

ONWA[®]
KP-32

MODEL KP-32
OPERATOR`S MANUAL

MARINE GPS/SBAS NAVIGATOR

SAFETY INSTRUCTIONS

Safety instructions for the Operator

WARNING

Do not open the equipment.

Only qualified personnel should work inside the equipment.

Do not disassemble or modify the equipment.

Fire, electrical shock or serious injury can result.

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

Continued use of the equipment can cause fire or electrical shock. Contact a **ONWA** agent for service.

Use the proper fuse.

Use of a wrong fuse can damage the equipment or cause fire.

WARNING

Be sure the power supply is compatible with the equipment.

Incorrect power supply may cause the equipment to overheat.

The useable temperature range for the antenna unit is -25°C to 70°C; -15°C to 55°C for the display unit.

Use of the equipment out of those ranges may damage the equipment.

Safety Instructions for the Installer

WARNING

Do not open the cover unless totally familiar with electrical circuits and service manual.

Improper handling can result in electrical shock.

Turn off the power at the switchboard before beginning the installation.

Fire or electrical shock can result if the power is left on.

Be sure that the power supply is compatible with the voltage rating of the equipment.

Connection of an incorrect power supply can cause fire or equipment damage. The voltage rating of the equipment appears on the label above the power connector.

Use the proper fuse.

Use of a wrong fuse can damage the equipment or cause fire.

NOTICE

Observe the following compass safe distances to prevent interference to a magnetic compass:

	Standard compass	Steering compass
Display unit	0.80 m	0.55 m

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FORWARD

A Word to the Owner of the KP-32

Congratulations on your choice of the KP-32 GPS Navigator.

For over 10 years ONWA has enjoyed an enviable reputation for innovative and dependable marine electronics equipment.

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

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

Thank you for considering and purchasing ONWA equipment.

Features

The KP-32 is a totally integrated GPS receiver and video plotter, and mainly consists of a display unit and an antenna unit.

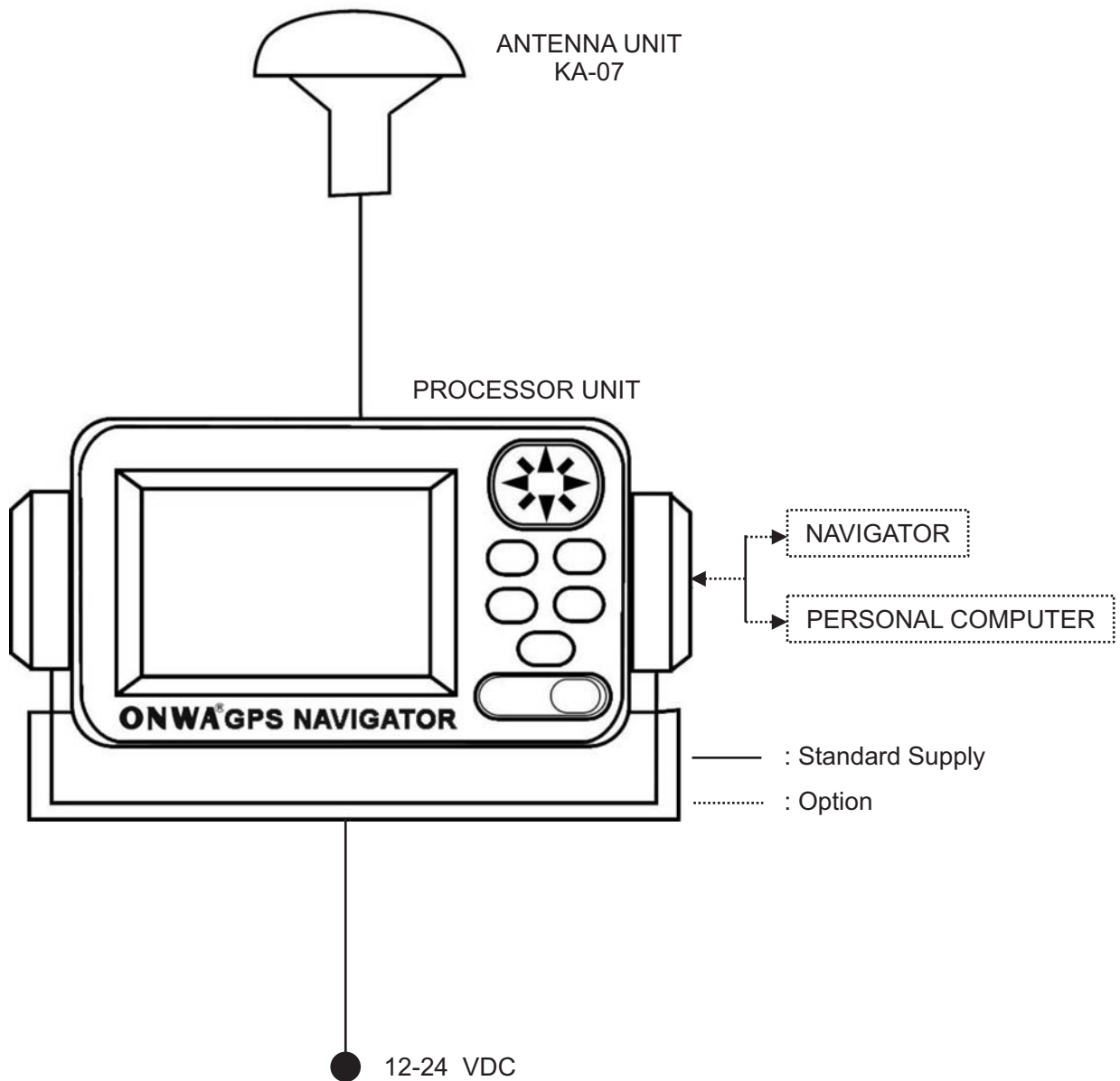
The high sensitivity GPS receiver tracks up to 13 satellites (12 GPS, 1 WAAS or EGNOS or MSAS) simultaneously.

The main features of the KP-32 are

- WAAS/EGNOS/MSAS capability.
- Storage for 999 waypoints and 50 routes and 2,500 track points.
- Alarms: Arrival/Anchor Watch, XTE (Cross-track Error), Trip, Odometer, Time, and Speed.
- Man overboard feature records position at time of man overboard and provides continuous updates of range and bearing when navigating to the MOB position.
- Bright 95 x 63 mm LCD with adjustable contrast and brilliance.
- Autopilot (option) may be connected, and steering data output to the autopilot.
- Unique Highway display provides a graphic presentation of ship's progress toward a waypoint.
- User displays definable by operator.
- Waypoint and route data can be uploaded from a PC and downloaded to a PC.

SYSTEM CONFIGURATION

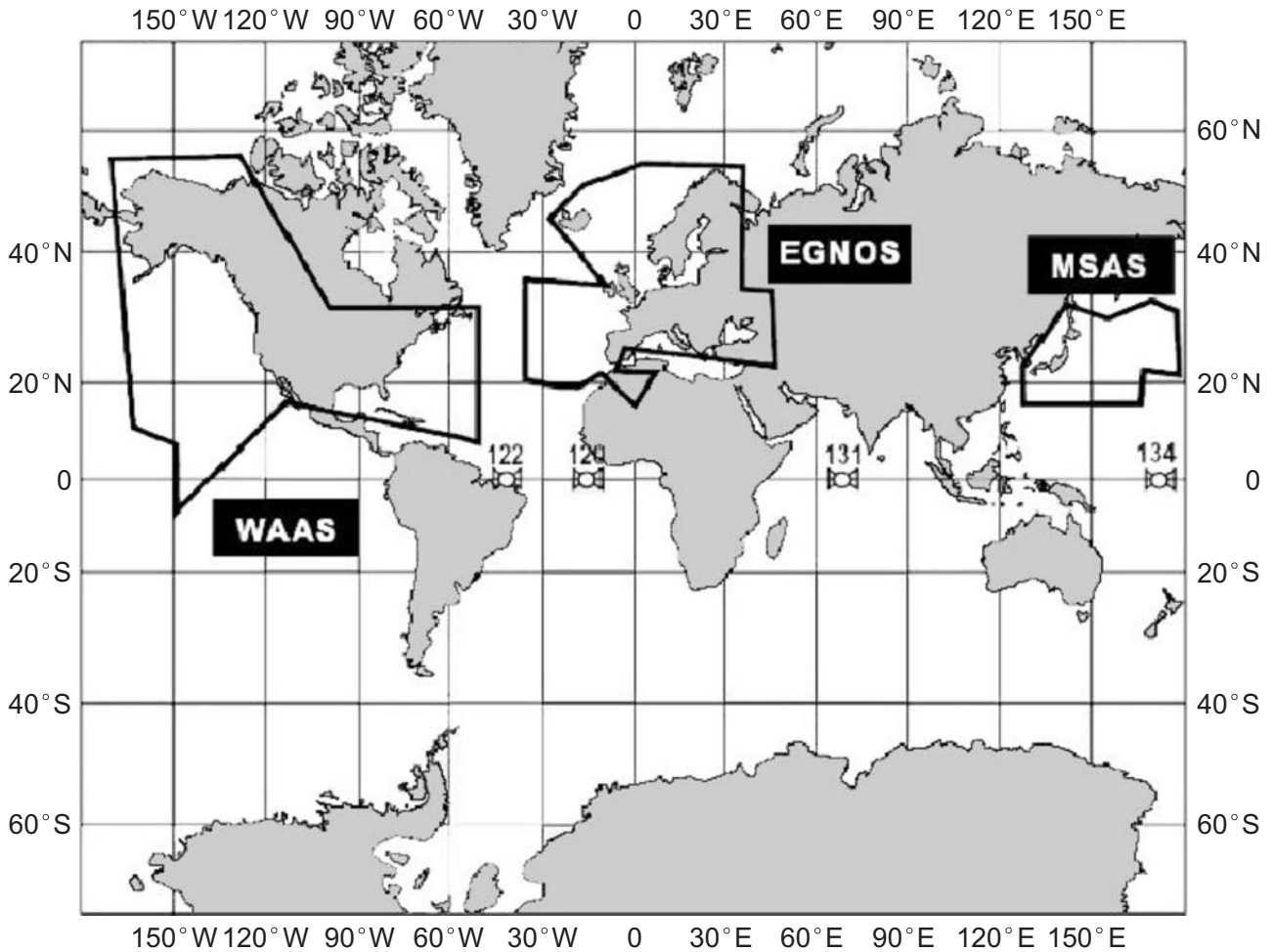
Note: This equipment is intended for use on marine vessels. Do not use it in other applications.



KP-32 system configuration

WHAT IS SBAS

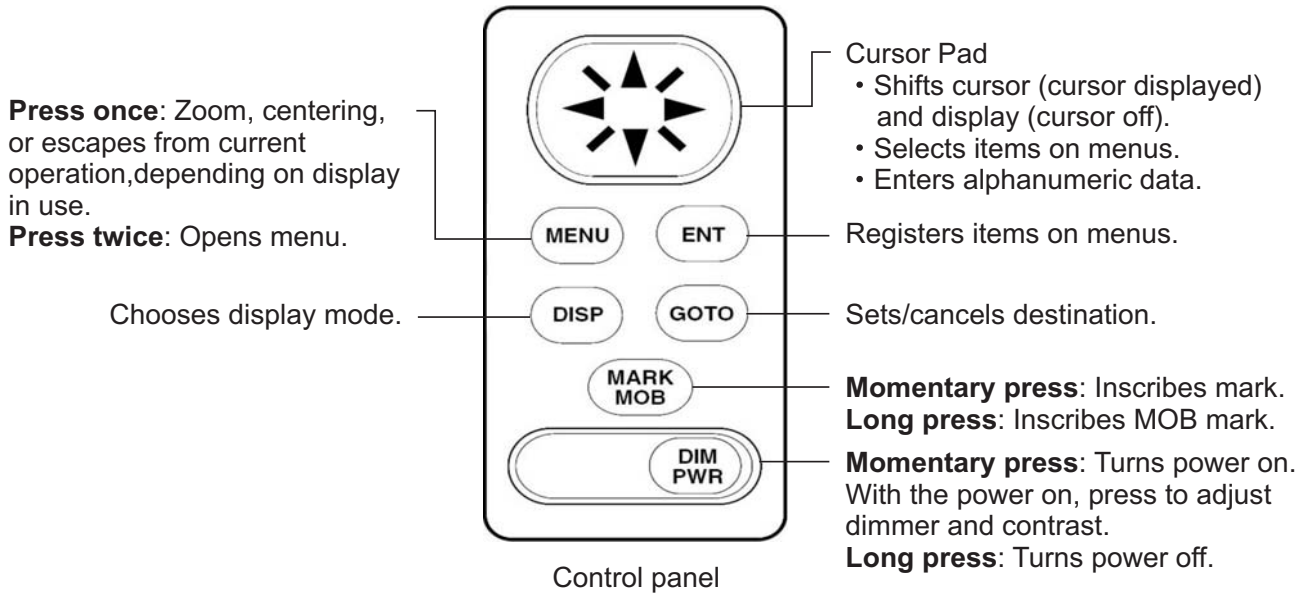
An SBAS provider furnishes GPS signal corrections to SBAS users, for even better position accuracy, typically better than three meters. WAAS, available in North America, MSAS (Multi-Functional Satellite Augmentation System) for Japan and EGNOS (Euro Geostationary Navigation Overlay Service) for Europe, those are the provider in the worldwide SBAS (Satellite Based Augmentation System) navigation system. All providers will be compatible with one another, thus providing “seamless” position fixes to SBAS users



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

1. OPERATIONAL OVERVIEW

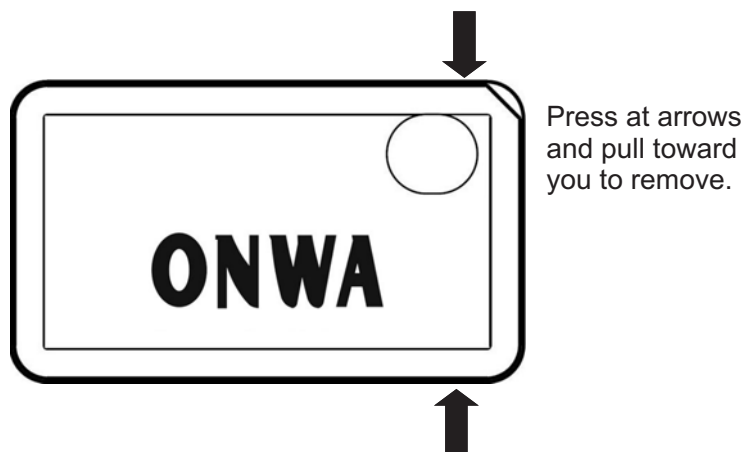
1.1 Controls



How to attach and remove the hard cover

To attach the hard cover, set it to the display unit at an angle.

To remove the hard cover, do as follows:



1.2 Turning On and Off Power

Turning on the power

Press the [DIM/PWR] key. The unit beeps and then starts up with the last-used display mode.

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

Your equipment takes about 90 seconds to find its position when turned on for the very first time. Thereafter it typically takes about 12 seconds.

The equipment shows receiver status indication at the top left-hand corner in most display modes. The table below shows these indications and their meanings.

Receiver status indications

Indication	Meaning
2D	2D GPS position fix
3D	3D GPS position fix
S2D	2D SBAS position fix
S3D	3D SBAS position fix
SIM	Simulation mode

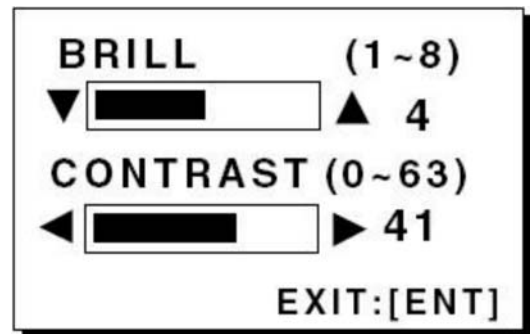
* = DOP (Dilution of Precision) is the index of position accuracy and is the distribution pattern of satellites used in position fixing. Generally, the smaller the figure the better the position accuracy.

Turning off the power

Press and hold down the [DIM/PWR] key until the screen goes blank (about three seconds). The time remaining until the power is turned off is counted down on the display.

1.3 Adjusting Brilliance and Contrast

1. Press the [DIM/PWR] key momentarily. The display shown below appears.

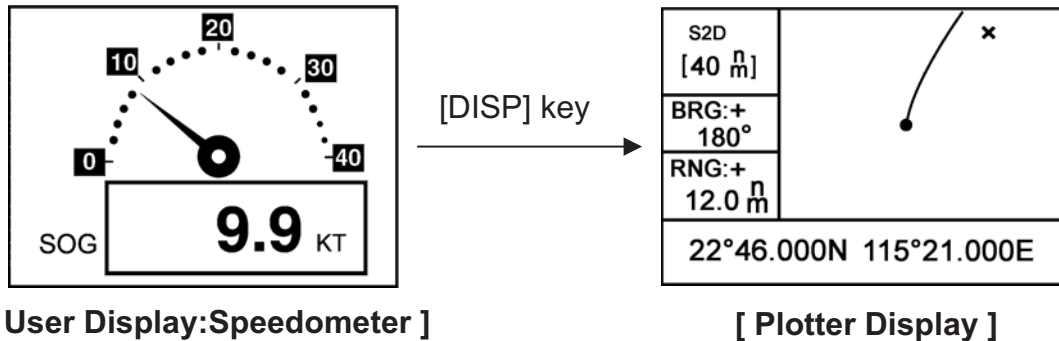


Brilliance and contrast adjustment window

2. To adjust the brilliance, press ▲ or ▼ . Current setting is shown to the right of ▲ . Maximum setting is 8.
3. To adjust the contrast, press ◀ or ▶ . Current setting is shown to the right of ▶ . Maximum setting is 63.
4. Press the [ENT] key to finish.

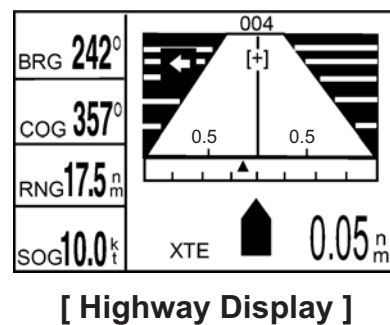
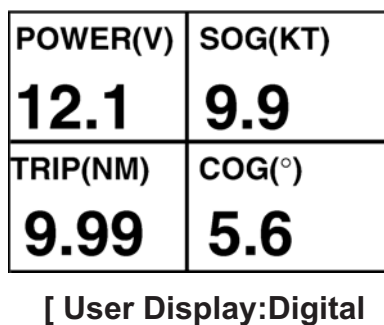
1.4 Display Modes

Your unit has five display modes: Plotter Display, Highway Display, Steering Display, Nav Data Display and User Display (digital data and speedometer). Press the [DISP] key to choose a display mode. Each time the key is pressed, the display mode changes in the sequence shown below.



