

MX51x Controls

Mark Position/MOB



GOTO



POWER



DAY/NIGHT View



EDIT



ENTER



CURSOR key



CLEAR



NAVIGATION



ROUTE



WAYPOINT



PLOT



AUXillary



POSITION



D/GPS



AIS (Not Available)



Configuration

F1-F4 Function KeysTraffic Light Operation:

- Flashing - no sats. tracked
- Solid - not enough sats. tracked
- Poor Position Geometry, no DGPS correction.
- Optimal Navigation

MX51x OPERATIONPowering up the MX51x

Press momentarily and wait for GPS to acquire.

Turning OFF the MX51x

Press momentarily, highlight the **Yes** softkey and press ENT, or press and hold for 3 seconds.

Man Over Board (MOB)

1. Press and hold the key for 3 seconds.
2. To disable MOB, press the **EDIT** highlight **Cancel MOB** then press ENT.

PRESENT POSITION

Press the once or twice to scroll through the following pages:

- **POS1** - Position Display and COG & SOG

- **POS2** - Position, Altitude, Magnetic Variation, & Time

- **POS3** - Position & Log

WAYPOINTCreate a Waypoint:Using Lat/Long Entry:

1. Press the until **WPT1** screen appears.
2. Press the **EDIT** key.
3. Select the **Make New Wpt** softkey then press the ENT key.
4. Select the **Lat/Lon (wpo)** softkey then press the ENT key.
5. Enter the Lat. & Long coordinates.
6. Select the **Done** softkey then press the ENT key.
7. Press the **EDIT** key to finish entry or editing.

Using Specified Range & Bearing:

1. Repeat steps 1 & 2 above.
2. Select **Range/Bearing** softkey then press the ENT key.
3. Enter the range and bearing to the waypoint.
4. Select **Done** then press the ENT key.

Using Quick Save of Ship's Position:

1. Press the momentarily. Waypoint is saved in the next vacant waypoint memory.

Locking a waypoint:

1. Select the **WPT** key until the **WPT1** screen is displayed.
2. Move the cursor to the desired waypoint.
3. Press the **EDIT** key.
4. Select the **Lock this WPT** softkey then press the ENT key.
5. Press the **EDIT** to exit.

Unlocking a Waypoint:

1. Follow previous steps 1 through 3.
2. Select the **Unlock this WPT** softkey then press the ENT key.
3. Press the **EDIT** key.

GOTO FunctionHow to Use the GoTo function:


1. Press the key.
2. Press **EDIT** key.
3. Select **Choose in Bank** softkey then press the ENT key.
3. Select desired waypoint from list.
4. Press **EDIT** key.
5. Range and Bearing to destination is calculated and **NAV1** display is shown.

ROUTESprogramming a Route using waypoints in the memory bank:

1. Press 2 times to RTE2 screen.

- Highlight an unused route number.
- Press the **EDIT** key.
- Select **Choose in bank** softkey then press the ENT key.
- Scroll down to the desired waypoint#.
- Select **Insert this WPT** softkey then press the ENT key.
- Select another waypoint#.
- Then press the ENT key.
- Repeat steps 7 & 8 for additional waypoints.
- Select **Done** then press the ENT key.
- Select **Route Name** softkey then press the ENT key. Use the alphanumeric keys to name it.
- Select **Done** then press the ENT key.
- Press **EDIT** key to finish.

### Starting a ROUTE:


- Press the  key to show **RTE1** display.
- Press the **EDIT** key.
- Press **Insert Route** softkey.
- Press **Insert forward** or **Insert reverse** softkey.
- Press the **EDIT** key.

### To End or Turn ROUTE Off:


- Press the  to show the **RTE1** display.
- Press the **EDIT** key.

- Select **Remove** softkey.
- Select **Erase Route** softkey.
- Select **Yes** softkey.

### Reset Cross Track Error:


- Press the  key to show **NAV2** screen.
- Press the **EDIT** key.
- Select **Reset XTE** softkey then press the ENT key.

### Skipping Waypoint:

- Press  until **NAV2** is displayed.
- Press the **EDIT** key.
- Select the **Skip waypoint** softkey then press the ENT key.
- Press the **EDIT** Key to exit.

### TIDE (AUX 11)

#### How to Add Tide Ports:

- Press the  until the **AUX 11** screen is displayed.
- Press the **EDIT** key.
- Enter the Port #, Place, Zone and harmonic constants taken from an Admiralty Tide Tables vol. 1-2-3 Part III\*.
- Repeat the process for additional tide stations.
- Press the **EDIT** key.

### Calculating Tide:


- Press the  key to show the **AUX 10** display.
- Press **EDIT** key
- Select **Change** softkey repeatedly

until the desired tide station name is displayed.

- Press the **EDIT** key.

### PLOT1

#### Erasing the Track Lines:


- Press the  key.
- Press the **EDIT** key.
- Select the **Track plotter** softkey then press ENT key.
- Select **Erase track** softkey then press ENT.
- Press the **EDIT** key to end.

### Alarms




General Alarm Indicator icon


#### Viewing the Alarm Log:

Press  key to show AUX1 screen.

#### Clearing the Alarm Log: .

- Press the  key to show AUX1 screen.
- Press the **EDIT** key
- Select **Reset log** softkey then press ENT key.
- Press the **EDIT** key to exit.

#### How to Set the Alarms:

- Press the  key.
- Highlight **Alarms** then press ENT key.
- Press the **EDIT** key.
- Select the alarm to activate, namely:

#### Approach Alarm (Arrival):

- Highlight "Approach alarm: Off"
- Press the ENT key to select the **Change** softkey.

#### Anchor Watch:




- (After the boat is anchored)
- Highlight "Anchor watch: Off".
  - Press the ENT key to select the **Change** softkey.

#### Cross-Track Error Alarm (XTE):

- Highlight "XTE alarm: Off".
- Press the ENT key to select the **Change** softkey.

Note: Don't forget to press the **EDIT** key to finish alarm editing.

#### F1-F4 Key Programming:

- Select the desired display screen page by pressing the specific function key (POS, NAV, etc.).
- Press and hold down the  (or other F# key) for 3 seconds.
- Release the  key.
- When the  key is pressed momentarily, the desired screen will be accessed directly. Pressing longer than 3 seconds thereafter will reprogram it.

