Waypoint?

No Yes

D. User-defined Waypoints

Up to 3,000 User-defined waypoints may be stored. Once created, the waypoint can be moved, renamed, deleted or its symbol may be changed. There are many ways to create a user-defined waypoint. It is only necessary to learn 1 or 2 that are easy for you to perform.

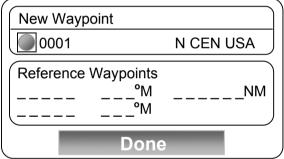
Mark a New User

Creating a User-defined Waypoint at the current location Method 1.

- 1. From any page, PRESS and HOLD ENT key. A window appears for you to affirm or cancel the operation as shown to the right.
- 2. With "Yes" highlighted, PRESS ENT. The "New Waypoint window appears as shown. It depicts the symbol and number of the waypoint, its geographic location, the latitude and longitude and the altitude of the aircraft when it was created.
- 3. With "Done" highlighted PRESS ENT. The waypoint is created at the position when ENT was pressed in step #2 above.

New Waypoint	
0001	N CEN USA
Location N 38°45.644' W097°34.697'	Altitude 4000FT
Do	one

NOTE: When the "New Waypoint" window is showing, you may PRESS the **REF WPTS**Soft Key on the bottom of the screen to enter an existing waypoint along with the Bearing and Distance from it as shown below.



Creating a User-defined Waypoint at the current location Method 2.

- 1. From any page, PRESS MENU twice to access the Main Menu.
- 2. If necessary, ROTATE or MOVE FMS Joystick to highlight **User Waypoints** and PRESS ENT.
- 3. PRESS **NEW** Soft Key to open the "Create a New User Waypoint" window similar to the "Mark a New User Waypoint" window shown above.
- 4. With "Yes" highlighted PRESS ENT
- 5. With "Done" highlighted PRESS ENT.
- 6. PRESS **EXIT** Soft Key twice to return to the original screen.

Creating a User-defined Waypoint at the current location Method 3.

- 1. From any Map Page, PRESS FMS Joystick to activate the Map Pointer.
- 2. PRESS MENU Kev.
- 3. ROTATE or MOVE Joystick if necessary to highlight Create User Waypoint.
- 4. PRESS [ENT] to open the "Create New User Waypoint?" window.
- 5. With "Yes" highlighted PRESS ENT to create the new waypoint and open the "New Waypoint" window.
- 6. With "Done" highlighted PRESS ENT.
- 7. PRESS Joystick to turn the Map Pointer OFF.

Continued on next page