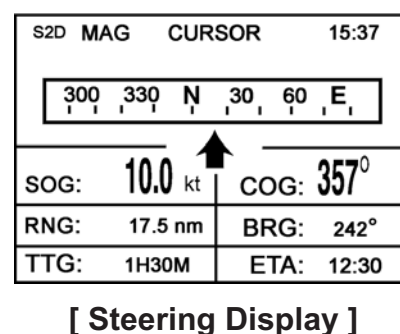
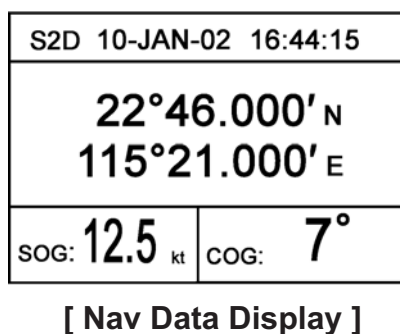
[DISP] key ↑ (Display format Depends on user setting.)

[DISP] key ↓



[DISP] key ↑ (Display format Depends on user setting.)

[DISP] key ↓



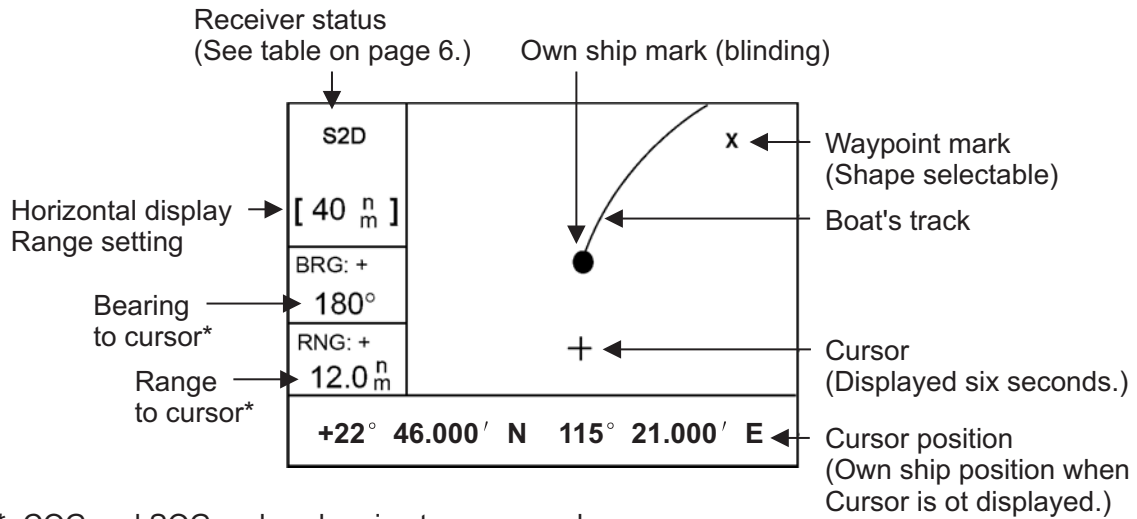
[DISP] key ←

Display modes (default user displays)

Note 1: The unit measures distances up to 9999 nm. Any distance greater than 9999 nm is shown as “*999” ..

Plotter display

The plotter display traces own ship's track, and shows position, bearing to cursor, range to cursor, horizontal display range setting and receiver status.

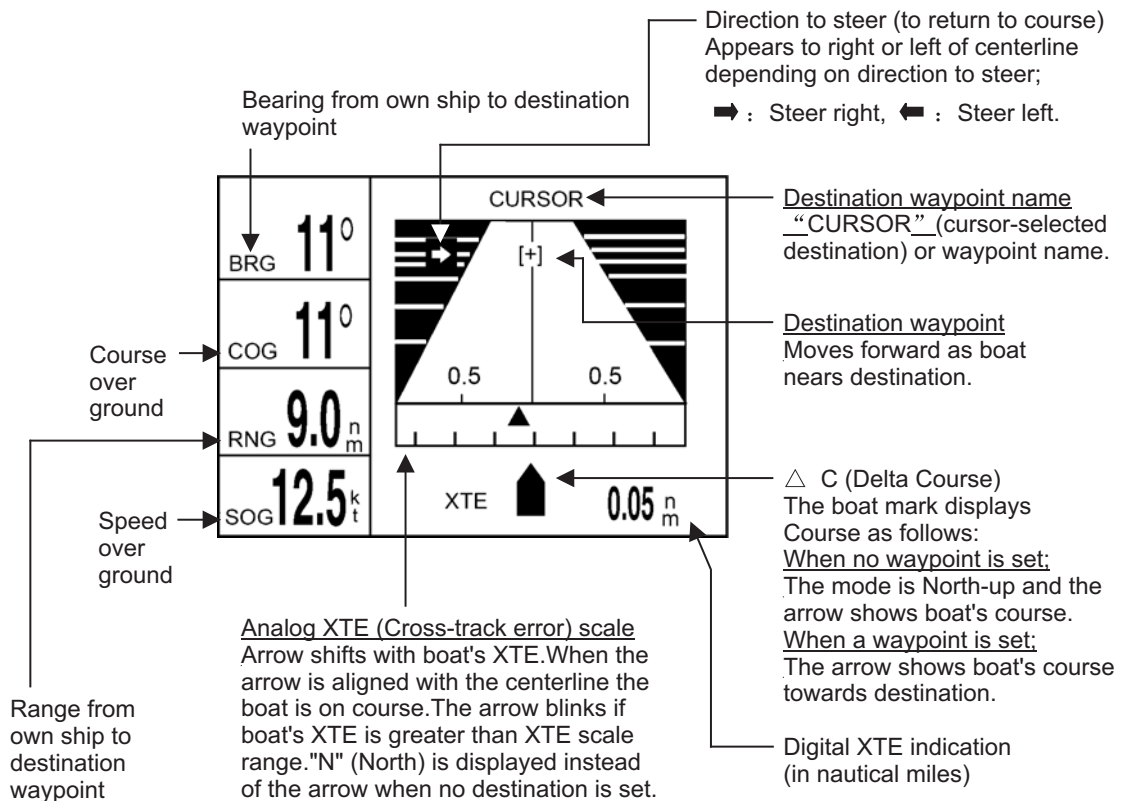


*=COG and SOG replace bearing to cursor and range to cursor when the cursor is not displayed.

Plotter display

Highway display

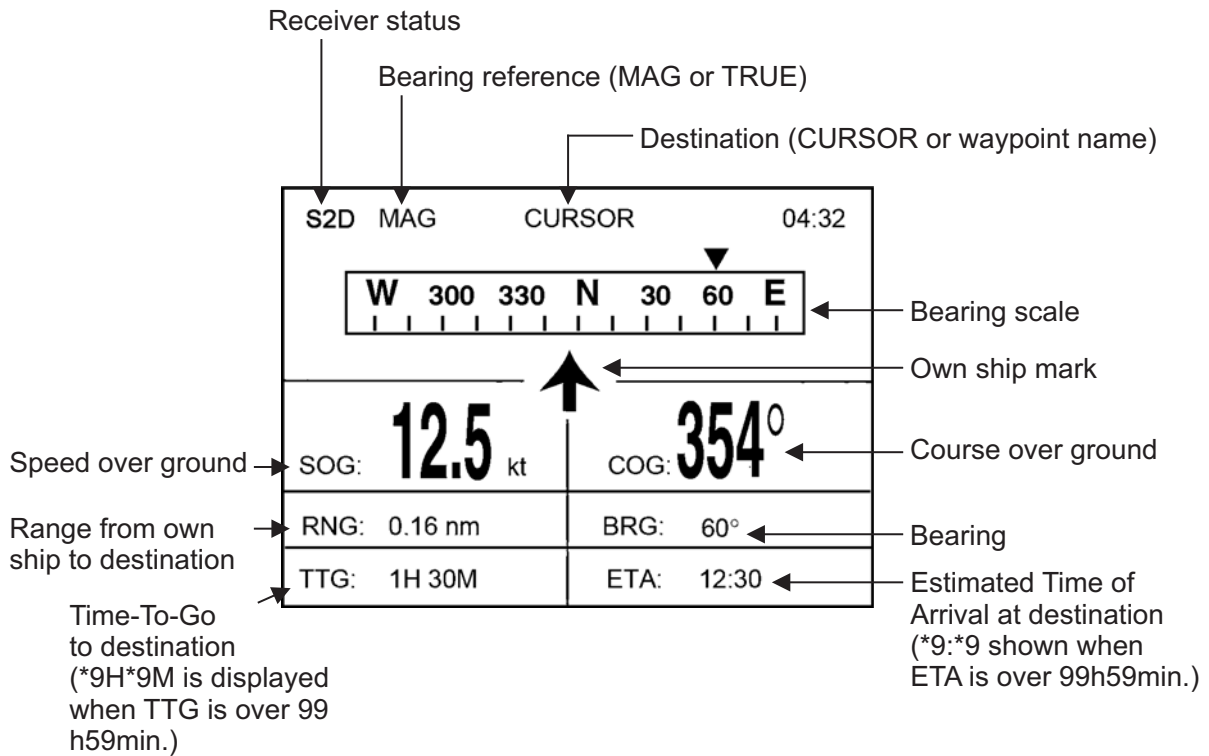
The highway display provides a 3-D view of own ship's progress toward destination (waypoint). Nav data is also shown.



Highway display

Steering display

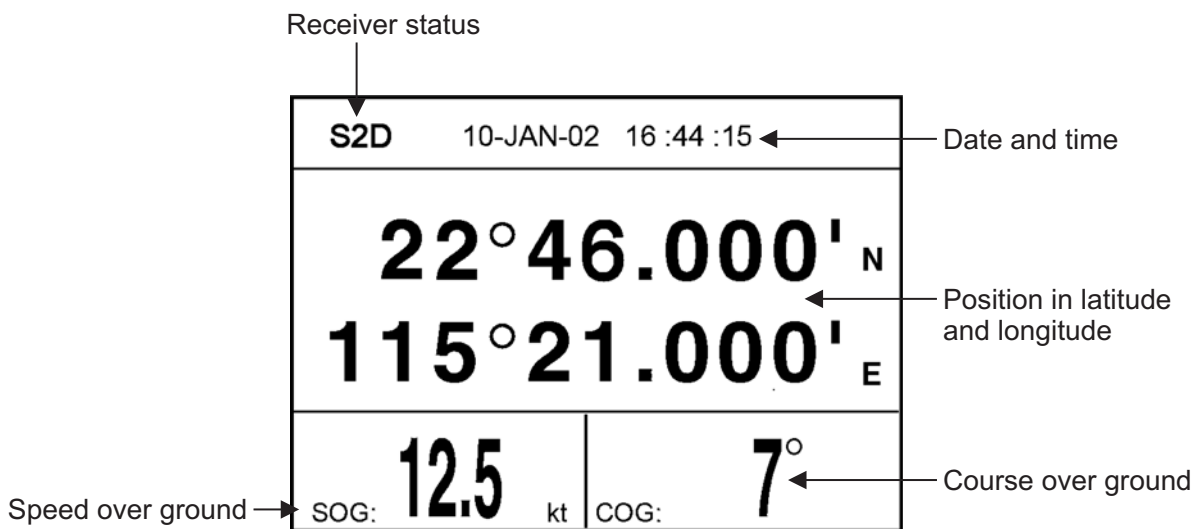
The steering display provides steering information such as ship's speed, course, range, bearing, ETA and TTG.



Steering display

Nav data display

The nav data display shows receiver status, position in latitude and longitude, course over ground, speed over ground, date and time.



Nav data display

User displays

Two user displays are available, digital and speedometer.

Digital display

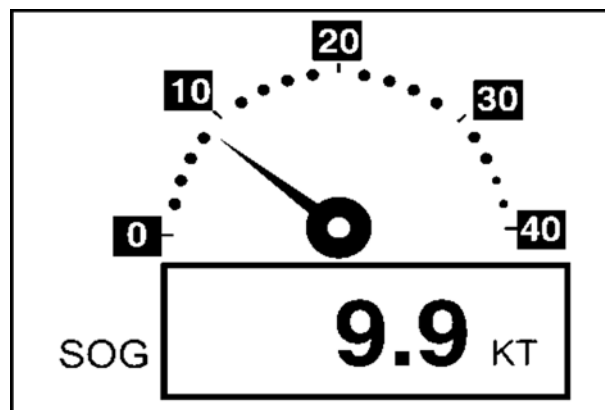
The digital display shows digital navigation data. The user may choose what data to display in one to four cells. The choices of data are time, speed over ground, cross-track error, odometer distance, position, course over ground, time-to-go to destination, trip distance, power source voltage, range and bearing to waypoint, and estimated time of arrival at destination.

POWER(V) 12.1	SOG(KT) 9.9
TRIP(NM) 9.99	COG(°) 5.6

Digital display (default display)

Speedometer display

The speedometer display provides both digital and analog displays of speed over ground.

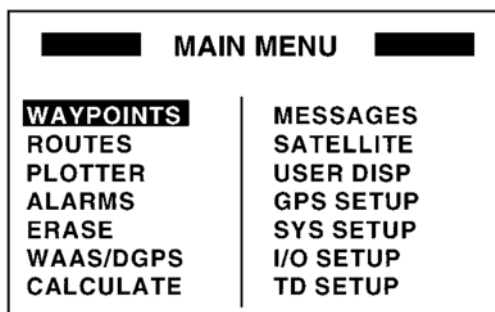


Speedometer display

1.5 Menu Overview

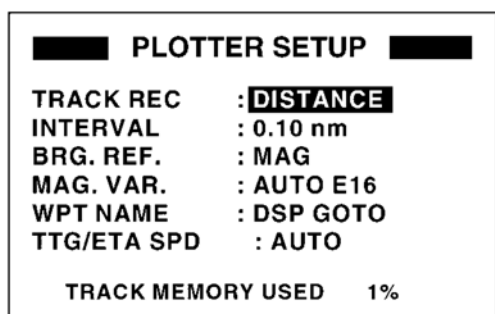
Most operations of your unit are carried out through the menu. Below is a quick introduction to how to choose a menu and change menu settings. If you get lost in operation, press the [MENU] key to return to the MAIN MENU. For your reference, a complete menu tree appears in the Appendix.

1. Press the [MENU] key once or twice to display the menu.
One press: Steering display, nav data display and user display.
Two presses: Plotter display, highway display.



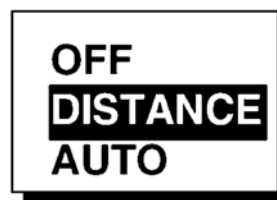
Main menu

2. Operate the cursor pad to choose a menu and then press the [ENT] key. For example, choose PLOTTER and then press the [ENT] key.



PLOTTER SETUP menu

3. Use ▲ or ▼ to choose menu item. For example, choose TRACK REC.
4. Press the [ENT] key. A window shows the options for the item selected. (The illustration at the top of the next shows the options available for TRACK REC.)



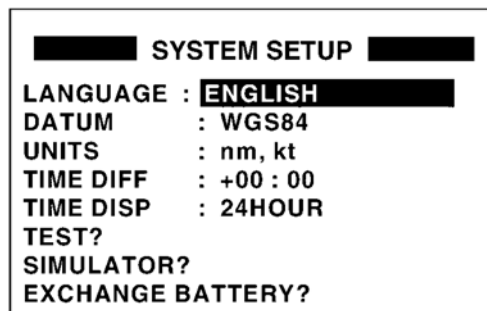
Track recording options

5. Press ▲ or ▼ to choose option desired.
6. Press the [ENT] key to register your selection.
7. Press the [MENU] key twice to close the menu.

How to enter alphanumeric data

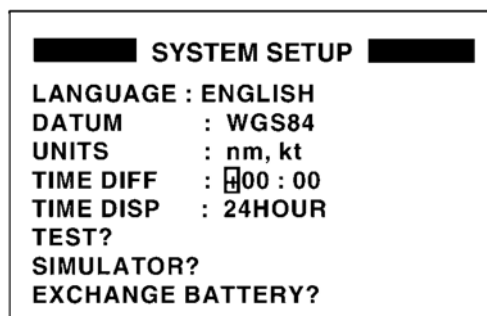
In some instances it is necessary to enter alphanumeric data. The example below shows how to enter a time difference of -6:30, to use local time instead of UTC time.

1. Press the [MENU] key once or twice to display the menu.
2. Choose SYS SETUP and then press the [ENT] key.



SYSTEM SETUP menu

3. Choose TIME DIFF.
4. Press the [ENT] key. A cursor circumscribes “+”. This cursor appears whenever selected data can be changed with the cursor pad.



*SYSTEM SETUP menu
TIME DIFF selected*

5. Press ▲ to display “-” .
6. Press ► to send the cursor to the next digit.
7. Press ▲ or ▼ to display “0” .
8. Press ► to send the cursor to the next digit.
9. Press ▲ or ▼ to display “6” .
10. Press ► to send the cursor to the next digit.
11. Press ▲ or ▼ to display “3” .
12. Press ► to send the cursor to the last digit.
13. Press ▲ or ▼ to display “0” .
14. Press the [ENT] key.
15. Press the [MENU] key twice to finish.

1.6 Simulation Display

The simulation display provides simulated operation of this unit. You may set the speed manually and course manually or automatically. All controls are operative you may enter marks, set destination, etc.

1. Press the [MENU] key once or twice to display the menu.
2. Choose SYS SETUP and then press the [ENT] key.
3. Choose “SIMULATOR” and then press the [ENT] key. (Note that position shown depends on language selected on the SYS SETUP menu. After changing the language, the memory is cleared.)

SIMULATOR	
MODE :	OFF
SPEED :	20 kt
COURSE :	AUTO
LAT :	38°00'N
LON :	123°00'W

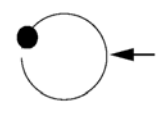
SIMULATOR menu

4. The cursor is selecting MODE. Press the [ENT] key. A window shows the choices ON and OFF.
5. Choose ON and then press the [ENT] key.

6. Press the [ENT] key, use the cursor pad to enter speed to use for the simulation, and then press the [ENT] key.
7. Press the [ENT] key.
8. Choose course (AUTO or MAN) and then press the [ENT] key. For manual entry of course, press the [ENT] key, enter course with the cursor pad, and then press the [ENT] key. The AUTO course tracks a circular course.

Note: Course must be AUTO to set simulation destination.

9. Press the [ENT] key, enter latitude with the cursor pad, and then press the [ENT] key.
10. Press the [ENT] key, enter longitude, and then press the [ENT] key.
11. Press the [MENU] key twice.
12. Choose the PLOTTER display with the [DISP] key. SIM appears at the upper left-hand corner when the simulator display is active.

SIM	
[40 $\frac{n}{m}$]	
COG: 82°	
SOG: 9.0 $\frac{k}{t}$	
22° 46.000' N 115° 21.000' E	

Simulator display, auto course selected

13. To turn off the simulator display, choose OFF at step 5 in this procedure, press the [ENT] key and then press the [MENU] key twice to finish.

