

**G3X™**

**Multi Function Display  
Quick Reference Guide**



**GARMIN®**



**OVERVIEW**

**GPS NAVIGATION**

**FLIGHT PLANNING**

**HAZARD AVOIDANCE**

**ADDITIONAL FEATURES**

**APPENDICES**

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**WARNING:** The indicators represented on the Panel are based on GPS-derived data and may differ from the instruments in the aircraft.

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**WARNING:** Navigation and terrain separation must NOT be predicated upon the use of the terrain function. The G3X™ MFD Terrain Proximity feature is NOT intended to be used as a primary reference for terrain avoidance and does not relieve the pilot from the responsibility of being aware of surroundings during flight. The Terrain Proximity feature is only to be used as an aid for terrain avoidance and is not certified for use in applications requiring a certified terrain awareness system. Terrain data is obtained from third party sources. Garmin is not able to independently verify the accuracy of the terrain data.

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**WARNING:** The displayed minimum safe altitudes (MSAs) are only advisory in nature and should not be relied upon as the sole source of obstacle and terrain avoidance information. Always refer to current aeronautical charts for appropriate minimum clearance altitudes.

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**WARNING:** The altitude calculated by G3X MFD receivers is geometric height above Mean Sea Level and could vary significantly from the altitude displayed by pressure altimeters. Always use pressure altitude when determining or selecting aircraft altitude.

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**WARNING:** Do not use outdated database information. Databases used in the G3X MFD must be updated regularly in order to ensure that the information remains current. Pilots using any outdated database do so entirely at their own risk.

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**WARNING:** Do not use basemap (land and water data) information for primary navigation. Basemap data is intended only to supplement other approved navigation data sources and should be considered as an aid to enhance situational awareness.

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**WARNING:** Traffic information is provided as an aid in visually acquiring traffic. Pilots must maneuver the aircraft based only upon ATC guidance or positive visual acquisition of conflicting traffic.

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**WARNING:** XM® Weather should not be used for hazardous weather penetration. Weather information is approved only for weather avoidance, not penetration.

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**WARNING:** NEXRAD weather data is to be used for long-range planning purposes only. Due to inherent delays in data transmission and the relative age of the data, NEXRAD weather data should not be used for short-range weather avoidance.

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**WARNING:** The illustrations in this guide are only examples. Never use the G3X MFD to attempt to penetrate a thunderstorm. Both the FAA Advisory Circular, Subject: Thunderstorms, and the Aeronautical Information Manual (AIM) recommend avoiding "by at least 20 miles any thunderstorm identified as severe or giving an intense radar echo."

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**WARNING:** The Garmin G3X MFD has a very high degree of functional integrity. However, the pilot must recognize that providing monitoring and/or self-test capability for all conceivable system failures is not practical. Although unlikely, it may be possible for erroneous operation to occur without a fault indication shown by the G3X MFD. It is thus the responsibility of the pilot to detect such an occurrence by means of cross-checking with all redundant or correlated information available in the cockpit.

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**WARNING:** For safety reasons, G3X MFD operational procedures must be learned on the ground.

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**WARNING:** The United States government operates the Global Positioning System and is solely responsible for its accuracy and maintenance. The GPS system is subject to changes which could affect the accuracy and performance of all GPS equipment. Portions of the Garmin G3X MFD utilize GPS as a precision electronic NAVigation AID (NAVAID). Therefore, as with all NAVAIDs, information presented by the G3X MFD can be misused or misinterpreted and, therefore, become unsafe.

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**WARNING:** To reduce the risk of unsafe operation, carefully review and understand all aspects of the G3X MFD Pilot's Guide documentation and the Pilot's Operating Handbook of the aircraft. Thoroughly practice basic operation prior to actual use. During flight operations, carefully compare indications from the G3X MFD to all available navigation sources, including the information from other NAVAIDs, visual sightings, charts, etc. For safety purposes, always resolve any discrepancies before continuing navigation.

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**WARNING:** The data contained in the terrain and obstacle databases comes from government agencies. Garmin accurately processes and cross-validates the data, but cannot guarantee the accuracy and completeness of the data.

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**CAUTION:** The display uses a lens coated with a special anti-reflective coating that is very sensitive to skin oils, waxes, and abrasive cleaners. **CLEANERS CONTAINING AMMONIA WILL HARM THE ANTI-REFLECTIVE COATING.** It is very important to clean the lens using a clean, lint-free cloth and an eyeglass lens cleaner that is specified as safe for anti-reflective coatings.

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**CAUTION:** The Garmin G3X MFD does not contain any user-serviceable parts. Repairs should only be made by an authorized Garmin service center. Unauthorized repairs or modifications could void both the warranty and the pilot's authority to operate this device under FAA/FCC regulations.

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**NOTE:** All visual depictions contained within this document, including screen images of the G3X MFD, are subject to change and may not reflect the most current G3X MFD system and aviation databases. Depictions of equipment may differ slightly from the actual equipment.

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**NOTE:** This product, its packaging, and its components contain chemicals known to the State of California to cause cancer, birth defects, or reproductive harm. This notice is being provided in accordance with California's Proposition 65. If you have any questions or would like additional information, please refer to our web site at [www.garmin.com/prop65](http://www.garmin.com/prop65).

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**NOTE:** Use of polarized eyewear may cause the flight displays to appear dim or blank.

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**NOTE:** Temporary Flight Restriction (TFR) data is provided by the FAA and may not be updated outside of normal business hours. Confirm data currency through alternate sources and contact your local FSS for interpretation of TFR data.

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**NOTE:** The purpose of this document is to provide a resource with which to find operating instructions on the major features of the G3X MFD more easily. It is not intended to be a comprehensive operating guide. Complete operating procedures for the G3X MFD are found in the G3X MFD Pilot's Guide.

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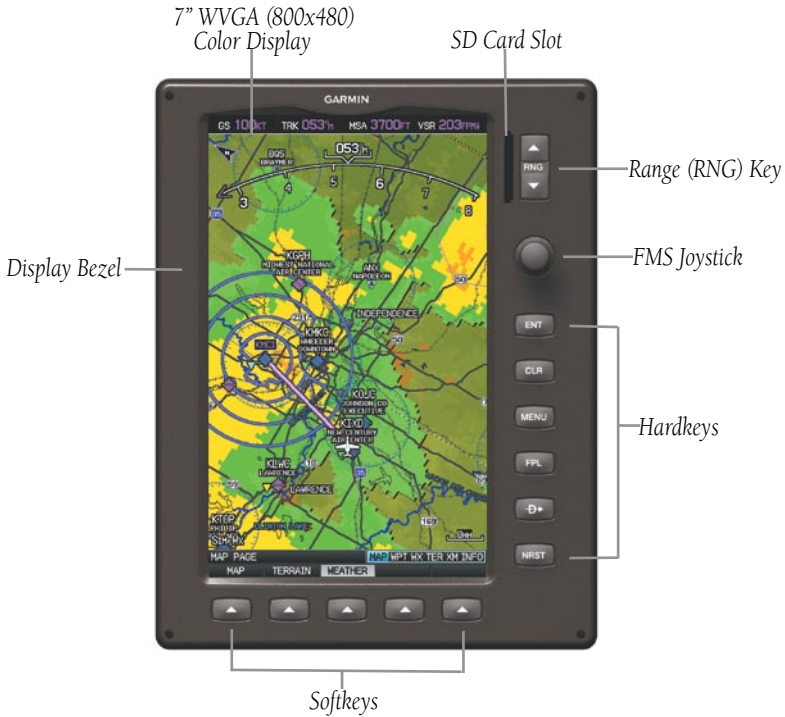
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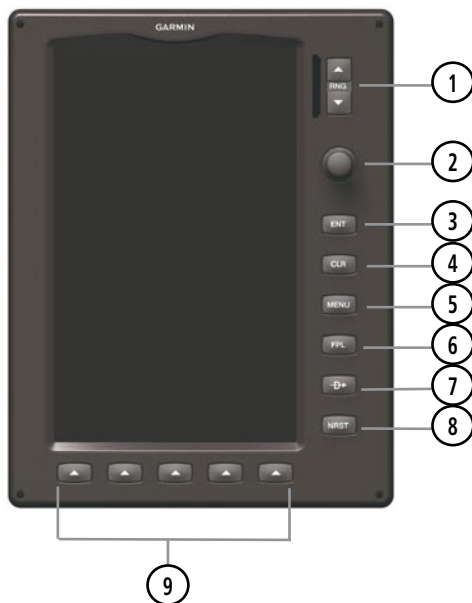
# SECTION 1 OVERVIEW

## 1.1 UNIT OVERVIEW

The purpose of this document is to provide a resource with which to find operating instructions on the major features of the G3X MFD more easily. This Quick Reference Guide is not intended to be a comprehensive operating guide. Refer to the G3X MFD Pilot's Guide and the G3X Installation Manual (available at [www.garmin.com](http://www.garmin.com)) for complete operating and installation procedures.



