

Shading

Shades different areas of the seabed, depending on the selected Shading category.

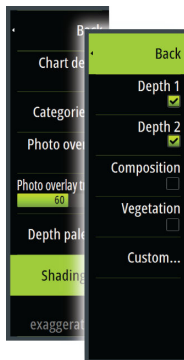
→ **Note:** Composition and Vegetation shading are not applicable to Jeppesen charts.

Depth 1 and Depth 2

Depth presets that shade different depths in different colors.

Custom

You can adjust the depth threshold, color and opacity (transparency) of color shading for Depth 1 and Depth 2.



Depth (m)	Color	Opacity (%)
0		100
10		40
24		100
37		100
49		100
Add Point...		

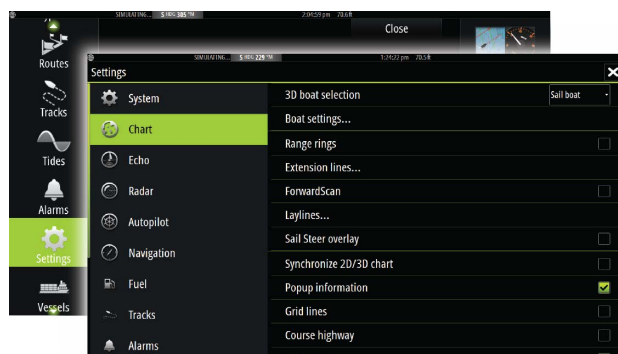
3D exaggeration

Graphical settings that are available in 3D mode only. Exaggeration is a multiplier applied to the drawn height of hills on land, and troughs in water to make them look taller or deeper.

→ **Note:** This option is grayed out if the data is not available in the map card inserted.

Chart settings

Settings and display options made in the Chart settings page are common for all chart panels.



3D boat selection

Determines which icon to use on 3D charts.

Boat settings

The boat settings are used when calculating an automatic route. The boat's draught, width and height must be input to use the autorouting and easy routing features.

Range Rings

The range rings can be used to present the distance from your vessel to other chart objects. The range scale is set automatically by the system to suit the chart scale.

Extension lines

Sets the lengths of the extension lines for your vessel and for other vessels shown as AIS targets.

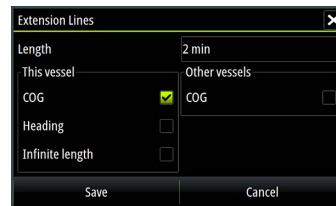
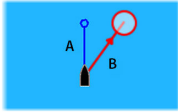
A: Heading

B: Course Over Ground (COG)

The lengths of the extension lines are either set as a fixed distance, or to indicate the distance the vessel moves in the selected time period. If no options are turned on for the vessel then no extension lines are shown for your vessel.

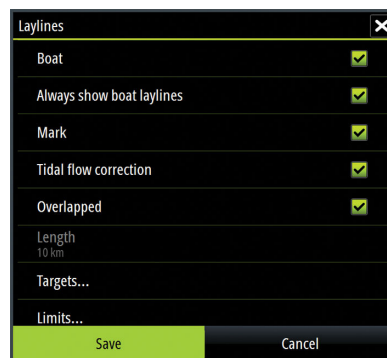
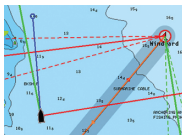
Your vessel heading is based on information from the active heading sensor and the COG is based on information from the active GPS sensor.

For other vessels, COG data is included in the message received from the AIS system.



Laylines

Configures the options for laylines on the chart and on the SailSteer panels. The image shows laylines from mark/waypoint with limits.



Boat

Displays laylines from boat, indicating the target course.

Always show boat laylines

Displays boat laylines.

Mark

Displays laylines from mark/waypoint, indicating the target course to sail to reach the mark/waypoint.

Tidal flow correction

Calculates the tidal effect of the boat based on COG, and applies this information to the laylines.

Overlapped

Extends the laylines beyond the tack/gybe intersection.

