

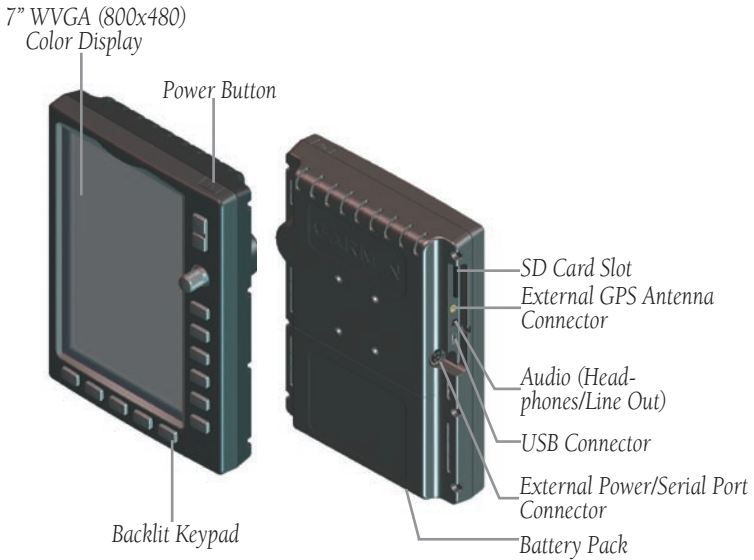
GPSMAP® 695/696

Portable Aviation Receiver
Quick Reference Guide

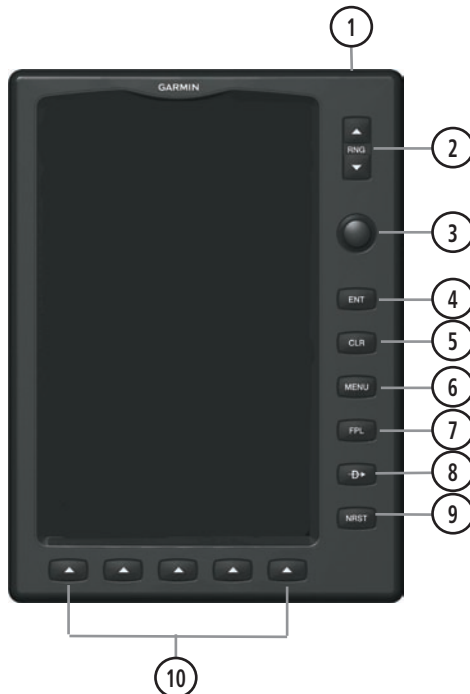


GARMIN 

OVERVIEW



Unit Overview



Overview

GPS Navigation

Flight Planning

Hazard Avoidance

Additional Features

Messages & Alerts

Utilities

- ① **Power Button**
Press and hold to turn the unit on or off
With the unit on, press to adjust the backlight and volume
- ② **RNG Key**
Press to increase or decrease the viewing range of the map
- ③ **FMS Joystick**
Press the **FMS** Joystick to toggle input focus between user interaction with the current page and the page navigation bar
Turn the **FMS** Joystick clockwise to access a dropdown menu
Turn the **FMS** Joystick to change the selected value within the highlighted field
Move the **FMS** Joystick to highlight fields or move the map pointer when interacting with the page
- ④ **ENT Key**
Press to confirm menu selection or data entry
Press to acknowledge messages
Press and hold to mark a waypoint
- ⑤ **CLR Key**
Press to cancel an entry, revert to the previous value in a data entry field or remove menus
Press and hold to return to the default page
- ⑥ **MENU Key**
Press once to view the Page Menu
Press twice to view the Main Menu
Press a third time to clear the Main Menu
- ⑦ **FPL Key**
Press to display the Flight Plan Page
Press a second time to remove the Flight Plan Page
- ⑧ **Direct-To Key**
Press to activate the Direct-To function, enter a destination waypoint and establish a direct course to the selected destination
- ⑨ **NRST Key**
Press to display the Nearest Page for viewing the nearest airports, intersections, NDBs, VORs, waypoints, frequencies, and airspace
- ⑩ **Softkey Selection Keys**
Press to select softkey shown above the bezel key on the unit

