT | \leftarrow to YES | ENT.

10. Return to Wpt 1 by Navigate To Waypoint or Backtrack Trail. **To Waypoint**: press WPT \rightarrow to Saved |ENT | ENT | ENT. Use \uparrow or \downarrow to select Wpt 001, press ENT | ENT; follow navigation displays. **Trail**: press MENU | MENU | \downarrow to My TRAILS | ENT. Press \downarrow to *Trail* 1 | ENT | \rightarrow | \downarrow to NAVIGATE | ENT | \downarrow to NAVIGATE | \rightarrow to Reverse | ENT | \leftarrow to NAVIGATE | ENT. (If arrival alarm sounds, press EXIT.) Follow navigation displays.

11. Back home, Arrival Alarm goes off; press **EXIT**. Cancel navigation: press **MENU** | **MENU** | \downarrow to **Cancel Navigation** | **ENT** | \leftarrow to **Yes** | **ENT**.

12. To turn off the unit, press and hold **PWR** key for three seconds.

Find Your Current Position

Finding your current position is as simple as turning the unit on. Under an unobstructed sky, the unit automatically searches for satellites and calculates its position in approximately one minute or less.

If for some reason satellite acquisition takes longer, you may be inside a structure or vehicle or in terrain that is blocking signal reception. To correct this, be sure you are positioned so the unit's antenna module has as clear a view of the sky as possible, then turn the unit off and back on again.

Moving Around the Map: Zoom & Cursor Arrow Keys

The map is presented from a bird's eye view. The current zoom range shows in the lower right corner of the screen.

1. Press the $\pmb{\mathsf{ZIN}}$ key (zoom in) to move in closer and see greater detail in a smaller geographic area.

2. Press the **ZOUT** key (zoom out) to move farther away and see less map detail, but a larger geographic area.

When you are traveling, the map will automatically move as you move. This keeps your current location roughly centered on the screen.

You can manually pan or scroll the map northward, southward, eastward or westward by using the arrow keys, which launch the crosshair map cursor. This allows you to look at map places other than your current position. To clear the cursor, press **EXIT**, which switches the map back to the current position or the last known position.

Tip:

Use the cursor to determine the distance from your current position to any map object. Simply use the arrow keys to position the cursor over the object or landmark. The distance, measured in a straight line, appears in the pop-up box. Press **EXIT** to clear the cursor.


The selected airport to the northwest is 4.25 miles away.

Selecting Any Map Item With the Cursor

1. Use the zoom keys and the arrow keys to move around the map and find the item you wish to select.

2. Use the arrow keys and center the cursor cross-hair on the desired object. On most items, a pop-up box will give the name of the selected item.

Searching

Now that you've seen how the unit can find where *you* are, let's search for something somewhere else. Searching is one of the most powerful features in the Lowrance GPS product line.

In this example, we'll look for the *nearest* fast-food restaurant. For more information on different types of searches, refer to *Sec. 9, Searching.*

NOTE:

This example requires the Point of Interest (POI) database included with a high detail MapCreate 6 custom map.

After the unit has acquired a position:

1. Press WPT $|\downarrow$ to POI-Restaurants.

2. You could search the entire restaurant category, but in this example we will narrow our search. Press \rightarrow to Subcategory column $|\downarrow$ to Fast FOOD CHAINS | ENT | \downarrow to NEAREST | ENT.

3. The unit says it is calculating, then a list of restaurants appears, with the closest at the top of the list, and the farthest at the bottom of the list. The nearest is highlighted.

Find Waypoint		Find By Nearest			
Pind Waypoint Category My Waypoints Airports Cities Landmarks POI-Attractions	Subcategory Asian Banquet Rooms Barbecue Coffee Shops Delis Fast Food Chains	Find By Nearest Name Filter Name With Sonic Drive-In With Sonic Drive-In Sonic Drive-In With Sonic Drive-In With Sonic Drive-In With Sonic Drive-In	Sub-Category Entire Category Distance 33,10 70,11 70,40 70,85	• Bearing 10° 38° 359° 359°	
POI-Emergency/Gov't POI-Entertainment POI-Fishing POI-Hunting POI-Hunting POI-Marine POI-Restaurants POI-Services POI-Shopping POI-Sports	lce Cream Italian Mexican Miscellaneous Pizza Sandwiches Seafood Steak Houses	McDonald's Sonic Drive-In KFC McDonald's Taco Bell Whataburger Carl's Jr Restaurant McTaco Bueno Long John Silver's W Whataburger	70.97 70.99 71.00 71.11 71.41 71.44 71.50 71.56 71.56 71.57 71.78	39° 359° 359° 359° 39° 39° 39° 39° 39° 39°	

Category Selection menu (left) and list of the nearest restaurants (right).

4. You could select the nearest restaurant at the top, but we have chosen a restaurant further down the list. Press **ENT**.

5. The POI information screen appears. This is how you can use the unit as a business phone directory! If you wanted to navigate there, you could press ENT, since the GO TO WAYPOINT command is highlighted. But we just want to see it on the map, so press \downarrow to FIND ON MAP |ENT.



POI information screen on the nearest fast food restaurant, showing name, street address, phone number, latitude/longitude distance and compass bearing. The Go To command is selected (left). The figure on the right has the Find On Map command highlighted.

6. The unit's map appears, with the cross-hair cursor highlighting the restaurant's POI symbol. A pop-up name box identifies the POI, as well as its distance and bearing. A data box at the bottom of the screen continues to display the location's latitude and longitude.



Map screen showing the result of a restaurant search.

7. To clear the search and return to the last page displayed, press **EXIT | EXIT**. (Before you completely exited out of the Search menus, you could have gone looking for another place.)

NOTE:

Search works from mapping and POI data loaded in the unit. If you have not loaded a MMC for the area you are searching, you may not find anything.

Set a Waypoint

A waypoint is simply an electronic "address," based on the latitude and longitude of a position on the earth. A waypoint represents a location, spot or destination that can be stored in memory, then recalled and used later for navigational purposes.

You can create a waypoint at the cursor position on the map or at your current position, while you are navigating. You can create a waypoint at any location by manually entering the position's latitude and longitude. It is also possible to copy waypoints from your unit to your personal computer with MapCreate software. When you want to repeat a trip, these archived waypoints can be reloaded into your GPS unit.

To create and save a Waypoint

These first two techniques use the Quick Save method, the fastest and easiest way to create a waypoint.

Create Waypoint at Current Position

While you are traveling, press **WPT** | **WPT**. The waypoint is saved and automatically given a name with a sequential number, such as "waypoint 003." The waypoint symbol and number appear on the map.



Sequence for setting a waypoint. Fig. 1: While traveling, press WPT twice to call up the Find Waypoint screen (Fig. 2) and set a point. Fig. 3: A message says the waypoint has been saved. Fig. 4: vehicle continues on its way; the waypoint number is visible on map.

NOTE:

The Quick Save method uses the default waypoint symbol until you edit an existing waypoint and change its symbol. (Edit Waypoint Symbol is described in Sec. 7.) After you have changed a waypoint symbol, the unit will remember the one you chose and use it the *next* time you "quick save" a waypoint. To revert back to the *default* symbol, edit a waypoint and choose it, or use the Reset Options command (described in Sec. 8).

Create Waypoint on Map

1. Use the arrow keys to move the cursor to the place where you want to make a waypoint.

2. Press **WPT** | **WPT**. The waypoint is saved and automatically given a name with a sequential number, such as "waypoint 001." The waypoint symbol and number appear on the map.

Create Waypoint by Entering a Position

1. Press WPT $| \rightarrow$ to Subcategory column $| \downarrow$ to New | ENT.

2. Press \downarrow to Entered Position | ENT | \rightarrow to Create | ENT.

3. Press \rightarrow to LATITUDE | ENT. Enter the latitude by pressing \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the latitude is correct. Press ENT.

4. Press \downarrow to LONGITUDE | ENT. Enter the longitude by pressing \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the longitude is correct. Press ENT, then EXIT | EXIT to return to the previous page display. The waypoint is saved and automatically given a name with a sequential number, such as "waypoint 001." The waypoint symbol and number appear on the map and in the waypoint list.

Navigate To a Waypoint

You can select any waypoint visible on the Map Page with the cursor, then use the Navigate to Cursor command, which will be covered later in this section. You can avoid scrolling the map to pick your waypoint if you use the Find Waypoint commands:

1. Press **WPT** \rightarrow to **Saved** | **ENT**. To look up the nearest waypoint, press \downarrow to **NEAREST** | **ENT**; or, to look by name and scroll through the entire waypoint list, just press **ENT**. For this example, we'll look by name.

2. If your waypoint list is a long one, you can spell out the waypoint name in the **FIND By NAME** box. Press \uparrow or \downarrow to change the first character, then press \rightarrow to move the cursor to the next character and repeat until the name is correct, then press **ENT** to jump to the list below.

3. If the list is short, you can jump directly to the FIND IN LIST box by pressing ENT. Use \uparrow or \downarrow to select the waypoint name, press ENT and the waypoint information screen appears with the Go To command selected.

4. To begin navigating to the waypoint, press **ENT**.



Navigation Page, navigating toward waypoint 001.

Set Man Overboard (MOB) Waypoint

One of boating's most terrifying events is having a friend or family member fall overboard. It's particularly dangerous at night or if you're out of sight of land. Of course, the first thing to do is remain calm and then use all standard safety procedures to rescue the person.

This unit has a man overboard feature that shows navigation data to the location where the feature was activated. To activate it, press the **ZOUT** and **ZIN** keys at the same time. Your position at the time these keys are pressed is used as the man overboard position.

Caution:

Saving a new "Man Overboard" waypoint will erase the previous "Man Overboard" waypoint.

Navigate Back to MOB Waypoint

Find your way back to the accident position with the Navigation Page or Map Page. When MOB is activated, the Navigation Page automatically shows the compass rose with its bearing arrow pointing toward the man overboard position, and the destination name says "Going To Man Overboard." The Map Page displays a Man Overboard waypoint, represented by a human figure, and the steering arrow points where to steer to reach that position.



Navigating to Man Overboard: Navigation Page, left, and Map Page, right. The victim is astern of the vessel; the GPS shows which direction to steer to for the rescue.

The man overboard position is also stored in the waypoint list for future reference. It can be edited the same as any other waypoint.

To cancel navigation to MOB, press $MENU|MENU|\downarrow$ to CANCEL NAVIGATION | ENT | \leftarrow to YES | ENT. The unit stops showing navigation information.

Navigate to Cursor Position on Map

The Go To Cursor command navigates to the current cursor position on the map. It's a quick and handy way to navigate to anything you can see on the map display.

1. Use the cursor (controlled by the arrow keys) with the zoom in and zoom out keys to maneuver around the map until you find a location you'd like to visit.

