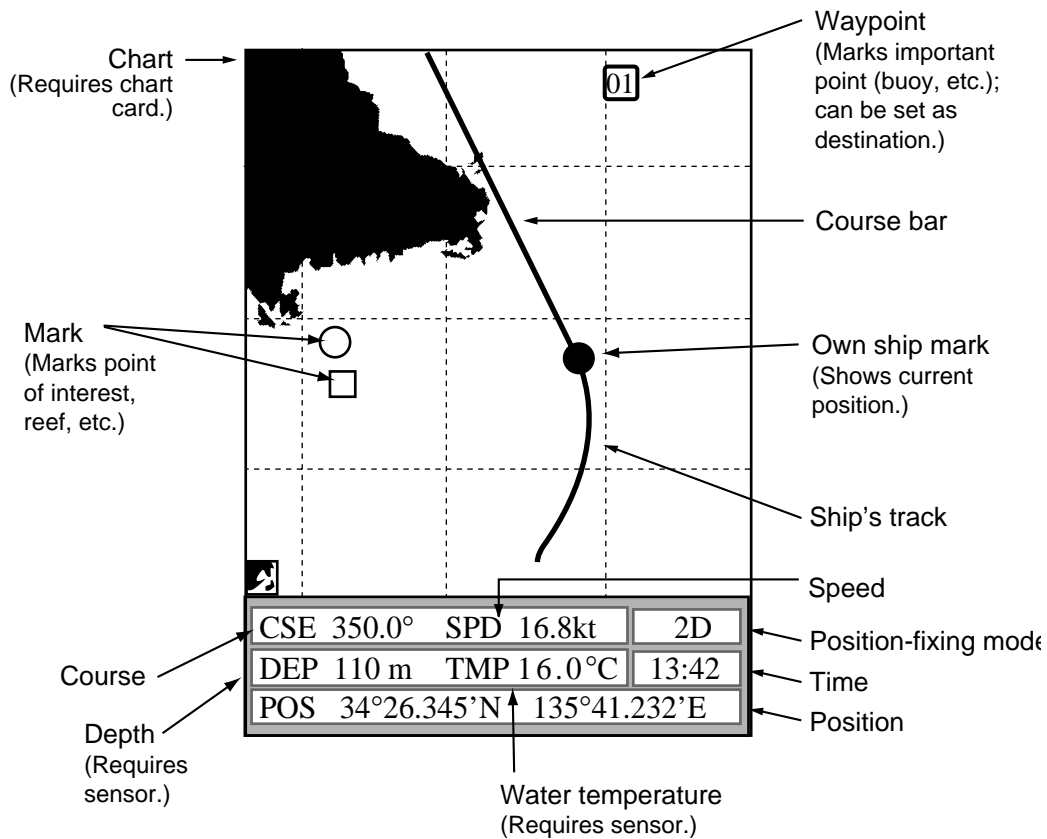


GP-1610C Color GPS Plotter

The purpose of this Operator's Guide is to provide the basic operating procedures for this equipment. For more detailed information see the operator's manual.



Sample plotter display

The GP-1610C is a fully integrated color video plotter and GPS receiver. To find position, simply turn on the power. As your boat moves its track is inscribed on the display.





SAFETY INSTRUCTIONS

WARNING



Do not open the equipment.

Hazardous voltage which can cause electrical shock, burn or serious injury exists inside 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.

Turn off the power immediately if water leaks into the equipment or the equipment is emitting smoke or fire.

Continued use of the equipment can cause fire or electrical shock.

Do not place liquid-filled containers on the top of the equipment.

Fire or electrical shock can result if a liquid spills into the equipment.

Do not operate the equipment with wet hands.

Electrical shock can result.

Keep heater away from equipment.

Heat can alter equipment shape and melt the power cord, which can cause fire or electrical shock.

CAUTION

Use the proper fuse.

Use of a wrong fuse can result in fire or permanent equipment damage.

GPS position and velocity accuracies are controlled by the U.S. Department of Defense. Position may be degraded up to 100 meters.

Do not use the equipment for other than its intended purpose.

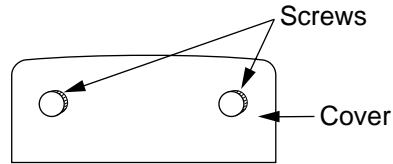
Personal injury can result if the equipment is used as a chair or stepping stool, for example.

Do not place objects on the top of the equipment.

