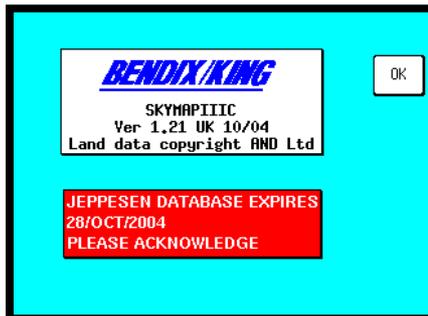# GETTING STARTED GUIDE

The information herein applies equally to the Tracker IIIC and to the Skymap IIIC. Where the operation of the Tracker IIIC differs, this is explained in italic text in brackets after each paragraph. Please note that the screens shown in this guide are in representative colours and show the Skymap IIIC.

The initial screens after turn on asks you to acknowledge the database expiry date and that the unit is only to be used as an aid to navigation (not primary means); pressing the **OK** key will allow you to move on through the various menus in the unit.

SOFTWARE STRUCTURE

The software is tree structured; an analogy can be drawn between the trunk of a tree and MAIN MENU**.** This can be accessed, after unit switch on, by pressing the **HELP** key. MAIN MENU has 5 main software branches, which are as follows:

GPS STATUS: Shows satellite signal strength, allows UTC, Local Offset, Date and Position to be set.
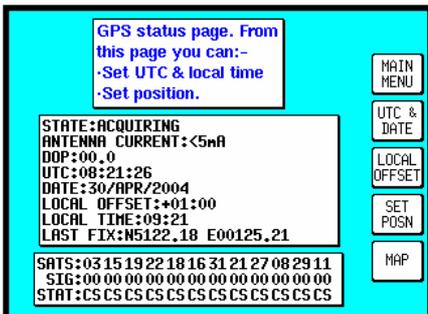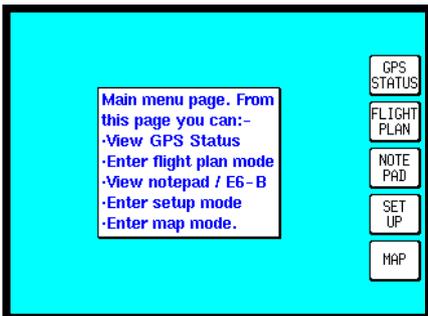
FLIGHT PLAN: Allows user defined waypoints and flight plans to be edited/created.

NOTEPAD: Selects NOTEPAD and E6-B functions, or turns off DEMO MODE, which can only be activated from the first power on screen.

SET UP: Allows setup of map, navigation, PIN and data input/output characteristics.

MAP: This is the primary mode of the unit.

If you wish to get to a function in another branch of software you can work back up the present branch to **MAIN MENU** by pressing the **OK**, **ESCAPE, SAVE & EXIT, PREV PAGE** or **MAIN MENU** key, then select the branch of software that contains the desired function you wish to use. There are, however, short cuts allowing you to get to the primary mode, MAP mode, more easily. (*GPS STATUS is replaced with DATA IN/OUT in "Tracker" units.*)

INITIALISING YOUR UNIT

With the antenna attached and an all round view of the sky, the unit will achieve a position fix within 15 minutes. You can speed up if process if you enter date and approximate UTC and position information. To set these parameters, switch on the unit, select the **HELP** key followed by **GPS STATUS**.

Altering UTC & DATE: select **UTC & DATE**, followed by **ADJUST UTC.** Use the joystick to adjust the time, and then press **SET.** Now select **ADJUST DATE** and use the joystick to adjust the date, and then press **SET** followed by **ESCAPE**.

Altering Present Position, select **SET POSN**, and use the joystick to adjust the latitude and longitude to your approximate position and press **SET.** Alternatively select **SET POSN** and then **VIEW MAP.** Move the joystick on the map to your approximate position (using the **ZOOM IN/ZOOM OUT** keys where applicable): once there press **SET POSN.** (*When connected to an appropriate GPS output a "Tracker" unit will self initialise.*)

TEN NEAREST SEARCH AND DIRECT TO

The ten nearest airports or navaids/beacons can be displayed, when in MAP mode, by pressing **NAV MENU** or **DIRECT TO** (when no flight plan running), followed by either **NEAR APTS** or **NEAR NAVAID**. The desired information will be presented dynamically as a bearing and distance from your present position. Any displayed item can be selected with the joystick and navigated to by pressing the **DIRECT TO** key.

VISUAL DIRECT TO AND DATA INTERROGATION

In MAP mode use the joystick to move the pointer to the desired location, or the displayed distance/bearing from present position or latitude/longitude. If you have a ground speed your Skyforce unit will calculate the time to the tip of the pointer i.e.: PETE (or Pointer ETE). If you wish to invoke the DIRECT TO function press the **DIRECT TO** key. The unit will then provide you with full navigation information to reach this point. Alternatively if you wish to obtain more information on a specific data point, whether it is an airport, controlled airspace, or a navaid, move the pointer onto its icon or line and press the **MORE INFO** key. Once the pointer has been activated, by hitting the joystick, it will remain active for 30 seconds; after which time it will automatically reset. Alternatively you can force a reset by pressing **RESET STICK.**
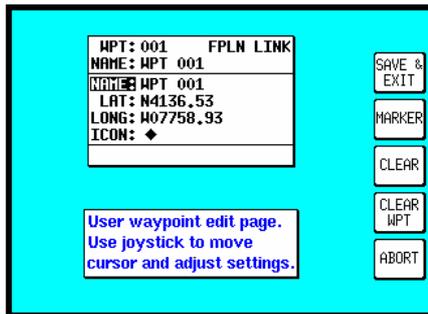
GETTING STARTED GUIDE