SOFTKEYS

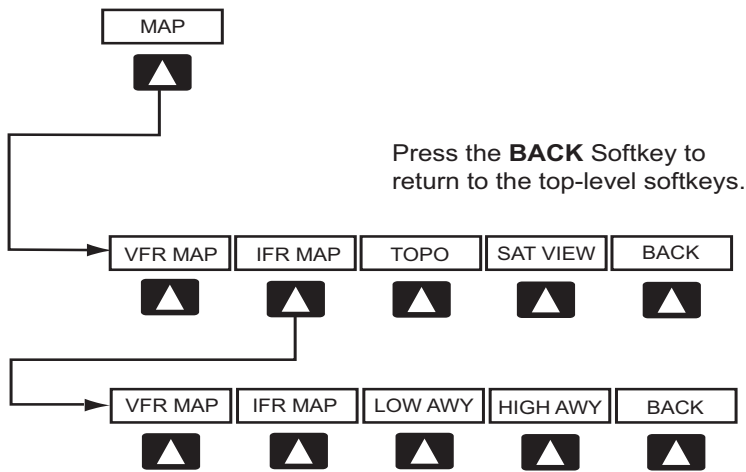


Softkeys (WPT Page)

MAP PAGE SOFTKEYS



- MAP Enables second-level Map Page softkeys
- TERRAIN Displays/removes terrain awareness information
- WEATHER Displays/removes weather information
- PANEL Displays/removes the Panel



VFR MAP Softkey selected

- MAP Enables second-level Map Page softkeys
- VFR MAP Displays VFR map information and softkeys
- IFR MAP Displays IFR map information and softkeys
- TOPO Displays/removes topographical terrain shading
- SAT VIEW Displays/removes satellite imagery (above 20nm scale)
- BACK Returns to top-level softkeys

IFR MAP Softkey selected

- MAP Enables second-level Map Page softkeys
- VFR MAP Displays VFR map information and softkeys
- IFR MAP Displays IFR map information and softkeys
- LOW AWY Low Altitude (Victor) Airways displayed
- HIGH AWY High Altitude Airways (Jet Routes) displayed
- BACK Returns to top-level softkeys

WAYPOINT PAGE SOFTKEYS



- INFO Displays waypoint information
- CHART Displays optional FliteCharts (Americas Unit Only)
- AOPA Displays AOPA information (Americas Unit Only)
- WEATHER Displays METAR and TAF text (GPSMAP 696® Only)

WEATHER PAGE SOFTKEYS (GPSMAP 696 ONLY)

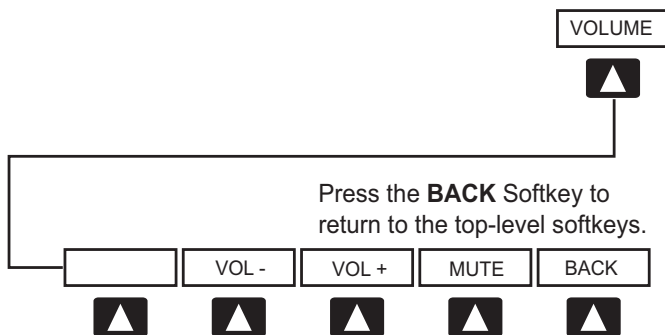


| | |
|---------|---|
| PAN MAP | Activates the map pointer for panning the map |
| ANIMATE | Animates NEXRAD weather |
| INFO | Displays XM Information |
| LEGEND | Displays weather legends |

XM AUDIO PAGE SOFTKEYS (GPSMAP 696 ONLY)



| | |
|----------|--|
| INFO | Displays XM Information |
| CATEGORY | Highlights the Category field |
| CHANNEL | Highlights the Channels field |
| FAVORITE | Displays a list of favorite channels |
| VOLUME | Enables second-level VOLUME softkeys. Press and hold to toggle Mute on and off. |



- VOLUME Enables second-level VOLUME softkeys
- VOL - Decreases XM audio volume
- VOL + Increases XM audio volume
- MUTE Toggles XM audio on/off
- BACK Returns to top-level softkeys

DATA ENTRY

Using the FMS Joystick to enter data:

