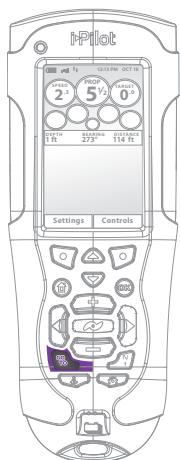




HOW WAYPOINT NAVIGATION WORKS

Waypoints are stored positions that allow you to mark areas of interest or navigation points. Your Fishfinder can store up to 2,750 **Waypoints**.



► MARK A WAYPOINT

1. To create a **Waypoint** at the boat's position, press and hold the **Spot-Lock** key. This **Waypoint** will be saved on the Humminbird.

► NAVIGATE TO A SAVED WAYPOINT

1. Manually navigate the boat to within a quarter mile of the **Waypoint** location.
2. Press the **GOTO** key.
3. Select the **Waypoint** from the list and press the OK key.

► DISENGAGE NAVIGATION TO A WAYPOINT

1. Press the Cancel Softkey on the **GOTO Waypoint** Active Screen OR press one of the steering keys.

***NOTE:** If you start another mode of i-Pilot Link navigation, Navigate to Waypoint will disengage automatically.*



MARK A WAYPOINT

1. Press the VIEW key until a Chart View is displayed on the screen.
2. A **Waypoint** can be marked as follows:

To save the **Waypoint** at the boat's location, press the MARK key.

To save a **Waypoint** at a cursor position, use the 4-WAY Cursor Control key to move the active cursor to a position on the Chart View. Then, press the MARK key.



NAVIGATE TO A SAVED WAYPOINT

If a saved **Waypoint** is within $\frac{1}{4}$ mile of the boat position, you can start i-Pilot Link navigation towards it.

1. From the Chart View, press the **GOTO** key.
2. Select a **Waypoint** from the list, and press the RIGHT Cursor key.

OR

1. Use the 4-WAY Cursor Control key to select a **Waypoint** or position on the chart.
2. Press the **GOTO** key.
3. Select Go To Position, and press the RIGHT Cursor key.



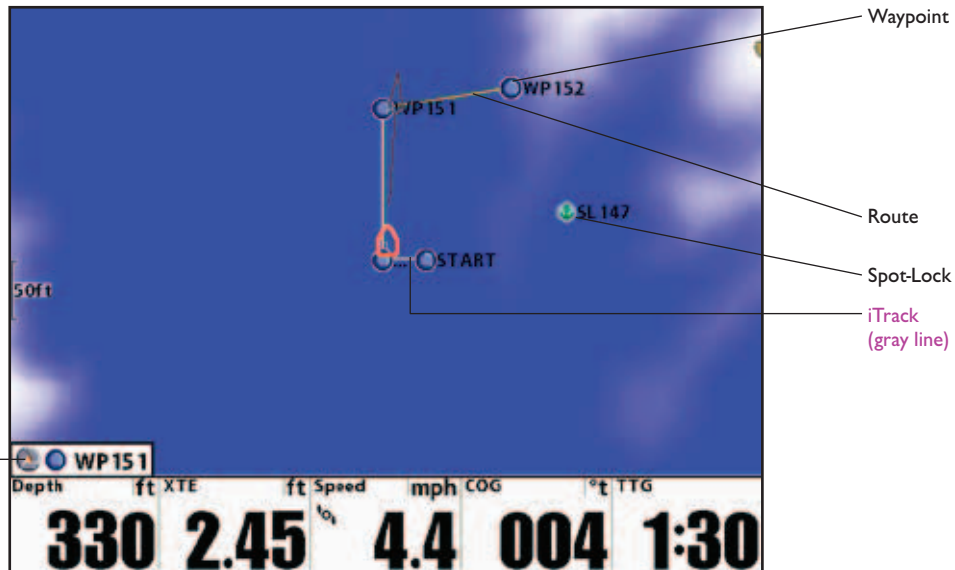
NAVIGATE TO THE MOST RECENTLY CREATED WAYPOINT

1. Navigation X-Press Menu: Press the MENU key.
2. Select the **Waypoint** name (WP), and press the RIGHT Cursor key to open the submenu.
3. Select **GOTO**, and press the RIGHT Cursor key to start navigation.

Waypoints are saved with an alphanumeric name that starts with WP. The name can be edited and managed in the Waypoint Management Dialog Box.