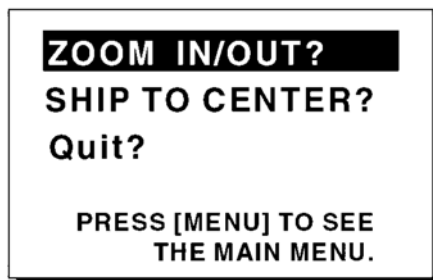
Note: If the power is turned off while the simulator display is in use, SIMULATION MODE will turn off at the next power up.

2. PLOTTER DISPLAY OVERVIEW

2.1 Choosing the Display Range

You may choose the display range on the plotter and highway displays. The horizontal range in the plotter display is available among 0.02 (40 yd), 0.05 (101 yd), 0.1 (202 yd), 0.2 (405 yd), 0.5, 1, 2, 5, 10, 20, 40, 80, 160 and 320 nautical miles. (Nautical mile is the default unit of display range. Display range may also be shown in kilometers or miles. Ranges shorter than the 0.5 nm are also shown in yards or meters on the plotter display.) The horizontal range in the highway display is available among 0.2, 0.4, 0.8, 1, 2, 4, 8 and 16 nautical miles.

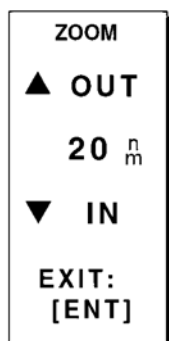
1. Press the [MENU] key. The zoom, ship centering window appears.



Zoom, ship centering window

Note: "SHIP TO CENTER" does not appear when the highway display mode is active.

2. ZOOM IN/OUT is selected. Press the [ENT] key to show the zoom window.



Zoom window

3. Use ▲ (increase) or ▼ (decrease) to choose range desired.
4. Press the [ENT] key to close the zoom, ship centering window.

2.2 Shifting the Cursor

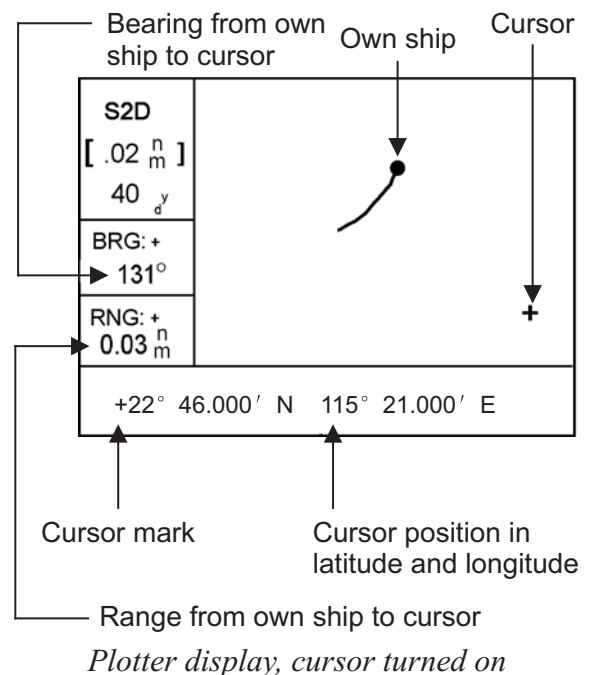
Use the cursor pad to shift the cursor. The cursor moves in the direction of the arrow or diagonal pressed on the cursor pad.

Cursor state and data

Cursor state determines what data is shown on the display.

Cursor turned on

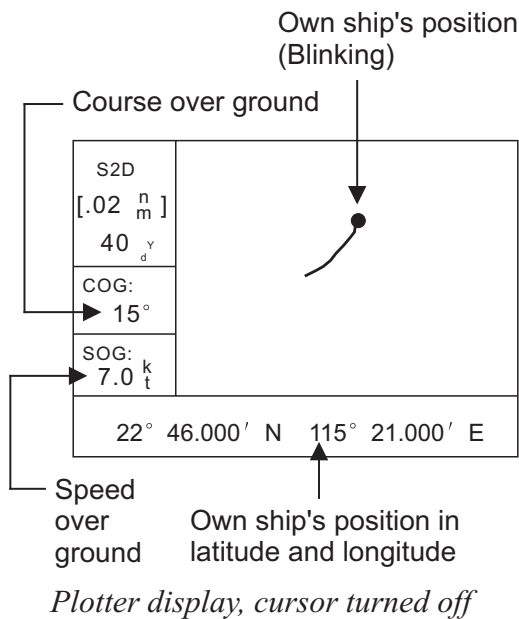
Cursor position is displayed in latitude and longitude at the bottom of the plotter display when the cursor is on. The range and bearing from own ship to the cursor appear at the left-hand side of the display.



Plotter display, cursor turned on

Cursor turned off

The cursor is erased when there is no cursor pad operation for about six seconds. Ship's position, speed and course appear when the cursor is off.



2.3 Shifting the Display

The display can be shifted on the plotter display. Operate the cursor pad to place the cursor at an edge of the screen. The display shifts in the direction opposite to cursor pad operation.

2.4 Centering Own Ship's Position

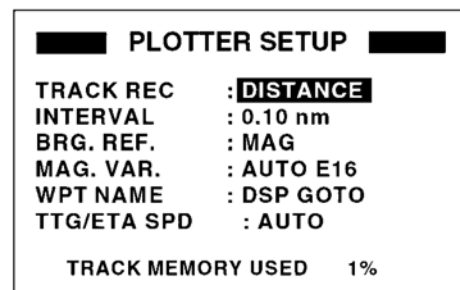
When own ship tracks off the plotter display, the own ship mark is automatically returned to the screen center. You can also return it manually as follows:

1. Press the [MENU] key.
2. Choose "SHIP TO CENTER".
3. Press the [ENT] key.

2.5 Changing Track Plotting Interval, Stopping Plotting

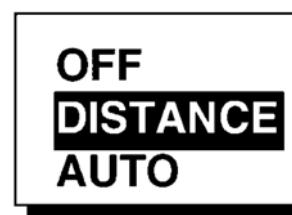
To trace the ship's track, the ship's position is stored into the memory at an interval of distance or according to display range. For distance, a shorter interval provides better reconstruction of the track, but the storage time of the track is reduced. When the track memory becomes full, the oldest track is erased to make room for the latest.

1. Press the [MENU] key once or twice to display the menu.
2. Choose PLOTTER.
3. Press the [ENT] key.



PLOTTER SETUP menu

4. The cursor is selecting TRACK REC. Press the [ENT] key to show the track recording method options.



Track recording method options

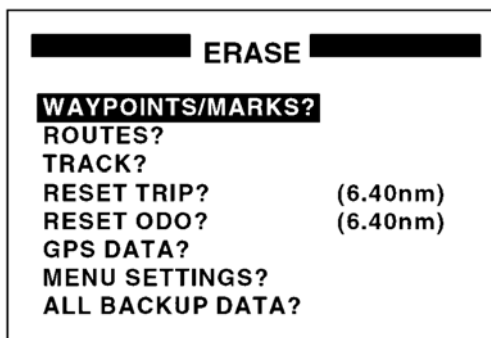
5. Choose OFF, DISTANCE or AUTO and then press the [ENT] key.
OFF: Track is neither recorded nor plotted. This setting is useful when you do not need to record track, for example, when returning to port.
DISTANCE: Track is recorded and plotted at the distance interval set.
AUTO: Plotting and recording interval changes with display range selected.

6. For AUTO or OFF, go to step 7. For DISTANCE, enter the recording interval as follows:
 - a) Press the [ENT] key.
 - b) Use ◀ or ▶ to choose digit to change.
 - c) Use ▲ or ▼ to change value.
 - d) Press the [ENT] key after setting the recording interval.
7. Press the [MENU] key twice to finish.

2.6 Erasing Track

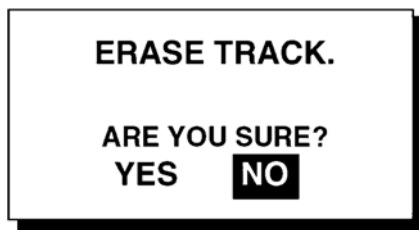
All tracks can be erased. Track cannot be restored once erased, therefore be absolutely sure you want to erase all track.

1. Press the [MENU] key once or twice to display the menu.
2. Choose ERASE and then press the [ENT] key to display the ERASE menu.



ERASE menu

3. Choose “TRACK?” and then press the [ENT] key. The message shown below appears.



Prompt for erasure of track

4. Press ◀ to choose YES and then press the [ENT] key.
5. Press the [MENU] key twice to finish.

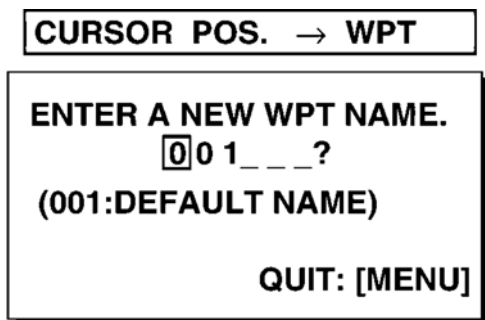
3. WAYPOINTS (MARKS)

3.1 Entering Waypoints

In navigation terminology a waypoint is a particular location on a voyage, whether it be a starting, intermediate or destination waypoint. Your unit can store 999 waypoints. Waypoints can be entered on the plotter display three ways: at cursor position, at own ship's position, and from the waypoint list.

Entering a waypoint with the cursor

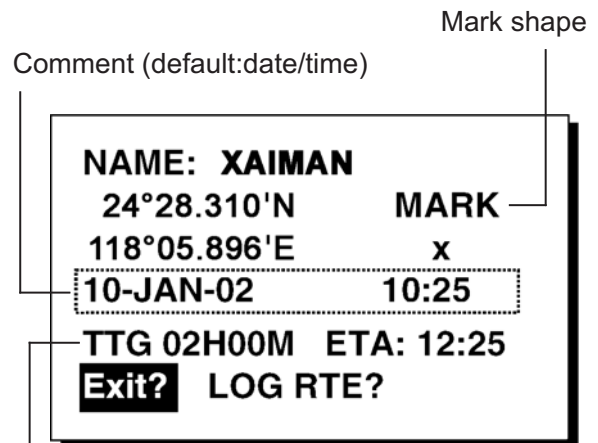
1. Use the cursor pad to place the cursor on the location desired for a waypoint.
2. Press the [ENT] key. The following window appears.



Waypoint name entry window

3. The cursor is on the second line of the display. This is where you may enter waypoint name, which may consist of six alphanumeric characters. The number shown is the youngest empty waypoint number. If you would rather have the unit register the waypoint under that number, and you do not need to change mark shape or enter a comment, press the [ENT] key twice to register the waypoint and finish. To enter XAIMAN as the waypoint name, for example, do the following:
 - a) Press ▲ or ▼ to display X.
 - b) Press ► to move the cursor one place and then press ▲ or ▼ to display A.
 - c) Press ► to move the cursor one place and then press ▲ or ▼ to display I.
 - d) Press ► to move the cursor one place and then press ▲ or ▼ to display M.

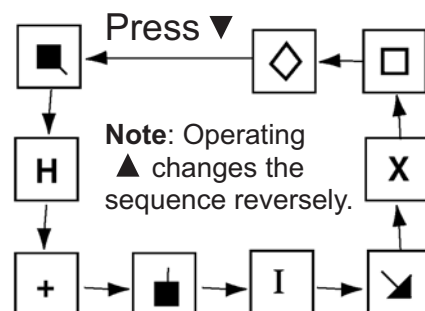
- e) Press ► to move the cursor one place and then press ▲ or ▼ to display A.
- f) Press ► to move the cursor one place and then press ▲ or ▼ to display N.
- g) Press the [ENT] key. The following window appears.



TTG and ETA calculated according to speed set at TTG/ETA SPEED on PLOTTER menu.

Waypoint attribute edit window

4. This window is where you can choose mark shape, enter a comment, and log the waypoint to a route (LOG RTE?). (If you do not need to change mark shape or enter a comment, choose “Exit?” and then press the [ENT] key to finish. “LOG RTE?” is discussed in chapter 4.)
 - a) Use the cursor pad to place the cursor under “MARK” .
 - b) Press the [ENT] key.
 - c) Use ▲ or ▼ to choose mark desired.

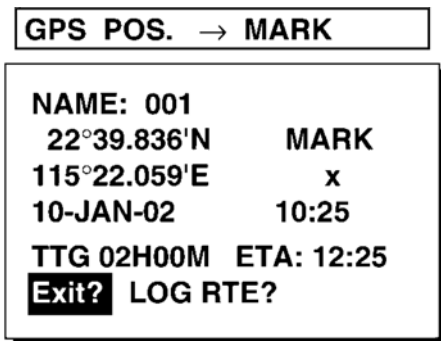


Mark selection sequence

- d) Press the [ENT] key. The cursor is selecting date/time, the default comment. Press the [ENT] key.
 - e) Enter a comment (max. 16 alphanumeric characters) with the cursor pad and then press the [ENT] key. To create a space, choose the “blank” character. To remove all characters which follow the cursor, choose the underline.
 - f) The cursor is on “Exit?” . Press the [ENT] key to finish.
- 5. To change mark shape, place the cursor under “MARK” . Press the [ENT] key, use ▲ or ▼ to choose mark desired, and then press the [ENT] key again.
 - 6. The cursor is selecting date/time. To change the date/time to your own comment, press the [ENT] key, enter a comment with the cursor pad, and then press the [ENT] key again.
 - 7. Place the cursor on “Exit?” . Press the [ENT] key to finish.

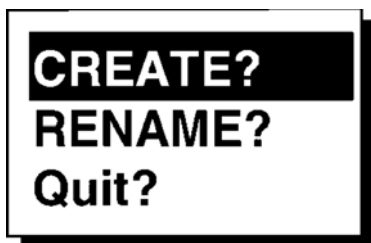
Entering a waypoint at own ship position

- 1. Press the [MARK/MOB] key momentarily on any display. The following window appears.



Waypoint attribute edit window

- 2. If you want to register the waypoint under the number shown, and you do not need to change mark shape or enter a comment, press the [ENT] key to finish.
- 3. To change name, choose NAME, press the [ENT] key, enter name with the cursor pad, and then press the [ENT] key. The display below appears.



Create, rename, quit options

- 4. Create is selected; press the [ENT] key.

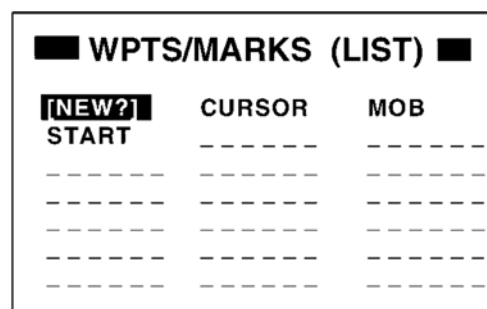
Entering a waypoint from the waypoint list

- 1. Press the [MENU] key once or twice to display the menu.
- 2. Choose WAYPOINTS.
- 3. Press the [ENT] key to show the waypoint list options. Choose LIST. (NEAREST displays waypoints from nearest to furthest; however, waypoints cannot be entered from this display.)



Waypoint list options

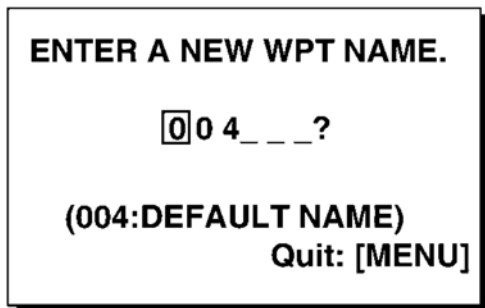
- 4. Press the [ENT] key. The WPTS/MARKS list appears.



WPTS/MARKS list

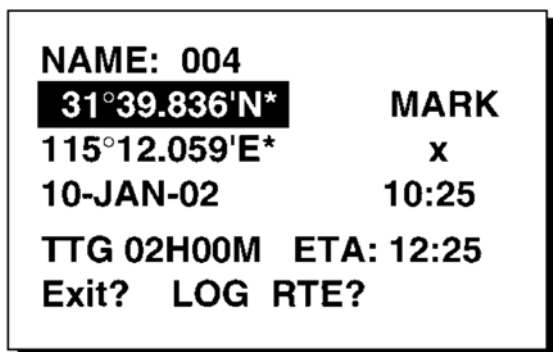
CURSOR: Cursor position when destination is set with cursor.
MOB: Man overboard position.
START: Starting point when destination is selected.

5. The cursor is selecting “NEW?” ; press the [ENT] key.



Waypoint name entry window

6. Enter name (if desired) with the cursor pad and then press the [ENT] key.



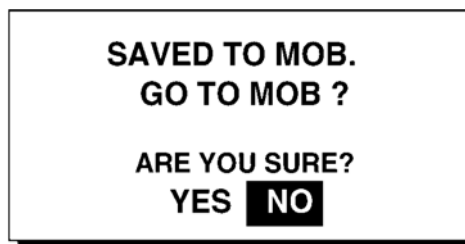
* Current position
Waypoint attribute edit window

7. The cursor is selecting latitude. Press the [ENT] key. Enter latitude with the cursor pad and then press the [ENT] key.
8. Press the [ENT] key, enter longitude in similar fashion as you did with latitude and then press the [ENT] key.
9. To change mark shape, choose the mark currently shown and then press the [ENT] key. Use ▲ or ▼ to choose mark desired and then press the [ENT] key.
10. To change date and time to the comment of your choice, press the [ENT] key, enter comment with the cursor pad, and then press the [ENT] key again.
11. Place the cursor on “Exit?” . Press the [ENT] key.
12. Press the [MENU] key twice to finish.

3.2 Entering the MOB Mark

The MOB mark denotes man overboard position. Only one MOB mark may be entered. Each time the MOB mark is entered the previous MOB mark and its position data are written over.

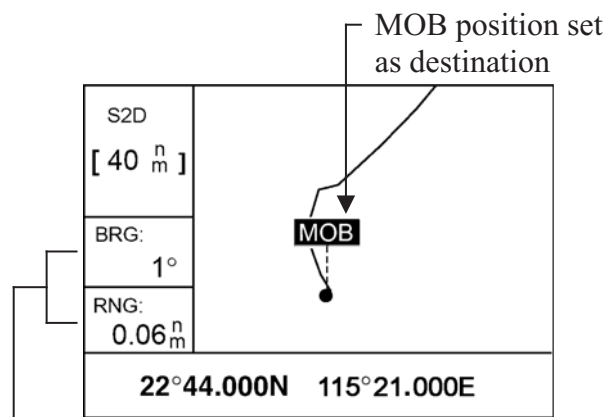
1. Press the [MARK/MOB] key on any display until the following display appears.



MOB window

2. To set MOB position as destination, press ◀ to choose YES and then press the [ENT] key. Then, the plotter display marks MOB position as shown in the illustration below.