2. Center the cursor over the location to select it. See the example in the following figure. Many map items such as waypoints, Points of Interest, towns, etc. can be "selected," and appear "highlighted" with a pop-up box. Other features, such as a river or a street intersection will not appear "highlighted," but the cursor will take you to those locations just the same.



Navigate to cursor. In this example, the town of Oologah, Oklahoma has been selected.

3. Press **MENU|ENT** and the unit will begin navigating to the cursor location.

The Map Page will display a course line from your current position to the cursor position. See the following examples.



The 30-mile zoom figure (left) clearly shows the course line connecting your current position to your destination. The 30-mile zoom (right) shows current position and direction to destination on screen.

To stop navigating to the cursor, use the Cancel Navigation command: press $MENU | MENU | \downarrow$ to CANCEL NAVIGATION | $ENT \leftarrow$ to YES | ENT. The unit stops showing navigation information.

Navigate to a Point of Interest

POIs in view on the map can be located easily by using the Navigate to Cursor command above. Just use the cursor to select the POI.

The other method involves searching for POIs with the Find Waypoint command, launched with the **WPT** key. (See the searching example

earlier in this section or turn to Sec. 9, *Searching*, for detailed instructions on POI searches.)

After you have looked up an item with the Find Waypoint command, use the \rightarrow to make sure the **Go To** command is highlighted at the top of the screen, then press **ENT**. The unit begins navigating to the item.

To cancel navigation, press MENU | MENU | \downarrow to CANCEL NAVIGATION | ENT | \leftarrow to YES | ENT. The unit stops showing navigation information.

Creating and Saving a Trail

A trail, or plot trail, is a string of position points plotted by the unit as you travel. It's a travel history, a record of the path you have taken. Trails are useful for repeating a journey along the same track. They are particularly handy when you are trying to retrace your trip and go back the way you came. The unit is set at the factory to automatically create and record a trail while it is turned on. The unit will continue recording the trail until the length reaches the maximum trail point setting. Default is 2,000, but it can record trails up to 9,999 points long. When the point limit is reached, the unit begins recording the trail over itself.

By default, the trail flashes once a second, making it easier to see against the background map. With the default auto setting, the unit creates a trail by placing a dot (trail point) on the screen every time you change directions. The methods used for creating a trail and the trail update rate can be adjusted or even turned off. See Sec. 8 for *Trail Options*.

To preserve a trail from point A to point B, you must "turn off" the trail by making it *inactive* before heading to point C or even back to point A. When the current trail is set inactive, the unit *automatically* creates and begins recording a new trail.

To Save a Trail

1. Press MENU | MENU | \downarrow to My Trails | ENT.



Sequence for saving a trail and beginning a new one. My Trails command (left). The Trails Menu (center). The arrow to the right of Trail 17 indicates the trail is "active," and the check to the left indicates the trail is visible on the map display. The third figure (right) shows the Edit Trail menu, with the Active command selected. 2. Press \downarrow to the active *Trail Name* | **ENT**.

3. Press \rightarrow then \downarrow to **ACTIVE | ENT**. This unchecks the Active option.

4. To return to the previous page, press **EXIT** | **EXIT** | **EXIT** | **EXIT** | **EXIT** | **EXIT** . As you left the Edit Trail menu, you will notice a new trail was started with a new sequential number. In the example below, the new trail is number 15, showing zero points. Note Trail 14 is inactive, but is still visible on the map.

Scree	en		Track	Speed
So 🍱	ails			•
Ala	New Trail	Trail Options	Delete All	
My		·		
Ca	Sa∨ed Trails			
So	Trail 1	60	Points	
GP	Trail 2	14	1 Points	
Sy	✓ Trail 14	18	Points	st-St
Su		U		- ipool
Tri				ц т і
T IN Bra				
-				
-				st St
Ĩ				발
N 35°	'57.422' W 96'	'05.140'	•	→ 10 mi

A new trail, "Trail 15," is created when Trail 14 is made inactive. Any new travel will be recorded in this trail, which is active and visible. Trails do not need to be visible in order to be active.

You can save and recall up to 10 different plot trails, which can be copied to your MMC for archiving or for transfer to your MapCreate software.

Tip:

Another quick way to stop recording one trail and begin a new one is to use the New Trail command: Press $MENU|MENU|\downarrow$ to MY TRAILS | ENT | ENT.

Caution:

You also have the option of completely turning off trail recording, under the trail Options command. However, if the Update Active Trail option is left off, it will cancel the automatic trail creation feature.

Displaying a Saved Trail

The active trail is automatically displayed on the map (the "Visible" option) with the factory default settings. You can selectively turn the trail display off and on for any saved or active trail. In the Saved Trails List, visible trails have a check mark in front of the trail name.

To turn off trail display:

1. Press $MENU|MENU|\downarrow$ to My Trails | ENT.

2. Press $\downarrow | \downarrow$ to enter the Saved Trail list, then use \uparrow or \downarrow to select the desired *Trail Name* | **ENT**.

3. Press $\downarrow \rightarrow$ to VISIBLE | ENT. To return to the previous page, press EXIT | EXIT | EXIT | EXIT | EXIT.

To turn on trail display:

1. Press MENU | MENU | \downarrow to My Trails | ENT.

2. Press \downarrow to enter the Saved Trail list, then use \uparrow or \downarrow to select the desired *Trail Name* | **ENT**.

3. Press $\downarrow \rightarrow$ to VISIBLE | ENT. To return to the previous page, press EXIT | EXIT | EXIT | EXIT | EXIT.

Navigating Trails

There are three methods for following a trail: visual trailing, navigating a trail (forward) and backtracking a trail (backward). Try each method to see which you prefer.

Visual trailing is the simplest method. It uses only the Map Page and requires no menu commands at all. The technique works the same if you are running a trail forward (from start to end) or backward (from end to start.) Visual trailing, however, provides no navigation information during the trip, such as the time to your destination.

The other two methods provide a full range of navigation data and work with both the Map Page and Navigation Page. The only difference between them is "navigating a trail" follows a trail forward (from start to end) while "backtracking" follows a trail in reverse.)

When hiking at walking speed with a hand-held GPS, we often use visual back trailing because it is a bit better at following each little turn on a footpath. At faster speeds, such as the highway or on the water, the Navigate Trail and Backtrack Trail commands are handy.

Visual Trailing

1. On the Map Page, zoom (**ZIN** or **ZOUT**) so your flashing trail is visible.

2. Begin moving and watch the Map Page. Simply walk or steer so your current position arrow traces along the trail you have just made.

Tip:

Generally, when using this method, the smaller the zoom range, the more accurately you will be able to steer along the trail.

Navigate a Trail (forward)

The following figures illustrate the menu sequence for navigating a trail.

1. Press $MENU|MENU|\downarrow$ to My Trails | ENT.

2. Press \downarrow to enter the Saved Trail list, then use \uparrow or \downarrow to select the desired *Trail Name* | **ENT**.

3. Press \rightarrow to Delete Trail | \downarrow to Navigate | ENT.

4. Press \downarrow to **NAVIGATE** | **ENT**. The unit begins showing navigation information along the trail.

NOTE:

If you are already located at or near the beginning of your trail, the arrival alarm will go off as soon as you hit Enter. Just press **EXIT** to clear the alarm and proceed.

5. Now, begin moving and follow your unit.

6. When you reach your destination, be sure to cancel your navigation: press $MENU | MENU | \downarrow$ to CANCEL NAVIGATION | ENT. The unit asks if you're sure, press $\leftarrow | ENT$.



Navigate a trail menu sequence: Fig. 1, My Trails command. Fig. 2, Trails Menu. Fig. 3, Edit Trail Menu. Fig. 4, Edit Route Menu with Navigate command highlighted for Trail 6. A trail is always converted to a "route" when you navigate the trail. On the Map Page, a course line represents the trail you are navigating. The bearing arrow on the compass rose points to the next waypoint on the trail.

As you travel, the arrival alarm will go off when you near a trail waypoint, and the bearing arrow on the compass rose will swing around and point to the next trail waypoint. Press **EXIT** to clear the alarm.



Navigate trail, map views: the driver (left) is northbound heading straight toward trail point 6. The northbound driver (right) has reached point 6 and has turned west to follow trail to point 7.



Navigate trail, navigation page (compass rose) views: at left, driver is northbound heading straight toward trail point 6; bearing arrow shows the trail point is due north (straight ahead.) At right, driver has reached trail point 6 and must turn west to follow the trail. Arrival alarm goes off and bearing arrow (hidden by alarm message) swings around to say turn left (west), toward the next waypoint, trail point 7. Press Exit to clear the alarm message and you can see the bearing arrow. The unit now shows navigation information to point 7, which is 1.99 miles away on a course of 265° (west).

Navigate a Back Trail (backtrack, or reverse) 1. Press $MENU | MENU | \downarrow$ to My TRAILS | ENT.

2. Press $\downarrow | \downarrow$ to enter the Saved Trail list, then use \uparrow or \downarrow to select the desired *Trail Name* | **ENT**.

3. Press \rightarrow to Delete Trail | \downarrow to Navigate | ENT.

4. Press \downarrow to NAVIGATE $\mid \rightarrow$ to REVERSE \mid ENT $\mid \leftarrow$ to NAVIGATE \mid ENT. The unit begins showing reverse navigation information along the trail.

NOTE:

If you are already located at or near the end of your trail, the arrival alarm will go off as soon as you hit **ENT**. Just press **EXIT** to clear the alarm and proceed.

5. Now, begin moving and follow your unit.

6. When you reach your destination, be sure to cancel your navigation. Press $MENU | MENU | \downarrow$ to CANCEL NAVIGATION | ENT. The unit asks if you're sure, press $\leftarrow | ENT$.

Transfer Custom Maps and GPS Data Files

Custom Maps:

Custom maps work only from the MMC card or SDC card. When a card containing a Custom Map File is loaded into the unit, it automatically loads the map into memory when the unit is turned on.

Instructions for copying Custom Map Files to an MMC are contained in the instruction manual for your MMC card reader and MapCreate 6 software. For instructions on inserting a MMC into the Unit, *see Sec. 2, Installation/Accessories.*

NOTE:

To load a Navionics[®] chart, see Sec. 8 for the entry *Navionics Charts*.

GPS Data files:

GPS Data Files contain waypoints, routes, trails and event marker icons. Instructions for copying GPS Data Files between your computer and a MMC are contained in the instruction manual for your MMC card reader and MapCreate 6 software.

GPS data automatically recorded in the unit's internal memory must be saved to the MMC as a GPS Data File in order to store it on your personal computer. GPS Data Files stored on an MMC must be copied from the card to the unit's internal memory before the unit can read them. Here's how:

1. Insert the MMC into your unit. Press $MENU|MENU|\downarrow$ to System

SETUP |**ENT** | \downarrow to **TRANSFER MY DATA** |**ENT** and the following screen appears.