Chart View with Waypoints, Routes, iTracks



iPilot Link
Icon indicates
iPilot Link
navigation is
in progress



Move the
Cursor



Mark a
Waypoint

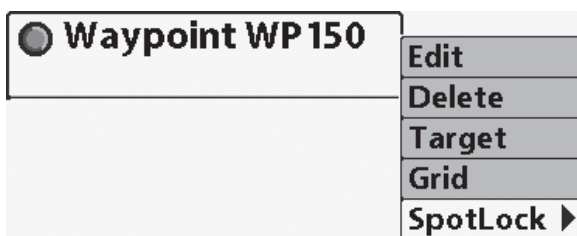


Start
Navigation



ENGAGE SPOT-LOCK AT A WAYPOINT POSITION

1. Use the 4-WAY Cursor Control key to move the cursor to a **Waypoint** on the chart.
2. **Navigation X-Press Menu:** Press the MENU key.
3. Select the **Waypoint** name > **Spot-Lock**. If the waypoint is within a ¼ mile, i-Pilot Link navigation will start towards the **Waypoint**. When the boat arrives at the **Waypoint**, **Spot-Lock** will start automatically.





HOW ITRACK RECORDING AND NAVIGATION WORK

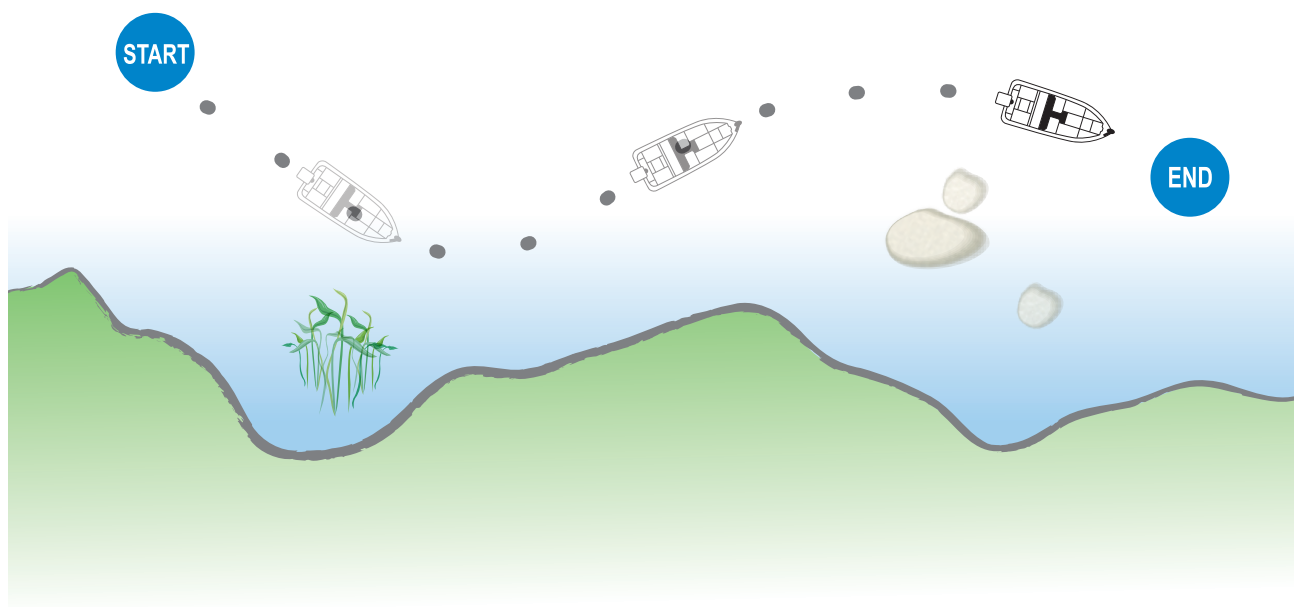
When the recording of an **iTrack** is initiated, i-Pilot Link starts to record GPS position data in the form of track points. The distance between these points varies based on the speed of the boat and the GPS signal strength. The very first track point recorded is called the **Start**. The last point recorded is called the **End**. i-Pilot Link sees a recorded track as a series of these track points. When **Navigate to Start** or **Navigate to End** is initiated, Link will navigate to the nearest track point. Once this nearest track point is reached, it will then follow the track points in sequence back to either the Start or End based on which mode was selected. Once the end or start track point is reached, Link automatically cancels the track navigation. The user can choose to have Link transition to other modes by configuring the Arrival Mode.

iTracks can be recorded for a distance of up to 2 miles. You can save up to 50 **iTracks** on your Humminbird or up to 16 on the Link controller when operating without the Humminbird. **iTracks** are saved with an alphanumeric name that can be edited on the Humminbird through the Navigation X-Press Menu or from the Waypoint Management dialog box. You can also edit the **iTrack** appearance and whether or not it is visible on the Humminbird screen.

