Start route navigation.

Operate as follows while a route is set.

1 Press 🔧.

Routes that are set are displayed in a list.

2 Select a route to be used by using ▲ ▼ and confirm the selection.

End route navigation.

Operate as follows while executing route navigation.

Press 🗒 → Select [Cancel route] and confirm the selection.

Customize a screen.

Display a page menu by holding down 🖵.

In the page menu, the [Add], [Remove], [Replace], and [Split] buttons are lined up from the left.

You can customize a main screen by using these buttons.

[Add] button

Use this button to add a new screen in the main screen. Up to 4 types of screens can be displayed on the main screen (4 split screen).

[Remove] button

Use this button to remove the active screen from the split screens.

[Replace] button

Use this button to replace the screen with another screen.

[Split] button

Use this button to move the boundary of the split screens.

Marks/Function Registered in Numeric Keys

Enter the marks and functions that are registered in numeric keys in the following table.

Numeric Key	Mark/Function
[1] (F1)	
[2] (F2)	
[3] (F3)	
[4] (F4)	
[5] (F5)	
[6] (F6)	
[7] (F7)	
[8] (F8)	
[9] (F9)	
[0] (F10)	

アスベストは使用しておりません
Not use the asbestos

JRC *Japan Radio Co., Ltd.*

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JRC **Color Plotter**
JLZ-1000
Simple Operation Guide

This Guide provides a simple procedure for the main operations of the JLZ-1000 color plotter. Please use this Guide together with the "Instruction manual" of this equipment.

Turn on/off the power supply.

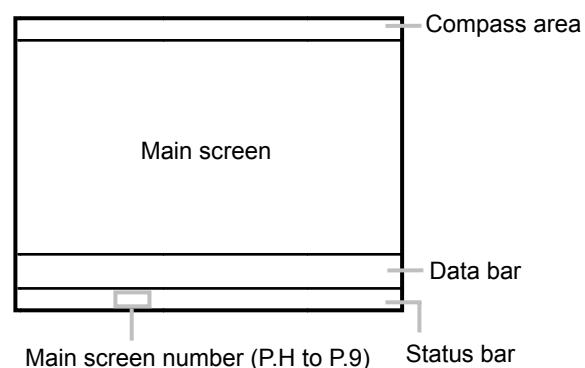**Turn the [POWER] switch to the right side.**

The power supply is turned on.

To turn off the power supply, turn the [POWER] switch to the left side.

Switch the main screen.

Press ▶.

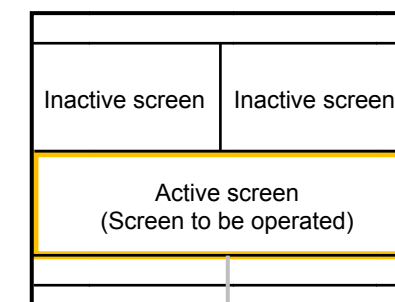A screen pattern changes whenever the switch is pressed.

The main screen number that is currently displayed is displayed on the status bar.

Compass area

Main screen

Data bar

Main screen number (P.H to P.9)   Status bar

Switch the active screen.

Press 🖵.

When the screen is split, the active screen changes whenever this key is pressed.

Inactive screen	Inactive screen
Active screen (Screen to be operated)	

Orange frame that indicates the active screen

Switch the pattern on the data bar.

Press 🗒.

Whenever the switch is pressed, the pattern on the data bar switches between the four patterns.

Pattern 1
Displays the latitude/longitude, ship's heading, and ship speed only.
Pattern 2/Pattern 3
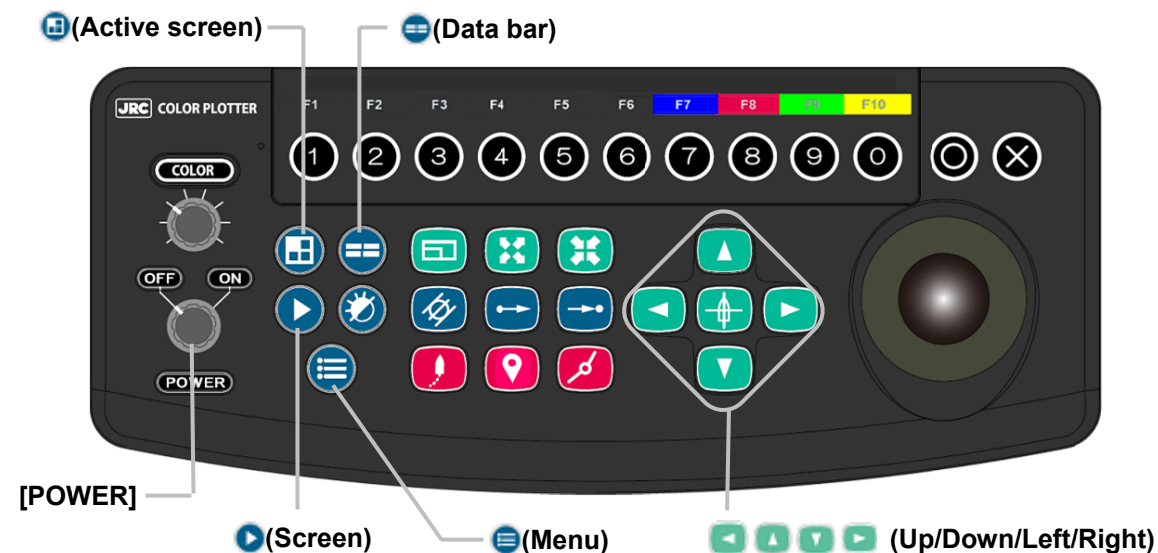Displays up to 12 types information at any positions.
Pattern 4
Non display

