



HUMMINBIRD®



Installation and Operations Manual 1155c Chartplotter

Thank You!

Thank you for choosing Humminbird®, America's #1 name in fishfinders. Humminbird® has built its reputation by designing and manufacturing top-quality, thoroughly reliable marine equipment. Your Humminbird® is designed for trouble-free use in even the harshest marine environment. In the unlikely event that your Humminbird® does require repairs, we offer an exclusive Service Policy - free of charge during the first year after purchase, and available at a reasonable rate after the one-year period. For complete details, see the **Warranty** section in this manual. We encourage you to read this installation and operations manual carefully in order to get full benefit from all the features and applications of your Humminbird® product.

Contact our Customer Resource Center at either **1-800-633-1468** or visit our website at **www.humminbird.com**.

WARNING! *This device should not be used as a navigational aid to prevent collision, grounding, boat damage, or personal injury. When the boat is moving, water depth may change too quickly to allow time for you to react. Always operate the boat at very slow speeds if you suspect shallow water or submerged objects.*

WARNING! *Disassembly and repair of this electronic unit should only be performed by authorized service personnel. Any modification of the serial number or attempt to repair the original equipment or accessories by unauthorized individuals will void the warranty. Handling and/or opening this unit may result in exposure to lead, in the form of solder.*

WARNING! *This product contains lead, a chemical known to the state of California to cause cancer, birth defects and other reproductive harm.*

NOTE: *Some features discussed in this manual require a separate purchase, and some features are only available on international models. Every effort has been made to clearly identify those features. Please read the manual carefully in order to understand the full capabilities of your model.*

1100 Series™, Cannon™, CannonLink™, HumminbirdPC™, Humminbird®, InterLink™, WeatherSense®, and X-Press™ Menu(s) are trademarked by or registered trademarks of Humminbird®.

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***NOTE:** Entries in this Table of Contents which list (International only) are only available on products sold outside of the US and Canada by our authorized International Distributors. To obtain a list of authorized International Distributors, please visit our website at www.humminbird.com or contact our Customer Resource Center at 1-800-633-1468 to locate the distributor nearest you.*

***NOTE:** Entries in this Table of Contents which list (with Speed Input) or (with Temperature Input) may require the purchase of separate accessories. You can visit our website at www.humminbird.com to order these accessories online or contact our Customer Resource Center at 1-800-633-1468.*

1100 Series™ Introduction

Your 1100 Series™ Chartplotter comes in the following configuration:

- **Humminbird® 1155c Chartplotter:** Networkable GPS Chartplotting System, GPS Receiver included.

How GPS and Cartography Work

Your 1100 Series™ Chartplotter supports GPS and chartplotting, and uses GPS to determine your position and display it on a grid. The Global Positioning System (GPS) is a satellite navigation system designed and maintained by the U.S. Department of Defense. GPS was originally intended for military use; however, civilians may also take advantage of its highly accurate position capabilities, typically within +/- 10 meters, depending on conditions. This means that 95% of the time, the GPS receiver will read a location within 10 meters of your actual position. Your GPS Receiver also uses information from WAAS (the Wide Area Augmentation System), EGNOS (the European Geostationary Navigation Overlay Service), and MSAS (the MTSAT Satellite Augmentation System) satellites if they are available in your area.



GPS uses a constellation of 24 satellites that continually send radio signals to the earth. Your present position is determined by receiving signals from up to 16 satellites and measuring the distance from the satellites.

All satellites broadcast a uniquely coded signal once per second at exactly the same time. The GPS receiver on your boat receives signals from satellites that are visible to it. Based on time differences between each received signal, the GPS receiver determines its distance to each satellite. With distances known, the GPS receiver mathematically triangulates its own position. With once per second updates, the GPS receiver then calculates its velocity and bearing.

The GPS Receiver included with your 1100 Series™ Chartplotter allows you to combine easy-to-use chartplotter and navigation capabilities. The following GPS functionality is currently supported by the 1100 Series™ Chartplotter when it is connected to the included GPS receiver:

- View current position
- View current track (breadcrumb trail)
- View precision speed and heading from your GPS receiver
- Save tracks, waypoints and routes
- Travel a route and navigate from one waypoint to the next.

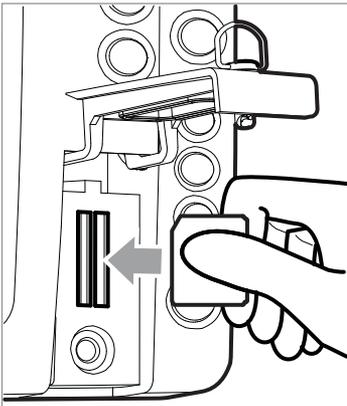
Your 1100 Series™ supports Navionics® Gold, HotMaps™, HotMaps™ Premium, and Platinum™ Cartography on MMC or SD card media.

NOTE: Your 1100 Series™ does not support Navionics® Classic Charts, only Navionics® Gold, HotMaps™, HotMaps™ Premium, and Platinum™ Cartography.

NOTE: Some models come pre-loaded with Navionics® cartography and are referred to as NVB models. NVB models are only available domestically. Currently, there are not any international NVB models.

In non-NVB models, your unit also comes with a built-in UniMap™ with a detailed map of North America (Domestic models) or a detailed map of Europe and Southeast Asia, including Australia and New Zealand (International models). In non-NVB models, the built-in UniMap™ does not contain Port, Tide or Current information, and this information is only available from optional purchase MMC/SD cards.

Your 1100 Series™ uses the GPS Receiver to determine the position of the boat automatically, and uses the zoom level settings on a particular view to select the best chart to display. See **Viewing Cartography** for more information.



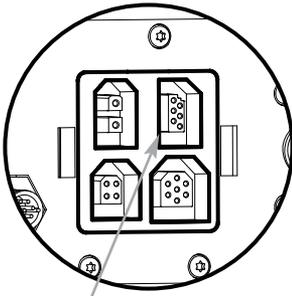
Inserting an MMC/SD into the Card Slot

MMC/SD Slot

Your 1100 Series™ Chartplotter also has an MMC/SD slot that is used to insert optional-purchase cards containing additional detailed maps. If you insert an MMC/SD that contains a more detailed chart for a particular location, your 1100 Series™ Chartplotter will retrieve that chart and display it automatically. Use the illustration to locate the position of the MMC/SD slot cover, open the MMC/SD slot cover, then insert the MMC/SD into the slot. The label on the MMC/SD should face toward the left side of the unit. Press down on the card until it clicks into place and close the slot cover.

Software Updates

Use the MMC/SD slot to update the software version of your control head. To update the software in your control head, plug in the appropriate MMC/SD card that contains a software update file; the unit will recognize it, will tell you what software version your control head is currently running, and will ask you if you want to update the software in the unit to match that on the MMC/SD card. You can obtain software updates from the www.humminbird.com website.



Accessory Bus

Accessory Bus

Use the Accessory Bus to expand the functionality of your 1100 Series™. Accessories plug directly into the 1100 Series™, enabling Advanced features such as WeatherSense and the ® CannonLink™ Downrigger Controller. Additional tabs and menu choices will be added to the menu system automatically when an accessory is plugged into the unit. In addition, multiple accessories can be attached simultaneously. See *Accessories Menu Tab* and *1100 Series™ Accessories* in this manual, as well as your accessory Operations Manual for additional details.

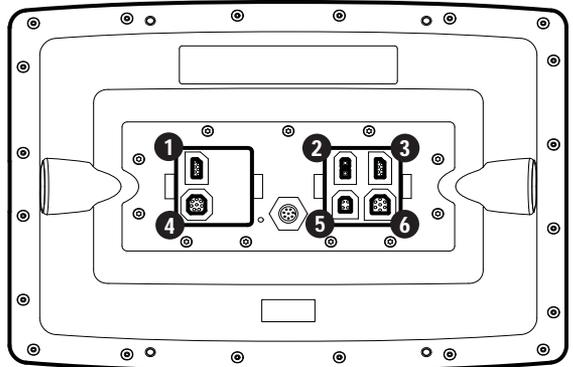
NOTE: Accessories such as the CannonLink™ Downrigger Controller, InterLink™, and the WeatherSense® require separate purchases. You can visit our website at www.humminbird.com or contact our Customer Resource Center at 1-800-633-1468 for additional details.

Video and GPS Output Connectors

Your unit comes with a Video Out connector and a GPS Out connector, which can be used with optional-purchase accessories. For instance, if you purchase a video monitor and attach it to your control head using the Video Out connector, your unit will automatically send a video signal if it detects a monitor. See *Setup Main Menu: Video Out* for more information.

1100 Series™ Connectors

- 1 GPS Out
- 2 Power
- 3 Communications
- 4 Video Out
- 5 Temp/Speed
- 6 Not Used

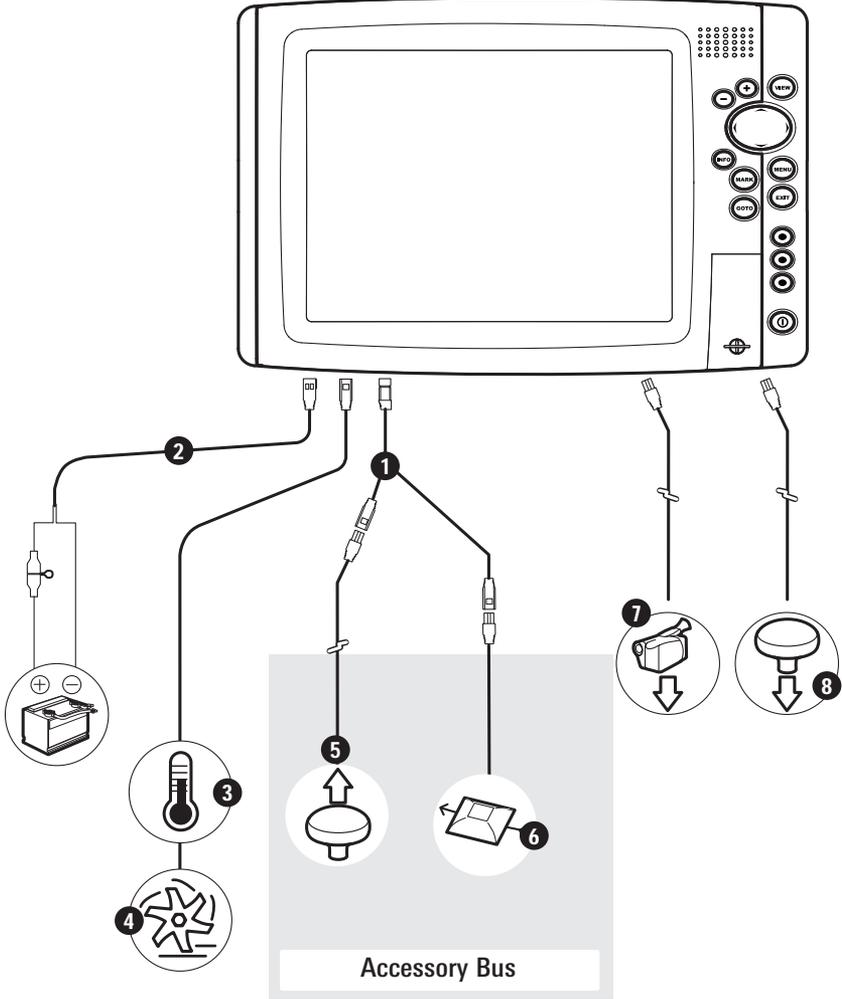


Installation Overview

Please read all instructions that are relevant for your configuration before beginning the installation process.

NOTE: Installation procedures will depend on product configuration.

The 1100 Series™ has a wide variety of configurations.

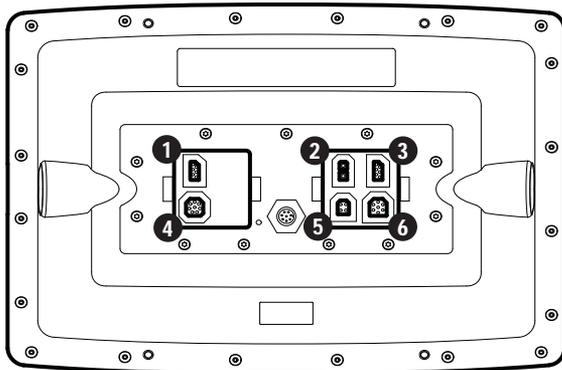


- 1 Optional "Y" Cable
- 2 Power
- 3 Temperature
- 4 Speed through water

- 5 GPS Receiver
- 6 WeatherSense®
- 7 Video Signal
- 8 GPS Out

1100 Series™ Connectors

- 1 GPS Out
- 2 Power
- 3 Communications
- 4 Video Out
- 5 Temp/Speed
- 6 Not Used



Inside the boat there is often a channel or conduit used for other wiring, this can be used to route cables. Be sure to route the cables as far as practical from the antenna cable of VHF radios or tachometer cables to reduce the possibility of interference. The GPS receiver cable should not be cut, and care should be used not to damage the cable insulation.

Basic installation tasks that you must perform include:

- **Installing the control head** (choosing either gimbal or in-dash mounting)
- **Installing the GPS Receiver**
- **Testing the complete installation.**

***NOTE:** Accessories may require a separate purchase. You can visit our website at www.humminbird.com to order these accessories online or contact our Customer Resource Center at 1-800-633-1468.*

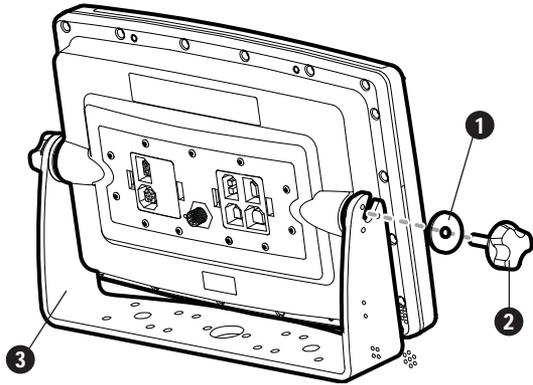
Control Head Installation

You have two choices for mounting your 1100 Series™ control head, **Gimbal mounting**, where you use a surface on the boat, such as the dash, to mount the control head so that it can be tilted up or down, or **In-dash mounting**.

Gimbal Mounting the Control Head

If you are gimbal mounting the Humminbird® 1100 Series™, you can pre-assemble the unit in order to plan the best mounting location.

- 1 Washer
- 2 Gimbal Knob
- 3 Gimbal Mounting Bracket



In addition to the hardware supplied with your control head, you will need a powered hand drill and various drill bits, various hand tools, including a Phillips head screwdriver, a socket wrench and a flat head screwdriver, a marker or pencil, safety glasses and dust mask, and marine-grade silicone sealant.

1. Place the control head into the gimbal bracket. Make sure that the straight side of the gimbal arm is against the back side of the control head.
2. Place a 1" (25 mm) diameter black washer on the gimbal knob and then thread the knob and washer into the housing. Tighten the gimbal knob to secure the 1100 Series™ control head to the mount. Repeat step 2 for the other side.

You can now place the control head in various locations to decide which is best for mounting. Rotating the mounting bracket to the top of the control head will allow for overhead mounting. The chosen mounting area should allow for sufficient room so the control head can pivot through the full tilt range and allow for easy removal and installation.

NOTE: You can drill the cable pass hole underneath the gimbal bracket, allowing you to thread the cables through the large center hole in the mount; however, if you cannot drill the hole directly under the mounting bracket, then you will need to drill the cable pass hole behind the bracket, and will need to mount the hole cover there instead.

NOTE: When drilling holes in fiberglass hulls, it is best to start with a smaller bit and use progressively larger drill bits to reduce the chance of chipping or flaking the outer coating. Fill all holes with marine grade silicone sealant.

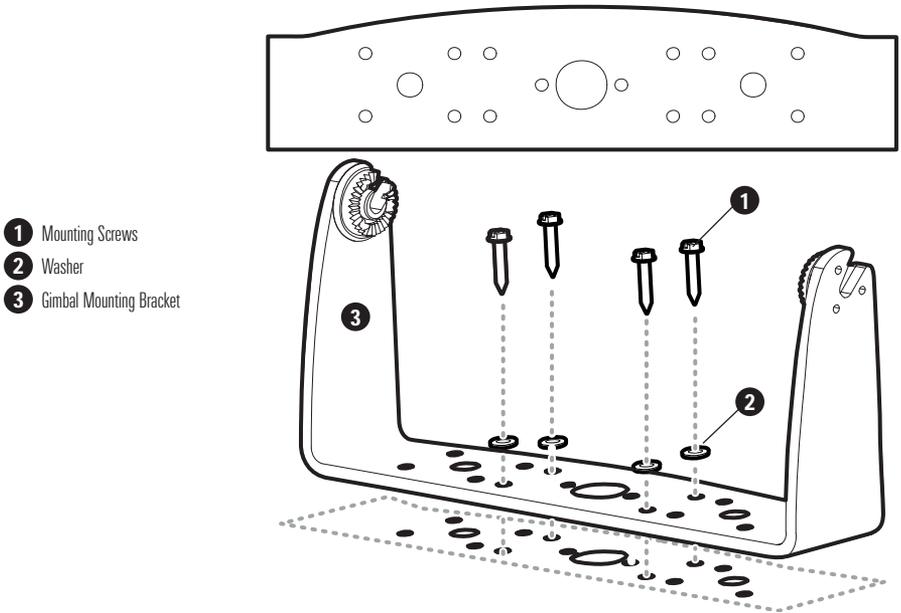
NOTE: You must have underside access to the mounting location to pass the cables through to the surface. Also, make sure that the mounting surface is adequately supported to protect the control head from excessive wave shock and vibration and provide visibility while in operation.

NOTE: Go to the installation instructions applicable to your GPS Receiver and accessories. Make the required installations and then run the cables to your control head mounting location. Do not cut any cabling (except the power cable). If your cables are too short, extensions are available from your local dealer or online from www.humminbird.com.

3. After the mounting location has been determined, loosen the gimbal knobs and remove the control head from the gimbal bracket.

NOTE: Alternate hole patterns are available on the gimbal mounting bracket, and may match existing holes on the boat. You may choose to use one of these alternate hole patterns.

4. Place the gimbal bracket in the chosen position on the mounting surface and mark the four mounting screw locations using a pencil or center punch.



5. Set the gimbal bracket aside and drill the four mounting screw holes using a 5/32" (4.0 mm) drill bit.

6a. If the cables must pass through a hole directly beneath the mounting bracket, mark and drill an additional 1" (25 mm) hole centered between the four mounting holes. Route the cables through the 1" hole. Place the gimbal over the mounting surface hole, then use it to mark the position of the two mounting screws, closest to the center large hole. Remove the gimbal and drill the two mounting holes using a 9/64" (3.5 mm) bit. Do not install the hole cover at this time.

or...

6b. If the cables cannot be routed directly beneath the mounting bracket, mark and drill a 1" (25 mm) hole that will allow you to run the cables close to the bracket. Pass the cables through the 1" (25 mm) hole, routing the cables through the grommet and pressing the grommet into place. Place the hole cover over the mounting surface hole, then use it to mark the position of the two mounting screws. Remove the hole cover, drill the two mounting holes using a 9/64" (3.5 mm) bit, fill them with marine-grade silicone sealant, then replace the hole cover and insert the #8 Phillips countersink wood screws. **Hand-tighten only.**

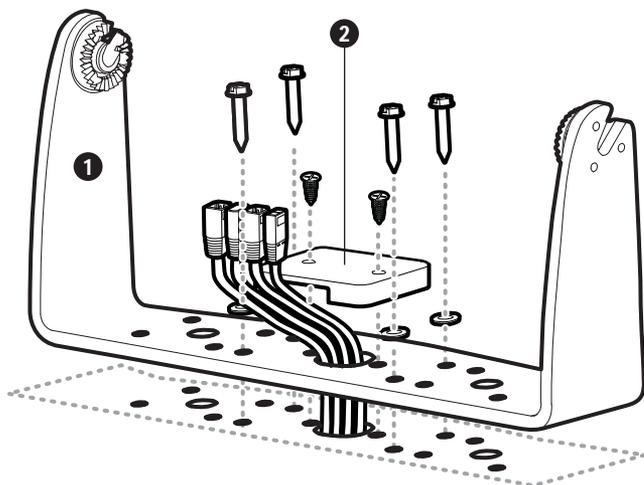
7. Place the mounting bracket on the mounting surface aligned with the drilled holes and fill the mounting holes with marine grade silicone sealant. Insert the four #10 Slotted-Hex wood screws into the mounting holes. **Hand-tighten only.**

8. If the cable pass through hole is beneath the mounting bracket, you will need to install the hole cover after you have routed all cables. Place the hole cover over the mounting bracket cable pass thru hole and align with holes drilled in step 6a. Insert the #8 Phillips countersink wood screws. **Hand tighten only.**

NOTE: Be sure that the cables pass through the slots on the hole cover and that there is enough cable slack to allow for the control head to pivot through its full tilt range. Extra cable slack will also help when connecting/disconnecting the cables.

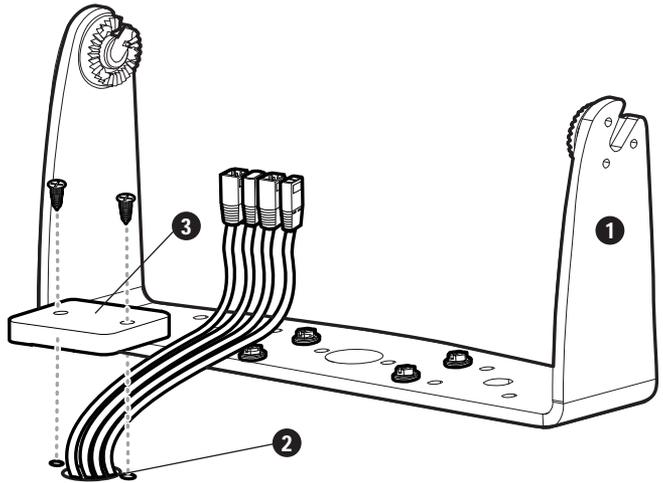
Cables Routed Directly Beneath Mounting Bracket

- 1 Gimbal Mounting Bracket
- 2 Hole Cover



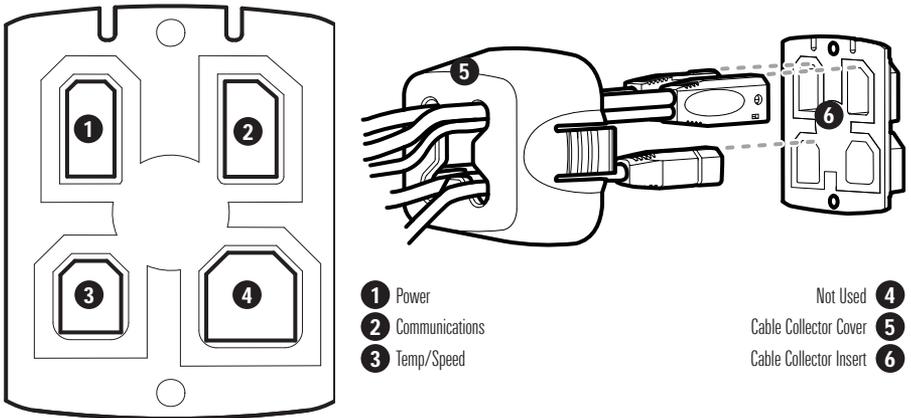
Cables Routed Behind Mounting Bracket

- 1 Gimbal Mounting Bracket
- 2 Grommet
- 3 Hole Cover



9. Thread the cables through the opening in the back of the cable collector cover.
10. Insert cable connectors into the proper recesses on the cable collector insert. The cable connectors are keyed to prevent reverse installation, so be careful not to force the connectors into the wrong slots. If you don't have a cable for every hole in the insert, install the blank plugs to protect the control head from the weather.

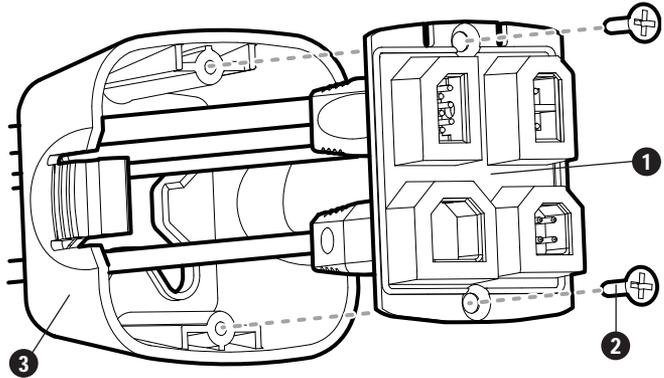
Inserting the Cables into the Cable Connector Insert



11. Line up the cable collector insert and cover, with the keying feature, then slide the cover into place on the insert.

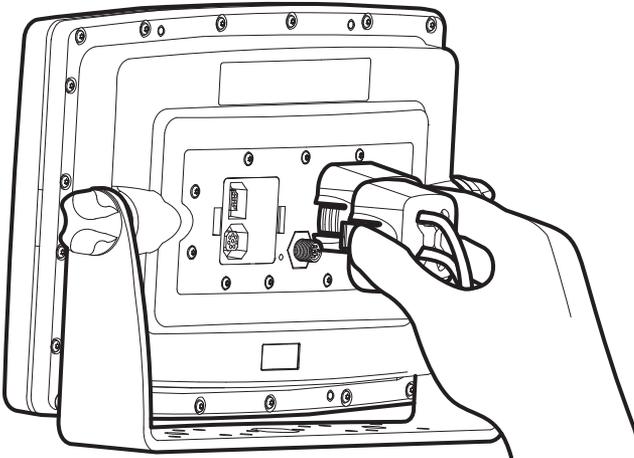
Assembling the Cable Collector

- 1 Cable Collector Insert
- 2 Screws
- 3 Cable Collector Cover



12. Attach the cable collector insert to the cable collector cover using the (2) #6 Phillips screws provided.
13. Place the control head back onto the mounting bracket. Plug the assembled cable collector into the back of the control head, pushing gently but steadily until you feel the collector snap into place. Cable connectors and cable sockets are keyed to prevent reverse installation, so be careful not to force the connectors into the wrong sockets. Adjust the control head to the desired viewing angle and secure by tightening the gimbal knobs.

Plugging the Assembled Cable Connector into the Back of the Control Head



NOTE: You may wish to dress the cabling with nylon wire ties in order to hold the cables together and create a cleaner assembly.

The Humminbird® 1100 Series™ control head is now ready for operation.

In-Dash Mounting the Control Head

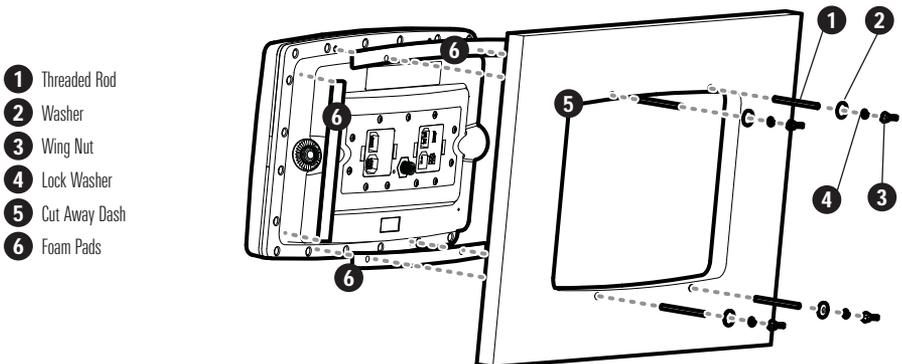
If you are in-dash mounting the control head, start by placing the components on the surfaces where you intend to install them before installation. Make sure that the surfaces you have chosen provide adequate protection from wave shock, and that all cables can reach the control head.

NOTE: If a cable is too short for your application, extension cables are available. Call Humminbird® Customer Support at **1-800-633-1468** for more information.

Parts and tools specific to In-dash mounting are:

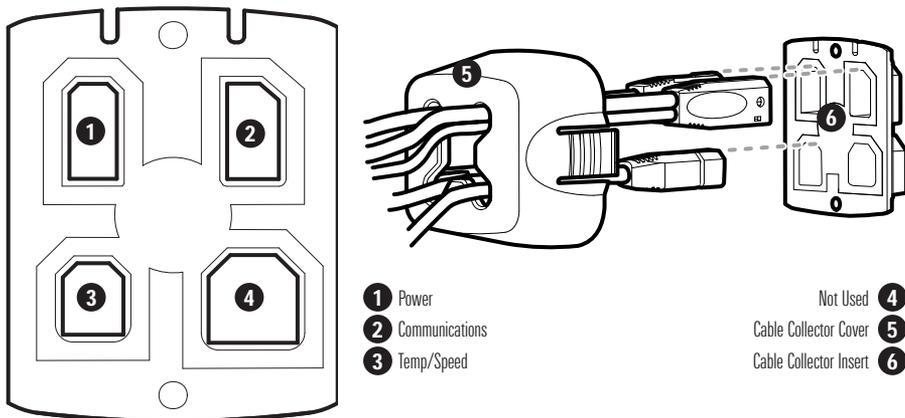
- Threaded rods and hardware
- In-dash mounting foam pads
- In-dash mounting template
- Reciprocating saw for cutting dash material
- Masking tape to hold mounting template in place.

1. Locate a suitable, flat area of the dash to mount the control head. The control head requires a depth of at least 4 inches (102 mm).
2. Tape the paper In-Dash Mounting template to the desired in-dash mounting location.
3. At a location inside the dotted line on the template, drill a hole large enough to insert blade of reciprocating saw. In addition, drill the 4 mounting hole locations using a 3/16" drill bit. Carefully begin cutting toward the dotted line, then follow the dotted line around the template. Remove the template when finished.
4. Insert and tighten the four threaded rods into the four threaded inserts located on the back side of the control head. Peel off the adhesive-backed foam pads and place them on the back of the control head; make sure you notice the difference between the longer top/bottom and shorter side pads.