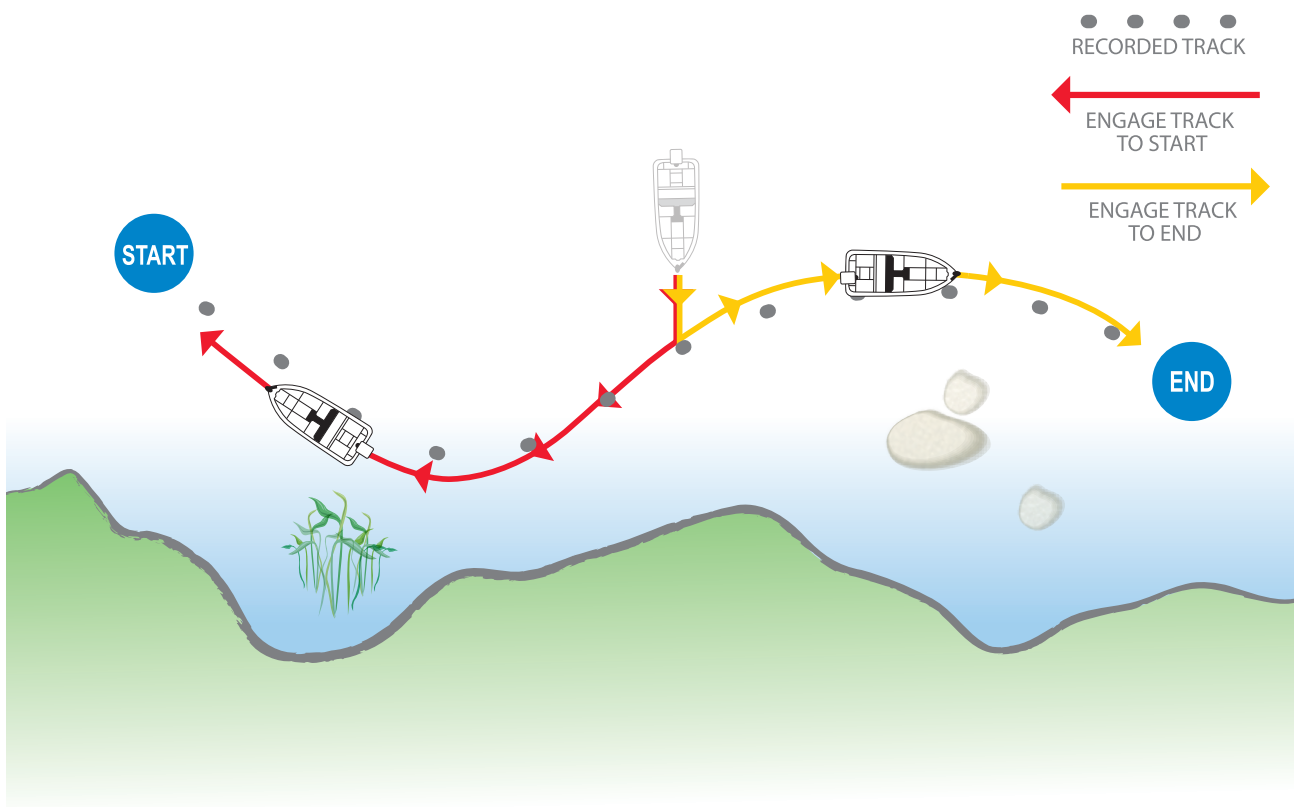
During track navigation, Link takes control over all steering functions; speed can be manually controlled or the **Cruise Control** function can also be used. The motor speed must be set high enough in order to stay on the track given wind, current and other external forces.

