

# OPERATIONS

## Summary Guide

---



**HUMMINBIRD®**

Simply. Clearly. Better.

- ▶ **SAFETY INFORMATION!** You must see your Humminbird control head operations manual for warnings and safety information before proceeding with this operations summary guide.
  
- ▶ **FEATURES:** Your Humminbird may not have all the features described in this guide. Also, the illustrations may not look exactly like the screens on your control head, but your unit will operate in a similar way. See our Web site at **Humminbird.com** for compatibility and purchasing information.
  
- ▶ **GPS FEATURES:** Marking waypoints and other related navigation functions require a GPS Receiver. See our Web site at **Humminbird.com** for compatibility and purchasing information.
  
- ▶ **OPERATIONS MANUAL:** The complete operations manual for your model is provided on the CD included with your unit. The CD may also include other related guides for your unit.

300 Series™, 500 Series™, 700 Series™, 800 Series™, 900 Series™, 1100 Series™, Cannon®, CannonLink™, Down Imaging™, DualBeam PLUS™, Fish ID+™, Humminbird®, HumminbirdPC™, LakeMaster®, Real Time Sonar™, RTS™, RTS Window™, Side Imaging®, Structure ID®, SwitchFire™, WhiteLine™, and X-Press™ Menu are trademarked by or registered trademarks of Johnson Outdoors Marine Electronics, Inc.

Navionics® Gold, HotMaps®, and HotMaps® Premium are registered trademarks of Navionics®.

© 2012 Johnson Outdoors Marine Electronics, Inc. All rights reserved.

---

# | Table of **CONTENTS** |

Key Functions .....	1
Menu Overview .....	2
Getting Started .....	4
Setting up the Control Head .....	5
Views .....	8
Sonar .....	13
Side Imaging .....	17
Down Imaging .....	23
Navigation .....	27
Managing your Humminbird .....	33
Contacting Humminbird .....	35

# KEY Functions



**POWER/LIGHT Key:** To power on, press the POWER/LIGHT key. To power off, press and hold the POWER/LIGHT key. During operation, press the POWER/LIGHT key to open the Backlight & Background menu setting (color models) or the Backlight & Contrast menu setting (monochrome models).



**ZOOM Keys:** Press the +/- ZOOM keys to adjust the zoom range in Sonar Zoom View or change the scale of the Chart View to appear closer or farther away. In Side Imaging View and Down Imaging View, move the active cursor to a position on the view, and then press the +ZOOM key to magnify your selection.



**VIEW Key:** Press the VIEW key to advance to the next view in the View Rotation. Press the VIEW key repeatedly to see all the views in the View Rotation (see *Views: View Rotation*).



**4-WAY Cursor Control Key:** Press any arrow on the 4-WAY Cursor Control key to move the active cursor. Also, use this key to browse the menu system, select menu options, and change or activate menu settings (see *Menu Overview*).



**MENU Key:** Press the MENU key once to open the X-Press Menu. Press the MENU key twice to open the Main Menu (see *Menu Overview*).



**CHECK/INFO Key:** In the Chart View, press the CHECK/INFO key to see information about the cursor position or about objects located near the cursor position. If the cursor is not active, the Chart Info submenu will be displayed. Your unit may have one of the keys shown here.



**MARK Key:** Press the MARK key to save a waypoint at the boat location. If the cursor is active, the waypoint will be marked at the cursor location. If Screen Snapshot is turned on, a screen snapshot will be created with the waypoint, and it will be saved to the installed SD memory card.



**GOTO Key:** With an active cursor, press the GOTO key once to create a waypoint and start navigation towards that waypoint. Without an active cursor, press the GOTO key, and choose a waypoint from the saved waypoints list.  
**Man Overboard (MOB):** Press and hold the GOTO key (*700, 800, 900, and 1100 Series only*). See your control head operations manual for details about this feature.



**EXIT Key:** Press the EXIT key to close a menu, exit cursor mode, or turn off an alarm. Also, press the EXIT key to scroll through the View Rotation in reverse order (see *Views: View Rotation*).



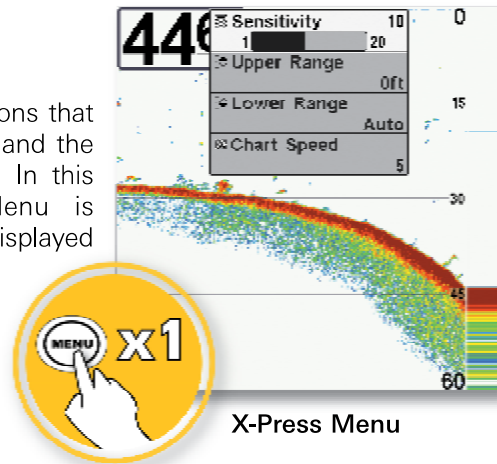
**VIEW PRESET Key:** Press and hold a VIEW PRESET key to save a shortcut to the on-screen view. When the view has been saved, the control head will beep. You can save one view on each VIEW PRESET key.

# MENU Overview

## Open an X-Press Menu

Press the MENU key once.

The X-Press Menu displays menu options that are related to the view on the screen and the operation mode (such as navigation). In this illustration, the Sonar X-Press Menu is displayed because the Sonar View is displayed on the screen.



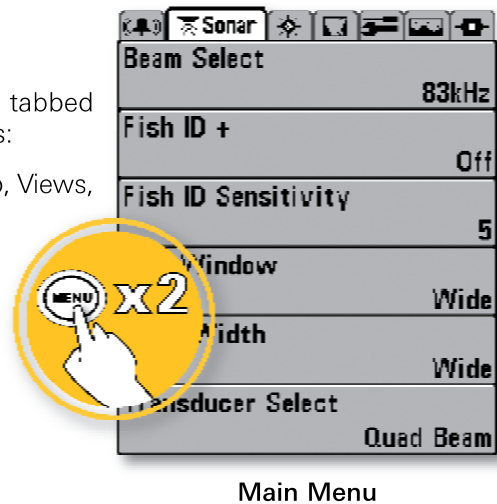
## Open the Main Menu

Press the MENU key twice.

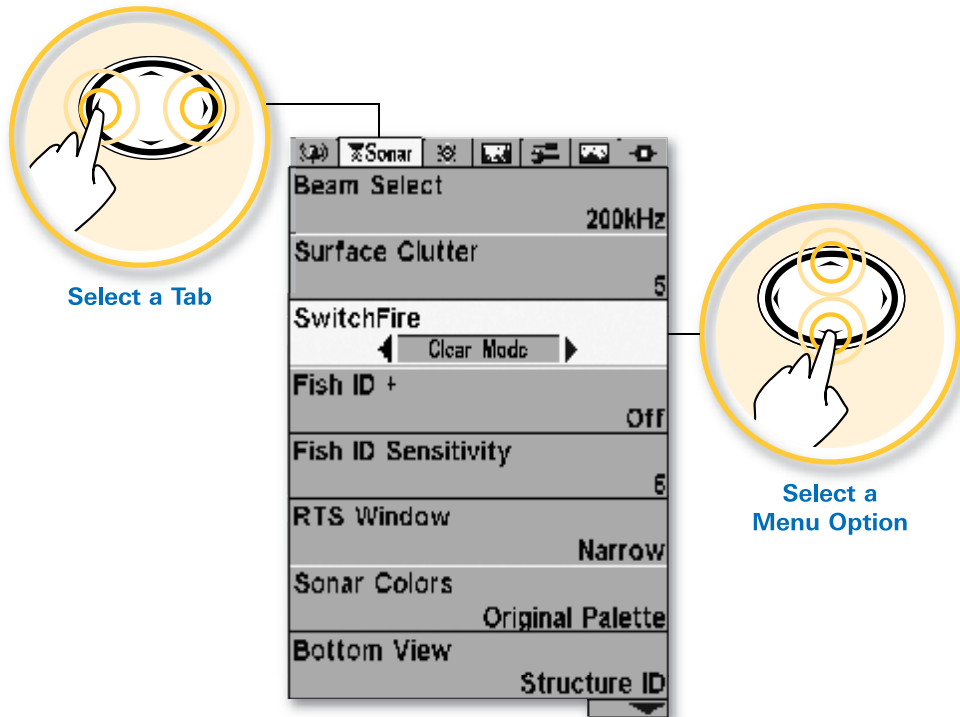
The Main Menu is divided into tabbed categories. They are typically as follows:

Alarms, Sonar, Navigation, Chart, Setup, Views, and Accessories.

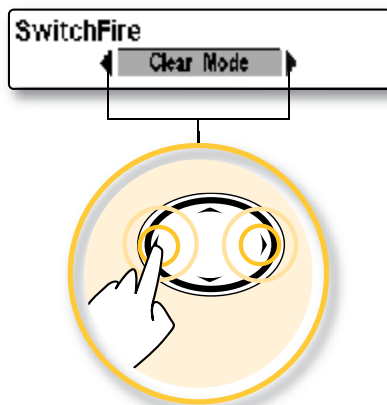
The available tabs will vary by model.