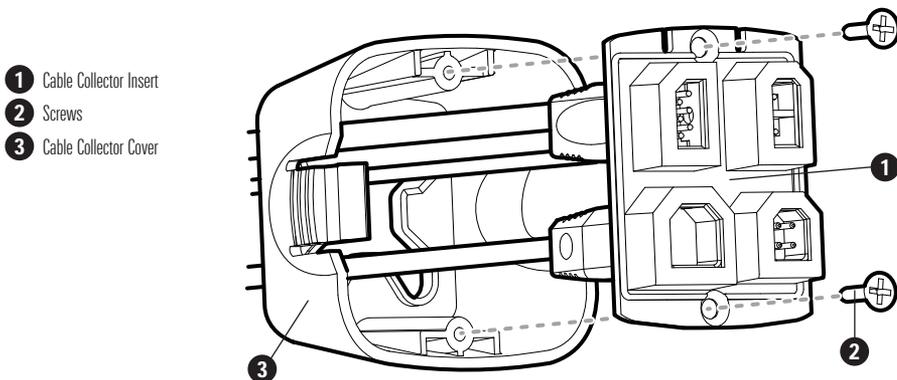
5. Insert the control head through the mounting hole from the front side of the dash. Place a washer, lock washer, and wing nut onto each threaded rod and tighten fully.
6. Thread the cables through the opening in the back of the cable collector cover.
7. Insert cable connectors into the proper recesses on the cable collector insert. The cable connectors are keyed to prevent reverse installation, so be careful not to force the connectors into the wrong slots. If you don't have a cable for every hole in the insert, install the blank plugs to protect the control head from the weather.

Inserting the Cables into the Cable Connector Insert



8. Line up the cable collector insert and cover, with the keying feature, then slide the cover into place on the insert.

Assembling the Cable Collector



9. Attach the cable collector insert to the cable collector cover using the (2) #6 Phillips screws provided.
10. Plug the assembled cable collector into the back of the control head, pushing gently but steadily until you feel the collector snap into place. Cable connectors and cable sockets are keyed to prevent reverse installation, so be careful not to force the connectors into the wrong sockets.

NOTE: *You may wish to dress the cabling with nylon wire ties in order to hold the cables together and create a cleaner assembly.*

NOTE: *It is very important that the cable collector is used and secured in place in the In-Dash installation.*

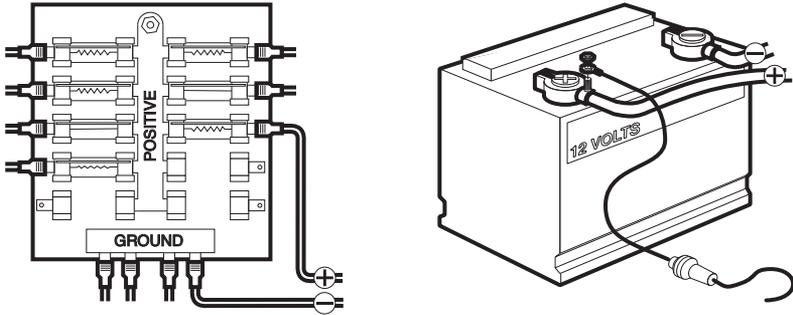
The Humminbird® 1100 Series™ control head is now ready for operation.

Connecting the Control Head Power Cable to the Boat

A 6' (2 m) long power cable is included to supply power to the control head. You may shorten or lengthen the cable using 18 gauge multi-stranded copper wire.

CAUTION: Some boats have 24 or 36 Volt electric systems, but the control head **MUST** be connected to a 12 VDC power supply.

The control head power cable can be connected to the electrical system of the boat at one of two places: a fuse panel usually located near the console, or directly to the battery.



NOTE: Make sure that the power cable is disconnected from the control head at the beginning of this procedure.

NOTE: Humminbird® is not responsible for over-voltage or over-current failures. The control head must have adequate protection through the proper selection and installation of a 3 Amp fuse.

- 1a. If a fuse terminal is available, use crimp-on type electrical connectors (not included) that match the terminal on the fuse panel. Attach the black wire to ground (-), and the red wire to positive (+) 12 VDC power. Install a 3 Amp fuse (not included) for protection of the unit. Humminbird® is not responsible for over-voltage or over-current failures.

or...

- 1b. If you need to wire the control head directly to a battery, obtain and install an inline fuse holder and a 3 Amp fuse (not included) for the protection of the unit. Humminbird® is not responsible for over-voltage or over-current failures.

NOTE: Your unit will detect when your battery voltage is too low or too high, and will display either *Input Voltage Low* or *Input Voltage High* messages if these limits are exceeded. If you turn the *Low Battery Alarm* on using the *Alarms Main Menu*, your unit will use your settings. If you do not turn the *Low Battery Alarm* on, the unit will use these limits: 7.5 to 7.9 VDC for the low end, and 21 to 21.2 VDC for the high end.

NOTE: In order to minimize the potential for interference with other marine electronics, a separate power source (such as a second battery) may be necessary.

GPS Receiver Installation

To optimize performance of the GPS receiver, mount it in an area that has full exposure to the sky. The effective area of reception is 10° above the horizon. Different circumstances determine the mounting method appropriate for your GPS receiver.

If you have...

Then use:

An existing antenna stem with standard 1" – 14 thread stem

**Stem Mount with Existing
1" - 14 Thread Stem**

Access for cable routing under the mounting location

Access Under Mounting Location

No access under the mounting location

No Access Under Mounting Location

The pinouts of the NMEA cable are as follows:

- Red Wire, +12V (output voltage only)
- Black Wire, Ground
- White Wire, NMEA Out.

CAUTION! Please use caution before connecting the red +12V wire to any other NMEA device. This is an output voltage provided by the control head and GPS receiver and should only be connected to those NMEA devices that need a 12 volt input.

Stem Mounting with an Existing 1" - 14 Thread Stem

Follow these steps to stem mount the GPS receiver:

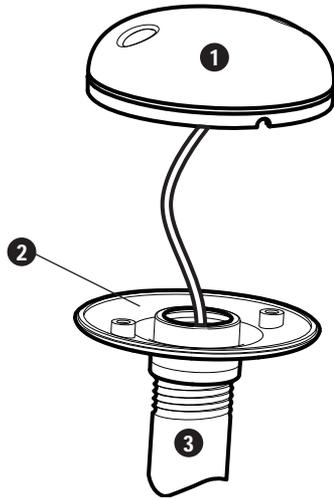
NOTE: If you have an existing stem for mounting the GPS receiver, proceed directly to step 2 of the following procedure.

1. Determine the best location to mount your GPS receiver. Preplan and test the cable routing to your control head before any drilling or cutting of your boat surfaces. If you have purchased hardware to stem mount your GPS receiver, follow the instructions included with that hardware to mount the stem (antenna pole).

NOTE: AS-EC10 10' extension cables are available from Humminbird® if your planned routing exceeds 20', (6 m). Maximum cable length, including extensions, should not exceed 50' (16 m).

NOTE: Remember to seal screw holes and drilled holes as needed with marine-grade silicone sealant to protect your boat from water damage.

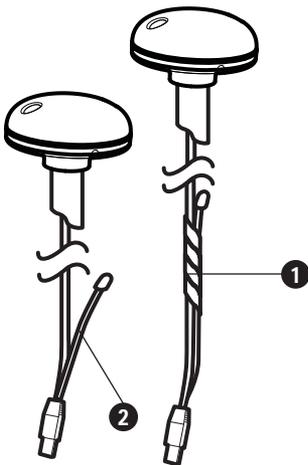
- 1 Receiver
- 2 Receiver Base
- 3 Stem Pipe



2. Screw on the receiver base to the stem first, making sure that the stem pipe does not protrude from the receiver base. This adds protection to the cable when pulling it through the pipe stem. In addition to this, de-burr the pipe edges to reduce cable abrasion.
3. Use electrical tape to secure the NMEA cable to the receiver cable as shown.

NOTE: Leave the NMEA cable secured to the receiver cable unless needed. This will make removing the receiver easier.

4. Route the GPS receiver cable through the stem and continue with the planned route you chose in step 1.
5. Attach the GPS receiver to its base using the included #6 - 7/8" screws.



- 1 NMEA Cable Taped
- 2 NMEA Cable Out
- 3 Mounting Screws

Access Under Mounting Location

Follow these steps to deck mount the GPS receiver when routing the cable down through the mounting location:

1. Determine the best location, then test route the 20' (6 m) cable from the mounting location to the control head.

NOTE: Installation details may vary with unit configuration.

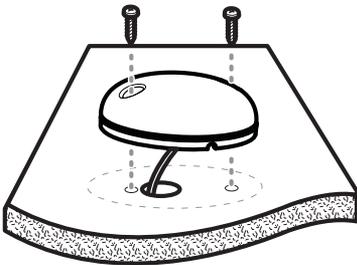
2. Mark the mounting location and drill a 3/4" (19 mm) hole for the cable and cable plug. Route the cable.
3. Cover the cable hole with the receiver. Make sure the receiver is flush on the surface and mark the two mounting holes with a pencil or punch.
4. Move the receiver to the side and drill two pilot holes using a 9/64" (3.5 mm) bit.

NOTE: Remember to seal screw holes and drilled holes as needed with marine-grade silicone sealant to protect your boat from water damage.

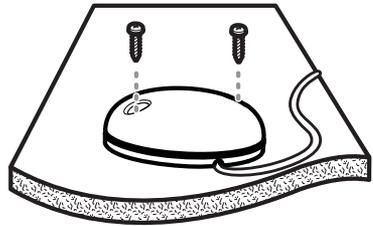
5. Align the GPS receiver screw holes over the pilot screw holes and attach with the #8 - 1 1/4" Phillips head screws. **Hand tighten only!**

NOTE: If the mounting surface is thin and made of a lighter material, a backing material may be needed below the mounting surface.

Access Under Mounting Location



No Access Under Mounting Location



No Access Under Mounting Location

Follow these steps to deck mount the GPS receiver in a situation where you must route the cable to the side because there is no space for a cable underneath the mounting location.

1. Determine the best location, then test route the cable from the receiver to the control head.

NOTE: AS-EC10 10' extension cables are available from Humminbird® if your planned routing exceeds 20', (6 m). Maximum cable length, including extensions, should not exceed 50' (16 m).

2. Confirm the cable length is good and route the cable from the receiver to the control head. If holes are required to route the cable, they must be 3/4" (19 mm) to allow for the cable connector. Secure the NMEA cable with electrical tape.

NOTE: Remember to seal screw holes and drilled holes as needed with marine-grade silicone sealant to protect your boat from water damage.

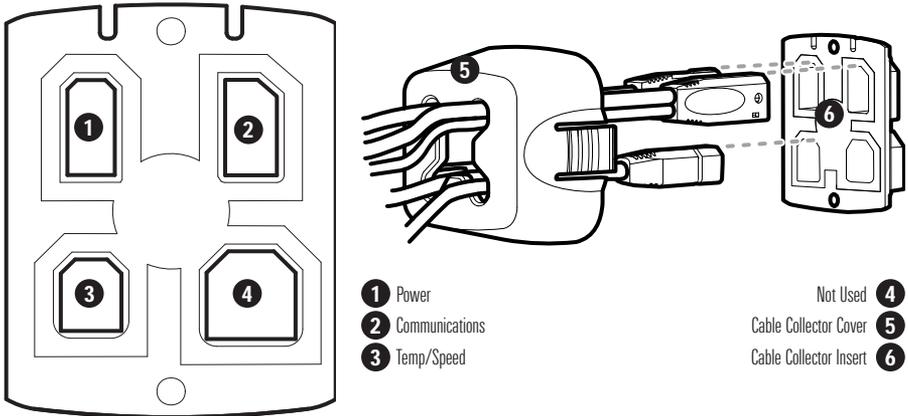
3. The GPS receiver has two wire routing notches. Use the cable notch closest to the intended cable route.
4. With the cable routed, position the GPS receiver in the planned mounting location and mark the mounting holes with a pencil or punch.
5. Move the GPS receiver to the side and drill the two 9/64" (3.5 mm) pilot holes.
6. Align the GPS receiver's screw holes over the pilot screw holes and attach with the #8 - 1 1/4" Phillips head screws. **Hand tighten only!**

Finish Routing the Cable and Check GPS Receiver Operation

After installing a GPS receiver, you should perform the following procedure to finish routing the GPS cable to the control head and to check to make sure that the control head is working correctly.

1. Secure the cable along its path to the control head as needed with cable ties.
2. Plug the GPS receiver cable into the Communications port on the control head. See *Testing the System Installation* to use the System Status start-up option and/or the GPS Diagnostic View to confirm a good installation.

Inserting the Cables into the Cable Connector Insert



Testing the System Installation

After you have completed the installation of the control head and any other accessories such as the GPS receiver, and have made all the cabling connections required, you must test the installation before using the system.

To test the installation:

1. Press the POWER/LIGHT key on the control head once to turn on the control head. (There will be an audible sound to let you know that you pressed the key, and the initial Title screen will appear.) If the unit does not power up, make sure that power is available. While the Title screen is shown on the display, press the MENU key to display the Start-Up Options menu. Use the UP or DOWN 4-WAY Cursor keys to position the cursor, then the RIGHT Cursor key to select System Status from the Start-Up Options menu (see the **Start-Up Options Menu** section for more information about these menu choices). The System Status Self Test screen will appear.

***NOTE:** If you wait too long, the system will default to whichever menu mode happens to be highlighted, and you will have to start again.*

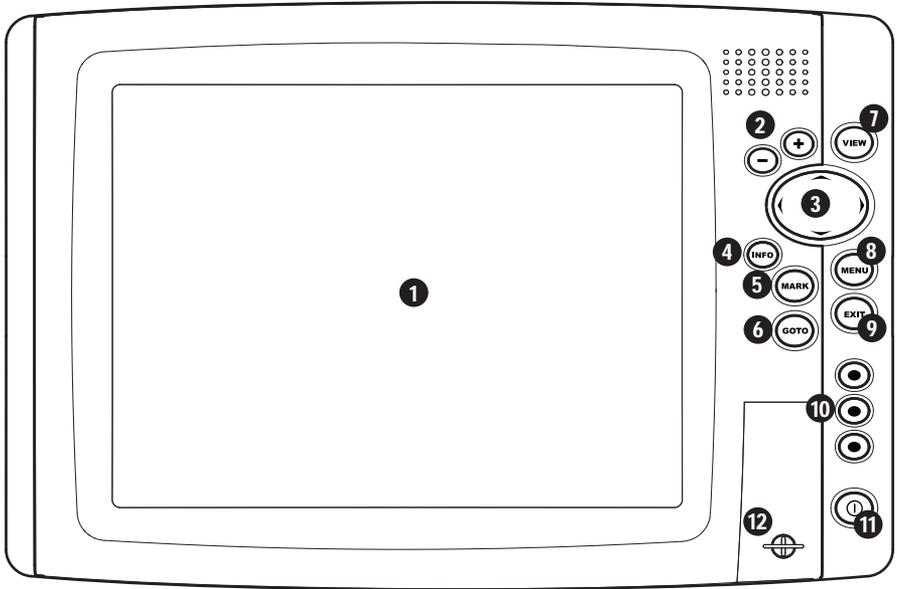
2. Self Test displays results from the internal diagnostic self test, including unit serial number, Printed Circuit Board (PCB) serial number, software revision, total hours of operation and the input voltage. See **System Status** for more information about the Self Test.
3. From the System Status screen, view accessory connections by pressing the VIEW key. See **System Status** for more information about the Accessory Test.

***NOTE:** The speed will be detected only if the paddlewheel has moved since the 1100 Series™ has been powered up.*

4. From the System Status screen, see a GPS Diagnostic View by pressing the View key. GPS Diagnostic View shows a sky chart and numerical data from the GPS receiver. The sky chart shows the location of each visible GPS satellite with its satellite number and a signal strength bar. A dark gray bar indicates that the satellite is being used to determine your current position. A light gray bar indicates that the satellite is being monitored, but is not yet being used. See **System Status** for more information about the GPS Diagnostic View.
5. You are ready for on the water operation.

Getting Started - Using Your 1100 Series™

Your 1100 Series™ Chartplotter user interface is easy to use. A combination of keys, different views, and situation-specific, customizable menus allows you to control what you see on the color display. Refer to the following illustration, and see *Key Functions*, *Views*, and *The Menu System* for more information.



- 1 Screen
- 2 ZOOM (+/-) Keys
- 3 4-WAY Cursor Control Key
- 4 INFO Key
- 5 MARK Key
- 6 GOTO Key

- VIEW Key 7
- MENU Key 8
- EXIT Key 9
- View Preset Keys 10
- POWER/LIGHT Key 11
- MMC/SD Card Slot 12

Powering Up the Control Head

Turn on your Chartplotter by pressing the POWER/LIGHT key. The Title screen is displayed until the Chartplotter begins operation. After the Title screen is displayed, a 30 second Navigation Warning screen is shown. Press the MENU key during the time that the Title screen is displayed to view the Start-Up Menu in order to choose Simulator mode. Press the EXIT key during the Navigation Warning to enter into Normal mode. If Demonstration is enabled, and you do NOT press the EXIT key, or any other key, during the Navigation Warning, your Chartplotter will automatically enter Demonstration Mode. Demonstration is enabled by default, unless you turn it off (see *Setup Menu: Demonstration*).

1100 Series™ Chartplotter Title Screen



What's On the Display

The 1100 Series™ Chartplotter can display a variety of useful information. Chart Bird's Eye Combo View

1 **Cursor Info Box:** indicates the Latitude and Longitude of the cursor position, the distance to travel to the cursor position and the bearing to the cursor position is shown with a GPS receiver. A waypoint can be marked at the cursor position for later retrieval and use with a GPS receiver.

2 **Latitude and Longitude Position of Cursor**

3 **Distance:** Distance to Cursor

4 **Bearing:** Bearing to Cursor

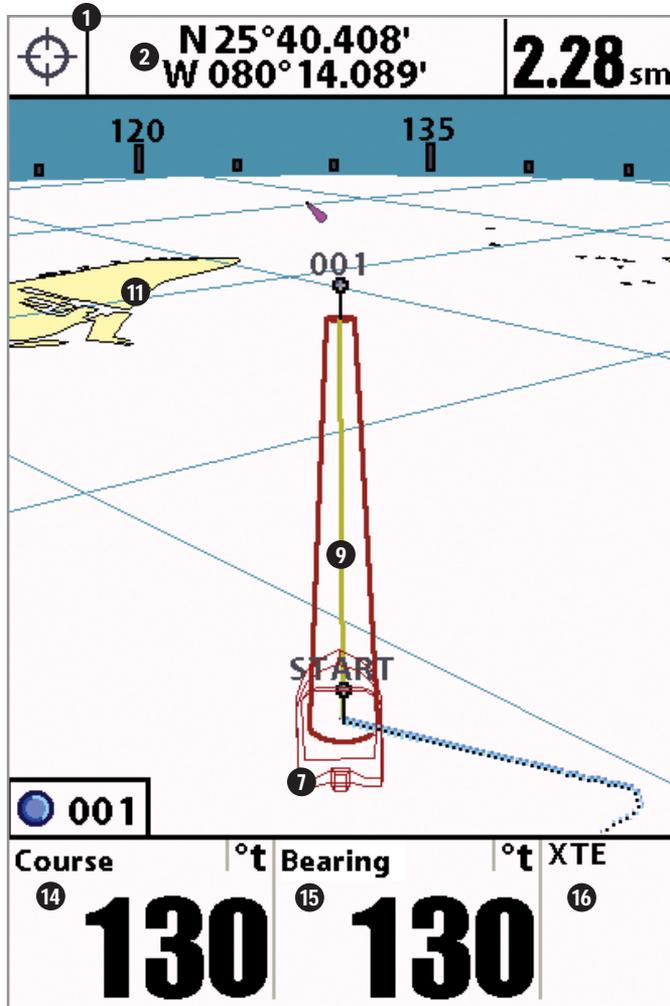
5 **Waypoint**

6 **Active Cursor Icon**

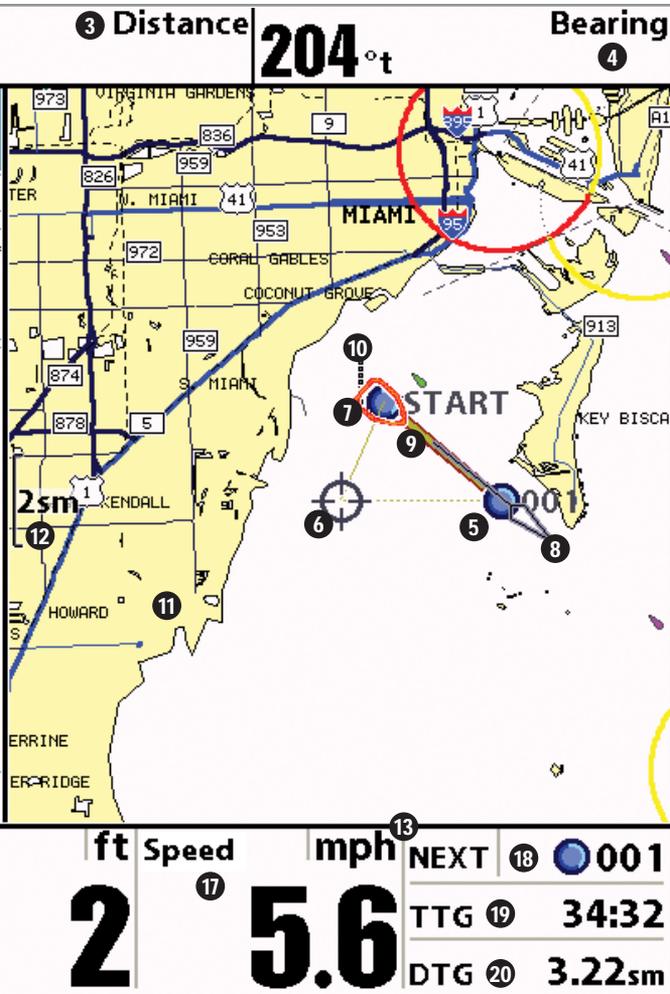
7 **Boat Icon**

8 **Course Projection Line:** Arrow extending from the bow of the boat that projects your current course, and shows where the boat will go if you continue on your present course.

9 **Route:** Two or more linked waypoints that show intended navigation and the shortest path from one waypoint to the next.



is shown with navigation active.



- ⑩ **Track:** Detailed position history, displayed as a breadcrumb trail of trackpoints.
- ⑪ **Cartography**
- ⑫ **Map Scale**
- ⑬ **Selectable Readout Boxes**
- ⑭ **Course:** the current direction the boat is traveling measured in degrees from North.
- ⑮ **Bearing:** Bearing to Waypoint
- ⑯ **XTE:** Cross Track Error
- ⑰ **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- ⑱ **NEXT:** Next Waypoint in the Route
- ⑲ **TTG:** Time to Go to Waypoint
- ⑳ **DTG:** Distance to Go to Waypoint

Key Functions

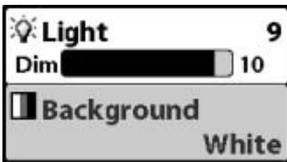
Your 1100 Series™ user interface consists of a set of easy-to-use keys that work with various on-screen views and menus to give you flexibility and control over your fishing experience. Your control head has the following keys:

- POWER/LIGHT key
- EXIT key
- VIEW key
- 4-WAY Cursor Control key
- MENU key
- VIEW PRESET keys.
- MARK key
- GOTO key
- INFO key
- ZOOM (+/-) keys.



POWER/LIGHT Key

The POWER/LIGHT key is used to turn the Chartplotter on and off, and also to adjust the backlight and background color of the display. Press the POWER/LIGHT key to turn the unit on. The Title screen is then displayed until the Chartplotter begins operation. See *Powering Up the Unit* for a more detailed explanation of the different modes you can select on power up.



To adjust the backlight or to adjust the display background color, press the POWER/LIGHT key to access the Light and Background menu. Use the 4-WAY Cursor key to select Light or Background and then use the LEFT or RIGHT Cursor key to change the settings. Press EXIT to exit the Light and Background menu.

Press and hold the POWER/LIGHT key for 3 seconds to turn the unit off. A message will appear telling you how many seconds there are until shutdown occurs. Your 1100 Series™ should always be turned off using the POWER/LIGHT key. This will ensure that shutdown occurs properly and any menu settings will be saved.



VIEW Key

The VIEW key is used to cycle through all available views. Press the VIEW key to advance to the next view. Repeatedly pressing VIEW cycles through all views available. Views can be hidden to optimize the system to your fishing requirements (see *View Menu Tab*).



MENU Key

The MENU key is used to access the menu system.

Start-Up Options Menu - Press the MENU key during the power up sequence to view the Start-Up Options menu.

X-Press™ Menu - Press the MENU key once for the X-Press™ Menu. The X-Press™ Menu allows you to access frequently-used settings without having to navigate through the whole menu system. When the X-Press™ Menu is displayed, you can use the UP or DOWN Cursor keys to move to a particular menu choice. As soon as you alter a parameter (using the RIGHT or LEFT Cursor keys) the X-Press™ Menu will collapse temporarily, and the screen will update if it is affected by your menu setting change, allowing you to see the effects of your action immediately. Reactivate the X-Press™ Menu by using the UP or DOWN Cursor keys.

Main Menu - Press the MENU key twice for the tabbed Main Menu System. The Main Menu System is organized under tabbed headings to help you find a specific menu item quickly: Alarms, Navigation, Chart, Setup, Views, and Accessories tabs are part of your tabbed Main Menu System. Use the LEFT or RIGHT 4-WAY Cursor Control key to select a tab; then use the DOWN or UP key to select the menu item, and the LEFT or RIGHT key to alter a menu setting.



4-WAY Cursor Control Key

The 4-WAY Cursor Control Key has multiple functions, depending on the situation:

Active Cursor - In any Bird's Eye View, the 4-WAY Cursor Control key controls the motion of the eyepoint. In any Chart View, the 4-WAY Cursor Control key pans the charts.

NOTE: You can also make the cursor move diagonally by pressing in between two of the arrows on the 4-WAY Cursor Control key.

Menu Selection - Use the DOWN or UP arrow keys to select a menu choice from the menu list, then use the LEFT or RIGHT arrow keys to change a menu setting.

NOTE: Menu choices are implemented and saved immediately - no further action is required.



VIEW PRESET Keys

The VIEW PRESET keys are used to program your three favorite views for quick retrieval. Instead of using the VIEW key to cycle through every view to find the one you want, you can program the VIEW PRESET keys to display a specific view immediately. To program each VIEW PRESET key, use the VIEW key to cycle to the view you want to store. Press and hold one of the VIEW PRESET keys for several seconds. A chime will indicate that the view has been saved. You can store up to three views, one on each key.



EXIT Key

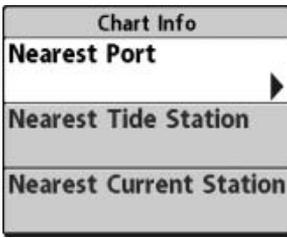
The EXIT key has multiple functions, depending on the situation:

- If an alarm is sounding, pressing EXIT will cancel the alarm.
- If a menu tab is selected, pressing EXIT will exit the menu mode and return to the view.
- If a menu is active, pressing EXIT will return to the previous level in the menu system.
- Pressing EXIT will cycle through the available views in reverse order.
- If the Cursor is active, pressing EXIT will remove the cursor from the display. Pressing Exit will also remove any display boxes or waypoint thumbnail views from the screen.



INFO Key

Press the INFO key while in any navigation view to display information about objects that are nearest to an active cursor.



If the cursor is not active, the following menu will be displayed. Use the 4-WAY Cursor Control key to select Nearest Port, Nearest Tide Station or Nearest Current Station, then use the RIGHT Cursor key to display the requested information.

***NOTE:** In non-NVB models, the built-in UniMap™ does not contain Port, Tide or Current information, and this information is only available from optional purchase MMC/SD cards. In NVB models, your units also comes with Port, Tide or Current information.*

On the Chart View, you can use the INFO key to get information on the chart objects near the cursor as well as to view Screen Snapshots. See **Screen Snapshot View** for more information.



MARK Key

Press the MARK key while in any view to mark the position of a waypoint, either at the current boat location, or, if the Cursor is active, at the current Cursor location.

The MARK key only functions if you have the GPS receiver connected, or if you have enabled Screen Snapshot from the Accessories menu tab. If you have enabled the Screen Snapshot feature, pressing the MARK key still creates a waypoint, but it also captures the screen image to the optional-purchase MMC/SD card and will add a thumbnail to the waypoint.

***NOTE:** You must have an optional-purchase MMC/SD card installed for the screen snapshot feature to work.*

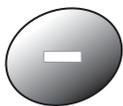
Navigation is not affected by the Screen Snapshot feature. Also, if Screen Snapshot is enabled but there is no GPS receiver connected, pressing the MARK key will capture the screen image and display an error saying that a GPS position fix is required to create a waypoint.



GOTO Key

The GOTO Key has multiple functions, depending on the situation:

- If the Cursor is active, pressing the GOTO key while in any view creates a waypoint and starts navigation towards that waypoint. If the Cursor is not active, pressing the GOTO key displays the list of waypoints, so that you can select the waypoint towards which you want to navigate.
- If the GOTO key is pressed and held for more than 1.5 seconds, the Man Overboard (MOB) function is activated. When MOB is activated, an MOB waypoint, which is a permanent, sharable waypoint with a large, distinctive icon, is created at the boat's current position (regardless of whether the chart cursor is active or not). Any current navigation will be cancelled and the current route discarded without user notification, and MOB navigation begins immediately. The view is switched to the Chart View automatically when MOB is activated, and it is not possible to activate MOB or modify the current route without first canceling MOB navigation. Any press of the GOTO key, or selection of a GOTO menu item, will cause an error beep and a short message will be displayed to the user that will disappear after 2 seconds.