MANUAL DIRECT TO AND DATABASE INTERROGATION

Provided the pointer is not active in MAP mode, press the **DIRECT TO** key. From the SELECT DATABASE screen, toggle the joystick up/down to choose the appropriate database and then press **SELECT.** Toggle the joystick to choose the desired item in the database. To get more information on the item press the **MORE INFO** key. To fly directly to the displayed item press the **ENTER** key. Once a DIRECT TO has been selected, it may be discontinued by pressing the **DIRECT TO OFF** key.

EDITING/CREATING A USER WAYPOINT

From MAIN MENU select the **FLIGHT PLAN** key, followed by **USER WPTS.** Use the joystick to select the desired user waypoint number or name. Then press the **EDIT** key and use the joystick to edit the NAME, LAT and LONG fields and select an icon. The entire user waypoint can be deleted by pressing **CLEAR WPT.** If you only wish to delete data in a particular field, as opposed to the entire user waypoint, move the cursor over the field label (i.e. NAME, LAT, LONG) and press the **CLEAR** key. To save a user waypoint, press **SAVE & EXIT.** Use the **ESCAPE / ABORT** key to return to MAIN MENU.
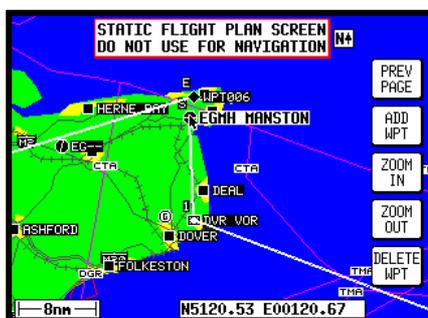
EDITING/CREATING A USER WAYPOINT VISUALLY

From MAIN MENU select the **FLIGHT PLAN** key, followed by **USER WPTS.** Use the joystick to select a specific user waypoint (either by number or name). Press the **VIEW MAP** key and the adjacent screen will be shown with the previously selected user waypoint in the centre of the screen. A user waypoint can then be created as a distance and bearing from the displayed position or as a latitude/longitude by moving the joystick. Press **ENTER WPT** to save the user waypoint to the first available memory location. An unwanted user waypoint can be removed by moving the pointer over its icon and pressing the **DELETE WPT** key.

EDITING/CREATING A FLIGHT PLAN FROM DATABASE

From MAIN MENU select the **FLIGHT PLAN** key, followed by **EDIT FPLN.** Use the joystick to select the desired flight plan number, then press **SELECT.** Insert an item by pressing **INSERT ITEM,** and use the joystick to select the appropriate database. Press **SELECT** and use the joystick to choose the desired item, then press **ENTER.** Remove an item by highlighting it with the cursor and pressing **DELETE ITEM.** A flight plan can be systematically built by using the **INSERT ITEM** key. The flight plan can be inverted by pressing the **INVERT FPLN** key. To fly the flight plan, ensure that the leg arrow (shown beside the flight plan list) is highlighting the desired leg, then press **FLY FPLN.**

EDITING/CREATING A FLIGHT PLAN VISUALLY

From MAIN MENU select the **FLIGHT PLAN** key, followed by **EDIT FPLN.** Use the joystick to select the desired flight plan number and then press **VIEW MAP.** If the selected flight plan is empty you can use the joystick to move the pointer to the desired start waypoint and press **ADD WPT.** This will place an S (for Start) next to the waypoint. Move the pointer to the next waypoint and press **ADD WPT** again. Use the **ESCAPE / PREV PAGE** key to cut the flight plan line. Unwanted waypoints can be removed by pointing at them and pressing the **DELETE WPT** key. To continue building a cut flight plan, point at the last waypoint and press the **ADD WPT** key. Leave this function by pressing **ESCAPE / PREV PAGE** twice.

SELECTING A FLIGHT PLAN AND A NAVIGATION MODE

From MAIN MENU select the **MAP** key, followed by **NAV MENU** and **FLIGHT PLAN.** Use the joystick to select the desired flight plan number and press the **SELECT** key followed by **FLY FPLN.** To select the Navigation Mode (Large Map/Large Text/CDI – IFR/VFR), select **NAV MENU** in MAP mode, toggle the joystick until the desired selection is shown in the MAP MODE field. Return to the map by pressing **MAP**.

THIS GUIDE IS AN INTRODUCTION ONLY: REFER TO PILOT'S GUIDE FOR FULL OPERATING DETAILS
JEPPESEN NAVIGATION DATABASES ARE ONLY VALID FOR 28 DAYS: CHECK EXPIRY DATE BEFORE USE
FEATURES, e.g. TOWNS, RIVERS, ROADS & TERRAIN ARE SHOWN AS AN AID TO ORIENTATION ONLY