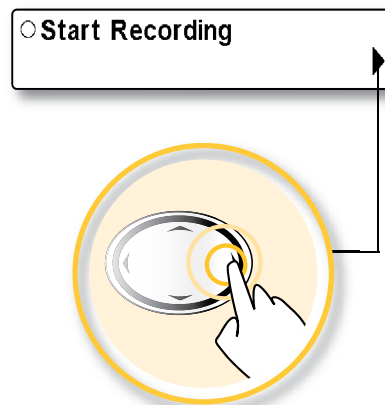
## Select a Menu Option and Change the Setting



### Change a Menu Setting



### Start an Action or Open a Submenu



# GETTING Started

## Power On/Off

**Power On:** Press the POWER/LIGHT key.

**On the Water:** If a transducer is attached to the control head, your unit will start Normal mode automatically.

**Power Off:** Press and hold the POWER/LIGHT key.

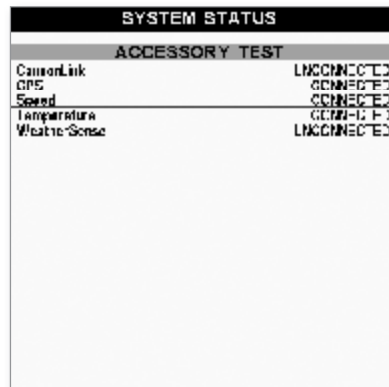


## Review System Connections

**Start-Up Options Menu:** Press the MENU key while the unit is powering on.

Select System Status from the Start-Up Options Menu.

Press the VIEW key until Accessory Test is displayed on the screen.



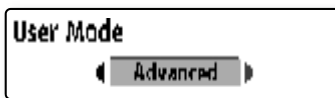
**NOTE:** If the control head is on a network, see your accessory manual for more connection information.

# SETTING UP the Control Head

Your control head settings should be changed based on the area you are fishing, water conditions, bottom, and weather conditions. It is also important to set up system alarms.

## Set the Menu System to Normal or Advanced

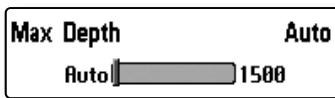
Main Menu > Setup tab > User Mode



The User Mode determines how many menu options are displayed in the menu system. Select **Normal** to see greater simplicity and fewer menu choices. Select **Advanced** to see all the menu options available in the menu system.

## Set the Maximum Depth

Main Menu (Advanced) > Sonar tab > Max Depth

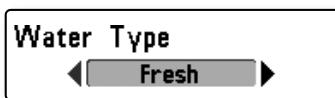


Set the maximum depth of the body of water. When Max Depth is set to Auto, the fishfinder will acquire bottom readings as needed (within the capacity of the unit). When Max Depth is set to match your fishing maximum depth, your fishfinder will not attempt to acquire sonar data below that depth, so more detail will be shown on the screen.

▶ **NOTE:** Side Imaging units default to the Side Imaging range setting if the SI Range is set deeper than Max Depth. (Side Imaging X-Press Menu > SI Range)

## Select the Water Type

Main Menu (Advanced) > Sonar tab > Water Type

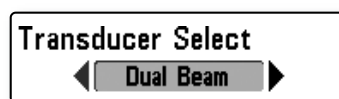


Water Type configures your unit for operation in fresh or salt water. In salt water, you can also choose the shallow or deep setting. Water Type affects the accuracy of deep water depth readings. **If the depth is more than 330 ft (100 m),** select Salt (deep).



## Select the Transducer

Main Menu > Sonar tab > Transducer Select



The Humminbird control head will default to the transducer that was included with the fishfinder. If your model is compatible with an accessory transducer, and it is connected to the control head, use Transducer Select to choose the accessory transducer so the beams are activated and the related views are added to the View Rotation.

## Turn On/Off Sounds

Main Menu > Setup tab > Sound Control

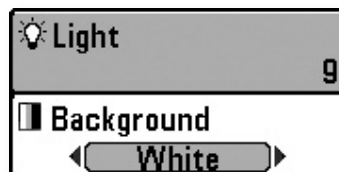


Sound Control sets how the control head will beep or alert because of key presses and/or alarms. All Sounds is the default setting. **If you are using alarms**, but don't want key sounds, it is important to select Alarms Only to receive an audio alert.

**If you have an 1100 Series** unit, select Sound Volume to adjust the volume of the unit. The alarm volume can be adjusted separately. (Main Menu > Alarms tab > Alarm Volume)

## Adjust the Backlight and Background

Press the POWER/LIGHT key during operation.



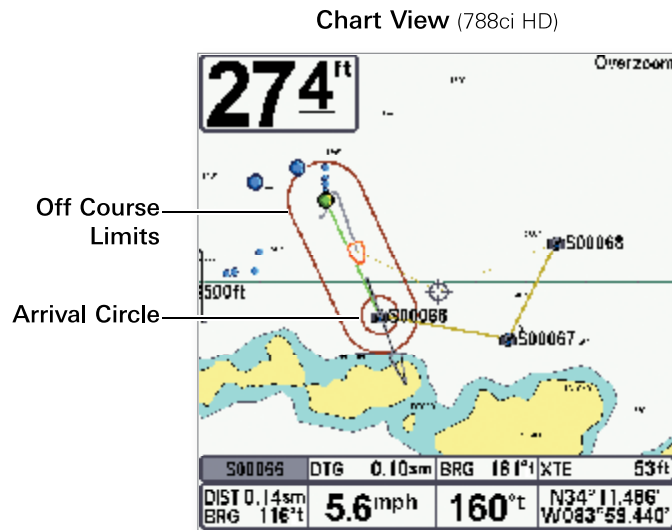
**Adjust the Backlight:** Select Light.

**Adjust the Background:** Select Background (color models) or Contrast (monochrome models).

## Set Alarms

### Main Menu > Alarms tab

Your control head provides a variety of alarm options. The Sonar and Navigation alarms are described briefly here. See your control head operations manual for details.



**Depth Alarm** is triggered when the depth becomes equal to or less than the menu setting.

**Low Battery Alarm** is triggered when the input battery voltage is equal to or less than the menu setting. The battery must be connected to the unit.

**Off Course Alarm** sets how far the boat can move off course during navigation before an alarm will be triggered.

**Arrival Alarm** sets how close the boat must be to the destination waypoint before the alarm will be triggered.

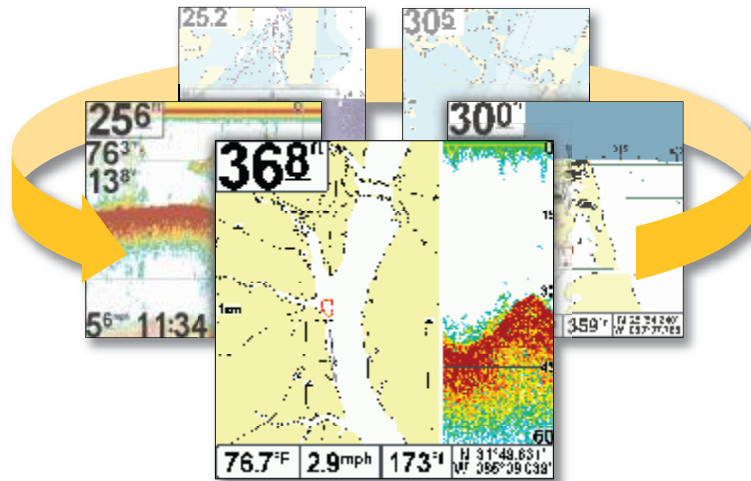
**Drift Alarm** sets how far the boat can move from its anchored position outside the drift alarm perimeter before an alarm will be triggered.

▶ **NOTE:** To receive an audio alert, Sound Control must be set to All Sounds or Alarms Only. See *Setting up the Control Head: Turn On/Off Sounds* for more information.

When an alarm is triggered, you can silence it by pressing any key.

# VIEW Rotation

## Change the On-Screen View



**Next View:** Press the VIEW key to advance to the next view in the View Rotation. Press the VIEW key repeatedly until the view you want to use is displayed on the screen.



**Previous View:** Press the EXIT key to see the previous view in the View Rotation. Press the EXIT key repeatedly until the view you want to use is displayed on the screen.



**Save a View:** Press and hold a VIEW PRESET key to save a shortcut to the on-screen view. You can save one view on each VIEW PRESET key. Press the VIEW PRESET key to quickly return to the view at any time.