- 1) Press the **FMS** Joystick to activate the cursor.
 - 2) Move the **FMS** Joystick to highlight the desired field.
 - 3) Begin entering data.
 - a) To quickly enter a waypoint identifier, turn the **FMS** Joystick counter-clockwise to display a list of recent waypoints (RECENT WPTS), nearest airports (NRST APTS) or flight plan waypoints (FPL WPTS).
 - b) Move the **FMS** Joystick to highlight the desired waypoint from the list and press the **ENT** Key.
- Or:**
- a) Turn the **FMS** Joystick to select a character for the first placeholder. Turning the **FMS** Joystick clockwise scrolls through the alphabet (where appropriate) toward the letter Z, starting in the middle at K, and the digits zero through nine. Turning the **FMS** Joystick counter-clockwise scrolls in the opposite direction.
 - b) Use the **FMS** Joystick to move the cursor to the next placeholder in the field.
 - c) Repeat, turning the **FMS** Joystick to select a character and the moving the **FMS** Joystick to move the cursor, until the fields are complete.
 - d) Press the **ENT** Key to confirm entry.
- 4) Press the **FMS** Joystick or the **CLR** Key to cancel data entry (the field reverts back to its previous information).

MENUS

Navigating the Page Menu:

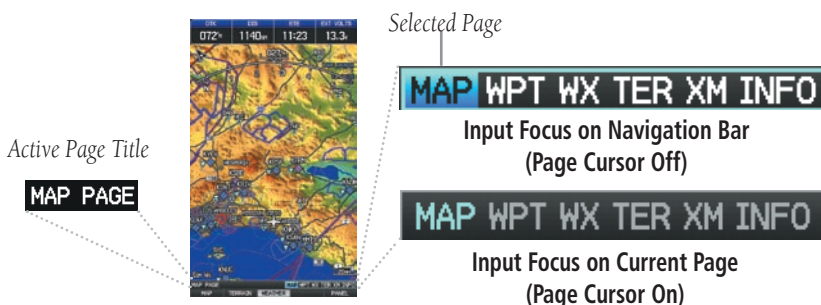
- 1) Press the **MENU** Key once to display the Page Menu.
- 2) Turn or move the **FMS** Joystick to scroll through a list of available options (a scroll bar always appears to the right of the window/box when the option list is longer than the window/box).
- 3) Press the **ENT** Key to select the desired option.

- 4) Press the **FMS** Joystick, the **CLR** Key, the **MENU** Key twice to remove the menu and cancel the operation.

Navigating the Main Menu:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to scroll through a list of available options (a scroll bar always appears to the right of the window/box when the option list is longer than the window/box).
- 3) Press the **ENT** Key to select the desired option.
- 4) Press the **FMS** Joystick, the **CLR** Key, the **EXIT** Softkey, or the **MENU** Key to remove the menu and cancel the operation.

PAGES



Selecting a Main Page using the FMS Joystick:

- 1) If necessary press the **FMS** Joystick to begin interaction with the Navigation Bar.
- 2) Turn the **FMS** Joystick until the desired page is selected (**MAP**, **WPT**, **WX**, **TER**, **XM**, **INFO**).

Selecting the FPL or NRST Pages:

- 1) Press the **FPL** or **NRST** Key.
- 2) If necessary, press the **FMS** Joystick to begin interaction with the Navigation Bar.
- 3) Turn the **FMS** Joystick until the desired page is selected.

GPS NAVIGATION

Overview

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PANEL



Setting the Bug Indicator:

- 1) From the Map Page, press **MENU** Key to display the Map Page Menu
- 2) Turn or move the **FMS** Joystick to highlight 'Set Bug Indicator', and press the **ENT** Key. The 'Set Bug Indicator' Menu appears.
- 3) Turn or move the **FMS** Joystick to highlight the desired menu option, and press the **ENT** Key. For the 'User Selected' option, turn the **FMS** Joystick to select the desired heading reference, and press the **ENT** Key.

Manually setting a course to the destination waypoint:

- 1) From the Map Page, press **MENU** Key to display the Map Page Menu
- 2) Turn or move the **FMS** Joystick to highlight 'Set OBS and Hold', and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to select the desired course to the destination, and press the **ENT** Key.

WAYPOINT PAGE

Selecting an airport for review by identifier, facility name, or location:

- 1) From the Waypoint (WPT) Page, press the **INFO** Softkey.
- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Turn the **FMS** Joystick clockwise to begin entering a waypoint identifier (turning it counter-clockwise brings up the waypoint selection submenu - press the **CLR** Key to remove it), or move the **FMS** Joystick to select the facility name, or city field.
- 4) Press the **ENT** Key.