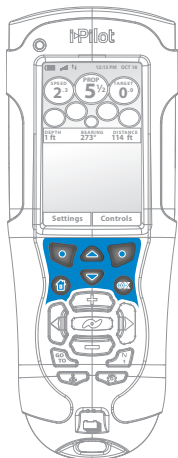


RECORDED TRACK



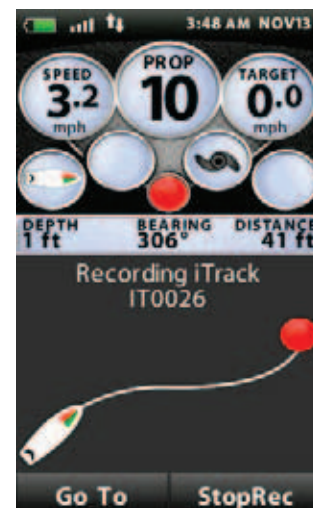
RECORDED TRACK
 ENGAGE TRACK TO START
 ENGAGE TRACK TO END





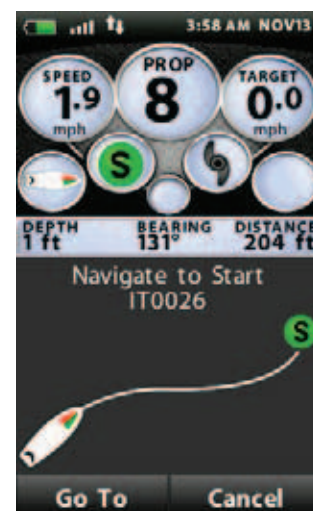
RECORDING AN iTRACK

1. To begin recording select Home>Controls>Record>OK
2. To stop the recording, press the StopRec Softkey on the iTrack Active Screen.
 - a. The user will then be prompted to Save or Discard the recorded iTrack.



NAVIGATE AN iTRACK

1. Manually navigate the boat to within a quarter mile of any point on the iTrack.
2. Press the **GOTO** key
3. Select the iTrack from the list and press either the ToStart or ToEnd Softkey to indicate the desired direction of travel and to initiate navigation.



REVERSE DIRECTION

1. During navigation of an iTrack, the direction of travel (To End, To Start) can be reversed by pressing: Home>Controls>Reverse>OK

DISENGAGE iTRACK NAVIGATION

1. Press the Cancel Softkey on the Navigate iTrack Active Screen OR press one of the steering keys.

NOTE: If you start another mode of i-Pilot Link navigation, Navigate to Waypoint will disengage automatically. The exception is Spot-Lock which if this is engaged, iTrack navigation will be paused, not disengaged.



RECORD AN iTRACK

- 1. Main Menu:** Press the MENU key twice.
- Select the Accessories tab.
- Select Record **iTrack**, and press the RIGHT Cursor key.
- Press the EXIT key until the menu system is closed. As you navigate, **iTrack** Record will flash on the screen periodically to indicate that a recording is in progress.



STOP RECORDING

- Press the MENU key.
- Select Stop Recording **iTrack**, and press the RIGHT Cursor key. Follow the on-screen instructions to save or discard the **iTrack**.



SELECT AND NAVIGATE A SAVED iTRACK

If a saved **iTrack** is within $\frac{1}{4}$ mile of the boat position, you can start navigation towards it. **iTrack** navigation will start towards the nearest point on the **iTrack**, and then it will navigate to the Start Point or End Point, depending on your selection. If you select Go To Position, the Humminbird will mark a **Waypoint** and start i-Pilot Link navigation towards it. This will not engage navigation of the **iTrack**.

- Use the 4-WAY Cursor Control key to select a Start Track icon, End Track icon, or a position on the **iTrack**.
- Press the **GOTO** key.
- Use the 4-WAY Cursor Control key to select one of the submenu actions:

To start navigation to the iTrack Starting Point, select Navigate to Start.

To start navigation to the iTrack End Point, select Navigate to End.

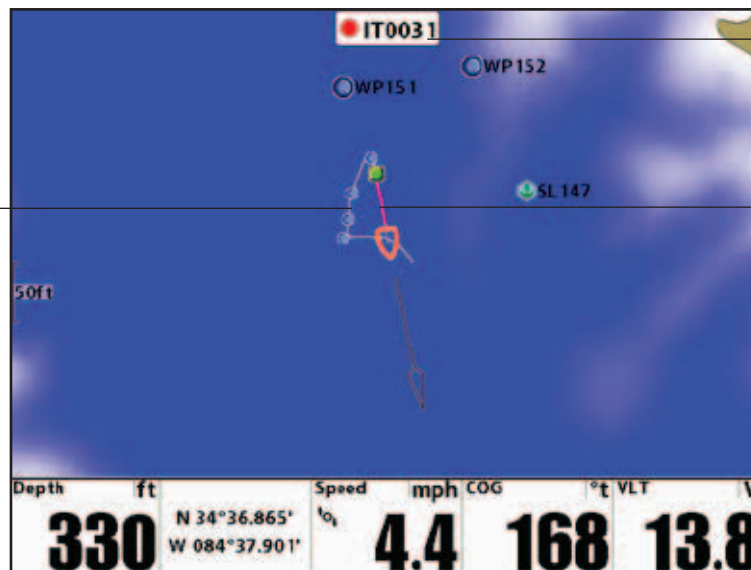
To start navigation to a point within the iTrack, select Go To Position. This will engage Navigation to the cursor position, not the **iTrack**.