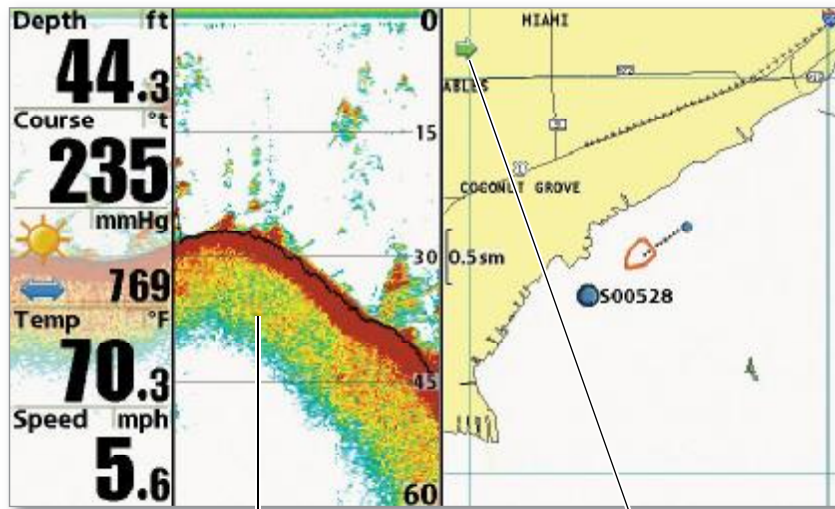
**NOTE:** To change which views are visible or hidden in the View Rotation, select Main Menu > Views tab or Main Menu > Setup tab > Select Views.

## Use Combo Views

### X-Press Menu > Active Side

Combo Views allow you to see two or more views on the same screen. In the 800, 900, and 1100 Series models, you can adjust the menu settings for each view. To change the settings for either side of the view, the individual view must be selected as the Active Side of the screen.

Sonar/Chart Combo View (998c SI)



Select **Split Position** from the X-Press Menu to adjust the size of the left side of the Combo View.



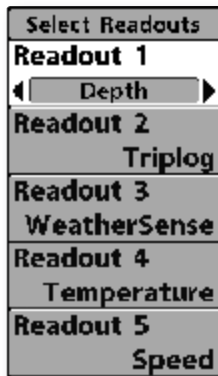
The **Green Arrow** indicates the right side of the view is the active side.



Press the **MENU** key once to open the **X-Press Menu** for the active side of the view.

## Select Digital Readouts

Main Menu (Advanced) > Setup tab > Select Readouts

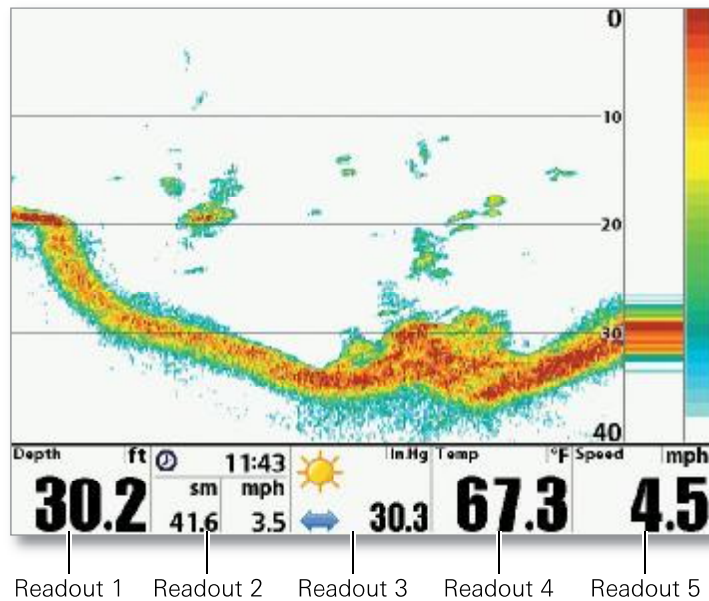


Select Readouts

Each view displays digital readout information (such as speed or time). In Sonar View, Side Imaging View, and Down Imaging View, you can choose which digital readouts you want to display. **Select Nav Readouts** (1100 Series only), allows you to set which digital readouts will be displayed during navigation.

- 1 Select the Main Menu > Setup tab > Select Readouts.
- 2 Select a Readout position from the submenu.
- 3 Press the RIGHT or LEFT Cursor keys to scroll through the available readouts. To hide the digital readout window, select Off.

Sonar View with Digital Readouts (1198c SI)



The location and availability of the digital readouts vary by model. Some views have fixed readouts. Also, the digital readouts may change with the selected view, attached accessories, and whether or not the control head is navigating. See your control head operations manual for details.

## Understand the Digital Readouts

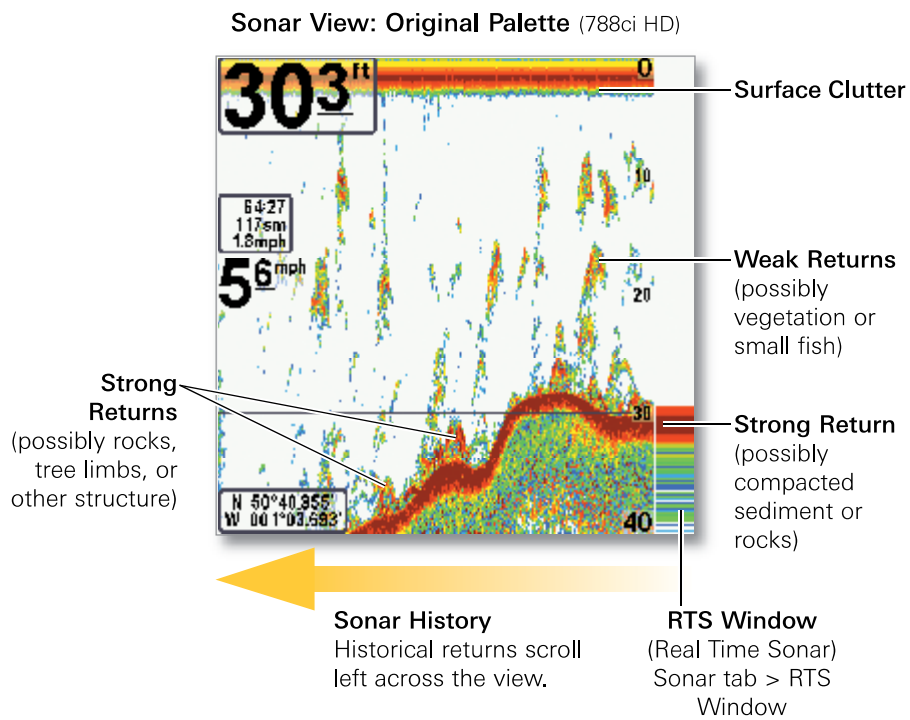
<b>Aux. Temp</b>	The detected water temperature from an optional-purchase Temperature Probe or Temp/Speed accessory.
<b>Bearing</b>	Bearing is the direction to a destination waypoint measured in degrees from North (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West).
<b>CMG/SMG</b>	Course Made Good/Speed Made Good. Course Made Good is the angle between the starting point on a route and the current position of the boat. The goal is to have CMG and Track equal to the same number. Speed Made Good is the distance from the starting waypoint on the route divided by the time elapsed since starting navigation on the route.
<b>Course</b>	Course is the current direction the boat is traveling measured in degrees from North (i.e. 321°, where 000° is North, 090° East, 180° is South, 270° is West). When the Course Over Ground is equal to Bearing, the boat is said to be “On Course” and will arrive at the destination in the most efficient manner.
<b>Depth</b>	Displays the depth of the water.
<b>Off</b>	If set to Off, data will not be displayed in the digital readout window.
<b>Position</b>	Position is the current location (latitude, longitude) determined by GPS.
<b>Speed</b>	Speed is the measurement of the boat’s progress across a given distance based on the speed measurement provided by GPS. Accurate destination times can be derived from this measurement.
<b>Speed N Temp 1</b>	Displays the water temperature and current speed measured at the depth of the downrigger when using an optional-purchase Speed-n-Temp sensor with a downrigger and the CannonLink accessory.
<b>TRK/CMG</b>	Track/Course Made Good. The Track Line is the desired line of travel between two waypoints, and it represents the most efficient path between the two points because it is a straight line. The TRK is measured in degrees. See above for a description of CMG.
<b>Temp</b>	The detected water temperature.
<b>Time</b>	The current time.