Unit Overview



## G3X MFD Controls

- ① **RNG Key** Press to increase or decrease the viewing range of the map
- ② **FMS Joystick**  
 Press the **FMS** Joystick to toggle input focus between user interaction with the current page and the page navigation bar  
 Turn the **FMS** Joystick clockwise to access a dropdown menu within the highlighted field  
 Turn the **FMS** Joystick to change the selected value within the highlighted field  
 Move the **FMS** Joystick to highlight fields or move the map pointer when interacting with the page
- ③ **ENT Key**  
 Press to confirm menu selection or data entry  
 Press to acknowledge messages  
 Press and hold to mark a waypoint
- ④ **CLR Key**  
 Press to cancel an entry, revert to the previous value in a data entry field or remove menus  
 Press and hold to return to the default page

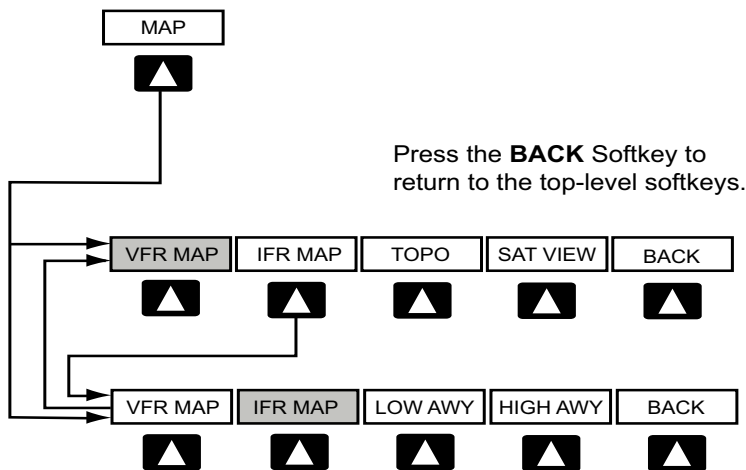
- 5 **MENU Key** Press once to view the Page Menu  
Press twice to view the Main Menu  
Press a third time to clear the Main Menu
- 6 **FPL Key** Press to display the Flight Plan Page
- 7 **Direct-To Key** Press to activate the Direct-To function, enter a destination waypoint and establish a direct course to the selected destination
- 8 **NRST Key** Press to display the Nearest Page for viewing the nearest airports, intersections, NDBs, VORs, waypoints, frequencies, and airspaces
- 9 **Softkey Selection Keys** Press to select softkey shown above the bezel key on the display

## 1.2 SOFTKEYS

### MAP PAGE SOFTKEYS



- MAP Enables second-level Map Page softkeys
- TERRAIN Displays/removes terrain awareness information
- WEATHER Displays/removes weather information
- PANEL Displays/removes the Panel



VFR MAP Softkey selected

- IFR MAP Displays IFR map information and softkeys
- TOPO Displays/removes topographical terrain shading
- SAT VIEW Displays/removes satellite imagery (above 20nm scale)
- BACK Returns to top-level softkeys

IFR MAP Softkey selected

- VFR MAP Displays VFR map information and softkeys
- LOW AWY Low Altitude (Victor) Airways displayed
- HIGH AWY High Altitude Airways (Jet Routes) displayed
- BACK Returns to top-level softkeys

## WAYPOINT PAGE SOFTKEYS



- INFO Displays waypoint information
- CHART Displays optional FliteCharts
- AOPA Displays AOPA information
- WEATHER Displays METAR and TAF text

## WEATHER PAGE SOFTKEYS (OPTIONAL)

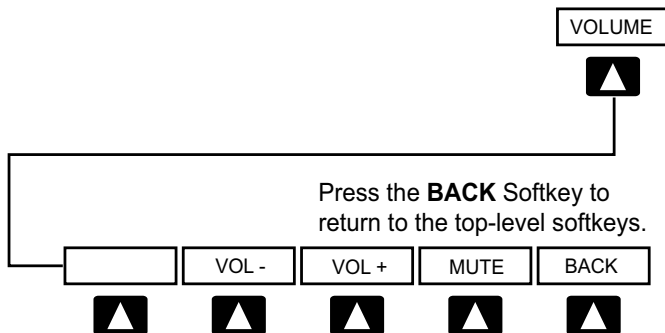


PAN MAP	Activates the map pointer for panning the map
ANIMATE	Animates NEXRAD weather
INFO	Displays XM Information
LEGEND	Displays weather legends

## XM® AUDIO PAGE SOFTKEYS (OPTIONAL)



INFO	Displays XM Information
CATEGORY	Highlights the Category field
CHANNEL	Highlights the Channels field
FAVORITE	Displays a list of favorite channels
VOLUME	Enables second-level VOLUME softkeys. Press and hold to toggle Mute on and off.



VOL -	Decreases XM audio volume
VOL +	Increases XM audio volume
MUTE	Toggles XM audio on/off
BACK	Returns to top-level softkeys

## INFO PAGE SOFTKEY



MESSAGES

Displays system status messages

## 1.3 MENUS

### Navigating the Page Menu:

- 1) Press the **MENU** Key once to display the Page Menu.
- 2) Turn or move the **FMS** Joystick to scroll through a list of available options (a scroll bar always appears to the right of the window/box when the option list is longer than the window/box).
- 3) Press the **ENT** Key to select the desired option.
- 4) Press the **FMS** Joystick, the **CLR** Key, or the **MENU** Key twice to remove the menu and cancel the operation.

### Navigating the Main Menu:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to scroll through a list of available options (a scroll bar always appears to the right of the window/box when the option list is longer than the window/box).
- 3) Press the **ENT** Key to select the desired option.
- 4) Press the **FMS** Joystick, the **CLR** Key, the **EXIT** Softkey, or the **MENU** Key to remove the menu and cancel the operation.

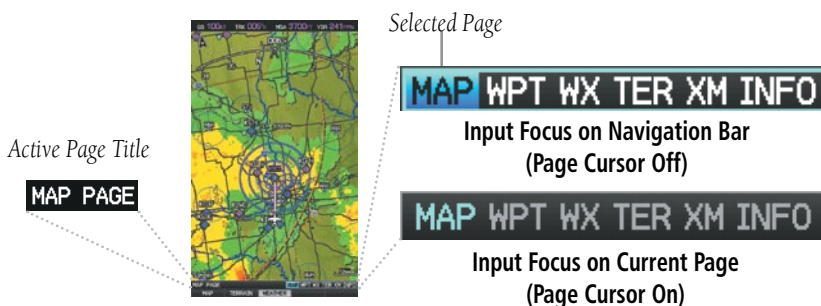


## 1.4 DATA ENTRY

### Using the FMS Joystick to enter data:

- 1) Press the **FMS** Joystick to activate the cursor.
  - 2) Move the **FMS** Joystick to highlight the desired field.
  - 3) Begin entering data.
    - a) To quickly enter a waypoint identifier, turn the **FMS** Joystick counter-clockwise to display a list of recent waypoints (RECENT WPTS), nearest airports (NRST APTS) or flight plan waypoints (FPL WPTS).
    - b) Move the **FMS** Joystick to highlight the desired waypoint from the list and press the **ENT** Key.
- Or:**
- a) Turn the **FMS** Joystick to select a character for the first placeholder. Turning the **FMS** Joystick clockwise scrolls through the alphabet (where appropriate) toward the letter Z, starting in the middle at K (US only), and the digits zero through nine. Turning the **FMS** Joystick counter-clockwise scrolls in the opposite direction.
  - b) Use the **FMS** Joystick to move the cursor to the next placeholder in the field.
  - c) Repeat, turning the **FMS** Joystick to select a character and the moving the **FMS** Joystick to move the cursor, until the fields are complete.
  - d) Press the **ENT** Key to confirm entry.
- 4) Press the **FMS** Joystick or the **CLR** Key to cancel data entry (the field reverts back to its previous information).

## 1.5 PAGES



### Selecting a Main Page using the FMS Joystick:

- 1) If necessary press the **FMS** Joystick to begin interaction with the Navigation Bar.
- 2) Turn the **FMS** Joystick until the desired page is selected (**MAP**, **WPT**, **WX** (optional), **TER**, **XM** (optional), **INFO**).

### Selecting the FPL or NRST Pages:

- 1) Press the **FPL** or **NRST** Key.
- 2) Press the **FMS** Joystick to begin interaction with the Navigation Bar.
- 3) Turn the **FMS** Joystick until the desired page is selected.

## 1.6 SYSTEM SETTINGS

### Restoring system setting defaults:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'System Setup...' and press the **ENT** Key.
- 3) Turn or move the **FMS** Joystick to highlight the desired menu option (Data Bar Fields, Display, Date & Time, Position, or Alarms), and press the **ENT** Key.
- 4) Press the **MENU** Key.
- 5) With the 'Restore Default' highlighted press the **ENT** Key.

## Changing the information shown in the data bar fields:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'System Setup...' and press the **ENT** Key.
- 3) With 'Data Bar Fields' highlighted, press the **ENT** Key.
- 4) Move the **FMS** Joystick to highlight the desired 'Field'.
- 5) Turn the **FMS** Joystick to access the list of options, then turn or move the **FMS** Joystick to highlight the desired option and press the **ENT** Key.
- 6) To restore defaults, press the **MENU** Key. With 'Restore Default' highlighted, press the **ENT** Key.

## Adjusting display backlighting:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'System Setup...' and press the **ENT** Key.
- 3) With 'Display' highlighted press the **ENT** Key.
- 4) With the 'Backlight Intensity' field highlighted, turn the **FMS** Joystick to select 'Manual'.
- 5) Move the **FMS** Joystick to highlight the backlight intensity number, and turn the **FMS** Joystick to select the desired intensity (0-10).
- 6) Press the **FMS** Joystick, the **CLR** Key, the **EXIT** Softkey or the **MENU** Key to remove the menu.

## Adjusting the color mode:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'System Setup...' and press the **ENT** Key.
- 3) With 'Display' highlighted press the **ENT** Key.
- 4) With the 'Color Mode' field highlighted, turn the **FMS** Joystick to select the desired color mode (Auto, Day, or Night).
- 5) Press the **FMS** Joystick, the **CLR** Key, the **EXIT** Softkey or the **MENU** Key to remove the menu.