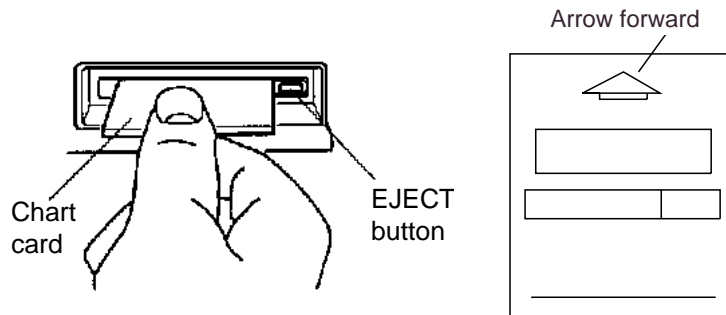
The equipment can overheat or personal injury can result if the object falls.

Inserting a Chart Card

- ① Turn off the power.
- ② Open the chart card drive cover at the bottom of the display unit.



- ③ Insert chart card label side up, arrow forward.



- ④ Close the chart card drive cover.

To eject a chart card:

- ① Open the chart card drive cover.
- ② Press the EJECT button.

Note: If no chart card is inserted a general world map appears.

Displaying the Plotter Picture

Press the POWER key to turn on the equipment. A beep sounds and shortly thereafter the plotter display appears.

① Press the POWER key.

Results of self-test; displayed for about one second.

```

ROM          OK
RAM          OK
VRAM        OK
Battery      OK

Program No.  = 02522521**
Base Chart No. =
    
```

Warning on chart card usage; appears for about one minute.

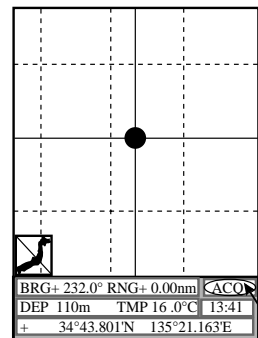
```

-- WARNING --

NO NATIONAL HYDROGRAPHIC
OFFICE HAS VERIFIED THE
INFORMATION IN THIS COASTLINE
DATA CARD AND NONE ACCEPT
LIABILITY FOR THE ACCURACY OF
REPRODUCTION OR ANY
MODIFICATIONS MADE THEREAFTER.
THIS PRODUCT WITH THIS
COASTLINE DATA CARD DOES NOT
REPLACE THE REQUIREMENT TO
USE THE APPROPRIATE PRODUCTS
FOR NAVIGATION ACCORDING TO
NATIONAL AND INTERNATIONAL
REGULATIONS.

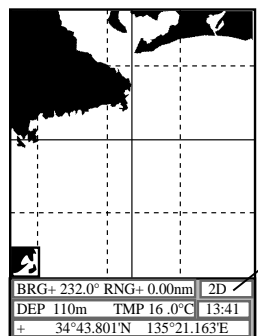
FURUNO ELECTRIC CO., LTD.
    
```

Plotter display
(Position being calculated.)

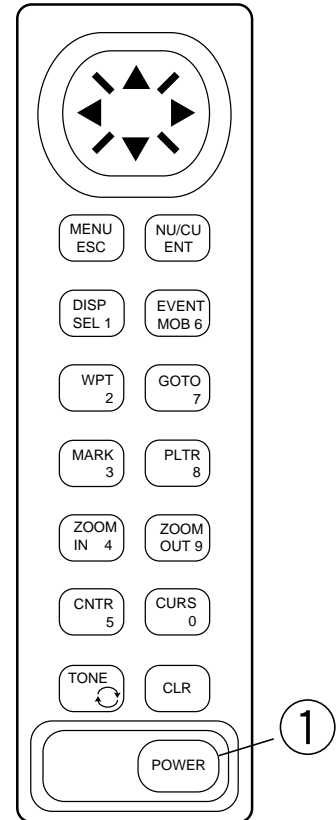


ACQ means acquiring satellite; position is not reliable.

Plotter display
(Position now reliable. Chart appears about 20 sec after power is turned on. At initial power on it takes two minutes.)



2D or 3D means position is reliable. Confirm this indication before using the equipment.



Adjusting Tone and Brilliance

① Press the TONE key.

Adjust tone or brilliance within 10 seconds, otherwise the display will be erased.