<b>Time + Date</b>	The current time and date.
<b>Triplog</b>	Displays the triplog, which measures the elapsed time since last reset, the distance traveled since last reset, and the average speed during timed interval.
<b>VMG</b>	Velocity Made Good. VMG is the speed of travel relative to the next waypoint on the route. The goal is for VMG to equal Speed.
<b>Voltage</b>	Power supplied to the control head.
<b>WPTend/ETA/DTG</b>	Waypoint End/Estimated Time of Arrival/Distance to Go. Waypoint End is the last waypoint on the route. Estimated Time of Arrival is the estimated time of arrival to the last waypoint on the route. Distance To Go is the distance between the current position of the boat and the last waypoint on the route.
<b>WPTend/TTG/DTG</b>	Waypoint End/Time To Go/Distance to Go. Waypoint End is the last waypoint on the route. Time To Go is the estimated time required to reach the last waypoint on the route. TTG is calculated using the SOG (Speed Over Ground) and DTG. Distance To Go is the distance between the current position of the boat and the last waypoint on the route.
<b>WPTnext/ETA/DTG</b>	Waypoint Next/Estimated Time of Arrival/Distance to Go. Waypoint Next is the next waypoint on the route. Estimated Time of Arrival is the estimated time of arrival to the next waypoint on the route. Distance To Go is the distance between the current position of the boat and the next waypoint on the route.
<b>WPTnext/TTG/DTG</b>	Waypoint Next/Time To Go/Distance to Go. Waypoint Next is the next waypoint on the route. Time To Go is the estimated time required to reach the next waypoint on the route. TTG is calculated using the SOG (Speed Over Ground) and DTG. Distance To Go is the distance between the current position of the boat and the next waypoint on the route.
<b>Water Speed</b>	The speed of the water as it flows past the boat (optional-purchase speed wheel required).
<b>XTE</b>	Cross Track Error is the straight-line distance of the boat from the intended Track. XTE measures how far the boat is off course and also triggers the Off Course Alarm.

# SONAR INTERPRETATION and Display Settings

You can use the settings that are included with your control head, or you can set how sonar data is displayed in the Sonar Views.

In monochrome units, the shades used to represent high, medium, to low intensity returns are determined by the Bottom View menu setting. In color models, the fishfinder displays the return intensity based on the Sonar Colors and Bottom View menu settings. You can also choose to turn on/off fish symbols (Fish ID+), change the SwitchFire mode, adjust sensitivity, and more.

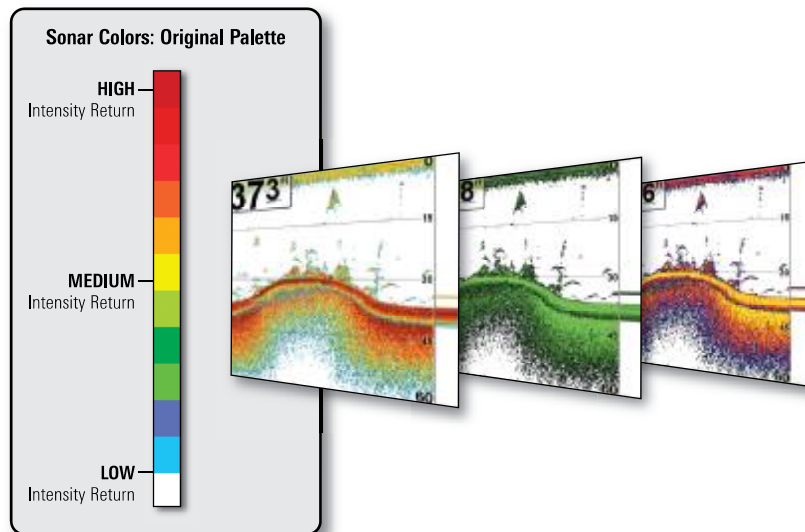




## Change the Color Palette (color models only)

**Main Menu > Sonar tab > Sonar Colors**

The palette you choose will be applied to the Sonar View, Sonar Zoom View, Circular Flasher View (Ice Fishing Mode: Off), and Big Digits View.

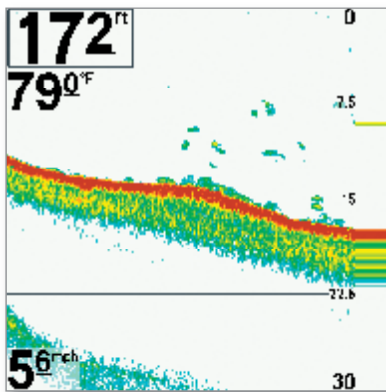


## Select the Bottom Presentation

**Color Models: Main Menu > Sonar tab > Bottom View**

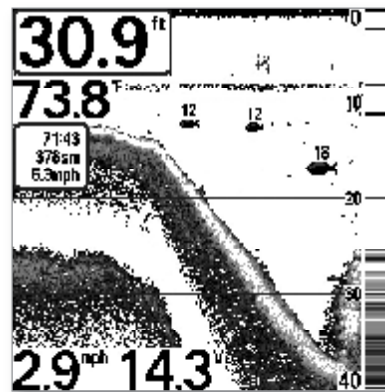
**Monochrome Models: Sonar X-Press Menu > Bottom View**

Structure ID (597ci)



The weak returns are represented with blue, and the strong returns are represented with red.

WhiteLine (570)



The strongest returns are represented with white.

# On the **GO** ▶▶▶

## Adjust the Sensitivity, Range, and Freeze the Display

Use your Humminbird fishfinder to see more detail on the view or filter the information you don't want to see. You can also review sonar history and mark waypoints (GPS required).

Using the Sonar View (788ci HD)

**Cursor**  
Press any key on the 4-WAY Cursor Control key to freeze the display and move the cursor to a position on the sonar history.

**Mark a Waypoint**  
Press the MARK key (GPS required) to mark a waypoint at the cursor position.

**Upper Range**  
Sonar X-Press Menu (Advanced) > Upper Range

**Sensitivity**  
on the X-Press Menu can be adjusted to display more or less sonar returns on the screen.

**Lower Range**  
Sonar X-Press Menu > Lower Range

**Cursor Dialog Box**  
shows the Cursor's depth and related position information (GPS required).

Cursor	18.4ft	Depth	25.7ft
Distance	0.27sm	N 50°41.199'	
Bearing	090°t	W 001°03.323'	



**Move the  
Cursor**



**Mark a  
Waypoint**

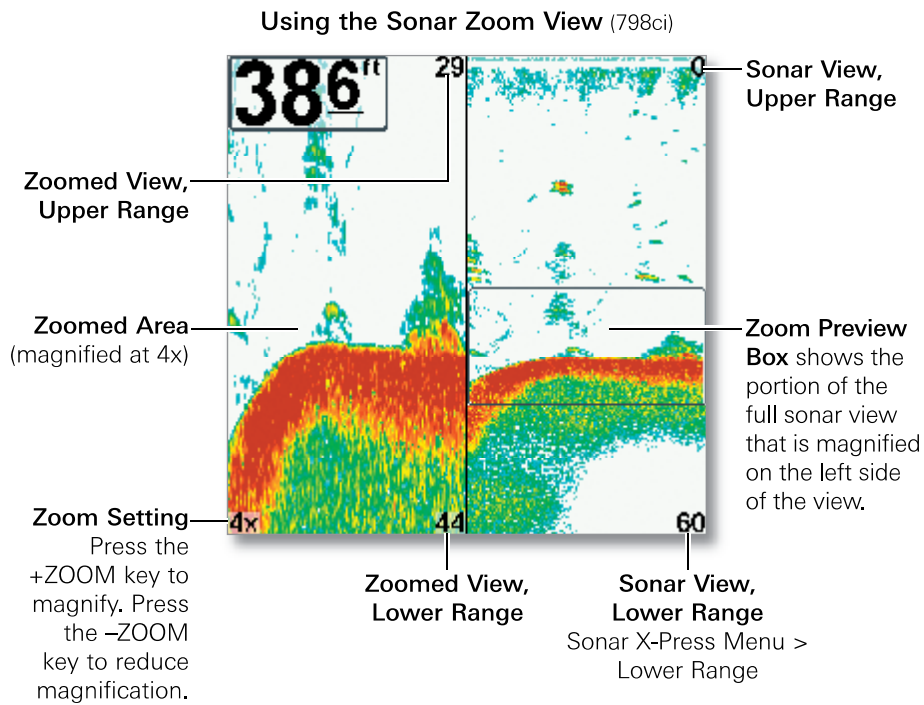


**Start  
Navigation**

▶ **NOTE:** If you have a GPS Receiver connected, but your control head does not have a MARK key, select Mark from the Sonar X-Press Menu.

## Magnify Bottom Sonar Returns

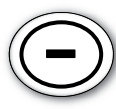
Sonar Zoom View provides a magnified view of the bottom and structure. If a GPS Receiver is attached, you can also mark waypoints and start navigation. The Sonar Zoom View can be identified by the Zoom Preview Box on the right side of the screen.