NEAREST PAGES

Viewing nearest information:

- 1) Press the **NRST** Softkey.
- 2) Turn the **FMS** Joystick to select the desired Nearest Page (APT, WX, VOR, NDB, INT, USR, CTY, ATC, FSS, or ASPC. If none are not available, "None Within 200 NM" is displayed.
- 3) Press the **NRST** Key again to highlight the first airport on the Nearest Airports (APT) Page or press the **FMS** Joystick to highlight the first selection in the list. Turn or move the **FMS** Joystick to highlight the desired nearest option.
- 4) Press the **ENT** Key to display the associated 'Information Page'. From the Airport Information Page and Weather Information Page, press the **INFO**, **CHART**, **AOPA**, or **WEATHER** Softkeys for additional information. From the User Waypoint Information Page, press the **DELETE**, or **EDIT** softkeys to make changes to the selected user waypoint.
- 5) To return to the Nearest Page, press the **FMS** Joystick, the **ENT** Key, or the **CLR** Key.

USER WAYPOINTS

Creating user waypoints:

- 1) To create a user waypoint at the current location, using the Map Pointer, or from the Main Menu:
 - a) To create a user waypoint at the current location, press and hold the **ENT** Key from any page.
 - b) The 'Mark a New User Waypoint?' window appears.
Or:
 - a) Press the **MENU** Key twice to access the Main Menu.
 - b) Move the **FMS** Joystick to highlight 'User Waypoints' and press the **ENT** Key.
 - c) Enter a user waypoint name (up to six characters).
 - d) Press the **NEW** Softkey. The message "Create a New User Waypoint?" is displayed. The current aircraft position is the default location of the new waypoint.
Or:
 - a) From a map page, press the **FMS** Joystick to activate the Map Pointer (on the WX Page, press the **PAN MAP** Softkey).
 - b) Find an empty area without any map features and press the **ENT** Key. The message "Create a New User Waypoint?" is displayed.
Or:
 - a) From a map page, press the **FMS** Joystick to activate the Map Pointer (on the WX Page, press the **PAN MAP** Softkey).
 - b) Select a map feature using the Map Pointer and press the **MENU** Key.
 - c) With 'Create User Waypoint' highlighted, press the **ENT** Key. The message "Create a New User Waypoint?" is displayed.
 - 2) With 'Yes' highlighted, press the **ENT** Key. The New Waypoint Window is displayed.
 - 3) Move the **FMS** Joystick to the User Waypoint Name Field and enter the waypoint name, if desired.

- 4) If desired, select the waypoint symbol:
 - a) Move the **FMS** Joystick to highlight the Symbol.
 - b) Turn the **FMS** Joystick to access the 'Select Symbol' Menu.
 - c) Turn or move the **FMS** Joystick to highlight the desired symbol from the menu, and press the **ENT** Key.
- 5) If desired, press the **POSITION** Softkey and enter the latitude, longitude, name, or altitude for the waypoint **or** press the **REF WPTS** Softkey to enter a bearing and distance from another waypoint or the bearing from two other waypoints to define the new waypoint location.
- 6) With 'Done' highlighted, press the **ENT** Key.

DIRECT-TO

Entering a waypoint identifier, facility name, or city as a direct-to destination:

- 1) Press **Direct-to** Key. The Direct-to Window is displayed (with the active flight plan waypoint as the default selection or a blank waypoint field if no flight plan is active).
- 2) Turn the **FMS** Joystick clockwise to begin entering a waypoint identifier (turning it counter-clockwise brings up the waypoint selection submenu - press the **CLR** Key to remove it), press the **RECENT** Softkey to display a list of recent waypoints, or move the **FMS** Joystick to select the facility name, or city field.
- 3) Press the **ENT** Key.
- 4) With 'Activate' highlighted, press the **ENT** Key.

FLIGHT PLANNING

FLIGHT PLAN CREATION

Creating an active flight plan:

- 1) Press the **FPL** Key.
- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Turn the **FMS** Joystick to display the Insert Waypoint window. (Turning it clockwise displays a blank Insert Waypoint window, turning it counter-clockwise displays a list of recent waypoints (RECENT WPTS), nearest airports (NRST APTS), or flight plan waypoints (FPL WPTS)
- 4) Enter the identifier, facility, or city name of the departure waypoint or select a waypoint from the submenu of waypoints and press the **ENT** Key. The active flight plan is modified as each waypoint is entered.
- 5) Repeat step numbers 3 and 4 to enter each additional flight plan waypoint.
- 6) When all waypoints have been entered, press the **FMS** Joystick to remove the cursor.