### Changing date & time settings:

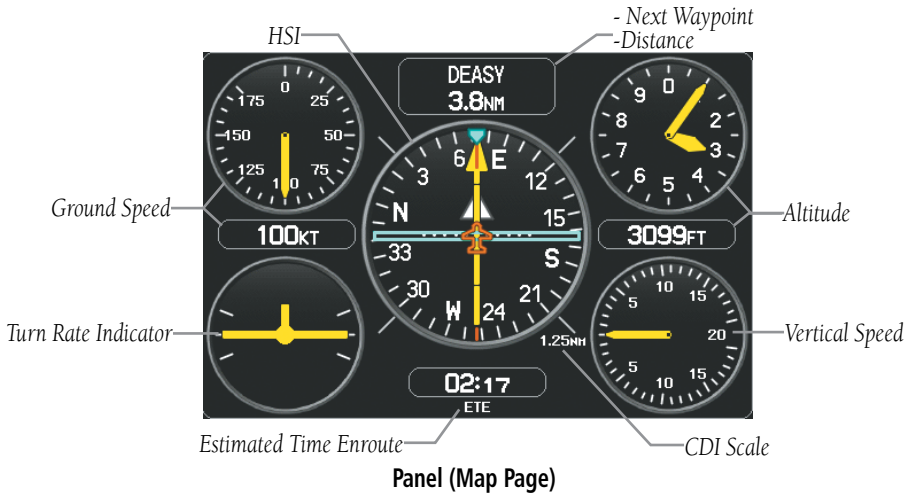
- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'System Setup...' and press the **ENT** Key.
- 3) Turn or move the **FMS** Joystick to highlight 'Date & Time' and press the **ENT** Key.
- 4) Move the **FMS** Joystick to highlight the desired field, and select the desired option by turning the **FMS** Joystick.
- 5) Press the **FMS** Joystick, the **CLR** Key, the **EXIT** Softkey or the **MENU** Key to remove the menu.

### Entering airport criteria:

- 1) Press the **NRST** Key.
- 2) Turn the **FMS** Joystick to select the Nearest Airports Page.
- 3) Press the **MENU** Key to display the Page Menu.
- 4) Turn or move the **FMS** Joystick to select 'Set Airport Criteria', and then press the **ENT** Key. The Airport Criteria Window appears with the current settings.
- 5) Move the **FMS** Joystick to highlight the desired field and turn the **FMS** Joystick to select the desired option from the menu. Press the **ENT** Key if necessary to highlight the next field.
- 6) With 'Done' highlighted press the **ENT** Key.

## SECTION 2 GPS NAVIGATION

### 2.1 PANEL



#### Displaying the panel on the map page:

From the Map Page press the **PANEL** Softkey.

#### Changing the CDI scale:

- 1) From the Map Page with the Panel or Compass Arc displayed, press the **MENU** Key to display the Map Page Menu
- 2) Turn or move the **FMS** Joystick to highlight 'Set CDI Scale', and press the **ENT** Key. The 'Set CDI Scale' Menu appears.
- 3) Turn or move the **FMS** Joystick to highlight the desired menu option, and press the **ENT** Key.

#### Setting the Bug Indicator:

- 1) From the Map Page with the Panel or Compass Arc displayed, press the **MENU** Key to display the Map Page Menu

- 2) Turn or move the **FMS** Joystick to highlight 'Set Bug Indicator', and press the **ENT** Key. The 'Set Bug Indicator' Menu appears.
- 3) Turn or move the **FMS** Joystick to highlight the desired menu option, and press the **ENT** Key. For the 'User Selected' option, turn the **FMS** Joystick to select the desired heading reference, and press the **ENT** Key.

### Manually setting a course to the destination waypoint:

- 1) From the Map Page with the Panel or Compass Arc displayed, press the **MENU** Key to display the Map Page Menu
- 2) Turn or move the **FMS** Joystick to highlight 'Set OBS and Hold', and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to select the desired course to the destination, and press the **ENT** Key.

### Returning to automatic sequencing of route waypoints:

- 1) From the Map Page after manually setting a course, press the **MENU** Key to display the Map Page Menu
- 2) Turn or move the **FMS** Joystick to highlight 'Release Hold', and press the **ENT** Key.

## 2.2 VERTICAL NAVIGATION (VNAV)

### Configuring a VNAV profile:

- 1) While navigating a flight plan or direct-to, press the **FPL** Key.
- 2) Turn the **FMS** Joystick to select the Vertical Navigation Page.
- 3) Press the **FMS** Joystick to activate the cursor.
- 4) Enter the desired profile into the fields, and press the **EXIT** Softkey.

### Enabling/disabling the VNAV indicator:

- 1) From the Map Page, press the **MENU** Key to display the Map Page Menu
- 2) Turn or move the **FMS** Joystick to highlight 'Enable VNAV Indicator' or 'Disable VNAV Indicator', and press the **ENT** Key (must be navigating a Flight Plan or Direct-to and have the Panel displayed).

### Capturing/cancelling VNAV profile:

- 1) Enter a valid VNAV profile and begin navigation.
- 2) From the Map Page, press the **MENU** Key to display the Map Page Menu

- 3) Turn or move the **FMS** Joystick to highlight 'Capture VNAV Profile' or 'Cancel Capture', and press the **ENT** Key. Selecting 'Capture VNAV Profile' centers the VNAV indicator on the HSI (must be navigating a Flight Plan or Direct-to and have the Panel displayed).

## 2.3 USING MAP DISPLAYS

### Changing the Navigation Map orientation:

- 1) With the Map Page displayed, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Map' and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'General' Menu.
  - a) Move the **FMS** Joystick to highlight the 'Orientation' field.
  - b) Turn the **FMS** Joystick to access a list of available options.
  - c) Turn or move the **FMS** Joystick to highlight 'North Up', 'Track Up', or 'DTK Up', and press the **ENT** Key.

**Or:**

- a) Move the **FMS** Joystick to highlight the 'North Up Above' field.
- b) Turn the **FMS** Joystick to access a list of available range options.
- c) Turn or move the **FMS** Joystick to highlight the desired range above which to display North Up orientation.

**Or:**

- a) Move the **FMS** Joystick to highlight the 'North Up On GRND' field.
- b) Using the **FMS** Joystick highlight 'On' or 'Off', and press the **ENT** Key. When 'North Up On GRND' is 'ON' (default), the map orientation will change to North Up when the aircraft is on the ground.

### Panning the map:

- 1) Press the **FMS** Joystick (or **PAN MAP** Softkey on the Weather (WX) Page) to display the Map Pointer.
- 2) Move the **FMS** Joystick to move the Map Pointer around the map.
- 3) Press the **FMS** Joystick to remove the Map Pointer and re-center the map on the aircraft's current position.

## Reviewing information for a map feature:

- 1) Place the Map Pointer on a map feature. If multiple map features are present at the Map Pointer position (green arrow in the information box), turn the **FMS** Joystick to cycle through the list.
- 2) Press the **ENT** Key to display the review page for the highlighted feature.
- 3) Press the **FMS** Joystick, the **CLR** Key, or the **ENT** Key to exit the review page and return to the Map Page showing the selected waypoint.

## Measuring bearing and distance between any two points:

- 1) From the Map Page, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Measure Distance' and press the **ENT** Key. A Measure Pointer is displayed on the map at the aircraft's present position.
- 3) Move the **FMS** Joystick to place the reference pointer at the desired location. The bearing and distance are displayed at the top of the map. Elevation at the current pointer position is also displayed. Pressing the **ENT** Key changes the starting point for measuring.
- 4) To exit the Measure Bearing/Distance option, press the **FMS** Joystick; or select 'Stop Measuring' from the Page Menu and press the **ENT** Key.

## Displaying/removing topographic data:

- 1) Press the **MAP** Softkey on the Map Page. Press the **VFR MAP** Softkey (if necessary).
- 2) Press the **TOPO** Softkey. Topographic data is displayed.
- 3) Press the **TOPO** Softkey again to remove topographic data from the Navigation Map.

## Displaying/removing satellite imagery on the map page:

- 1) Press the **MAP** Softkey on the Map Page. Press the **VFR MAP** Softkey (if necessary).
- 2) Press the **SAT VIEW** Softkey. Satellite imagery is displayed on the map.
- 3) Press the **SAT VIEW** Softkey again to remove satellite imagery from the Navigation Map.

## To declutter the Map Page:

- 1) From any Map Page, press the **CLR** Key. 'CLEAR-1' appears below the map range. The background map detail (such as highways, cities, rivers & smaller lakes) is removed from the map.



- 2) Press the **CLR** Key again. 'CLEAR-2' appears below the map range and airspace boundary detail is removed from the map.
- 3) Press the **CLR** Key again. 'CLEAR-3' appears below the map range. Only the waypoints and nav aids that are part of the current flight plan appear on the map.
- 4) Press the **CLR** Key again to return 'ALL' detail to the map.

## 2.4 WAYPOINTS

### Selecting an airport for review by identifier, facility name, or location:

- 1) From the Waypoint (WPT) Page, press the **INFO** Softkey.
- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Turn the **FMS** Joystick clockwise to begin entering a waypoint identifier (turning it counter-clockwise brings up the waypoint selection submenu - press the **CLR** Key to remove it), or move the **FMS** Joystick to select the facility name, or city field.
- 4) Press the **ENT** Key.

### Selecting a runway:

- 1) With the Waypoint (WPT) Page displayed, press the **INFO** Softkey.
- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Turn the **FMS** Joystick clockwise to begin entering a waypoint identifier for the desired runway (turning it counter-clockwise brings up the waypoint selection submenu - press the **CLR** Key to remove it), or move the **FMS** Joystick to select the facility name, or city field.
- 4) Press the **ENT** Key.
- 5) Move the **FMS** Joystick to place the cursor in the 'Runways' Box, on the runway designator.
- 6) Turn the **FMS** Joystick to display the desired runway (if more than one) for the selected airport.

### Viewing additional information for a frequency:

- 1) With the Waypoint (WPT) Page displayed, press the **INFO** Softkey.
- 2) Press the **FMS** Joystick to activate the cursor.

- 3) Move the **FMS** Joystick to place the cursor in the 'Frequencies' Box, on the frequency denoted with an \*.
- 4) Press the **ENT** Key to view the Additional Information Window.
- 5) To remove the window, press the **FMS** Joystick, **ENT** Key, or **CLR** Key.