Note: Selecting “NO” saves the position as a waypoint.



Bearing and range to MOB position

Plotter display when MOB is set as destination

3.3 Displaying Waypoint Name

You may display waypoint name as follows:

1. Press the [MENU] key once or twice to display the menu.
2. Choose PLOTTER and then press the [ENT] key.
3. Choose WPT NAME and then press the [ENT] key to show the waypoint name display options.



Waypoint name display options

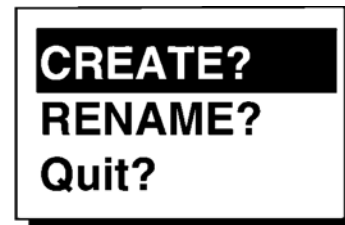
4. Choose DSP GOTO, DSP RTE or DSP ALL as appropriate and then press the [ENT] key.
DSP GOTO: Displays only the GOTO waypoint name.
DSP RTE: Displays all waypoint names when a route is set as destination.
DSP ALL: Displays all waypoint names. Press the [MENU] key twice to finish.

3.4 Operations on the Waypoint List

Editing waypoints

Waypoint position, waypoint name, mark shape and comment can be edited from the WPTS/MARKS List.

1. Press the [MENU] key once or twice to display the menu.
2. Choose WAYPOINTS and then press the [ENT] key.
3. Choose LIST or NEAREST and then press the [ENT] key.
4. Choose waypoint to edit and then press the [ENT] key.
Note: CURSOR, MOB and START are automatically updated according to destination setting or MOB setting. Therefore, editing these items has no meaning.
5. Choose NAME and then press the [ENT] key.
6. Change name with the cursor pad and then press the [ENT] key. You are then asked if you want to create or rename the waypoint, or quit (escape) the display.



Waypoint edit options

7. Choose objective desired and then press the [ENT] key.
8. Change position, mark shape, comment as desired.
9. Choose “Exit?” and then press the [ENT] key.
10. Press the [MENU] key twice to finish.

Showing nearest waypoints by distance, TTG and ETA

1. Press the [MENU] key once or twice to open the menu.
2. Choose WAYPOINTS and then press the [ENT] key.
3. Choose NEAREST and then press the [ENT] key. The display should look something like the one shown below, listing waypoints in order of distance from own vessel, from closest to furthest.

WPTS/MARKS (NEAREST)		
001	: 10.0 nm	344°
002	: 20.0 nm	337°
003	: 25.0 nm	357°
004	: 40.0 nm	143°
005	: 50.0 nm	90°
006	: 60.0 nm	200°
007	: 70.0 nm	320°

WPTS/MARKS list (NEAREST) by distance

4. To display ETA and TTG for each waypoint, press **▶**.

WPTS/MARKS (NEAREST)		
001	: 1H00M	12:00
002	: 2H00M	13:00
003	: 2H30M	13:30
004	: 4H00M	15:00
005	: 5H30M	16:30
006	: 6H00M	17:00
007	: 7H00M	18:00

WPTS/MARKS (NEAREST) list by TTG to ETA

5. To return to the waypoint list by distance, press **◀**.
6. Press the [MENU] key twice to close the menu.

3.5 Erasing Waypoints

1. Press the [MENU] key once or twice to display the menu.
2. Choose ERASE and then press the [ENT] key.

ERASE	
WAYPOINTS/MARKS?	
ROUTES?	
TRACK?	
RESET TRIP?	(6.40nm)
RESET ODO?	(6.40nm)
GPS DATA?	
MENU SETTINGS?	
ALL BACKUP DATA?	

ERASE menu

3. The cursor is selecting “WAYPOINTS /MARKS?”. Press the [ENT] key.

ERASE WPTS/MARKS		
[ALL?]	CURSOR	XAIMAN
MOB	START	001
002	003	004
005	006	007
-----	-----	-----
-----	-----	-----
-----	-----	-----

ERASE WPTS/MARKS display

4. Choose the waypoint you want to erase.

Note: You cannot erase CURSOR, MOB or START. To erase all waypoints, choose ALL.

5. Press the [ENT] key. A screen showing position and other particulars of the waypoint selected appears.

NAME: 001	
22°39.836'N	MARK
115°12.059'E	x
10-JAN-02	10:25
TTG 02H00M	ETA: 12:25
Quit?	ERASE?

Waypoint data

6. Press **▶** to choose “ERASE?” and then press the [ENT] key.
7. Press the [MENU] key twice to finish.

3.6 Speed for Calculating Time-to-Go, Estimated Time of Arrival

To calculate time-to-go and estimated time of arrival, enter your speed as below.

1. Press the [MENU] key once or twice to open the menu.
2. Choose PLOTTER and then press the [ENT] key.
3. Choose TTG/ETA and then press the [ENT] key.
4. Choose AUTO for automatic speed input (GPS calculated speed), or MAN for manual input.
5. Press the [ENT] key.
6. For automatic speed input, go to step 7. For manual speed input, press the [ENT] key, enter speed with the cursor pad and then press the [ENT] key.
7. Press the [MENU] key twice to finish.

4. ROUTES

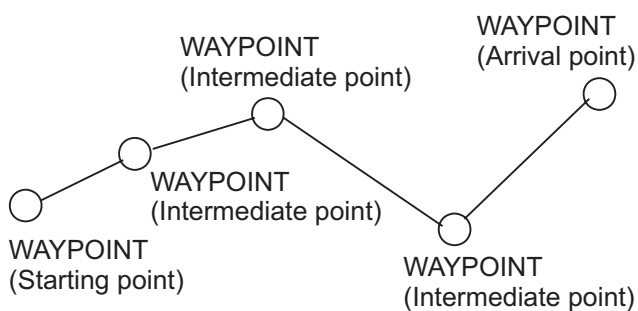
In many cases a trip from one place to another involves several course changes, requiring a series of waypoints which you navigate to, one after another. The sequence of waypoints leading to the ultimate destination is called a **route**. Your unit can automatically advance to the next waypoint on a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

4.1 Creating Routes

You can store up to 50 routes (numbered 01 to 50) and one LOG route, which is used to temporarily store a route. A route may be constructed four ways: by the cursor, by waypoints entered from the waypoint list, by waypoints entered from route menu, and by storing current position automatically or manually.

A route may contain 30 waypoints. When 30 waypoints have been saved, a message informs you that you can no longer save waypoints to the route. Press the [ENT] key to erase the message and save the route, under the name of the first and last waypoint numbers used in the route.

Note: Be sure to record all important routes in a separate log. This unit is not a fail-safe record keeping device.



Sample route

Creating a route with the cursor

This is probably the easiest method by which to create a route.

1. Use the cursor pad to place the cursor on position desired. (Cursor position is shown at the bottom of the screen.)
2. Press the [ENT] key. The following window appears.

```
CURSOR POS. → WPT
ENTER A NEW WPT NAME.
  01_ _ _ ?
(001:DEFAULT NAME)
QUIT: [MENU]
```

Waypoint name entry window

The cursor is on the second line of the display. This is where you may enter waypoint name. The number shown is the youngest empty waypoint number. If you want to register the waypoint under that number, and you do not need to change mark shape or enter a comment, press the [ENT] key to register the waypoint, and then go to step 5.

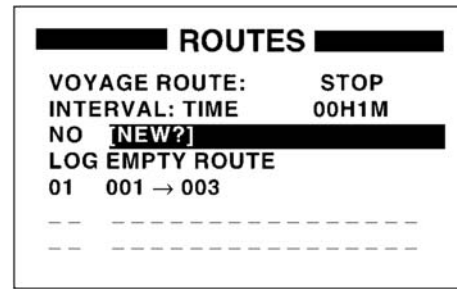
3. If desired, change the waypoint name. Press the [ENT] key.

```
NAME: 004
22°39.836'N*   MARK
115°12.059'E*   x
10-JAN-02      10:25
TTG 02H00M  ETA: 12:25
Exit? LOG RTE?
```

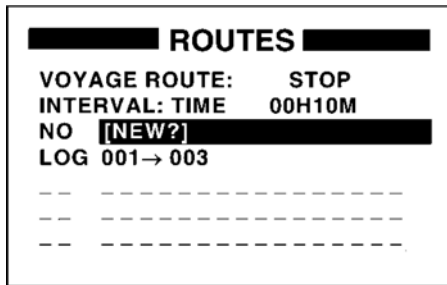
* Current position

Waypoint attribute edit window

4. If necessary, change waypoint, position, mark shape, and comment (date and time).
5. Choose “LOG RTE?” and then press the [ENT] key.
6. Repeat steps 1 through 5 to complete the route.
7. When you have entered all the waypoint positions desired, press the [MENU] key twice, choose ROUTES and then press the [ENT] key.



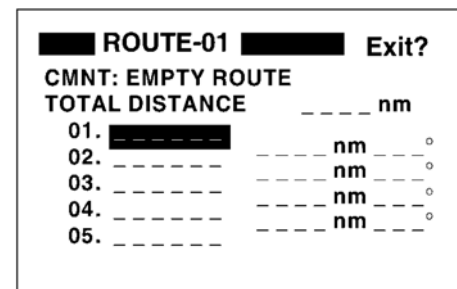
ROUTES list



ROUTES menu

8. “LOG” shows the first and last waypoints entered for the log route you are currently creating. Choose LOG and then press the [ENT] key.

4. “NEW?” is selected; press the [ENT] key. The screen shown below appears.



Screen for entering route by waypoint

5. Choose location (01, etc.) and then press the [ENT] key. Use ▲ or ▼ to display waypoint name. (In the example, XAIMAN.)
6. Press the [ENT] key.
7. Repeat steps 5 and 6 until you have entered all waypoints desired.



Route processing options

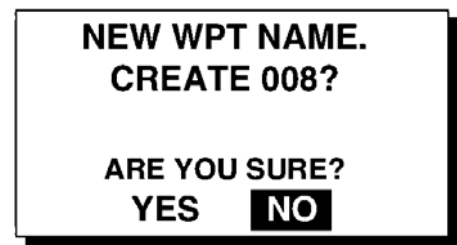
9. “MOVE?” is selected; press the [ENT] key. The route is moved from .LOG. and is registered under the next sequential route number. (To edit the route before saving it, choose “EDIT?” . For how to edit a route, see paragraph 4.2.)

Creating a route from the route menu

The procedure which follows describes how to create a route from two preregistered waypoints, 001 and XAIMAN.

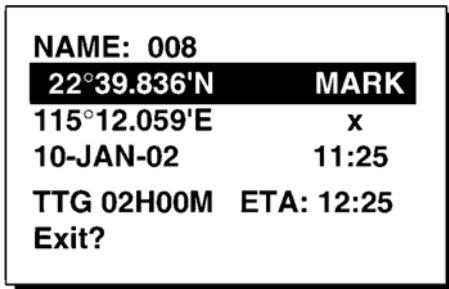
1. Press the [MENU] key once or twice to display the menu.
2. Choose ROUTES.
3. Press the [ENT] key.

Note: If you enter a waypoint which has not been registered, your screen will show a message which looks something like the one below. Press ◀ to choose YES and then press the [ENT] key to create a new waypoint; choose NO to return to the route entry screen.



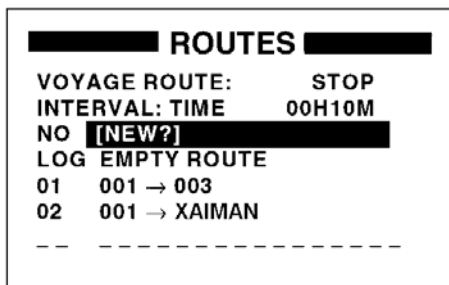
New waypoint creation screen

When you choose YES, the following screen appears. Edit the waypoint as necessary, choose “Exit?” and then press the [ENT] key.



Waypoint attribute edit window

8. "CMNT" shows the name of the route: the names of the first and last waypoints in the route. If you want to change the name, press ▲ to choose CMNT, press the [ENT] key, enter route name with the cursor pad and then press the [ENT] key.
9. Choose "Exit?" at the top of the screen.
10. Press the [ENT] key to register the route, under the next sequential route number. Then, the ROUTES list shows the name of the first and last waypoints used, next to route number.

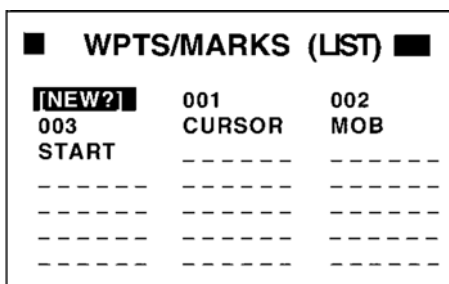


ROUTES list

11. Press the [MENU] key twice to finish.

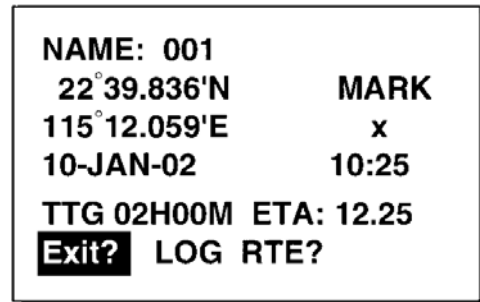
Creating a route from the waypoint list

1. Press the [MENU] key once or twice to display the menu.
2. Choose WAYPOINTS and then press the [ENT] key.
3. Choose LIST or NEAREST and then press the [ENT] key.



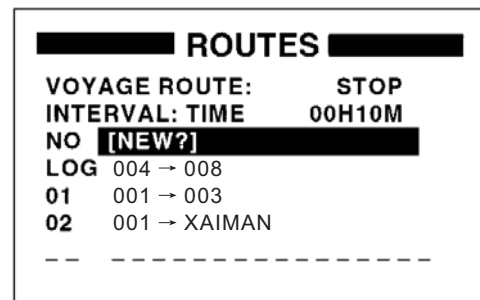
WPTS/MARKS (list)

4. Choose a waypoint and then press the [ENT] key. Your screen should look something like the one below.



Waypoint attribute edit window

5. Choose "LOG RTE?" and then press the [ENT] key.
6. Repeat steps 4 and 5 to complete the route.
7. Press the [MENU] key once.
8. Choose ROUTES and then press the [ENT] key. Your screen should now look something like the one shown below.



ROUTES list

9. Choose LOG and then press the [ENT] key. EDIT?



Route processing options

10. "MOVE?" is selected; press the [ENT] key. The route is moved from LOG and assigned the next sequential route number.
11. Press the [MENU] key twice to finish.

Creating a track-based route

There are two methods by which you can create a track-based route: manual input of track points using the [MARK/MOB] key and automatic input of track points from the ROUTES menu. A track-based route is useful for retracing your track.

Creating a track-based route manually

This method creates a route by storing position each time the [MARK/MOB] key is pressed.

1. Press the [MARK/MOB] key momentarily.

NAME: 001	
22°39.836'N	MARK
115°12.059'E	x
10-JAN-02	10:25
TTG 02H00M	ETA: 12.25
Exit?	LOG RTE?

Waypoint attribute edit window

2. Change name, comment and mark shape if desired. Choose “LOG RTE?” and then press the [ENT] key.
3. Repeat steps 1 and 2 when you change course.
4. When you have entered all the waypoint positions desired, press the [MENU] key twice, choose ROUTES and then press the [ENT] key.

ROUTES	
VOYAGE ROUTE:	STOP
INTERVAL: TIME	00H10M
NO	[NEW?]
LOG 001→003	
01	SHANGH→XAIMAN
---	---
---	---

ROUTES menu

5. Choose LOG and then press the [ENT] key.

EDIT?
MOVE?

Route processing options

6. “MOVE?” is selected; press the [ENT] key. The route is moved from “LOG” and is registered under the next sequential route number.
7. Press the [MENU] key twice to finish.

Creating a track-based route automatically

This method creates a route by automatically storing position at intervals of time or distance.

1. Press the [MENU] key once or twice to open the menu.
2. Choose ROUTES and then press the [ENT] key.
3. Choose INTERVAL and then press the [ENT] key.

TIME
DISTANCE

4. Choose TIME or DISTANCE (the method by which position will be stored) as appropriate and press the [ENT] key.
5. Press the [ENT] key. Use the cursor pad to set time or distance value and then press the [ENT] key.
6. Choose VOYAGE ROUTE and then press the [ENT] key.

START
STOP

Voyage start options

7. Choose START and then press the [ENT] key.

8. Press the [MENU] key twice to finish. The current position is saved under the next sequential waypoint number, the display shows “***SAVED!” (***) = waypoint number) and a beep sounds. Thereafter waypoints are saved at the interval of time or distance set. When 30 waypoints have been saved, a message informs you that you can no longer save waypoints to the route. Press the [ENT] key to erase the message. The route is automatically saved to “LOG” in the ROUTES menu, under the name of the first and last waypoint numbers used. Then, open the ROUTES menu and go to step 13.

You can manually stop saving waypoints and save the route by going to step 9.

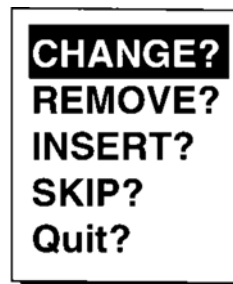
9. After the desired numbers of waypoints have been entered, press the [MENU] key once or twice to open the menu.
10. Choose ROUTES and then press the [ENT] key.
11. Choose VOYAGE ROUTE and then press the [ENT] key.
12. Choose STOP and then press the [ENT] key.
13. Choose LOG and then press the [ENT] key.
14. “MOVE?” is selected; press the [ENT] key. The route is moved from “LOG” and is registered under the next sequential route number.
15. Press the [MENU] key twice to finish.

4.2 Editing Routes

Replacing waypoints in a route

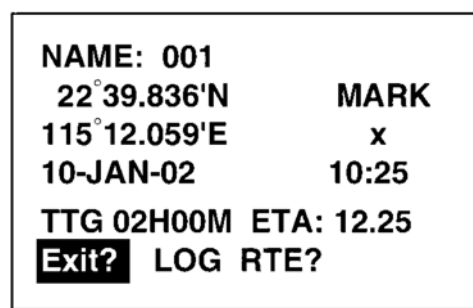
1. Press the [MENU] key once or twice to display the menu.
2. Choose ROUTES and then press the [ENT] key.
3. Choose the route to edit.
4. Press the [ENT] key.

5. Place the cursor on the waypoint to replace.
6. Press the [ENT] key to show the route edit options.



Route edit options

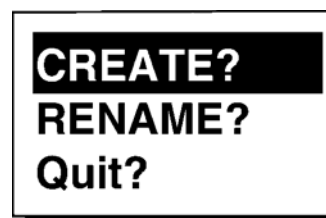
7. “CHANGE?” is selected; press the [ENT] key.



Waypoint attribute edit screen

8. NAME is selected. Press the [ENT] key. Use the cursor pad to enter waypoint name.
9. Press the [ENT] key.

Note: If the name entered at step 8 does not exist, the window shown below appears. Choose “CREATE?” “RENAME?” or “Quit?” as appropriate and then press the [ENT] key.