The Transfer My Data submenu asks if you want to save data to the MMC or load data from the MMC into the unit's memory.

2. The Transfer My Data menu includes a message which tells you if a MMC is present or not. If no MMC is present, you must first insert a card into the unit to activate the Load or Save commands.

To transfer data *from* the unit *to* the MMC: press ENT (for SAVE.)

To transfer data *from* the MMC to the unit: press \rightarrow to LOAD | ENT.

3. Saving to MMC: To accept the default name "Data" for the GPS Data File, press \downarrow to Save DATA | ENT. If you wish to rename the file (as shown in the following figures), press ENT to activate the Data selection box. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the name is correct. Then, press ENT | \downarrow to SAVE DATA | ENT.

The unit will display a completion message when the data transfer is finished. To return to the Page view, repeatedly press **EXIT**.



From left to right, these figures show the sequence for naming and saving a GPS Data File from the unit's memory to an MMC.

4. Loading to unit memory: There may be more than one GPS Data File (*.USR) on the card. To select a file, press ENT to activate the MMC Card selection box, use \downarrow or \uparrow to highlight the file, then press ENT. Next, press \downarrow to LOAD | ENT. The unit will display a completion message when the data transfer is finished. To return to the Page view, press EXIT | EXIT | EXIT.



These figures show the menu sequence for loading a GPS Data File from an MMC into the unit's memory.

Cancel Navigation

You can turn off any of the navigation commands after you reach your destination or at any other time by using the Cancel Navigation command. Press **MENU** |**MENU**| \downarrow to **CANCEL NAVIGATION** |**ENT**| \leftarrow to **YES** |**ENT**.

Section 7: Advanced GPS Operations

Find Distance From Current Position

1. While on the Map Page press: $MENU|\downarrow$ to Find Distance | ENT.

2. To find the distance to a specific location, center your cursor over the position. A rubber band line appears, connecting your current position to the cursor's location. The distance along that line will appear in a pop-up box. The box also shows the bearing to location.

3. Press **EXIT** to return to regular operation.



The distance from Dallas to Little Rock is 292.2 miles (left). The distance from the boat's current position to the boat ramp is 0.58 miles (right).

Find Distance From Point to Point

You can also measure distance between two other points on the map.

1. While on the Map Page press: **MENU** \downarrow to Find Distance | ENT.

2. Center your cursor over the first position. (A rubber band line appears, connecting your *current* position to the cursor's location.) Press **ENT** to set the first point, and the rubber band line disappears.

3. Move the cursor to the second position. The rubber band line reappears, connecting the first point you set to the cursor. The distance along that line will appear in a pop-up box.

4. Press **EXIT** to clear the command and return to the page screen.

Icons

Icons are graphic symbols used to mark some location, personal point of interest or event. They can be placed on the map screen, saved and recalled later for navigational purposes. These are sometimes referred to as event marker icons. The unit has 42 different symbols you can pick from when creating an icon. Icons are similar to waypoints, but they do not store as much information. You can't use a menu to navigate to icons like you can with waypoints. But, you *can* use the map cursor and navigate to any icon on the map.

You can create an icon at the cursor position on the map, or at your current position while you are navigating.

Create Icon on Map

1. Use the arrow keys to move the cursor to the place you want to make an icon.

2. Press ENT and the screen shows a "Select Icon Symbol" menu.

3. Press \leftarrow or \uparrow or \rightarrow or \downarrow to select your icon symbol, then press ENT. The icon appears on the map.



Select Icon Symbol menu (left); Boat Ramp icon on map (right). (Cursor has been moved for clarity).

Create Icon at Current Position

1. While you are traveling, press ${\sf ENT}$ and the screen shows the "Select Icon Symbol" menu.

2. Press \leftarrow or \uparrow or \rightarrow or \downarrow to select your icon symbol, then press ENT. The icon appears on the map.

Delete an Icon

You can delete all the icons at one time, delete all icons represented by a particular symbol, or delete a selected icon from the map.

1. Press MENU | \downarrow to delete My Icons | ENT.

2. Press \downarrow to Delete All Icons, Delete By Symbol, or Delete From Map and press ENT.



Delete icons menu.

The Delete All Icons command will ask if you are sure. Press \leftarrow to **Yes** | **ENT**. All icons will be deleted from the map.

The Delete by Symbol command will launch the Select Symbol menu. Press \leftarrow or \uparrow or \rightarrow or \downarrow to select the icon symbol to delete, then press **ENT**. A message appears saying all icons with the selected symbol have been deleted.

The Delete From Map command will prompt you to move the cursor over an icon to select it. After selecting the icon, press **ENT** and it disappears from the map.

Navigate to an Icon

Use the cursor and the Navigate to Cursor command to select the desired icon on the map.

1. Use arrow keys to center cursor cross-hair over the icon.

2. To navigate to the selected icon location: press **MENU** | **ENT**. Follow course line on the Map Page or the compass bearing arrow on the Navigation Page.

Routes

A route is a series of waypoints, linked together in an ordered sequence to mark a course of travel. You can visualize a route as a string of beads. The beads represent waypoints and the string represents the course of travel connecting waypoint to waypoint.

The course from one waypoint to the next is a leg. Routes are composed of one or more legs. The legs of all GPS routes are based on straight lines between waypoints.

A route provides the automatic capability to navigate through several waypoints without having to reprogram the unit after arriving at each waypoint. Once programmed into the GPS unit, a route provides the option of navigating forward through the route waypoints or in reverse order. You can even begin navigating in the middle of a route!

Create and Save a Route

You have the option of creating and editing a route in the unit, or you can make a route on your computer with our MapCreate 6 software.

PC-created Routes

MapCreate is the easiest method for preparing a route, simply because your PC's larger screen, keyboard and mouse are easier to manipulate than the gimbal-mounted unit.

To load a MapCreate route into the unit, follow the instructions in MapCreate's manual for creating and saving a route as part of a GPS Data File (file format *.usr). Copy the GPS Data File to an MMC and insert the MMC in the unit. (See Sec. 2 for instructions on installing MMCs. To load the GPS Data File into the Unit memory, see the entry on *Transfer Custom Maps & GPS Data Files* in Sec. 6, *Basic GPS Operations*.

Routes Created in the Unit

You can create a route by selecting saved waypoints from the waypoint list or you can set a series of route waypoints on the map with cursor arrows and the **ENT** key. In this example, we'll create a route from the map.

1. From the Navigation Page, press MENU | ENT or from the Map Page, press MENU | MENU | \downarrow to Route Planning | ENT.



Route Planning command on Main Menu (left) will open the Route List screen (right).

2. Press \uparrow or \downarrow to *route name* | ENT | \downarrow to (END OF ROUTE) | ENT | \downarrow to ADD FROM MAP | ENT. The Map Page appears with the cursor showing.



Edit Route menu (left). Edit Route Waypoints menu (right) with Add From Map command selected.

3. Use the Zoom keys and arrow keys to move the map and cursor until the cursor is centered on the spot where you want your route to begin.

4. To set the first route waypoint press **ENT**. In this example, we moved to the intersection of 11th Street and 145th E. Ave. to start our route.



Route creation sequence, from left: (Fig. 1) Set route waypoint (1) at 11th St. & 145th Ave. (Fig. 2) Move cursor north to set point (2) at 145th

& Admiral. (Fig. 3) With point (2) set, move cursor east to mark interstate on-ramp with waypoint (3). In figures 2 and 3, notice the rubber band line extending from the previously set waypoint to the cursor. This line will become the course for the route.



Route creation sequence, continued: (Fig. 4) Point (3) set at on-ramp. (Fig. 5) Waypoint (4) set at highway exit to frontage road leading to river. Waypoint (5) ends the route at a tree stand in a hunting area. (Fig. 6) Press EXIT to save the route and you return to this screen.

5. Move the cursor to the next point in the route, a spot where you need to turn or change direction, and press **ENT** to set the next waypoint.

6. Repeat step five until the route reaches the destination.

7. To save your route, press **EXIT**. The unit reverts to the Edit Route screen, with the route automatically named "Route 1" and stored in the unit's internal memory. In our example, Route 1 already existed, so the unit automatically made "Route 2."

You can edit the route and run other commands, but if you are finished with the route for now, return to the last page displayed by repeatedly pressing **EXIT**.

Delete a Route

1. From the Navigation Page (with digital data), press MENU | ENT or from the Map Page press MENU | MENU | \downarrow to Route Planning | ENT.

2. Press \downarrow to Saved Routes, use \downarrow to select route, then press | ENT.

3. Press \downarrow to Navigate, then \rightarrow to Delete | ENT | \leftarrow to Yes | ENT.

Tip:

You can also delete all routes at once:

1. From the Navigation Page (with digital data), press MENU | ENT or from the Map Page press MENU | MENU | \downarrow to Route Planning | ENT.

2. Press \rightarrow to **Delete All** | **ENT** | \leftarrow to **Yes** | **ENT**.

Edit a Route

You can edit the route name if you wish.

1. From the Navigation Page (with digital data), press MENU | ENT or from the Map Page press MENU | MENU | \downarrow to Route Planning | ENT.

2. Press \downarrow to *Saved Routes*, select a route, then press | **ENT** | **ENT**.

3. Press \uparrow or \downarrow to change the first character, then press \rightarrow to move the cursor to the next character and repeat until the name is correct, then press **ENT**. Return to the previous page by pressing **EXIT | EXIT | EXIT | EXIT | EXIT**.

You can edit the route by adding and removing waypoints.

1. From the Navigation Page (with digital data), press MENU | ENT or from the Map Page press MENU | MENU | \downarrow to Route Planning | ENT.

2. Press \downarrow to *Saved Routes*, pick a route and press | **ENT** | \downarrow to the **WAYPOINTS** list. Use \downarrow and \uparrow to select a waypoint, then press **ENT**.

Name		Display Data		
Route 2		Total Distance	e/Bearing	
Na∨igate	Edit Route Waypoints		Delete	
Waypoints	Direct To	o Waypoint		
Name	Add Fr	Add From Map		
• (1)	Add W	Add Waypoint Remo∨e Waypoint		
• (2) • (3)	Remo∨e			
• (4)	View V	View Waypoint		
• (5)				
(End of I	route)			

Edit Route Waypoints menu.

3. Use \downarrow and \uparrow to select a command from the Edit Route Waypoints menu and press **ENT**. Add From Map lets you insert a waypoint in the route by clicking on a map location with the cursor. Add Waypoint calls up the Waypoint list so you can insert a waypoint. The Remove Waypoint command will delete the waypoint from the route. View Waypoint will show you where the selected waypoint is on the map.