 iTrack IT0031	Edit
	Delete
	Navigate to Start ►
	Navigate to End



Traditional iTrack
(gray)

Recording an iTrack



iTrack being recorded

Recorded iTrack
(red)



NAVIGATE A SAVED ITRACK FROM THE GO TO LIST

1. Press the **GOTO** key.
2. Select an **iTrack** Start or iTrack End from the Go To list. **iTracks** are saved with an alphanumeric name that starts with IT. **iTracks** are a special class of navigation data. The **iTrack** can be renamed and it will still appear under the list of **iTracks**.



REVERSING DIRECTION DURING NAVIGATION

If you are navigating a saved **iTrack**, you can quickly change the navigation toward the Start Point or End Point. For example, if the i-Pilot Link is navigating to the Start Point, selecting Reverse Navigation will start i-Pilot Link navigation in the opposite direction, towards the End Point.

1. During **iTrack** navigation, press the MENU key once.
2. Select Reverse Navigation and press the RIGHT Cursor key.



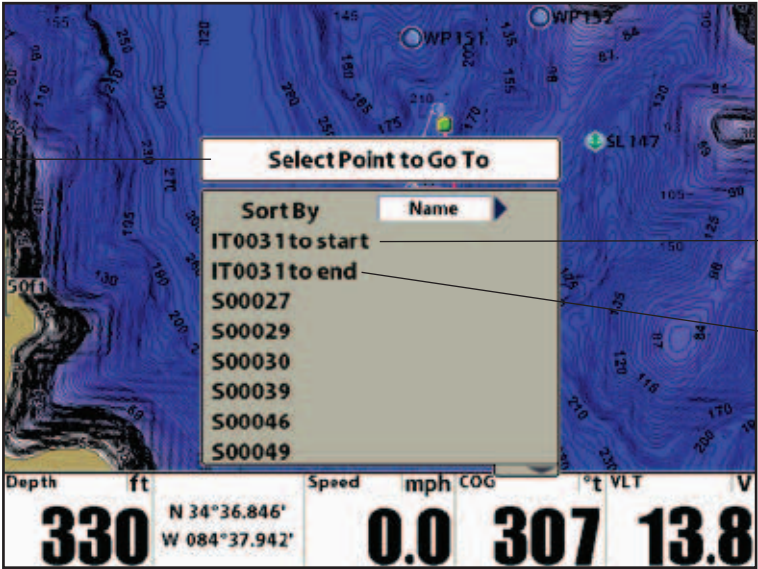
DELETE A SAVED ITRACK

1. Use the 4-WAY Cursor Control key to move the cursor to a Start Point or End Point on the **iTrack**.
2. Navigation X-Press Menu: Press the MENU key once.
3. Select the **iTrack** name and press the RIGHT Cursor key.
4. Select Delete and press the RIGHT Cursor key.



Selecting a Saved iTrack from the Go To list

Go To List



Select to Start Navigation

Select to Start Navigation from the End Point to the Start Point

Depth ft 330 N 34°36.846' W 084°37.942' Speed mph 0.0 COG 307 VLT 13.8

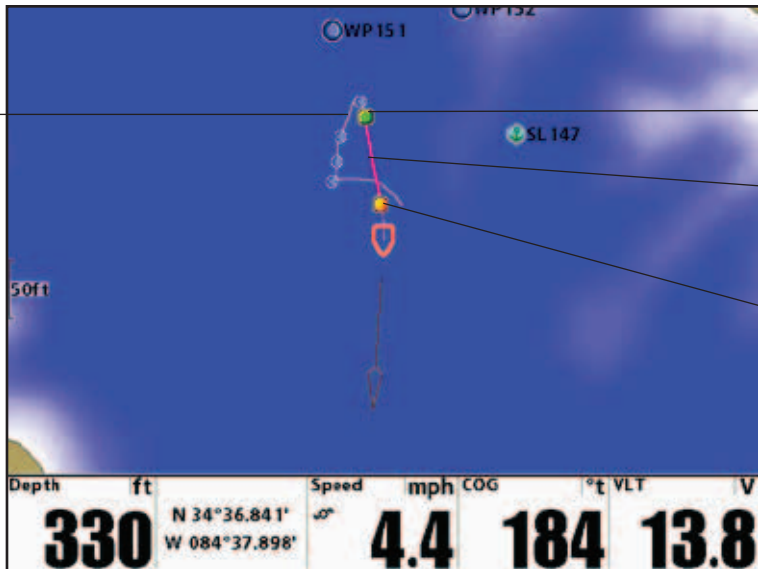
GOTO

Open the Go To List

Select a Saved iTrack

Navigating an iTrack

Track (gray line)