**Move the  
Cursor**



**Zoom In**



**Zoom Out**



**Mark a  
Waypoint**

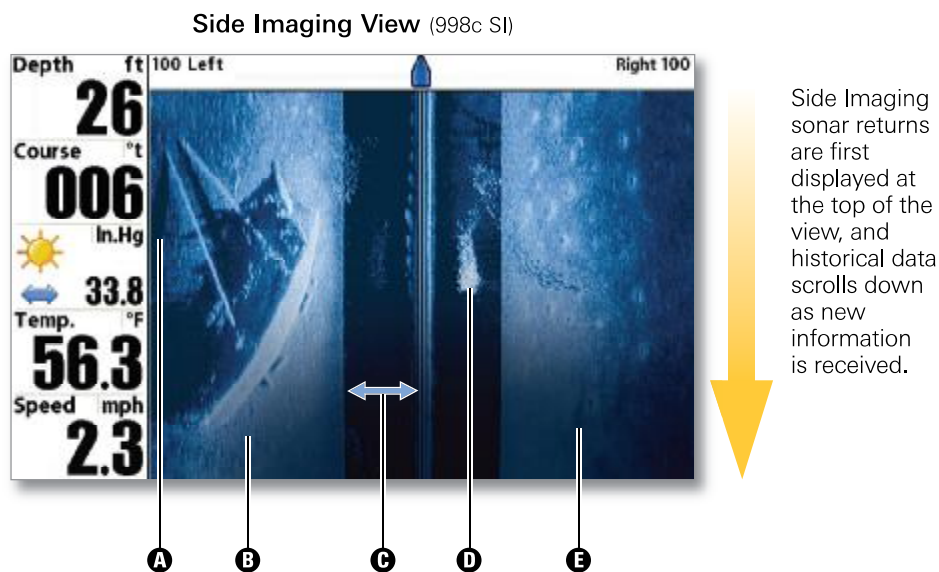


**Start  
Navigation**

# SIDE IMAGING

## Interpreting the Display

Side Imaging beams “illuminate” the bottom contour, structure, and fish. The side beam coverage is very thin from front to back, yet very wide from top to bottom. The bottom composition determines the intensity of the sonar return, and upward slopes that face the transducer reflect sonar better than downward slopes that face away from the transducer.



- A Shadows:** The longer the shadow, the taller the object. Fish also cast shadows, and their distance from the bottom can be interpreted by their shadow.
- B Light Shades** represent denser terrain (possibly compacted sediment, timber, rocks) or rising terrain.
- C Water Column** shows the relative depth of the water under the boat at any given time. Variations in the width of the water column show variations in the distance to the bottom as the boat passes over. See the illustration *Interpreting the Side Imaging View*.
- D White Streaks or Clouds** may represent fish on the display.
- E Dark Shades** represent soft returns (possibly sand or mud) or descending terrain.

## Interpreting the Side Imaging View



To visualize how Side Imaging works, the Side Imaging View illustration can be folded down the middle and then folded again at the lowest point of the water column. The raised area reveals the water column with its relative depth of the water under the boat. In the Side Imaging View, variations in the width of the water column show variations in the distance to the bottom as the boat passes over.

### For Best Side Imaging Performance

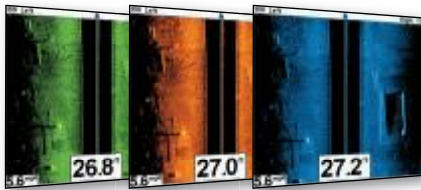
- Boat speed: 2 to 6 mph
- Straight line navigation
- Minimum turning time and wave turbulence

See your control head operations manual for more information about the Side Imaging beams and how to interpret the Side Imaging display.

# SIDE IMAGING

## Display Settings

You can use the settings that are included with your control head, or you can set how Side Imaging data is displayed in the Side Imaging Views.



### Change the Palette

[Side Imaging X-Press Menu > SI Colors or Imaging Colors](#)

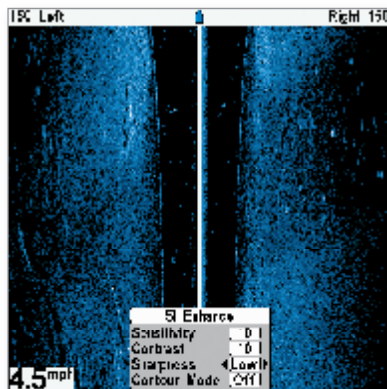
The SI Colors or Imaging Colors menu option allows you to select which color palette you would like to use for the Side Imaging Display. Imaging Colors also changes the palette used in Down Imaging View.

### Enhance the Side Imaging View

[Side Imaging X-Press Menu > SI Enhance](#)

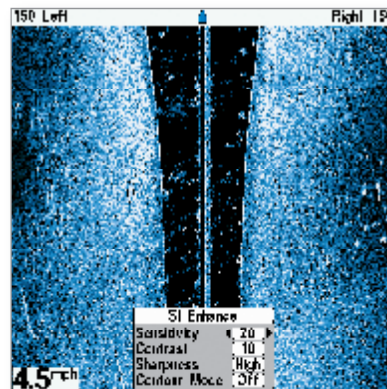
The SI Enhance dialog box allows you to adjust your Side Imaging View in four categories: Sensitivity, Contrast, Sharpness, and Contour Mode. The view will update as you adjust each category.

SI Enhance (example 1)  
(798ci HD)



The Sensitivity and Contrast are set in the middle range, and the Sharpness is set to Low. The display is darker, less weak returns are shown on the display, and the returns are less defined.

SI Enhance (example 2)  
(798ci HD)



The Sensitivity and Sharpness are set high in the above example, which shows many weak returns on the display. The Sharpness setting makes the sonar returns appear more defined.

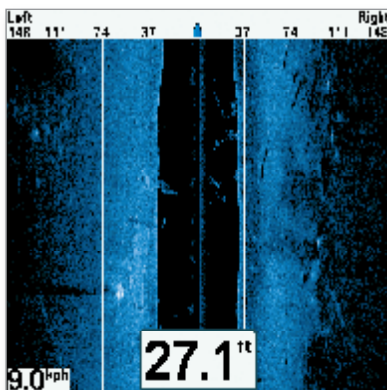


## Display or Hide the Water Column

### Side Imaging X-Press Menu > SI Enhance > Contour Mode

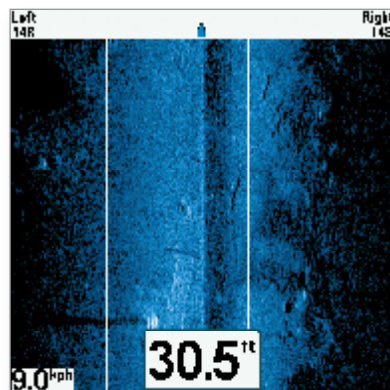
Contour Mode controls how the water column is displayed in the Side Imaging View. The location of a target on the view is influenced by the Contour Mode setting. See your control head operations manual for details about this feature.

Contour Mode Off (798ci HD)



The water column is displayed on the Side Imaging View.

Contour Mode On (798ci HD)



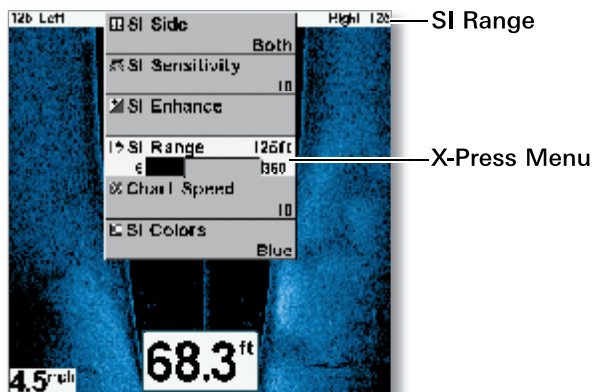
The water column is removed from the Side Imaging View.

## Adjust the Side Imaging Range

### Side Imaging X-Press Menu > SI Range

SI Range sets the deepest range that will be displayed by the Side Imaging View. Choose a low range number to focus on a shorter distance of the water column and see greater detail on the screen. Choose a higher range number to view farther into the water and see an overview of details on the screen.

Adjusting the SI Range (798ci HD)

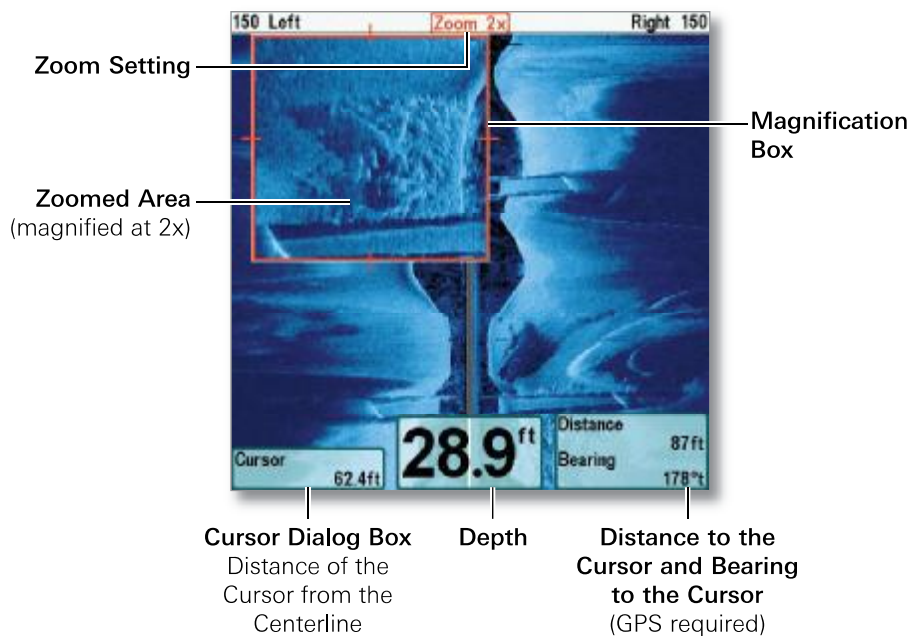


# On the **GO** ▶▶▶

## Freeze the Display and Magnify Selected Returns

Use the 4-WAY Cursor Control key to activate the cursor, freeze the display, and move the cursor over a sonar return. The depth of the sonar return will be displayed in the Cursor dialog box. Press the + ZOOM key to magnify an area of the view. Press the GOTO key to start navigation to a selected position (GPS required).