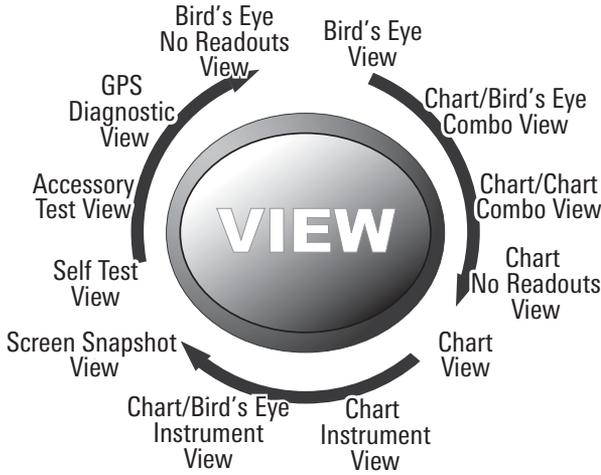
ZOOM (+/-) Keys

Press the - or + ZOOM keys while in any of the Navigation Views to change the scale of the view to appear closer or farther away.



Views

The views available on your 1100 Series™ are:



- Bird's Eye No Readouts View
- Bird's Eye View
- Chart/Bird's Eye Combo View
- Chart/Chart Combo View
- Chart No Readouts View
- Chart View
- Chart Instrument View
- Chart/Bird's Eye Instrument View
- Screen Snapshot View
- Self Test View
- Accessory Test View
- GPS Diagnostic View.

GPS Diagnostic View is the default view until GPS communications are established. At that point, all the other views become available. When the VIEW key is pressed, the display cycles through the available views. When the EXIT key is pressed, the display cycles through the available views in reverse order. Any view can be hidden or displayed as part of the view rotation using the Views Menu tab. See **Start-Up Options Menu** for information about the Self Test, Accessory Test, and GPS Diagnostic Views.

***NOTE:** When you change any menu settings that affect the display, the view will update immediately (i.e. you don't have to exit the menu to apply the change to the screen).*

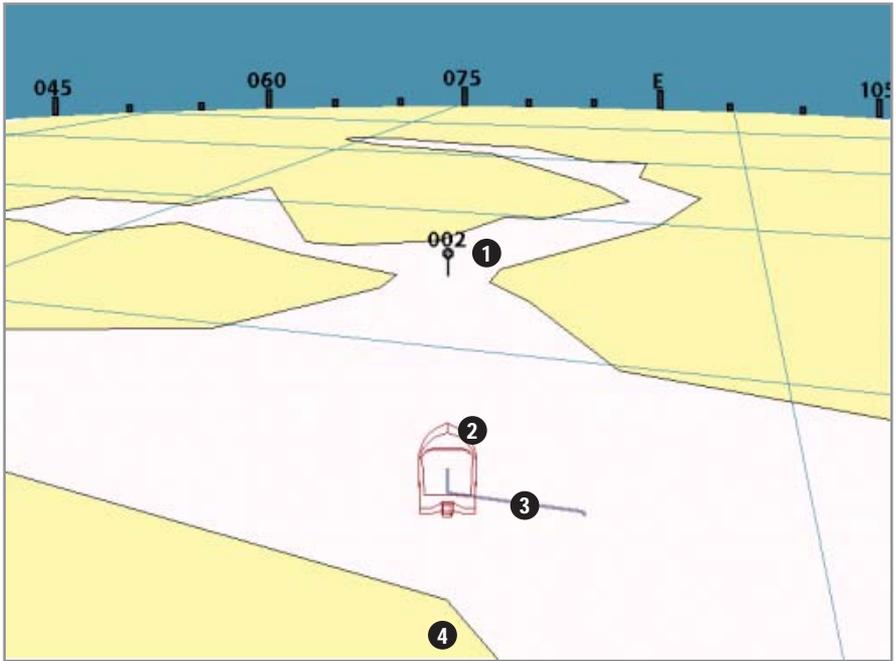
Views and Readouts

All views have an Information Bar on the bottom of the screen, consisting of readouts that change from view to view. You can customize the information displayed in individual readouts on many views, including suppressing a particular readout so that nothing is displayed; the readouts displayed depend on the view and whether you are navigating (see **Navigation X-Press™ Menu**, **Select Readouts**, **Select Nav Readouts**, and **Select Instrument Readouts** for more information).

Bird's Eye No Readouts View

Bird's Eye No Readouts View shows a 3D perspective view like all the other Bird's Eye Views, but without readouts. See *Bird's Eye View* for more information.

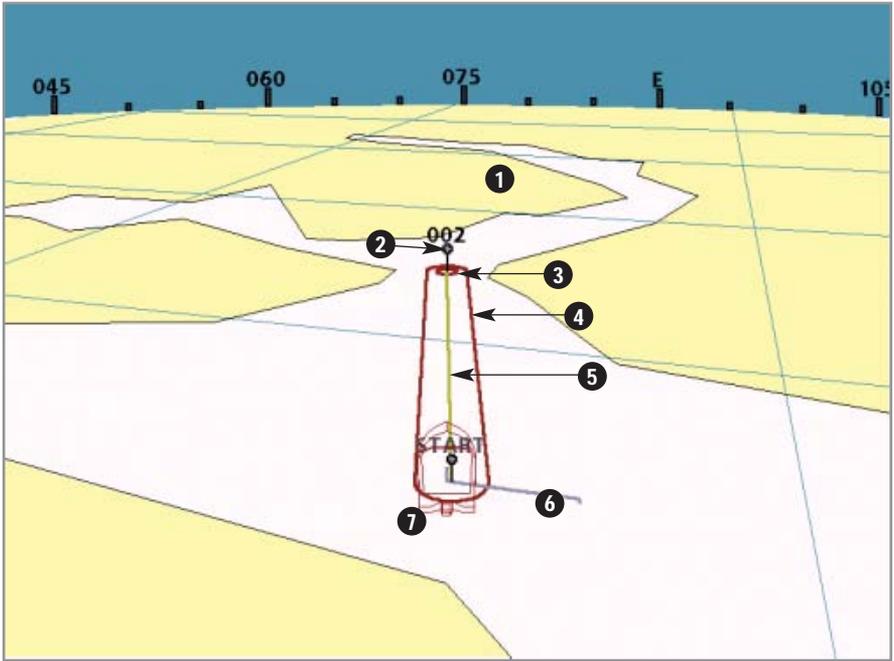
Bird's Eye No Readouts View (Standard)



- 1 Waypoint
- 2 Boat Icon

- Track 3
- Cartography 4

Bird's Eye No Readouts View (Navigating)



- 1 Cartography
- 2 Waypoint
- 3 Arrival Alarm Limits
- 4 Off Course Limits

- Route 5
- Track 6
- Boat Icon 7

Bird's Eye View

Bird's Eye View shows a 3D perspective view of the track and the chart land contour from a point above and behind the boat (the eye point).

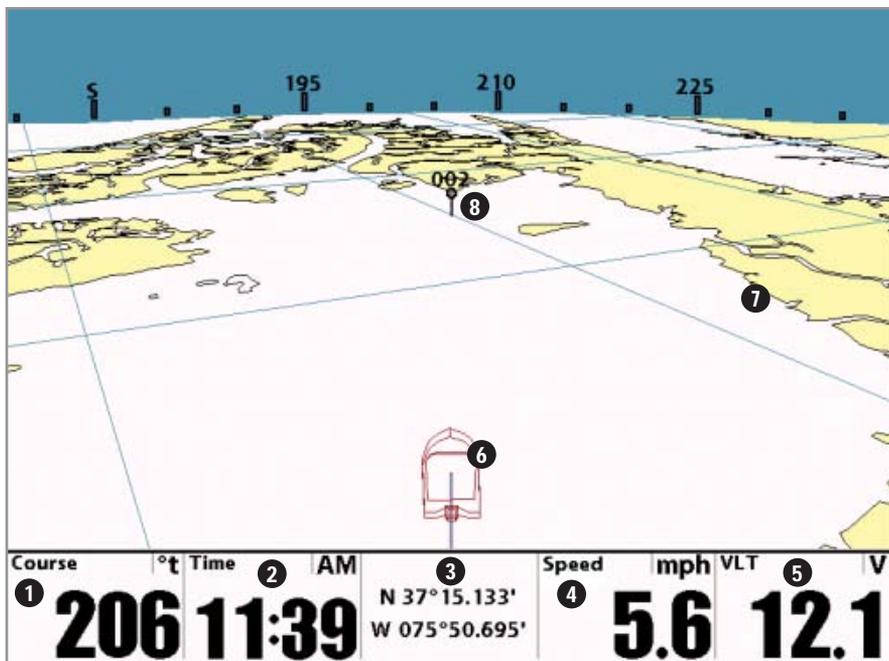
As the boat turns, the eye point moves to follow the boat. When you press the 4-WAY Cursor key in any of the Bird's Eye Views, the position of the eye point will shift. This allows you to move and turn the eye point so that you can look off to the sides, or even behind the boat. Pressing the RIGHT or LEFT arrow keys on the 4-WAY Cursor key turns the eye point right or left, while pressing the UP arrow key moves the eye point forward, and pressing the DOWN arrow key moves the eye point backward.

Pressing the EXIT key moves the eye point back to its original position behind and above the boat.

***NOTE:** Only the standard configuration readouts are shown in the graphics. Readouts can be customized to suit your needs.*

***NOTE:** If all selectable readout boxes are turned off below the Bird's Eye pane, the window will stretch to fill the whole vertical pane. See **Navigation X-Press™ menu: Select Readouts** for more information.*

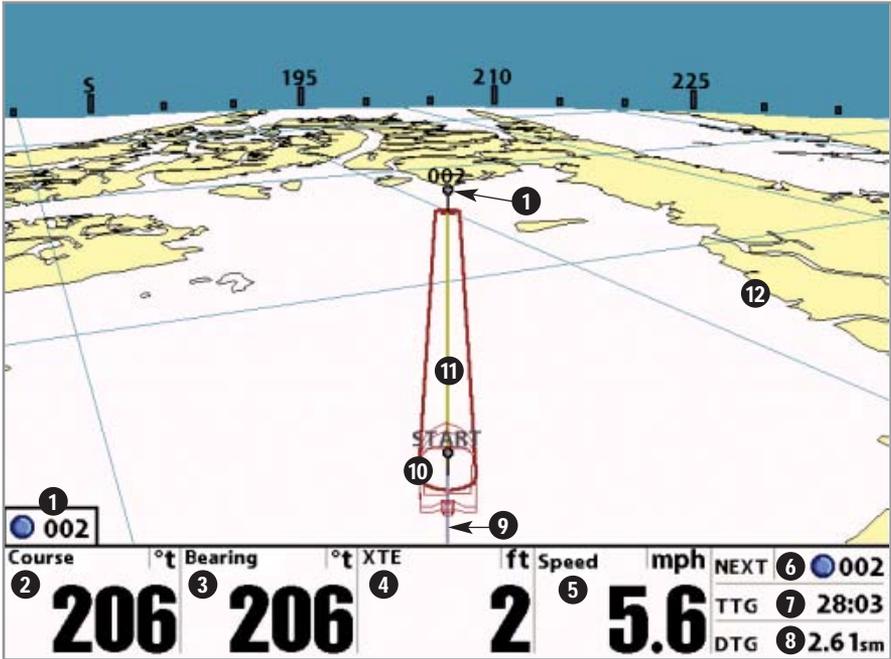
Bird's Eye View (Standard)



- 1 **Course:** the current direction the boat is traveling measured in degrees from North.
- 2 **Time**
- 3 **Latitude and Longitude** Position of Boat
- 4 **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.

- 5 **VLT:** Voltage
- 6 **Boat Icon**
- 7 **Cartography**
- 8 **Waypoint**

Bird's Eye View (Navigating)



- 1 Next Waypoint
- 2 Course: the current direction the boat is traveling measured in degrees from North.
- 3 Bearing: Direction to Destination Waypoint measured in degrees from North
- 4 XTE (Cross Track Error): Distance of Boat from Route
- 5 Speed: the measurement of the boat's progress across a given distance, and is the speed measurement provided by GPS.

- NEXT: Next Waypoint in the Route 6
- TTG: Time to Go to Waypoint 7
- DTG: Distance to Go to Waypoint 8
- Track 9
- Boat Icon 10
- Route 11
- Cartography 12

NOTE: If there is only one waypoint in a route, the Next Waypoint and the End Waypoint info boxes will display the same information.

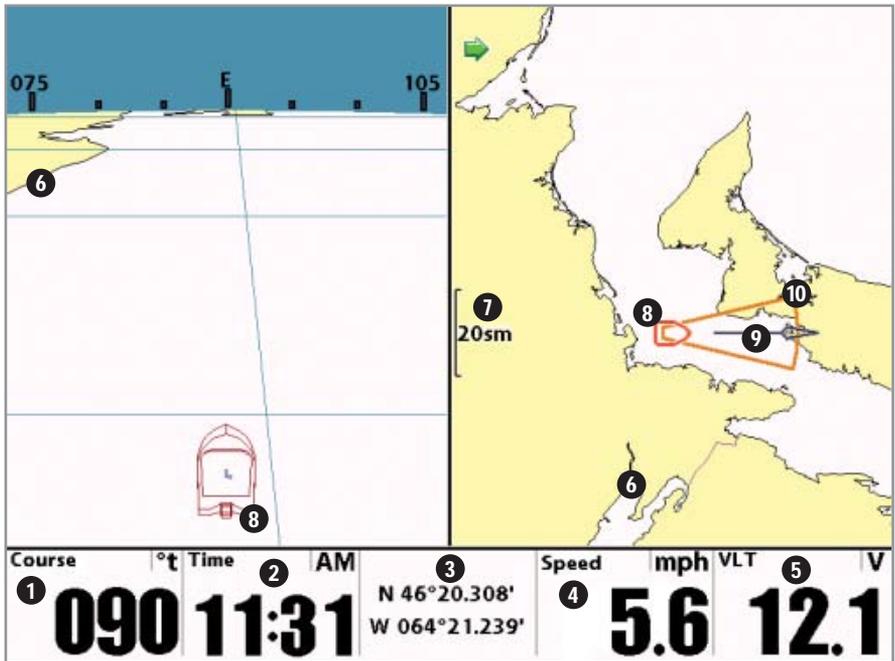
Chart/Bird's Eye Combo View

Chart/Bird's Eye Combo View shows both the Chart and Bird's Eye views in a combination split screen. You can perform any of the functions for either of these views, but only when the view you want to control is selected as the active side (see *Navigation X-Press™ Menu: Active Side* for more information). A green arrow points to the side that is active. You can also adjust the size of the left side of a split screen (see *Navigation X-Press™ Menu: Split Position* for more information).

*NOTE: See **Bird's Eye Views** and **Chart Views** for more information about each side of this view.*

NOTE: Only the standard configuration readouts are shown in the graphics. Readouts can be customized to suit your needs.

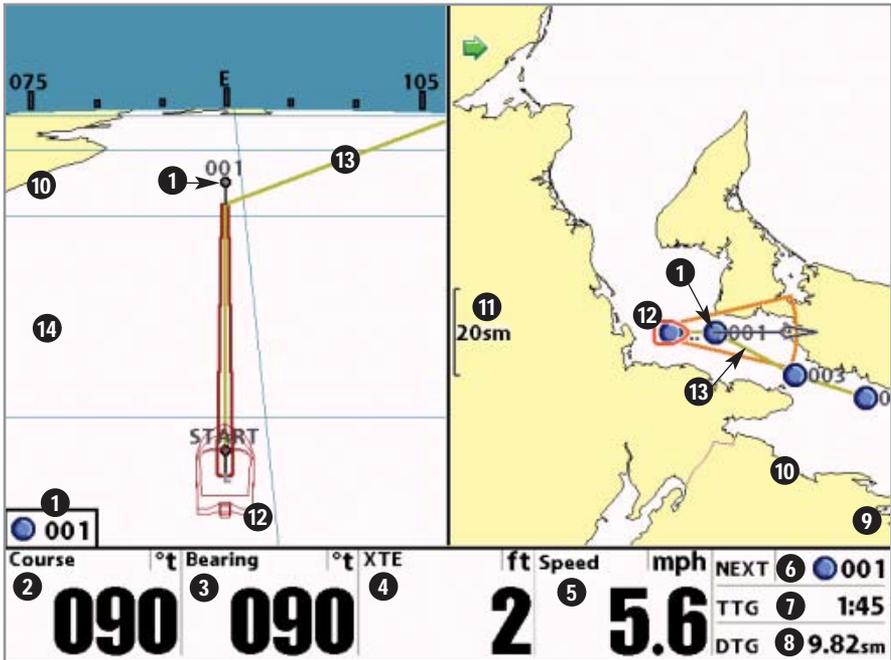
Chart/Bird's Eye Combo View (Standard)



- 1 **Course:** the current direction the boat is traveling measured in degrees from North.
- 2 **Time**
- 3 **Latitude and Longitude** Position of Boat
- 4 **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.

- VLT: Voltage 5
- Cartography 6
- Map Scale 7
- Boat Icon 8
- Course Projection Line 9
- 3D View Outline 10

Chart/Bird's Eye Combo View (Navigating)



- 1 Next Waypoint
- 2 Course: the current direction the boat is traveling measured in degrees from North.
- 3 Bearing: Direction to Destination Waypoint measured in degrees from North
- 4 XTE (Cross Track Error): Distance of Boat from Route
- 5 Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 6 NEXT: Next Waypoint in the Route

- 7 TTG: Time to Go to Waypoint
- 8 DTG: Distance to Go to Waypoint
- 9 Chart Window
- 10 Cartography
- 11 Map Scale
- 12 Boat Icon
- 13 Route
- 14 Bird's Eye Window

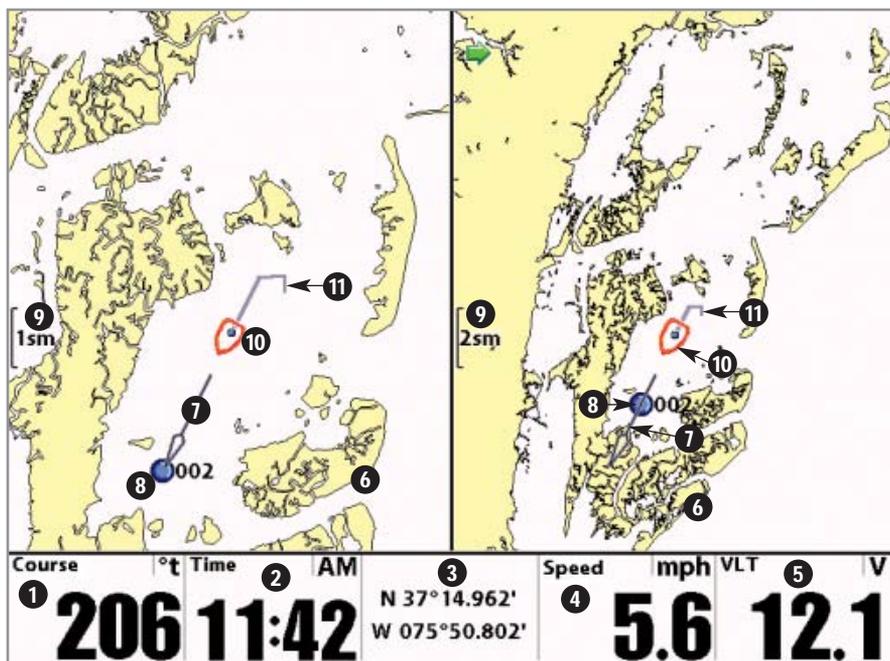
Chart/Chart Combo View

Chart/Chart Combo View shows two versions of the Chart view in a combination split screen, so that you can see the position of the boat on one side while you zoom in or perform other functions on the other. You can perform any of the functions for the Chart view, but only on the side of the view you have selected as the active side (see *Navigation X-Press™ Menu: Active Side* for more information). A green arrow points to the side that is active. You can also adjust the size of the left side of a split screen (see *Navigation X-Press™ Menu: Split Position* for more information).

NOTE: See Chart Views for more information about each side of this view.

NOTE: Only the standard configuration readouts are shown in the graphics. Readouts can be customized to suit your needs.

Chart/Chart Combo View (Standard)

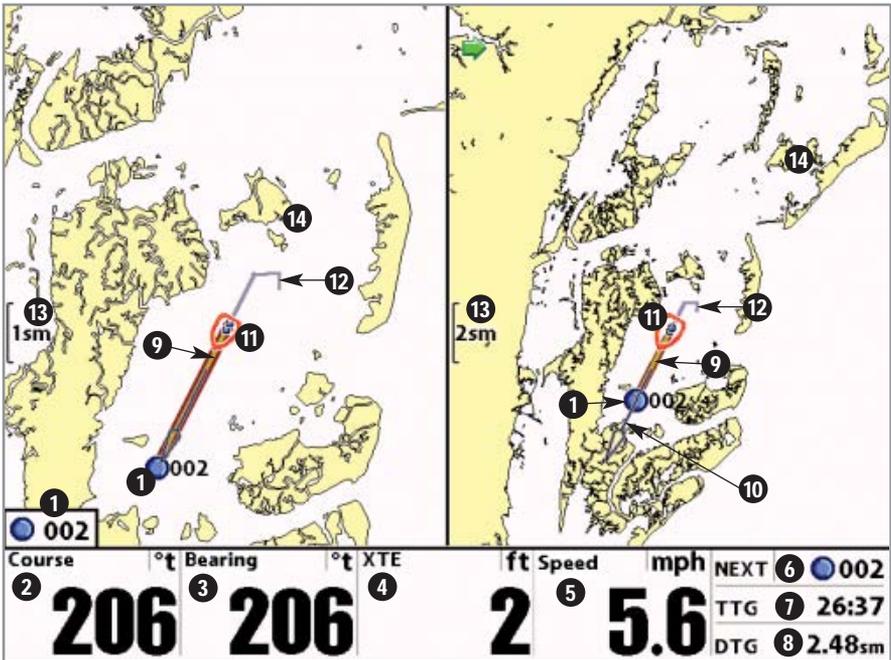


- 1 **Course:** the current direction the boat is traveling measured in degrees from North.
- 2 **Time**
- 3 **Latitude and Longitude** Position of Boat
- 4 **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 5 **VLT:** Voltage

- 6 **Cartography**
- 7 **Course Projection Line**
- 8 **Waypoint**
- 9 **Map Scale**
- 10 **Boat Icon**
- 11 **Track**

NOTE: All views except the Bird's Eye/Chart Instrument View share the same set of 5 selectable readouts that can all be set one way for navigation mode and another way for non-navigation mode. When you change the readout displays on one of these views, you also are changing them on all the other views that share the same configuration. See **Navigation X-Press™ menu: Select Readouts** and **Select Nav Readouts** for more information.

Chart/Chart Combo View (Navigating)

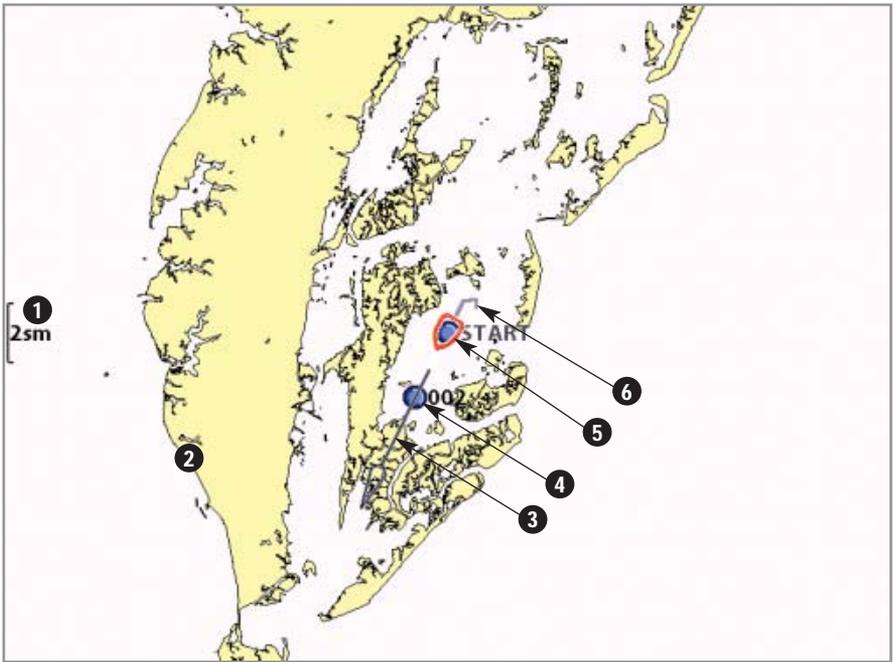


- 1 Next Waypoint
- 2 Course: the current direction the boat is traveling measured in degrees from North.
- 3 Bearing: Direction to Destination Waypoint measured in degrees from North
- 4 XTE (Cross Track Error): Distance of Boat from Route
- 5 Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 6 NEXT: Next Waypoint in the Route
- 7 TTG: Time to Go to Waypoint
- 8 DTG: Distance to Go to Waypoint
- 9 Route
- 10 Course Projection Line
- 11 Boat Icon
- 12 Track
- 13 Map Scale
- 14 Cartography

Chart No Readouts View

Chart No Readouts View shows cartography like all the other Chart Views, but without readouts. See *Chart Views* for more information.

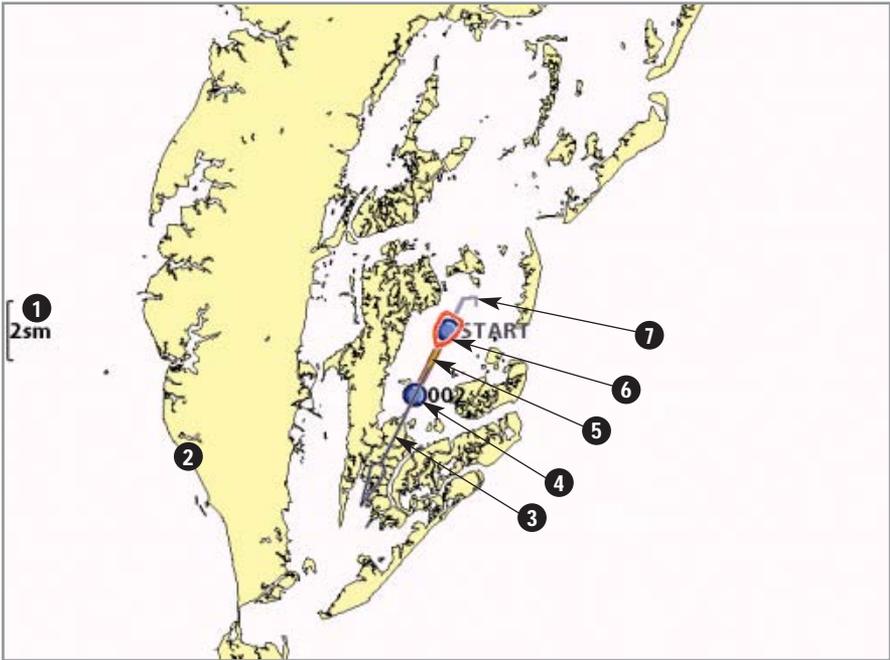
Chart No Readouts View (Standard)



- 1 Map Scale
- 2 Cartography
- 3 Course Projection Line

- Waypoint 4
- Boat Icon 5
- Track 6

Chart No Readouts View (Navigating)



- 1 Map Scale
- 2 Cartography
- 3 Course Projection Line
- 4 Next Waypoint

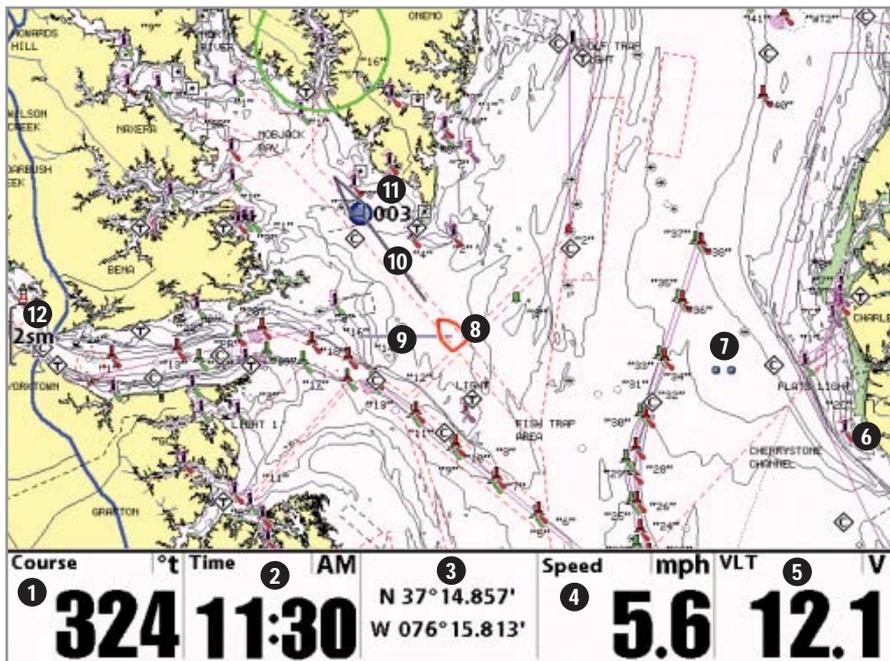
- Route 5
- Boat Icon 6
- Track 7

Chart View

Chart Views - The standard Chart, Chart No Readouts, and Chart/Chart Combo Views, as well as the Chart side of the Chart/Bird's Eye Combo View and the Chart/Bird's Eye Combo Instrument View, all show cartography from the built-in UniMap™ or an optional MMC/SD map for the area surrounding your current position. The current track (also known as the position history or breadcrumb trail) showing where the boat has been, along with saved tracks, waypoints, and the current route (when navigating), are overlaid on the chart. You can use the 4-WAY Cursor Control key to shift/pan the chart to another area. You can use the ZOOM (+/-) keys to zoom in and out. You can use the INFO key to get information on the chart objects near the cursor as well as to view Screen Snapshots.