iTrack Start Point

iTrack (red line)

iTrack End Point

Depth ft 330 N 34°36.841' W 084°37.898' Speed mph 4.4 COG 184 VLT 13.8



HOW BACKTRACK WORKS

Traditional Humminbird Tracks consist of detailed position history and are displayed as a breadcrumb trail of trackpoints. The Current Track shows the position history since the unit was powered up. You can clear the Current Track or save it at any time. Your Fishfinder can store up to 50 saved tracks, each containing 20,000 trackpoints. The current track represents your actual path so far.

BackTrack allows you to navigate a traditional Humminbird track as a recorded **iTrack**. When this happens, the i-Pilot Link will mark a Start Point at the boat's current position, and it will start i-Pilot Link navigation to an End Point on the current track, up to 2 miles.



BACKTRACK

1. Navigation X-Press Menu: Press the Menu key.

2. Select BackTrack, and press the RIGHT Cursor key.

***NOTE:** The unit must be actively tracking to enable this menu option. If BackTrack is not displayed in the Navigation X-Press Menu, select Main Menu > Current Track > Start Tracking.*

***NOTE:** Once Navigation of the new iTrack begins, normal iTrack navigation functions all apply including the Reverse function.*

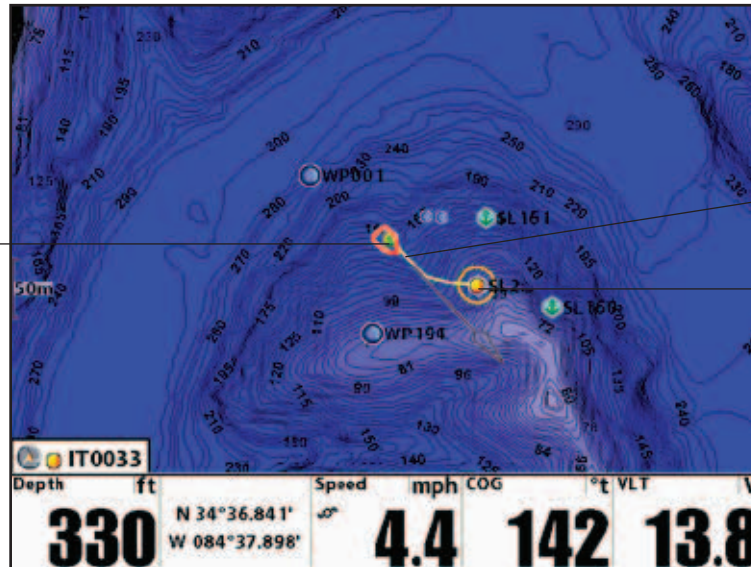
BackTrack is not available when the Follow the Contour feature is active.



BackTrack Applies an iTrack to the Current Track



When you select BackTrack, the iTrack Start Point begins at the boat position.



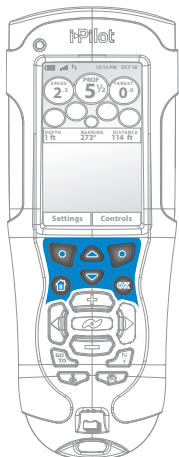
BackTrack
(Yellow line)



iTrack
End Point



HOW FOLLOW THE CONTOUR WORKS



NOTE: Initiation of Follow the Contour is done through the Humminbird.