## 2.5 NEAREST INFORMATION

### Viewing nearest information:

- 1) Press the **NRST** Key.
- 2) Turn the **FMS** Joystick to select the desired Nearest Page (APT, WX, VOR, NDB, INT, USR, CTY, ATC, FSS, or ASPC. If none are available, "None Within 200 NM" is displayed.
- 3) Press the **NRST** Key again or press the **FMS** Joystick to highlight the first selection in the list. Turn or move the **FMS** Joystick to highlight the desired nearest option.
- 4) Press the **ENT** Key to display the associated 'Information Page'. From the Airport Information Page and Weather Information Page, press the **INFO**, **CHART**, **AOPA**, or **WEATHER** Softkeys for additional information. From the User Waypoint Information Page, press the **DELETE**, or **EDIT** softkeys to make changes to the selected user waypoint.
- 5) To return to the Nearest Page, press the **FMS** Joystick, the **ENT** Key, or the **CLR** Key.

### Setting nearest airport criteria:

- 1) With the Nearest Airports Page displayed, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to select 'Set Airport Criteria' from the Page Menu.
- 3) Press the **ENT** Key. The Airport Criteria Window is displayed.
- 4) Move the **FMS** Joystick to select the desired criteria to be defined.
- 5) Turn the **FMS** Joystick to select the desired option.
- 6) Press the **ENT** Key.

## 2.6 USER WAYPOINTS

### Creating user waypoints:

- 1) To create a user waypoint at the current location, using the Map Pointer, or from the Main Menu:
  - a) To create a user waypoint at the current location, press and hold the **ENT** Key from any page. The 'Mark a New User Waypoint?' window appears.
  - b) The 'Mark a New User Waypoint?' window appears.  
**Or:**
    - a) Press the **MENU** Key twice to access the Main Menu.
    - b) Move the **FMS** Joystick to highlight 'User Waypoints' and press the **ENT** Key.
    - c) Enter a user waypoint name (up to 10 characters).
    - d) Press the **NEW** Softkey. The message "Create a New User Waypoint?" is displayed. The current aircraft position is the default location of the new waypoint..
- Or:**
  - a) From a map page, press the **FMS** Joystick to activate the Map Pointer (on the WX Page, press the **PAN MAP** Softkey).
  - b) Find an empty area without any map features and press the **ENT** Key. The message "Create a New User Waypoint?" is displayed.  
**Or:**
    - a) From a map page, press the **FMS** Joystick to activate the Map Pointer (on the WX Page, press the **PAN MAP** Softkey).
    - b) Select a map feature using the Map Pointer and press the **MENU** Key.
    - c) With 'Create User Waypoint' highlighted, press the **ENT** Key. The message "Create a New User Waypoint?" is displayed.
- 2) With 'Yes' highlighted, press the **ENT** Key. The New Waypoint Window is displayed.
- 3) Move the **FMS** Joystick to the User Waypoint Name Field and enter the waypoint name, if desired.
- 4) If desired, select the waypoint symbol:
  - a) Move the **FMS** Joystick to highlight the Symbol.

- b) Turn the **FMS** Joystick to access the 'Select Symbol' Menu.
- c) Turn or move the **FMS** Joystick to highlight the desired symbol from the menu, and press the **ENT** Key.
- 5) If desired, press the **POSITION** Softkey and enter the latitude, longitude, name, or altitude for the waypoint **or** press the **REF WPTS** Softkey to enter a bearing and distance from another waypoint or the bearing from two other waypoints to define the new waypoint location.

- 6) With 'Done' highlighted, press the **ENT** Key.

### Editing or renaming a user waypoint:

- 1) Press the **MENU** Key twice to access the Main Menu.
- 2) Move the **FMS** Joystick to highlight 'User Waypoints' and press the **ENT** Key.
- 3) Move the **FMS** Joystick to highlight the appropriate waypoint and press the **EDIT** Softkey. The Edit Waypoint Window is displayed.
- 4) Move the cursor to the desired field(s) and make any necessary changes (to edit the Reference Waypoints, press the **REF WPTS** Softkey).
- 5) With 'Done' highlighted, press the **ENT** Key.

### Deleting user waypoints:

- 1) Press the **MENU** Key twice to access the Main Menu.
- 2) Turn or Move the **FMS** Joystick to highlight 'User Waypoints' and press the **ENT** Key. If deleting all user waypoints, go to Step 4.
- 3) Highlight a User Waypoint in the User Waypoint List, or enter a waypoint in the User Waypoint field.
- 4) Press the **MENU** Key.
- 5) Select 'Delete Waypoint' or 'Delete All'.
- 6) Press the **ENT** Key. 'No' is highlighted in the confirmation window.
- 7) With 'Yes' highlighted in the confirmation window, press the **ENT** Key.

### Or:

- 1) Press the **MENU** Key twice to access the Main Menu.
- 2) Turn or Move the **FMS** Joystick to highlight 'User Waypoints' and press the **ENT** Key.
- 3) Highlight a User Waypoint in the User Waypoint List, or enter a waypoint in the User Waypoint field.

- 4) Press the **ENT** Key.
- 5) Press the **DELETE** Softkey. 'No' is highlighted in the confirmation window.
- 6) Highlight 'Yes' and press the **ENT** Key.

UserWaypoints can also be deleted by 'Symbol' or 'Distance' from the UserWaypoints Page Menu.

## 2.7 AIRSPACE

### Selecting and viewing nearest airspaces:

- 1) Press the **NRST** Key.
- 2) Turn the **FMS** Joystick to select the Nearest Airspace Page.
- 3) Press the **FMS** Joystick to highlight the nearest airspace. Turn or move the **FMS** Joystick to highlight the desired airspace.
- 4) Press the **ENT** Key to display the Airspace Information Page.
- 5) Press the **FREQS** Softkey (if available) to display frequency and additional airport information similar to the Waypoint Information Page.

## 2.8 DIRECT-TO NAVIGATION

### Entering a waypoint identifier, facility name, or city as a direct-to destination:

- 1) Press the **Direct-to** Key. The Direct-to Window is displayed (with the active flight plan waypoint as the default selection or a blank waypoint field if no flight plan is active).
- 2) Turn the **FMS** Joystick clockwise to begin entering a waypoint identifier (turning it counter-clockwise brings up the waypoint selection submenu - press the **CLR** Key to remove it), press the **RECENT** Softkey to display a list of recent waypoints, or move the **FMS** Joystick to select the facility name, or city field.
- 3) Press the **ENT** Key.
- 4) With 'Activate' highlighted, press the **ENT** Key.

### Selecting a waypoint as a direct-to destination using the pointer:

- 1) From a navigation map page, press the **FMS** Joystick to display the pointer.

- 2) Move the **FMS** Joystick to place the pointer at the desired destination location.
- 3) If the pointer is placed on an existing airport, NAVAID, or user waypoint, the waypoint name is highlighted.
- 4) Press the **Direct-to** Key to display the Direct-to Window with the selected point entered as the direct-to destination.
- 5) Press the **ENT** Key.
- 6) With 'Activate' highlighted, press the **ENT** Key.

### Canceling a direct-to:

- 1) Press the **Direct-to** Key to display the Direct-to Window.
- 2) Move the **FMS** Joystick to highlight 'Stop Navigation' or 'Resume Flight Plan' if a flight plan was active.
- 3) Press the **ENT** Key. If a flight plan is still active, the G3X MFD resumes navigating the flight plan along the closest leg.

## SECTION 3 FLIGHT PLANNING

### 3.1 FLIGHT PLAN CREATION

#### Creating an active flight plan:

- 1) Press the **FPL** Key.
- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Turn the **FMS** Joystick to display the Insert Waypoint Window. Turning it clockwise displays a blank Insert Waypoint Window, turning it counter-clockwise displays a list of recent waypoints (RECENT WPTS), nearest airports (NRST APTS), or flight plan waypoints (FPL WPTS)
- 4) Enter the identifier, facility, or city name of the departure waypoint or select a waypoint from the submenu of waypoints and press the **ENT** Key. The active flight plan is modified as each waypoint is entered.
- 5) Repeat step numbers 3 and 4 to enter each additional flight plan waypoint.
- 6) When all waypoints have been entered, press the **FMS** Joystick to remove the cursor.

#### Creating a stored flight plan:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to display the Flight Plan List Page.
- 3) Select the **NEW** Softkey; or press the **MENU** Key, highlight 'New Flight Plan', and press the **ENT** Key to display a blank flight plan for the first empty storage location.
- 4) Turn the **FMS** Joystick to display the Insert Waypoint Window. Turning it clockwise displays a blank Insert Waypoint Window, turning it counter-clockwise displays the a list of recent waypoints (RECENT WPTS), nearest airports (NRST APTS), or flight plan waypoints (FPL WPTS).
- 5) Enter the identifier, facility, or city name of the departure waypoint or select a waypoint from the submenu of waypoints and press the **ENT** Key.
- 6) Repeat steps 4 and 5 to enter each additional flight plan waypoint.
- 7) When all waypoints have been entered, press the **FMS** Joystick to return to the Flight Plan List Page. The new flight plan is now in the list.

### Adding a waypoint to a stored flight plan:

- 1) On the Flight Plan List Page, press the **FMS** Joystick to activate the cursor.
- 2) Turn or move the **FMS** Joystick to highlight the desired flight plan.
- 3) Press the **ENT** Key.
- 4) Move the **FMS** Joystick select the point in the flight plan to add the new waypoint. The new waypoint is placed directly in front of the highlighted waypoint.
- 5) Turn the **FMS** Joystick to display the Insert Waypoint Window. Turning it clockwise displays a blank Insert Waypoint Window, turning it counter-clockwise displays the a list of recent waypoints (RECENT WPTS), nearest airports (NRST APTS), or flight plan waypoints (FPL WPTS).
- 6) Enter the identifier, facility, or city name of the departure waypoint or select a waypoint from the submenu of waypoints.
- 7) Press the **ENT** Key.