🖵(Active screen)   🗒(Data bar)

[POWER]

▶(Screen)   🗒(Menu)   ◀ ▲ ▼ ▶ (Up/Down/Left/Right)

Zoom in/Zoom out the map.

Zoom in or zoom out the map based on the screen as the center or the cursor as the center. → ▦ or ▦

```
┌─────────────────────┐
│ ┌─┐                 │
│ └─┘  Scale bar and its   ⊕
│      length         │   Display screen as the
│                     │   center
│                     │   ✛
│                     │   Cursor as the center
└─────────────────────┘
```

Preset a scale value.

1 Hold down 🔲 →Select a preset number (1 to 10) whose scale value is to be changed by using 🔼🔽 → Confirm the selection by using ➕, ▶, or ◉.
2 Select a scale value by using 🔼🔽 → Confirm the selection by using ➕, ▶, or ◉ → End the procedure by using ◀ or ❌.
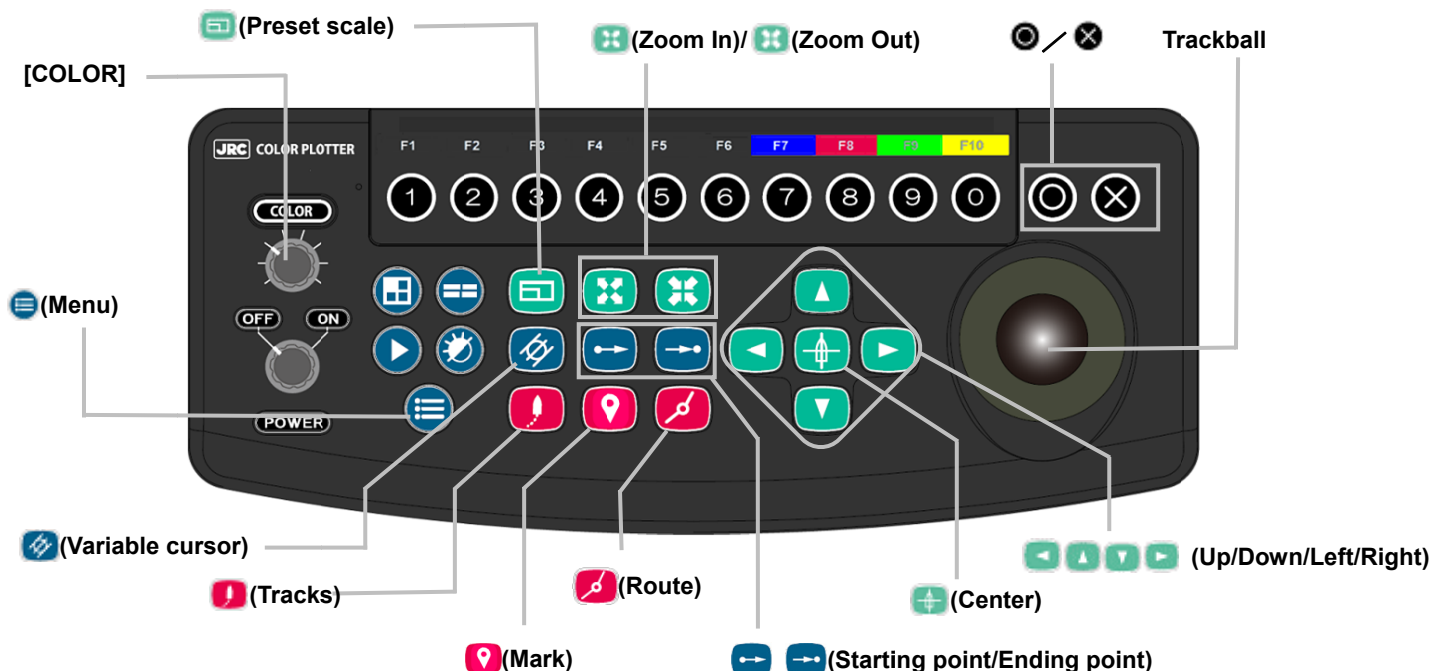
Switching to preset scale
Repeatedly press 🔲

Move a map.