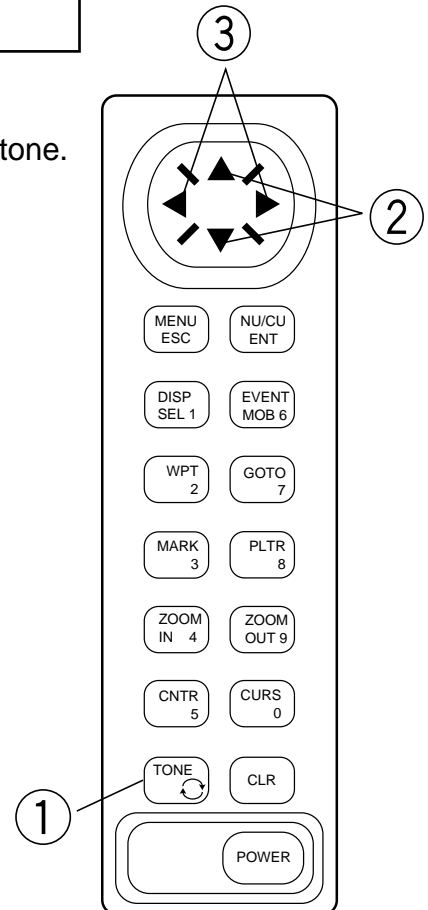
Ten levels of tone are provided.

Eight levels of brilliance are provided.



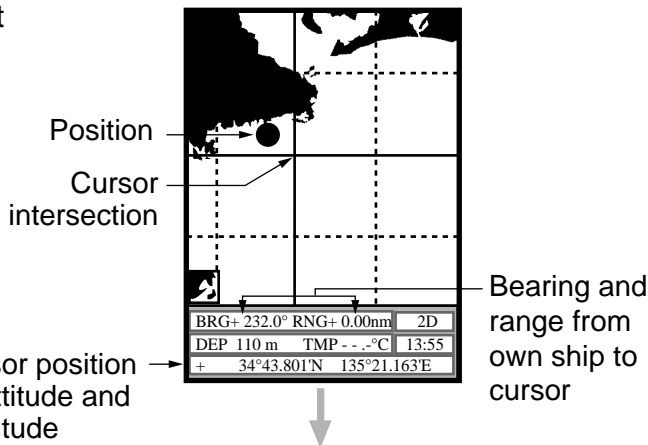
② Press ◀ or ▶ to adjust tone.

③ Press ▲ or ▼ to adjust brilliance.



How to Use the Cursor

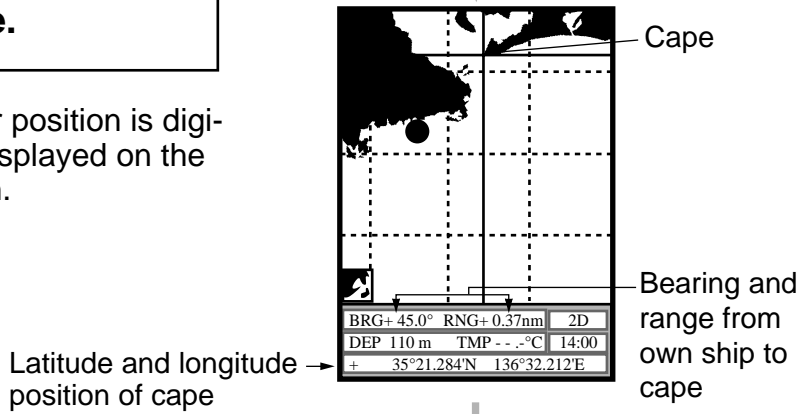
If the cursor is not displayed press the CURS key.



Find the position of a cape.

Cursor position is digitally displayed on the screen.

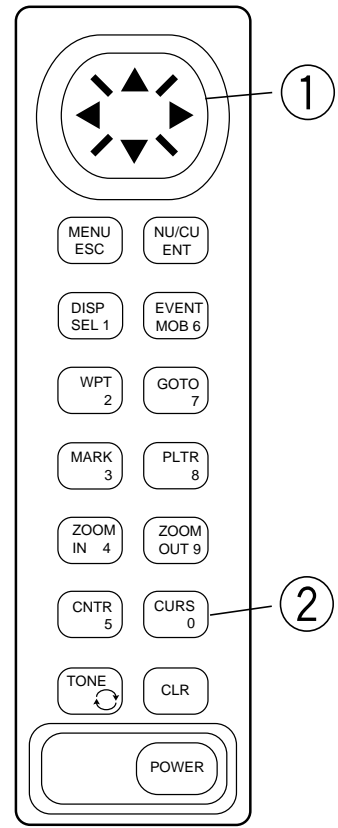
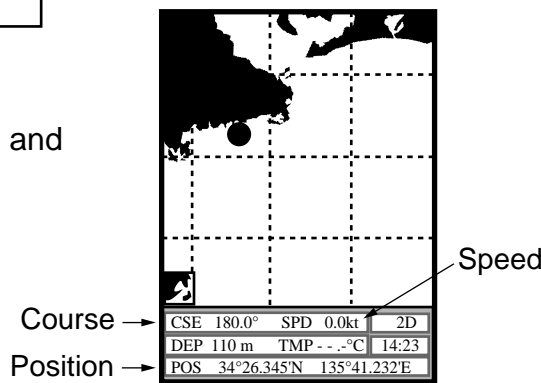
① Press ▲ ▼ ◀ ▶ .