Waypoint name options

10. Choose “Exit?” .
11. Press the [ENT] key.
12. Press the [MENU] key twice to finish.

Permanently deleting a waypoint from a route

1. Press the [MENU] key once or twice to display the menu.
2. Choose ROUTES and then press the [ENT] key.
3. Choose the route desired.
4. Press the [ENT] key.
5. Choose the waypoint you want to delete.
6. Press the [ENT] key.
7. Choose "REMOVE?" .
8. Press the [ENT] key.
10. Press the [MENU] key twice to finish.

Inserting a waypoint in a route

To insert a waypoint in a route, do the following:

1. Press the [MENU] key once or twice to display the menu.
2. Choose ROUTES and then press the [ENT] key.
3. Choose the route desired.
4. Press the [ENT] key.
5. Choose the waypoint which will come after the waypoint to be inserted. In the illustration below, for example, if you want to insert the waypoint between SHANGH and 001, choose 001.

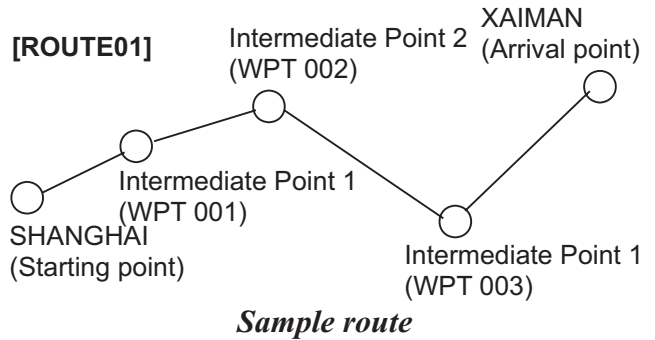
ROUTE-01		Exit?
CMNT: SHANGH → XAIMAN		
TOTAL DISTANCE		21.0nm
01. SHANGH	10.2nm	180°
02. 001	9.8 nm	90°
03. XAIMAN		
04. -----		
05. -----		

Route contents (Route-01)

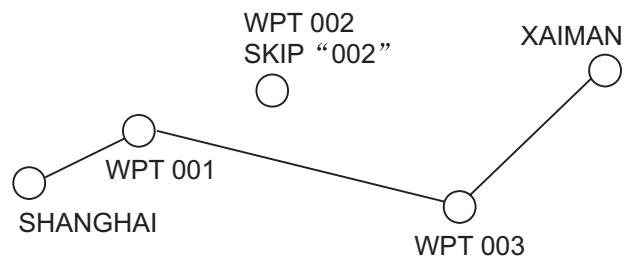
6. Press the [ENT] key.
7. Choose "INSERT?" .
8. Press the [ENT] key.
9. Use the cursor pad to enter waypoint.
10. Press the [ENT] key.
11. Press the [MENU] key twice to finish.

Temporarily deselecting a waypoint in a route

You can temporarily deselect an unnecessary waypoint from a route. Using the route created in the illustration at the top of the next column as an example, deselect the 2nd intermediate waypoint.



If you reconstruct the route without the 2nd intermediate point it would look like the illustration below.



Reconstruction of sample route above without the 2nd intermediate waypoint

1. Press the [MENU] key once or twice to display the menu.
2. Choose ROUTES and then press the [ENT] key.
3. Choose route desired and then press the [ENT] key.
4. Place the cursor on the waypoint to skip.
5. Press the [ENT] key.
6. Choose "SKIP?" and then press the [ENT] key. "X" appears to the left of the waypoint skipped as shown in the illustration below.

ROUTE-01		Exit?
CMNT: SHANGH → XAIMAN		
TOTAL DISTANCE		21.0nm
01. SHANGH	10.2nm	180°
x 02. 001	9.8 nm	90°
03. XAIMAN		
04. -----		
05. -----		

Skipped
waypoint

Route contents (Route-01)

7. Press the [MENU] key twice to finish. To restore a waypoint to a route, choose “SKPoFF ?” at step 6 in this procedure, press the [ENT] key and then press the [MENU] key twice to finish.

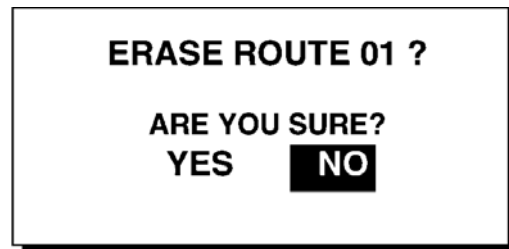
Changing route comment (name)

You can change the comment (name) for a route as below. Up to 16 alphanumeric characters may be used.

1. Press the [MENU] key once or twice to display the menu.
2. Choose ROUTES and then press the [ENT] key.
3. Choose route number and then press the [ENT] key.
4. Choose CMNT and then press the [ENT] key.
5. Enter comment with the cursor pad and then press the [ENT] key.
6. Press the [MENU] key twice to finish.

4.3 Erasing Routes

1. Press the [MENU] key once or twice to display the menu.
2. Choose ERASE and then press the [ENT] key.
3. Choose “ROUTES?” and then press the [ENT] key.
4. Choose the route you want to delete. If you want to delete all routes, choose ALL? .
5. Press the [ENT] key. You are asked if you are sure to delete the route(s).



Erase route options

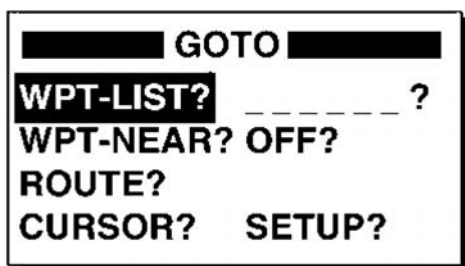
6. Choose YES and then press the [ENT] key.
7. Press the [MENU] key twice to finish.

5. DESTINATION

Destination can be set four ways: by cursor, by waypoint, by route, and by MOB position. Previous destination is cancelled whenever a destination is newly set.

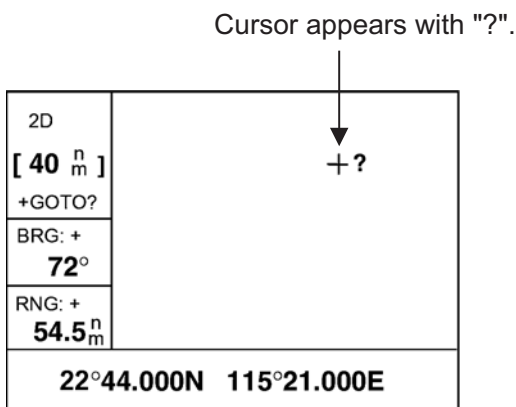
5.1 Setting Destination by Cursor

1. Press the [GOTO] key to display the GOTO options window.



GOTO options

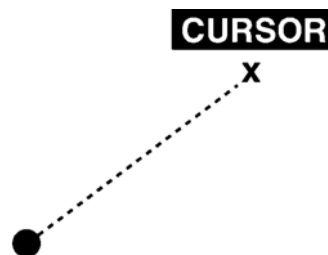
2. Choose "CURSOR?".
3. Press the [ENT] key. The plotter display appears, with "?" shown to the right of the cursor.



Cursor appearance when setting destination by cursor

4. Use the cursor pad to place the cursor on the location desired for destination.
5. Press the [ENT] key.

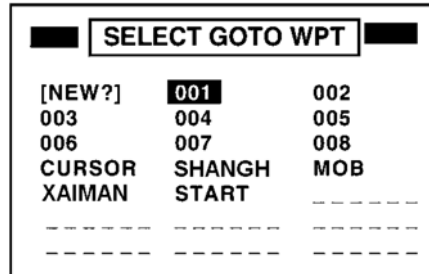
A dashed line connects own ship and the destination, which is marked with "CURSOR" and an "X" as shown in the illustration below.



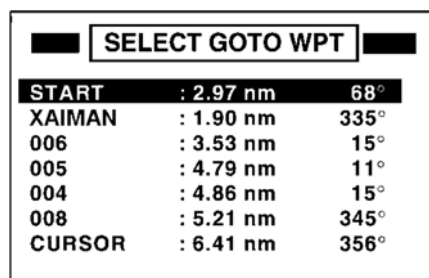
Destination set by cursor

5.2 Setting Destination by Waypoint

1. Press the [GOTO] key.
2. Choose "WPT-LIST?" or "WPT-NEAR?".
3. Press the [ENT] key. The SELECT GOTO WPT list appears.



WPT-LIST



WPT-NEAR

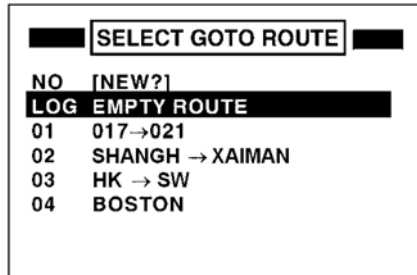
SELECT GOTO WPT screens

4. Choose a waypoint.
5. Press the [ENT] key.

Own ship's position becomes the starting point and a dashed line runs between it and the waypoint selected, which is shown in reverse video.

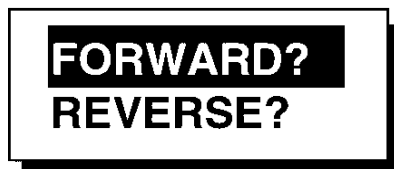
5.3 Setting Route as Destination

1. Press the [GOTO] key.
2. Choose “ROUTE?” .
3. Press the [ENT] key.



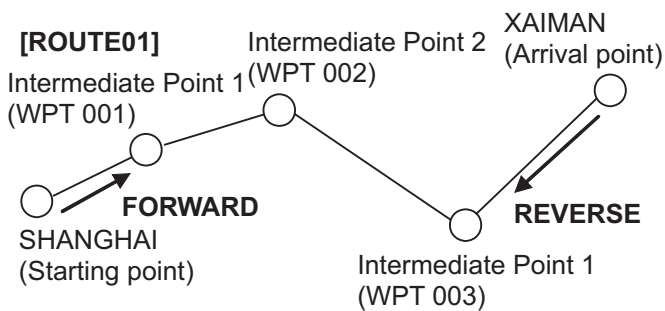
GOTO ROUTE list

4. Choose a route.
5. Press the [ENT] key. The following options window appears.



Route following direction options

6. Choose “FORWARD?” or “REVERSE?” , The order in which to traverse the route waypoints, and then press the [ENT] key.



Meaning of forward and revers

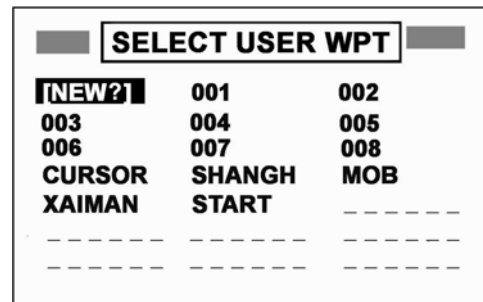
Current position becomes the starting point. A dashed line runs between the starting point and all route waypoints. Next destination waypoint is shown in reverse video. The destination waypoint is automatically switched when the boat enters the arrival alarm range or the boat passes an imaginary perpendicular line passing through the center of the destination waypoint. For how to set the arrival alarm, see paragraph 6.1.

5.4 Setting User Waypoint as Destination

You may place a desired waypoint in the GOTO options window and use it to set destination.

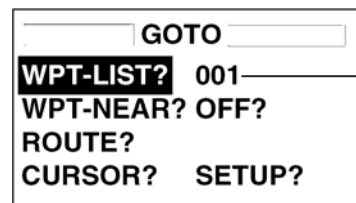
Choosing user waypoint

1. Press the [GOTO] key.
2. Choose “SETUP?” and then press the [ENT] key.



SELECT USER WPT list

3. Choose waypoint desired and then press the [ENT] key. The GOTO window appears, showing the waypoint selected as below.



Location of user waypoint (Example: 001)

GOTO options

4. Choose user waypoint and then press the [ENT] key.

A dashed line connects own ship and the waypoint selected, which is shown in reverse video.

5.5 Canceling Destination

You can cancel destination as follows:

1. Press the [GOTO] key.
2. Choose “OFF?” .
3. Press the [ENT] key.

6. ALARMS

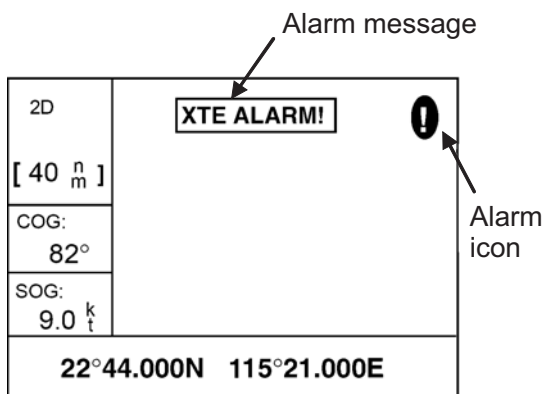
There are eight alarm conditions which generate both audio and visual alarms: Arrival alarm, Anchor watch alarm, XTE (Cross-Track Error) alarm, Speed alarm, Time alarm, Trip alarm and Odometer alarm. SBAS alarm.

When an alarm setting is violated, the buzzer sounds and the name of the offending alarm and the alarm icon appear on the display.

You can silence the buzzer and remove the alarm name indication by pressing any key. The alarm icon remains on the screen until the reason for the alarm is cleared.

In some instances, multiple alarms may have been violated. You can see which alarm(s) is sounding by displaying the message board. The keying sequence is [MENU] (once or twice), MESSAGE, [ENT]. The message board is discussed in paragraph 8.2 “Displaying the Message Board.”

To disable an alarm, choose OFF as its option, press the [ENT] key and then press the [MENU] key twice.



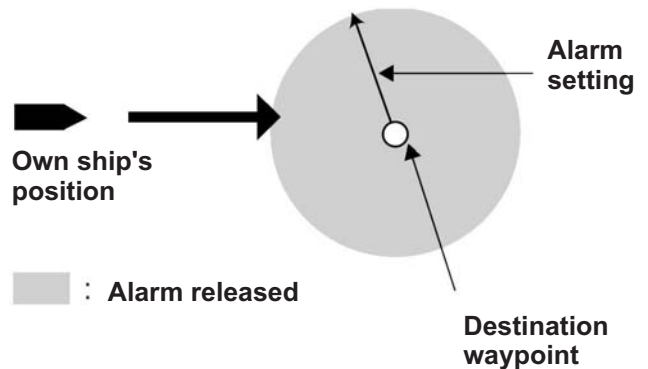
Location of alarm message and alarm icon

6.1 Arrival Alarm, Anchor Watch Alarm

You may activate the arrival alarm or the anchor watch alarm; they cannot be activated together.

Arrival alarm

The arrival alarm informs you that own ship is approaching a destination waypoint. The area that defines an arrival zone is that of a circle which you approach from the outside of the circle. The alarm will be released if own ship enters the circle.



How the arrival alarm works

1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key to show the ALARMS menu.

ALARMS		
BUZZER	:	LONG
ARV/ANC	:	ARV 0.30 nm
XTE	:	OFF 0.50 nm
SPEED	:	OFF 12.0 kt
WAAS/DGPS	:	OFF
TIME	:	OFF 00:00
TRIP	:	OFF 0 nm
ODOMETER	:	OFF 0 nm

ALARMS menu

4. Choose ARV/ANC and then press the [ENT] key.



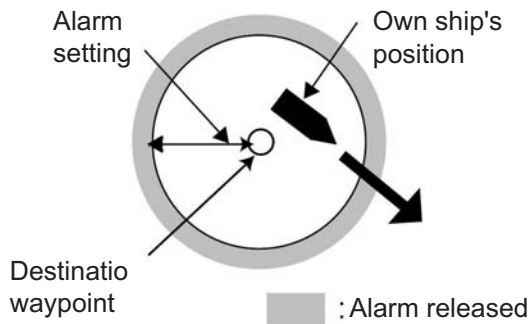
Arrival/anchor watch options

5. Choose ARV and then press the [ENT] key.
6. Press the [ENT] key. Enter the alarm range (0.0-99.99 nm) with the cursor pad.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

When own ship nears the GOTO waypoint by the range set here, the buzzer sounds and the message ARV ALARM! Appears.

Anchor watch alarm

The anchor watch alarm sounds to warn you that own ship is moving when it should be at rest.



How the anchor watch alarm works

Before setting the anchor watch alarm, set current position as destination waypoint, referring to paragraph 5.2.

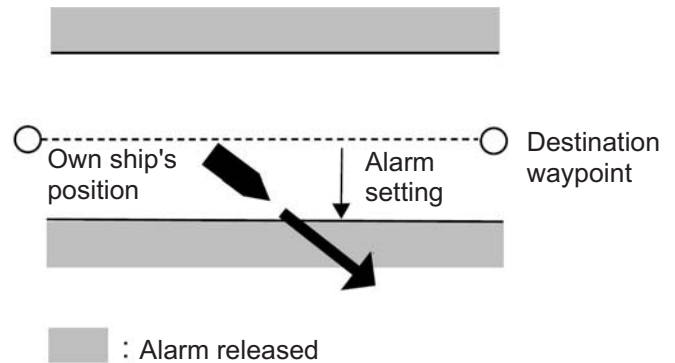
1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key.
4. Choose ARV/ANC and then press the [ENT] key.
5. Choose ANC and then press the [ENT] key.

6. Press the [ENT] key. Enter the alarm range (0.01-99.99 nm) with the cursor pad.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

When own ship drifts more than the range set here, the buzzer sounds and the message ANC ALARM! and the alarm icon appear.

6.2 XTE (Cross Track Error) Alarm

The XTE alarm warns you when own ship is off its intended course.



How the XTE alarm works

1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key.
4. Choose XTE and then press the [ENT] key.
5. Choose ON and then press the [ENT] key.
6. Press the [ENT] key. Enter alarm range (0.0-99.99 nm) with the cursor pad.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

When own ship strays from the intended track by the range set here, the buzzer sounds and message XTE ALARM! and the alarm icon appear.

6.3 Speed Alarm

The speed alarm provides visual and aural alerts when the ship's speed is higher (or lower) than the alarm range set.

1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key.
4. Choose SPEED and then press the [ENT] key.
5. Choose LOW or HIGH as appropriate and then press the [ENT] key.
LOW: Alarm sounds when speed is lower than speed set.
HIGH: Alarm sounds when speed is higher than speed set.
6. Press the [ENT] key. Enter speed (0.0-999.9 kt) with the cursor pad.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

When the speed alarm setting is violated, the buzzer sounds and the message SPD ALARM! And the alarm icon appear.

6.4 Time Alarm

The time alarm works like an alarm clock, releasing audio and visual alarms when the time entered has come.

1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key.
4. Choose TIME and then press the [ENT] key.
5. Choose ON and then press the [ENT] key.
6. Press the [ENT] key.
7. Enter time desired with the cursor pad.
8. Press the [ENT] key.
9. Press the [MENU] key twice to finish.