Navigate a Route

1. From the Navigation Page, press MENU|ENT or from the Map Page, press MENU|MENU| \downarrow to Route Planning | ENT.

Scree	n	Map · Simulating		Edit Rou	te			
Sour Alari Rout	New Route	Delete All		Na Ro	me ute 2	_	Display Data Total Distanc	e/Bearing
My Can Son	Saved Routes (Trail 1) (Trail 1)	13 Legs 9 Legs	* *	Wa	la∨igate aypoints	Preview	Reverse	Delete
Syst Sun/ Trip Time	(Trail 2) (Trail 2) (Trail 2) Route 1	1 Leg 1 Leg 2 Legs 2 Leg s		•	Name (1) (2)		Distance 0.87	Bearing ° 356°
Brov	Route 2	3 Legs	Venez	•	(3) (4) (5) (End of rou	te)	2.04 10.81 11.77	84° 84° 81°
200mi~	Abling (20	/ 4000mi	Peru				_	_

Routes menu (left) and the Edit Route menu (right) with the Navigate command selected.

2. Press \downarrow to select *route name* | ENT | \downarrow to Navigate | ENT.

```
3. Upon arrival at your destination, cancel navigation:
```

 press MENU | MENU | \downarrow to Cancel Navigation | ENT | \leftarrow to Yes | ENT.

The following figures show what the Navigation Page and Map Page look like while navigating a route.



Navigating along a route: Fig. 1 shows the Navigation Page at the start of a route, heading straight for the first waypoint (Wpt 1). In Fig. 2, the traveler has arrived at Wpt 3; the arrival alarm has been triggered and the bearing arrow on the compass rose is turning to point toward Wpt 4, off to the east. In Fig. 3 the traveler has turned east on his new course and is heading straight for Wpt 4, which is 2.36 miles away. Fig. 4 shows route navigation on the Map Page. In this figure, the traveler has reached Wpt 4 and is half-way along the leg between Wpts 4 and 5.

Navigate a Route in Reverse

Here's how you run a route backward, from the end waypoint to the beginning waypoint:

1. From the Navigation Page, press MENU|ENT or from the Map Page, press MENU|MENU| \downarrow to Route Planning | ENT.

2. Press \downarrow to select *route name* | ENT | \downarrow to Navigate | \rightarrow to Reverse | ENT | \leftarrow to Navigate | ENT.

3. Upon arrival at your destination, cancel navigation: press MENU | MENU | \downarrow to CANCEL NAVIGATION | ENT | \leftarrow to YES | ENT.

Trails

Delete a Trail

This is the command used to delete a trail: Press **MENU** | **MENU** | \downarrow to **My TRAILS** | **ENT** | \downarrow to *trail name* | **ENT** | \rightarrow to **DELETE TRAIL** | **ENT** | \leftarrow to **YES** | **ENT**.

Tip:

You can also delete all trails at once:

- 1. Press MENU | MENU | \downarrow to My Trails | ENT.
- 2. Press \rightarrow to Delete All | ENT | \leftarrow to Yes | ENT.

Edit a Trail Name

To edit a trail name: press **MENU** |**MENU**| \downarrow to **My TRAILS** |**ENT**| \downarrow to *trail* name | **ENT** | **ENT**. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the name is correct. Press **ENT** then **EXIT** | **EXIT** | **EXIT** | **EXIT** to return to the previous page display.

Tip:

You can quickly call up the Edit Trail menu by selecting a trail on the map with the cursor. Simply move the cursor over a trail and a pop-up box appears. Press **WPT** and the Edit Trail menu opens.



Trail selected with map cursor (left). The pop-up box shows distance and bearing from current position to the selected point on the trail. The Edit Trail menu (right).

Edit a Trail Color

To edit a trail color press $MENU | MENU | \downarrow$ to $MY TRAILS | ENT | \downarrow$ to *trail* name | ENT | \downarrow to Color | ENT. Press \uparrow or \downarrow to select a style, then press ENT. Press EXIT | EXIT | EXIT | EXIT to return to the previous page display.

Edit a Trail Pattern

To edit a trail pattern press **MENU** | **MENU** | \downarrow to **My TRAILS** | **ENT** | \downarrow to *trail* name | **ENT** | \downarrow to **PATTERN** | **ENT**. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the pattern is

correct. Press **ENT**, then **EXIT** | **EXIT** | **EXIT** | **EXIT** to return to the previous page display.



Edit Trail Menu with Pattern option selected (left). Edited trail with dotted line pattern (right).

Utilities

Utilities are useful tools for traveling or for outdoor activities.

Alarm Clock

To get to the alarm clock menu: press MENU|MENU| \downarrow to Timers|ENT| \downarrow to Alarm Clock|ENT.

Sun/Moon Rise & Set Calculator

To get to the Sun/Moon menu: press $\texttt{MENU}|\texttt{MENU}|\downarrow$ to Sun/Moon Calculations|ENT.

Trip Calculator

To get to the Calculator menu: press $MENU|MENU|\downarrow$ to Trip Calculator | ENT.

Trip Down Timer

To get to the Down Timer menu: press MENU | MENU | \downarrow to Timers | ENT | \downarrow to Down Timer | ENT.

Trip Up Timer

To get to the Up Timer menu: press **MENU** | **MENU** | \downarrow to Timers | **ENT** | **ENT**.

Waypoints

Delete a Waypoint

To delete a waypoint from the waypoint list: press WPT | ENT | ENT | \downarrow to waypoint name | ENT | \downarrow to Delete WAYPOINT | ENT | \leftarrow to YES | ENT.

To delete a waypoint from the map:

1. Use the arrow keys to select the waypoint with the cursor.

2. Press **WPT** $|\downarrow$ to **DELETE WAYPOINT** | **ENT** $| \leftarrow$ to **YES** | **ENT**. To return to the previous page and clear the cursor, press **EXIT**.

To delete all waypoints at one time: press $MENU|MENU|\downarrow$ to System SETUP | ENT | \downarrow to DELETE ALL MY WAYPOINTS | ENT | \leftarrow to YES | ENT. To return to the previous page, press EXIT|EXIT.

Edit a Waypoint Waypoint Name

To edit waypoint name: 1. Press WPT | ENT | ENT | ENT | \downarrow to waypoint name | ENT | \downarrow to Edit Waypoint | ENT | ENT.

2. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the name is correct. Press **ENT** then **EXIT | EXIT | EXIT | EXIT | EXIT to** return to the previous page display.

Waypoint Symbol

To edit waypoint symbol: 1. Press WPT | ENT | ENT | ENT | \downarrow to waypoint name | ENT | \downarrow to EDIT WAYPOINT | ENT | \downarrow to CHOOSE SYMBOL | ENT.

2. Use arrow keys to select desired symbol and press **ENT**. To return to the previous page, press **EXIT**|**EXIT**|**EXIT**|**EXIT**.

Waypoint Position

To edit waypoint position: 1. Press WPT | ENT | ENT | ENT | \downarrow to waypoint name | ENT | \downarrow to Edit Waypoint | ENT.

2. Latitude: press \rightarrow to LATITUDE | ENT. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the latitude is correct. Press EXIT.

3. Longitude: press \downarrow to LONGITUDE | ENT. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the longitude is correct. Press EXIT.

4. When latitude and longitude are correct, return to the previous page: press **EXIT | EXIT | EXIT | EXIT**.

Selecting a Waypoint

To select a waypoint on the map (for navigating, editing, etc.,) use the arrow keys and center the cursor over the waypoint. A highlighted halo will appear around the waypoint.

Set a Waypoint by Average Position

This feature sets a waypoint at the current position after taking several position readings and averaging them. This boosts waypoint position accuracy by helping to eliminate errors caused by atmospheric conditions and other factors. 1. Press WPT $| \rightarrow$ to Subcategory column $| \downarrow$ to New | ENT.

2. Press \downarrow or \uparrow to Average Position | ENT | press \rightarrow to Create | ENT.

3. Wait while the unit takes points to average for the position. (The greater the number of points, the greater the accuracy.) When the desired number of points accumulates, press **ENT** to create and save the waypoint.

4. The Edit Waypoint menu appears. You can simply save the waypoint by pressing **EXIT** | **EXIT** or you can edit the waypoint.

Set a Waypoint by Projecting a Position

This feature sets a waypoint at a point located a specific distance and bearing from a reference position. The reference position could be a waypoint map feature, an item from your waypoint list or a location from the Points of Interest list.

1. Press WPT | \rightarrow to Subcategory column | \downarrow to New | ENT.

2. Press \downarrow to Projected Position | ENT | \rightarrow to Create | ENT.

3. Press \rightarrow to **CHOOSE REFERENCE** | **ENT**. Use \uparrow and \downarrow to select a waypoint, map feature or Point of Interest. When the point has been selected, press **ENT** and the point's position appears as the reference position.

4. Press \downarrow to **DISTANCE** | **ENT**. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the distance is correct. Press **ENT**.

5. Press \downarrow to **BEARING** | **ENT**. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the bearing is correct. Press **ENT**.

6. Press \uparrow to **PROJECT** | **ENT**. The Edit Waypoint menu appears. You can simply save the new projected waypoint by pressing **EXIT** | **EXIT** or you can edit the waypoint. (Press **EXIT** | **ENT** if you want to immediately begin navigating to the new waypoint.)

Section 8 System & GPS Setup Options

Alarms

This unit has several GPS alarms. The factory default setting has all the alarms turned on. You can turn the alarms off and on and change their distance settings.

An arrival alarm also can be set to flash a warning message and sound a tone when you cross a preset distance from a waypoint. For example, if you have the arrival alarm set to 0.1 mile, then the alarm will flash a message when you come within 0.1 mile of the recalled waypoint.

The off course alarm warns you when your track drifts too far to the right or left of the course line to the waypoint. For example, if the alarm is set to 0.1 mile, then the alarm flashes a message if you drift 0.1 of a mile or more to the right or left of the line to the waypoint.

The anchor alarm is triggered when you drift outside of a preset radius. Again, using the 0.1 mile as an example, if you're anchored and your boat moves more than 0.1 mile, the alarm will flash a message and sound a tone.



Alarms command (left); Alarm menu (right).

To change alarm settings:

1. Press MENU | MENU | \downarrow to Alarms | ENT. Choose GPS Alarms | ENT.

2. Scroll \downarrow or \uparrow to select the desired category, then press **ENT** to check or clear the Enabled box. This turns the alarm on (checked) or off (unchecked.)

3. To change distance settings, scroll \downarrow or \uparrow to select the desired category, then press $\rightarrow | \text{ENT}$ to activate the distance dialog box. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the name is correct.

4. When your adjustments are finished, return to the last page displayed by repeatedly pressing **EXIT**.

IMPORTANT ALARM NOTES:

Anchor Alarm - The anchor alarm may be triggered even when you're sitting still. This typically happens when using small (less than 0.05 mile) anchor alarm ranges.