Turn off the cursor.

The CURS key alternately displays and erases the cursor.

② Press the CURS key.



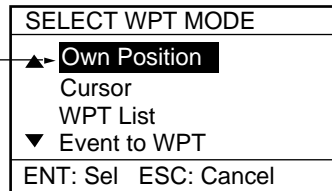
Registering Your Harbor

By registering your harbor as a waypoint, you can later use it as a destination waypoint, when returning home.

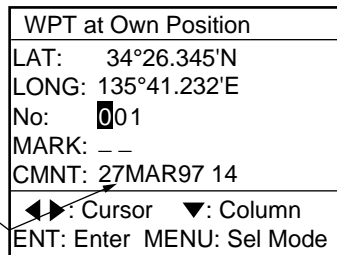
Before departing register your harbor as a waypoint.

Confirm that "Own Position" is in reverse video. If it is not, press ▲ to do so.

① Press the WPT key.



② Press the ENT key.

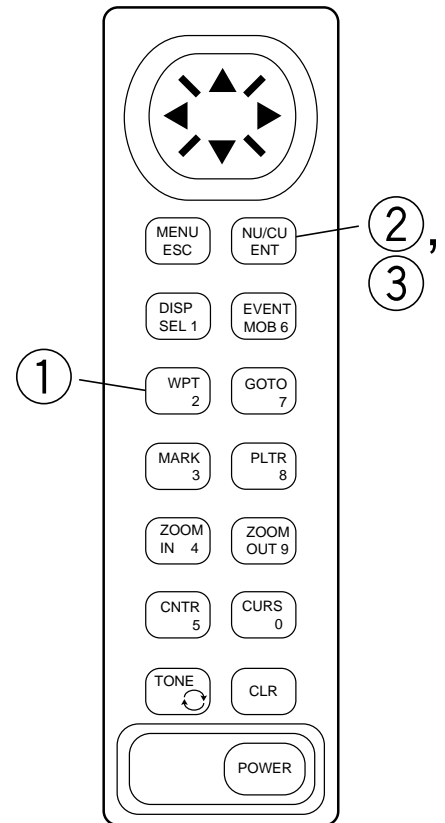
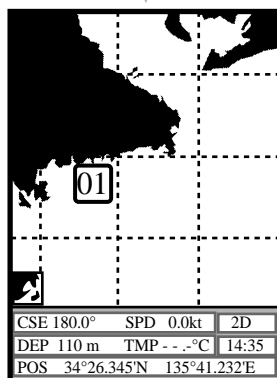


Date and time of entry appears.

③ Press the ENT key.

WPT 01 is displayed at own ship's position. Waypoints can be automatically entered in sequential order.

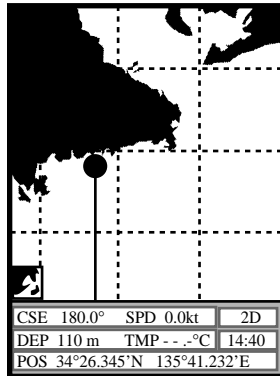
To erase a waypoint, place the cursor on it and press the CLR key.



Setting Destination

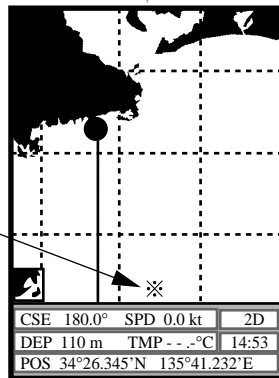
When you set a destination, this unit computes the range, bearing and course to the destination. To display your destination on the screen select a small display range or scale. To set as destination a point which is 20 nm from your harbor do the following:

Shrink display range or scale.



① Press the ZOOM OUT key.
Press until position for destination appears.