Press ◀🔼🔽▶.

Move the map in a required direction to be moved or direction to be viewed.

Move the cursor by turning the trackball.

Move the cursor continuously at the edge of the top/bottom/left/right of the map screen until the hidden section of the map appears.

Specify a temporary route/temporary destination.

Temporary route

1 Move the cursor to the first waypoint and press ↔.
2 Move the cursor to the next waypoint.
3 Press ↔.
4 Specify waypoints by repeating 2 and 3 (up to 100 points).
5 Press ↔ at the final waypoint.

Temporary destination

1 Move the cursor to any waypoint.
2 Press ↔.

Switch a bearing mode.

Hold down ➕.

When the operation mode is "True motion":

The bearing mode changes in the order of N-UP/S-UP/W-UP/E-UP.

When the operation mode is "Relative motion":

The bearing mode changes in the order of N-UP/C-UP/H-UP/WP-UP.

Display own ship at the center.

Press ➕.

Use a parallel line cursor/circular cursor.

Press ⟩⟩.

A parallel line cursor and a circular cursor are displayed and the measured values (range width/direction) are displayed at the bottom right corner of the screen.

Press 🔼🔽.

The interval of the parallel line cursor and the radius of the circular cursor change.

Press ◀ ▶.

The parallel line cursor rotates.

To clear the measured value display and end the measurement mode, press ❌.

To clear the parallel line cursor and the circular cursor, press ⟩⟩.

Select a color of a mark/track.

Press 📍 and select a mark color on the status bar → Select a color of the mark by turning [COLOR].

Press 🔴 and select a track color on the status bar → Select a color of the track by turning [COLOR].

Set details of track display.

Hold down 🔴.

A [Tracks] menu is displayed.

On this menu, display information can be set in details such as track display/undisplay, thickness, recording interval, and information to be displayed by adding to the track.

Register a mark at any position on the map.

Move the cursor to the position at which a mark is to be registered → 🔲 → Select [New waypoints] → [Save] → Confirm the selection by using ➕, ▶, or ◉.

Check the mark that is registered (display of [Waypoints] list).
Hold down ▶ → Select [Waypoints].

Register a mark at the own ship's position.

Hold down 📍.

Set a route directly on the map.

1 🔲 → Select [New route] and confirm the slection.
   To change the route name, go to Step 2.
   When the route name is not to be changed, go to Step 3.
2 Select a character to be changed by using ◀ ▶ → Change the character by using 🔼 🔽 → Confirm the change by pressing ➕ or ◉.
3 Confirm by pressing ➕ or ◉.
4 Move the cursor to the first waypoint → Press ◉.
   The new mark is registered and it becomes the first waypoint.
5 Move the cursor to the next waypoint → Press ◉.
6 Register marks of waypoints by repeating Step 5.
7 Register the final mark (waypoint) → Press ❌.

Check the route to be set (display of [Routes] list)
Hold down ▶ → Select [Routes].

Create a route by connecting marks.

1 Hold down ▶ → Select [Routes].
2 Press 🔲 → Select [Create] and confirm the selection.
   To change the route name, go to Step 3.
   When the route name is not to be changed, go to Step 4.
3 Press ➕ or ◉ →Select a character to be changed by using ◀ ▶ → Change the chracter by using 🔼 🔽 → Confirm the change by pressing ➕ or◉.
4 Press 🔽 and select the row [1] of [Leg] (displayed in reverse video) and confirm the selection.
   The registered marks are displayed in a list.
5 Select the first waypoint by using 🔼🔽 and confirm the selection.
6 Press ➕ or ◉, select the next waypoint by using 🔼🔽, and confirm the selection.
7 Add waypoints by repeating Step 6.
8 Register the final waypoint → Press ❌.
9 Press ❌.

🔲(Preset scale)
[COLOR]
🔲(Zoom In)/ 🔲(Zoom Out)   ◉ ╱ ❌   Trackball

JRC COLOR PLOTTER
F1 F2 F3 F4 F5 F6 F7 F8 F9 F10
① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⓪   ◉ ❌
COLOR
OFF ON
POWER

🔲(Menu)

🔼▲
◀🔼🔽▶

◀🔼🔽▶ (Up/Down/Left/Right)

⟩⟩(Variable cursor)
🔴(Tracks)
📍(Mark)
↔ ↔(Starting point/Ending point)
➕(Center)
🔴(Route)