Length

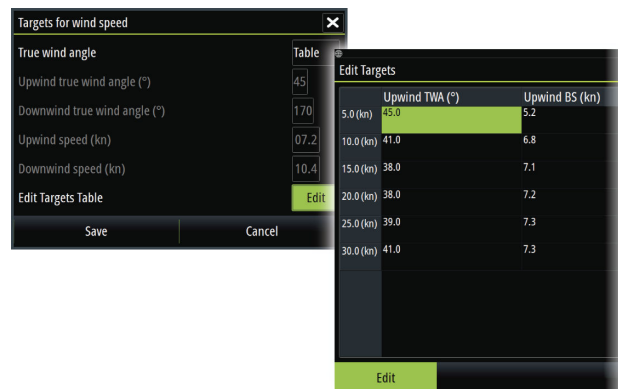
Sets the length of the laylines

Targets

Defines the target for a given TWS (True Wind Speed). The targets can be read from an H5000 CPU Polar table, live measurements, manually entered upwind and downwind angles, or from the targets table.



- Laylines targets table
Edit the targets table to specify Upwind True Wind Angle (TWA), Upwind Boat Speed (BS), Downwind TWA, and Downwind BS values for different true wind speeds. Accurate table information gives the system a better basis for creating target laylines.



Limits

Sets the maximum tack/gybe time period to either side of the laylines. When turned on the limits are indicated with a dotted line on the chart and on the SailSteer panel.

ForwardScan

If you have ForwardScan and this option is selected, the ForwardScan heading extension is shown on the chart. Refer to *"Heading extension"* on page 91.

SailSteer overlay

Turns on/off viewing of SailSteer image overlay on the chart. Refer to "*SailSteer overlay*" on page 48.

Synchronize 2D/3D chart

Links the position shown on one chart with the position shown on the other chart when a 2D and a 3D chart are shown side by side.

Pop-up information

Selects whether basic information for chart items is displayed when you select the item.

Grid lines

Turns on/off viewing of longitude and latitude grid lines on the chart.

Course highway

Adds a graphic presentation of cross track error (XTE) limits to the route. For setting the XTE limit, see "*XTE limit*" on page 45.

Waypoints, Routes, Tracks

Turns on/off displaying of these items on chart panels. Also opens the Waypoints, Routes and Tracks dialogs you can use to manage them.

5

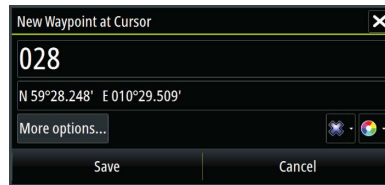
Waypoints, Routes, and Tracks

Waypoints

A waypoint is a user generated mark positioned on a chart, on a radar image or on the Echosounder image. Each waypoint has an exact position with latitude and longitude coordinates. A waypoint positioned on the Echosounder image has a depth value, in addition to position information. A waypoint is used to mark a position you later may want to return to. Two or more waypoints can also be combined to create a route.

Saving waypoints

You can save a waypoint at a selected location by positioning the cursor on the panel, and then selecting the new waypoint option in the menu.



In the Chart and Nav panels, you can save a waypoint at the vessel position, when the cursor is not active, by selecting the new waypoint option in the menu.

If your unit has a **MARK** key, you can press this key to immediately save a waypoint. If the cursor is active, the waypoint is saved at the cursor position. If the cursor is not active, the waypoint is saved at your vessel's position.

Moving a waypoint

1. Select the waypoint you want to move. The waypoint icon expands to indicate that it is active.
2. Activate the menu and select the waypoint in the menu
3. Select the move option
4. Select the new waypoint position
5. Press the **Enter** key or the rotary knob to confirm the new position.

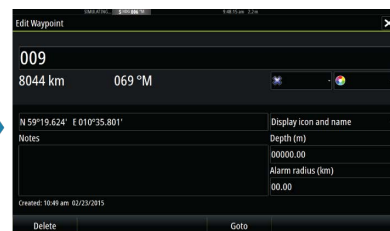
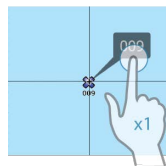
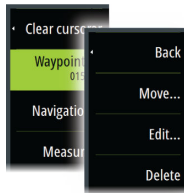
The waypoint is now automatically saved at the new position.

Edit a waypoint

You can edit all information about a waypoint from the **Edit Waypoint** dialog.

This dialog is activated by selecting the waypoint's pop-up, by pressing the rotary knob, or from the menu when the waypoint is activated.

The dialog can also be accessed from the Waypoints tool on the **Home** page.



Delete a waypoint

You can delete a waypoint from the **Edit Waypoint** dialog or by selecting the **Delete** menu option when the waypoint is activated.

You can also delete waypoints from the Waypoints tool on the **Home** page.