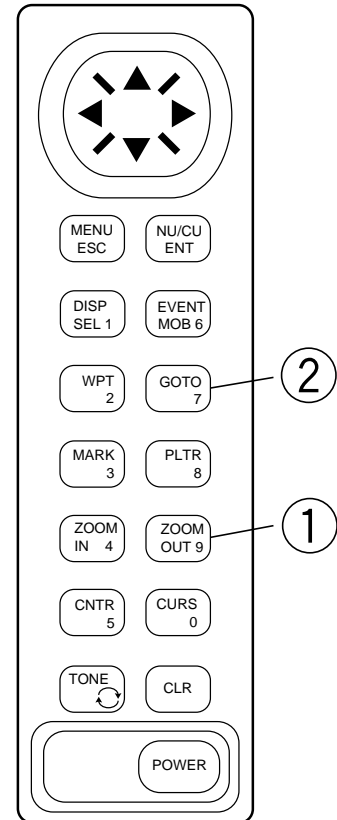
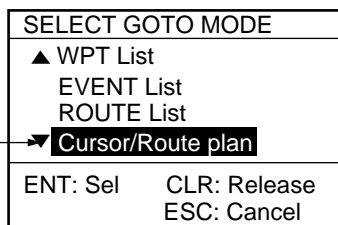
Destination point



② Press the GOTO key.

Set point as destination.

If "Cursor/Route plan" is not in reverse video, press ▼ to do so.

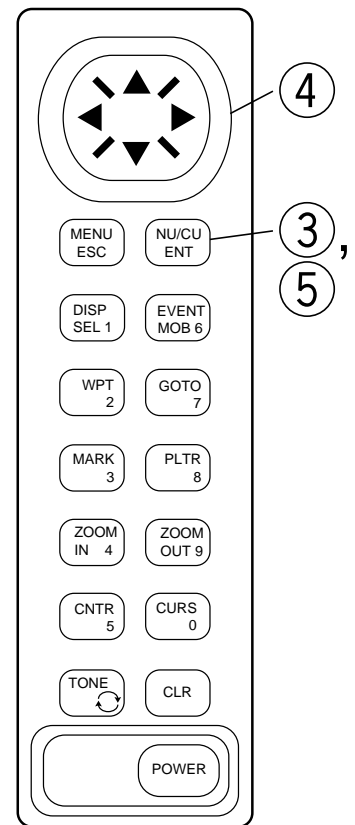


↓
③ Press the ENT key.

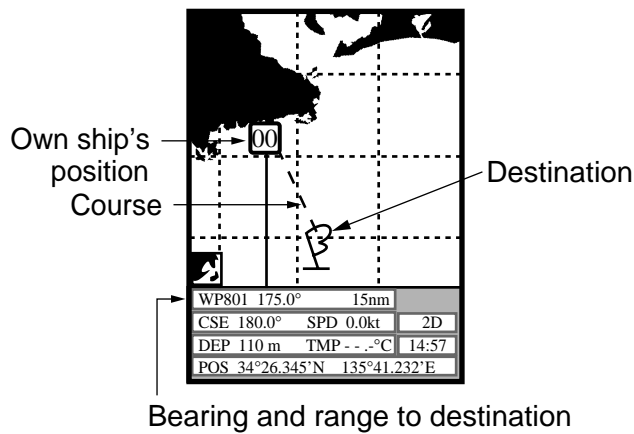
▲▼◀▶: Cursor
ENT: Set
ENT twice: complete
MENU: SEL Mode

↓
④ Place cursor on destination.

↓
⑤ Press the ENT key twice.

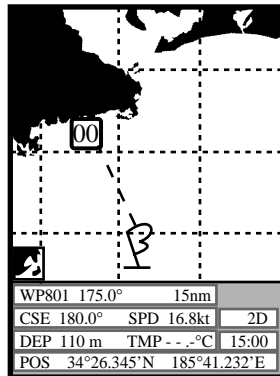


Current position is marked as "00" and the destination with a flag . A dashed line connects current position and the flag; it shows shortest course to destination. Bearing and range to the destination appear at the bottom of the screen.



Sailing for Destination

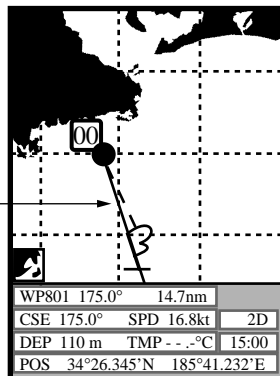
Steer towards destination.



Steer towards destination.

Steer the boat so its track traces along the course bar, for shortest course to destination.