### Adding a waypoint to the active flight plan:

- 1) Press the **FPL** Key.
- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Using the **FMS** Joystick select the point in the flight plan before which to add the new waypoint. The new waypoint is placed directly in front of the highlighted waypoint.
- 4) Turn the **FMS** Joystick to display the Insert Waypoint Window. Turning it clockwise displays a blank Insert Waypoint Window, turning it counter-clockwise displays the a list of recent waypoints (RECENT WPTS), nearest airports (NRST APTS), or flight plan waypoints (FPL WPTS).
- 5) Enter the identifier, facility, or city name of the departure waypoint or select a waypoint from the submenu of waypoints and press the **ENT** Key. The active flight plan is modified as each waypoint is entered.

### Loading an approach procedure into a stored flight plan:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to select the Flight Plan List Page.
- 3) Press the **FMS** Joystick to activate the cursor.
- 4) Turn or move the **FMS** Joystick to highlight the desired flight plan and press the **ENT** Key.



- 5) Press the **SEL APPR** Softkey.
- 6) Turn the **FMS** Joystick to display a drop down list of available approaches.
- 7) Turn or move the **FMS** Joystick to highlight the desired approach and press the **ENT** Key.
- 8) With 'Load Approach' highlighted, press the **ENT** Key.

## 3.2 FLIGHT PLAN ACTIVATION

### Activating a stored flight plan:

- 1) Press the **FPL** Key and turn the **FMS** Joystick to display the Flight Plan List Page.
- 2) Press the **FMS** Joystick to activate the cursor, and turn or move the **FMS** Joystick to highlight the desired flight plan.
- 3) Select the **ACTIVATE** Softkey; or press the **MENU** Key, highlight 'Activate Flight Plan', and press the **ENT** Key.
- 4) With 'Yes' highlighted, select the **ENT** Key. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

### Activating a Flight Plan Leg:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to display the Active Flight Plan Page.
- 3) Press the **FMS** Joystick to activate the cursor and move the **FMS** Joystick to highlight the waypoint leg to be activated.
- 4) Press the **Direct-to** Key twice. The "Activate Leg XXXXX - XXXXX?" window is displayed.
- 5) With 'Yes' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

## 3.3 FLIGHT PLAN EDITING

### Adjusting the Active Flight Plan fuel flow:

- 1) Press the **FPL** Key and turn the **FMS** Joystick to display the Active Flight Plan Page.
- 2) Press the **FMS** Joystick to activate the cursor, and move the **FMS** Joystick to highlight the 'Fuel Flow' field.

- 3) Using the **FMS** Joystick, enter the desired fuel flow, and press the **ENT** Key.

### Adjusting the Saved Flight Plan speed and fuel flow:

- 1) Press the **FPL** Key and turn the **FMS** Joystick to display the Flight Plan List Page.
- 2) Press the **FMS** Joystick to activate the cursor, and turn or move the **FMS** Joystick to highlight the desired flight plan, and press the **ENT** Key. The Saved Flight Plan Page is displayed.
- 3) Move the **FMS** Joystick to the 'Plan Speed' field.
- 4) Using the **FMS** Joystick, enter the desired speed, and press the **ENT** Key.
- 5) Repeat Steps 3 and 4 for 'Fuel Flow', and press the **DONE** Softkey.

### Deleting a stored flight plan:

- 1) Press the **FPL** Key and turn the **FMS** Joystick to display the Flight Plan List Page.
- 2) Press the **FMS** Joystick to activate the cursor, and turn or move the **FMS** Joystick to highlight the desired flight plan.
- 3) Press the **CLR** Key; or press the **MENU** Key, highlight 'Delete Flight Plan', and press the **ENT** Key.
- 4) With 'Yes' highlighted, press the **ENT** Key to delete the flight plan. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

### Deleting the Active Flight Plan:

- 1) Press the **FPL** Key to display the Active Flight Plan Page.
- 2) Press the **MENU** Key
- 3) With 'Stop Navigation' highlighted, press the **ENT** Key.

### Deleting an individual waypoint from the active flight plan:

- 1) Press the **FPL** Key to display the Active Flight Plan Page.
- 2) Press the **FMS** Joystick to activate the cursor and turn or move the **FMS** Joystick to highlight the waypoint to be deleted.
- 3) Press the **CLR** Key. The 'Remove XXXXX From Flight Plan?' window is displayed.
- 4) With 'Yes' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

## Deleting an individual waypoint from a saved flight plan:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to display the Flight Plan List Page if necessary.
- 3) Press the **FMS** Joystick to activate the cursor and turn or move the **FMS** Joystick to highlight the flight plan to be edited and press the **ENT** Key.
- 4) Move the **FMS** Joystick to highlight the waypoint to be deleted.
- 5) Press the **CLR** Key. The 'Remove XXXXX From Flight Plan?' window is displayed.
- 6) With 'Yes' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

## Inverting the active flight plan:

- 1) Press the **FPL** Key to display the Active Flight Plan Page.
- 2) Press the **MENU** Key, turn or move the **FMS** Joystick to highlight 'Invert Flight Plan', and press the **ENT** Key. An "Invert the Active Flight Plan?" confirmation window is displayed.
- 3) With 'Yes' highlighted, press the **ENT** Key to invert the active flight plan. To cancel, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

## Inverting a saved flight plan:

- 1) Press the **FPL** Key and turn the **FMS** Joystick to display the Flight Plan List Page.
- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Move the **FMS** Joystick to highlight the desired flight plan, and press the **ENT** Key. The Saved Flight Plan Page is displayed.
- 4) Press the **MENU** Key, highlight 'Invert Flight Plan?', and press the **ENT** Key.
- 5) With 'Yes' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key, the **FMS** Joystick, or highlight 'No' and press the **ENT** Key.

## 3.4 APPROACHES

### Loading an approach from the active or saved flight plan page:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to display the Active Flight Plan Page or Saved Flight Plan Page.
- 3) Press the **SEL APPR** Softkey; or press the **MENU** Key, highlight 'Select Approach' by turning or moving the **FMS** Joystick, and press the **ENT** Key. The Select Approach Window is displayed.
- 4) Turn the **FMS** Joystick to access a list of available approaches. Turn or move the **FMS** Joystick to highlight the desired approach and press the **ENT** Key.
- 5) With 'Load Approach' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key or the **FMS** Joystick.

### Viewing a chart for the selected approach:

- 1) With an approach selected in the Select Approach Window, press the **MENU** Key. The Show Chart Menu is displayed.
- 2) Press the **ENT** Key. A chart displaying the selected approach is displayed.
- 3) Press the **EXIT** Softkey to return to the Select Approach Window.

### Activating an approach on the Active Flight Plan Page:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to display the Active Flight Plan Page (if necessary).
- 3) Press the **SEL APPR** Softkey; or press the **MENU** Key, highlight 'Select Approach' by turning or moving the **FMS** Joystick, and press the **ENT** Key. The Select Approach Window is displayed.
- 4) Turn the **FMS** Joystick to access a list of available approaches. Turn or move the **FMS** Joystick to highlight the desired approach and press the **ENT** Key.
- 5) With 'Activate Approach' highlighted, press the **ENT** Key. To cancel the request, press the **CLR** Key or the **FMS** Joystick.

**Or:**

- 1) With an approach loaded on the Active Flight Plan Page, press the **MENU** Key.

- 2) Turn or move the **FMS** Joystick to highlight 'Activate Approach', and press the **ENT** Key.

**Or:**

- 1) With an approach loaded on the Active Flight Plan Page, press the **FMS** Joystick to activate the cursor.
- 2) Move the **FMS** Joystick to highlight the approach, and press the **ENT** Key. "Activate XXXXX Approach?" window is displayed.
- 3) With 'Yes' highlighted, press the **ENT** Key.

### Loading/Activating an approach from the Direct-to Window or Waypoint Page:

- 1) Press the **Direct-to** Key or select the Waypoint Page.
- 2) Press the **MENU** Key.
- 3) Turn or move the **FMS** Joystick to highlight 'Select Approach', and press the **ENT** Key. If an approach is not already loaded or activated, the cursor is displayed in the Approach Field. If an approach is already loaded or activated, 'Activate' is highlighted.
- 4) With 'Activate' highlighted press the **ENT** Key, or select an approach, highlight 'Load Approach' or 'Activate Approach', and press the **ENT** Key.

### Removing an approach:

- 1) Press the **FPL** Key.
- 2) Turn the **FMS** Joystick to display the Active Flight Plan Page or Saved Flight Plan Page.
- 3) Press the **RMV APPR** Softkey; or press the **MENU** Key, highlight 'Remove Approach' by turning or moving the **FMS** Joystick, and press the **ENT** Key.

## 3.5 ACTIVATING VECTORS-TO-FINAL

After an approach has been activated, the **VECTORS** Softkey is used when being vectored to the final approach course by Air Traffic Control (ATC).

If the **VECTORS** Softkey is selected, the G3X MFD creates an extension of the final course, beyond the final approach waypoint in the database (final approach fix [FAF]). On the Active Flight Plan Page, a Vector to Final symbol appears beside the first approach waypoint.

The G3X MFD provides no guidance to the inbound course. The course deviation needle on the graphic HSI remains off-center until established on the final approach course. The map shows an extension of the final approach course using a bold magenta line.

If the **VECTORS** Softkey is not selected, the G3X MFD creates a straight-line course directly to the first waypoint in the approach.

Loading the approach cancels the Direct-to and initiates a route to the FAF.

### Cancelling Vectors-to-Final:

From the Active Flight Plan Page (with an approach activated), press the **VECTORS** Softkey.

**Or:**

- 1) From the Active Flight Plan Page, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Cancel Vectors-to-Final' and press the **ENT** Key.

## SECTION 4 HAZARD AVOIDANCE

### 4.1 XM<sup>®</sup> WEATHER (OPTIONAL)

#### Accessing XM Weather information:

From the Weather (WX) Page press the **INFO** Softkey.