***NOTE:** Only the standard configuration readouts are shown in the graphics. Readouts can be customized to suit your needs.*

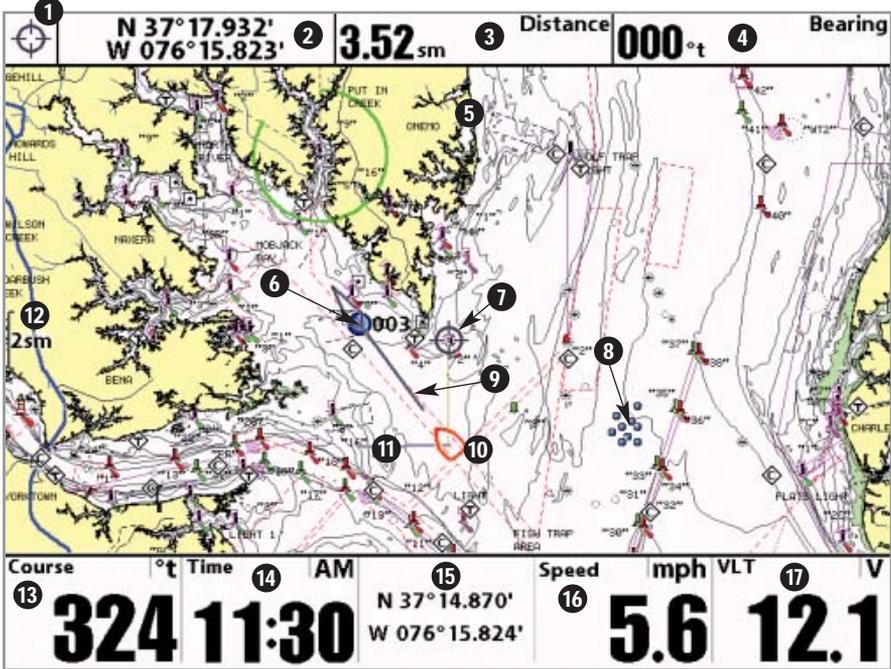
Chart View (Standard) with optional-purchase Navionics® Cartography



- 1 **Course:** the current direction the boat is traveling measured in degrees from North.
- 2 **Time**
- 3 **Latitude and Longitude** Position of Boat
- 4 **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 5 **VLT:** Voltage
- 6 **Cartography**
- 7 **Declutter Icons**
- 8 **Boat Icon**
- 9 **Track**
- 10 **Course Projection Line**
- 11 **Waypoint**
- 12 **Map Scale**

NOTE: All views except the Bird's Eye/Chart Instrument View share the same set of 5 selectable readouts that can all be set one way for navigation mode and another way for non-navigation mode. When you change the readout displays on one of these views, you also are changing them on all the other views that share the same configuration. See **Navigation X-Press™ menu: Select Readouts** and **Select Nav Readouts** for more information.

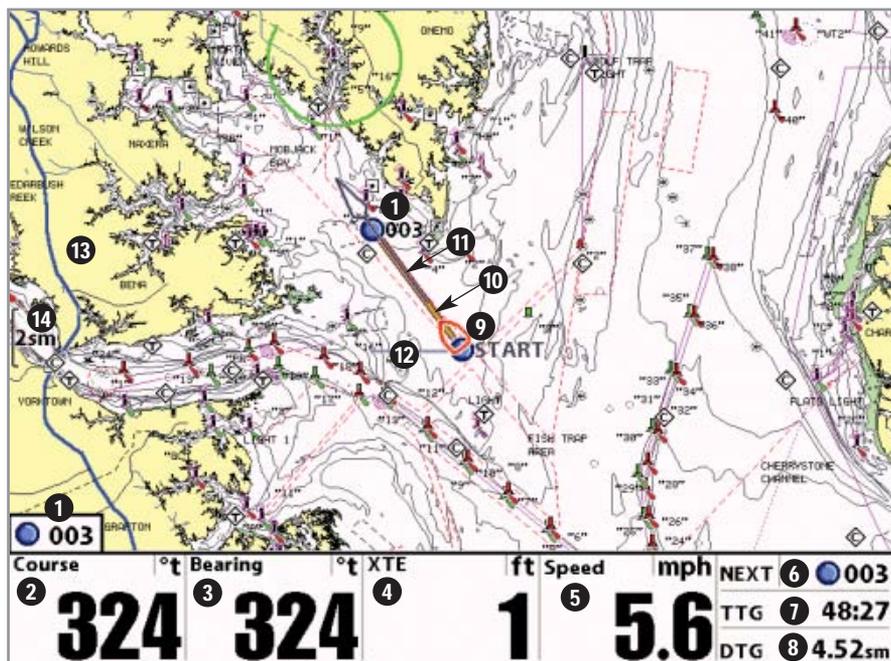
Chart View (with Cursor) with optional-purchase Navionics® Cartography



- 1 Cursor Info Box
- 2 Latitude and Longitude Position of Cursor
- 3 Distance: Distance to Cursor
- 4 Bearing: Bearing to Cursor
- 5 Cartography
- 6 Waypoint
- 7 Cursor
- 8 Declutter Icons
- 9 Course Projection Line
- 10 Boat Icon
- 11 Track
- 12 Map Scale
- 13 Course: the current direction the boat is traveling measured in degrees from North.
- 14 Time
- 15 Latitude and Longitude Position of Boat
- 16 Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 17 VLT: Voltage

NOTE: Your Chart screen will automatically declutter and simplify as you zoom out. When you zoom out, all waypoint icons that might otherwise overlap each other will declutter the screen by changing into very small blue icons, and individual waypoint names will be hidden. When you're panning, and your cursor snaps to a waypoint that is using the declutter icon, that waypoint will display its full-size icon and name temporarily (until you move the cursor off of it). In addition, when a waypoint name will write on top of another waypoint, the name will be truncated until the cursor snaps to it. Different waypoints will use the declutter feature at different zoom levels.

Chart View (Navigating) with optional-purchase Navionics® Cartography



- 1** Next Waypoint
- 2** **Course:** the current direction the boat is traveling measured in degrees from North.
- 3** **Bearing:** Direction to Destination Waypoint measured in degrees from North
- 4** **XTE (Cross Track Error):** Distance of Boat from Route
- 5** **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 6** **NEXT:** Next Waypoint in the Route

- 7** **TTG:** Time to Go to Waypoint
- 8** **DTG:** Distance to Go to Waypoint
- 9** **Boat Icon**
- 10** **Route**
- 11** **Course Projection Line**
- 12** **Track**
- 13** **Cartography**
- 14** **Map Scale**

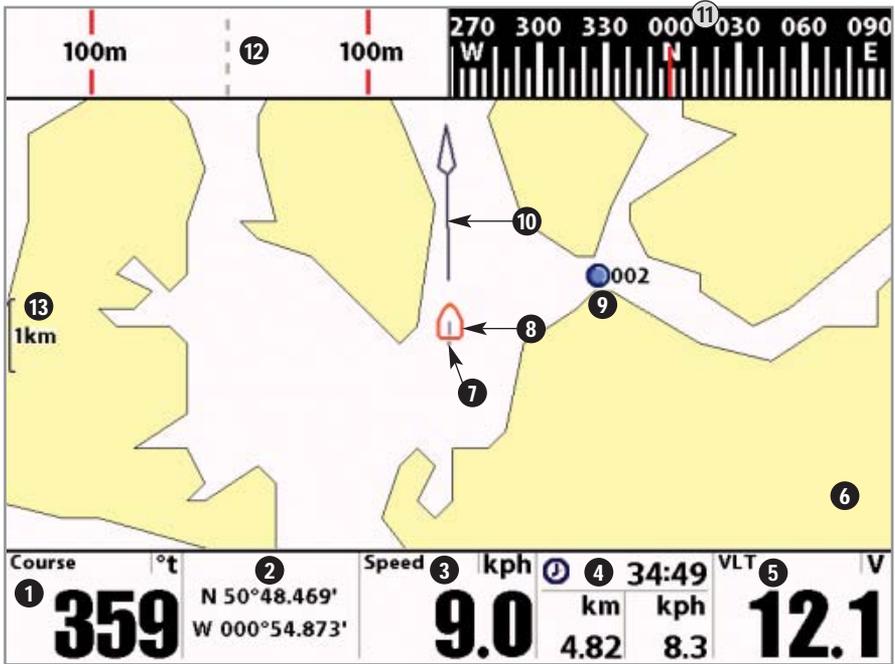
NOTE: You may also choose Chart No Readouts View if you prefer.

Chart Instrument View

Chart Instrument View displays a digital panel at the top of the screen. This view provides a digital compass, XTE graphic, and up to 10 readouts.

NOTE: Only the standard configuration readouts are shown in the graphics. Readouts can be customized to suit your needs.

Chart Instrument View (Standard)



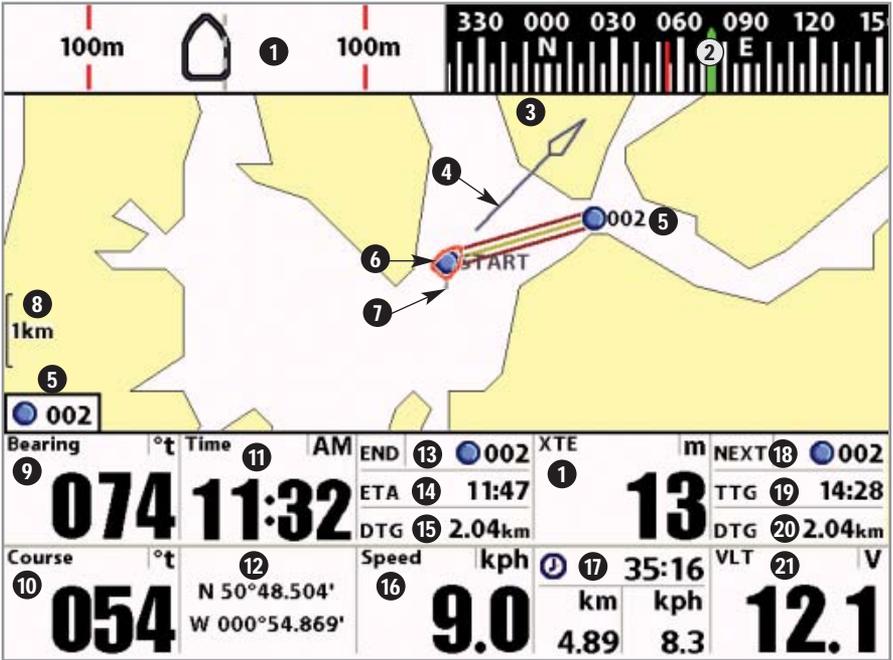
- 1 **Course:** the current direction the boat is traveling measured in degrees from North.
- 2 **Latitude and Longitude** Position of Boat
- 3 **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.

4 TRIPLOG

- Timer:** Elapsed time with Speed accessory or GPS Receiver.
- Distance:** Distance traveled with Speed accessory or GPS Receiver.
- Average Speed:** Average speed reading with Speed accessory or GPS Receiver.

- Voltage 5
- Cartography 6
- Track 7
- Boat Icon 8
- Waypoint 9
- Course Projection Line 10
- Compass 11
- XTE (Cross Track Error): Distance of Boat from Route 12
- Map Scale 13

Chart Instrument View (Navigating)



- 1** XTE (Cross Track Error): Distance of Boat from Route
- 2** Compass
- 3** Cartography
- 4** Course Projection Line
- 5** Next Waypoint
- 6** Boat Icon
- 7** Track
- 8** Map Scale
- 9** Bearing: Direction to Destination Waypoint measured in degrees from North
- 10** Course: the current direction the boat is traveling measured in degrees from North.
- 11** Time
- 12** Latitude and Longitude Position of Boat
- 13** END: Last waypoint in the route

- ETA: Estimated time of arrival **14**
- DTG: Distance to Go to Waypoint **15**
- Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS. **16**

Timer: Elapsed time with Speed accessory or GPS Receiver.

Distance: Distance traveled with Speed accessory or GPS Receiver.

Average Speed: Average speed reading with Speed accessory or GPS Receiver.

TRIPLOG **17**

- NEXT: Next Waypoint in the Route **18**
- TTG: Time to Go to Waypoint **19**
- DTG: Distance to Go to Waypoint **20**
- Voltage **21**

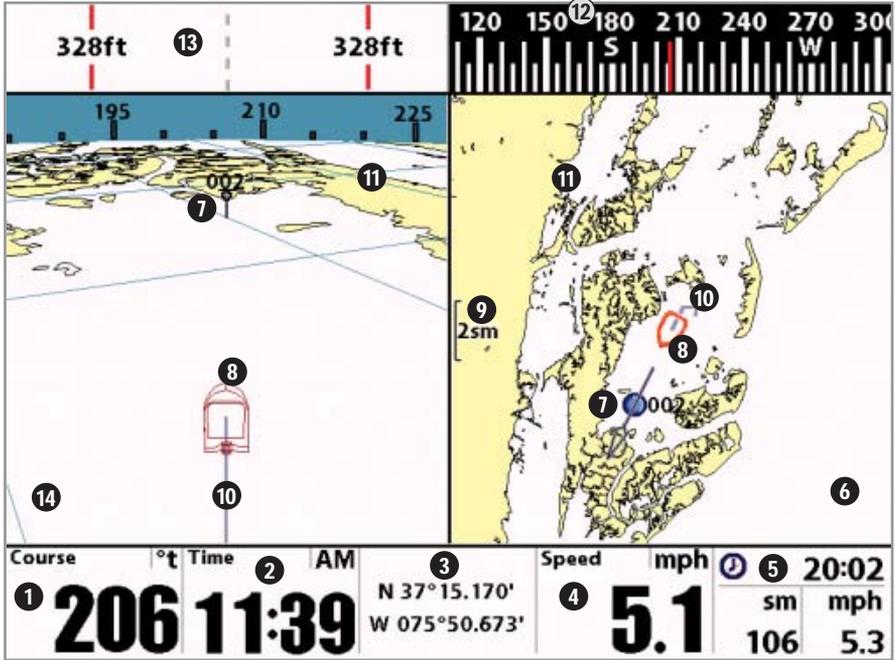
NOTE: If there is only one waypoint in a route, the Next Waypoint and the End Waypoint info boxes will display the same information, both for that next waypoint.

Chart/Bird's Eye Instrument View

Chart/Bird's Eye Instrument View displays a digital instrument panel at the top of the screen. This view provides a digital compass, XTE graphic, and up to 10 readouts.

NOTE: Only the standard configuration readouts are shown in the graphics. Readouts can be customized to suit your needs.

Chart/Bird's Eye Instrument View (Standard)



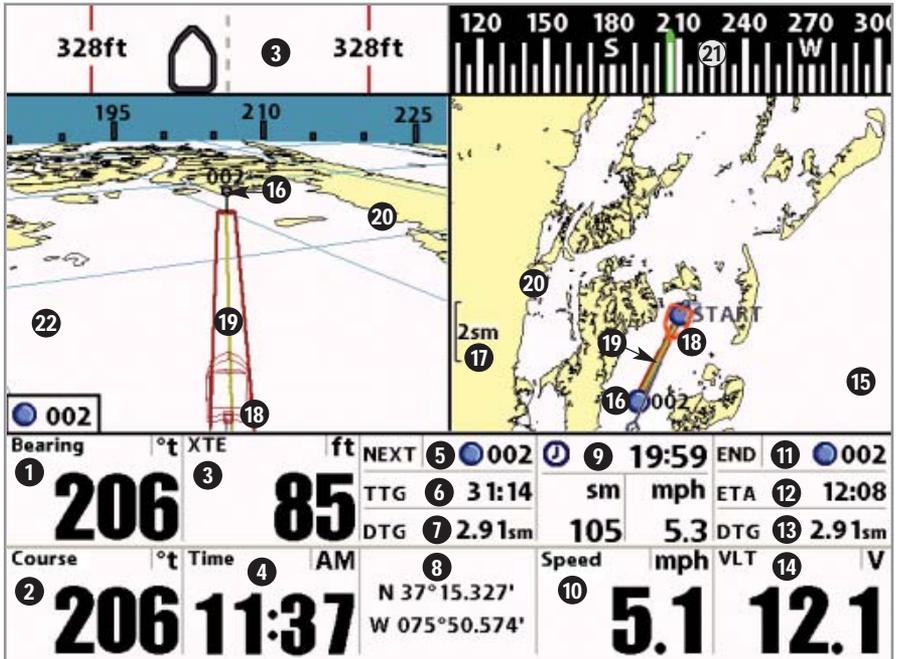
- 1 Course: the current direction the boat is traveling measured in degrees from North.
- 2 Time
- 3 Latitude and Longitude Position of Boat
- 4 Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.

5 **TRIPLOG**

- Timer: Elapsed time with Speed accessory or GPS Receiver.
- Distance: Distance traveled with Speed accessory or GPS Receiver.
- Average Speed: Average speed reading with Speed accessory or GPS Receiver.

- Chart Window 6
- Waypoint 7
- Boat Icon 8
- Map Scale 9
- Track 10
- Cartography 11
- Compass 12
- XTE (Cross Track Error): Distance of Boat from Route 13
- Bird's Eye Window 14

Chart/Bird's Eye Instrument View (Navigating)



- 1 **Bearing:** Direction to Destination Waypoint measured in degrees from North
- 2 **Course:** the current direction the boat is traveling measured in degrees from North.
- 3 **XTE (Cross Track Error):** Distance of Boat from Route
- 4 **Time**
- 5 **NEXT:** Next Waypoint in the Route
- 6 **TTG:** Time to Go to Waypoint
- 7 **DTG:** Distance to Go to Waypoint
- 8 **Latitude and Longitude** Position of Boat

9 **TRIPLOG**

- Timer: Elapsed time with Speed accessory or GPS Receiver.
- Distance: Distance traveled with Speed accessory or GPS Receiver.
- Average Speed: Average speed reading with Speed accessory or GPS Receiver.

- 10 **Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 11 **END:** Last waypoint in the route
- 12 **ETA:** Estimated time of arrival
- 13 **DTG:** Distance to Go to Waypoint
- 14 **VLT:** Voltage
- 15 **Chart Window**
- 16 **Waypoint**
- 17 **Map Scale**
- 18 **Boat Icon**
- 19 **Route**
- 20 **Cartography**
- 21 **Compass**
- 22 **Bird's Eye Window**

NOTE: If there is only one waypoint in a route, the Next Waypoint and the End Waypoint info boxes will display the same information, both for that next waypoint.

Screen Snapshot View

Screen Snapshot View displays and allows you to view screen snapshot thumbnails captured to an optional-purchase MMC/SD card installed in your unit. In addition, when you are in the Screen Snapshot View, Delete Image and Delete All Images are added to the X-Press™ menu.

The Screen Snapshot View displays up to three screen snapshot thumbnails on the screen at a time; you may have to scroll using the 4-WAY Cursor keys to see the whole list of thumbnails in this view. The selected thumbnail will be highlighted with arrows.

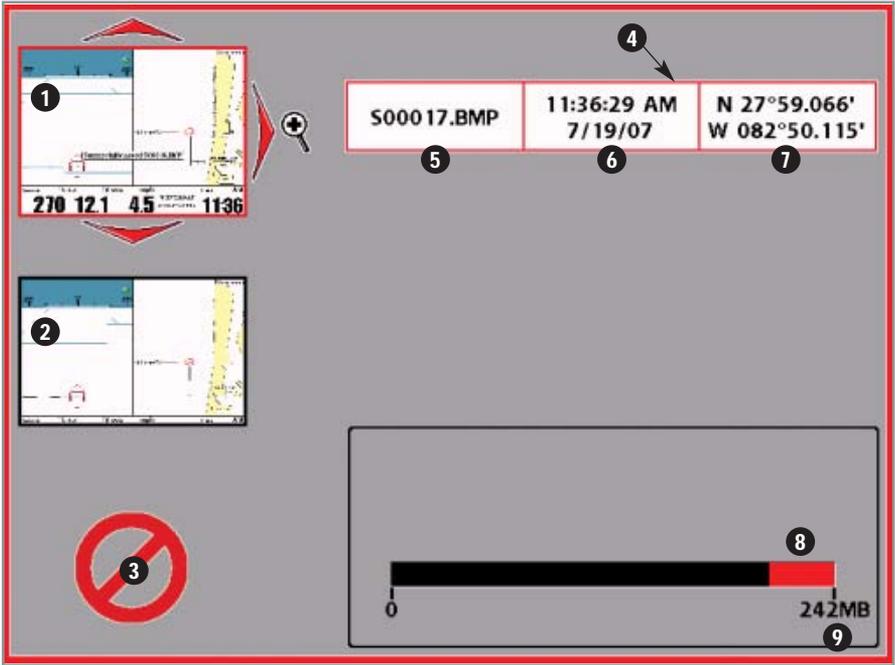
***NOTE:** The speed of the screen capture depends on the type of card you use; in general, SD cards capture the screen faster than MMC cards do.*

Screen Snapshot: When Screen Snapshot is enabled (from the Accessories menu tab), pressing the MARK key creates a saved screen capture (when you have an optional-purchase MMC/SD card installed). Once you have created a screen capture, a screen capture thumbnail is added to the Screen Snapshot View, and is available to view at a later date. See the full-sized image by highlighting a thumbnail (using the Up or Down 4-Way Cursor keys), then using the Right 4-Way Cursor key to view the full image. A border around the full-size screen snapshot indicates that it is just a screen snapshot, not a “live” view. You can delete the selected image, or all images, by selecting a thumbnail and using Delete Image, or using Delete All Images from the Screen Snapshot X-Press™ menu.

Working with screen snapshots is a four-step process:

1. Enabling Screen Snapshot from the Accessories Menu.
2. Making a Screen Snapshot using the MARK key.
3. Viewing a Screen Snapshot using the Screen Snapshot View.
4. Deleting a Screen Snapshot using the Screen Snapshot X-Press™ menu.

Screen Snapshot View



- 1 Highlighted Screen Snapshot Thumbnail
- 2 Screen Snapshot Thumbnail
- 3 Unavailable icon
- 4 Information Box
- 5 Snapshot Name

- 6 Time and Date where Snapshot was captured
- 7 Position where Snapshot was captured
- 8 Amount of space left on the card
- 9 Total amount of space on card

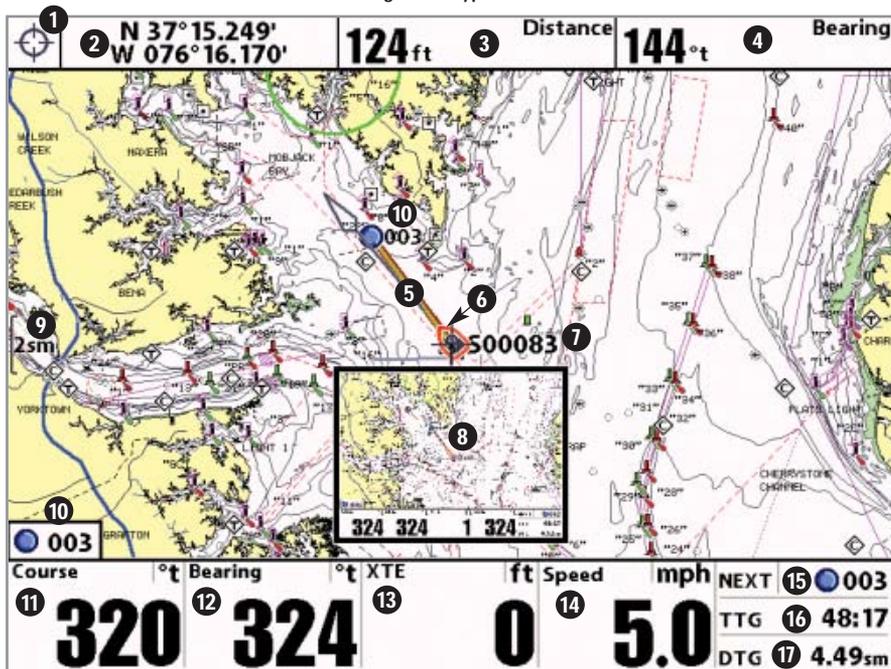
For more information, see *Accessories Menu Tab: Using Screen Snapshot* and *Screen Snapshot X-Press™ Menu*.

Waypoint Thumbnails: On the Chart View, you can use the INFO key to view Screen Snapshot as Waypoint thumbnails. Waypoints thumbnails are created while the Snapshot feature is turned on. They are linked to snapshot waypoints. Before these snapshot waypoints are edited for the first time, they are assigned a filename that begins with an S and is followed by several numbers, and are represented by the camera icon.

***NOTE:** You must have an MMC/SD card installed to store or view waypoint thumbnails. If you press the INFO key while the cursor is on a snapshot waypoint and the MMC/SD card is missing, only the normal chart information will be displayed.*

When the cursor is active on the Chart View and snaps to one of these snapshot waypoints, a waypoint thumbnail will be displayed. Pressing the INFO key while the cursor is near one of these snapshot waypoints will make the full snapshot appear on the screen. Pressing the EXIT key will show the cursor on the waypoint, with the waypoint thumbnail displayed.

Chart View showing the Waypoint Thumbnail Feature



1 Cursor Info Box

2 Latitude and Longitude Position of Cursor

3 Distance to Cursor

4 Bearing to Cursor

5 Route

6 Boat Icon

7 Snapshot Waypoint Name

8 Waypoint Thumbnail

9 Map Scale

10 Next Waypoint

Course: the current direction the boat is traveling measured in degrees from North. 11

Bearing: Direction to Destination Waypoint measured in degrees from North 12

XTE (Cross Track Error): Distance of Boat from Route 13

Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS. 14

NEXT: Next Waypoint in the Route 15

TTG: Time to Go to Waypoint 16

DTG: Distance to Go to Waypoint 17

When you start a snapshot, you will see a message that a waypoint has been created at the point where your cursor is on the screen, and the screen will freeze while the snapshot is being saved to the MMC/SD card. A status dialog box will appear that shows the progress of the save as a percentage, and that displays the numbered file name assigned to the .BMP file that is being created. Snapshot filenames begin with the letter "S". For more information, see the *Accessories Menu Tab: Using Screen Snapshot* procedure and *Screen Snapshot X-Press™ Menu*.

Chart Orientation

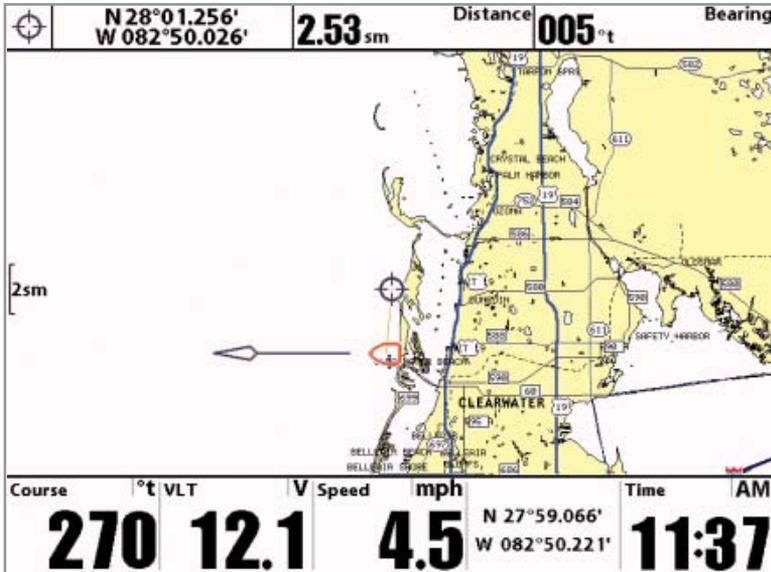
All the chart views allow you to choose the orientation of the chart. When North-Up orientation is selected, True North is shown at the top of the display. In other words, objects located to the north of the boat are drawn above the boat. When Course-Up orientation is selected, the direction of motion of the boat is shown at the top of the display. In other words, objects ahead of the boat are drawn above the boat. In both orientations, the view pans automatically, so that the boat is always centered on the display. When the boat is stationary, it is drawn as a circle. When the boat is in motion, it takes on a boat shape, pointed in the direction of motion (always Up in the Course-Up orientation). See *Navigation Menu Tab: Chart Orientation* for more information.

Viewing Cartography

In the **Chart** or **Combo** Views, there are several cartography-related functions that you can access using various keys.

Panning: Use the 4-WAY Cursor keys to move the chart around on the display in the direction of the key being pressed. When you do this, a Bullseye Cursor is drawn at the top of the screen and is linked to the boat by a yellow line, even if the boat is off the screen. At the same time, a cursor dialog box is displayed at the top of the screen with the distance and bearing from the boat to the cursor position and the latitude/longitude coordinates of the cursor. When the cursor is active on the display, you can also use the 4-WAY Cursor Control key to move the cursor diagonally.

Chart View with Cursor Present



Zooming: Use the Plus (+) key to Zoom In and the Minus (-) key to Zoom Out showing the cartography at different scales. The scale is indicated on the left side of the display. If you zoom in beyond the available chart data, the display will go into Overzoom mode whereby the last available chart data is amplified to reflect the scale selected. If you zoom in so far that no cartography is available, a lat/lon grid will be drawn instead.