When the time entered has come, the buzzer sounds and the message TIME ALARM! and the alarm icon appear.

6.5 Trip Alarm

This alarm alerts you by aural and visual alarms when your boat has traveled a distance greater than the trip alarm distance.

1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key.
4. Choose TRIP and then press the [ENT] key.
5. Choose ON and then press the [ENT] key.
6. Press the [ENT] key. Enter distance desired (001-999 nm) with the cursor pad.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

When the boat has traveled further than the preset trip distance, the buzzer sounds and the message TRIP ALARM! and the alarm icon appear.

6.6 Odometer Alarm

This alarm alerts you by aural and visual alarms when your boat has traveled the total distance you set.

1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key.
4. Choose ODOMETER and then press the [ENT] key.
5. Choose ON and then press the [ENT] key.
6. Press the [ENT] key. Enter distance desired (001-999 nm) with the cursor pad.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

When the boat has traveled further than the preset trip distance, the buzzer sounds and the message ODOMETER ALARM! and the alarm icon appear.

6.7 Buzzer Type Selection

The buzzer sounds whenever an alarm setting is violated. You can choose the type of buzzer to use as follows:

1. Press the [MENU] key once or twice to open the menu.
2. Choose ALARMS.
3. Press the [ENT] key.
4. Choose BUZZER and then press the [ENT] key.



Buzzer sound options

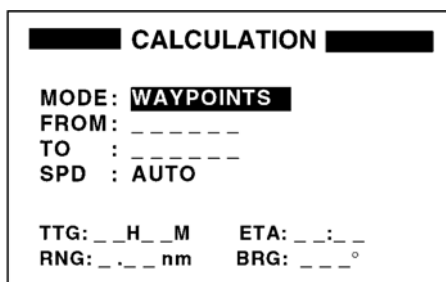
5. Choose buzzer type desired and then press the [ENT] key.
SHORT: Two short beeps
LONG: Three long beeps
CONSTANT: Continuous beeps
6. Press the [MENU] key twice to finish.

7. OTHER FUNCTIONS

7.1 Calculating Range, Bearing, TTG and ETA

Range and bearing between two waypoints

1. Press the [MENU] key once or twice to open the menu.
2. Choose CALCULATE and then press the [ENT] key.



CALCULATION menu

3. The cursor is selecting MODE. Press the [ENT] key.



Range and bearing calculation options

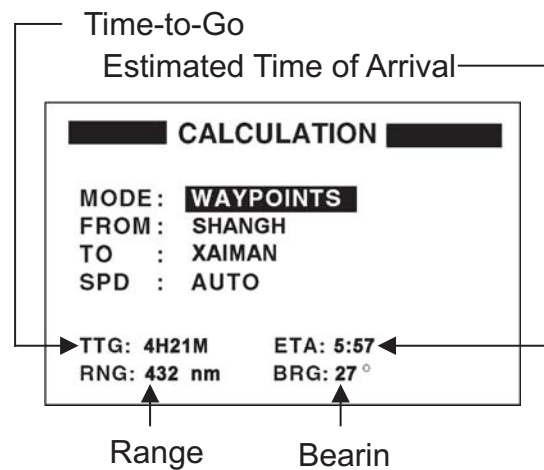
4. Choose WAYPOINTS and then press the [ENT] key.
5. Press the [ENT] key.
6. Enter the FROM waypoint and then press the [ENT] key.
7. Press the [ENT] key, enter the TO waypoint and then press the [ENT] key.
8. Press the [ENT] key to display the speed input options.



Speed input options

9. Choose AUTO or MAN and then press the [ENT] key. AUTO uses ship's average speed; MAN is for manual entry of speed. For AUTO, see the illustration after step 10 for sample range and bearing calculation. For MAN, go to step 10.
10. Press the [ENT] key. Enter speed with the cursor pad and then press the [ENT] key.

The illustration below shows what the display might look like using waypoints SHANGH and XAIMAN as the FROM and TO waypoints, respectively.



Typical range and bearing calculation between two waypoints

11. Press the [MENU] key twice to finish.

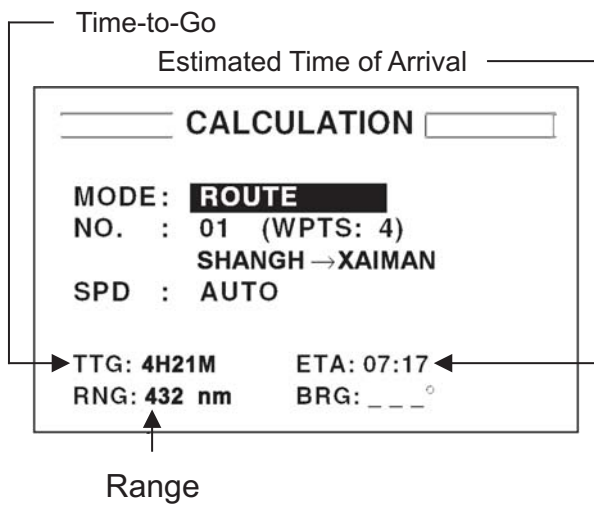
Range, TTG and ETA between first and final waypoints of a route

You can easily find the range, TTG and ETA between the first and final waypoints of a route as follows:

1. Press the [MENU] key once or twice to open the menu.
2. Choose CALCULATE and then press the [ENT] key.
3. Press the [ENT] key.
4. Choose ROUTE and then press the [ENT] key.
5. Press the [ENT] key.
6. Choose route number from the route list with the cursor pad.

7. Press the [ENT] key to open the speed input options window.
8. Choose AUTO or MAN. AUTO uses ship's average speed; MAN is for manual entry of speed.
9. Press the [ENT] key. If you selected AUTO no further operation is necessary. See the illustration below for a calculation example. For MAN, press the [ENT] key, enter speed with the cursor pad and then press the [ENT] key.

The illustration below shows what the display might look like using Route-01 as an example.



Typical TTG, ETA, range calculation for route

10. Press the [MENU] key twice to finish.

7.2 Bearing Reference

Ship's course and bearing to a waypoint may be displayed in true or magnetic bearing. Magnetic bearing is true bearing plus (or minus) earth's magnetic deviation. Use the bearing reference in accordance with the compass interfaced: magnetic for magnetic compass, true for gyrocompass. The default setting displays magnetic bearings.

1. Press the [MENU] key once or twice to open the menu.
2. Choose PLOTTER.
3. Press the [ENT] key.
4. Choose BRG. REF.
5. Press the [ENT] key.



Bearing reference options

6. Choose MAG or TRUE as appropriate.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

7.3 Magnetic Variation

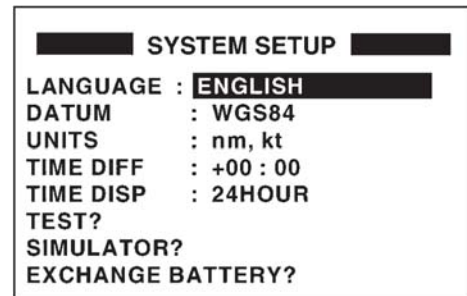
The location of the magnetic north pole is different from the geographical north pole. This causes a difference between the true and magnetic north direction. This difference is called magnetic variation, and varies with respect to the observation point on earth. Your unit is preprogrammed with all the earth's magnetic variation. However, you may wish to enter variation manually to refine accuracy. Set "BRG REF" on the PLOTTER is set to "MAG" to use magnetic variation.

1. Press the [MENU] key once or twice to open the menu.
2. Choose PLOTTER and then press the [ENT] key.
3. Choose MAG. VAR.
4. Press the [ENT] key.
5. Choose AUTO or MAN as appropriate and then press the [ENT] key. For automatic magnetic variation, current magnetic variation appears to the right of AUTO.
6. If you selected AUTO, no further operation is necessary; go to step 7. For MAN, press the [ENT] key and enter magnetic variation as follows:
 - a) If necessary, change coordinate from east to west or vice versa by pressing ▲ or ▼ .
 - b) Press ► to shift cursor, use ▲ or ▼ to set value, referring to a nautical chart.
 - c) Press the [ENT] key.
7. Press the [MENU] key twice to finish.

7.4 Geodetic Chart System

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

1. Press the [MENU] key once or twice to open the menu.
2. Choose SYS SETUP and then press the [ENT] key.



SYSTEM SETUP menu

3. Choose DATUM and then press the [ENT] key.
4. Choose WGS84 (GPS standard), WGS72 or OTHER as appropriate and then press the [ENT] key.
5. If you selected WGS84 or WGS72, go to step 6. For OTHER, do the following:
 - a) Press the [ENT] key.
 - b) Use the cursor pad to enter chart number.
 - c) Press the [ENT] key.
6. Press the [MENU] key twice to finish.

7.5 Units of Measurement

Distance/speed can be displayed in nautical miles/knots, kilometers/kilometers per hour, or statute miles/miles per hour.

1. Press the [MENU] key once or twice to open the menu.
2. Choose SYS SETUP and then press the [ENT] key.
3. Choose UNITS.
4. Press the [ENT] key.
5. Choose combination desired: nm, kt; km, km/h; sm, mph.
6. Press the [ENT] key.
7. Press the [MENU] key twice to finish.

7.6 Time Difference (using local time), Time Format

GPS uses UTC time. If you would rather use local time, enter the time difference (range: -13:30 to +13:30) between it and UTC time.

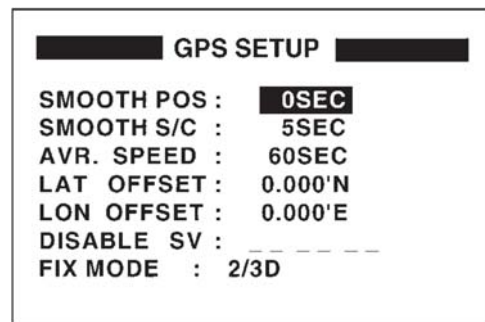
You may display the time in 12 or 24 hour format.

1. Press the [MENU] key once or twice to open the menu.
2. Choose SYS SETUP and then press the [ENT] key.
3. Press ▼ to choose TIME DIFF and then press the [ENT] key.
4. Press ▲ or ▼ to display “+” or “-” as appropriate.
5. Enter time difference with the cursor pad.
6. Press the [ENT] key.
7. The cursor is selecting TIME DISP. Press the [ENT] key.
8. Choose 12 HOUR or 24 HOUR as appropriate and then press the [ENT] key.
9. Press the [MENU] key twice to finish.

7.7 GPS Setup

The GPS SETUP menu smoothes position and course, averages speed, applies position offset, and deactivates unhealthy satellites.

1. Press the [MENU] key once or twice to open the menu.
2. Choose GPS SETUP and then press the [ENT] key.



GPS SETUP menu

3. Choose item and then press the [ENT] key.
4. Change setting with the cursor pad and then press the [ENT] key.
5. Press the [MENU] key twice to finish.

GPS SETUP menu description

SMOOTH POS (Smoothing position)

When the DOP (Dilution of Precision, the index for position-fixing accuracy) or receiving condition is unfavorable, the GPS fix may change greatly, even if the vessel is dead in water. This change can be reduced by smoothing the raw GPS fixes. The setting range is from 0 (no smoothing) to 999 seconds. The higher the setting the more smoothed the raw data, however too high a setting slows response time to change in latitude and longitude. This is especially noticeable at high ship's speeds. "0" is the normal setting; increase the setting if the GPS fix changes greatly.

SMOOTH S/C (Smoothing speed/course)

During position fixing, ship's velocity (speed and course) is directly measured by receiving GPS satellite signals. The raw velocity data may change randomly depending on receiving conditions and other factors. You can reduce this random variation by increasing the smoothing. Like with latitude and longitude smoothing, the higher the speed and course smoothing the more smoothed the raw data. If the setting is too high, however, the response to speed and course change slows. The setting range is from 0 (no smoothing) to 9999 seconds.

AVR. SPEED (Speed averaging)

Calculation of ETA and TTG, etc. is based on average ship's speed over a given period. If the period is too long or too short, calculation error will result. Change this setting if calculation error occurs. The default setting is 60 seconds. The setting range is from 0 (no averaging) to 9999 seconds.

LAT/LON OFFSET (L/L position offset)

You may apply an offset to latitude and longitude position generated by the GPS receiver, to increase position accuracy.

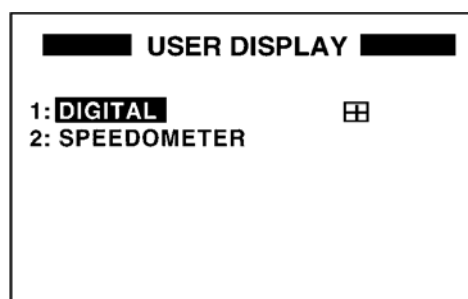
7.8 User Display Setup

The user displays, which appear when the [DISP] key is pressed several times, provide user customized digital data and a speedometer.

Digital data

The user may choose 1-4 items of navigation data to display on the digital display.

1. Press the [MENU] key once or twice to open the menu.
2. Choose USER DISP and then press the [ENT] key.



USER DISPLAY menu

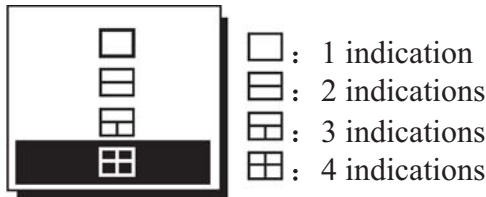
3. Choose 1 or 2 and then press the [ENT] key.



User display type options

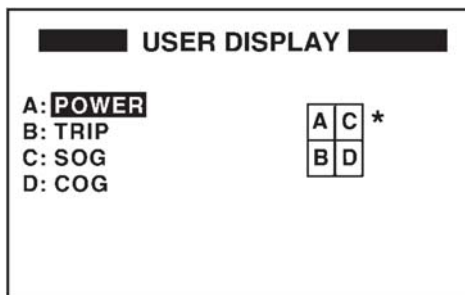
4. Choose DIGITAL and then press the [ENT] key.

5. The cursor is selecting the square at the right side of the screen. Press the [ENT] key.

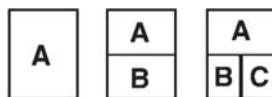


User display screen division options

6. Choose the screen division desired, that is, the number of data to display, and then press the [ENT] key. The display now looks something like the one shown below.

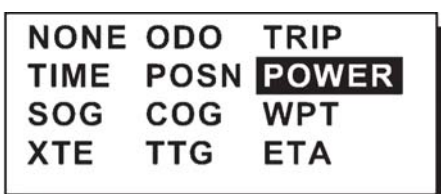


* = Changes according to selection at step 6.



USER DISPLAY menu, default digital display settings

7. "A" is selected. Press the [ENT] key.



Digital data options

8. Use the cursor pad to choose data desired and then press the [ENT] key.

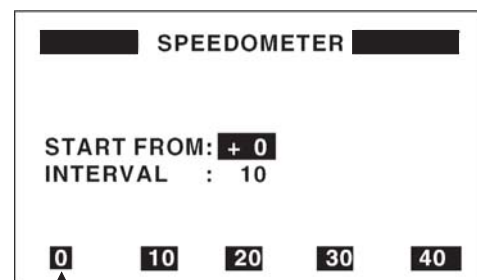
- NONE: No display
- ODO: Odometer distance
- TRIP: Trip distance
- TIME: Time and date
- POSN: Position
- POWER: Power source voltage
- SOG: Speed over ground
- COG: Course over ground
- WPT: Rng and Brg to waypoint
- XTE: Cross-track error
- TTG: Time to go (to destination)
- ETA: Estimated time of arrival (at destination)

9. Control returns to the User display setup, with "B" selected. Depending on the selection made at step 5, set other indications similar to how you did with "A" .

10. Press the [MENU] key twice to finish.

Speedometer display

1. Press the [MENU] key once or twice to open the menu.
2. Choose USER DISP and then press the [ENT] key.
3. Choose 1 or 2 and then press the [ENT] key.
4. Choose SPEEDOMETER and then press the [ENT] key.



Start point Interval

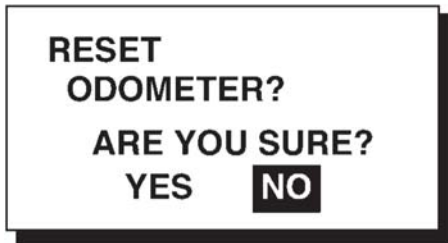
Speedometer menu

5. The cursor is selecting START FROM. Press the [ENT] key.
6. Enter starting speed: Use ◀ or ▶ to select location and ▲ or ▼ to enter value and switch from plus to minus and vice versa. The setting range is -99 to +99.
7. Press the [ENT] key, and the cursor shifts to INTERVAL.
8. Press the [ENT] key.

9. Enter scale interval: Use ◀ or ▶ to choose location and ▲ or ▼ to enter value. The setting range is 1 to 99.
10. Press the [ENT] key.
11. Press the [MENU] key twice to close the menu.

7.9 Resetting Trip and Odometer Distances

1. Press the [MENU] key once or twice to open the menu.
2. Choose ERASE and then press the [ENT] key.
3. Choose “RESET TRIP?” (or “RESET ODO?”) and then press the [ENT] key. One of following displays appears.



Reset trip meter, odometer options

4. Press ◀ to choose YES and then press the [ENT] key to reset distance to zero.
5. Press the [MENU] key twice to finish.

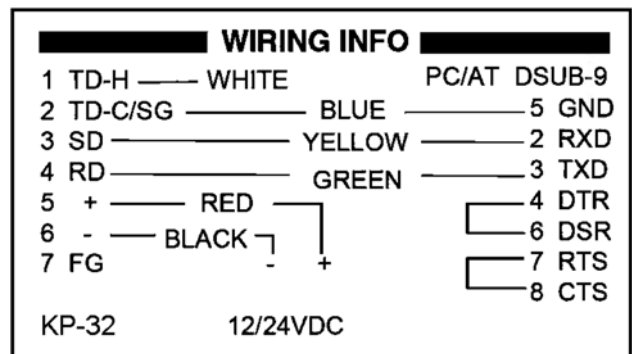
7.10 Uploading, Downloading Waypoint, Route Data

Waypoint and route data may be downloaded to a PC or uploaded from a PC to your unit.

Wiring

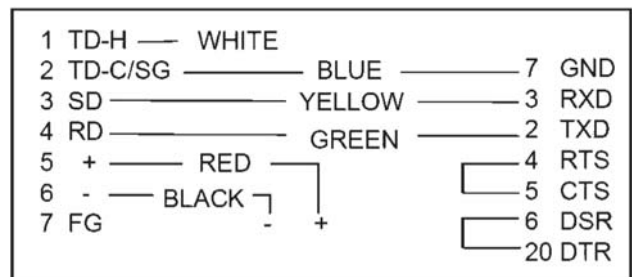
Your equipment provides a wiring diagram which shows how to connect to a PC using a DSUB 9-pin connector (EIA-574). You may display it as follows.