Using ZOOM on the Side Imaging View



Move the  
Cursor



Zoom In



Zoom Out



Mark a  
Waypoint



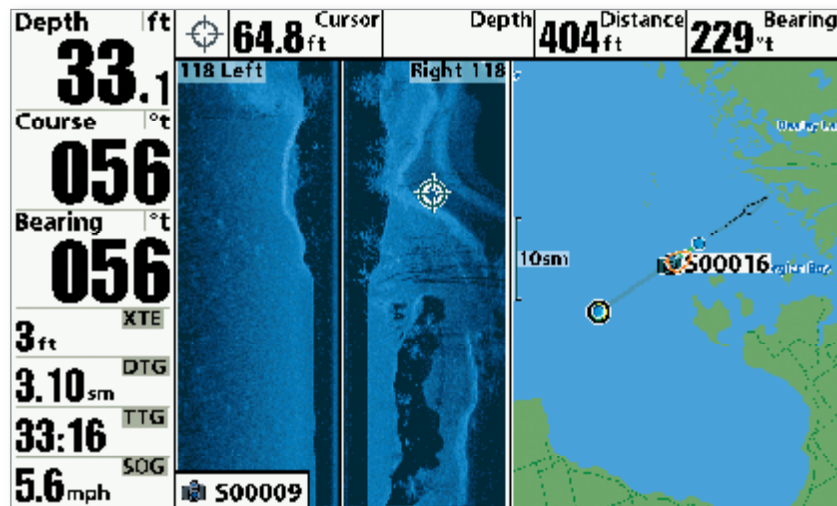
Start  
Navigation



## Mark a Waypoint and Start Navigation

You can mark waypoints in the Side Imaging View based on the boat position or the cursor position. Mark a waypoint and use the +/- ZOOM keys to investigate the position further, or press the GOTO key to start navigating towards the waypoint. Also, certain models allow you to use the cursor and start navigation from a Side Imaging Combo View.

Chart/Side Combo View (998c SI)



The **Boat icon** on the Side Imaging View turns orange during navigation. It also turns the way that you need to steer your boat in order to reach the waypoint if it is not already straight ahead. To enable this feature, select the Main Menu > Nav tab > SI Navigation > On.



Move the  
Cursor



Zoom In



Zoom Out



Mark a  
Waypoint



Start  
Navigation

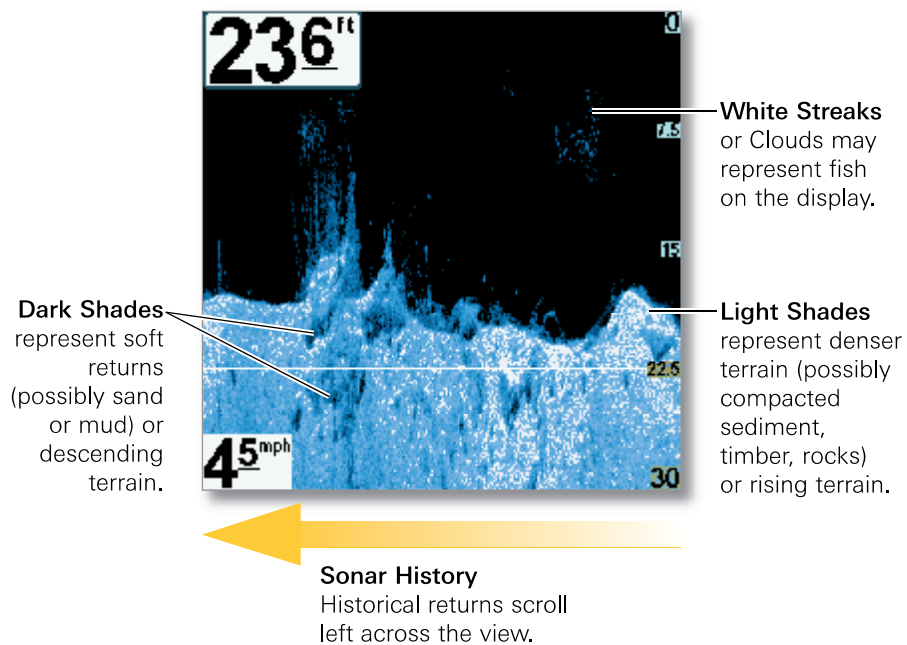
# DOWN IMAGING

## Interpreting the Display

Down Imaging beams “illuminate” the bottom contour, structure, and fish. The razor-thin, high-definition profiling beams produce the detailed sonar data that you see on the display.

Use the light and dark parts of the display to interpret the objects under your boat as follows:

**Interpreting the Down Imaging View**  
(788ci HD DI)

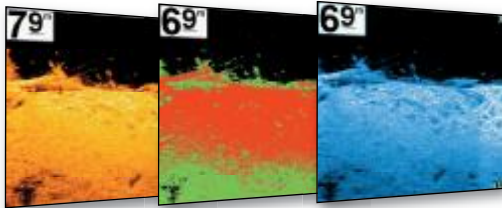


# DOWN IMAGING

## Display Settings

### Change the Palette

Down Imaging X-Press Menu > DI Colors or Imaging Colors



The DI Colors or Imaging Colors menu option allows you to select which palette you would like to use for the Down Imaging Display. The palette you choose will be applied to all Down Imaging Views.

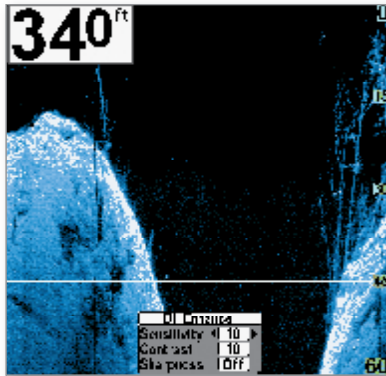
**NOTE:** Imaging Colors also changes the palette in Side Imaging Views. In **Monochrome units**, select Down Imaging X-Press Menu > Imaging Palette.

### Enhance the Down Imaging View

Down Imaging X-Press Menu > DI Enhance

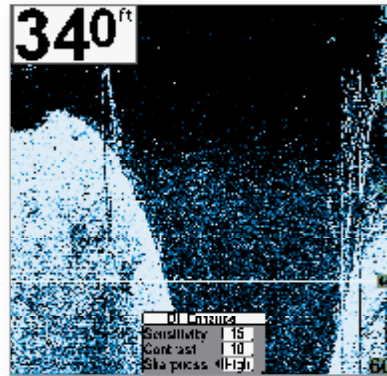
The DI Enhance dialog box allows you to adjust your Down Imaging View in three categories: Sensitivity, Contrast, and Sharpness. The view will update as you adjust each category.

DI Enhance (example 1)  
(788ci HD DI)



The Sensitivity and Contrast are set in the middle range, and the Sharpness is set to Off. The display is darker, less weak returns are shown on the display, and the returns are less defined.

DI Enhance (example 2)  
(788ci HD DI)



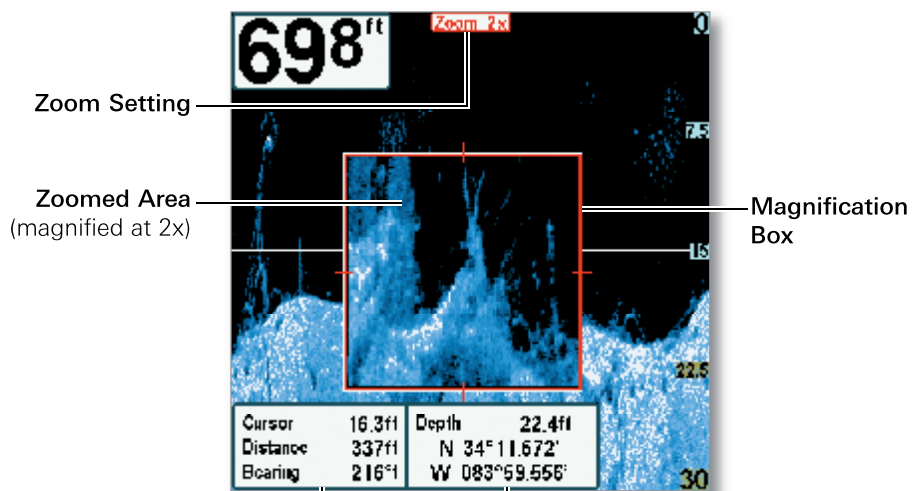
The Sensitivity and Sharpness are set high in the above example, which shows many weak returns on the display. The Sharpness setting makes the sonar returns appear more defined.