NOTE: Your Chart screen will automatically declutter and simplify as you zoom out. When you zoom out, all waypoint icons that might otherwise overlap each other will declutter the screen by changing into very small blue icons, and individual waypoint names will be hidden (see **Chart View**). When you're panning, and your cursor snaps to a waypoint that is using the declutter icon, that waypoint will display its full-size icon and name temporarily (until you move the cursor off of it). In addition, when a waypoint name will write on top of another waypoint, the name will be truncated until the cursor snaps to it. Different waypoints will use the declutter feature at different zoom levels.

Chart Info: Use the INFO key to get detailed information about the chart. If the cursor is active, you will see information about the chart objects located near the cursor. If the cursor is not active, the Chart Info menu will appear. You can select the nearest port, the nearest tide station, or the nearest current station to see information about any of these objects using the 4-WAY Cursor Control key.

***NOTE:** The built-in UniMap™ does not contain any Port, Tide or Current information. This information is only available from optional-purchase MMC/SD cards.*

Screen Snapshot Waypoints: Use the INFO and 4-WAY Cursor Control keys to view screen snapshot thumbnails. On the Chart View, you can use the INFO key to view Screen Snapshot waypoints. Snapshot waypoints are waypoints that are created while the Snapshot feature is turned on. See **Screen Snapshot View** for more information.

Screen Snapshots: Use the INFO and 4-WAY Cursor Control keys to view thumbnails of your Screen Snapshots using snapshot waypoints. Snapshot waypoints are waypoints that are created while the Snapshot feature is turned on. See Screen Snapshot View for more information.

***NOTE:** You must have an MMC/SD card installed to store or view waypoint thumbnails. If you press the INFO key while the cursor is on a snapshot waypoint and the MMC/SD card is missing, only the normal chart information will be displayed.*

Nearest Port: The position and services information for the nearest port to your present position will be displayed. Press the EXIT key to remove the information box and the Bullseye Cursor will be centered over the port position. The Cursor Information Boxes will indicate the distance and bearing to the port from your present position. Press the EXIT key again to return to the Chart View.

Nearest Tide Station: Tide information for the nearest tide station to your present position will be displayed. This includes the position of the station and the times of the high and low tides for today's date. A tide graph is also displayed showing the rise and fall of the tides for the 24 hour time period encompassing the date. You can change the date to look at tide information before or after the date displayed by pressing the LEFT or RIGHT Cursor key respectively. Press the EXIT key to remove the information box and the Bullseye Cursor will be centered over the tide station position. The cursor information boxes will indicate the distance and bearing to the tide station from your present position. Press the EXIT key again to return to the Chart View.

Nearest Current Station: Current information for the nearest current station to your present position will be displayed. This includes the position of the station and the current changes for today. Two graphs are also presented that show the time, direction and flow speed of the current changes for the 24 hour time period of today's date. You can change the date to look at current information before or after the date displayed by pressing the LEFT or RIGHT Cursor key respectively. Press the EXIT key to remove the information box and the Bullseye Cursor will be centered over the current station position. The Cursor Information Boxes will indicate the distance and bearing to the current station from your present position. Press the EXIT key again to return to the Chart View.

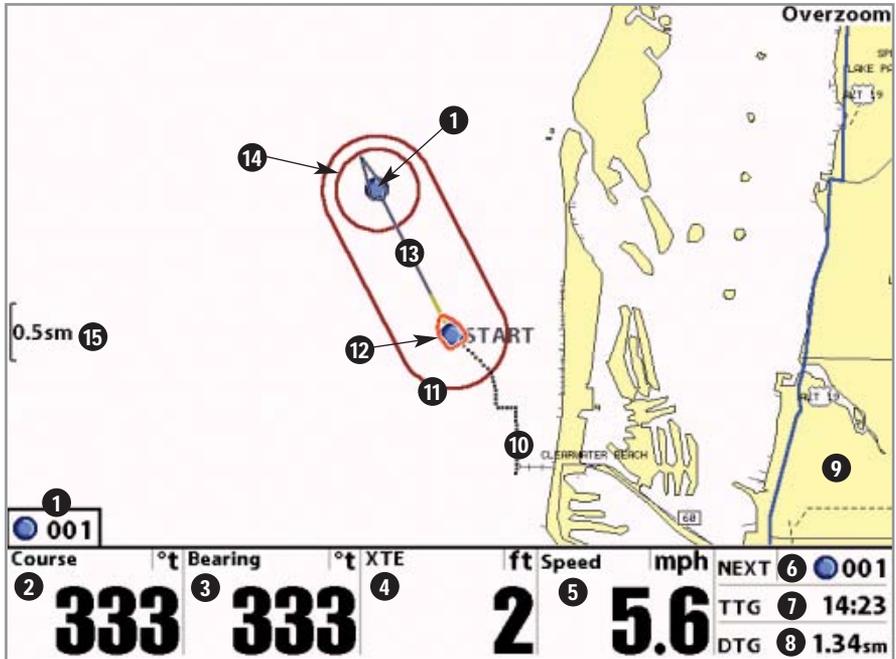
Introduction to Navigation

Use the 1100 Series™ to establish waypoints at areas of interest and to navigate to those waypoints via a saveable route (representing the shortest intended distance between waypoints). You can also view and save tracks, which represent the actual path of the boat.

Waypoints, Routes and Tracks

Waypoints are stored positions that allow you to mark areas of interest or navigation points. Your 1100 Series™ can store up to 3000 waypoints.

Waypoints, Routes and Tracks



- 1 Next Waypoint
- 2 Course: the current direction the boat is traveling measured in degrees from North.
- 3 Bearing: Direction to Destination Waypoint measured in degrees from North
- 4 XTE (Cross Track Error): Distance of Boat from Route
- 5 Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 6 NEXT: Next Waypoint in the Route
- 7 TTG: Time to Go to Waypoint
- 8 DTG: Distance to Go to Waypoint
- 9 Cartography
- 10 Track
- 11 Off Course Limits
- 12 Boat Icon
- 13 Course Projection Line
- 14 Arrival Alarm Limits
- 15 Map Scale

Routes link two or more waypoints together to create a path for navigation, and are used in trip planning. You can link individual waypoints together by using the GOTO key. A route represents your intended navigation and shows the shortest path from each waypoint to the next. As you travel a route, staying on the route line is the most efficient way to get to your destination, although you should always look out for obstacles not shown on the chart. Your 1100 Series™ can store up to 50 routes that can each contain up to 50 waypoints.

Tracks consist of detailed position history, and are displayed as a breadcrumb trail of trackpoints. The Current Track shows the position history since the unit was powered up (maximum of 20,000 trackpoints displayed). You can clear the Current Track or save it at any time. Your 1100 Series™ can store up to 50 saved tracks, each containing 20,000 trackpoints. The current track represents your actual path so far.

Save, Edit, or Delete a Waypoint

Save your current position as a waypoint: On any view, press the MARK key to save the current position of the boat as a waypoint.

Save the cursor position as a waypoint: On the Chart or Combo view, use the Cursor key to designate the position you want to save as a waypoint. Then press the MARK key to save the marked position as a waypoint.

Save a position from the sonar history: Use the Cursor key to point to a feature in the sonar history (also called the Sonar Saver feature). Press the MARK key to create a waypoint at the location where that sonar reading was taken. The new waypoint will also record the depth at that location.

***NOTE:** When you save a waypoint by any of these methods, a numerical waypoint name is automatically assigned. You can edit the waypoint information later to give it a different name and select an icon to represent it (see **Waypoint submenu** on the **Navigation Main Menu Tab**).*

Display the Waypoints Submenu: From any view, press the MENU key twice to display the Main Menu System, then use the RIGHT Cursor key to select the Navigation tab. Select Waypoints and press the RIGHT Cursor key to display the Waypoints submenu.

Program a specific position as a waypoint: To create a waypoint that is NOT your current position, from the Waypoints submenu, select the Create option and press the RIGHT Cursor key. Use the Cursor keys to program a waypoint name, latitude, longitude, and icon before selecting Save.

Edit a waypoint: From the Waypoints submenu, select Edit and press the RIGHT Cursor key to display a list of saved waypoints. Select the waypoint you want to edit and press the RIGHT Cursor key. Use the 4-WAY Cursor Control key to move from field to field, and the UP and DOWN Cursor keys to change values once you are in a field. In the Waypoint Name, Latitude and Longitude fields, use the UP and DOWN Cursor keys to change the letter or number. All upper and lower case letters are available, as well as digits 0-9 and some punctuation characters. In the Waypoint Icon field, use the UP and DOWN Cursor keys to change the icon used to represent the waypoint on the Combo and Chart Views. You can exit these fields with the LEFT and RIGHT Cursor keys or by pressing the EXIT key. Select Save and press the RIGHT Cursor key to save your changes.

To make it easier to select a waypoint, select Sort By and press the RIGHT or LEFT Cursor keys to select a sort order:

- **Name** shows the waypoints alphabetically
- **Time** shows the most recently-created waypoint first
- **Distance** shows the closest waypoint first.

Delete a waypoint: From the Waypoints submenu, select Delete and press the RIGHT Cursor key to display a list of waypoints. Select the waypoint you want to delete, then press the RIGHT Cursor key. You will be asked to confirm deletion before the waypoint is actually deleted.

Navigate to a Waypoint or Position

Navigate to the cursor position: From any Chart or Combo view, use the Cursor key to select a position or waypoint to which you want to navigate. Press the GOTO key. Navigation will begin immediately.

Navigate to a specified waypoint: Press the GOTO key, then choose the waypoint to which you would like to navigate from the waypoint list and press the RIGHT Cursor key to select it.

NOTE: By repeating the previous instructions, you can add more waypoints to create a longer multi-segment route.

Skipping a waypoint: From the Navigation X-Press™ Menu, select Skip Next Waypoint and press the RIGHT Cursor key. If there is not another waypoint to skip to, navigation will be cancelled.

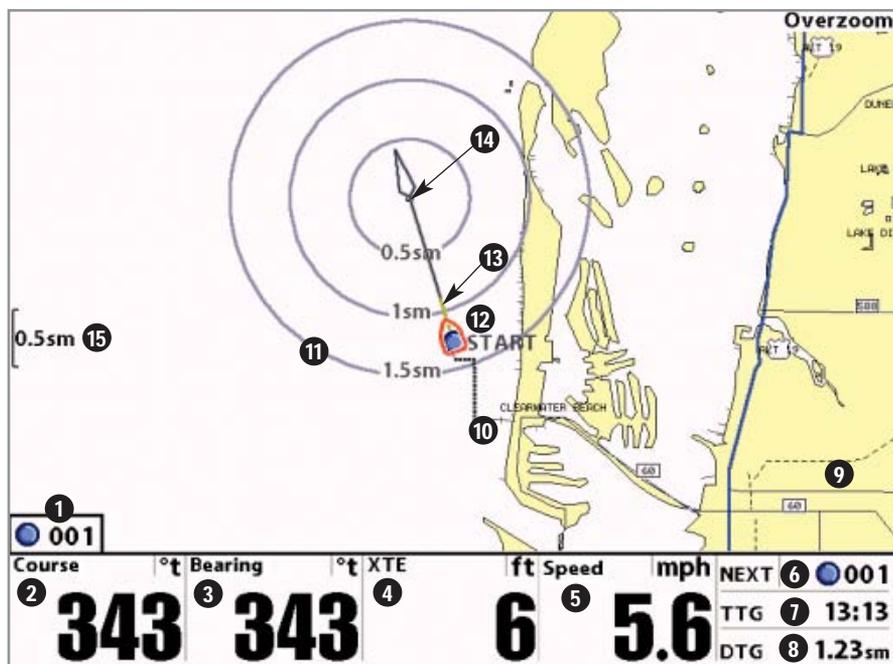
Cancel navigation: From the Navigation X-Press™ Menu, select Cancel Navigation and press the RIGHT Cursor key. Canceling navigation removes the route and any waypoints created using the GOTO key, but does not remove any saved routes from memory. You will be prompted to save the current route when you cancel navigation.

Add a Waypoint Target or Trolling Grid

Add or Remove a Waypoint Target: From the Waypoints submenu (accessed from the Navigation main menu), select Target and press the RIGHT Cursor key to display a list of waypoints. Select the waypoint you want to target. A target consisting of concentric circles centered on the selected waypoint will appear on all of the navigation views; the target shows various distance ranges from the targeted waypoint. To remove the target, choose Remove Target from the Navigation X-Press™ Menu.

NOTE: Only one waypoint can have either a target or a grid at one time. If you apply a target or a grid to a new waypoint, the original waypoint will lose its target or grid.

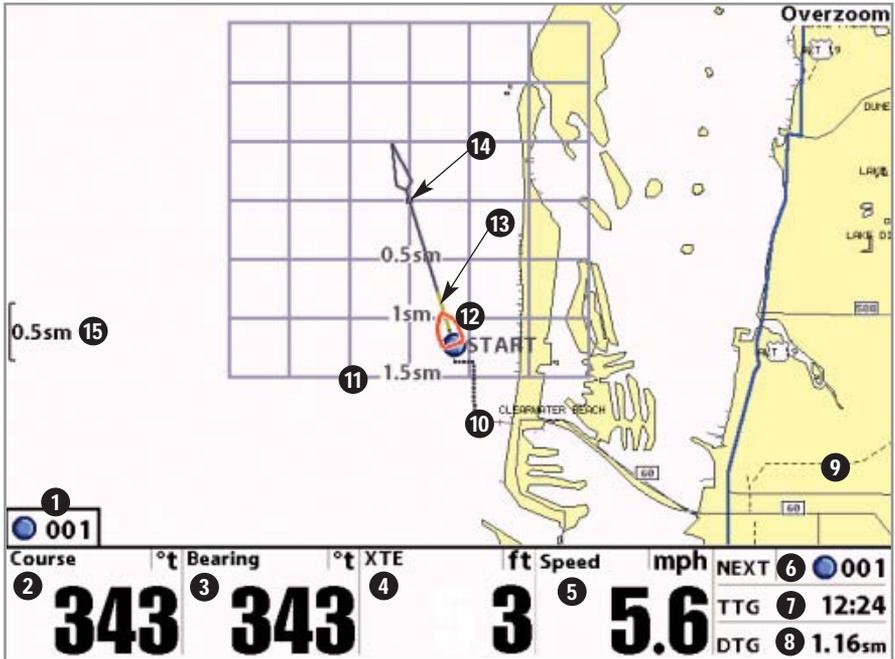
Chart View with Target



- 1 Next Waypoint
- 2 Course: the current direction the boat is traveling measured in degrees from North.
- 3 Bearing: Direction to Destination Waypoint measured in degrees from North
- 4 XTE (Cross Track Error): Distance of Boat from Route
- 5 Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- 6 NEXT: Next Waypoint in the Route
- 7 TTG: Time to Go to Waypoint
- 8 DTG: Distance to Go to Waypoint
- 9 Cartography
- 10 Track
- 11 Waypoint Target
- 12 Boat Icon
- 13 Route
- 14 Waypoint in declutter mode
- 15 Map Scale

Add or Remove a Trolling Grid: From the Waypoints submenu (accessed from the Navigation main menu), select Grid and press the RIGHT Cursor key to display a list of waypoints. Select the waypoint to which you want to add the grid. The trolling grid will appear on all of the navigation views, and can be used as a guide when trolling around a waypoint. The grid can be rotated to any desired heading using Grid Rotation from the Navigation Main menu. To remove the trolling grid, choose Remove Grid from the Navigation X-Press™ Menu.

Chart View with Grid



- ① Next Waypoint
- ② Course: the current direction the boat is traveling measured in degrees from North.
- ③ Bearing: Direction to Destination Waypoint measured in degrees from North
- ④ XTE (Cross Track Error): Distance of Boat from Route
- ⑤ Speed: the measurement of the boat's progress across a given distance; the speed measurement provided by GPS.
- ⑥ NEXT: Next Waypoint in the Route
- ⑦ TTG: Time to Go to Waypoint
- ⑧ DTG: Distance to Go to Waypoint
- ⑨ Cartography
- ⑩ Track
- ⑪ Waypoint Trolling Grid
- ⑫ Boat Icon
- ⑬ Route
- ⑭ Waypoint in declutter mode
- ⑮ Map Scale

NOTE: Only one waypoint can have either a target or a grid at one time. If you apply a target or a grid to a new waypoint, the original waypoint will lose its target or grid.

NOTE: The spacing of the rings on the waypoint target and the spacing of the grid lines on the trolling grid is the same as the length of the scale bar on the left edge of the display. Zooming in or out will decrease or increase the spacing, respectively.

Save, Edit or Delete a Route

Save the current route: While you are navigating, the current route can be saved. From the Navigation X-Press™ Menu, select Save Current Route and press the RIGHT Cursor key. Navigation will continue.

Display the Routes submenu: From any view, press the MENU key twice to display the Main Menu System, then use the RIGHT Cursor key to select the Navigation tab. Select Routes and press the RIGHT Cursor key to display the Routes submenu.

Create a route: From the Routes submenu, select Create and press the RIGHT Cursor key. A Route Edit screen will be displayed with an empty route. You can name the route, add waypoints to the route from the list of all waypoints, and order the waypoints in the route using the Cursor keys.

Edit a saved route: From the Routes submenu, select Edit and press the RIGHT Cursor key. A Route Edit screen will be displayed. Select the route you wish to edit and press the RIGHT Cursor key. Re-name the route or change, delete or re-order the waypoints used in the route.

Delete a saved route: From the Routes submenu, select Delete and press the RIGHT Cursor key. Select the route you wish to delete and press the RIGHT Cursor key. You will be asked to confirm your choice by pressing the RIGHT Cursor key again before the route is deleted.

Travel a saved route: From the Routes submenu, select Travel and press the RIGHT Cursor key. A list of saved routes will appear. Select the route you wish to travel and press the RIGHT Cursor key to make this route the current route and begin navigation. You may also travel the route in either forward or reverse order.

Route Info: From the Routes submenu, select Info and press the RIGHT Cursor key. A list of saved routes will appear. Select the route for which you want information, and press the RIGHT Cursor key. The list of waypoints in the route will be shown, with the distance and bearing from each waypoint to the next, as well as the distance and bearing from the current position to the first waypoint in the route.

Save or Clear a Current Track

Save the current track: From the Navigation X-Press™ Menu, select Save Current Track and press the RIGHT Cursor key. The track will remain on the display, but will change from black to gray. To remove the track completely from the display, see *Edit, Delete or Hide Saved Tracks*.

*NOTE: When you save a track, a name is automatically assigned. The track name consists of a date/time stamp, but can be re-named later (see *Edit, Delete, or Hide Saved Tracks*).*

Clear the current track: From the Navigation X-Press™ Menu, select Clear Current Track and press the RIGHT Cursor key. The track will be removed from the display and discarded.

Edit, Delete or Hide Saved Tracks

Display the Tracks Submenu: From any view, press the MENU key twice to display the Main Menu System, then use the RIGHT Cursor key to select the Navigation tab. Select Tracks and press the RIGHT Cursor key to display the Tracks submenu.

Edit a saved track: From the Tracks submenu, select Edit and press the RIGHT Cursor key to display the list of saved tracks. Select the track you want to edit and press the RIGHT Cursor key. When the Edit Track dialog box appears, use the Cursor keys to move between fields. In the Track Name field, the UP and DOWN Cursor keys change the letter or number. All upper and lower case letters are available, as well as digits 0-9 and some punctuation characters. You can exit the Track Name field with the LEFT and RIGHT Cursor keys or by pressing the EXIT key. Select Save and press the RIGHT Cursor key to save your changes.

Delete a saved track: From the Tracks submenu, select Delete and press the RIGHT Cursor key to display the list of saved tracks. Select the track you want to delete and press the RIGHT Cursor key. You will be asked to confirm deletion before the track is actually deleted.

Hide or display a saved track: From the Tracks submenu, select Visibility and press the RIGHT Cursor key to display the list of saved tracks. Select the track you want to hide or display and use the Cursor keys to select Hidden or Visible. Press the EXIT key to return to the Tracks submenu.

Man Overboard (MOB) Navigation

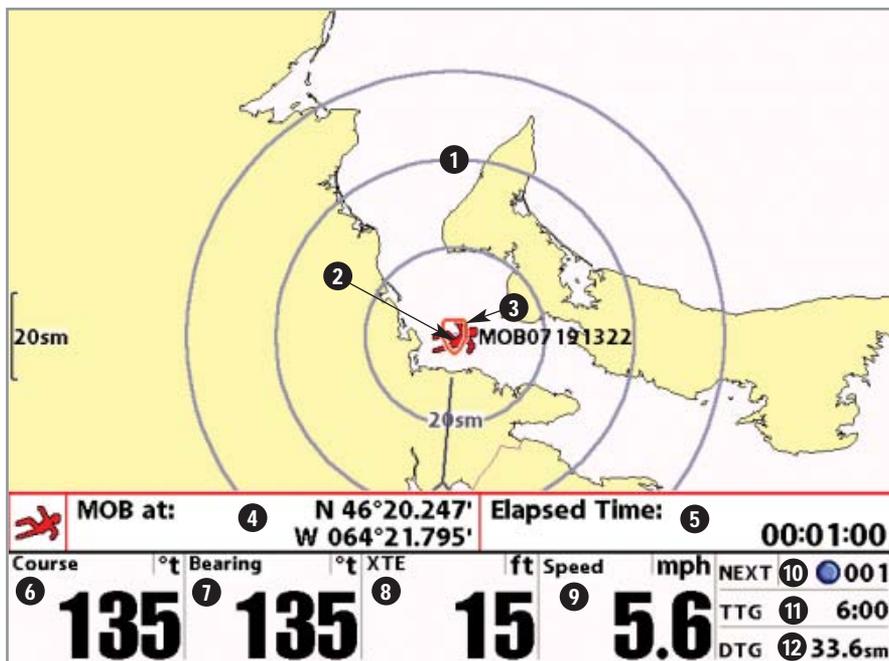
As soon as you know that you have a man overboard, you should activate MOB navigation to maximize chances for a successful rescue. MOB navigation allows you create a MOB waypoint to locate the point at which your man went overboard, and the relation of the boat to that point. When MOB is activated, a MOB waypoint, which is a permanent, sharable waypoint with a large, distinctive icon, is created at the boat's current position (regardless of whether the chart cursor is active or not). Any current navigation will be cancelled and the current route discarded without user notification, and MOB navigation will begin immediately. A line will be drawn from the boat's current position to the MOB waypoint, and the MOB waypoint will be targeted. The view is switched to the Chart View automatically when MOB is activated, and an additional info box that shows the lat/lon position of the MOB waypoint and the elapsed time since MOB was activated is added to the Chart View.

It is not possible to re-activate MOB or modify the current route without first canceling MOB navigation. The Off Course trigger is also disabled and the Off Course Alarm circle is not drawn. Any press of the GOTO key, or selection of a GOTO menu item, will cause an error beep and a short message will be displayed to the user that will disappear after 2 seconds.

Activate MOB navigation: Press and hold the GOTO key for more than 1.5 seconds to activate the Man Overboard (MOB) function.

Cancel MOB navigation: From the Navigation X-Press™ menu, select Cancel MOB and press the RIGHT Cursor key. Canceling MOB navigation removes the route and any waypoints created using the GOTO key, but does not remove any saved routes from memory.

MOB Navigation



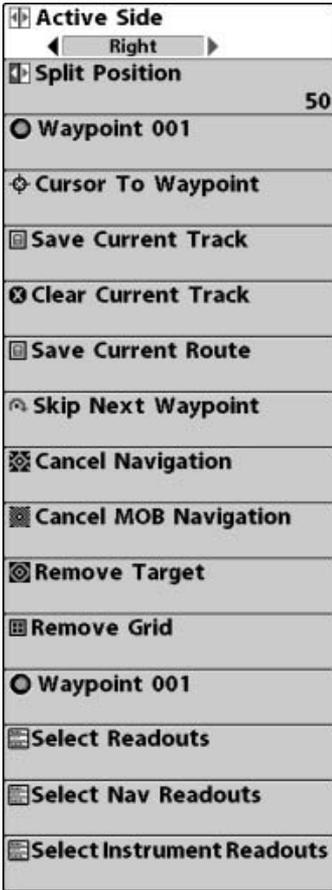
- 1** Target Surrounding MOB Waypoint
- 2** MOB Waypoint
- 3** Boat Icon
- 4** Position where Man Overboard was activated
- 5** Elapsed Time since MOB was activated
- 6** Course: the current direction the boat is traveling measured in degrees from North.

- Bearing:** Direction to Destination Waypoint measured in degrees from North **7**
- XTE (Cross Track Error):** Distance of Boat from Route **8**
- Speed:** the measurement of the boat's progress across a given distance; the speed measurement provided by GPS. **9**
- NEXT:** Next Waypoint in the Route **10**
- TTG:** Time to Go to Waypoint **11**
- DTG:** Distance to Go to Waypoint **12**

The Menu System

The menu system is divided into easy-to-use menu modules. The main components of the menu system are:

Start-Up Options Menu: Press the MENU key during the power up sequence to view the Start-Up Options menu. See Start-Up Options Menu.



X-Press™ Menu

X-Press™ Menu: The X-Press™ Menu allows you to access the settings that are changed frequently without having to navigate through the whole menu system. Press the MENU key once to display the X-Press™ Menu. When you select a menu item from the X-Press™ Menu, the menu will collapse, leaving only the menu choice on the screen. Use the UP or DOWN Cursor keys to reactivate the X-Press™ Menu.

NOTE: The X-Press™ Menu choices will vary depending on which view is active when you press the MENU key, as well as whether you are in Normal or Advanced User Mode. Either the Navigation or Screen Snapshot X-Press™ Menu will appear, depending on the view you are in.

Main Menu Tabs: Less frequently-adjusted menus are grouped into the Main Menu System. The Main Menu system is organized under main tab menu headings to help you find a specific menu item quickly. Main tab headings are: Alarms, Navigation, Chart, Setup, Views, and Accessories.

Navigating Through the Main Menu Tabs: To change an individual menu setting, use a combination of the MENU and the 4-WAY Cursor Control keys, as follows:

1. Press the MENU key twice to display the Main Menu.
2. Use the 4-WAY Cursor LEFT or RIGHT key to select a specific menu tab.
3. Use the DOWN or UP 4-WAY Cursor Control key to select a specific menu item under that tab.
4. Use the LEFT or RIGHT keys again to change a menu setting.

QUICK TIPS:

- When your cursor is within a menu tab, press the EXIT key to jump directly to the top of the tab.
- If you are at the bottom of a menu tab, press the DOWN Cursor key to jump directly to the top of the tab.
- If you're at the left or right of a menu tab, you can also jump to the other side by pressing the LEFT or RIGHT cursor keys repeatedly until you have moved past the end of the menu.
- A down arrow at the bottom of a menu means that you can scroll to additional menu choices using the DOWN Cursor key.
- A right or left arrow on a menu choice means that you can use the RIGHT or LEFT Cursor keys to make changes or to see more information.
- If you press MENU or EXIT to leave the main menu system, and then you return to the main menu using the MENU key, you will be at the same main menu tab you were on when you last displayed the main menu.

Total Screen Update: When you change any menu settings that affect the view you are in, the view will update immediately (i.e. you don't have to exit the menu to apply the change to the screen).

User Mode (Normal or Advanced): The Main Menu choices will vary depending on whether you are in Normal or Advanced User Mode. An Advanced Mode is provided for users who desire the highest level of control over the 1100 Series™ and Normal Mode for users who desire greater simplicity and fewer menu choices. Additional Advanced menu choices will be displayed throughout the menu system when you navigate to specific menus while in Advanced Mode. Any changes made while in Advanced Mode will remain in effect after you switch back to Normal Mode. See *Setup Menu Tab: User Mode* for specific instructions on changing to the User Mode.

***NOTE:** The 1100 Series™ defaults to Advanced User Mode on start-up.*

Setup	
Sound Volume	5
Units - Depth	Feet
Units - Distance	Statute Miles
Units - Speed	mph
User Mode	Normal
Triplog Reset	
Restore Defaults	
Demonstration	On

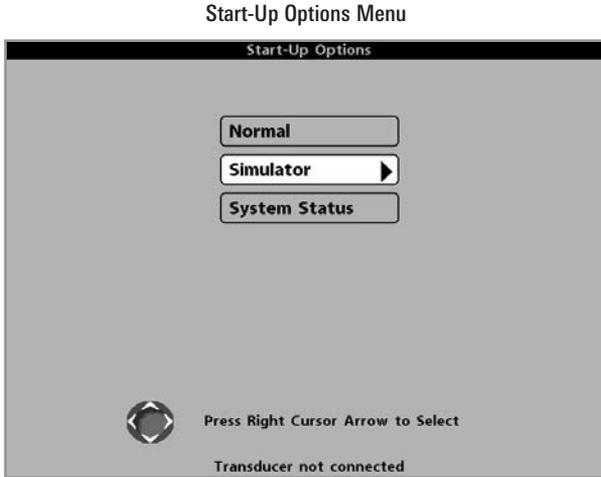
Setup Tab, Normal User Mode

Setup	
Sound Volume	5
Units - Depth	Feet
Units - Temp	°F
Units - Distance	Statute Miles
Units - Speed	mph
User Mode	Advanced
Language	English
Triplog Reset	
Restore Defaults	
Temp. Offset	0.0°
Speed Calibration	0%
Local Time Zone	EST (UTC-5)
Daylight Saving Time	Off
Position Format	dd°mm.mmm'
Time Format	?-Hour
Date Format	mm/dd/yy
Digits Format	Small tenths
NMEA Output	Off
Demonstration	Off
IP Address Setup	
Video Out	NTSC

Setup Tab, Advanced User Mode

Start-Up Options Menu

Press the MENU key when the Title screen is displayed to access the Start-Up Options menu.



