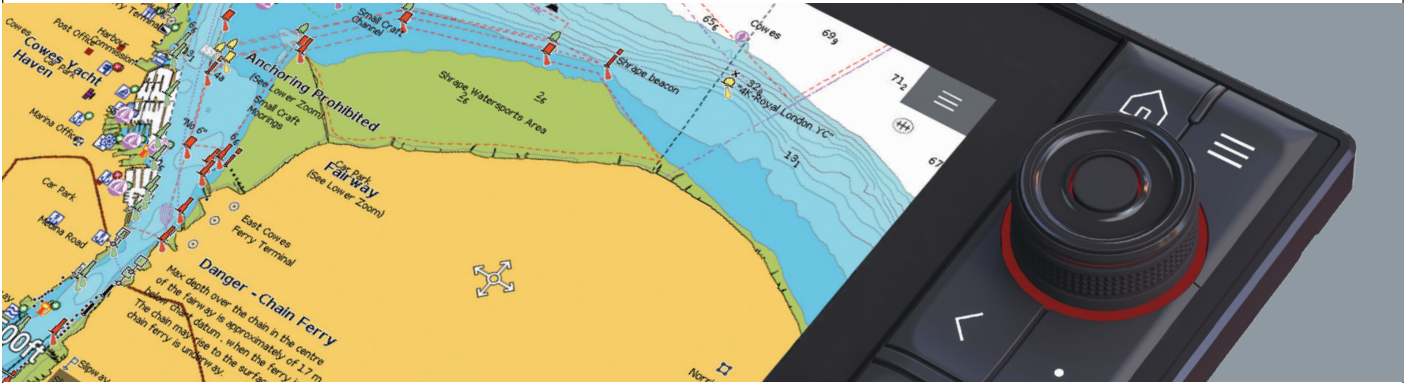


NAVIGATION

SCHEDULE FOR ELECTRONIC NAVIGATION COURSE



INTRODUCTION

Student intros, house-keeping, course intro

BOAT SYSTEMS

- System overview of typical vessel
- How it is connected and interfacing

UNIT OVERVIEW

- Icons, screen
- Hybrid controls – Touch v Manual pros and cons
- Tour round the controls
- Out the box setup
- Customising the home pages, data bar and data pages

COMMUNICATIONS & UPDATES

- Wifi, using with Ipad as repeater/controller
- Connection to shore Wi-Fi
- Software updates (how to get and install)

CHARTS

- Types of chart, raster, vector. Navionics charts
- Selecting charts, sonar/fishing charts and sonar chart live
- Updating charts

CHART APPLICATION

- Display options, north up, head up, vectors, overlays
- Features on the chart, tidal data, buoyage information, advanced features

WEATHER APPLICATION

- Weather app
- GRIB viewer

WAYPOINTS

- Definition of waypoint, placing waypoints (at cursor, by lat/long entry etc).
- Naming and editing waypoints
- Waypoint lists
- Hazards of aiming for a single waypoint and advantages of working between two, XTE

ROUTES

- Building routes manually and using autoroute
- Editing routes.
- Importance of checking along route to make sure track avoids hazards
- Route planner
- Transferring routes etc. to plotter

USING ROUTES

- Picking up route, steering by hand, rolling road, XTE
What happens at a waypoint
- Jumping waypoints and joining along a route

AUTOPILOT

- Simple use to maintain heading or wind angle
- Picking up routes from display ("track")
- Override, dodge and resume
- Source of heading information, care and calibration

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