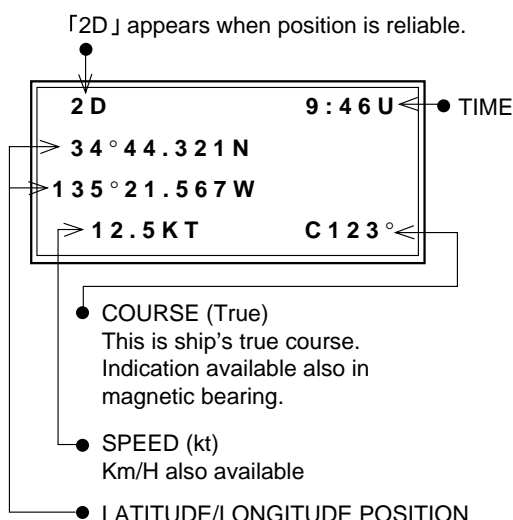# FURUNO®

GP-50 MARK-3 GPS NAVIGATOR Operator's Guide

The purpose of this operator's guide is to provide the basic operating procedures for this equipment. For detailed information, refer to the operator's manual.

Display present position

1. Press the **POS** key.

「2D」appears when position is reliable.

```
  2 D              9 : 4 6 U ◁── ● TIME
  3 4 ° 4 4 . 3 2 1 N
  1 3 5 ° 2 1 . 5 6 7 W
  1 2 . 5 K T         C 1 2 3 °
```

- COURSE (True)
  This is ship's true course.
  Indication available also in
  magnetic bearing.

- SPEED (kt)
  Km/H also available

- LATITUDE/LONGITUDE POSITION

Initial Settings of Antenna unit height

1. Press **MENU**, **7**, **1**, and **2**.
2. Press **CLR**, and then press **ENT** twice.
3. Enter antenna unit height above the waterline, using four digits. To enter 10 m, for example, press **0**, **0**, **1**, and **0**.
4. Press **ENT** and **ESC**.

Saving present position

Press the **SAVE** key. The moment key is pressed the present position is saved.

Up to 20 positions may be saved. The unit numbers them S1 to S20.

Recalling saved position

Press the **RECALL** key. Each press of the key shows a different saved position. (MOB →--- S2 → S1 → MOB → T5 → ---T1 → S20---)

Registering waypoints
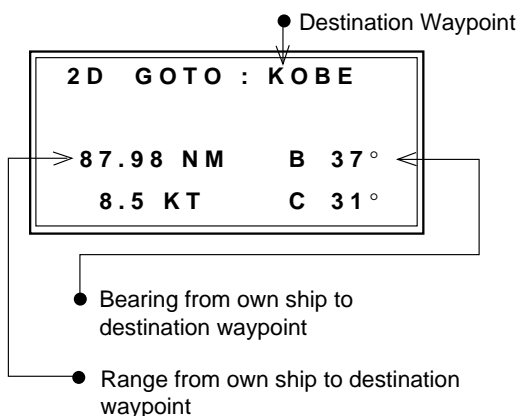
By direct input of latitude and longitude

Example; Enter coordinates 34°39.836′N and 135°12.059′E as waypoint KOBE.

1. Press **WPT** and **CLR**.
2. Press **4**, and then press the **Change** key twice to display **K**.
3. Press **5**, and then press the **Change** key three times to display **O**.
4. Press **1**, and then press the **Change** key twice to display **B**.
5. Press **2**, and then press the **Change** key twice to display **E**.
6. Press the **ENT** key.
7. Press **3**, **4**, **3**, **9**, **8**, **3**, **6**, and **ENT**.
8. Press **1**, **3**, **5**, **1**, **2**, **0**, **5**, **9**, **Change**, and **ENT**.
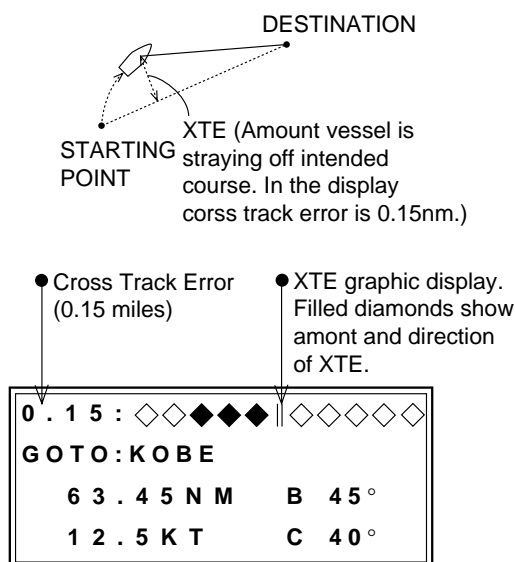
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Selecting a destination waypoint

1. Press the **GOTO** key.
2. Press the **CLR** key.
3. Select waypoint name.
4. Press the **ENT** key.
5. To display range and bearing to the destination, press the **R/B** key.

● Destination Waypoint

```
2D  GOTO : KOBE

87.98 NM      B  37°
8.5 KT        C  31°
```

● Bearing from own ship to destination waypoint

● Range from own ship to destination waypoint

6. To display cross track error, press the **NAV2** key. (In the factory setting)

DESTINATION

XTE (Amount vessel is straying off intended course. In the display corss track error is 0.15nm.)

STARTING POINT

● Cross Track Error (0.15 miles)

● XTE graphic display. Filled diamonds show amont and direction of XTE.

```
0.15: ◇◇◆◆◆‖◇◇◇◇◇
GOTO:KOBE
    63.45NM      B  45°
    12.5KT       C  40°
```

Creating a route

1. Press **MENU**, **1**, and **2**.
2. Press **CLR**, enter route number (0 to 9), and then press **ENT**.
3. Enter starting point, using registered waypoint.
4. Press **ENT** twice.
5. Enter next waypoint on route.
6. Press **ENT** twice. Repeat steps 5 and 6 to enter another waypoint.

Following a route

1. Press **MENU**, and then press **1** twice.
2. Press **CLR**, enter route number, and then press **ENT**.
3. Press the **Change** key to select direction to follow route.
4. Press the **ENT** key.

Alarms

Arrival, anchor watch

1. Press **Menu**, **3**, and **1**.
2. Press **CLR**, **Change** (to select alarm desired), and then press **ENT**.
3. Enter alarm range. For 0.25 nautical miles, for example, press **0**, **2**, **5**, and **ENT**.
4. Press the **Change** key (to activate the alarm) and **ENT**.

Cross track error, border alarms

1. Press **MENU**, **3**, and **2**.
2. Press **CLR**, **Change** (to select alarm desired), and then press **ENT**.
3. Enter alarm range. For 0.25 nautical miles, for example, press **0**, **2**, **5**, and **ENT**.
4. Press the **Change** key (to activate the alarm) and **ENT**.