Use the UP or DOWN 4-WAY Cursor keys to position the cursor, then the RIGHT Cursor key to select one of the following choices. If you wait too long, the system will default to whichever menu mode happens to be highlighted:

- Normal
- Simulator
- System Status.

See the following paragraphs for more information about each of these choices.

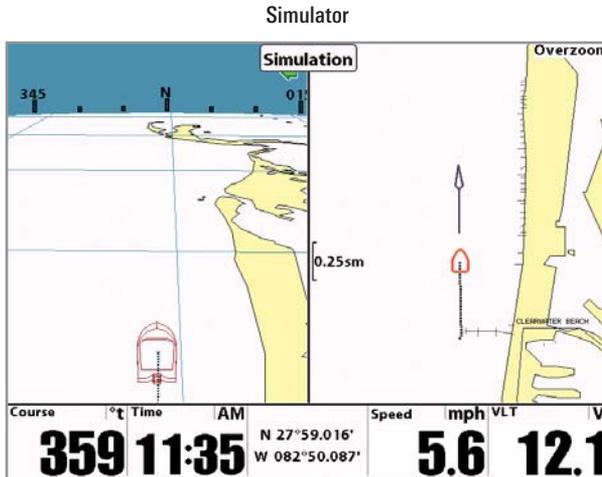
Normal Operation

Use **Normal Operation** for on the water operation. Turn on your Chartplotter by pressing the POWER/LIGHT key. The Title screen is displayed until the Chartplotter begins operation. After the Title screen is displayed, a 30 second Navigation Warning screen is shown. Press the MENU key during the time that the Title screen is displayed to view the Start-Up Menu in order to choose Simulator mode.

Press the EXIT key during the Navigation Warning to enter into Normal mode.

Simulator

Use the **Simulator** to learn how to use your 1100 Series™ before taking your boat on the water. The Simulator is a very powerful tool that simulates on-the-water operation, providing a randomly-updated display. We recommend going through this manual while using the Simulator, since all of the menus function and affect the display the way they actually do when in Normal operation.



***NOTE:** At startup, while still on the Title screen (while the name of your Humminbird® model is still on the screen) you must press the MENU key and then select Simulator manually to enter Simulator mode. Manually selecting Simulator from the Start-Up Options menu allows you to pre-configure your Chartplotter for on the water operation. Any menu changes you make will be saved for later use.*

A Simulation message will appear on the display periodically to remind you that you are using the Simulator.

Exit the Simulator by powering your 1100 Series™ off.

System Status

Use **System Status** to view system connections and to conduct a unit self-test.

The following screens are displayed in turn when you press the VIEW button when using System Status:

- **Self Test**
- **Accessory Test**
- **GPS Diagnostic View.**

Exit System Status by powering your 1100 Series™ off.

Self Test

Self Test displays results from the internal diagnostic self test, including unit serial number, Printed Circuit Board (PCB) serial number, software revision, total hours of operation and the input voltage. IP and MAC addresses are also displayed.

Self Test Screen

SYSTEM STATUS							
Self Test							
PASSED							
S/N			PCB S/N				
-1-1305419896			-1-0001-001				
SOFTWARE VERSION							
3.891							
VOLTAGE			TOTAL TIME				
12.1 ^V			282 ^{hrs}				
IP ADDRESS			MAC ADDRESS				
255.001.253.248			00-1a-29-00-00-00				
Course	°t	Time	AM	Speed	mph	VLT	V
020		12:08		5.6			12.1
		N 28°00.657'					
		W 082°5 1.217'					

Accessory Test

Accessory Test lists the accessories connected to the system.

Accessory Test Screen

SYSTEM STATUS							
ACCESSORY TEST							
CannonLink			CONNECTED				
GPS			CONNECTED				
InterLink			CONNECTED				
Speed			UNCONNECTED				
Temperature			UNCONNECTED				
WeatherSense			CONNECTED				
Course	°t	Time	AM	Speed	mph	VLT	V
280		12:09		5.6			12.1
		N 28°00.668'					
		W 082°5 1.223'					

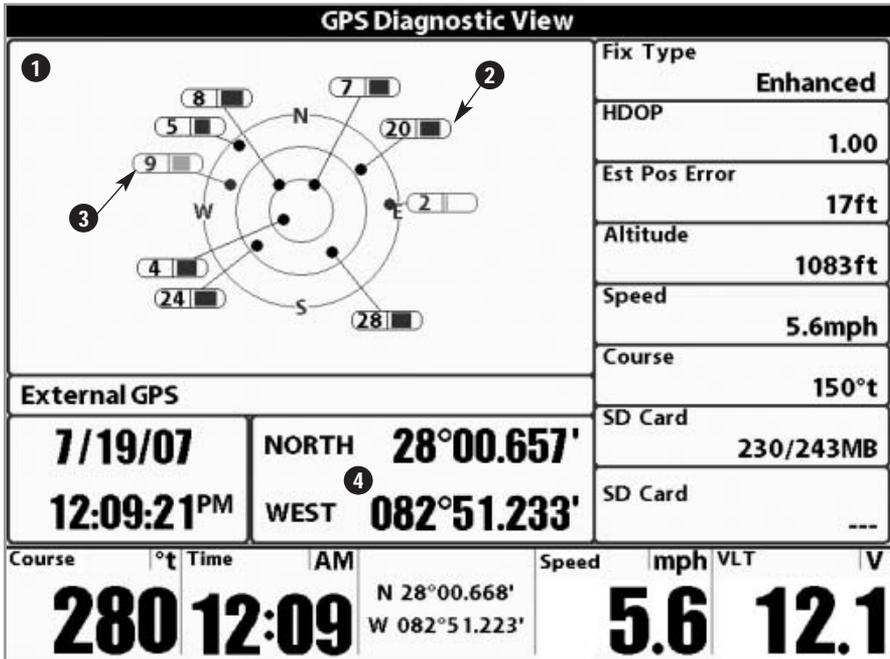
NOTE: The speed accessory will be detected only if the paddlewheel has moved since your 1100 Series™ was powered up.

GPS Diagnostic View

GPS Diagnostic View, which is only available when a GPS Receiver is attached to your 1100 Series, shows a sky chart and numerical data from the GPS receiver. The sky chart shows the location of each visible GPS satellite with its satellite number and a signal strength bar. A dark gray bar indicates that the satellite is being used to determine your current position. A light gray bar indicates that the satellite is being monitored, but is not yet being used.

This view also reports the current position, local time and date, and other numeric information. The current GPS Fix Type is reported as No Fix, 2D Fix, 3D Fix, or Enhanced. An Enhanced fix has been augmented using information from WAAS, EGNOS, or MSAS. A 3D or Enhanced Fix is required for navigation. HDOP (the Horizontal Dilution of Precision) is a GPS system parameter which depends on the current satellite configuration. HDOP is used to calculate the Estimated Position Error.

GPS Diagnostic View



- 1 Sky Chart
- 2 Satellite Being Used

- Satellite Being Monitored 3
- Current Latitude and Longitude 4

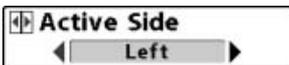
 Active Side	
 Split Position	50
 Waypoint 001	
 Cursor To Waypoint	
 Save Current Track	
 Clear Current Track	
 Save Current Route	
 Skip Next Waypoint	
 Cancel Navigation	
 Cancel MOB Navigation	
 Remove Target	
 Remove Grid	
 Waypoint 001	
 Select Readouts	
 Select Nav Readouts	
 Select Instrument Readouts	

Navigation X-Press™ Menu

Navigation X-Press™ Menu

The **Navigation X-Press™ Menu** provides access to the settings most frequently used. Press the MENU key once while in the Navigation Views (Chart or Bird's Eye Views) to access the Navigation X-Press™ Menu.

NOTE: Menu choices will vary depending on system settings, such as whether you are currently navigating.



Active Side

Active Side allows you to select which side of a Combo View will be active; key presses will only affect the active side of the screen. When a menu is displayed, the non-active side of the screen will be grayed out; at any other time, a green arrow will point to the active side. The Active Side menu choice is only available when a Combo View is active.

To select the Active Side:

1. Highlight Active Side on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to change which side is active. (Left, Right, Default = Right).

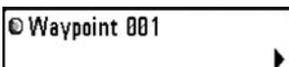


Split Position

Split Position allows you to adjust what percentage of the screen is taken up by the left side of any Combo View; each view may be adjusted independently; you must be in a specific view to adjust the screen size for that view. The number setting indicates the percentage taken up by the left side of the Combo View; selecting Left sets the left side of the screen to its smallest setting. The Split Position menu choice is only available when a Combo View is active.

To Adjust Split Screen Position

1. Highlight Split Position on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to change the size of the left side of a split screen. (Left, 30, 40, 50, 60, 70, Right, Default varies)



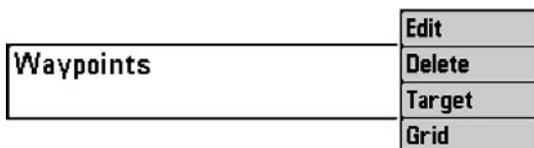
Waypoint [Name]

(Only with an active cursor on a waypoint)

Waypoint [Name] allows you to view the Waypoints submenu for the waypoint under your cursor.

To view the Waypoint [Name] Submenu:

1. Move the cursor onto an existing waypoint and press the MENU key once, or use **Cursor to Waypoint** to select a waypoint from a list of saved waypoints.
2. Highlight Waypoint [Name] on the Navigation X-Press™ menu.
3. Use the RIGHT 4-Way Cursor Control key to view the **Waypoints submenu**, which contains the following menu choices:



Waypoint Submenu

The Waypoint Submenu contains the following menu choices:

Edit allows you to edit the Name, Position (Latitude and Longitude) and select the Icon that will be used to represent the waypoint in the Chart and Combo Views.

Delete allows you to delete a waypoint from the list of saved waypoints.

Target allows you to apply a target to a waypoint selected from the list of waypoints.

Grid allows you to apply a trolling grid to a waypoint selected from the list of waypoints.



Cursor to Waypoint

(Chart or Combo view only)

Cursor to Waypoint allows you to quickly move the cursor to any saved waypoint, so that you can locate it or edit it.

NOTE: This X-Press™ menu item appears only if you have saved waypoints.

To move cursor to a saved waypoint:

1. Highlight Cursor to Waypoint on the Navigation X-Press™ menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate Cursor to Waypoint.
3. Use the UP or DOWN 4-WAY Cursor Control key to highlight the waypoint you wish to move the cursor to, then use the RIGHT 4-WAY Cursor Control key to select the destination waypoint.



Save Current Track

Save Current Track allows you to save the current track being displayed. After the current track is saved, a new current track is started.

To Save Current Track:

1. Highlight Save Current Track on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate saving the current track.
3. The Confirm dialog box will appear. To save the current track, press the RIGHT Cursor key once more. To cancel saving the current track, press the LEFT Cursor key.

Clear Current Track**Clear Current Track**

Clear Current Track allows you to clear the current track being displayed and start a new track at the present position.

To Clear Current Track:

1. Highlight Clear Current Track on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate clearing the current track.
3. The Confirm dialog box will appear. To clear the current track, press the RIGHT Cursor key once more. To cancel clearing the current track, press the LEFT Cursor key.

Save Current Route**Save Current Route**

(Only when navigating)

Save Current Route allows you to save the current route being displayed. This menu choice will only appear when you are currently navigating a route.

To Save Current Route:

1. Highlight Save Current Route on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate saving the current route.
3. The Confirm dialog box will appear. To save the current route, press the RIGHT Cursor key once more. To cancel saving the current route, press the LEFT Cursor key.

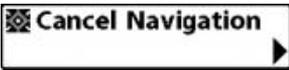
Skip Next Waypoint**Skip Next Waypoint**

(Only when navigating)

Skip Next Waypoint removes the next waypoint from the current route. This menu choice will only appear when you are currently navigating a route.

To Skip Next Waypoint:

1. Highlight Skip Next Waypoint on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate skipping the next waypoint.
3. The Confirm dialog box will appear. To skip the next waypoint, press the RIGHT Cursor key once more. To cancel skipping the next waypoint, press the LEFT Cursor key.



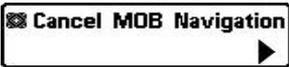
Cancel Navigation

(Only when navigating)

Cancel Navigation discards the current route and exits Navigation Mode. This menu choice will only appear when you are currently navigating a route. This will not delete a previously-saved route.

To Cancel Navigation:

1. Highlight Cancel Navigation on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate canceling navigation.
3. The Confirm dialog box will appear. To cancel navigation, press the RIGHT Cursor key once more. To avoid canceling navigation, press the LEFT Cursor key.



Cancel MOB Navigation

(only when MOB Navigation is activated)

Cancel MOB Navigation removes the Man Overboard (MOB) waypoint and exits Man Overboard mode. This menu choice will only appear when you are currently navigating in Man Overboard mode.

To Cancel MOB Navigation:

1. Highlight Cancel MOB Navigation on the Navigation X-Press™ menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate canceling MOB navigation.
3. The Confirm dialog box will appear. To cancel MOB navigation, press the RIGHT Cursor key once more. To avoid canceling MOB navigation, press the LEFT Cursor key.



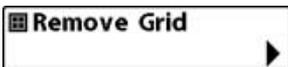
Remove Target

(Only if a Target is active)

Remove Target removes the waypoint target from the display. This menu choice will only appear when a target has already been applied to a waypoint.

To Remove a Target:

1. Highlight Remove Target on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to remove the target.



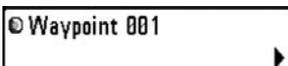
Remove Grid

(Only if a Grid is active)

Remove Grid removes the waypoint grid from the display. This menu choice will only appear when a grid has already been applied to a waypoint.

To Remove a Grid:

1. Highlight Remove Grid on the Navigation X-Press™ Menu.
2. Use the RIGHT 4-WAY Cursor Control key to remove the grid.



Waypoint [Name]

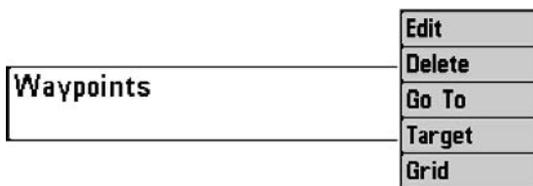
(Most recently-created waypoint)

Waypoint [Name] allows you to view the waypoints submenu for the most recently created waypoint.

NOTE: You must have pressed the MARK key at least once since you last powered up the Fishing System for this menu choice to appear.

To view the Waypoint [Name] Submenu:

1. Move the cursor to the desired position and press the MARK key once to save a waypoint.
2. Highlight Waypoint[Name] on the Navigation X-Press™ menu.
3. Use the RIGHT 4-Way Cursor Control key to view the Waypoints submenu.



Waypoint [Name] Submenu

The Waypoint Submenu contains the following menu choices:

Edit allows you to edit the Name, Position (Latitude and Longitude) and select the Icon that will be used to represent the waypoint in the Chart and Combo Views.

Delete allows you to delete a waypoint from the list of saved waypoints.

Go To allows you to select a waypoint and start navigation toward that waypoint, or add that waypoint to the end of the current route.

Target allows you to apply a target to a waypoint selected from the list of waypoints.

Grid allows you to apply a trolling grid to a waypoint selected from the list of waypoints.

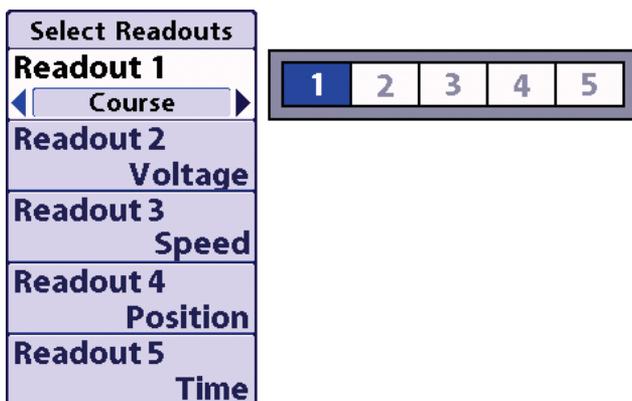


Select Readouts

Select Readouts

Select Readouts sets individual digital readouts on all the views that can display readouts. This feature allows you to select what information will be displayed in each of a variable number of fixed-position readouts arranged at the bottom of the screen on various views, or whether a particular readout will be turned off, displaying nothing in that area. Readout positions can also display information from supported accessories such as Temp/Speed.

***NOTE:** All views except the instrument views share the same set of 5 readouts that can be set one way for navigation mode using *Select Nav Readouts*, and they can be set another way for non-navigation mode using *Select Readouts*. Non-navigation readouts are automatically replaced on the display when navigating. However, navigating readouts can have any type of information in them allowing you to see navigation, or standard information while navigating.*



**5 Selectable Readouts
(Non-Navigation Only)
Used by All Non-Instrument Views**

Each readout position can either be empty or contain one of the items from the following table:

5 Selectable Readouts, Used by All Non-Instrument Views; Non-Navigation Mode

COG	Course Over Ground; Course Over Ground is the current direction the boat is traveling measured in degrees from North (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West). When the Course Over Ground is equal to Bearing, the boat is said to be "On Course" and will arrive at the destination in the most efficient manner. See the Glossary for more information.
Off	Suppresses the readout so that no data shows in that position.
Position	Position is the current location (latitude, longitude) determined by GPS.
SOG	Speed Over Ground; Speed Over Ground is the measurement of the boat's progress across a given distance; the speed measurement provided by GPS; accurate destination times can be derived from this measurement. See the Glossary for more information.
Temp	The current detected water temperature from an optional-purchase Temperature Probe or Temp/Speed accessory.
Aux. Temp	The current detected water temperature from an optional-purchase Temperature Probe or Temp/Speed accessory.
Time	The current time.
Time + Date	The current time and date.
Triplog	Displays the triplog, which measures the elapsed time since last reset, the distance traveled since last reset, and average speed during timed interval.
Voltage	Power supplied to the control head.
Water Speed	The current speed of the water as it flows past the boat.

NOTE: You can set a second set of 5 readouts with navigation mode settings as well, so that, when you are navigating, these views contain navigation data instead of the regular settings. See **Navigation X-Press™** menu: **Select Nav Readouts** for more information.

NOTE: Some readout boxes are limited to display non-navigation information only.

Chart View with 5 Default Readouts

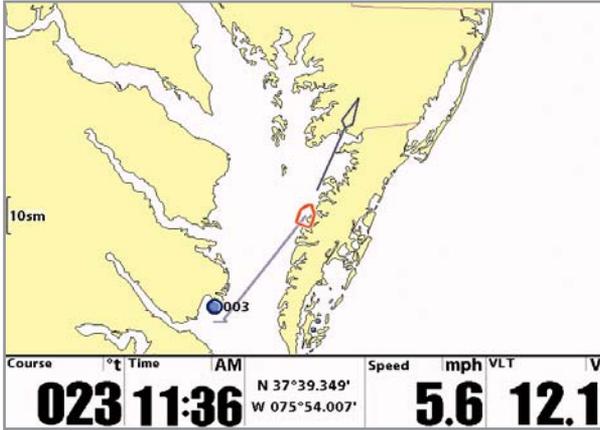
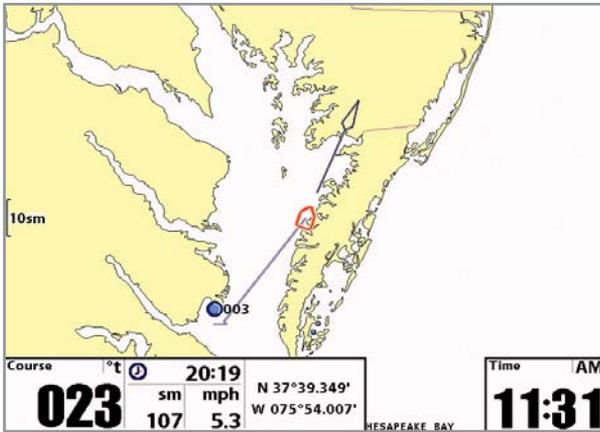


Chart View with 5 Custom Readouts



To Select Readouts:

1. Highlight Select Readouts on the Navigation X-Press™ menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate this procedure.
3. The Select Readouts submenu will appear, showing a list of all readouts. Use the UP or DOWN Cursor keys to select a particular readout position, then use the RIGHT or LEFT Cursor keys to change what will be displayed at that position.

NOTE: The selections for each readout will vary, depending on which view you are in and which readout position you are setting. See the preceding table to find your view and the selectable readouts that are available for each readout position in that view.

Select Nav Readouts sets the individual digital readouts that will be used only during navigation on all non-instrument views. This feature allows you to select what information will be displayed in each of a variable number of fixed-position readouts arranged at the bottom of the screen on various views, or whether a particular readout will be turned off, displaying nothing in that area. Readout positions can also display information from supported accessories such as Temp/Speed.

NOTE: All views except the instrument views share the same set of 5 readouts that can be set one way for navigation mode using **Select Nav Readouts**, and another set of 5 readouts that can be set another way for non-navigation mode using **Select Readouts**. Non-navigation readouts are automatically replaced on the display when navigating. Navigating readouts can have any type of information in them. You can set these 5 readouts with navigation mode settings, so that, when you are navigating, these views contain navigation data instead of the regular settings. See **Navigation X-Press™ menu: Select Readouts** for more information about non-navigation settings.

To Select Nav Readouts:

1. Highlight **Select Nav Readouts** on the **Navigation X-Press™** menu.
2. Use the **RIGHT 4-WAY Cursor Control** key to initiate this procedure.
3. The **Select Nav Readouts** submenu will appear, showing a list of all readouts to be shown during navigation. Use the **UP** or **DOWN** Cursor keys to select a particular readout position, then use the **RIGHT** or **LEFT** Cursor keys to change what will be displayed at that position.

NOTE: The selections for each readout will vary, depending on which view you are in and which readout position you are setting. See the preceding table to find your view and the selectable readouts that are available for each readout position in that view.

Each readout position can either be empty or contain one of the items from the following table:

5 Selectable Readouts Used by All Non-Instrument Views; Navigation Mode

Bearing	Bearing is the direction to a destination waypoint measured in degrees from North (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West).
CMG/SMG	Course Made Good/Speed Made Good. Course Made Good is the angle between the starting point on a route and the current position of the boat. The goal is to have CMG and Track equal to the same number. See the Course Made Good illustration. Speed Made Good is the distance from the starting waypoint on the route divided by the time elapsed since starting navigation on the route.
COG	Course Over Ground. Course Over Ground is the current direction the boat is traveling measured in degrees from North (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West). When the Course Over Ground is equal to Bearing, the boat is said to be "On Course" and will arrive at the destination in the most efficient manner. See the Glossary for more information.
Off	Suppresses the readout so that no data shows in that position.
Position	Position is the current location (latitude, longitude) determined by GPS.
SOG	Speed Over Ground. Speed Over Ground is the measurement of the boat's progress across a given distance; the speed measurement provided by GPS; accurate destination times can be derived from this measurement. See the Glossary for more information.
TRK/CMG	Track/Course Made Good. The Track Line is the desired line of travel between two waypoints, and represents the most efficient path between the two points because it is a straight line. The TRK is measured in degrees. See above for an explanation of Course Made Good.
TTG	Time To Go. Time To Go is the estimated time required to reach the destination waypoint. TTG is calculated using the SOG and DTG.
Temp	The current detected water temperature.
Aux. Temp	The current detected water temperature from an optional-purchase Temperature Probe or Temp/Speed accessory.
Time	The current time.
Time + Date	The current time and date.
Triplog	Displays the triplog, which measures the elapsed time since last reset, the distance traveled since last reset, and average speed during timed interval.
VMG	Velocity Made Good. Velocity Made Good is the speed of travel relative to the next waypoint on the route. The goal is for VMG to equal Speed.
Voltage	Power supplied to the control head.
WPTend/ETA/DTG	Waypoint End/Estimated Time of Arrival/Distance to Go. Waypoint End is the last waypoint on the route. Estimated Time of Arrival is the estimated time of arrival to the last waypoint on the route. Distance To Go is the distance between the current position of the boat and the last waypoint on the route.
WPTend/TTG/DTG	Waypoint End/Time To Go/Distance to Go. Waypoint End is the last waypoint on the route. Time To Go is the estimated time required to reach the last waypoint on the route. TTG is calculated using the SOG and DTG. Distance To Go is the distance between the current position of the boat and the last waypoint on the route.
Water Speed	The current speed of the water as it flows past the boat.
WPTnext/ETA/DTG	Waypoint Next/Estimated Time of Arrival/Distance to Go. Waypoint Next is the next waypoint on the route. Estimated Time of Arrival is the estimated time of arrival to the next waypoint on the route. Distance To Go is the distance between the current position of the boat and the next waypoint on the route.
WPTnext/TTG/DTG	Waypoint Next/Time To Go/Distance to Go. Waypoint Next is the next waypoint on the route. Time To Go is the estimated time required to reach the next waypoint on the route. TTG is calculated using the SOG and DTG. Distance To Go is the distance between the current position of the boat and the next waypoint on the route.
Waypoint/TTG	Waypoint/Time To Go. Waypoint/Time To Go for the next waypoint on the route.
XTE	Cross Track Error is the straight-line distance of the boat from the intended Track. XTE measures how far the boat is off course, and also triggers the Off Course Alarm.

Select Instrument Readouts

Select Instrument Readouts sets individual digital readouts on all of the instrument views. This feature allows you to select what information will be displayed in 8 of the 10 fixed-position readouts arranged at the bottom of the screen on the special instrument views; it also allows you to select whether a particular readout will be turned off, displaying nothing in that area.

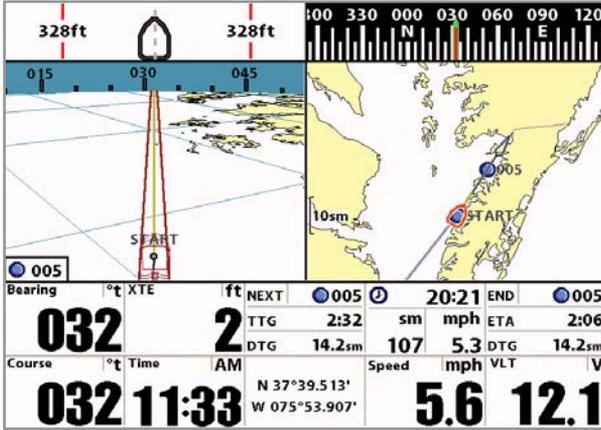
Instrument readouts are shown in two rows. The bottom row, which is always on, allows any non-navigation readouts to be displayed as described in Select Readouts. The top row, which only appears while you are navigating, allows any type of readout to be displayed as described in Select Nav Readouts.

Select Instrument Readouts	
Readout 1	Course
Readout 2	Speed
Readout 3	Time
Readout 4	Position
Readout 5	WPTnext/TTG/DTG
Readout 6	WPTend/ETA/DTG
Readout 7	Time
Readout 8	XTE

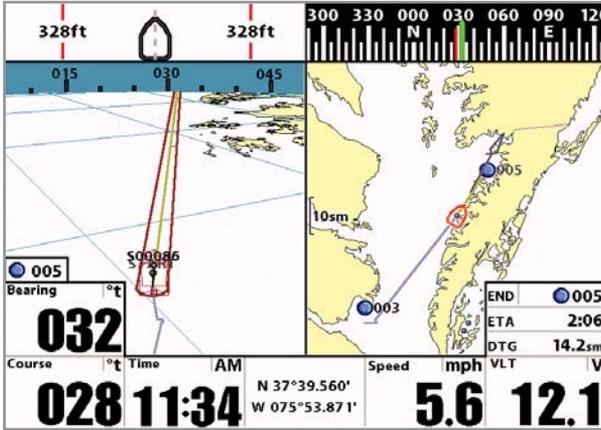
BRG	5	6	7	8
COG	1	2	3	4

8 Selectable Readouts
Used by Chart/Bird's Eye
Combo Instrument View

Chart/Bird's Eye Instrument Views with 8 Default Readouts



Chart/Bird's Eye Instrument Views with 8 Custom Readouts



Delete Image

Screen Snapshot X-Press™ Menu

(Screen Snapshot View only)

Delete All Images

The **Screen Snapshot X-Press™** menu provides access to the image management functions. Press the MENU key once while in the Screen Snapshot View to access the Screen Snapshot X-Press™ menu.

Screen Snapshot
X-Press™ Menu

*NOTE: For more information, see **Screen Snapshot View**.*

Delete Image

Delete Image

(optional-purchase MMC/SD Card only)

Delete Image allows you to delete a single screen capture image from the Screen Snapshot View. This menu option is only available when you have an optional-purchase MMC/SD card installed and you are in Screen Snapshot View and you have selected an image thumbnail.

To delete an image:

1. On the Screen Snapshot View, use the UP and DOWN 4-Way Cursor keys to select the image you want to delete.
2. Highlight Delete Image on the Screen Snapshot X-Press™ menu.
3. Press the RIGHT 4-Way Cursor key to initiate this procedure.
4. A Confirm Dialog box will ask if you want to delete the image. Select Yes to delete the image or No to cancel the operation.

Delete All Images

Delete All Images

(optional-purchase MMC/SD Card only)

Delete All Images allows you to delete all the images at once from the Screen Snapshot View. This menu option is only available when you have an optional-purchase MMC/SD card installed and you are in Screen Snapshot View.

To delete all images:

1. From the Screen Snapshot View, highlight Delete All Images on the Screen Snapshot X-Press™ Menu.
2. A confirmation dialog box will ask if you want to delete all images. Select Yes to delete all images, or No to cancel the operation.