1. Press the [MENU] key once or twice to open the menu.
2. Choose I/O SETUP and then press the [ENT] key.
3. Choose WIRING INFO and then press the [ENT] key to display the wiring diagram.



Wiring diagram, using DSUB 9-pin connector

Note: A DSUB 25-pin (EIA-232) may also be used to make the connection. In this case the wiring diagram is as follows.



Wiring diagram, using DSUB 25-pin connector

Setting for communication software on PC

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

Downloading/Uploading between PC and KP-32

Waypoint data and route data can be downloaded /uploaded between a personal computer and the KP-32.

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

Note 2: No position fix is available during uploading or downloading.

Downloading data to a PC

1. Press the [MENU] key once or twice to open the menu, choose I/O SETUP and then press the [ENT] key.

```

I/O SETUP
DATA1 : NMEA-REM1
DATA2 : NMEA-REM
NMEA VER : VER2.0
SAVE WPT/RTE → PC?
LOAD WPT/RTE ← PC?
LOAD WPT ← YEOMAN?
WIRING INFO?
    
```

I/O SETUP menu

2. Choose SAVE WPT/RTE → PC?.
3. Press the [ENT] key.

```

SAVE WPT/RTE
ALL WPTS/ROUTES
WILL BE SAVED TO PC.
SET PC PORT TO 4800
8 BIT, P-N, S1, XON/OFF.
CONTINUE?
    
```

SAVE WP/RTE display

4. Press the [ENT] key.

```

SAVING START?
(PC READY?)
ARE YOU SURE?
YES NO
    
```

SAVING START? Prompt

5. Set up the computer to receive data.
6. Press ◀ to choose YES and then press the [ENT] key to download.

```

WPTS & ROUTES
SAVING ...
CANCEL?
    
```

Data is being saved. To cancel press the [ENT] key.

```

SAVING
COMPLETED
HIT ANY KEY.
    
```

Saving is completed. Hit any key to escape

Downloading sequence

7. Press any key to escape.

Uploading data from a PC

Note that all waypoint and route data stored in the KP-32 will be deleted when data is uploaded.

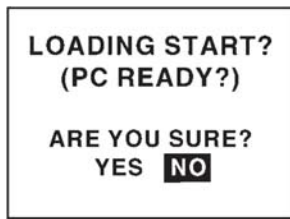
1. Press the [MENU] key once or twice to open the menu, choose I/O SETUP and then press the [ENT] key.
2. Choose LOAD WPT/RTE ← PC?.
3. Press the [ENT] key.

```

LOAD WPT/RTE
LOADING ERASES CUR-
RENT WPT/RTE DATA.
SET PC PORT TO 4800
8 BIT, P-N, S1, XON/OFF.
CONTINUE?
    
```

LOAD WP/RTE display

4. Press the [ENT] key.

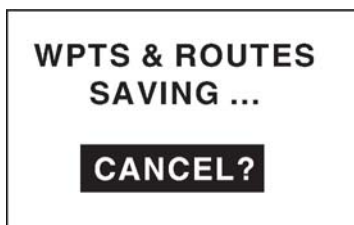


LOADING START? Prompt

5. Set up the computer to output data.

6. Press ◀ to choose YES and then press the [ENT] key to upload.

Note: The waypoint and route data are deleted when the [ENT] key is pressed.



Now loading data

To cancel, press [ENT] key.

Message when data is being loaded

7. When the loading is completed, the following message appears.



Message when data is loaded successfully

8. Press any key to escape.

Waypoint data format

```
$PFEC,GPwpl,llllll, a, yyyyy.vyy, a, c...c, c, c...c, a, hhmmss, xx, xx, xxx <CR><LF>
```

1
2
3
4
5
6
7
8
9
10
11
12

Waypoint data format

- 1:** Waypoint latitude
- 2:** N/S
- 3:** Waypoint longitude
- 4:** E/W
- 5:** Waypoint name (Number of characters is fixed to 6 and space code is placed when the number of characters are less than 6.)
- 6:** Waypoint color (This field is always kept NULL.)
- 7:** Waypoint comment (2 byte for mark code + 16 characters of comment.) 1st byte of mark code: Fixed to '@'. 2nd byte of mark code: Internal mark code + 'a' (0 x 61). See Note 1 on the next page. Number of characters for comment is less than 16 (variable length). See Note 2 on the next page.
- 8:** Flag making waypoint. Always set to "A" .
 "A" Displayed
 "V" Not displayed
- 9:** UTC (Always NULL)
- 10:** Day (Always NULL)
- 11:** Month (Always NULL)
- 12:** Year (Always NULL)

Note 1: Internal mark code is 0 x 10 through 0 x 18. 0 x 71 through 0 x 79 are always placed at 2nd byte of mark code.

Note 2: Following characters can be used for comments:

```
_ABCDEFGHIJKLMN OPQRSTUVWXYZ0123456789&()+/=/?}
0x10: □(q) 0x11: X(r) 0x12: ↘(s) 0x13: [ (t) 0x14: ■(u)
0x15: †(v) 0x16: †(w) 0x17: ■(x) 0x18: †(y)
```

Characters available for comments

Route data format

```
$GPRTE, x, x, a, cc, c...c, c...c, ..., c...c <CR> <LF>
```

1
2
3
4
5
6
12

Route data format

- 1:** Number of sentences required for one complete route data (1 to 4). See Note.
- 2:** Number of sentences currently used (1 to 4)
- 3:** Message mode (Always set to C).
- 4:** Route No. (01 to 51 (51 is LOG route, 2 digits required))
- 5: through 12:** Waypoint name (Max. 8 names, length of each waypoint name is fixed to 7 byte)

1st byte: Skip code '-' (Hyphen) = Skip ON, Space code = Skip OFF

After 2nd byte: Waypoint name (fixed to 6 bytes)

Note: A route can contain max. 30 waypoints and GPRTE sentence for one route data may exceed 80-byte limitation. In this case, route data is divided into several GPRTE sentences (Max. 4 sentences). This value shows the number of sentences route data has been divided.

Route comment data format

```
$PFEC, Gprtc,  $\frac{xx}{1}$ ,  $\frac{c\dots c}{2}$  <CR><LF>
```

Route comment data format

- 1: Route No. (01 to 51, 2 digits required)
- 2: Route comment (Max. 16 characters, variable length)

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

End of sentence

```
$PFEC, Gpxfr, CTL, E<CR><LF>
```

End of sentence format

7.11 Language

English and other languages are available.

1. Press the [MENU] key.
2. Choose SYS SETUP and then press the [ENT] key.
3. The cursor is selecting LANGUAGE. Press the [ENT] key.



Language options

4. Choose language desired and then press the [ENT] key.
5. Press the [MENU] key once to return to the main menu.
6. Clear all backup data as shown in paragraph 8.6.

8. MAINTENANCE & TROUBLESHOOTING

8.1 Maintenance

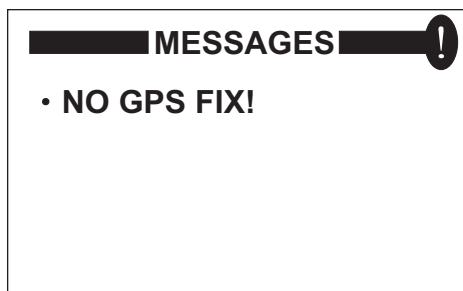
Regular maintenance is important to maintain performance. Check the following points monthly to help maintain performance.

- Check that connectors on the rear panel are firmly tightened and free of rust.
- Check that the ground system is free of rust and the ground wire is tightly fastened.
- Check that battery terminals are clean and free of rust.
- Check the antenna for damage. Replace if damaged.
- Dust and dirt on the keyboard and display screen may be removed with a soft cloth. Do not use chemical cleaners to clean the equipment; they may remove paint and markings. Use special care when cleaning the LCD - it is easily scratched.

Displaying the Message Board

The message board displays error messages and alerts. You can display it as follows:

1. Press the [MENU] key once or twice to open the menu.
2. Choose MESSAGES.
3. Press the [ENT] key.



MESSAGE board

4. Press the [MENU] key twice to quit the message board.

Messages

Messages and their meanings

Message	Meaning, Remedy
ANCHOR WATCH!	Anchor watch alarm violated.
ARRIVAL ALARM!	Arrival alarm violated.
BACKUP ERROR DATA!	RAM data corrupted. Try to clear backup data. See para. 8.6
BATTERY ALARM!	Voltage of battery in display unit is low. Request replacement.
GPS NO FIX!	No GPS signal. Check antenna cable.
HIGH VOLTAGE!	Power source voltage too high.
LOW VOLTAGE!	Power source voltage too low.
ODOMETER ALARM!	Odometer distance alarm violated.
RAM ERROR!	Request service.
ROM ERROR!	Request service.
RTC ERROR!	Request service.
SPEED ALARM!	Speed alarm violated.
TIME ALARM!	Time alarm violated.
TRIP ALARM!	Trip distance alarm violated.
XTE ALARM!	XTE alarm violated.

8.3 Replacing the Fuse

The fuses (1A) in the power cable (+/- lines) protects the equipment from overcurrent, reverse polarity of the power source and equipment fault. If the fuse blows, find the cause before replacing the fuse. If the fuse blows again after replacement, request service.

WARNING

Use the proper fuse.

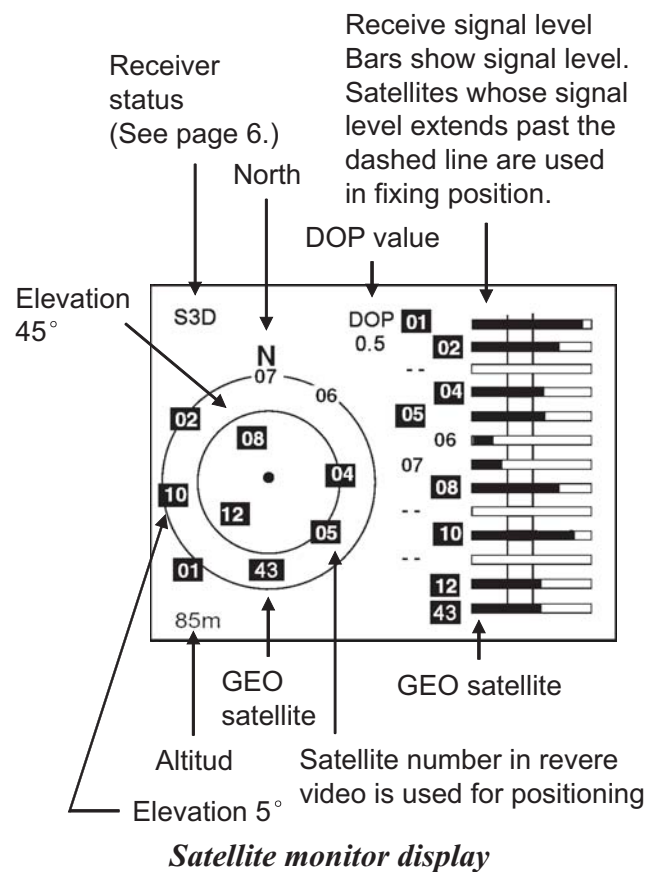
Use of a wrong fuse can result in damage to the equipment.

8.4 Satellite Monitor Display

The satellite monitor display shows information about GPS and GEO satellites.

1. Press the [MENU] key once or twice to open the menu.
2. Choose SATELLITE.
3. Press the [ENT] key.

Number, bearing and elevation angle of all GPS and GEO satellites (if applicable) in view of your receiver appear. Satellites being used in fixing position are displayed in reverse video; satellites not being used are shown in normal video.

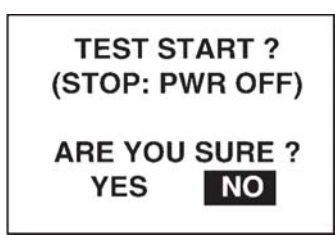


Press the [MENU] key twice to quit the SATELLITE display.

8.5 Diagnostics

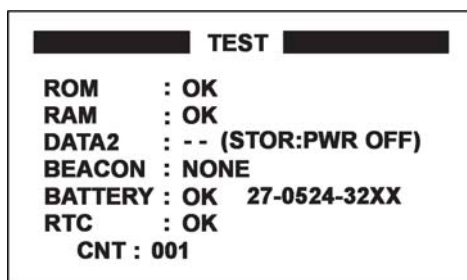
The diagnostic test checks ROM, RAM, data port, beacon receiver, battery, RTC, keyboard and LCD for proper operation.

1. Press the [MENU] key once or twice to open the menu.
2. Choose SYS SETUP and then press the [ENT] key.
3. Choose “TEST?” and then press the [ENT] key. You are asked if you are ready to start the test.



TEST START? Prompt

4. Press ◀ to choose YES and then press the [ENT] key to start the test.
5. The equipment tests ROM, RAM, data port, beacon receiver, internal battery and RTC. The results are individually displayed as OK or NG (No Good).



XX = Program version no.

TEST results

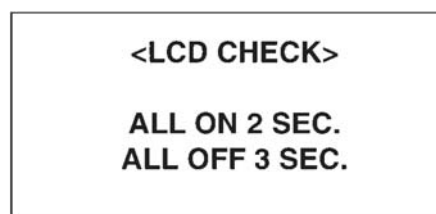
Note 1: DATA2 requires a special connector to check. “- -” appears as the result when no connector is connected.

Note 2: CNT shows the number of times the test has been executed consecutively.

6. After the equipment has displayed the test results, a beep sounds and the message PUSH KEY appears at the top right-hand corner.
7. Press each key one by one. The name of the key pressed momentarily appears at the top right-hand corner if the key is functioning properly.

Note: If no key is pressed within approx. Five seconds, the equipment automatically proceeds to step 8.

8. The equipment displays the following message to inform you that it is now going to check the LCD:



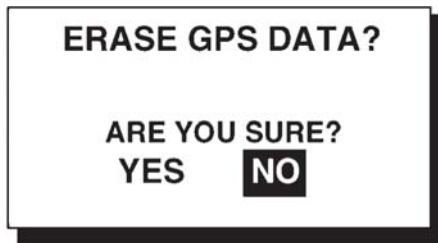
LCD check

9. The LCD is checked, and then the test is repeated. To stop the test, turn off the power.

8.6 Clearing Data

You may clear GPS data, menu settings and all backup data to start afresh.

1. Press the [MENU] key once or twice to open the menu.
2. Choose ERASE and then press the [ENT] key. Choose GPS DATA, MENU SETTINGS, or ALL BACKUP DATA as appropriate and then press the [ENT] key. One of the following messages appears.



GPS DATA



MENU SETTINGS



BACKUP DATA

Prompt for erasure of GPS data, menu settings, backup data

3. Press ◀ to choose YES and then press the [ENT] key. A beep sounds while the selected item is being erased.

Note 1: If you were using the simulation mode when data is cleared, the message “Start Simulation - Are You Sure?” appears. Choose YES and press the [ENT] key to start the simulation mode, or press the [ENT] key to start normal operation

Note 2: When the memory is cleared the default position is restored as below.

Language and default position, unit and time difference

Language	Default Position	Unit	Time Different
English	22° 47N, 115° 22E	nm, kt	0:00
German	54° N, 10° E	nm, kt	0:00
French	48° 52N, 2° 18E	km, km/h	0:00
Spanish	40° 26N, 3° 40W	nm, kt	+2:00
Italian	43° 56N, 12° 26E	nm, kt	+1:00
Portuguese	22° 44S, 43° 10W	nm, kt	-3:00
Dutch	38° N, 123° W	nm, kt	0:00
Vietnamese	12° 15N, 109° 13E	nm, kt	+7:00
Chinese	22° 47N, 115° 22E	nm, kt	+8:00
Indonesia	6° 11S, 110° 53E	nm, kt	+7:00
Thai	13° 34N, 100° 35E	nm, kt	+7:00

9. INSTALLATION

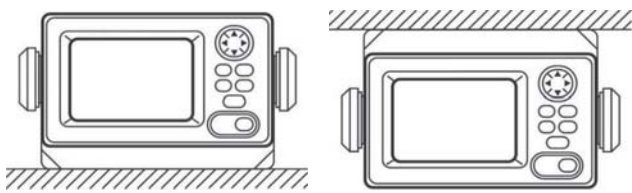
9.1 Installation of Display Unit

Mounting considerations

The display unit can be installed on a desktop, on the overhead, or in a panel (optional flush mounting kit required). Refer to the outline drawings at the end of this manual for installation instructions. When choosing a mounting location, keep in mind the following points:

- Locate the unit away from exhaust pipes and vents.
- The mounting location should be well ventilated.
- Mount the unit where shock and vibration are minimal.
- Locate the unit away from equipment which generates electromagnetic fields such as a motor or generator.
- Allow sufficient maintenance space at the sides and rear of the unit and leave sufficient slack in cables, to facilitate maintenance and servicing.
- Observe compass safe noted on page II to prevent interference to a magnetic compass.

Desktop and overhead mounting



Desktop

Overhead

Desktop and overhead mounting methods

9.2 Installation of Antenna Unit

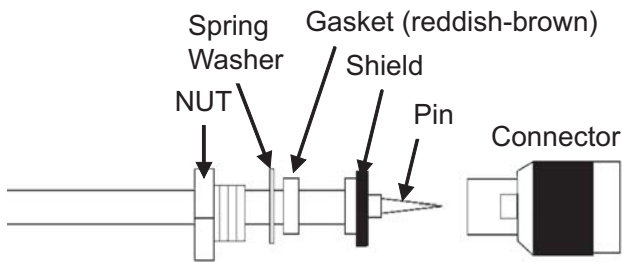
Mounting considerations

Install the antenna unit referring to the antenna installation diagram at the end of this manual. When choosing a mounting location for the antenna unit, keep in mind the following points:

- Do not shorten the antenna cable.
- The antenna unit can be installed three ways: screwed into a pipe (local supply), fixed to a post with the optional mast mounting kit, or screwed into an optional mounting base. For fixing by post or pipe, it is recommended to use stays to secure the post or pipe to prevent damage to the GPS receiver by vibration.
- Choose a location out of the radar beam. The radar beam will obstruct or prevent reception if the GPS signal.

The location should be well away from a VHF/UHF antenna. A GPS receiver is interfered by a harmonic wave of a VHF/UHF antenna.