FLIGHT PLAN STORAGE

Viewing information about a stored flight plan:

- 1) Press the **FPL** Key to display the Active Flight Plan Page.
- 2) Turn the **FMS** Joystick clockwise to display the Flight Plan List Page.
- 3) Press the **FMS** Joystick to activate the cursor and turn or move the **FMS** Joystick to highlight the desired flight plan.
- 4) Press the **ENT** Key. The Saved Flight Plan Page is displayed showing departure, destination, total distance, and enroute safe altitude information for the selected Flight Plan.
- 5) Press the **FMS** Joystick or the **DONE** Softkey to exit the Saved Flight Plan Page.

Storing an active flight plan from the Active Flight Plan Page:

- 1) Press the **FPL** Key.

- 2) Turn the **FMS** Joystick to select the Active Flight Plan Page.
- 3) Press the **MENU** Key. The Active Flight Plan Page Menu is displayed.
- 4) Turn or move the **FMS** Joystick to Highlight 'Save Flight Plan'.
- 5) Press the **ENT** Key.
- 6) With 'Yes' highlighted, press the **ENT** Key. A copy of the flight plan is stored in the next available position in the flight plan list on the Flight Plan List Page.

FLIGHT PLAN ACTIVATION

Activating a stored flight plan:

- 1) Press the **FPL** Key and turn the **FMS** Joystick to display the Flight Plan List Page.
- 2) Press the **FMS** Joystick to activate the cursor, and turn or move the **FMS** Joystick to highlight the desired flight plan.
- 3) Select the **ACTIVATE** Softkey; or press the **MENU** Key, highlight 'Activate Flight Plan', and press the **ENT** Key.
- 4) With 'Yes' highlighted, select the **ENT** Key. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

Activating a Flight Plan Leg:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to display the Active Flight Plan Page.
- 3) Press the **FMS** Joystick to activate the cursor and move the **FMS** Joystick to highlight the waypoint leg to be activated.
- 4) Press the **Direct-to** Key twice. The "Activate Leg XXXXX - XXXXX?" window is displayed.
- 5) With 'Yes' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

ADJUSTING FUEL FLOW

Adjusting the Active Flight Plan fuel flow:

- 1) Press the **FPL** Key and turn the **FMS** Joystick to display the Active Flight

Plan Page.

- 2) Press the **FMS** Joystick to activate the cursor, and move the **FMS** Joystick to highlight the 'Fuel Flow' field.
- 3) Using the **FMS** Joystick, enter the desired fuel flow, and press the **ENT** Key.

INVERTING A FLIGHT PLAN

Inverting the active flight plan:

- 1) Press the **FPL** Key to display the Active Flight Plan Page.
- 2) Press the **MENU** Key, turn or move the **FMS** Joystick to highlight 'Invert Flight Plan', and press the **ENT** Key. An "Invert the Active Flight Plan?" confirmation window is displayed.
- 3) With 'Yes' highlighted, press the **ENT** Key to invert and activate the active flight plan. To cancel, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

SELECTING AN APPROACH

Whenever an approach is selected, the choice to either "Load Approach" or "Activate Approach" is given. "Load Approach" adds the approach to the end of the flight plan without immediately using it for navigation guidance. This allows continued navigation via the intermediate waypoints in the original flight plan, but keeps the procedure available on the Active Flight Plan Page for quick activation when needed. "Activate Approach" also adds the procedure to the end of the flight plan but immediately begins to provide guidance to the first waypoint in the approach.

Loading an approach from the active or saved flight plan page:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick clockwise to display the Active Flight Plan Page or Saved Flight Plan Page.
- 3) Press the **SEL APPR** Softkey; or press the **MENU** Key, highlight 'Select Approach' by turning or moving the **FMS** Joystick, and press the **ENT** Key. The Select Approach Window is displayed.
- 4) Turn the **FMS** Joystick clockwise to access a list of available approaches. Turn or move the **FMS** Joystick to highlight the desired approach and press

the **ENT** Key.

- 5) With 'Load Approach' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key or the **FMS** Joystick.

Activating an approach on the Active Flight Plan Page:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick clockwise to display the Active Flight Plan Page if necessary.
- 3) Press the **SEL APPR** Softkey; or press the **MENU** Key, highlight 'Select Approach' by turning or moving the **FMS** Joystick, and press the **ENT** Key. The Select Approach Window is displayed.
- 4) Turn the **FMS** Joystick clockwise to access a list of available approaches. Turn or move the **FMS** Joystick to highlight the desired approach and press the **ENT** Key.
- 5) With 'Activate Approach' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key or the **FMS** Joystick.

