

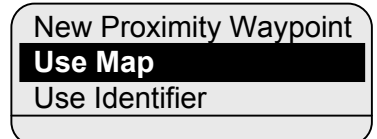
## IV. Other Operations

### E. Proximity Waypoints

A Proximity Waypoint is **any** waypoint that the operator has defined a red alarm circle around. The alarm circles appear on the Map, Waypoint and Weather Pages if the waypoint is in view and are listed on the Proximity Waypoint Page. Their visibility depends on the setting set by the user under "Point" of the "Map Setup" choice on the Map Menu. (See our Page 23.)

#### Create a Proximity Waypoint

1. PRESS **MENU** twice to open the Main Menu.
2. ROTATE or MOVE the FMS Joystick to highlight "User Waypoints" and PRESS **ENT**.
3. PRESS **PROXIMITY** **▲** Soft Key.
4. PRESS **NEW** **▲** Soft Key to open window shown.
5. If necessary, ROTATE Joystick to highlight choice.
6. PRESS **ENT**. If "Use Map" is chosen, the Map appears with the Map Pointer in the center. Rescale the map as necessary to view the desired waypoint and MOVE the Joystick to highlight the desired waypoint or geographic feature and PRESS **ENT**. (If nothing is highlighted a new User-defined waypoint will be created.) The waypoint is added to the Proximity List and, if an existing User-defined waypoint is used, it will also remain in the User Waypoints list. The Proximity Waypoints window opens with the "Distance" for the new waypoint already highlighted.
7. ROTATE and MOVE Joystick to select desired distance. (This is the size of the alarm circle.)
8. PRESS **ENT** then the **EXIT** **▲** Soft Key or Joystick twice.



#### OR

6. If "Use Identifier" is chosen, the "Select Waypoint" window appears. Type-in the desired identifier or ROTATE FMS Knob **Counter-clockwise** to choose "RECENT", "NRST", or "FPL WPTS".
7. PRESS **ENT**. The "Location" window fills in with the Bearing and Distance from the present position along with the Latitude and Longitude for the new waypoint.
8. If acceptable, PRESS **ENT**.
9. ROTATE and MOVE Joystick to select desired distance. (This is the size of the alarm circle.)
10. PRESS **ENT** then the **EXIT** **▲** Soft Key or Joystick twice.

#### Remove a Proximity Waypoint Alarm

1. PRESS **MENU** twice, Highlight "User Waypoints" and PRESS **ENT**.
2. PRESS **PROXIMITY** **▲** Soft Key.
3. MOVE Joystick to highlight desired Waypoint and PRESS **CLR** then **ENT**.  
**OR** PRESS **MENU** to view the window shown to the right.
4. With the desired choice highlighted PRESS **ENT** twice. The waypoint is deleted from the Proximity list. (If the Proximity Waypoint is also shown in the User Waypoint list it will remain there.)
5. PRESS **EXIT** **▲** Soft Key twice or Joystick twice.