**Or:**

From the (XM) Audio Page press the **INFO** Softkey.

#### Viewing XM Weather products on the Map Page:

- 1) Select the Map Page.
- 2) Select the **WEATHER** Softkey to display the XM weather products.  
**Or:**
  - a) Press the **MENU** Key.
  - b) Select 'Show Weather' and press the **ENT** Key.
- 3) Press the **FMS** Joystick to activate the Map Pointer.
- 4) Use the **FMS** Joystick to highlight the desired weather product with the Map Pointer.
- 5) With the desired weather product highlighted, press the **ENT** Key to get detailed information (if available).

#### Viewing XM Weather products on the Weather (WX) Page:

- 1) From the WX Page press the **FMS** Joystick to highlight the weather product field.
- 2) Turn the **FMS** Joystick to select and automatically display the desired weather product.
- 3) If necessary, move the **FMS** Joystick to highlight the type field and turn the **FMS** Joystick to scroll through a list of available options.
- 4) Press the **PAN MAP** Softkey to get abbreviated information about the selected weather product or map feature (if available).
- 5) With the desired weather product selected press the **ENT** Key to get detailed information (if available).

### Viewing legends for displayed weather products:

- 1) From the Map Page press the **MENU** Key to access the Map Page Menu.
- 2) Turn or move the **FMS** Joystick to select 'Weather Legend' and press the **ENT** Key to display the Weather Legend Window.
- 3) Turn the **FMS** Joystick to view the desired weather legend (Radar, Fronts, METAR, AIRMET, Turbulence Forecast, or Other).
- 4) With '**DONE**' highlighted, press the **ENT** Key to return to the Map Page.

#### Or:

- 1) From the Weather (WX) Page press the **LEGEND** Softkey to display the Weather Legend Window.
- 2) Turn the **FMS** Joystick to view the desired weather legend (Radar, Fronts, METAR, AIRMET, Turbulence Forecast, or Other).
- 3) Press the **FMS** Joystick, **CLR** Key, or **LEGEND** Softkey to return to the Weather (WX) Page.

### Animating XM weather:

- 1) From the Map Page press the **MENU** Key to access the Map Page Menu.
- 2) Turn or move the **FMS** Joystick to select 'Animate Weather' and press the **ENT** Key.
- 3) To stop animation, press the **MENU** Key again, turn or move the **FMS** Joystick to select 'Stop Animation' and press the **ENT** Key.

#### Or:

- 1) Select the Weather (WX) Page.
  - 2) Using the **FMS** Joystick select either the 'NEXRAD Radar' or 'Satellite Mosaic' weather product.
  - 3) Select the **ANIMATE** Softkey to begin animation
- #### Or:
- a) Press the **MENU** Key.
  - b) Select 'Animate Weather' and press the **ENT** Key to begin animation.
- 4) To stop animation, press the **MENU** Key again, turn or move the **FMS** Joystick to select 'Stop Animation' and press the **ENT** Key.



## 4.2 TERRAIN

### Enabling/Disabling Terrain Shading on the Map Page:

From the Map Page with the VFR Map displayed, press the **TERRAIN** Softkey.

**Or:**

- 1) From the Map Page, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Map', and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'Map' Category from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Terrain Shading' field.
- 5) Turn the **FMS** Joystick to select 'On' or 'Off', and press the **ENT** Key.

### Enabling/Disabling terrain alerts:

- 1) From the Terrain Page, press the **MENU** Key to access the Page Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'Disable Alerts' or 'Enable Alerts' and press the **ENT** Key. Disabling terrain alerts is only temporary. Terrain alerts are automatically enabled when the unit is powered on.

### Setting up the Terrain Page:

- 1) On the Terrain Page, press **MENU** to access the Page Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Terrain' and press the **ENT** Key.
- 3) Move the **FMS** Joystick to highlight the desired field.
- 4) Turn the **FMS** Joystick to make changes to the highlighted field.
- 5) With 'Done' highlighted press the **ENT** Key, or press the **CLR** Key to accept the changes and exit the Terrain Setup window.

## 4.3 TRAFFIC INFORMATION SERVICE (TIS)

### Setting up and customizing TIS traffic on the map page:

- 1) From the Map Page press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Map' and press the **ENT** Key.

- 3) Turn the **FMS** Joystick to select the 'Map' Category from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'TIS Traffic' Field.
- 5) Turn the **FMS** Joystick to access a list of options for each feature (On/Off, Auto, or range settings).
- 6) Using the **FMS** Joystick select the desired option and press the **ENT** Key.
- 7) Press the **FMS** Joystick, the **CLR** Key, or the **EXIT** Softkey to return to the Map Page with the changed settings.

### Displaying TIS information using the map pointer:

- 1) With traffic displayed on the Map Page, press the **FMS** Joystick. The Map Pointer is activated.
- 2) Move the **FMS** Joystick to highlight the desired traffic.

## SECTION 5 ADDITIONAL FEATURES

### 5.1 SAFETAXI

#### Enabling/disabling SafeTaxi:

- 1) With the Map Page displayed, press the **MENU** Key. The Map Page Menu is displayed.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Map' and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'Airport' Category from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Safe Taxi' Field.
- 5) Turn the **FMS** Joystick to access the menu options.
- 6) Turn or move the **FMS** Joystick to select 'On' or 'Off', and press the **ENT** Key.

### 5.2 FLITECHARTS

#### Displaying FliteCharts:

- 1) With the Waypoint (WPT) Page displayed, press the **CHART** Softkey.
  - 2) Press the **FMS** Joystick to activate the cursor.
  - 3) Move the **FMS** Joystick to highlight the Airport Identifier Field and use the **FMS** Joystick to enter the desired airport.  
**Or:**
    - a) Move the **FMS** Joystick to highlight the Chart Field.
    - b) Turn the **FMS** Joystick to access a drop-down menu of available charts.
    - c) Turn or move the **FMS** Joystick to select the desired chart, and press the **ENT** Key.
- Or:**
- 1) From the Active Flight Plan Page or the Select Approach Window, press the **MENU** Key.

2) Turn or move the **FMS** Joystick to select 'Show Chart', and press the **ENT** Key. The selected chart is displayed.

3) Press the **EXIT** Softkey to return to the previous page.

**Or:**

1) From the Map Page or Active Flight Plan Page, use the Map Pointer to highlight the desired airport and press the **ENT** Key. The Airport Information Window is displayed.

2) Press the **CHART** Softkey.

3) With the 'Chart' Field highlighted, turn the **FMS** Joystick to access a drop-down menu of available charts.

4) Turn or move the **FMS** Joystick to select the desired chart, and press the **ENT** Key.

### Changing the chart range:

Use the down arrow on the **RNG** Key to zoom in (decreasing), or the up arrow to zoom out (increasing). Move the **FMS** Joystick to scroll the chart up, down, left, or right.

**Or:**

To quickly zoom all the way out, press the **CHART** Softkey. Press it again to return to the previous range.

## 5.3 AOPA DATA

### Viewing AOPA Airport Directory information:

From the Waypoint (WPT) Page, press the **AOPA** Softkey.

**Or:**

1) From any map highlight an airport using the Map Pointer, and press the **ENT** Key. The Airport Information Window is displayed.

2) Press the **AOPA** Softkey.

3) To return to the map, press the **ENT** Key, the **CLR** Key, or the **FMS** Joystick.

## 5.4 XM® RADIO ENTERTAINMENT (OPTIONAL)

### Selecting the XM Audio Page:

- 1) Press the **FMS** Joystick to interact with the page navigation bar.
- 2) Turn the **FMS** Joystick to select the XM Audio Page.

### Selecting a category:

- 1) Select the **CATEGORY** Softkey on the XM Audio Page. The Category Field is highlighted.
- 2) Turn the **FMS** Joystick to highlight the desired category.

#### Or:

- 1) Press the **FMS** Joystick to activate the cursor. Move the **FMS** Joystick to highlight the Category Field (if necessary).
- 2) Turn the **FMS** Joystick to highlight the desired category.

Press and hold the **CATEGORY** Softkey to view the 'All Channels' Category.

### Selecting a channel from the channel list:

- 1) From the XM Audio Page, select the **CHANNEL** Softkey. The Channel Field is highlighted.
- 2) Turn the **FMS** Joystick to highlight the desired channel and press the **ENT** Key.

#### Or:

- 1) Press the **FMS** Joystick. Move the **FMS** Joystick to highlight the Channel Field (if necessary).
- 2) Turn the **FMS** Joystick to highlight the desired channel and press the **ENT** Key.

### To add a channel to Favorites:

- 1) With the favorites channel selected, press the **MENU** Key.
- 2) With 'Add To Favorites' selected, press the **ENT** Key.
- 3) With 'Yes' selected, press the **ENT** Key.

### Selecting Favorites:

- 1) Select the **FAVORITE** Softkey on the XM Audio Page. The Favorites category is displayed.

- 2) Press the **FMS** Joystick to activate the cursor.
- 3) Move the **FMS** Joystick to select the desired channel and press the **ENT** Key.

**Or:**

- 1) Press the **FMS** Joystick to activate the cursor. Move the **FMS** Joystick to highlight the Category Field (if necessary).
- 2) Turn the **FMS** Joystick to highlight the Favorites category.
- 3) Move the **FMS** Joystick to select the desired channel and press the **ENT** Key.

### To delete a channel from Favorites:

- 1) With the Favorites channel selected, press the **MENU** Key.
- 2) With 'Delete Favorite' selected, press the **ENT** Key.

**Or:**

Highlight 'Delete All Favorites' and press the **ENT** Key to delete all channels from the Favorites list.

### Adjusting the volume:

- 1) With the XM Audio Page displayed, select the **VOLUME** Softkey.
- 2) Select the **VOL –** Softkey to reduce volume or select the **VOL +** Softkey to increase volume.