Arrival Alarm - If you set the arrival alarm's distance to a small number and you run a route (see the Navigate Routes segment), this unit may not show navigation data to the next waypoint, once you arrive at the first one, since you may not be able to come close enough to the first waypoint to trip the arrival alarm.

Auto Satellite Search

To lock onto the satellites, the GPS receiver needs to know its current position, UTC time and date. (Elevation (altitude) is also used in the equation, but it's rarely required to determine a position.) It needs this data so that it can calculate which satellites should be in view. It then searches for only those satellites.

When your GPS receiver is turned on for the first time, it doesn't know what your position or elevation (altitude) is. It does know the current UTC time and date since these were programmed into it at the factory and an internal clock keeps the time while the unit is turned off. (If the time and/or date are incorrect, you can set it using the "Set Local Time" menu.)

The unit begins searching for the satellites using the above data that it acquired the last time it was turned on. This probably was at the factory. Since it's almost certain that you're not at our factory, it's probably looking for the wrong satellites.

If it doesn't find the satellites it's looking for after approximately one minute, it switches to Auto Search. The receiver looks for any satellite in the sky. Due to advanced technology, the auto search time has shrunk significantly from the early days of GPS.

Once the unit locks onto the satellites, it should take less than a minute to find your position the next time it's turned on, provided you haven't moved more than 100 miles from the last location it was used.

Check MMC Files and Storage Space

To check MMC Files: Press MENU | \downarrow to Browse MMC Files | ENT.



Main Menu (left); MMC File Browser (right).

Communications Port Configuration

The unit has two NMEA 0183 version 2.0 compatible communication ports, or com ports for short. The Com Port Menu, which is accessed from the System Setup Menu, allows you to configure the communications ports to send or receive data to another electronic device, such as an autopilot. Com port 1 and Com port 2 can be used for NMEA.



Menus for changing Com Port settings.

For assistance in configuring the unit to communicate with another device, consult the factory. Customer service phone numbers are in the back of this manual. Also see the entries below for *Configure NMEA*. To set Com Port Configuration:

- 1. Press MENU | MENU | \downarrow to System Setup | ENT.
- 2. Press \downarrow to Communications Port | ENT.

Configure NMEA

You can configure the unit to use specific NMEA sentences.

1. Press Menu | Menu | \downarrow to System Setup | Ent.

2. Press \downarrow to Communications Port | ENT | \downarrow to Configure NMEA | ENT.

3. A menu appears showing the prefixes of the available NMEA sentences. A check mark next to a prefix means the prefix is in use. Use $\uparrow \downarrow, \rightarrow \leftarrow$ to select a prefix, then press **ENT** to turn off the prefix. (Press **ENT** again to check the box and turn a prefix on.)

4. When the desired prefixes are checked or unchecked, press **EXIT | EXIT | EXIT | EXIT | EXIT | EXIT** to return to the previous page.

Coordinate System Selection

The Coordinate System Menu lets you select the coordinate system to use when displaying and entering position coordinates.



Menus for changing coordinate system.

To get to Coordinate System Selection:

1. Press MENU | MENU | \downarrow to GPS Setup | ENT.

2. Press \downarrow to Coordinate System | ENT.

This unit can show a position in degrees (36.14952°); degrees, minutes and thousandths of a minute (36° 28.700'); or degrees, minutes, seconds and tenths of a second (36° 28' 40.9"). It can also show position in: UTM (Universal Transverse Mercator) projection; MGRS (Standard); MGRS (Standard + 10); Map Fix; Loran TD; British, Irish, Finnish, German, New Zealand, Swedish, Swiss, Taiwan, Greek and Military grids.

UTM's are marked on USGS topographic charts. This system divides the Earth into 60 zones, each 6 degrees wide in longitude.

British, Irish, Finnish, German, New Zealand, Swedish, Swiss, Taiwan, and Greek grid systems are each the national coordinate system used only in their respective countries. In order to use these grid systems, you must be in the respective country. This unit will pick the matching datum for you when you select the grid. See the entry on Map Datum Selection for more information.

The military grid reference system (MGRS) uses two grid lettering schemes, which are referred to as standard and standard + 10 MGRS

on this unit. Your position and datum in use determines which one to use. If you use standard, and your position is off significantly, then try the alternate.

NOTE: When the position format is changed, it affects the way all positions are shown on all screens. This includes waypoints.

To change the coordinate system, press **ENT** while **COORDINATE SYSTEM** is highlighted. Press the \uparrow or \downarrow keys to highlight the desired format. Press **ENT**. Press **EXIT** to close the menu.

To setup Loran TD:

NOTE:

If the Loran TD conversion is chosen, you must enter the local Loran chain identification for the master and slaves. Do this by selecting "Setup Loran TD" at the bottom of the "Coordinate System" menu and select the ID. Press **EXIT** to close this menu.

Coordinate System	Coordinate System 2
Degrees Degrees/Minutes Deg/Min/Sec	Degrees Degrees/Minutes Deg/Min/Sec
UTM Configure Loran TD MGI Loran Chain Number	
Mar GRI 9610 - South Centr Lora Briti Secondary Station 1	Secondary Station 2
N 95°50.579'	244221 E 4004277 N
Setup Map Fix	Setup Loran TD

Configure Loran TD menu.

Map Fix

Map Fix is used with charts or maps. This system asks for a reference position in latitude/longitude, which you take from a marked location on the map. It then shows the present position as distance on the map from that reference point.

For example, if it shows a distance of UP 4.00" and LEFT 0.50", you then measure up four inches and to the left a half-inch from the reference point on the map to find your location.

To configure a map fix:

To use this format, you need to follow these steps in order. First, take your map of the area and determine a reference latitude/longitude. (Please note that in order for this system to work, the latitude/longitude lines must be parallel with the edge of the map. USGS maps are parallel, others may not be. Also, this works better with smaller scale maps.) The reference position can be anywhere on the map, but the closer it is to your location, the smaller the numbers you'll have to manipulate.

Once you've decided on a reference position, you can save it as a waypoint. See the waypoint section for information on saving a waypoint. Save the reference position as a waypoint. Exit from the waypoint screens.

- 1. Press MENU | MENU | \downarrow to GPS Setup | ENT.
- 2. Press \downarrow to Coordinate System | ENT.
- 3. Press \downarrow to Setup Map Fix | ENT.

The following screen appears, and **MAP SCALE** is highlighted. Press **ENT** and enter the map's scale. This is generally at the bottom of the paper map. It's shown as a ratio, for example 1:24000. Press **EXIT** and the unit returns to the Configure Map Fix screen.



Configure a map fix so the unit can find your position on a printed chart or topographical map.

Press \downarrow to SELECT ORIGIN |ENT. Press \rightarrow , |ENT, then \downarrow or \uparrow |ENT to choose a saved waypoint. Select the waypoint you saved the reference point under and press ENT. The unit displays a waypoint information screen with the command SET AS ORIGIN selected; press ENT and the unit returns to the Configure Map Fix menu. Finally, press EXIT to close this menu. Now press \uparrow to COORD SYSTEM | ENT, select MAP Fix from the list and press ENT | EXIT | EXIT | EXIT. All position information now shows as a distance from the reference point you chose.

Customize Page Displays

Several page display options have customizable data boxes to provide constant on-screen information.

The various data available from your unit are divided into categories in the Data Viewer menu. These categories include GPS Data, Navigation, Trip Calculator, Time, Sonar Data and Miscellaneous Data. You can select items from any of these categories for display in any data box. The category divisions are there to help you sort through the information.

To change the information displayed in a data box:

On a page with digital data boxes, press **MENU** \downarrow to **CUSTOMZE** | **ENT**. A data box name flashes, indicating it is selected. Press **ENT** to change the box or hit \uparrow , \downarrow , \rightarrow or \leftarrow to select another box, then press **ENT**. You'll see a list of categories with "+" or "-" symbols next to each category. A category with a "+" is *expandable*, meaning its contents are hidden.



Customize Menu with the GPS Data category expanded.

Selecting the category name and pressing **ENT** will show the category's contents, so you can choose items within it. An expanded category (one with a "-" next to its name) can be collapsed to hide its contents. Just select the category name and press **ENT**.

Expand any categories that might contain data you want to display. Then press \downarrow or \uparrow to select a different data option. With the new option highlighted, press **ENT** to switch the contents of the box to the new data type, then press **EXIT**. You can now select another box to change. When you are finished with the settings, press **EXIT** again to end the Customize command, and the box name stops flashing.

A Page display can show a limited number of data boxes. You can not turn them off or add more data boxes.

GPS Simulator

The GPS simulator lets you use the unit as if you were outdoors navigating somewhere. It's a great way to practice using your unit. You can set the starting location by entering latitude or from a stored waypoint, map place or POI location (CHOOSE START command). You can steer your position and change speed on the map by using the arrow keys (STEER WITH ARROWS command) or by setting the track and speed in the dialog boxes provided on the simulator menu screen.

To get to the GPS Simulator:

- 1. Press MENU | MENU | \downarrow to GPS Setup | ENT.
- 2. Press \downarrow to **GPS Simulator** | **ENT**. The GPS Simulator Menu appears.



GPS Setup Menu (left); GPS Simulator menu (right).

Choose the desired settings, then turn the simulator on by highlighting the **GPS SIMULATOR ON** box and pressing **ENT** key. Press **EXIT | EXIT | EXIT** to close this menu. A message and tone appear periodically, warning you that the simulator is on. To turn the simulator off, repeat the above steps or turn off the unit.

While in simulator mode and using the **STEER WITH ARROWS** command, you can press **EXIT** to clear the steering and speed boxes from the screen. This will allow you to use the map cursor during a simulation. To turn steering and speed boxes back on again, return to the GPS Simulator menu. Select the **STEER WITH ARROWS** command, press **ENT**, then **EXIT**.

Simulating Trail or Route Navigation

In Simulator mode, your unit can automatically follow a trail or route without manual steering if you use these steps:

1. From the Map Page, go to the simulator menu. Pick a **STARTING POSITION** at or near the beginning of your trail/route. Enter an approximate **TRACK** (shown in compass degrees) that will point you toward the start of the trail/route.
2. Set **SPEED** to zero. Select **STEER WITH ARROWS** command and press **ENT**, which turns on the simulator and returns you to the Map Page.

3. Begin navigating along the trail/route. (If you are close enough to the first waypoint, the arrival alarm will usually go off as soon as navigation begins. Press **EXIT** to clear the alarm.) When navigation starts, press \uparrow to increase speed to the desired setting.

4. Press **EXIT** to turn off the steering and speed boxes. The unit will now automatically "steer" along the trail or route. When you arrive at your "destination," cancel navigation as you normally do.