# On the GO ▶▶▶

## Freeze the Display and Magnify Selected Returns

Use the 4-WAY Cursor Control key to activate the cursor, freeze the display, and move the cursor over a sonar return. The depth of the sonar return will be displayed in the Cursor dialog box. You can also use the +/- ZOOM keys to magnify an area of the view.

Using ZOOM on the Down Imaging View



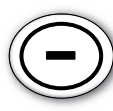
**Cursor Dialog Box**  
shows the Cursor's depth and related position information (GPS required).



Move the  
Cursor



Zoom In



Zoom Out



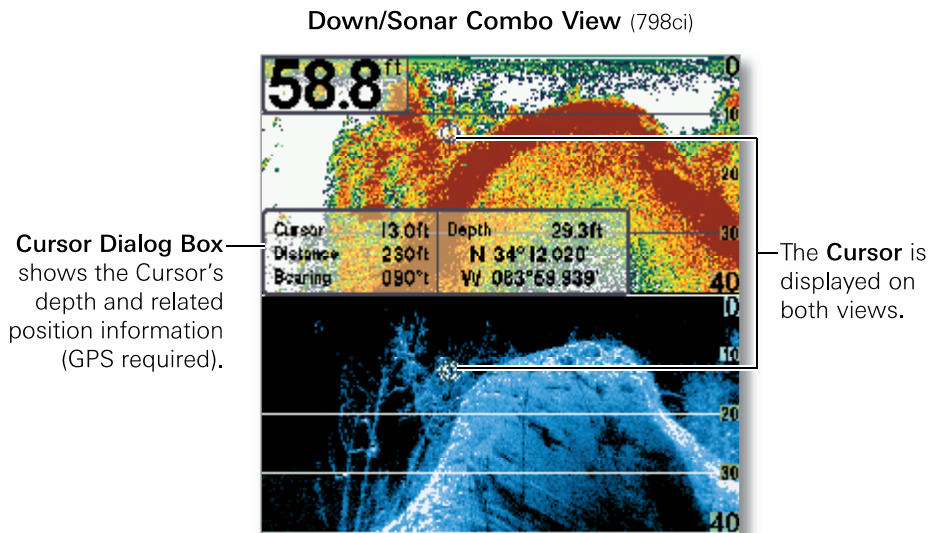
Mark a  
Waypoint



Start  
Navigation

## Use the Down Imaging Combo Views

In the Down Imaging/Sonar Combo View, you can compare Down Imaging with traditional Sonar. Use the 4-WAY Cursor Control key to move the cursor over a sonar return. The ZOOM keys and navigation features may also be available in this view. Your model may also include other Combo Views.



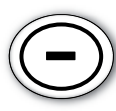
The Down Imaging/Sonar Combo View allows you to move the cursor on both views at the same time. In 800, 900, and 1100 Series models, the cursor will display on the active side (see *Views: Use Combo Views*).



**Move the  
Cursor**



**Zoom In**



**Zoom Out**



**Mark a  
Waypoint**

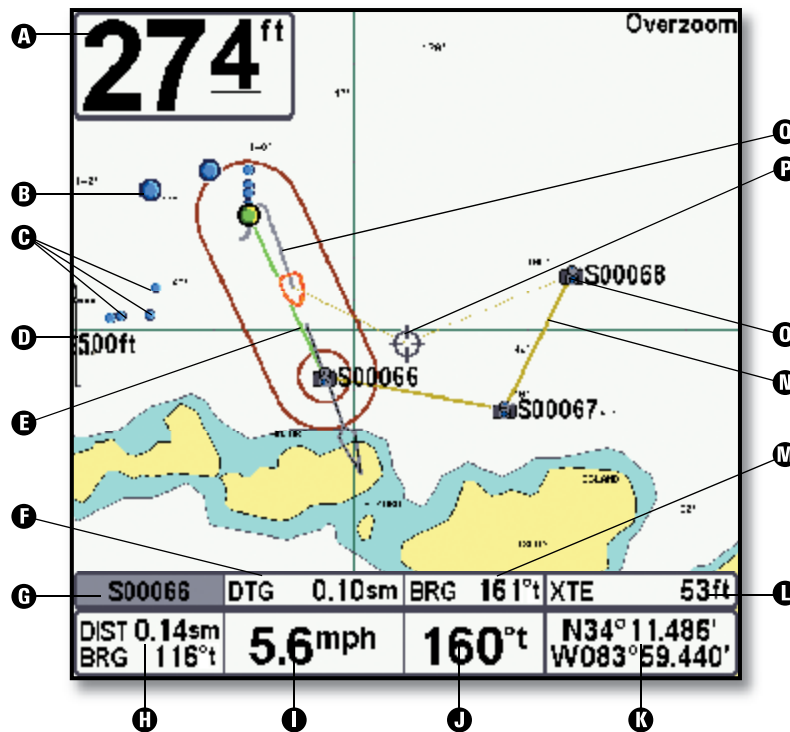




**Start  
Navigation**


# CHART Display Overview


Chartplotter and trackplotter models allow you to mark waypoints and start navigation with the keys or the Navigation X-Press Menu.

Also, use the Waypoint Management dialog box to create new waypoints and routes from scratch (see *Navigation: On the Go*). You can edit your navigation data and organize it too. This section will get you started. See your control head operations manual and Waypoint Management Guide for complete details. A GPS Receiver is required for all chart and navigation features.



-  When the boat is stationary, it is drawn as a circle.
-  When the boat is in motion, it changes to a boat shape, pointed in the direction of motion (see *Set the Chart Orientation*).

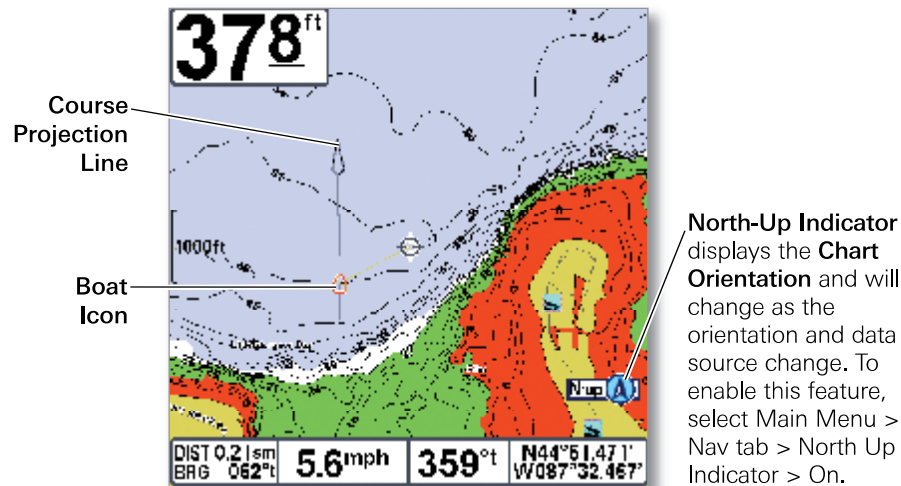
- A Depth**
- B Waypoint Icon:** Waypoints are saved positions that mark areas of interest or navigation points.
- C Decluttered Waypoint Icons:** To see a Decluttered Waypoint at full size, use the 4-WAY Cursor Control key to move the cursor onto a decluttered waypoint icon. When the cursor snaps onto the icon, the full-size waypoint name and icon will be displayed.
- D Map Scale:** Press the +/- ZOOM keys to adjust the map scale.
- E Current Route Leg (Green):** A Route Leg is the path between each waypoint in a route. The current route leg is green.
- F DTG:** The distance required to travel to the next waypoint in the route.
- G S00066:** The next waypoint in the route. Waypoint names are alphanumeric and begin with WP, and screen snapshot waypoint names begin with an S. Use the Waypoint Management dialog box to change the waypoint name, add it to a route, and more. (Also, see *Navigation: Create a New Waypoint* for information about the Waypoint Management dialog box).
- H DIST/BRG:** The distance and bearing to the last waypoint in the route.
- I Speed of the Boat**
- J Course over Ground (COG)**
- K Boat Position (latitude/longitude)**
- L XTE (Cross Track Error):** The distance of the boat from the route.
- M BRG:** The bearing of the waypoint to the boat with respect to True North.
- N Future Route Leg (Gold):** A Route Leg is the path between each waypoint in a route. The future route leg is gold.
- O Screen Snapshot Waypoint Icon:** A marked waypoint where a screen snapshot has been saved. Use the 4-WAY Cursor Control key to move the cursor onto a Screen Snapshot Icon . To see the snapshot at full size, press the CHECK/INFO key, and select View Snapshot.
- P Cursor:** Press any arrow on the 4-WAY Cursor Control key to move the cursor to a position on the view. Press the MARK key to mark a waypoint at the cursor position, or select a waypoint and press the CHECK/INFO key for more information about the waypoint.
- Q Track:** The Current Track shows the position history since the unit was powered up as a breadcrumb trail of trackpoints. You can clear the Current Track or save it at any time (see *Navigation: On the Go*).