**Or:**

Turn the **FMS** Joystick 'right' to increase the volume or 'left' to decrease the volume.

### Muting XM Audio:

- 1) With the XM Audio Page displayed, select the **VOLUME** Softkey.
- 2) Select the **MUTE** Softkey to mute the audio. Select the **MUTE** Softkey again to unmute the audio.

**Or:**

Press and hold the **VOLUME** Softkey to mute and unmute the audio.

## SECTION 6 APPENDICES

### MESSAGES, ALERTS & DATA FIELD OPTIONS

#### MISCELLANEOUS MESSAGE ADVISORIES

---

- Approaching Target Altitude—within 1,000 feet of final VNAV target altitude.
- Approaching VNAV Profile—the aircraft is within one minute of reaching the initial VNAV decent point.
- Arriving at XXX—the aircraft is nearing the destination.
- Can't Unlock Maps—no applicable unlock code for one or more maps was found. All MapSource maps are not accessible.
- Database Error—internal problem with the system. Contact your dealer or Garmin Product Support to have the unit repaired.
- Fuel Tank—a reminder for switching fuel tanks. The reminder message repeats at the specified interval after the beginning of each trip.
- Lost Satellite Reception—the system is unable to receive satellite signals.
- Memory Full—system memory is full, no further data can be saved.
- Near Proximity Point—you have reached the distance set for a proximity waypoint.
- Next DTK XXX—the aircraft is nearing a turn in a route.
- No XM Signal—the XM antenna is not receiving a signal.
- Proximity Memory Full—no additional proximity waypoints can be saved.
- Proximity Radius Overlaps—the radius of two proximity waypoints overlap.
- Route Already Exists—a route name that already exists has been entered.
- Route Memory Full—no additional routes can be saved.
- Route Truncated—uploaded route from another device has more than 300 waypoints.

- Route Waypoint Memory Full—no additional route waypoints can be saved.
- Saving XM Program Information—an XM Radio channel lineup change has occurred and the unit is saving the channel lineup to memory.
- Steep Turn—approaching a turn that requires a bank angle in excess of 25 degrees to stay on course.
- Track Already Exists—a saved track with the same name already exists.
- Track Log Full—the track log is full and track recording was turned off. To record more track points, you need to clear the track log and turn track recording on.
- Track Memory Full—no more track data can be stored. Delete the old track data to store the new data.
- Track Truncated—a complete uploaded track will not fit in memory. The oldest track log points have been deleted.
- Transfer Complete—data transfer was completed.
- VNAV Cancelled—VNAV function has been cancelled due to a change in the active route.
- Waypoint Already Exists—a waypoint with the same name already exists.
- Waypoint Memory Full—the unit has stored the maximum number of waypoints.

## AIRSPACE MESSAGES

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- Inside Airspace—inside the boundaries of the airspace.
- Airspace Near and Ahead—within two nautical miles of an airspace and your current course takes you inside the airspace.
- Airspace Ahead, Within 10 Minutes—the projected course takes you inside an airspace within the next 10 minutes or less.
- Near Airspace, Within 2 nm—within two nautical miles of an airspace but not projected to enter it.



## AURAL ALERTS

### TRAFFIC

- “Traffic”—TIS traffic alert received.
- “Traffic Not Available”—TIS service is not available or out of range.

### TERRAIN

- “Five Hundred”—when the aircraft descends through 500 feet above the destination airport.

The following aural terrain alerts are issued when flight conditions meet parameters that are set within the software algorithms, and are dependent on the sensitivity level set in the Terrain Setup Menu.

Alert Severity	Terrain	Obstacle	Descent Rate
<b>Caution</b>	“caution, terrain” “caution, terrain ahead”	“caution, obstacle” “caution, obstacle ahead”	“caution, sink rate”
<b>Warning</b>	“terrain ahead! pull up!” “terrain! terrain! pull up! pull up!”	“obstacle ahead! pull up!” “obstacle! obstacle! pull up! pull up!”	“sink rate, pull up!” “pull up!”

**Aural Alerts Summary**

## DATA BAR FIELD OPTIONS

- BRG-Bearing to Waypoint: The compass direction from the present position to the next waypoint.
- DST-Distance to Waypoint: The distance to the next waypoint on a route.
- DTK-Desired Track: the desired course between the active “from” and “to” waypoints.

- **ESA-En Route Safe Altitude:** The recommended minimum altitude within ten miles left or right of the desired course on an active flight plan or direct-to.
- **ETA-Estimated Time of Arrival:** The estimated time at which the aircraft should reach the next waypoint, based upon current speed and track.
- **ETE-Estimated Time En Route:** The estimated time it takes to reach the next waypoint from the present position, based upon current ground speed.
- **GS-Ground Speed**—the velocity that the aircraft is traveling relative to a ground position.
- **LCL-Time (Local):** The current time and date in 12-hour or 24-hours format.
- **MSA-Minimum Safe Altitude:** Uses Grid MORAs to determine a safe altitude within ten miles of the aircraft's present position.
- **TRK-Ground Track:** Direction of aircraft movement relative to a ground position.
- **UTC-Time:** The current time and date in Universal (UTC) time.
- **VSR-Vertical Speed Required:** The vertical speed necessary to descend/climb from a current position and altitude to the previously selected VNAV position and altitude, based upon current groundspeed.
- **WPT-Next Waypoint:** The next waypoint in the flight plan or direct-to route.
- **XTK-Crosstrack Error:** The distance the aircraft is off a desired course in either direction, left or right.

## INFO PAGE DATA FIELD OPTIONS

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- **Accuracy**—the current accuracy of the GPS determined location.
- **Altitude**—the current altitude in geometric height above Mean Sea Level (MSL).
- **Bearing (BRG)**—the compass direction from the present position to a destination waypoint.
- **Course to Steer (CTS)**—the recommended direction to steer in order to reduce cross-track error and return to the course line.
- **Crosstrack Error (XTK)**—the distance the aircraft is off a desired course in either direction, left or right.

- Desired Track (DTK)—the distance to the next point on a route.
- Distance (Destination) (DIST DEST)—the distance to the destination waypoint on a route.
- Distance (Next) (DIST NEXT)—the distance to the next waypoint on a route.
- En Route Safe Altitude (ESA)—the recommended minimum altitude within ten miles left or right of the desired course on an active flight plan or direct-to.
- Estimated Time En Route (Destination) (ETE DEST)—the estimated time it takes to reach the destination waypoint from the present position, based upon current ground speed.
- Estimated Time En Route (Next) (ETE NEXT)—the estimated time it takes to reach the next waypoint from the present position, based upon current ground speed.
- Estimated Time of Arrival (Destination) (ETA DEST)—the estimated time at which the aircraft should reach the destination waypoint, based upon current speed and track.
- Estimated Time of Arrival (Next) (ETA NEXT)—the estimated time at which the aircraft should reach the next waypoint, based upon current speed and track.
- Estimated Time To VNAV (VNAV TIME)—the estimated time it takes to reach the VNAV waypoint from the present position, based upon current ground speed.
- Flight Timer (FLT TIMER)—total time in-flight (HH:MM).
- Glide Ratio (G/R)—the estimated distance an aircraft will move forward for any given amount of lost altitude.
- Ground Speed—the velocity that the aircraft is traveling relative to a ground position.
- Ground Track (TRK)—direction of aircraft movement relative to a ground position.
- Minimum Safe Altitude (MSA)—uses Grid MORAs to determine a safe altitude within ten miles of the aircraft's present position.
- Next Waypoint—the next waypoint in the flight plan or direct-to route.
- Sunrise—the time at which the sun rises on this day.

- Sunset—the time at which the sun sets on this day.
- Time (UTC)—the current time and date in Universal (UTC) time.
- Time (Local)—the current time and date in 12-hour or 24-hours format.
- Vertical Speed (VS)—the rate of climb or descent (GPS-derived).
- Vertical Speed Required (VSR)—the vertical speed necessary to descent/climb from a current position and altitude to the previously selected VNAV position and altitude, based upon current groundspeed.
- Weather (Altimeter) (WX ALTIM)—the altimeter setting at the nearest METAR reporting station.
- Weather (Dew Point) (WX DEW PT)—the dew point at the nearest weather reporting station.
- Weather (Rel. Humidity) (WX HUMIDITY)—the relative humidity at the nearest weather reporting station.
- Weather (Temperature) (WX TEMP)—the temperature at the nearest weather reporting station.
- Weather (Wind) (WXWIND)—the wind speed and direction at the nearest weather reporting station.

## UTILITIES

### FLIGHT LOG

---

#### Viewing details for a flight:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to select 'Flight Log', and press the **ENT** Key. (Hours and minutes can be displayed by pressing the **MENU** Key and selecting 'Show Hours and Minutes').
- 3) Turn or move the **FMS** Joystick to select the desired flight from the list, and press the **ENT** Key. Route, date, hours, distance, and actual flight path is displayed.
- 4) With 'Done' selected, press the **ENT** Key to return to the previous page.

#### Deleting flight records:

- 1) Press the **MENU** Key twice to display the Main Menu.
- 2) Turn or move the **FMS** Joystick to select 'Flight Log', and press the **ENT** Key.
- 3) Select the desired flight (if applicable), and press the **MENU** Key.
- 4) Turn or move the **FMS** Joystick to select 'Delete Flight' or 'Delete All', and press the **ENT** Key.

### TRACK LOG

---

#### Displaying/removing the track log on the Map Page:

- 1) From the Map Page, press the **MENU** Key. The Map Page Menu is displayed.
- 2) Turn or move the **FMS** Joystick to select 'Set Up Map' from the Map Page Menu, and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'Line' options from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Track Log' field.
- 5) Turn the **FMS** Joystick to select 'On' or 'Off', and press the **ENT** Key.
- 6) Press the **FMS** Joystick, the **CLR** Key, or the **EXIT** Softkey to return to the Map Page.