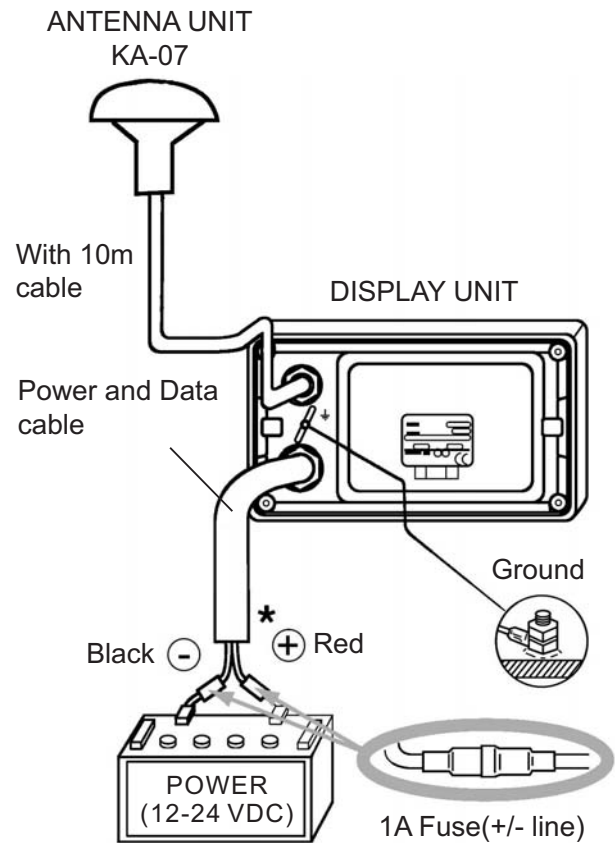
- There should be no interfering object within the line-of-sight to the satellites. Objects within line-of-sight to a satellite, for example, a mast, may block reception or prolong acquisition time.
- Mount the antenna unit as high as possible to keep it free of interfering objects and water spray, which can interrupt reception of GPS satellite signal if the water freezes.
- See the outline drawing for the antenna unit at the back of this manual for minimum separation distances from other antennas.
- If the antenna cable is to be passed through a hole which is not large enough to pass the connector, you may unfasten the connector with a needle nose pliers and 3/8-inch open-end wrench. Refasten it as shown below, after running the cable through the hole.



How to assemble the connector

9.3 Wiring

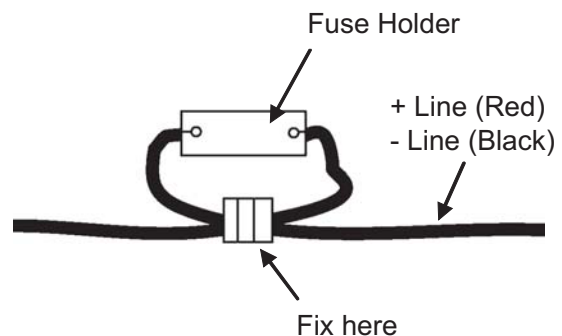
The illustration below shows where to connect cables on the rear of the display unit. Please review the INSTALLATION GUIDELINES at the front of this manual before wiring the equipment.



* = Cut unused cores and tape individually.

Wiring

Note: The fuse holder contains a spring that fixes the fuse. To prevent detachment of the spring, which would cause loss of power, tie the line as shown below.



How to fix spring in fuse holder

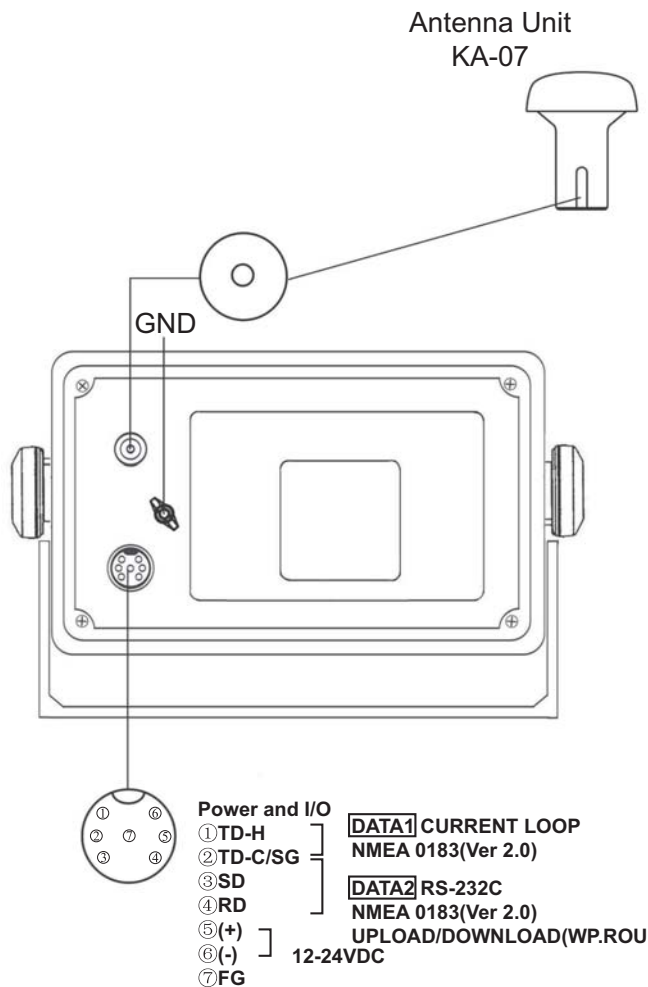
Grounding

The display unit contains a CPU. While it is operating, it radiates noise, which can interfere with radio equipment. Ground the unit as follows to prevent interference:

- The ground wire for the display unit should be 1.25sq or larger and as short as possible.
- The signal ground and frame ground are separated, however the power line is not isolated. Therefore, do not connect the signal ground to the frame ground when connecting other equipment to a positive ground battery.

External equipment

The power supply port is commonly used for connection of external equipment such as radar.



9.4 Initial Settings

This equipment can output navigation data to external equipment, in NMEA 0183 format. For example, it can output position data to a radar or echo sounder for display on its display screen.

Output data format, data sentences

NMEA 0183 version 2.0 .

DATA1: Current loop data With waypoint

With waypoint		
AP	REM1	REM2
GLL	GLL	GLL
VTG	GGA	GGA
ZDA	VTG	VTG
AAM ^{*1}	ZDA	ZDA
APB ^{*1}	RMC	RMC
BOD ^{*1}	RMB ^{*1}	RMB ^{*1}
BWC ^{*1}		
XTE ^{*1}		
(1s interval)	(1s interval)	BWC ^{*1} (2s interval)

^{*1} : Not output when no waypoint is set.

AP: Autopilot

REM1/REM2: Radar, echo sounder, etc.

DATA2: RS-232C level

With waypoint	
AP	REM
GLL	GLL
VTG	GGA
ZDA	VTG
AAM ^{*1}	ZDA
APB ^{*1}	RMV
BOD ^{*1}	RMB ^{*1}
BWC ^{*1}	BWC ^{*1}
XTE ^{*1}	

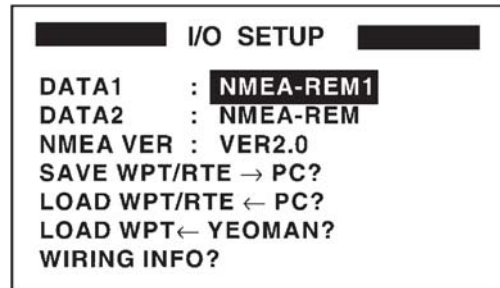
^{*1} : Not output when no waypoint is set.

Data sentence description

Sentence	Description
AAM	Arrival alarm
APB	Autopilot data (XTE and bearing to waypoint)
BOD	Bearing from own ship to destination
BWC	Range and bearing to waypoint (great circle navigation)
GGA	GPS position fixing condition (time of fix, latitude, longitude, receiving condition, number of satellites used, DOP)
GLL	Latitude and longitude
RMB	Generic navigational information (cross track error, steering direction, starting waypoint no., Destination waypoint no., Latitude and longitude of starting waypoint, latitude and longitude of destination waypoint, range and bearing to waypoint, range and bearing from present position to destination waypoint, velocity to destination, arrival alarm)
RMC	Generic navigational information (UTC time, latitude, longitude, ground speed, true course, day, month, year)
VTG	Actual track and ground speeds
XTE	Course error amount and direction to steer
ZDA	UTC time (day, month, year)

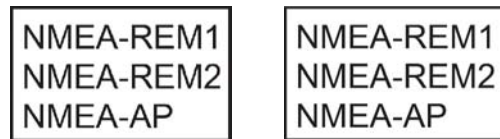
Output setting

1. Press the [MENU] key once or twice to open the menu.
2. Choose I/O SETUP.
3. Press the [ENT] key.



I/O SETUP menu

4. Choose DATA1, DATA2 as appropriate.
5. Press the [ENT] key. One of the following screens appears depending on the item selected at step 4.



For DATA1

For DATA2

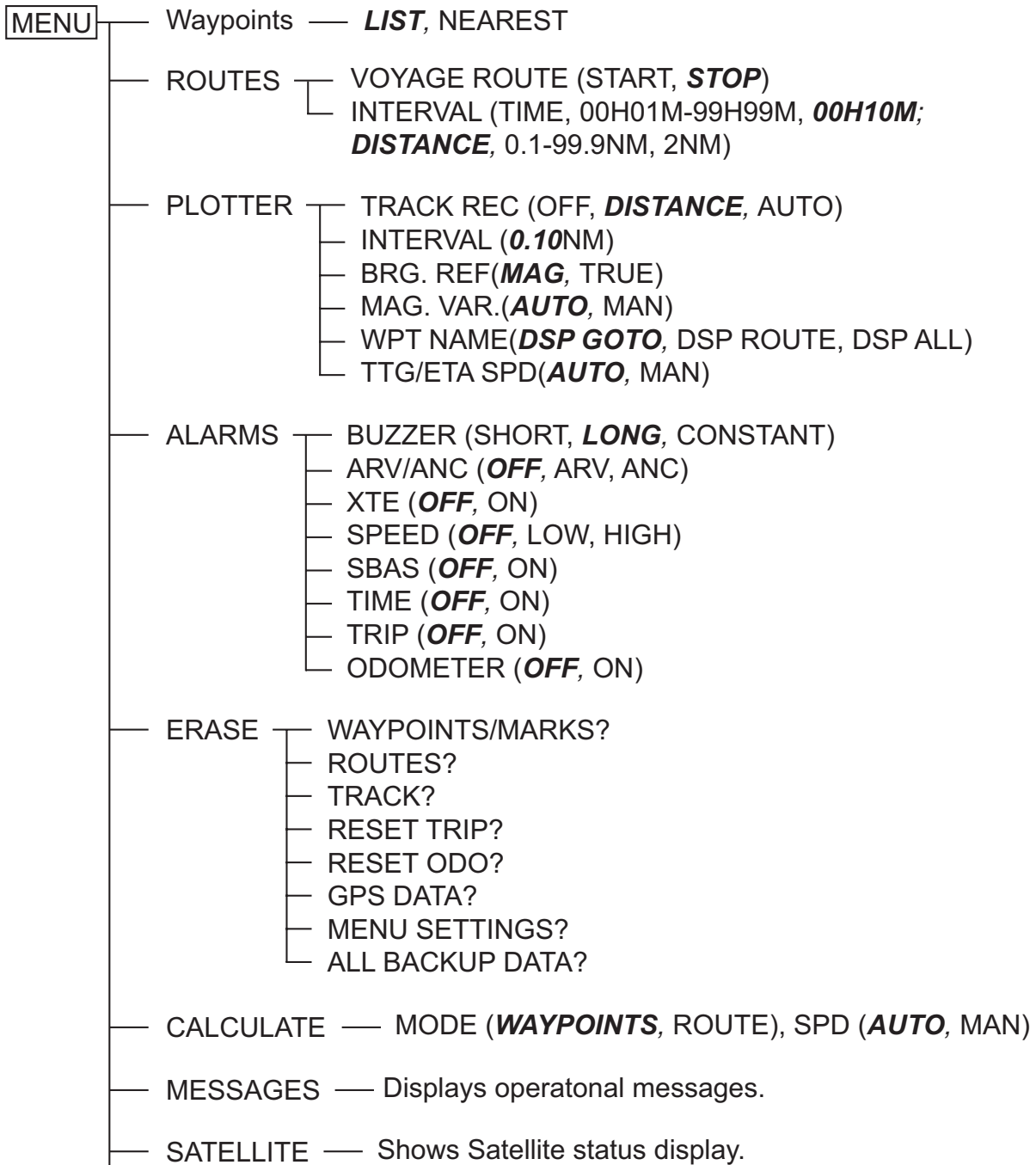
DATA1 and DATA 2 version options

6. Use ▲ or ▼ to choose desired option.
NMEA-REM1, 2: Output data to radar, echo sounder, etc.
NMEA-AP: Output data to an autopilot.
7. Press the [ENT] key.
8. Press the [MENU] key twice to finish.

APPENDIX

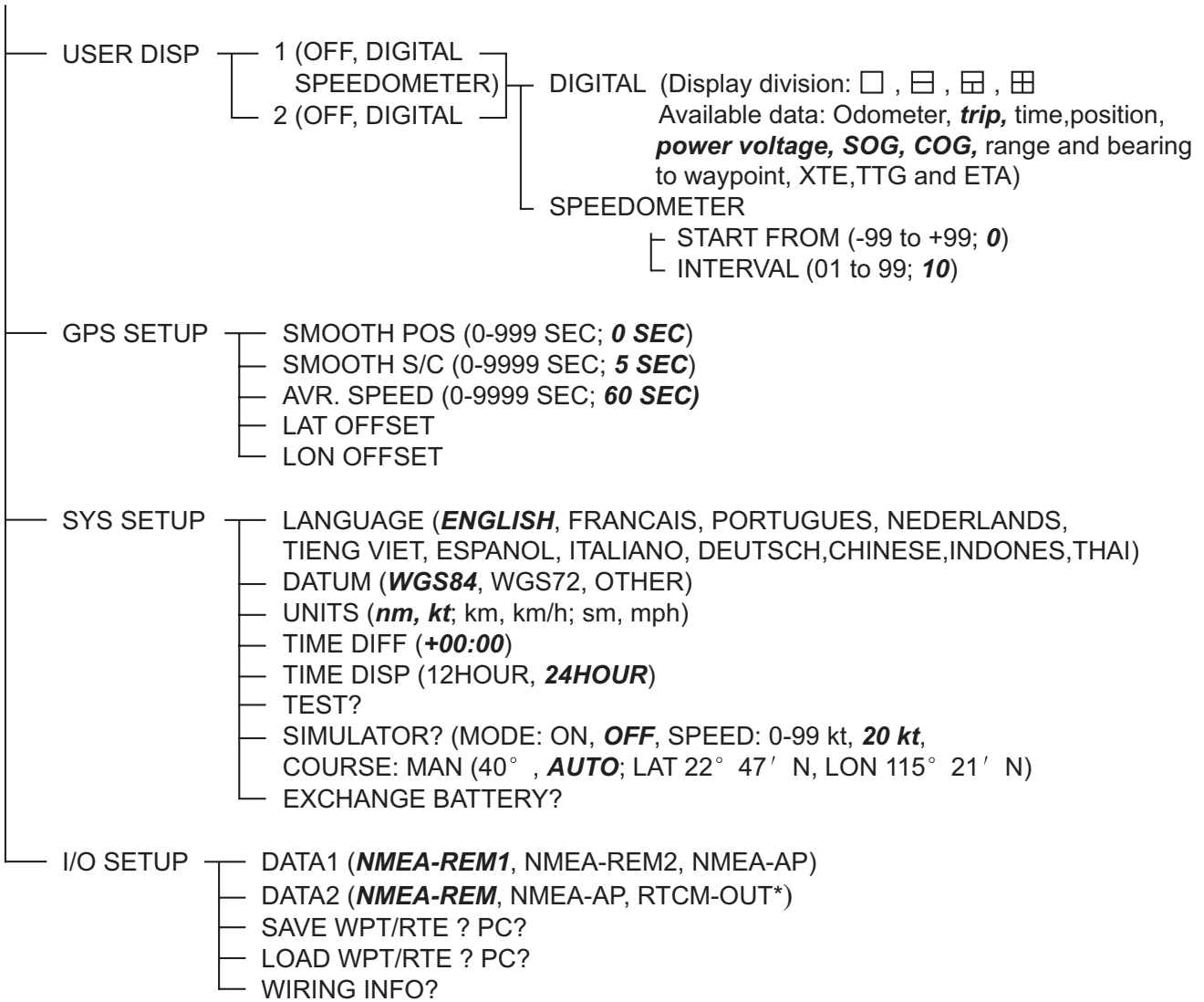
Menu tree

Default settings shown in bold italics.



(Continued on next page)

(Continued on next page)



SPECIFICATIONS OF GPS NAVIGATOR KP-32

1	GPS RECEIVER	
1.1	Receiving Channels	
	GPS	12 channels parallel, 12 satellites tracking
	WAAS / EGNOS / MSAS	1 channel
1.2	Rx Frequency	1575.42 MHz
1.3	Rx Code	C/A code, WAAS / EGNOS / MSAS
1.4	Position Fixing System	All in view
1.5	Accuracy	
	Position	<15m(95%) without S/A, (Less than 3m in SBAS mode)
	Velocity	0.1 m/sec without S/A
	Time	±100ns synchronized to GPS time
1.6	Acquisition Time	Hot start: 15 s average, Warm start: 45 s average, Cold start: 60 s average
1.7	Reacquisition Time	0.1 s
1.8	Dynamics	
	Altitude	18,000m Max
	Velocity	500 m/s
	Acceleration	4g Max
2	RECEIVER UNIT	
2.1	Display System	Monochrome LCD, 95(W) x 63(H) mm, 240 x 160 dots
2.2	Display Mode	Plotter, Steering, Highway, NAV data, Destination, User display
2.3	Projection	Mercator
2.4	Memory Capacity	Track: 2500pts, Waypoint: 999pts w/ comment
2.5	Storage Capacity	50 routes w/ 30waypoint each
2.6	Alarms	Arrival and anchor watch, Cross track error, Odometer alarm, Ship's speed in and out alarms, Trip alarm
2.7	Display Scale	
	Plotter Display	0.02/0.05/0.1/0.2/0.5/1/2/5/10/20/40/80/160/320 nm
	Highway Display	0.2/0.4/0.8/1/2/4/8/16 nm

3	INTERFACE	
3.1	Data 1	Current Loop
	Output Data:	NMEA0183 2.0
		NMEA-REM1: GLL, GGA, VTG, ZDA, RMC, RMB
		NMEA-REM2: GLL, GGA, VTG, ZDA, RMC, RMB, BWC
3.2	Data 2	RS-232C
	Output Data:	NMEA0183 2.0
		NMEA-REM: GLL, GGA, VTG, ZDA, RMC, RMB, BWC
		NMEA-AP: GLL, VTG, ZDA, AAM, APB, BOD, BWC, XTC
		Downloading to PC (WP / Route Data)
	Input Data:	Uploading from PC (WP / Route Data)
		NMEA WPL (WP Data)
4	POWER SUPPLY	
4.1	KP-32	12-24 VDC: 240-120 mA
5	ENVIRONMENTAL CONDITION	
5.1	Ambient Temperature	Antenna unit: -25°C to +70°C
		Receiver unit: -15°C to +55°C
5.2	Damp Heat	93% or less at 40°C
5.3	Waterproofing	Antenna unit: IPX6
		Receiver unit: IPX5
6	COATING COLOUR	
6.1	Antenna Unit	N9.5
6.2	Receiver Unit	Chassis: 2.5GT5/1.5, Panel: N3.0

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