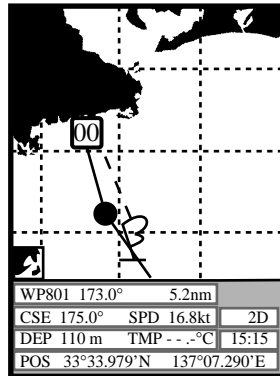
Course bar



Arriving at Destination

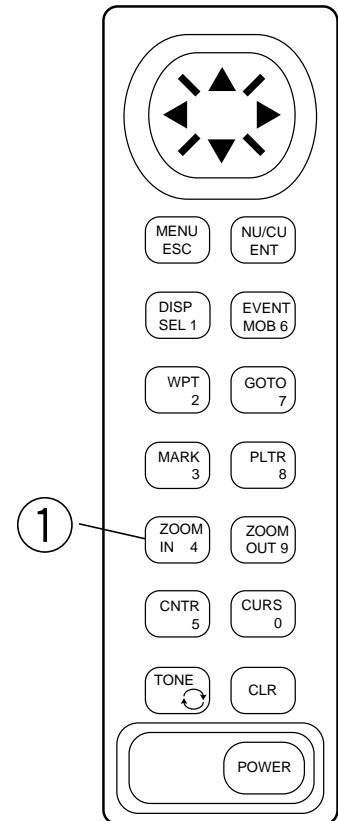
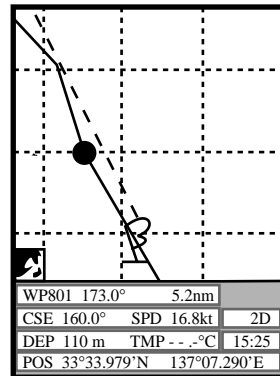
When nearing your destination, expand the range scale.

Expand the display range or scale.



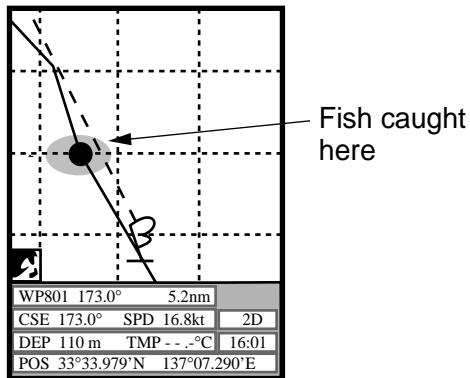
① Press the ZOOM IN key.

Press the key to obtain detailed view of arrival area.



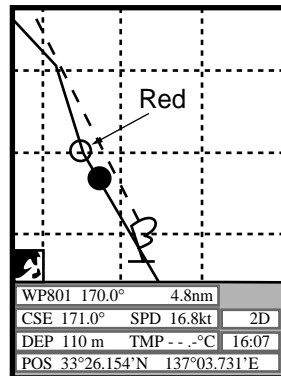
Entering Marks

Marks may be used to denote the location of fish schools, good fishing spots, reefs, etc.



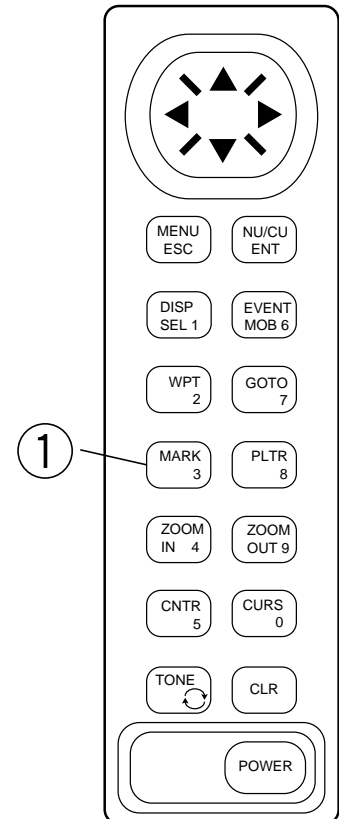
① Press the MARK key.

A red circle (default color and shape) appears at own ship's position the moment the key is pressed.



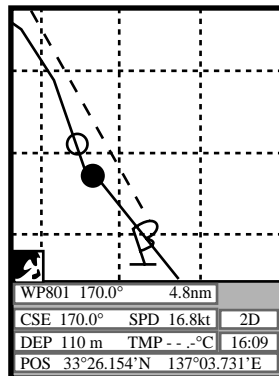
Note: When the cursor is displayed a mark is entered at the cursor position.

To erase a mark, place the cursor on it and press the CLR key.