ACTIVATING VECTORS-TO-FINAL

After an approach has been activated, the **VECTORS** Softkey is used when being vectored to the final approach course by Air Traffic Control (ATC).

If the **VECTORS** Softkey is selected, the GPSMAP 695/696 creates an extension of the final course, beyond the final approach waypoint in the database (final approach fix [FAF]). On the Active Flight Plan Page, a Vector to Final symbol appears beside the first approach waypoint.

Cancelling Vectors-to-Final:

From the Active Flight Plan Page, press the **VECTORS** Softkey.

Or:

- 1) From the Active Flight Plan Page, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Cancel Vectors-to-Final' and press the **ENT** Key.

HAZARD AVOIDANCE

XM WEATHER (GPSMAP 696)

Viewing XM Weather products on the Map Page:

- 1) Select the Map Page.
- 2) Select the **WEATHER** Softkey to display the XM weather products.

Or:

- a) Press the **MENU** Key.
- b) Select 'Show Weather' and press the **ENT** Key.
- 3) Press **FMS** Joystick to activate the Map Pointer.
- 4) Use the **FMS** Joystick to highlight the desired weather product with the Map pointer.
- 5) With the desired weather product selected press the **ENT** Key to get detailed information (if available).

Viewing XM Weather products on the Weather (WX) Page:

- 1) From the WX Page press the **FMS** Joystick to highlight the weather product field.
- 2) Turn the **FMS** Joystick to select and automatically display the desired weather product.
- 3) If necessary, move the **FMS** Joystick to highlight the type field and turn the **FMS** Joystick to scroll through a list of available options.
- 4) Press the **PAN MAP** Softkey to get abbreviated information about the selected weather product or map feature (if available).
- 5) With the desired weather product selected press the **ENT** Key to get detailed information (if available).

TERRAIN

Enabling/Disabling Terrain Shading on the Map Page:

From the Map Page with the VFR Map displayed, press the **TERRAIN** Softkey.

Or

- 1) From the Map Page, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Map', and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'Map' Category from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Terrain Shading' field.
- 5) Turn the **FMS** Joystick to select 'On' or 'Off', and press the **ENT** Key.

Enabling/Disabling terrain alerts:

- 1) From the Terrain Page, press the **MENU** Key to access the Page Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'Disable Alerts' or 'Enable Alerts' and press the **ENT** Key.

TRAFFIC INFORMATION SERVICE (TIS)

Adjusting alert volume:

- 1) Press the **MENU** Key twice to access the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'System Setup', and press the **ENT** Key.
- 3) Turn or move the **FMS** Joystick to highlight 'Sound', and press the **ENT** Key.
- 4) Move the **FMS** Joystick to highlight the 'Alert Volume' field.
- 5) Turn the **FMS** Joystick to select the desired volume (0-10), and press the **ENT** Key.

ADDITIONAL FEATURES

SAFETAXI

Enabling/disabling SafeTaxi:

- 1) With the Map Page displayed, press the **Menu** Key. The Map Page Menu is displayed.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Map' and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'Airport' Category from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Safe Taxi' Field.
- 5) Turn the **FMS** Joystick to access the menu options.
- 6) Turn or move the **FMS** Joystick to select 'On' or 'Off', and press the **ENT** Key.

FLITECHARTS

Displaying FliteCharts:

- 1) From the Waypoint (WPT) Page, enter the desired airport. The airport must have charts available.
- 2) Press the **CHART** Softkey.
- 3) Press the **FMS** Joystick to activate the cursor. The cursor is activated in the Airport Identifier Field.
- 4) Move the **FMS** Joystick to highlight the Chart Field.
- 5) Turn the **FMS** Joystick to access a drop-down menu of available charts.
- 6) Turn or move the **FMS** Joystick to select the desired chart, and press the **ENT** Key.

Or:

- 1) From the Active Flight Plan Page (with an approach loaded or activated) or the Select Approach Window, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to select 'Show Chart', and press the **ENT** Key. The selected chart is displayed.
- 3) Press the **EXIT** Softkey to return to the previous page.