Tip:

You can pick any spot on the map to begin your simulation session by using the Initialize GPS command. This makes your unit think it's located at the position you select.

Hide GPS Features

If there is no GPS antenna/receiver module attached to this unit, the GPS menus and features can be hidden from view with this command. The default setting is off, allowing you to rotate between the Sonar Page and the GPS pages and features. To hide GPS features:

Press $MENU|MENU|\downarrow$ to System Setup|ENT| \downarrow to Hide GPS Features | ENT. The GPS menus and pages are now hidden.

To restore **GPS FEATURES**, press **MENU|MENU|** to **Show GPS FEATURES** | **ENT**. The GPS menus and pages are available once again.

Initialize GPS

This command makes the unit operate as if it is sitting someplace other than its actual location. So, you and your unit could be located in Kansas City, but practice navigating in the ocean off Islamorada, Florida.

1. With the GPS simulator off, press $\text{MENU}|\text{MENU}|\downarrow$ to GPS Setup|ENT|ENT.

2. A message appears, telling you to move the cursor near the desired location and press **ENT**. When the message automatically clears, follow the message instructions. Turn on the GPS Simulator.

3. In a moment, your present position marker arrow appears on the map in the location you selected with the cursor. The unit will consider that spot as its last known position until changed by either a live satellite lock-on or a new simulator location.

Map Auto Zoom

This receiver has an auto zoom feature that eliminates much of the button-pushing characteristic of other brands of GPS receivers. It works in conjunction with the navigation features.

First, start navigation to a waypoint. (See the waypoint section for more information on navigating to a waypoint.) Then, with the auto zoom mode on, the unit zooms out until the entire course shows, from the present position to the destination waypoint. As you travel toward the destination, the unit automatically begins zooming in — one zoom range at a time — always keeping the destination on the screen.

To turn this feature on, from the MAP PAGE, press $MENU | \downarrow$ to AUTO ZOOM | ENT | EXIT. Repeat these steps to turn it off.

Map Data

This menu lets you turn the map off, if desired (which turns the map screen into a GPS plotter); turn on or off the pop-up map info boxes; draw the map boundaries or boxes around the areas of high detail or fill water areas with white. You can also turn on or off Map Overlays, which display latitude and longitude grid lines or range. This menu lets you select Navionics Maps. For instructions, see the *Navionics Charts* entry in this section.

To get to Map Data: From the Map Page, press $MENU | \downarrow$ to Map Data | ENT.



Map Menu (left); Map Data Menu (right).

Pop-up Map Info

From the Map Page, press $MENU|\downarrow$ to MAP DATA | ENT. Press \downarrow to POPUP MAP INFO. With the option highlighted, press ENT to check it (turn on) or uncheck it (turn off.) After the option is set, press EXIT | EXIT to return to the page display.

Map Boundaries

From the Map Page, press $MENU | \downarrow$ to MAP DATA | ENT. Press \downarrow to DRAW MAP BOUNDARIES. With the option highlighted, press ENT to check it (turn on) or uncheck it (turn off.) After the option is set, press EXIT|EXIT to return to the page display.

Fill Water With White

From the Map Page, press $MENU|\downarrow$ to MAP DATA | ENT. Press \downarrow to FILL WATER WITH WHITE. With the option highlighted, press ENT to check it (turn on) and uncheck it (turn off.) After the option is set, press EXIT|EXIT to return to the page display.

Map Overlays (Range Rings; Lat/Long Grid)

The map screen can be customized with four range rings and/or grids that divide the plotter into equal segments of latitude and longitude.

Range rings are handy for visually estimating distances on the map. The ring diameters are based on the current zoom range. For example: at the 100-mile zoom, the screen will show two rings with your current position in the center. The large ring touching the left and right sides of the screen is 100 miles in diameter (same as the zoom range). The second smaller ring is 50 miles in diameter (always 1/2 the zoom range).

The distance from your current position to the smaller ring (the ring's radius) is 25 miles. With the arrow keys and map cursor, you can scroll the map to see the third and fourth rings. In this example, the distance to the third ring is 75 miles and distance to the fourth ring is 100 miles from your current position.

To set range rings: From the Map Page, press $MENU|\downarrow$ to MAP DATA | ENT. Press \downarrow and \rightarrow to RANGE RINGS. With the option highlighted, press ENT to check it (turn on) or uncheck it (turn off.) After the option is set, press EXIT|EXIT to return to the page display.

To set Lat/Long Grid: From the Map Page, press $MENU|\downarrow$ to MAP DATA | ENT. Press \downarrow and \rightarrow to LAT/LON GRID LINES. With the option highlighted, press ENT to check it (turn on) or uncheck it (turn off.) After the option is set, press EXIT|EXIT to return to the page display.

Map Datum Selection

Maps and charts are based on a survey of the area that's covered by the map or chart. These surveys are called "Datums." Maps that are created using different datums will show the same latitude/longitude in slightly different locations.

All datums are named. The GPS system is based on the WGS-84 datum, which covers the entire world. Other datums may also cover the entire world, or just a small portion of it. By default, your unit uses the WGS-84 datum. It, however, can show your position using one of 191 different datums. To change the datum:

1. Press $MENU|MENU|\downarrow$ to GPS Setup | ENT| \downarrow to Datum Selection | ENT.

- 2. Scroll \downarrow or \uparrow to select the desired datum, then press ENT.
- 3. To return to the last page displayed, press **EXIT|EXIT**.

A list of the datums used by this unit is in the back of this manual.



GPS Setup Menu (left); Map Datum Menu (right).

Map Detail Category Selection

This menu determines which of the mapping features are shown on the screen. This includes, waypoints, trails, icons, cities, highways, etc. You can select any of these items, customizing the map to your needs.

To get to Map Categories:

1. From the Map Page, press $\textbf{MENU}| {\downarrow}$ to Map Categories Drawn |ENT.

2. Press \uparrow or \downarrow to select a category or press \rightarrow then press \uparrow or \downarrow to select a subcategory. Press **ENT** to turn it off (no check) or on (checked.)

3. To return to the last page displayed, press **EXIT|EXIT**.



Map Menu (left); Map Categories Drawn Menu (right).

Map Orientation

By default, this receiver shows the map with north always at the top of the screen. This is the way most maps and charts are printed on paper.

In Track Up mode, map shows "N" and arrow to indicate north.



Map orientation is shown in north up (left) and track up (right).

This is fine if you're always traveling due north. What you see to your left corresponds to the left side of the map, to your right is shown on the right side of the map, and so on. If, however, you travel any other direction, the map doesn't line up with your view of the world.

To correct this problem, a track-up mode rotates the map as you turn. Thus, what you see on the left side of the screen should always be to your left, and so on.

Another option is course-up mode, which keeps the map at the same orientation as the initial bearing to the waypoint. When either the track-up or course-up mode is on, an "N" shows on the map screen to help you see which direction is north.

To change map orientation: from the Map Page, press $MENU | \downarrow$ to MAP ORIENTATION | ENT. Use \uparrow or \downarrow to select the desired mode, then press ENT. Press EXIT | EXIT to return to the page display.



Map Orientation menu with the North Up map option selected (right). Navionics[®] Charts

Your unit can display Navionics[®] electronic charts on MMCs. They work just like a MapCreate custom map on a MMC.



Entrance to Chesapeake Bay in a MapCreate 6 custom map with a 10mile zoom (left). The same position on Navionics chart at 11.15-mile zoom (center) and with a 5.56-mile zoom (right).

To display a Navionics chart:

1. Install the Navionics MMC in the memory card compartment and turn on the unit. (For full card install instructions, see Sec. 2.)

WARNING:

You should never format the MMC containing your Navionics chart. Formatting the MMC will permanently erase the chart from the card.

2. From the Map Page, press $MENU|\downarrow$ to $MAP DATA | ENT| \rightarrow$ to Navionics MAP CHOICE | ENT. Use \uparrow or \downarrow to select the *Map Name*, then press ENT|EXIT|EXIT.



These figures show menu sequence (from left to right) for selecting a Navionics chart for the South Chesapeake Bay area.

3. To turn off a Navionics chart, from the Map Page, press $MENU|\downarrow$ to MAP DATA | ENT| \rightarrow to NAVIONICS MAP CHOICE | ENT. Use \uparrow or \downarrow to select LOWRANCE, then press ENT|EXIT|EXIT.

Port Information

Navionics charts contain Port Services information, represented by anchor icons on the map display. An example is displayed in the following figure.

To view Port Services information:

1. Use the arrow keys to move the cursor over a Port Services icon. When selected, a pop-up name box appears.

2. Press **WPT** to display the Port Services Information screen.

The Port Services information screen has two windows. The top window lists the various service categories. The lower window lists the detailed services available in each basic category.



Navionics chart showing Port Services icon selected by cursor.

3. To scroll through the Service Categories window: press **ENT** then use \uparrow or \downarrow to see the types of services available. As you highlight a different category, the list in the lower window changes. To return to the Map Page, press **EXIT|EXIT**.

4. The General Services category includes a long list of items in the Detailed Services window. To scroll through the Detailed Services window from **SERVICE CATEGORIES**, press \downarrow to **DETAILED SERVICES** | **ENT**, then use \uparrow or \downarrow to read the list of available services. To return to the Map Page, press **EXIT**|**EXIT**. To return to the top service category window, press **ENT**| \uparrow .



Port Services information screens.

Tidal Current Information

Navionics charts contain Tidal Current information, represented at large zoom ranges by a box icon with the letter "C." The icon stands for a Tidal Current Station location.



When you zoom in to a sufficiently small zoom range, the icon itself becomes an animated arrow showing tidal current velocity and direction *for the selected tidal station*. At larger zoom ranges, you can select the boxed "C" icon and it becomes an animated arrow with a pop-up name box. An example is displayed in the following figure.

To view Tidal Current information:

1. Use the arrow keys to move the cursor over a Tidal Current Station icon. When selected, a pop-up name box appears.

2. Press **WPT** to display the Tidal Current Information screen.



Navionics chart showing Tidal Current Station icon selected by cursor. In this example, the tidal current is in flood but it's about to enter the slack water stage. The current is flowing to the west at 0.1 mph.



Current Information screen.

The Tidal Current Information screen displays daily tidal current data for the station at the present time. The graph at the top of the example above is an approximate view of the flood and ebb pattern from midnight (MN), to noon (NN) to midnight (MN). The velocity scale at the top left side of the graph changes dynamically based upon the maximum velocity of the current for that day.

Slack water, the period of little or no current, is represented by the Slack Water Line (SWL). The flood appears above the SWL and the ebb appears below the SWL.

You can look up tidal current data for other dates by changing the month, day and year selection boxes. To select another date:

1. Use \rightarrow and \leftarrow to highlight month, day or year, then press **ENT**.

2. Use \uparrow and \downarrow to select the desired month, day or year, then press **ENT**.

To clear the information screen, press **EXIT**.