### Changing track log settings:

- 1) Press the **MENU** Key twice.
- 2) Turn or move the **FMS** Joystick to select 'Track Log' from the Main Menu, and press the **ENT** Key.
- 3) Move the **FMS** Joystick to highlight the desired field.
- 4) Turn the **FMS** Joystick to select the desired setting.

### Clearing the track log:

- 1) Press the **MENU** Key twice.
- 2) Turn or move the **FMS** Joystick to select 'Track Log' from the Main Menu, and press the **ENT** Key.
- 3) Move the **FMS** Joystick to highlight the desired saved track, and press the **CLEAR** Softkey. (Or press the **MENU** Key, with 'Clear Active Track' selected, press the **ENT** Key.) The 'Clear Active Track Log?' window is displayed.
- 4) With 'Yes' selected, press the **ENT** Key.

### Saving a track log:

- 1) Press the **MENU** Key twice.
- 2) Turn or move the **FMS** Joystick to select 'Track Log' from the Main Menu, and press the **ENT** Key.
- 3) Press the **SAVE** Softkey. (Or press the **MENU** Key, with 'Save Active Track' selected, press the **ENT** Key.) The 'Save Active Track?' window is displayed.
- 4) Turn the **FMS** Joystick to select 'Entire Active Track', 'Past 24 Hours', 'Past 7 Days', or 'Specify Dates'.
- 5) Move the **FMS** Joystick to highlight 'Save' and press the **ENT** Key.

### Editing a track log:

- 1) Press the **MENU** Key twice.
- 2) Turn or move the **FMS** Joystick to select 'Track Log' from the Main Menu, and press the **ENT** Key.
- 3) Move the **FMS** Joystick to highlight the desired saved track, and press the **ENT** Key.
- 4) Move the **FMS** Joystick to highlight the desired field.
- 5) Turn the **FMS** Joystick to make the desired changes.
- 6) With 'Done' selected, press the **ENT** Key.

## HEADING LINE

### Changing the heading line settings on the Map Page:

- 1) From the Map Page, press the **MENU** Key. The Map Page Menu is displayed.
- 2) Turn or move the **FMS** Joystick to select 'Set Up Map' from the Map Page Menu, and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to highlight the 'Line' options from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Heading Line' field.
- 5) Turn the **FMS** Joystick to select 'On/Off', 'Distance', or 'Time' and press the **ENT** Key. If necessary, move the **FMS** Joystick to set the desired time or distance, and press the **ENT** Key.
- 6) Press the **FMS** Joystick, the **CLR** Key, or the **EXIT** Softkey to return to the Map Page.

## E6B CALCULATOR

### Accessing the E6B calculator:

- 1) Press the **MENU** Key twice to open the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'E6B Calculator', and press the **ENT** Key. The E6B Calculator Page is displayed.

### Calculating true airspeed and density altitude:

- 1) From the E6B Calculator Page, enter the altitude shown on the altimeter into the 'Indicated Altitude' field, and press the **ENT** Key.
- 2) Repeat for 'Calibrated Airspeed', 'Baro Pressure', and 'Total Air Temperature' fields. (For Calibrated Airspeed, use the speed shown on the airspeed indicator. Use the current altimeter setting for Baro Pressure. Total Air Temperature is the temperature of the outside air including the heating effect caused by speed. For most aircraft, this is the temperature reading on a standard outside air temperature gauge.) The calculated figures for True Airspeed and Density Altitude are shown in the designated fields.

### Calculating winds aloft:

- 1) Calculate or enter the true airspeed into the 'True Airspeed' field, and press the **ENT** Key.

- 2) Enter the aircraft heading shown on the directional gyro or compass into the 'Heading' field, and press the **ENT** Key. Head Wind, Wind From, and Wind Speed are calculated.

### Restoring E6B calculator defaults:

- 1) From the E6B Calculator Page, press the **MENU** Key.
- 2) With 'Restore Default' highlighted, press the **ENT** Key.

## WEIGHT & BALANCE

### To perform weight and balance calculations:

- 1) Press the **MENU** Key twice to open the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'Weight & Balance', and press the **ENT** Key.
- 3) Move the **FMS** Joystick to select the desired station.
- 4) Turn the **FMS** Joystick to enter the desired weight and press the **ENT** Key.
- 5) Repeat Steps 3 and 4 using the **FMS** Joystick to enter the desired weights. Press the **ENT** Key after each entry. The calculated moment, weight, and CG figures appear at the bottom of the page.
- 6) To empty the aircraft, press the **MENU** Key and select 'Empty Aircraft', or press the **EMPTY** Softkey.

### To reset weight & balance page:

- 1) From the Weight & Balance page, press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Empty Aircraft', and press the **ENT** Key. "Empty All Stations?" window is displayed.

**Or:**

Press the **EMPTY** Softkey. "Empty All Stations?" window is displayed.

- 3) With 'Yes' highlighted, press the **ENT** Key.

## PROXIMITY WAYPOINTS

### Defining proximity waypoints:

- 1) Press the **MENU** Key twice to open the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'User Waypoints', and press the **ENT** Key.



- 3) Press the **PROXIMITY** Softkey. The Proximity Waypoints Page is displayed.
- 4) Press the **NEW** Softkey. The New Proximity Waypoint Window is displayed.
- 5) Select 'Use Map' or 'Use Identifier', and press the **ENT** Key.
- 6) Select the desired waypoint using the Map or Select Waypoint Window, and press the **ENT** Key. The 'Distance' field is highlighted.
- 7) Using the **FMS** Joystick, enter the desired distance and press the **ENT** Key.

### Setting up and customizing proximity waypoints for the map page:

- 1) Press the **MENU** Key twice to open the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'User Waypoints', and press the **ENT** Key.
- 3) Press the **PROXIMITY** Softkey. The Proximity Waypoints Page is displayed.
- 4) Turn the **FMS** Joystick to select 'On' or 'Off', and press the **ENT** Key.

**Or:**

- 1) From the Map Page press the **MENU** Key.
- 2) Turn or move the **FMS** Joystick to highlight 'Set Up Map' and press the **ENT** Key.
- 3) Turn the **FMS** Joystick to select the 'Point' from the horizontal list.
- 4) Move the **FMS** Joystick to highlight the 'Proximity Circle' Field.
- 5) Turn the **FMS** Joystick to access a list of options for each feature (On/Off, Auto, or range settings).
- 6) Highlight the desired setting and press the **ENT** Key.

### Deleting proximity waypoints:

- 1) Press the **MENU** Key twice to open the Main Menu.
- 2) Turn or move the **FMS** Joystick to highlight 'User Waypoints', and press the **ENT** Key.
- 3) Press the **PROXIMITY** Softkey. The Proximity Waypoints Page is displayed.
- 4) Press the **CLR** Key or **MENU** Key and select 'Remove Selected Waypoint' or 'Remove All Waypoints'.
- 5) Press the **ENT** Key. The 'Remove Proximity Waypoint for XXXX' Window is displayed
- 6) With 'Yes' highlighted, press the **ENT** Key.

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# DISPLAY SYMBOLS










## VFR SYMBOLS

Item	Symbol
Unknown	
Non-towered, Non-serviced	
Towered, Non-serviced	
Non-towered, Serviced	
Towered, Serviced	
Soft Surface, Non-serviced	
Soft Surface, Serviced	
Soft Surface, Private	
Paved, Private	
Seaplane Base	
Heliport	


**Americas/Pacific Database Airports**

Item	Symbol
Civilian, Non-serviced	
Military, Non-serviced	
Civilian, Serviced	
Military, Serviced	
Civilian, Soft/Unknown Surface, Non-serviced	
Civilian, Soft/Unknown Surface, Serviced	

**Atlantic Database Airports**



Item	Symbol
Intersection	
Visual Reporting Point	
LOM (compass locator at outer marker)	
NDB (non-directional radio beacon)	
VOR	
VOR/DME	
ILS/DME or DME only	
VORTAC	
TACAN	

Nav aids



Item	Symbol
Interstate Highway	
US Highway	
State Highway	
National Highway	
Small City	
Medium City	
Large City	

Miscellaneous












## IFR SYMBOLS

Item	Symbol
VFR, Soft/unknown Surface, Non-serviced	
VFR, Soft/unknown Surface, Serviced	









Atlantic Database Airports

Item	Symbol
Low-Altitude	
High-Altitude	

Airways

Item	Symbol
Unknown	
VFR Airport, Non-serviced	
IFR Airport, Non-serviced	
VFR Airport, Serviced	
IFR Airport, Serviced	
VFR, Soft Surface, Non-serviced	
VFR, Soft Surface, Serviced	
VFR, Soft Surface, Private	
VFR, Paved, Private	
VFR Seaplane Base	
VFR Heliport	

**Americas/Pacific Database Airports**

Item	Symbol
Intersection	
LOM (compass locator at outer marker)	
NDB (non-directional radio beacon)	
VOR	
VOR/DME	
ILS/DME or DME Only	
VORTAC	
TACAN	

**Nav aids**




# AIRSPACE SYMBOLS

Item	Symbol
Class B, Class E, CTA	
Class A, Class C, TMA	
Class D	
Mode C Veil	
TRSA	
MOA	
Danger, Alert, or Training Area	
Restricted, Prohibited, or Warning Area	
Radar Area	
ATZ, TIZ	
MATZ	
ADIZ	
Misc/Unknown	


VFR Americas/Pacific Database

Item	Symbol
Class B, Class E, CTA	
Class A, Class C, TMA, TRSA	
Class D	
MOA	
Danger, Alert, or Training Area	
Restricted, Prohibited, or Warning Area	
Radar Area	
ATZ, TIZ	
Misc/Unknown	

IFR Americas/Pacific Database

Item	Symbol
Danger or Alert Area	
Restricted, Prohibited, or Warning Area	
Training Area	

VFR Atlantic Database Exceptions

Item	Symbol
Training Area	

IFR Atlantic Database Exceptions

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