Or:

- 1) From the Map Page or Active Flight Plan Page, use the Map Pointer to highlight the desired airport (with charts available) and press the **ENT** Key. The Airport Information Window is displayed.
- 2) Press the **CHART** Softkey.
- 3) With the 'Chart' Field highlighted, turn the **FMS** Joystick to access a drop-down menu of available charts.
- 4) Turn or move the **FMS** Joystick to select the desired chart, and press the **ENT** Key.

AOPA DATA

Viewing AOPA Airport Directory information:

- 1) From the Waypoint (WPT) Page, enter the desired airport with AOPA data.
 - 2) Press the **AOPA** Softkey.
- Or:**
- 1) From any map highlight an airport (with AOPA data) using the Map Pointer, and press the **ENT** Key. The Airport Information Window is displayed.
 - 2) Press the **AOPA** Softkey.
 - 3) To return to the map, press the **ENT** Key, the **CLR** Key, or the **FMS** Joystick.

MESSAGES & ALERTS

SYSTEM MESSAGES

- Antenna Shorted to Ground—the external GPS antenna has an electrical connection problem. Contact Garmin Product Support.
- Approaching Target Altitude—within 1,000 feet of final VNAV target altitude.
- Approaching VNAV Profile—the aircraft is within one minute of reaching the initial VNAV descent point.
- Arriving at XXX—the aircraft is nearing the destination.
- Battery Low—the battery needs to be recharged.
- Can't Unlock Maps—no applicable unlock code for one or more maps was found. All MapSource maps are not accessible.
- Check XM Antenna—internal problem with your GXM 40 antenna. Contact Garmin Product Support.
- Database Error—internal problem with the unit. Contact your dealer or Garmin Product Support to have the unit repaired.
- Switch Fuel Tanks—a reminder for switching fuel tanks. The reminder message repeats at the specified interval after the beginning of each trip.
- Lost Satellite Reception—the unit is unable to receive satellite signals.
- Memory Full—unit memory is full, no further data can be saved.
- Near Proximity Point—the aircraft has reached the distance set for a proximity waypoint.
- Next DTK XXX—the aircraft is nearing a turn in a route.
- No XM Signal—the GXM 40 antenna is not receiving an XM signal.
- Proximity Memory Full—no additional proximity waypoints can be saved.
- Proximity Radius Overlaps—the radius of two proximity waypoints overlap.
- Route Already Exists—a route name that already exists has been entered.

- Route Memory Full—no additional routes can be saved.
- Route Truncated—uploaded route from another device has more than 300 waypoints.
- Route Waypoint Memory Full—no additional route waypoints can be saved.
- Saving XM Program Information—an XM Radio channel lineup change has occurred and the unit is saving the channel lineup to memory.
- Steep Turn—approaching a turn that requires a bank angle in excess of 25 degrees to stay on course.
- Track Already Exists—a saved track with the same name already exists.
- Track Log Full—the track log is full and track recording was turned off. To record more track points, you need to clear the track log and turn track recording on.
- Track Memory Full—no more track data can be stored. Delete the old track data to store the new data.
- Track Truncated—a complete uploaded track will not fit in memory. The oldest track log points have been deleted.
- Transfer Complete—data transfer was completed.
- VNAV Cancelled—VNAV function has been cancelled due to a change in the active route.
- Waypoint Already Exists—a waypoint with the same name already exists.
- Waypoint Memory Full—the unit has stored the maximum number of waypoints.
- XM Antenna Not Responding—the unit is unable to communicate with the GXM 40.

AIRSPACE MESSAGES

- Inside Airspace—inside the boundaries of the airspace.
- Airspace Near and Ahead—within two nautical miles of an airspace and your current course takes you inside the airspace.

- **Airspace Ahead, Within 10 Minutes**—the projected course takes you inside an airspace within the next 10 minutes or less.
- **Near Airspace, Within 2 nm**—within two nautical miles of an airspace but not projected to enter it.

AURAL ALERTS

TRAFFIC

- **“Traffic”** —TIS traffic alert received.
- **“Traffic Not Available”** —TIS service is not available or out of range.

TERRAIN

- **“Five Hundred”** —when the aircraft descends through 500 feet above the destination airport.