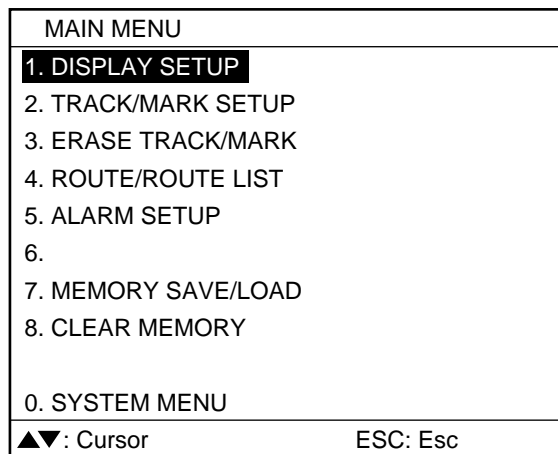


Changing Mark Shape, Color

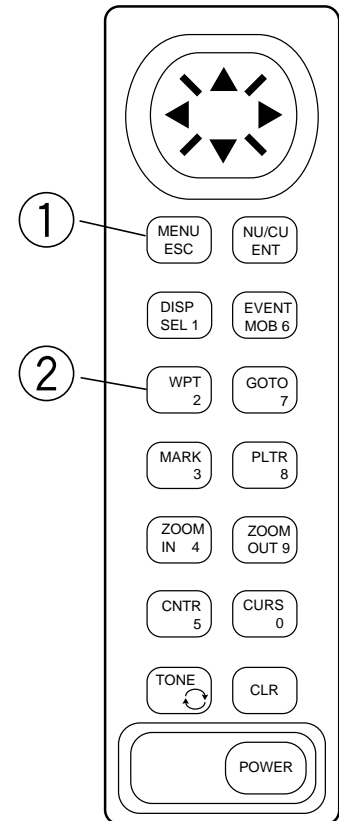
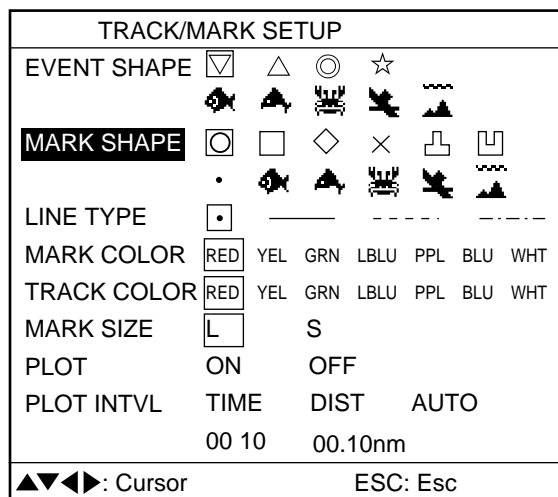
You may wish to display marks in different shapes and colors to differentiate between reefs and fish schools, for example. The procedure below shows how to change from red circle to green diamond.



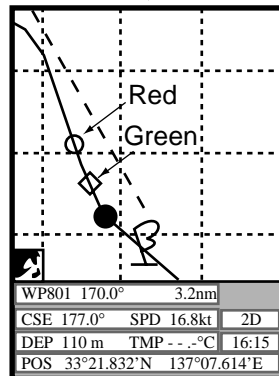
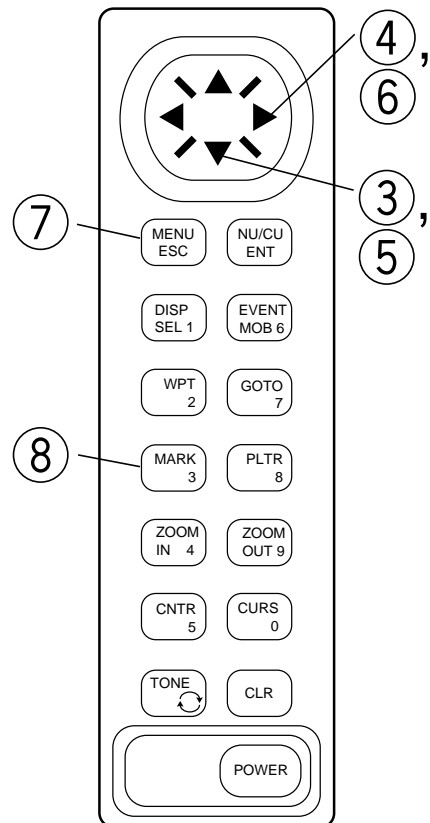
① Press the MENU key.



② Press the [2] key.



- ↓
- ③ Press ◀ to select MARK SHAPE.
 - ↓
 - ④ Press ▶ twice to select "◇".
 - ↓
 - ⑤ Press ▼ twice to select MARK COLOR.
 - ↓
 - ⑥ Press ▶ twice to select GREEN.
 - ↓
 - ⑦ Press the ESC key.
 - ↓
 - ⑧ Press the MARK key.