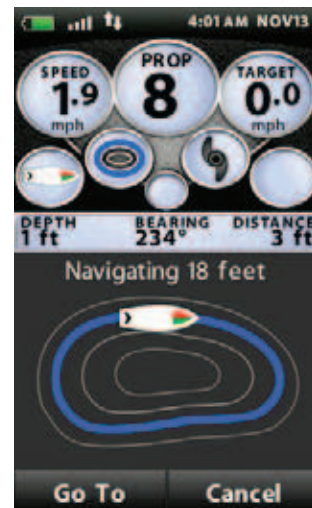
▶ REVERSE DIRECTION

1. During navigation of a contour, the direction of travel can be reversed by pressing: Home>Controls>Reverse>OK

▶ DISENGAGE CONTOUR NAVIGATION

1. Press the Cancel Softkey on the Navigate Contour Active Screen OR press one of the steering keys.

NOTE: If you start another mode of i-Pilot Link navigation, Navigate Contour will disengage automatically. The exception is Spot-Lock which if this is engaged, Contour navigation will be paused, not disengaged.





HOW LAKEMASTER CONTOUR WORKS

(CHART VIEW ONLY, LAKEMASTER CHART REQUIRED)

Follow the Contour allows you to navigate a contour on a LakeMaster chart. When you start i-Pilot Link navigation to follow the contour, all other types of navigation are stopped on the Humminbird and the Ethernet network.

***NOTE:** When the i-Pilot Link is following the contour, the current track is not saved, and iTracks cannot be recorded.*



SET UP FOR FOLLOW THE CONTOUR

To use the **Follow the Contour** feature, a LakeMaster chart card must be installed, and the Contour Lines must be set to Visible.

1. Install a LakeMaster chart card into the SD card slot.
2. **Main Menu:** Press the MENU key twice.
3. Select the Chart tab > Contour Lines > Visible.
4. Press the EXIT key until the menu system is closed.
5. Press the VIEW key until the Chart View is displayed.



START FOLLOW THE CONTOUR NAVIGATION

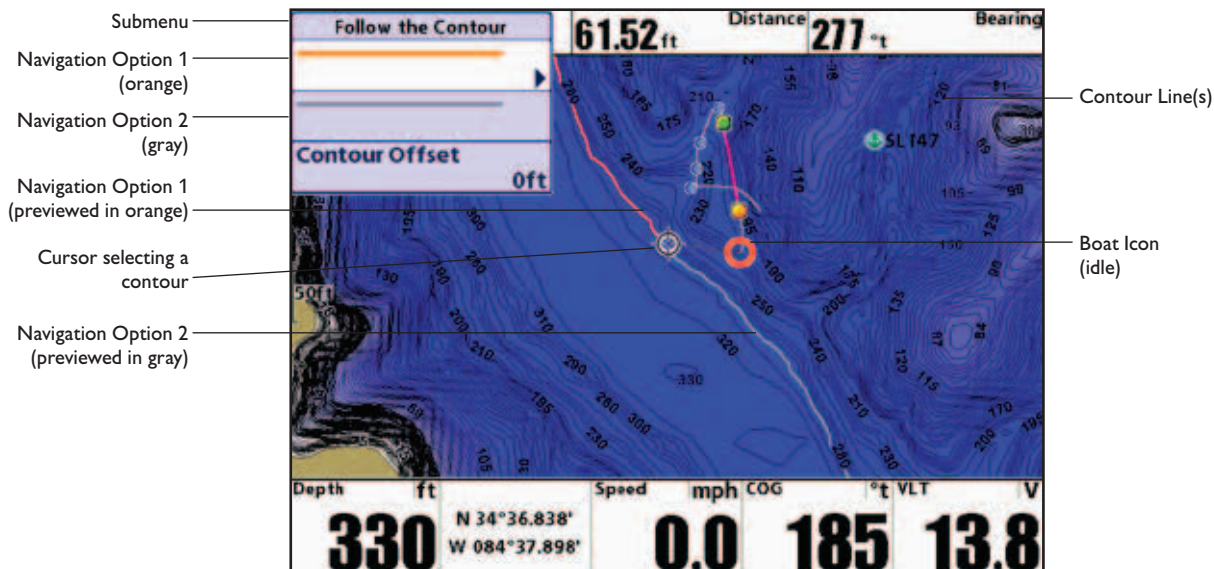
You can start i-Pilot Link navigation if the boat position is within 1/4 mile of the selected contour.

1. Use the 4-WAY Cursor Control key to move the cursor to a contour line.
2. Press the **GOTO** key.
3. Select **Follow the Contour**, and select a navigation direction from the submenu. The navigation direction will be previewed in orange or gray on the Chart View. See the illustration Starting **Follow the Contour** Navigation.