The following aural terrain alerts are issued when flight conditions meet parameters that are set within the software algorithms, and are dependant on the sensitivity level set in the Terrain Setup Menu.

| Alert Severity | Terrain | Obstacle | Descent Rate |
|----------------|---|--|-------------------------------------|
| Caution | “caution, terrain” “caution, terrain ahead” | “caution, obstacle” “caution, obstacle ahead” | “caution, sink rate” |
| Warning | “terrain ahead! pull up!” “terrain! terrain! pull up! pull up!” | “obstacle ahead! pull up!” “obstacle! obstacle! pull up! pull up!” | “sink rate, pull up!” “pull up!” |

Aural Alerts

UTILITIES

FLIGHT LOG

Viewing details for a flight:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to select 'Flight Log', and press the **ENT** Key. (Hours and minutes can be displayed by pressing the **MENU** Key and selecting 'Show Hours and Minutes').
- 3) Turn or move the **FMS** Joystick to select the desired flight from the list, and press the **ENT** Key. Route, date, hours, distance, and actual flight path is displayed.
- 4) With 'Done' selected, press the **ENT** Key to return to the previous page.

TRACK LOG

Displaying/removing the track log on the Map Page:

- 1) From the Map Page, press the **MENU** Key. The Map Page Menu is displayed.
- 2) Turn or move the **FMS** Joystick to select 'Set Up Map' from the Map Page Menu, and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'Line' options from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Track Log' field.
- 5) Turn the **FMS** Joystick to select 'Yes' or 'No', and press the **ENT** Key.
- 6) Press the **FMS** Joystick, the **CLR** Key, or the **EXIT** Softkey to return to the Map Page.

E6B CALCULATOR

Calculating true airspeed and density altitude:

- 1) From the E6B Calculator Window, enter the altitude shown on the altimeter into the 'Indicated Altitude' field, and press the **ENT** Key.
- 2) Repeat for 'Calibrated Airspeed', 'Baro Pressure', and 'Total Air Temperature' fields. (For Calibrated Airspeed, use the speed shown on the airspeed indicator. Use the current altimeter setting for Baro Pressure. Total Air Temperature is the temperature of the outside air including the heating effect caused by speed. For most aircraft, this is the temperature reading on a standard outside air temperature gauge.) The calculated figures for True Airspeed and Density Altitude are shown in the designated fields.

Calculating winds aloft:

- 1) Calculate or enter the true airspeed into the 'True Airspeed' field, and press the **ENT** Key.
- 2) Enter the aircraft heading shown on the directional gyro or compass into the 'Heading' field, and press the **ENT** Key. Tail Wind, Wind From, and Wind Speed are calculated.

AIRCRAFT PROFILE

Entering an aircraft profile:

- 1) From the Aircraft Profile Page, press the **NEW** Softkey. The cursor is activated in the 'Current Aircraft' field.
- 2) Enter the desired aircraft name, and press the **ENT** Key.
- 3) Move the **FMS** Joystick to the 'Cruise Speed' field, turn the **FMS** Joystick to enter the appropriate cruise speed, and press the **ENT** Key. Repeat for the 'Maximum Speed' and 'Fuel Flow' fields.
- 4) Move the **FMS** Joystick to highlight the 'Map Symbol' field, and turn the **FMS** Joystick to select the desired map symbol.

WEIGHT & BALANCE

Performing weight and balance calculations:

- 1) Press the **MENU** Key twice to open the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'Weight & Balance', and press the **ENT** Key.
- 3) Select the desired aircraft from the 'Current Aircraft' field.
- 4) Use the **FMS** Joystick to enter the desired weights and arms (or "stations"), pressing the **ENT** Key after each entry. The calculated moment, weight, and CG figures appear at the bottom of the page. Keep in mind that the "Aircraft" (empty weight/arm) figures must be entered as a reference to calculate a valid moment, weight, and CG.
- 5) To empty the aircraft, press the Menu Key and select 'Empty Aircraft', or press the **EMPTY** Softkey.

PROXIMITY WAYPOINTS

Defining proximity waypoints:

- 1) Press the **MENU** Key twice to open the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'User Waypoints', and press the **ENT** Key.
- 3) Press the **PROXIMITY** Softkey. The Proximity Waypoints Page is displayed.
- 4) Press the **NEW** Softkey. The New Proximity Waypoint Window is displayed.
- 5) Select 'Use Map' or 'Use Identifier', and press the **ENT** Key.
- 6) Select the desired waypoint using the Map or Select Waypoint Window, and press the **ENT** Key. The 'Distance' field is highlighted.
- 7) Using the **FMS** Joystick, enter the desired distance and press the **ENT** Key.

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