Tide Information

Navionics charts contain Tidal Information, represented at large zoom ranges by a box icon with the letter "T." The icon stands for a Tidal Station location. An example is displayed in the figure on the right.



When you zoom in to a sufficiently small zoom range, the icon itself becomes an animated gauge showing a rising or falling tidal height *for the selected station*. At larger zoom ranges, you can select the boxed "T" icon and it becomes an animated gauge with a pop-up name box. An example is displayed in the following figure.

To view tide information:

1. Select a Tide Station icon: use the arrow keys to move the cursor over an icon. When it is selected, a pop-up name box appears.

2. After selecting the Tide Station icon, press **WPT** to display the Tide Information screen.



Navionics chart showing Tide Station icon selected by cursor. In the example above, the tide is at 2.8 feet and falling, as shown by the down arrow at the top of the icon.

Little Creek (Rr. Terminal)	Little Creek (Rr. Terminal)	
3.7 ft MN 3 6 9 NN 3 6 9 MN -0.1 ft	3.7 ft MN 3 6 9 NN 3 6 9 MN -0.1 ft	
Daily Highs & Lows:	Daily Highs & Lows:	
Low: 2:49 AM -0.1 ft High: 9:16 AM 3.7 ft Low: 3:43 PM 0.0 ft High: 9:39 PM 3.0 ft	Low: 2:49 AM -0.1 ft High: 9:16 AM 3.7 ft Low: 340 DM 0.0 ft High: 9 8	
Moon Calculations:	Moon Calculatic 9	
Sets: 7:02 PM Rises: 8:47 AM	Sets: 7:02 PN 10 11 ▼	
Month:Day:Year:October•9•2002•	Month: Day: Year: October	

Tide Information screen.

The Tide Information screen displays daily tidal data for the station at the present time. The graph at the top of the screen is an approximate view of the tidal range pattern for the day, from midnight (MN), to noon (NN) to midnight (MN). The dotted line across the graph is the Mean Lower Low Water line (MLLW).

The height scale on the top right side of the graph changes, based upon the maximum *range* of the tide for that day. The MLLW line also adjusts its position as the height scale changes.

You can look up tidal data for other dates by changing the month, day and year selection boxes. To select another date:

1. Use \rightarrow and \leftarrow to highlight month, day or year, then press **ENT**.

2. Use \uparrow and \downarrow to select the desired month, day or year, then press ENT.

To clear the information screen, press **EXIT**.

Pop-up Help

Help is available for virtually all of the menu labels on this unit. By highlighting a menu item and leaving it highlighted for a few seconds, a "pop-up" message appears that describes the function of the menu item. This feature is on by default.

To set up Popup Help: Press MENU | MENU | \downarrow to System Setup | ENT | \downarrow to Popup Help. With the option highlighted, press ENT to check it (turn on) or uncheck it (turn off.) After the option is set, press EXIT|EXIT to return to the page display.



System Setup menu (left) with Pop-up Help command highlighted. The example on the right shows the Pop-up Help message for the Screen command, located on the Map Menu.

Reset Options

To reset all features to their factory defaults:

Press MENU | MENU | \downarrow to System Setup | ENT | \downarrow to Reset Options | ENT | \leftarrow to Yes | ENT.

NOTE:

Reset Options does *not* erase any waypoints, routes, icons, plot trails or sonar logs.



Reset Options command (left) and the Reset Options Menu (right).

Screen Contrast and Brightness

To access the Screen menu, press MENU | MENU | ENT.

Once in the Screen menu:

To adjust the display's contrast:

The **CONTRAST** slider bar is already selected. Press \rightarrow or \leftarrow to move the bar. The left end of the scale is minimum contrast; the right end is maximum contrast.



Screen Command (left) and Screen Menu with Contrast selected, (right).

To adjust the display's brightness:

Press \downarrow to **BRIGHTNESS**. Press \rightarrow or \leftarrow to move the bar. The left end of the scale is minimum contrast; the right end is maximum contrast.

To adjust the screen's display mode:

Press \downarrow to **Display Mode** | **ENT**| press \uparrow or \downarrow to select *mode* | **EXIT**.



Display Mode menu.

Set Language

This unit's menus are available in 10 languages: English, French, German, Spanish, Italian, Danish, Swedish, Russian, Dutch and Finnish. To select a different language:

- 1. Press MENU | MENU | \downarrow to System Setup | ENT.
- 2. Press \downarrow to Set Language | ENT.

3. Use \downarrow or \uparrow to select a different language and press **ENT**. All menus now appear in the language you selected.

Set Local Time

Using the correct local time setting is handy when estimating local arrival time while navigating. Also, the time and date are saved when a waypoint is created.

To access the Set Local Time menu, you must first acquire your position. Once that is done press $MENU|MENU|\downarrow$ to System Setup | ENT| \downarrow to Set Local Time | ENT.

Once in the Time Settings menu:

To set Local Time: Press **ENT.** Use \uparrow or \downarrow to change the first character, then press \rightarrow to move the cursor to the next character. Repeat until the time is correct, then press **ENT.**

To set the Month: Press \downarrow to Month|ENT. Press \uparrow or \downarrow to select the month, then press ENT.

To set the Day: Press \rightarrow to DAY|ENT. Press \uparrow or \downarrow to select the day, then press ENT.

To set the Year: Press \rightarrow to YEAR|ENT. Press \uparrow or \downarrow to select the year, then press ENT.

You also may switch the Time Format between 12 and 24 hour options. The Date Format also may be modifed between three options: Month/Day/Year, Day/Month/Year and Year/Month/Day.

Screen.	Time Settings		E(24)
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Time Settings Menu.

At the bottom left of the menu is the **CONFIG DST** button. This feature allows your unit to automatically adjust with the time change caused by Daylight Saving Time. It should only have to be set once. You may select which set of rules matches DST in your region or simply accept the default.

Once you have each field set the way you want, press **EXIT** repeatedly to return to the previous page.

Show WAAS Alarm

When the signal is available, your unit will automatically use WAAS to boost the accuracy of the position fix. When the WAAS signal is lost or acquired, an alarm message appears. Since the U.S. government is still developing the WAAS system, it's not unusual for a GPS/WAAS receiver to frequently lose and reacquire its lock on a WAAS satellite. That can result in the alarm repeatedly going on and off. You have the option of turning off the WAAS Acquired/Lost alarm without affecting how the unit uses WAAS. Here's how:

1. Press $\texttt{MENU}|\texttt{MENU}| \downarrow$ to GPS Setup | $\texttt{ENT}| \downarrow$ to Show WAAS Alarm.

2. With the option highlighted, press **ENT** to uncheck it (turn off) or check it (turn on). After the option is set, press **EXIT|EXIT** to return to the page display.

3. You can return to this command and press **ENT** again to turn the feature on.

Software Version Information

From time to time, Lowrance updates the operating system software in some of its products. These software upgrades are usually offered to customers as free downloads from our web site, www.lowrance.com. These upgrades make the unit perform better or introduce a new feature or function. You can find out what software version is running in your Unit by using the Software Information command.



Software Information command (left); Software Information (right).

- 1. Press MENU | MENU | \downarrow to System Setup | ENT| \downarrow to Software Info | ENT.
- 2. Read the information displayed on the screen.
- 3. To return to the last page displayed, press EXIT|EXIT|EXIT.

Sounds and Alarm Sound Styles

Sounds triggered by key strokes and alarms can be adjusted:

You first press $MENU|MENU|\downarrow$ to Sounds | ENT.



Sounds command (left); The Sounds menu (right).

Once in the Sounds menu

To set Key Press Sounds: With the option highlighted, press **ENT** to check it (turn on) or uncheck it (turn off). After the option is set, press **EXIT**|**EXIT** to return to the page display.

To set Alarm Sounds: Press \downarrow to **ALARM Sounds**. With the option highlighted, press **ENT** to check it (turn on) or uncheck it (turn off). After the option is set, press **EXIT**|**EXIT** to return to the page display.

To set Alarm Volume: Press \downarrow to **Volume**. Press \rightarrow or \leftarrow to move the bar. The left end of the scale is low volume; the right end is high volume. After the option is set, press **EXIT**|**EXIT** to return to the page display.

To set Alarm Style: Press \downarrow to **ALARM STYLE** | **ENT**. Press \uparrow or \downarrow to change the style, then press **ENT**. After the option is set, press **EXIT**|**EXIT** to return to the page display.

Track Smoothing

This is a factory setting on the GPS Setup menu that *should always be left on*. When stopped or traveling at slow speeds (such as walking or trolling), Track Smoothing prevents wandering of trails, the steering arrow, compass rose and the map in track-up mode.

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Screen	
Sounds	Leavenworth
Alarms +	
Route Planning	5 - 24 Lenexa
My Trails	1563
Cancel Navigation	
Sonar Setup +	
GPS Setup 🔸	Initialize GPS
System Setup 🔹 🔸	Coordinate System
Sun/Moon Calculations	Datum Selection
Trip Calculator	GPS Auto Search
Timers +	
Browse MMC Files	⊂ Require WAAS
	□ Show WAAS Alarm
5815	GPS Simulator
/~~{	
Bartlesvill	160
l toto the second se	
N 37°57.067' W 95°43.307'	→ 300 mi

Track Smoothing option, turned on.

Trail Options

There are several options you can use with trails. Some affect all trails, other options can be applied to a particular trail. You can change the way trails are updated and the way they're displayed. Trails also may be hidden, created or deleted in the trail menu.

General Trail Options

To access the Trails Menu: Press MENU|MENU|↓ to My TRAILS|ENT.



My Trails command (left); Trails Menu (left); Trail Options (right).

Delete All Trails

To remove all of the trails from memory, from the Trails Menu, press \rightarrow to **Delete All** | **ENT**| \leftarrow to **Yes**|**ENT**.

Update Trail Option

This menu lets you change the way the trail updates occur.

WARNING:

If you *uncheck* the Update Trail option, automatic trail creation and recording will be turned *off*. You must turn it back on to record trails. The default setting is on.

From the Trails Menu, press \rightarrow to **Options** | **ENT**. With **Update Active Trail** highlighted, press **ENT** to check it (turn on) or uncheck it (turn off).

Update Trail Criteria (Auto, Time, Distance)

The options are automatic, time or distance. When it's in the default automatic mode, the unit doesn't update the plot trail while you're traveling in a straight line. Once you deviate from a straight line, the unit "drops" a plot point (trail waypoint) onto the trail. This conserves plot trail points. If a plot trail uses all of the available points allotted to it, the beginning points are taken away and placed at the end of the trail.