***NOTE:** To quickly reverse the direction of follow the contour navigation, press the MENU key once and select Reverse Navigation from the Navigation X-Press Menu.*



Starting Follow the Contour Navigation



Move the
Cursor

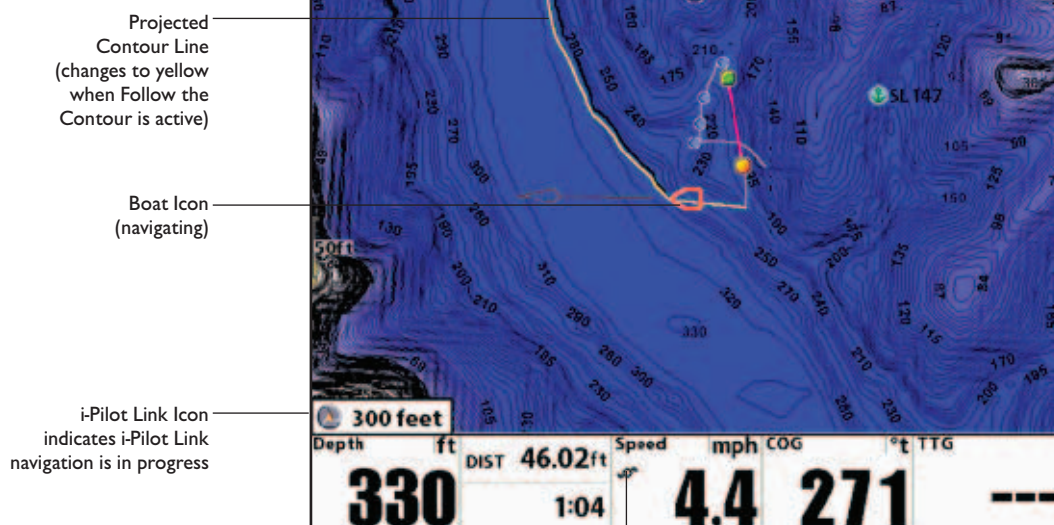


Open the Contour
Submenu



Select a Menu
Option

Following the Contour



Propeller Icon will spin when the
i-Pilot Link prop is spinning



SET THE CONTOUR OFFSET

If you don't want to navigate directly on the contour line, you can set a distance from the contour so that navigation will be offset from the selected contour.

1. Use the 4-WAY Cursor Control key to move the cursor to a contour line.
2. Press the GOTO key.
3. Select **Follow the Contour**, and select Contour Offset from the submenu.
4. Press the RIGHT or LEFT Cursor keys to set the Offset. (-300 to +300 feet (-91 to +91 m), where -300 = shallowest side of the contour and +300 feet = deepest side of the contour; Default = 0)
5. Press the UP or DOWN Cursor keys to select a navigation direction. The navigation direction will be previewed in orange or gray on the Chart View. See the illustration Starting **Follow the Contour** Navigation.



SET THE CONTOUR OFFSET DURING NAVIGATION

The Contour Offset can also be adjusted while the i-Pilot Link Follow the Contour navigation is in progress.

1. If **Follow the Contour** is in progress, press the MENU key once.
2. Select Contour Offset from the Navigation X-Press Menu.
3. Press the RIGHT or LEFT Cursor keys to set the Offset. (-300 to +300 feet (-91 to +91 m), where -300 = shallowest side of the contour and +300 feet = deepest side of the contour; Default = 0)

NOTE: To remove the offset, set the Contour Offset setting to 0.



HOW ROUTE NAVIGATION WORKS

Routes link two or more **Waypoints** together to create a path for navigation and are used in trip planning. Your Fishfinder can store up to 45 routes that can each contain up to 50 **Waypoints**. A **route** represents your intended navigation and shows the shortest path from each **Waypoint** to the next. As you travel a **route**, staying on the **route** line is the most efficient way to get to your destination, although you should always look out for obstacles not shown on the chart.

A **Route Leg** is the path between each **Waypoint** in a **route**. The color of each route leg is displayed as follows:

- Completed Route Leg = Gray
- Current Route Leg = Green
- Future Route Leg = Gold

iPilot Link navigation can start on the **route** if the boat position is within $\frac{1}{4}$ mile of the first **Waypoint** in the route.

NOTE: Initiation of Route navigation is done through the Humminbird.



▶ REVERSE DIRECTION

▶ DISENGAGE ROUTE NAVIGATION

1. Press the Cancel Softkey on the Navigate Route Active Screen OR press one of the steering keys.

NOTE: If you start another mode of iPilot navigation, Navigate Route will disengage automatically. The exception is Spot-Lock which if this is engaged, Route navigation will be paused, not disengaged.