Navigation Menu Tab	
Current Track	
Saved Tracks	
Waypoints	
Routes	
Chart Orientation	North-Up
North Reference	True
Trolling Grid Rotation	0°
Trackpoint Interval	1 second
Track Min Distance	5m
Track Color Range	20m
Map Datum	WGS 84 (Default)
Course Projection Line	Visible
3D View Outline	Visible
Export All Nav Data	
Delete All Nav Data	
Continuous Navigation Mode	Off
GPS Receiver Override	Auto

Navigation Menu Tab

Press the MENU key twice to access the Main Menu System, then press the RIGHT cursor key to select the Navigation tab.

NOTE: Menu choices will vary depending on system settings.

Navigation Menu

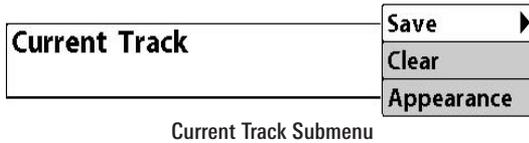
Current Track

Current Track

Current Track allows you to view the Current Track submenu.

To view the Current Track Submenu:

1. Highlight Current Track on the Navigation main menu.
2. Use the RIGHT 4-WAY Cursor Control keys to view the Current Track submenu.



Current Track Submenu

The Current Track Submenu contains the following menu choices:

Save Current Track allows you to save the current track.

Clear Current Track allows you to clear the current track.

Appearance allows you to change the style and color of the current track. (Breadcrumb Trail, Dashed Line, Solid Line or Wide Line), and if a line, the color of the line, or Color By Depth. If you choose Color By Depth, you cannot choose one color to represent the track; a color range will represent the different depths on the track instead, from light green (shallowest) to black (deepest). You can change the depth range associated with black by using Track Color Range menu setting (see *Navigation Main Menu: Track Color Range*).

NOTE: Imported tracks will display the appearance set before they were imported.

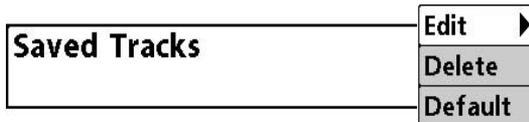
Saved Tracks

Saved Tracks

Saved Tracks allows you to view the Saved Tracks submenu.

To view the Saved Tracks Submenu:

1. Highlight Saved Tracks on the Navigation main menu.
2. Use the RIGHT 4-WAY Cursor Control keys to view the Saved Tracks submenu.



Saved Tracks Submenu

The Saved Tracks Submenu contains the following menu choices:

Edit allows you to select a previously-saved track and edit its name, whether it is visible or not, and its appearance.

Delete allows you to delete a track from a list of previously-saved tracks.

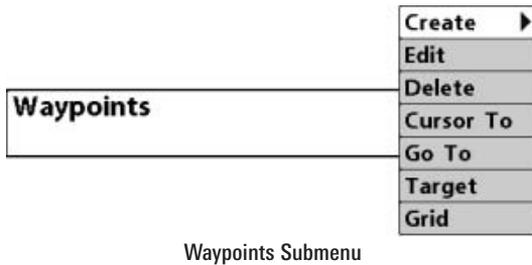
Default sets the appearance of the track created by selecting Save Current Track.

Waypoints	Waypoints
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Waypoints allows you to view the Waypoints submenu.

To view the Waypoints Submenu:

1. Highlight Waypoints on the Navigation main menu.
2. Use the RIGHT 4-WAY Cursor Control keys to view the Waypoints submenu.



The Waypoints Submenu contains the following menu choices:

Create allows you to create a new waypoint and edit it immediately. The current boat position will be used as the default, but you can set the coordinates to any valid position. The Icon used to represent the waypoint in the Chart and Combo Views can also be changed.

Edit allows you to choose from a list of previously-saved waypoints, then edit the Name, Position (Latitude and Longitude) and select the Icon that will be used to represent the waypoint in the Chart and Combo Views.

Delete allows you to delete a waypoint from the list of saved waypoints.

Cursor To allows you to move the cursor quickly to a waypoint selected from the list of saved waypoints.

Go To allows you to select a waypoint and start navigation toward that waypoint, or add that waypoint to the end of the current route.

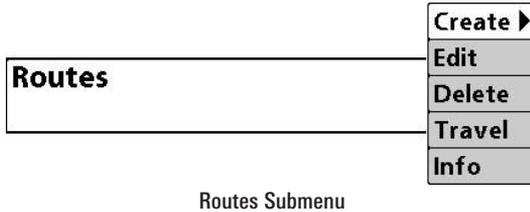
Target allows you to apply a target to a waypoint selected from the list of waypoints.

Grid allows you to apply a trolling grid to a waypoint selected from the list of waypoints.

Routes allows you to view the Routes submenu.

To view the Routes Submenu:

1. Highlight Routes on the Navigation main menu.
2. Use the RIGHT 4-WAY Cursor Control keys to view the Routes submenu.



The Routes Submenu contains the following menu choices:

Create allows you to create a new, empty route and add waypoints to it immediately.

Edit allows you to select a previously-saved route and edit its name and the waypoints on it.

Delete allows you to delete a route from a list of previously-saved routes.

Travel allows you to select a previously-saved route to use as the current route; this menu setting also begins navigation on this route. Routes can be traveled in either the forward or reverse direction.

Info displays information about the route, including the distance and bearing from each waypoint to the next.

Chart Orientation allows you to select whether the views containing charts should be drawn North-Up or Course-Up.

To change the Chart Orientation setting:

1. Highlight Chart Orientation on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Chart Orientation setting. (North-Up, Course-Up, Default = North-Up)

NOTE: *The Chart Orientation setting does not apply to the Bird's Eye View.*

North Reference

◀ True ▶

North Reference

North Reference allows you to have bearings displayed with one of two orientations: True North or Magnetic North.

To change the North Reference setting:

1. Highlight North Reference on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the North Reference setting. (True, Magnetic, Default = True)

Trolling Grid Rotation

0 89

Trolling Grid Rotation

Trolling Grid Rotation allows you to set the orientation of the trolling grid in degrees, where a setting of 0° displays a standard North, South, East, West alignment. See Waypoints for information on how to set a Grid.

To change the Trolling Grid Rotation setting:

1. Highlight Trolling Grid Rotation on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Trolling Grid Rotation setting. (0° to 89°, Default = 0°)

Trackpoint Interval

◀ 15 seconds ▶

Trackpoint Interval

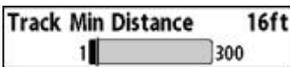
Trackpoint Interval allows you to select the time period between trackpoints. The current track can only contain up to 20,000 trackpoints, so longer time periods cause the track to extend back further in time, but will be less detailed.

Note: *Trackpoint Interval works in conjunction with Track Min Distance. Both conditions must be met before a trackpoint is added to the current track.*

To change the Trackpoint Interval setting:

1. Highlight Trackpoint Interval on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Trackpoint Interval setting. (1 second, 5 seconds, 10 seconds, 15 seconds, 30 seconds or 60 seconds, Default = 1 second)

NOTE: *During slow travel or drift, setting both Trackpoint Interval and Track Min Distance to small values will allow you to increase the track resolution.*



Track Min Distance

(Advanced)

Track Min Distance allows you to set a minimum distance of travel before a trackpoint is added to the track.

NOTE: *Track Min Distance works in conjunction with Trackpoint Interval. Both conditions must be met before a trackpoint is added to the current track.*

To change the Track Minimum Distance setting:

1. Make sure you are in Advanced User Mode, then highlight Track Min Distance on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Track Min Distance setting. (1 to 300 feet or 1 to 100 meters **[International Units only]**, Default = 16 ft, 5 m)

NOTE: *During slow travel or drift, setting both Trackpoint Interval and Track Min Distance to small values will allow you to increase the track resolution.*

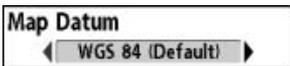


Track Color Range

Track Color Range allows you to set the depth range that will be displayed as black, the deepest depth, when Color By Depth is selected as the style for the current track (see **Navigation Menu Tab: Current Track**).

To change the Track Color Range:

1. Highlight Track Color Range on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Track Color Range setting. (50 to 3000 feet or 20 to 1000 meters **[International Units only]**, Default = 50 ft, 20 m)



Map Datum

(Advanced)

Map Datum allows you to change the map coordinate system used by the 1100 Series™ to match those of a paper map.

To change the Map Datum setting:

1. Make sure you are in Advanced User Mode, then highlight Map Datum on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Map Datum setting. (Default = WGS 84)

Course Projection Line

Visible

Course Projection Line

Course Projection Line allows you to display or hide an arrow extending from the bow of the boat that projects your current course, and shows where the boat will go if you continue on your present course.

To change the Course Project Line setting:

1. Highlight Course Projection Line on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Course Projection Line setting (Hidden, Visible, Default = Visible)

3D View Outline

Visible

3D View Outline

3D View Outline allows you to display or hide an outline on the Chart side of either Chart or Bird's Eye Combo Views that shows what you're viewing on the Bird's Eye side of the view.

To change the 3D View Outline setting:

1. Highlight 3D View Outline on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the 3D View Outline setting (Hidden, Visible, Default = Visible)

Export All Nav Data



Export All Nav Data

Export All Nav Data allows you to export all saved Tracks, Waypoints and Routes to an MMC/SD card.

To Export All Navigation Data:

1. Make sure that an optional-purchase MMC/SD card is installed in the slot, then highlight Export All Nav Data on the Navigation main menu.
2. Use the RIGHT 4-WAY Cursor Control key to export all navigation data.

Delete All Nav Data**Delete All Nav Data***(Advanced)*

Delete All Nav Data allows you to delete all saved Tracks, Waypoints and Routes. This menu choice should be used with caution.

To Delete All Navigation Data:

1. Make sure you are in Advanced User Mode, then highlight Delete All Nav Data on the Navigation main menu.
2. Use the RIGHT 4-WAY Cursor Control key to delete all navigation data.

Continuous Navigation Mode

Off

Continuous Navigation Mode

Continuous Navigation Mode allows you to continue to navigate and fish around a particular waypoint, even if you pass over it multiple times.

To activate or de-activate Continuous Navigation:

1. Highlight Continuous Navigation Mode on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to turn Continuous Navigation Mode On or Off (Off, On, Default = Off)

GPS Receiver Override

Auto

GPS Receiver Override*(Advanced)*

GPS Receiver Override allows you to set which GPS receiver to use if you have multiple GPS receivers plugged in to your system. These multiple GPS receivers may either be internal, external or connected via the InterLink. If you select Auto, your unit will select a GPS receiver automatically.

To activate or de-activate GPS Receiver Override:

1. Make sure you are in Advanced User Mode, then highlight GPS Receiver Override on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to select which GPS receiver to use. (Default = Auto)



Chart Menu Tab

Press the MENU key twice to access the Main Menu System and then press the RIGHT Cursor key to select the Chart tab.

NOTE: Menu choices will vary depending on system settings such as whether the unit is set for Advanced User mode.

Chart Menu

Chart Detail Level

All

Chart Detail Level

Chart Detail Level allows you to select how much chart detail you want displayed on the Navigation Views. Basic shows land areas, ports, obstructions and restricted areas. Navigation shows nav aids, landmarks, ferryways and navigation routes in addition to the Basic information. Underwater shows depth contours, fishing areas, underwater wrecks, tides and currents in addition to the Basic and Navigation information. All shows roads, buildings, railways, and other notations in addition to the Basic, Navigation and Underwater information.

To change the Chart Detail Level setting:

1. Highlight Chart Detail Level on the Chart main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Chart Detail Level setting. (Basic, Navigation, Underwater, All; Default = All)

NOTE: Some chart details are only available with optional-purchase MMC/SD cards.

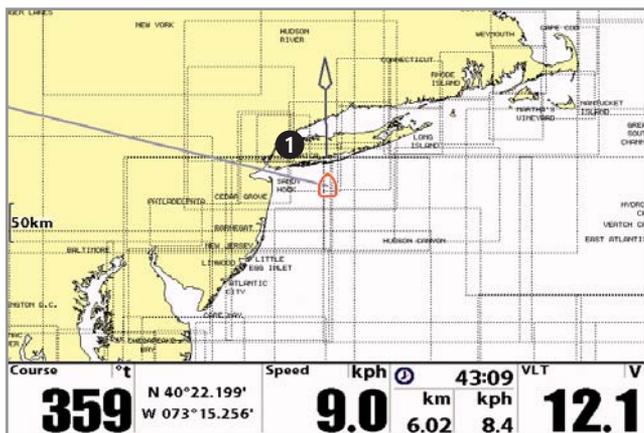
Map Borders

Hidden

Map Borders

Map Borders allows you to display or hide map borders. A Map Border indicates an area which contains a different map.

Map Borders, shown with optional-purchase Navionics® Cartography



1 Map Borders

To change the Map Borders setting:

1. Highlight Map Borders on the Chart main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Map Borders setting. (Hidden, MMC/SD Only, All Visible, Default = MMC/SD only)

Lat/Lon Grid

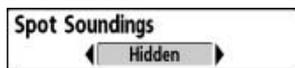
Hidden

Lat/Lon Grid

Lat/Lon Grid allows you to display or hide a grid showing latitude and longitude lines. 90

To change the Lat/Lon Grid setting:

1. Highlight Lat/Lon Grid on the Chart main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Lat/Lon Grid setting. (Hidden, Visible, Default = Hidden)



Spot Soundings

Spot Soundings allows you to display or hide spot soundings, which are depth measurements shown on the chart.

NOTE: Spot Soundings are only available with optional-purchase MMC/SD cards.

To change the Spot Soundings setting:

1. Highlight Spot Soundings on the Chart main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Spot Soundings setting. (Hidden, Visible, Default = Visible)



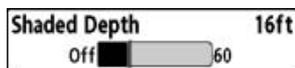
Nav aids on Bird's Eye View

Nav aids on Bird's Eye View allows you to display or hide additional navigational aids, such as lights and buoys, in Bird's Eye View.

NOTE: You will see more navigational aids with and optional-purchase MMC/SD card.

To change the Nav aids on Bird's Eye View setting:

1. Highlight Nav aids on Bird's Eye View on the Chart main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Nav aids on Bird's Eye View setting. (Hidden, Visible, Default = Visible)



Shaded Depth

Shaded Depth allows you to change the depth used for shading on the chart views.

To change the Shaded Depth setting:

1. Highlight Shaded Depth on the Chart main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Shaded Depth setting. (Off, 1 to 60 Feet or 1 to 20 Meters [*International Units only*], Default = 15 ft, 5 m)

Chart Select

◀ Auto ▶

Chart Select

Chart Select allows you to choose what chart to use if you have built-in charts or a map card. If you select Auto, your unit will select a chart automatically.

To activate or de-activate Chart Select:

1. Highlight Chart Select on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to select which chart to use. (Default = Auto)

NVB Chart Preference

◀ Auto ▶

NVB Chart Preference

NVB Chart Preference allows you to choose what built-in chart to use if you have an NVB unit. If you select Auto, your NVB unit will select a chart automatically.

To activate or de-activate NVB Chart Preference:

1. Highlight NVB Chart Preference on the Navigation main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to select which chart to use. (Default = Auto)

Set Simulation Position

▶ *(Advanced)*

Set Simulation Position

Set Simulation Position allows you to set the position of the boat used in the Simulator.

To set the Simulation Position:

1. Activate the cursor and move it to the coordinates from where you want simulation to start.

NOTE: The cursor must be active in order for this procedure to work.

2. Make sure you are in Advanced User Mode, then highlight Set Simulation Position on the Chart main menu.
3. Use the RIGHT 4-WAY Cursor Control key to change the Simulation Position setting. A confirmation dialog box will appear to allow you to change your mind, or to confirm your choice. If the cursor was not active before you began this procedure, you will see an error message. Exit the menu, set the cursor, then try again.



Set Map Offset allows you to change the map offset used by the 1100 Series™.

***NOTE:** The Map Offset will be applied to all maps and not just the map that requires the correction. The Map Offset should be cleared if a different map is to be used.*

To change the Map Offset setting:

1. Activate the cursor and move it location where the Map Offset will be applied.

***NOTE:** The cursor must be active in order for this procedure to work.*

2. Make sure you are in Advanced User Mode, then highlight Set Map Offset on the Chart main menu.
3. Use the RIGHT 4-WAY Cursor Control key to set the Map Offset. A confirmation dialog box will appear to allow you to change your mind, or to confirm your choice. If the cursor was not active before you began this procedure, you will see an error message. Exit the menu, set the cursor, then try again.



Clear Map Offset allows you to clear the Map Offset. Clear Map Offset is only accessible if a Map Offset is currently active.

To Clear Map Offset:

1. Make sure you are in Advanced User Mode, then highlight Clear Map Offset on the Chart main menu.
2. Use the RIGHT 4-WAY Cursor Control key to clear the Map Offset.

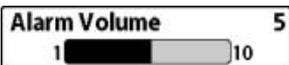
Alarms	
Alarm Volume	5
Low Battery Alarm	Off
Temp. Alarm	Off
Off Course Alarm	328ft
Arrival Alarm	164ft
Drift Alarm	Off

Alarms Menu Tab

From any view, press the MENU key twice to access the Main Menu System. The Alarms tab will be the default selection.

NOTE: When an alarm is triggered, you can silence it by pressing any key. The alarm will be silenced, and will not be triggered again until a new instance of the alarm condition is detected.

Alarms Menu



Alarm Volume

Alarm Volume allows you to adjust the volume of the alarms.

To change the Alarm Volume setting:

1. Highlight Alarm Volume on the Alarms main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Alarm Volume setting. (Off, 1 - 10, Default = 5)



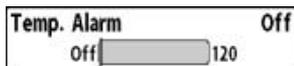
Low Battery Alarm

Low Battery Alarm sounds when the input battery voltage is equal to or less than the menu setting. The battery alarm will only sound for the battery that is connected to the 1100 Series™. The Low Battery Alarm should be set to warn you when the battery voltage drops below the safety margin that you have determined. For instance, if you are running a trolling motor (battery operated), you would want to set the Low Battery Alarm to sound before the battery voltage drops too low for it to be used to start your main, gasoline-powered engine.

***NOTE:** Your unit will detect when your battery voltage is too low or too high, and will display either Input Voltage Low or Input Voltage High messages if these limits are exceeded. If you turn the Low Battery Alarm on using the Alarms Main Menu, your unit will use your settings. If you do not turn the Low Battery Alarm on, the unit will use these limits: 7.5 to 7.9 VDC for the low end, and 21 to 21.2 VDC for the high end.*

To change the Low Battery Alarm setting:

1. Highlight Low Battery Alarm on the Alarms main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Low Battery Alarm setting. (Off, 8.5V - 13.5V, Default = Off)



Temp. Alarm

Temp. Alarm sounds when the water temperature detected by the 1100 Series™ reaches the Temp. Alarm setting, which is either set in degrees Fahrenheit or Celsius [*International models only*]. For example, if the Temp. Alarm is set to 58° Fahrenheit, and the water temperature falls from 60° to 58°, the Temp. Alarm will sound. Similarly, if the water temperature rises from 56° to 58°, the Temp. Alarm will also sound.

To change the Temp. Alarm setting:

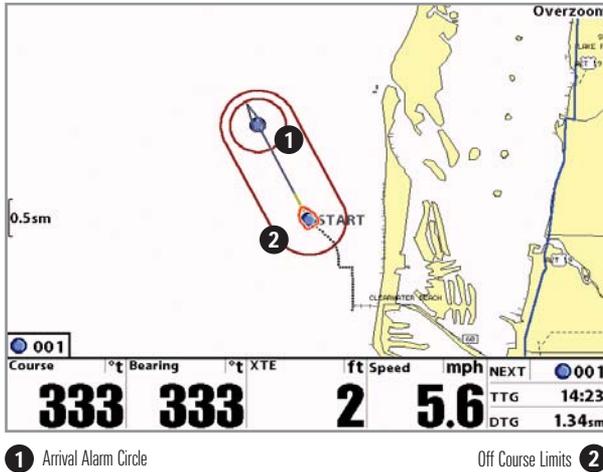
1. Highlight Temp. Alarm on the Alarms main menu.
2. Use the LEFT or RIGHT 4-Way Cursor Control keys to change the Temp. Alarm setting. (Off, 32-120 [Fahrenheit], 0-50 [Celsius] (*International models only*)), Default = Off)

Off Course Alarm 300ft
 Off  3000

Off Course Alarm

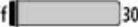
Off Course Alarm sounds when the boat has moved too far off course based on the menu setting when navigating. Off Course Alarm allows you to set how far the boat is allowed to move off course before the Off Course Alarm will sound.

Off Course Alarm



To change the Off Course Alarm setting:

1. Highlight Off Course Alarm on the Alarms main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Off Course Alarm setting. (Off, 25 to 3000 feet, 10 to 1000 meters *[International models only]*, Default = 300 ft, 100 m)

Arrival Alarm 164ft
 Off  3000

Arrival Alarm

Arrival Alarm sounds when the boat has either exceeded the distance to the destination waypoint, or has entered the Arrival Alarm Circle, based on the menu setting when navigating. Arrival Alarm allows you to set how close the boat must be to the destination waypoint before the Arrival Alarm will sound.

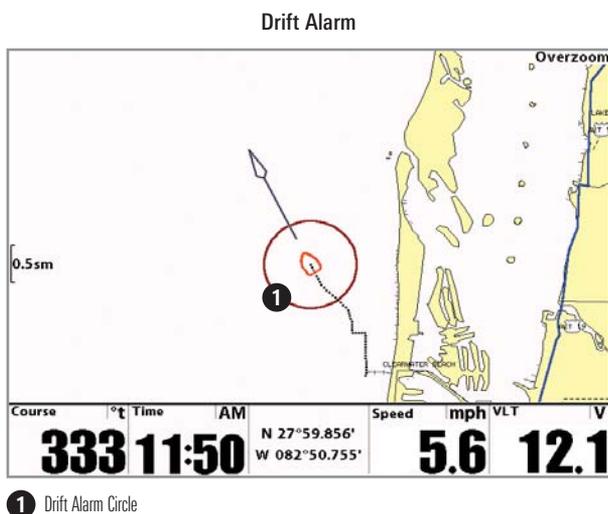
To change the Arrival Alarm setting:

1. Highlight Arrival Alarm on the Alarms main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Arrival Alarm setting. (Off, 25 to 3000 feet, 10 to 1000 meters *[International models only]*, Default = 150 ft, 50 m)

Drift Alarm	Off
Off	3000

Drift Alarm

Drift Alarm sounds when the boat has exceeded the distance from the boat's anchored position, based on the menu setting. Drift Alarm allows you to set the size of a perimeter around the boat's anchored position; if the anchored boat drifts outside of that perimeter, the Drift Alarm will sound.



To change the Drift Alarm setting:

1. Highlight Drift Alarm on the Alarms main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Drift Alarm setting. (Off, 25 to 3000 feet, 10 to 1000 meters [*International models only*], Default = Off)

Setup	
Sound Volume	5
Units - Depth	Feet
Units - Temp	°F
Units - Distance	Statute Miles
Units - Speed	mph
User Mode	Advanced
Language	English
Triplog Reset	
Restore Defaults	
Temp. Offset	0.0°
Speed Calibration	0%
Local Time Zone	EST (UTC-5)
Daylight Saving Time	Off
Position Format	dd°mm.mmm'
Time Format	2-Hour
Date Format	mm/dd/yy
Digits Format	Small tenths
NMEA Output	Off
Demonstration	Off
IP Address Setup	
Video Out	NTSC

Setup Menu

Setup Menu Tab

From any view, press the MENU key twice to access the tabbed Main Menu System, then press the RIGHT cursor key until the Setup tab is selected.

NOTE: Menu choices will vary depending on system settings such as whether the unit is set for Advanced User mode and what accessories are attached to the control head.

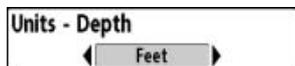


Sound Volume

Sound Volume allows you to control the volume of all sounds emitted by the control head (except for the volume of the alarms, which is controlled by Alarm Volume).

To change the Sound Volume setting:

1. Highlight Sound Volume on the Setup main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Sound Volume setting. (Mute, 1 - 10, Default = 5)

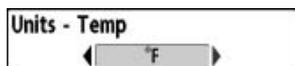


Units - Depth

Units - Depth selects the units of measure for all depth-related readouts.

To change the Units - Depth setting:

1. Highlight Units - Depth on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Units - Depth setting. (Meters [*International models only*], Feet, Fathoms; Default is Meters for International models, and Feet for Domestic models)



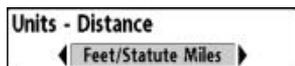
Units - Temp

(International only)

Units - Temp selects the units of measure for all temperature-related readouts. *International models only.*

To change the Units - Temp setting:

1. Highlight Units - Temp on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Units - Temp setting. (Celsius, Fahrenheit; Default = Celsius)



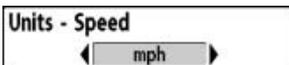
Units - Distance

(with Speed input only)

Units - Distance selects the units of measure for all distance-related readouts.

To change the Units - Distance setting:

1. Highlight Units - Distance on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Units - Distance setting. (Domestic Models: Statute Miles, Nautical Miles; Default = Statute Miles; International Models: Meters/Kilometers, Meters/Nautical Miles, Feet/Statute Miles, Feet/Nautical Miles; Default = Meters/Kilometers)



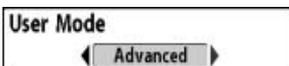
Units - Speed

(with Speed input only)

Units - Speed selects the units of measure for speed-related readouts.

To change the Units - Speed setting:

1. Highlight Units - Speed on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Units - Speed setting. (kph [*International models only*], mph, kts, Default = kph for International models and mph for Domestic models)

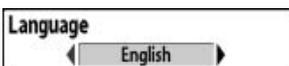


User Mode

User Mode sets the menu system to either Normal or Advanced. When set to Normal, only the basic menu options are shown. When set to Advanced (default setting), additional menu choices are available.

To change the User Mode setting:

1. Highlight User Mode on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the User Mode setting. (Normal, Advanced, Default = Advanced)



Language

(International only)

Language selects the display language for menus. *International models only.*

To change the Language setting:

1. Highlight Language on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Language setting. (Default = English)



Triplog Reset

(with Speed input only)

Triplog Reset resets the Triplog to zero. The Triplog provides the following information: timer for elapsed time, distance traveled since last reset, and average speed.

To Reset Triplog:

1. Highlight Reset Triplog on the Setup menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate Triplog Reset.
3. The Confirm dialog box will appear. To reset the Triplog, press the RIGHT Cursor key once more. To cancel Reset Triplog, press the LEFT Cursor key.

Restore Defaults

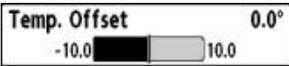
Restore Defaults

Restore Defaults resets ALL menu settings to their factory defaults.

Use this menu choice with caution!

To Restore Defaults:

1. Highlight Restore Defaults on the Setup menu.
2. Use the RIGHT 4-WAY Cursor Control key to initiate restoring defaults.
3. The Confirm dialog box will appear. To reset the defaults, press the RIGHT Cursor key once more. To cancel Restore Defaults, press the LEFT Cursor key.



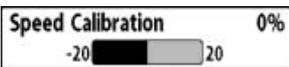
Temp. Offset

(Advanced)

Temp. Offset will adjust the temperature readout by the amount entered. This menu choice is available only when in Advanced User Mode (see *Setup Menu Tab: User Mode.*)

To change the Temp. Offset setting:

1. Make sure you are in Advanced User Mode, then highlight Temp. Offset on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Temp. Offset setting. (-10.0 to +10.0 degrees, Default = 0.0, or Off)



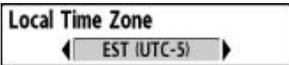
Speed Calibration

(Advanced, with Speed paddlewheel only)

Speed Calibration will adjust the speed readout by the percentage entered, and will appear in the menu if a Speed accessory is connected and the paddlewheel has moved at least once, when the unit is in Advanced User Mode (see *Setup Menu Tab: User Mode.*)

To change the Speed Calibration setting:

1. Make sure you are in Advanced User Mode, then highlight Speed Calibration on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Speed Calibration setting. (-20% to +20%, Default = 0%)



Local Time Zone

(Advanced)

Local Time Zone selects your time zone in reference to the time reported by the GPS receiver when Time+Date is selected as a Digital Readout (see *Navigation X-Press™: Select Readouts.*) This menu choice is available only when in Advanced User Mode (see *Setup Menu Tab: User Mode.*)

To change the Local Time Zone:

1. Make sure you are in Advanced User Mode, then highlight Local Time Zone on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Local Time Zone (Default = EST [UTC-5] - Eastern Standard Time).

Daylight Saving Time

◀ Off ▶

Daylight Saving Time*(Advanced)*

Daylight Saving Time adjusts the time display to account for local Daylight Saving Time. Selecting On adds one hour to the time display adjusted for your local time zone. Selecting Off leaves the time display as adjusted for your local time zone. This menu choice is available only when in Advanced User Mode (see **Setup Menu Tab: User Mode**.)

To change the Daylight Saving Time setting:

1. Make sure you are in Advanced User Mode, then highlight Daylight Saving Time on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to turn Daylight Saving Time On or Off. (Off, On, Default = Off)

Position Format

◀ dd°mm.mmm' ▶

Position Format*(Advanced)*

Position Format selects the format of the latitude and longitude position display. This menu choice is available only when in Advanced User Mode (see **Setup Menu Tab: User Mode**.)