From the Trails Menu, press \rightarrow to TRAIL OPTIONS | ENT| \downarrow to UPDATE CRITERIA. Press \uparrow or \downarrow to select *criteria type* | ENT. If you selected Time, the Update Rate data entry box appears on the menu. If you selected Distance, the Update Distance data entry box appears on the menu.

Trail Update Rate (Time, Distance)

You can update a trail by time, with a range from 1 second to 9999 seconds; the default is 3 seconds. You can update by distance, with a range from 0.01 mile/nm/km to 9.99 mile/nm/km; the default is 0.10 miles.

With one of the Update Criteria selected, use the cursor arrows to highlight either the **Update Rate (Time)** or **Update Distance** data entry boxes and press **ENT**. Press \uparrow or \downarrow to change the first character, then press \rightarrow to the next character and repeat until the entry is correct. Press **EXIT** to return to the Trail Options Menu.



Update Time Rate (left) and Update Distance(right).

Specific Trail Options Delete Trail

To delete a specific trail, from the Trails Menu, press \downarrow to Saved Trails | ENT. Select a trail and press ENT. The Edit Trail menu appears as seen in the following figure. Press \rightarrow to DELETE TRAIL | ENT| \leftarrow to YES|ENT.

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Trij Tirr Bro	Pattern	⊯ Acti∨e ⊯ Visible	
	Maximum Points 2000	Trail Pre∨iew ⊷	
	5°57 898' W 96°09 927'		5 mi

Edit Trail menu.

New Trail

To manually start a new trail in the Trails Menu make sure **New TRAIL** is highlighted and press **ENT|EXIT**.

Trail Visible/Invisible and Other Trail Options

The name, maximum number of points in the trail, activity, and visibility are all changed on the Edit Trail menu screen. The Active setting determines whether or not the unit is recording new points for a particular trail.

On the Edit Trail menu, press \downarrow or \uparrow to highlight the section you wish to change, then press **ENT**. Make your changes, then press **EXIT** to close this menu.

Units of Measure

This menu sets the speed and distance (statute or nautical miles, meters), depth (feet, fathoms, or meters), temperature (degrees Fahrenheit or Celsius) and heading (true or magnetic) units. To change the units:

Press MENU|MENU| \downarrow to System Setup | ENT|ENT.

Screen Sounds Alarms Route Planning	Learning In Kanasa City The Analas City The Analas City The Analas City The Analas City The Analas City	Screen Sounds Alarms Route Planning My, Traile Units of Measure	Leavenus my (3) 1 and 1
Cancel Navigation		Cancel N Heading	Temperature
Sonar Setup	-3 0 0	Sonar Se CTrue	Fahrenheit
System Setup	Units of Measure	System (Magnetic	Celsius
Sun/Moon Calculations	Set Local Time	Sun/Moo	Denth
Trip Calculator	Communications Port	Trip Calc Speed and Distance	Deptn t
Timers >	Reset Options	Timers	Feet
Browse MMC Files	Delete All My Waypoints	Browse I CNautical	⊂ Fathoms oints
	□ Popup Help Hide GPS Features	C Metric	○ Meters
/~~	Set Language		Set Language
Bartlesvill	Transfer My Data	Bartlesull	Transfer My Data
httitta Hi	Check Free Storage		Check Free Storage
N 37°57.067' W 95°43.307'	Software Information	N 37°57.067' W 95°43.307'	Software Information

System Setup Menu (left); Units of Measure Menu (right).

To set Speed/Distance Unit of Measure: Press \uparrow or \downarrow to change the Speed/Distance, then press ENT. After the option is set, press EXIT|EXIT|EXIT to return to the page display.

To set Heading: Press \uparrow or \downarrow to change the heading type, then press **ENT**. After the option is set, press **EXIT**|**EXIT**|**EXIT** to return to the page display.

To set Depth: Press $\rightarrow \downarrow$ to DEPTH. Press \uparrow or \downarrow to change the heading type, then press ENT. After the option is set, press EXIT|EXIT|EXIT to return to the page display.

To set Temperature: Press $\rightarrow \downarrow$ to TEMPERATURE. Press \uparrow or \downarrow to change the heading type, then press ENT. After the option is set, press EXIT|EXIT|EXIT to return to the page display.

Section 9: Searching

NOTE:

The background map loaded in your unit lets you search for U.S. Interstate Highway exits and exit services, as well as some land features, including cities and lakes. For a full set of searchable land features, including landmarks, streets, addresses and Points of Interest, you must load your own high-detail custom map produced with our MapCreate 6 software. For a complete description of what detail is found in the background map and custom MapCreate maps, see page 107.

The unit's varied search functions all begin with either the Find Waypoint menu or the Map Page menu. Press **WPT** and the Find Waypoint menu appears for waypoints and Points of Interest (POI). From the Map Page, press **MENU** and the Map Page menu appears for streets, addresses and highway exits.



Find Waypoint menu (left) and Map Page menu (right).

NOTE:

You can search for items after the unit has acquired a position or while using it in the simulator mode. Distance and bearing to the selected item will be calculated from the unit's current position or the last known position. You can look up items by name, or search for the nearest location.

Find Addresses

- 1. From the Map Page, press $\textbf{MENU}| \clubsuit$ to Find Address | ENT.
- 2. Press **ENT** to search in the Address field.

Go To Cursor Find Distance Find Streets
Find Address
Address 0
Street
None
City
Any
Find Address
N 36°08.971' W 95°50.579' ↔ 3 mi

Find Address Menu.

3. To enter an address, press \uparrow or \downarrow to change the first number, then press \rightarrow to move the cursor to the next number and repeat until the number is correct, then press **ENT**.

4. To enter a street name, press \downarrow to STREET | ENT. There are two options: A. You can spell out the name in the top selection box. Press \uparrow or \downarrow to change the first letter, then press \rightarrow to move the cursor to the next letter and repeat until the name is correct, then press ENT | ENT. B. Or jump down to the lower selection list by pressing ENT, then press \downarrow or \uparrow to select a street name from the list and press ENT. The street name you selected is now in the street field.



Find Address menu (left); Find Street menu (center) with Find By Name field active; street name entry complete (right).

5. To enter a city name, press \downarrow to CITY | ENT. You will be asked if you want to find addresses only within a particular city. This option is designed to limit an address search to a single city if necessary.

If you select yes, there are two options: **A.** You can **spell out** the city name in the top selection box. Press \uparrow or \downarrow to change the first letter, then press \rightarrow to move the cursor to the next letter and repeat until the name is correct, then press **ENT** | **ENT**. **B.** Or jump down to the lower selection list by pressing **ENT**, then press \downarrow or \uparrow to select a city name from the list and press **ENT**. The city name you selected is now in the city field.

NOTE:

We recommend you do *not* enter a city name unless the list is too long to search through. The unit actually can search quicker when you don't enter a city name.



Find city field (left); search in particular city only option (center); Find City by name (right).

6. When the necessary search fields are filled in, press \downarrow to FIND ADDRESS | ENT. Your unit asks you to wait while it searches for the address. (If an address is not in the database, a message appears saying the address could not be found.)

7. The unit will display a list of addresses. If the address you are looking for is highlighted at the top of the list, press **ENT**. If not, use \downarrow and \uparrow to select the correct address from the list, then press **ENT**. The Map Page will appear with the location selected by the cursor. (In the example below, we are looking for 12303 East 11th *Street* in Tulsa, not 11th *Court*, so we had to scroll down the list to select the correct address.)



Address search result list (left); Address page options, Find or Go To (center). After the address is located, you can navigate to it (right).

8. To navigate to the address, press $ENT | \rightarrow | ENT$ and your unit will begin showing navigation information to the address pointed out by the cursor. If you are only looking up an address (not navigating), just press ENT to see the location pinpointed on the map.

Tip:

If the address also happens to be an item in the Point of Interest database, you can look up the item's phone number in the Waypoint Information list. With the address location selected by the cursor on the map, press WPT. The POI's Waypoint Information window appears, with the Go To Waypoint command highlighted. If you want to go ahead and navigate to the POI address, just press ENT | EXIT.



Map Page showing location of the address on the map, highlighted by cursor (left). This address is a business in the POI database, so you can display the POI information window, then navigate to it (right).

Find Any Item Selected by Map Cursor

On the Map Page with a POI or map feature selected by the cursor press **WPT.** To return to the previous page, press **EXIT**.



A POI selected by the cursor (left); POI information screen (right). NOTE:

Since the Go To Waypoint command is highlighted, you can navigate to the selected POI by pressing **ENT** | **EXIT** while in the POI Waypoint Information screen.

Find Interstate Highway Exits

1. From the Map Page, press $MENU\,|\,\downarrow$ to Highway Exits | ENT, which calls up the Find Exit menu.



Find Highway Exits command (left) and Find Exit menu (right).

2. First, select a highway name by pressing **ENT**, which calls up the Find by Name menu. There are two highway search options: **A.** You can **spell out** the highway name in the top selection box. Press \uparrow or \downarrow to change the first letter, then press \rightarrow to move the cursor to the next letter and repeat until the name is correct, then press **ENT**|**ENT**. **B.** Or jump down to the lower selection list by pressing **ENT**, then press \downarrow or \uparrow to select a highway from the list, then press **ENT**.

nd By Name
Find By Name
44 (Interstate)
Find In List
435 (Interstate)
44 (Interstate)
440 (Interstate)
45 (Interstate)
459 (Interstate)
465 (Interstate)
469 (Interstate)
470 (Interstate)
474 (Interstate)
475 (Interstate)
476 (Interstate)
480 (Interstate)
49 (Interstate)

Find By Name menu.

3. Once you have selected a highway name you can then select an exit. Press \downarrow to switch to the Exit List, then press \downarrow or \uparrow until you highlight the exit, then press **ENT**.

Find Exit
Highway
44 (Interstate)
Exit
Exit 231 Jct US 64, OK 51, Tulsa, Muskogee, Sand Springs,▲ Exit 232 Memorial Dr, East 31st St
Exit 233 East 21st St Exit 234A US 169, Broken Arrow, Owasso
Exit 234B Garnett Rd
Exit 235 East 11th St Exit 236A 129th Ave East, Admiral Place
Exit 236B Jct I-244 W, Downtown Tulsa
Exit 230 IOIST East Ave Exit 240A OK 167 N, 193rd East Ave, Tulsa Port of Catoo
Exit 240B US 412 E, Choteau, Siloam Springs
Mile 241 Parking Area

Find Exit menu, with an exit selected in the Exit List.

4. In the Exit Information screen you have two choices. **A.** Press **ENT** to navigate or "go to" the exit. **B.** Press \rightarrow | **ENT** to find the exit on the map.



Go To Exit option (left); Find On Map option (right).

Tip:

You can also look up some additional information on the services located near this exit. Press \downarrow to **Services** then \downarrow or \uparrow to select Service Name | ENT.