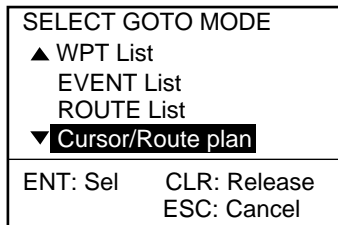


Returning to Harbor

Set your harbor as destination, and the course, range and bearing to it are displayed on the screen.

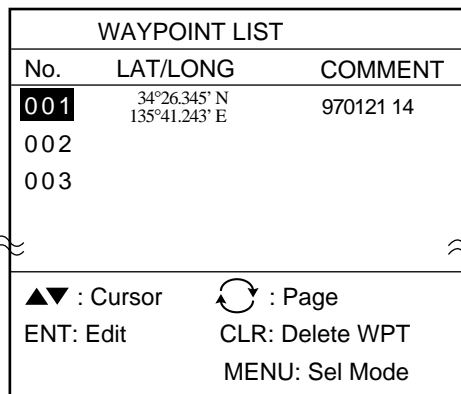
Set waypoint 01, which you entered earlier, as destination.

① Press the GOTO key.



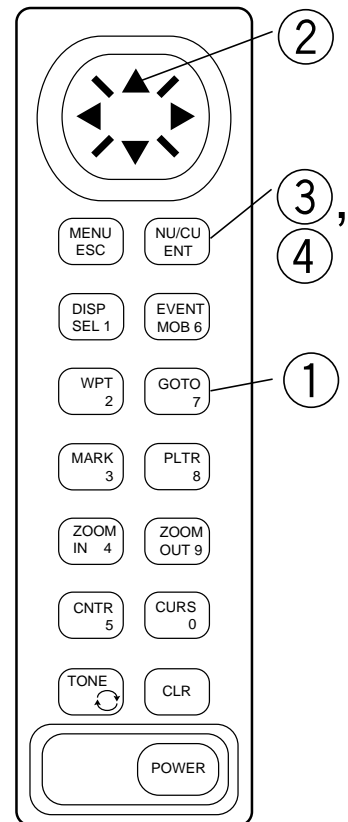
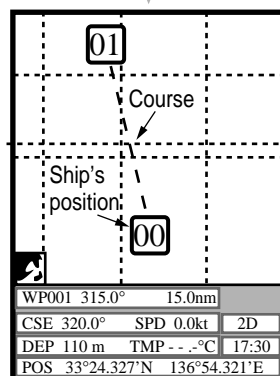
② Press ▲ three times to select WPT List.

③ Press the ENT key.



④ Press the ENT key.

Current position is marked by "00." It is connected to destination 01 with a dashed line, which shows shortest course to destination. Range and bearing to the destination appear at the bottom of the screen.



Cancel destination; turn off the equipment.

⑤ After arriving, press the GOTO key.

SELECT GOTO MODE
▲ WPT List
EVENT List
ROUTE List
▼ **Cursor/Route plan**
ENT: Sel CLR: Release
ESC: Cancel

⑥ Press the CLR key.

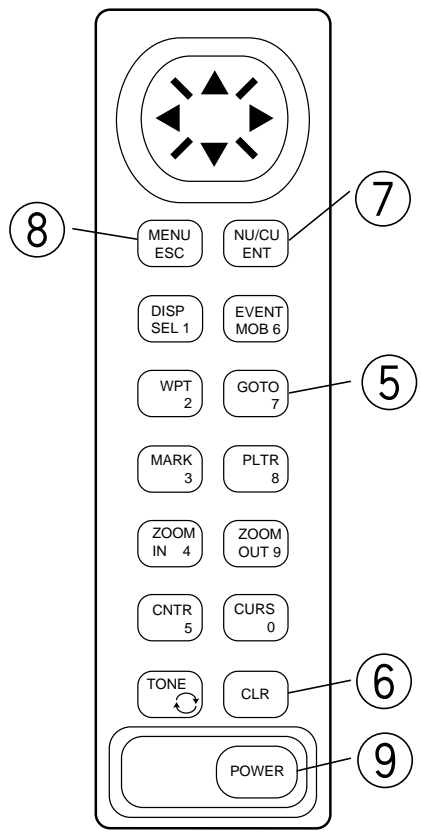
RELEASE GOTO
ENT: YES
ESC: NO

⑦ Press the ENT key.

Destination is cancelled and course line disappears.

⑧ Press the ESC key.

⑨ Press the POWER key.



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