To change the Position Format setting:

1. Make sure you are in Advanced User Mode, then highlight Position Format on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Position Format. (dd.ddddd°, dd°mm.mmm', or dd°mm'ss", Default = dd°mm.mmm')

Time Format

◀ 12-Hour ▶

Time Format*(Advanced, International only)*

Time Format changes the time format used by the unit This menu choice is available only when in Advanced User Mode (see **Setup Menu Tab: User Mode**.) **International models only**. Time Format selects a 12 hour or 24 hour format for the time of day displayed when Time + Date is selected as a Digital Readout (see **Navigation X-Press™: Select Readouts**).

To change the Time Format:

1. Make sure you are in Advanced User Mode, then highlight Time Format on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Time Format. (12 hour, 24 hour, Default = 12 hour)

Date Format

◀ mm/dd/yy ▶

Date Format*(Advanced, International only)*

Date Format changes the date format used by the unit. This menu choice is available only when in Advanced User Mode (see *Setup Menu Tab: User Mode.*) International models only. Date Format selects the format for the date display when Time + Date is selected as a Digital Readout (see *Navigation X-Press™: Select Readouts*).

To change the Date Format:

1. Make sure you are in Advanced User Mode, then highlight Date Format on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Date Format. (mm/dd/yy, dd.mm.yy or yy.mm.dd, Default = mm/dd/yy)

Digits Format

◀ Small tenths ▶

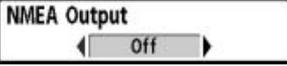
Digits Format*(Advanced)*

Digits Format allows you to add a tenth decimal place to readouts such as Temperature and Depth. The format can be changed to small format, large format or no format. This menu choice is available only when in Advanced User Mode (see *Setup Menu Tab: User Mode.*)

To change the Digits Format setting:

1. Make sure you are in Advanced User Mode, then highlight Digits Format on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the Digits Format setting. (Small tenths, Large tenths, No tenths, Default = Large tenths)

NOTE: If you choose No Tenths, the display will only show numbers rounded to whole numbers.

A screenshot of a menu item labeled "NMEA Output". Below the label is a horizontal bar with a grey background and the word "Off" in the center. On either side of the bar are black arrows pointing outwards.

NMEA Output

(Advanced)

NMEA Output turns the NMEA output on or off. This menu choice is available only when in Advanced User Mode (see *Setup Menu Tab: User Mode*.)

The following NMEA sentences are output:

DPT - Depth

MTW - Water Temperature

GLL - Lat/Lon Position

GGA - GPS Fix Data

RMC - Recommended Minimum Specific GNSS Data

VTG - Course Over Ground and Ground Speed

ZDA - Time and Date

When navigating, the following NMEA sentences are also output:

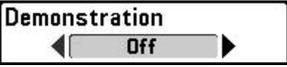
APB - Autopilot Sentence B

BWR - Bearing and Distance to Waypoint

RMB - Recommended Minimum Navigation Info

To turn NMEA Output on or off:

1. Make sure you are in Advanced User Mode, then highlight NMEA Output on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the NMEA Output to On or Off (Off, On, Default = Off).

A screenshot of a menu item labeled "Demonstration". Below the label is a horizontal bar with a grey background and the word "Off" in the center. On either side of the bar are black arrows pointing outwards.

Demonstration

Demonstration deactivates the Demonstration Mode feature (see *Powering Up the Unit*).

To turn Demonstration on or off:

1. Highlight Demonstration on the Setup menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to turn Demonstration On or Off (Off, On, Default = On).

IP Address Setup

IP Address Setup

IP Address Setup allows you to set up an Ethernet connection. Use this feature to open a window where a dynamic IP address can be selected (your control head will find and update its own address) or a static IP address (where you set the address manually).

To use the IP Address Setup feature:

1. Highlight IP Address Setup on the Setup main menu.
2. Use the RIGHT 4-WAY Cursor Control key to display the IP Address Setup window.

Video Out

◀ PAL ▶

Video Out

(Advanced)

Video Out allows you to set the video format that will be sent to your remote monitor.

To use the Video Out feature:

1. Highlight Video Out on the Setup main menu.
2. Use the RIGHT 4-WAY Cursor Control key to select the video format. (Domestic Models: NTSC; International Models: NTSC, PAL, PAL M, Default = Off)

Views	
Bird's Eye No Readouts View	Visible
Bird's Eye View	Visible
Chart/Bird's Eye Combo View	Visible
Chart/Chart Combo View	Visible
Chart No Readouts View	Visible
Chart View	Visible
Chart Instrument View	Visible
Chart/BE Instrument View	Visible
Screen Snapshot View	Visible
Self Test	Visible
Accessory Test	Visible
GPS Diagnostic View	Visible

Views Menu

Views Menu Tab

From any view, press the MENU key twice to access the tabbed Main Menu System, then press the RIGHT 4-WAY Cursor Control key until the Views tab is selected. This menu tab allows you to set the available views to either hidden or visible in the view rotation. The view will be removed from the view rotation if it is set to Hidden and will be displayed in the view rotation if it is set to Visible.

The following views are available:

- Bird's Eye No Readouts View
- Bird's Eye View
- Chart/Bird's Eye Combo View
- Chart/Chart Combo View
- Chart No Readouts View
- Chart View
- Chart Instrument View
- Chart/Bird's Eye Instrument View
- Screen Snapshot View
- Self Test View
- Accessory Test View
- GPS Diagnostic View.

To Change the View Status of Any View:

1. Highlight the View main menu tab.
2. Use the UP or DOWN 4-WAY Cursor Control keys to select a View.
3. Use the LEFT or RIGHT 4-WAY Cursor Control keys to change the status of the view from Hidden to Visible or vice versa.

Accessories Menu Tab

From any view, press the MENU key twice to access the tabbed Main Menu System, then press the RIGHT cursor key until the Accessories tab is selected.

If no accessories are attached to the Accessory Bus, no accessory menu choices will appear under the Accessories tab, only the Screen Snapshot menu choice. If an accessory is attached, however, additional menu choices that support the accessory will be added automatically. See the Operations Manual that comes with your accessory for detailed information.

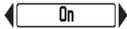


Accessories Menu
(no accessories attached)



Accessories Menu
(with accessories attached)

NOTE: Accessories to enable WeatherSense® require separate purchases. You can visit our website at www.humminbird.com or contact our Customer Resource Center at 1-800-633-1468 for additional details.



Screen Snapshot activates the screen snapshot function. When Screen Snapshot is enabled, pressing the MARK key creates a saved screen capture on the optional-purchase MMC/SD card installed in your unit's card slot. All menus, dialog boxes, warnings and messages are captured and saved automatically.

Once you have created a screen capture, a screen capture thumbnail is added to the Screen Snapshot View, and is available to view at a later date. See the full-sized image by highlighting a thumbnail (using the Up or Down 4-Way Cursor keys), then using the Right 4-Way Cursor key to view the full image. A border around the full-size screen snapshot indicates that it is just a screen snapshot, not a "live" view. You can delete the highlighted image, or all images, by selecting a thumbnail and using Delete Image, or using Delete All Images from the Screen Snapshot X-Press™ menu. You can view these captures on the Chart and the Screen Snapshot views, which shows any existing thumbnails of the screen captures.

NOTE: You must have an optional-purchase MMC/SD card installed for the Screen Snapshot feature to work.

NOTE: If you use your MMC/SD card in two different control heads that have different screen sizes, the Screen Snapshot made on one unit will still be present on the card, but will be represented by the Unavailable icon (circle with a slanted line through it) on the Screen Snapshot View on the other unit.

To turn Screen Snapshot on or off:

1. Highlight Screen Snapshot on the Accessories main menu.
2. Use the LEFT or RIGHT 4-WAY Cursor Control keys to turn Screen Snapshot On or Off (Off, On, Default = Off).

To make a screen snapshot (Screen Snapshot must be enabled):

1. Make sure you have installed an optional-purchase MMC/SD card into your card slot.
2. From any view you want to capture, press the MARK key. When you start a screen capture, you will see a message that a waypoint has been created at the point where your cursor is on the screen, and the screen will freeze while the snapshot is being saved to the MMC/SD card. A status dialog box will appear that shows the progress of the save as a percentage, and that displays the numbered file name assigned to the .BMP file that is being created.

NOTE: For more information, see **Screen Snapshot View** and **Screen Snapshot X-Press™ Menu**.

NOTE: Navigation is not affected by the Screen Snapshot feature. Also, if Screen Snapshot is enabled but there is no GPS receiver connected, pressing the MARK key will capture the screen image and display an error saying that a GPS position fix is required to create a waypoint.

NOTE: The speed of the capture depends on the type of card you use; in general, SD cards capture the screen faster than MMC cards do.

To view screen snapshots:

1. Make sure that the optional-purchase MMC/SD card used to capture the screen is installed in your card slot.
2. Press the VIEW key until you see the Screen Snapshot View.
3. You can scroll through the whole list of captures in this view using the 4-WAY Cursor keys. Highlight a thumbnail (using the Up or Down 4-Way Cursor keys), then use the Right 4-Way Cursor key to view the full image. A border around the full-size screen capture indicates that it is just a screen capture, not a "live" view. You can delete the highlighted image, or all captured images, using the Snapshot X-Press™ menu. (See **Screen Snapshot X-Press™ menu: Delete Image** and **Delete All Images** for more information).

***NOTE:** When you highlight a snapshot thumbnail, the amount of room remaining on the SD card will be displayed.*

To view a screen snapshot using snapshot waypoints:

1. Make sure that the optional-purchase MMC/SD card used to capture the snapshot waypoints is installed in your card slot.
2. Press the VIEW key until you see the Chart View.
3. Move the cursor until you are over a snapshot waypoint. A thumbnail will be displayed within a frame, and a line that points from the center of the cursor icon to the center of the thumbnail. Press the INFO key to view that screen snapshot.
4. Pressing the EXIT key will show the cursor on the waypoint, with the snapshot thumbnail displayed again.

***NOTE:** The waypoints that are created by a snapshot have the same name as the file and use a custom waypoint icon. Screen Snapshot filenames begin with the letter "S".*

***NOTE:** You may view data files associated with each screen snapshot by removing the MMC/SD card from your unit and installing it in your optional-purchase MMC/SD card reader connected to a PC. Use Windows Explorer to see the contents of your MMC/SD card; you will notice that a .DAT (may show up as .TXT) file is created for every .BMP screen capture; this data file includes the thumbnail view, and is required in order to be able to view the screen snapshot from your unit, so don't delete these files.*

Troubleshooting

Before contacting the Humminbird® Customer Resource Center, please read the following section. Taking the time to review these troubleshooting guidelines may allow you to solve a performance problem yourself, and therefore avoid sending your unit back for repair.

Chartplotter Doesn't Power Up

If your Chartplotter doesn't power up, use the Installation section in this manual for specific confirmation details, making sure that:

- The power cable is properly connected to the Chartplotter control head.
- The power cable is wired correctly, with red to positive battery terminal and black to negative terminal or ground.
- The fuse is operational.
- The battery voltage of the power connector is at least 10 Volts.

Correct any known problems, including removing corrosion from the battery terminals or wiring, or actually replacing the battery if necessary.

Display Problems

There are several main conditions or sources of possible interference that may cause problems with the quality of the information displayed on the control head. Look in the following table for some symptoms of display problems and possible solutions:

Problem	Possible Cause
The control head loses power at high speeds.	If the power output of your boat's engine is unregulated, the control head may be protecting itself using its over-voltage protection feature. Make sure the input voltage does not exceed 20 Volts.

Finding the Cause of Noise

Electrical noise usually affects the display with many black dots at high speeds, and high sensitivity readings. One or more of the following sources can cause noise or interference:

Possible Source of Noise	Isolation
Other electronic devices	Turn off any nearby electronic devices to see if the problem goes away, then turn them on one at a time to see if the noise re-appears.
The boat's engine	To determine whether the boat's engine is the source of the noise, increase the RPMs while the boat is in neutral and stationary to see if the noise increases proportionately; if noise appears when you rev the engine, the problem could be the spark plugs, alternator, or tachometer wiring. Replace the spark plugs with resistor plugs, install an alternator filter, or route the control head power cable away from the engine wiring.

1-Year Limited Warranty

We warrant the original retail purchaser that products made by Humminbird® have been manufactured free from defects in materials and workmanship. This warranty is effective for one year from the date of original retail purchase. Humminbird® products found to be defective and covered by this warranty will be replaced or repaired free of charge at Humminbird's option and returned to the customer freight prepaid. Humminbird's sole responsibility under this warranty is limited to the repair or replacement of a product that has been deemed defective by Humminbird®. Humminbird® is not responsible for charges connected with the removal of such product or reinstallation of replaced or repaired parts.

This warranty does not apply to a product that has been:

- Improperly installed;
- Used in an installation other than that recommended in the product installation and operation instructions;
- Damaged or has failed because of an accident or abnormal operation;
- Repaired or modified by entities other than Humminbird®.

Please retain your original receipt as a proof of the purchase date. This will be required for in-warranty service.

THIS WARRANTY IS EXPRESSLY IN LIEU OF ANY OTHER WARRANTIES, OBLIGATIONS OR LIABILITIES ON THE PART OF HUMMINBIRD® AND WILL BE THE CUSTOMER'S EXCLUSIVE REMEDY, EXCEPT FOR ANY APPLICABLE IMPLIED WARRANTIES UNDER STATE LAW WHICH ARE HEREBY LIMITED IN DURATION TO ONE YEAR FROM THE DATE OF ORIGINAL PURCHASE. IN NO EVENT WILL HUMMINBIRD® BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY RELATING TO THE PRODUCTS.

Some states do not allow limitations on an implied warranty, or the exclusion of incidental or consequential damages, so the above exclusions may not apply to you. You may also have other rights, which vary from state to state.

Humminbird® Service Policy

Even though you'll probably never need to take advantage of our incredible service policy, it's good to know that we back our products this confidently. We do it because you deserve the best. We will make every effort to repair your unit within three business days from the receipt of your unit at our factory. This does not include shipping time to and from our factory. Units received on Friday are typically shipped by the following Wednesday, units received Monday are typically shipped by Thursday, etc.

All repair work is performed by factory-trained technicians to meet exacting factory specifications. Factory-serviced units go through the same rigorous testing and quality control inspections as new production units.

After the original warranty period, a standard flat rate service charge will be assessed for each repair (physical damage and missing parts are not included).

Any repairs made after the original warranty will be warranted for an additional 90 days after service has been performed by our factory technicians. You can contact our Customer Resource Center or visit our website to verify the flat rate repair fee for your product (visit the Product Support section):

<http://www.humminbird.com>

We reserve the right to deem any product unserviceable when replacement parts are no longer available or impossible to obtain. This Service Policy is valid in the United States only. This applies only to Humminbird® products returned to our factory in Eufaula, Alabama. This Service Policy is subject to change without notice.

Returning Your Unit for Service

Before sending your unit in for repair, please contact the factory, either by phone or by email, to obtain a Repair Authorization Number for your unit. Please have your product model name and serial number available before calling the factory. If you contact the factory by e-mail, please include your product model name and serial number in the e-mail, and use Request for Repair Authorization Number for your e-mail subject header. You should include your Repair Authorization Number in all subsequent communications about your unit.

For IN-WARRANTY service, complete the following steps:

- Obtain a Repair Authorization Number from the Humminbird® Customer Resource Center.
- Tag product with your name, street address, phone number and your assigned Repair Authorization Number.
- Include a brief written description of the problem.
- Include a copy of your receipt (to show proof and date of purchase).
- Return product freight prepaid to Humminbird®, using an insured carrier with delivery confirmation.

For OUT-OF-WARRANTY service, complete the following steps:

- Obtain a Repair Authorization Number from the Humminbird® Customer Resource Center.
- Include payment in the form of credit card number and expiration date, money order or personal check. Please do not send cash.
- Tag product with your name, street address, phone number and your assigned Repair Authorization Number.
- Include a brief written description of the problem.
- Return product freight prepaid to Humminbird®, using an insured carrier with delivery confirmation.

1100 Series™ Chartplotter Accessories

Accessories customize the 1100 Series™ to your needs and enable you to stay on the edge of new technology. When an accessory is connected to the 1100 Series™, additional menus and readouts are added automatically to the Main Menu System. Accessories available today that are supported by your 1100 Series™ include:

WeatherSense® Fishing Condition Monitor: purchase and plug in the WeatherSense® accessory to your 1100 Series™ to obtain barometric pressure readouts and trend data in real time.

GPS Connection Cable: purchase the GPS Connection Cable in order to connect a handheld or other NMEA* GPS-compatible device that you may already own to your 1100 Series™.

**NMEA 0183 is a National Marine Electronics Association standard for data communication.*

Downriggers are the key to catching fish you otherwise couldn't even touch. And now Humminbird's CannonLink™ Downrigger Controller makes operation of up to six Cannon™ Mag 20 DT or Mag 20 DT/HS downriggers incredibly easy. Using the controls on your Fishing System, deploy or retrieve downriggers, hold a specific distance off the bottom, cycle downriggers between two depths, and adjust the Positive Ion Control. Even see temperature and water clarity at depth and speed at the ball right on-screen when using the Cannon™ Speed-n-Temp. You'll never be shorthanded again, just make adjustments from the helm, while your mate rigs the lines and brings in the fish!

With the new **InterLink™ Network Connection**, you can now share GPS position, waypoints, routes and your current track between two Humminbird® Fishing Systems in real time. Mark a waypoint at the console, and it's instantly available on the second unit. No matter where you're at on the boat, you'll have access to your critical fishing and navigation information. Plus, daisy chain InterLink™ with other System Modules and you'll have a network that lets you share digital data around the boat. It's a simply, clearly, better networking solution!

Be sure to check out our website www.humminbird.com for additional new and exciting accessories to grow your 1100 Series™.

***NOTE:** Each accessory requires a separate purchase. You can visit our website at www.humminbird.com or contact our Customer Resource Center at **1-800-633-1468** for additional details.*

Specifications

Display	.600 V x 800 H; 10.4" Diagonal 4:3 Color TFT
Unit Size (Gimbal Mount)	13.1"W x 9.3"H x 2.9"D
Unit Size (In-Dash Mount)	13.1"W x 8.8"H x 2.9"D
Video Output	Domestic Models: NTSC; International Models: NTSC, PAL, PAL M
GPS Receiver	16-Channel GPS with WAAS//EGNOS
Waypoints/Routes/Tracks	3000 Waypoints, 50 Routes, 50 Tracks with 20,000 Points Each
Cartography	30 Meter Resolution UniMap™ Built-in; Optional Navionics® Gold, HotMaps™, HotMaps™ Premium, or Platinum on SD Cards
Communication	NMEA 0183 Input/Output;
Humminbird® Fishing System Optional Accessories	InterLink™, CannonLink™, SystemLink, WeatherSense®, HumminbirdPC™
Power Requirement	10-20 VDC

NOTE: Product specifications and features are subject to change without notice.

POLICY ON ENVIRONMENTAL COMPLIANCE: It is the intention of Humminbird® to be a good corporate citizen and comply and meet all known and applicable environmental regulations in the areas and countries where our products are sold. We will promote and implement environmentally sound processes in support of national and international regulations.

ROHS STATEMENT: Product designed and intended as a fixed installation or part of a system in a vessel may be considered beyond the scope of Directive 2002/95/EC of the European Parliament and of the Council of 27 January 2003 on the restriction of the use of certain hazardous substances in electrical and electronic equipment.

WEEE STATEMENT: Product designed and intended as a fixed installation or part of a system in a vessel may be considered beyond the scope of Directive 2002/96/EC of the European Parliament and of the Council of 27 January 2003 on waste electrical and electronic equipment (WEEE).

CALIFORNIA PROPOSITION 65 STATEMENT: Lead in cable jackets and boots is restricted to 300 parts per million or less as determined by ICP-AES test methods.

Glossary

Acquisition Time: The length of time that a GPS receiver typically takes to determine a position from at least three satellites. Humminbird® GPS receivers provide very fast acquisition times (under one minute), permitting users to get out on the water faster.

Alarm, Arrival: The audible alert that sounds when the boat is equal to or less than the alarm setting (25 feet – 3000 feet) from the location of the destination waypoint.

Alarm, Drift: Drift Alarm is an audible alert that sounds when the boat is equal to or over the alarm setting (25 feet – 3000 feet) from the location where the alarm was turned on.

Alarm, Off-Course: Off-Course Alarm is an audible alert that sounds when the boat's distance from the intended Track, (Cross Track Error), is equal to or over the alarm setting (25 feet – 3000 feet). See **Track** and **Cross Track Error**.

Altitude: Altitude measures height above sea level. Altitude is a measurement that can be provided by GPS.

Bearing (BRG): Bearing is the direction to a destination waypoint measured in degrees from North (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West).

Chartplotter: Chartplotter describes a navigation device that shows Present Position on a Map, along with Tracks, Waypoints, and Routes. All Chartplotters are also considered Trackplotters. All Humminbird® GPS Combo units are Chartplotters. See **Trackplotter**.

Cold Start: Cold Start refers to the procedure that a GPS receiver must perform when it does not have historical information regarding its current location. This procedure typically lasts for several minutes, and may be experienced upon first power up of the receiver, or if the receiver has been moved a great distance.

Course Over Ground (COG): Course Over Ground is the current direction the boat is traveling measured in degrees from North (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West). When the Course Over Ground is equal to Bearing, the boat is said to be "On Course" and will arrive at the destination in the most efficient manner. COG is often confused with Heading. See **Heading**.

Cross Track Error (XTE): Cross Track Error is the straight-line distance of the boat from the intended Track. XTE measures how far the boat is off course, and also triggers the Off Course Alarm. See **Track**.

Differential GPS (DGPS): Differential GPS is a system to improve the position accuracy of the Department of Defense GPS through the use of secondary "correction signals" broadcast from ground stations around the coastal United States and on some inland waterways. These correction signals are provided by the USCG and received by an auxiliary Differential Beacon Receiver (DBR) that connects to the GPS receiver. The advent of WAAS has largely negated the need for the added expense of a DBR in the United States.

Distance To Go: Distance To Go is the straight-line distance between Present Position and the Destination Waypoint. DTG and SOG (Speed Over Ground) are used to calculate Time To Go. See **Time to Go** and **Speed Over Ground**.

Glossary

Estimated Position Error (EPE): Estimated Position Error is a calculation that indicates the potential position inaccuracy the user may experience due to a variety of GPS factors which include satellite position in the sky, signal strength and others factors.

Fix Type: Fix Type indicates whether the GPS receiver is providing 2D fix or 3D fix. A 2D fix requires only three satellites and provides only latitude and longitude. A 3D fix requires four or more satellites, and provides latitude, longitude and altitude.

GPS: GPS is an acronym for Global Positioning System. GPS provides accurate position (latitude, longitude, altitude) information virtually anywhere on the earth through satellite technology and personal receivers on the ground. A series of geosynchronous satellites broadcast a unique signal toward the earth once per second. A GPS receiver, such as that included with many Humminbird® products, receives the signals from these satellites and is able to determine position based on very slight differences in the time each signal is received and the receiver's knowledge of the location of each of the satellites.

Heading: Heading describes the direction the boat is pointing and is measured in degrees (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West). Due to wind and waves, the boat is often traveling in a slightly different direction than it is heading, and therefore Heading is often confused with Course Over Ground. See *Course Over Ground*.

Map Datum: A Map Datum refers to a particular survey of the earth's surface that was referenced when creating a chart (i.e. WGS84). Since the earth is not flat, and not even consistently round, a mathematical model must be used to translate coordinates from the sphere of the earth to the flat surface of a chart. This mathematical model is the Map Datum. Historically, many different Map Datums have been used around the world to create maps; often a reference to the Map Datum can be found in the legend of a paper map. It is important to select the correct Map Datum setting in your fishfinder when comparing GPS position to a paper chart to avoid slight position inaccuracies. Almost all electronic charts use the WGS84 Map Datum and therefore, they do not require setting changes.

MMC: MMC is an acronym for Multi Media Card. An MMC is a postage stamp-sized memory device used to store electronic data such a maps, waypoints, routes and other information. MMC is a very rugged format suitable for the marine environment, but it is not waterproof. The MMC is removable from Humminbird® products, and can be used in a PC that is equipped with an appropriate card reader. MMC is the same format that many digital cameras use. See *SD*.

North, Magnetic: North is the principle reference point of the compass (i.e. North is 000°). Magnetic North relies on the earth's magnetic field to align a metal pointer generally towards True North. However, due to local variations in the earth's magnetic field around the globe, the difference between True North and Magnetic North can be greater than 10°. See *True North*.

North, True: North is the principle reference point of the compass (i.e. North is 000°). True North uses the axis of the rotation of the earth as the reference for North and is constant for all points on the earth. Most GPS units default to True North as the setting. The GPS heading may vary from the boat compass heading because the compass uses Magnetic North. Humminbird® GPS units provide the option of selecting True or Magnetic readouts by using the North Reference menu. See *Magnetic North*.

Glossary

Present Position: Present Position is the current location (latitude, longitude) determined by GPS. The Present Position is indicated on-screen by a directional boat icon if the boat is moving, or a round symbol if the boat is stationary.

Route: A Route is series of waypoints linked together in a specific sequence to define a navigation path between two points, and saved in the fishfinder's memory. Routes are often used when frequently traveling between two or more locations because it is a faster and more accurate method than repeatedly selecting individual waypoints each time one travels through the same area. Routes consist of a Start Waypoint, an End Waypoint, and a series of waypoints in between. Users can begin navigation at the beginning, the end (to run the route in reverse) or at any waypoint in between. See *Waypoint*.

SD: SD is an acronym for Secure Digital. An SD card is virtually identical in function to an MMC; however, the speed at which information can be accessed is generally faster, the storage capacity is generally larger, and the card has security features which can be used to prevent extracting the data from the card. SD is the same format that many digital cameras use. See *MMC*.

Selective Availability: Selective Availability (SA) is a GPS system "feature" that can be implemented by the U.S. Department of Defense (DoD) to degrade the accuracy of GPS positioning information. With SA active, the GPS is accurate to within 100 meters 95% of the time. With SA inactive, the GPS is accurate to within 45 meters 95% of the time. Currently, SA is inactive and the consumer can enjoy the greater precision GPS provides; however, the DoD reserves the right to activate SA at any time.

Speed Over Ground (SOG): Speed Over Ground is the measurement of the boat's progress across a given distance, and is the speed measurement provided by GPS. An alternate, Speed Through Water, is provided by a speed paddlewheel, and is the measurement of the flow past the boat, which may vary depending on current speed and direction. Speed Over Ground is optimal for navigation because accurate destination times can be derived from this measurement. Humminbird® products allow for input and display of both speed measurements.

Time To Go (TTG): Time To Go is the estimated time required to reach the destination waypoint. TTG is calculated using the SOG and DTG. See *SOG* and *DTG*.

Track: A Track is a series of saved points that define the past path of the boat. These Track Points are saved at regular time intervals. Tracks are a useful and quick method to see where you've been, and an easy guide to follow to get you back to the starting point. Generally, all GPS units have a limited number of Track Points that can be saved before the unit runs out of memory and begins erasing the first track points saved. Because of this, the user can adjust the Track Point Interval menu to increase the amount of time between when points are saved, and thus extend the distance covered by a track. Tracks can also be permanently saved to memory, and re-displayed at the user's option.

Track Line (TRK): The Track Line is the desired line of travel between two waypoints, and represents the most efficient path between the two points because it is a straight line. The TRK is measured in degrees (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West). See *Cross Track Error* and *Course Over Ground*.

Trackplotter: Trackplotter describes a navigation device that shows Present Position, along with Track, Waypoint, and Routes, but NO MAP in the background. See *Chartplotter*.

Trolling Grid: Trolling Grid is a Humminbird® feature that displays a precise reference grid around a waypoint. This grid is used as a guide pattern for trolling around a specific area to assure a more efficient and complete coverage of that area. Trolling Grid resolution be changed by zooming in or out on the chart. The Trolling Grid can also be rotated on the display to orient it for optimal boat course for wave and wind conditions.

UTC: UTC is an acronym for Universal Time Constant. UTC is the “standard time” used in navigation, and is the local time in Greenwich England. (UTC is equivalent to Greenwich Mean Time (GMT)). To display the correct Local Time in a Humminbird® GPS unit, the user must use the Local Time Zone menu and select the time zone (i.e. EST, CST).

WAAS: WAAS is an acronym for Wide Area Augmentation System. WAAS is complementary technology to GPS that provides enhanced accuracy through correction signals broadcast from Federal Aviation Administration WAAS satellites stationed over the USA. These secondary signals are automatically received by the standard Humminbird® GPS Receiver. With WAAS signal, GPS accuracy is improved to within 3 meters 95% of the time. Outside the United States, regional governmental coalitions have created similar systems such as EGNOS (Europe) and MSAS (Japan).

Waypoint: A Waypoint is the saved location (latitude, longitude) of a point of interest that is stored in a GPS receiver’s memory. This can include a marker buoy, dock, fishing hole or anywhere else the user may want to return to. Humminbird® products offer the ability to name and assign a symbol to the saved location. Depth, Date and Time of Day when the waypoint was created is also saved.

Waypoint Target: Waypoint Target is a Humminbird® feature that displays a precise “bull’s eye” around a selected waypoint. This bull’s eye is used to easily monitor boat position relative to a waypoint, and is useful for fishing over submerged structure. With Waypoint Targets, a quick look at the screen lets you know how far off the waypoint the boat has drifted.

Contact Humminbird®

Contact the Humminbird® Customer Resource Center
in any of the following ways:

By Telephone

(Monday - Friday 8:00 a.m. to 4:30 p.m. Central Standard Time):

1-800-633-1468

By e-mail

(typically we respond to your e-mail within three business days):

cservice@johnsonoutdoors.com

For direct shipping, our address is:

Humminbird®

Service Department
678 Humminbird Lane
Eufaula, AL 36027 USA