 **NOTE:** For more information about the digital readouts on a view, see *Views: Select Digital Readouts* and *Understand the Digital Readouts*.

# CHART VIEW

## Display Settings

Chart View with LakeMaster (788ci HD)



**Details:** You can add Casting Rings, Chart Layers, Contour Lines, Depth Layers, and more, depending on the selected map.

## Add Maps to the Control Head

### Main Menu > Chart tab > Chart Select

Humminbird chartplotters include a built-in map. Certain units are also compatible with Lake Master and/or Navionics chart cards. Insert the SD card into the card slot, and the chart will be displayed automatically. Chart Select allows you to choose which chart to display.

## Set the Chart Orientation

### Main Menu > Nav tab > Chart Orientation

Chart Orientation allows you to select how the Chart Views are displayed. The North-Up Indicator works with this feature also (see the above illustration).

**North-Up:** True North is shown at the top of the view. Objects located to the north of the boat are drawn above the boat.

**Heading-Up:** The boat's current heading points up, and the chart rotates around the boat icon so that it always points up on the view.

**Course-Up:** During navigation, the projected course is shown at the top of the view. If not navigating, the last known projected course is shown.



## On the **GO** ▶▶▶

---



### **Zoom In/Out**

Press the +ZOOM key to Zoom In and the –ZOOM key to Zoom Out. The Map Scale will adjust so the cartography will appear closer or farther away on the screen.

---



### **Pan the Chart**

Use the 4-WAY Cursor Control key to move the cursor to a position on the Chart View. The cursor will be linked to the boat by a gray line, even if the boat icon is off the screen.

---



### **Mark a Waypoint at the Boat Position**

Press the MARK key.

---



### **Mark a Waypoint at the Cursor Position**

Use the 4-WAY Cursor Control key to move the cursor to a position on the Chart View. Press the MARK key.

---

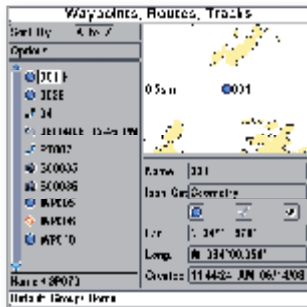


### **Mark a Man Overboard Waypoint**

(700, 800, 900, and 1100 Series only)

Press and hold the GOTO key. As soon as you know that you have a man overboard (MOB), you should activate MOB navigation to maximize the chances for a successful rescue. The MOB waypoint indicates the point at which your man went overboard and the relation of the boat to that point. See your control head operations manual for details about this feature.

---



## Create a New Waypoint

Select the Main Menu > Nav tab > Waypoints, Routes, Tracks to open the Waypoint Management dialog box.

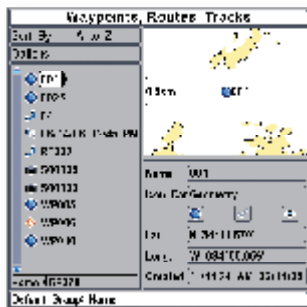
Select Options > New > New Waypoint. Use the 4-WAY Cursor Control key to set the fields in the dialog box.



## Start Navigation to a Waypoint

Use the 4-WAY Cursor Control key to select a waypoint on the view. Press the GOTO key. If your unit does not have a GOTO key, press the MENU key once and select Go To from the Navigation X-Press Menu.

By repeating these instructions, you can add more waypoints to create a longer multi-segment route.



## Start Navigation on a Saved Route

Select the Main Menu > Nav tab > Waypoints, Routes, Tracks to open the Waypoint Management dialog box.

Select a saved route.

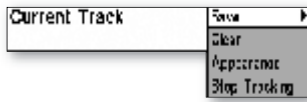
Select Travel > Forward or Travel > Reverse.



## Save the Current Route

In a Chart View, press the MENU key once to open the X-Press Menu. Select Save Route.

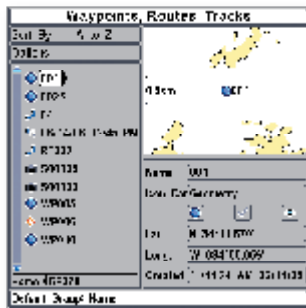
The Route name and other details can be edited from the Waypoint Management dialog box.



## Save the Current Track

Select the Main Menu > Nav tab > Current Track > Save.

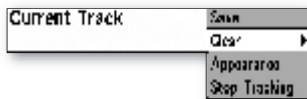
**NOTE:** To save the depth information with the Current Track, it is important to save the track and edit the name before powering off the control head.



## Edit the Track Name

Select the Main Menu > Nav tab > Waypoints, Routes, Tracks to open the Waypoint Management dialog box.

Select a saved track. Select Edit, and use the 4-WAY Cursor Control key to set the fields in the dialog box.



## Clear the Current Track

Select the Main Menu > Nav tab > Current Track > Clear.




## Cancel Navigation

In a Chart View, press the MENU key once to open the X-Press Menu. Select Cancel Navigation.

# Managing your **HUMMINBIRD**

**WARNING!** Humminbird is not responsible for the loss of data files (waypoints, routes, tracks, groups, snapshots, recordings, etc.) that may occur due to direct or indirect damage to the unit's hardware or software. It is important to back up your control head's data files periodically. Data files should also be saved to your PC before restoring the unit's defaults or updating the software. See your Humminbird online account at [Humminbird.com](http://Humminbird.com) and the Waypoint Management guide.

 **NOTE:** If the control head does not have an SD card slot, you can use a PC Connect cable to export the navigation data and/or update the control head software. See [Humminbird.com](http://Humminbird.com) for compatibility and purchasing information.

## **Import Navigation Data**

Insert a loaded SD card into the control head card slot, and follow the on-screen prompts to import the waypoints, routes, tracks, and groups. In certain models, the data will import automatically.

## **Export Navigation Data**

The Humminbird Waypoint Management dialog box allows you to export all of your navigation data to an installed, unlocked SD Card. You can also export selected items. See your Waypoint Management Guide for details.

- 1** Insert an unlocked SD card into the SD card slot.
- 2 Open the Waypoint Management Dialog Box:**  
Select the Main Menu > Nav tab > Waypoints, Routes, Tracks.
- 3** Select Options > Select All and... > Export.
- 4** Follow the on-screen instructions to confirm or cancel the export.

## **Register your Humminbird**

Set up an online account so that you will receive the latest Humminbird news. You can also download software updates and HumminbirdPC from your online account.

- 1** Go to our Web site at [Humminbird.com](http://Humminbird.com), and click My Account.
- 2** Follow the on-screen instructions to create a new account. Then, click Register a Product.

## Use HumminbirdPC

Use HumminbirdPC to organize your waypoints, routes, tracks, and groups on your personal computer. You can also update the control head software with HumminbirdPC.

- 1 Log into your account at **Humminbird.com**.
- 2 From the My Equipment tab, click the latest version of HumminbirdPC and download it to your PC. Follow the on-screen instructions to install HumminbirdPC on your computer.
- 3 Start HumminbirdPC on your computer. To open the online Help Guide, click Help > User Guide.

## Update the Control Head Software


If your model can be updated, you can download software updates from your Humminbird online account.

- 1 Log into your account at **Humminbird.com**.
- 2 From the My Equipment tab, click the file name of the latest control head software update (unit name [version #]).
  - Read the instructions in the dialog box and click Download.
  - Follow the on-screen instructions to save the software file to the SD Card or to a folder on your PC.
- 3 **SD Card:** Install the SD card with the software file into your control head card slot. Press the POWER/LIGHT key to power on your control head. The unit will recognize the new software and run through a series of prompts to confirm the software installation.

**OR**

**HumminbirdPC:** Connect the PC Connect Cable to the control head and your personal computer. Press the POWER/LIGHT key to power on the control head.

Start HumminbirdPC on your computer. Click the Unit tab.

Click the  Update Firmware button, and follow the instructions in the Software Update Wizard. See the PC Connect Accessory Manual for more information.

## Contact our Customer Resource Center

Contact the Customer Resource Center in any of the following ways:

▶ Toll Free: **(800) 633-1468**  
International: **(334) 687-6613**  
E-mail: **service@humminbird.com**

▶ Shipping: **Humminbird**  
**Service Department**  
**678 Humminbird Lane**  
**Eufaula, AL 36027 USA**

Also, our Web site, **Humminbird.com** offers in-depth information about all things Humminbird®, along with technical support, product manuals, software updates, and a robust FAQ section.

For more great content, visit:



Facebook.com (search for Humminbird)



Twitter.com (@humminbirdfish)



YouTube.com/humminbirdtv