

B&G

Vulcan Getting Started

ENGLISH



Contents

9 Introduction

- 9 The Home page
- 10 Application pages
- 11 Integration of 3rd party devices
- 12 GoFree wireless

13 Basic operation

- 13 System Controls dialog
- 13 Turning the system on and off
- 14 Selecting pages and panels
- 14 Adjusting panel size
- 15 Adding new favorite pages
- 15 Using the cursor on the panel
- 17 Creating a Man Overboard waypoint

18 Charts

- 18 The Chart panel
- 19 Showing dual chart types
- 19 Panning the chart
- 19 Positioning the vessel on the chart panel
- 20 Displaying information about chart items
- 20 Find objects on chart panels
- 21 3D charts

22 Waypoints, Routes, and Tracks

- 22 Waypoints
- 23 Routes
- 24 Tracks

25 Navigating

- 25 Navigate to cursor position
- 25 Navigate a route
- 25 Navigating with the autopilot

26 The Sail Steer panel

- 27 Selecting data fields for the Sail Steer panel
- 27 Sail Time calculations

28 Time and Wind plots

- 28 The Time plot panel
- 28 Wind Plot panel

29 Autopilot

- 29 Safe operation with the autopilot
- 29 Activating the autopilot
- 29 Switching from automatic mode to manual steering
- 30 Autopilot indication on the pages
- 31 The Autopilot panel

32 Echosounder

- 32 The Echosounder image
- 32 Viewing Echosounder history
- 33 Recording log data

34 DownScan

- 34 The DownScan image

35 AIS

- 35 AIS target symbols
- 36 AIS SART

37 Instrument panels

- 37 Dashboards
- 37 Customizing the Instruments panel

38 Audio

- 38 Enabling audio
- 38 The Audio panel
- 39 Operating the audio system

40 Alarms

- 40 Alarm system
- 40 Alarms dialog

41 Tools

- 41 Waypoints/routes/tracks

41	Tides
41	Alarms
41	Settings
42	Vessels
42	Sun, Moon
42	Trip calculator
42	Files
42	Find

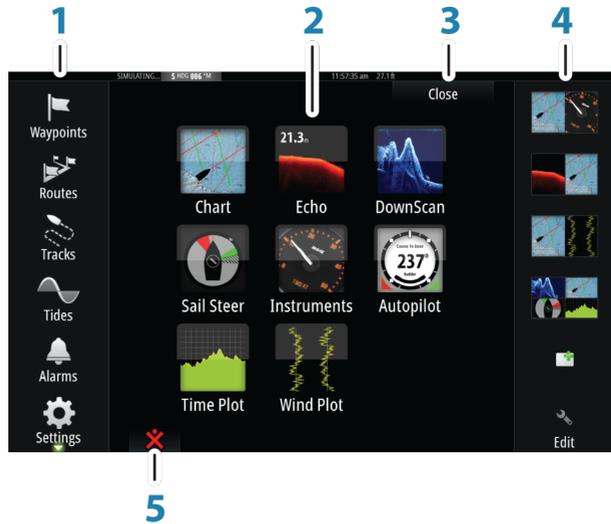
1

HOME

Introduction

The Home page

The **Home** page is accessed from any operation by selecting the **Home** button in the upper left corner of a panel.



1 Tools

Select a button to access dialogs used for carrying out a task, or for browsing stored information.

2 Applications

Select a button to display the application as a full page panel. Press and hold a button to display pre-configured split page options for the application.

3 Close button

Select to exit the Home page and return to the previous active page.

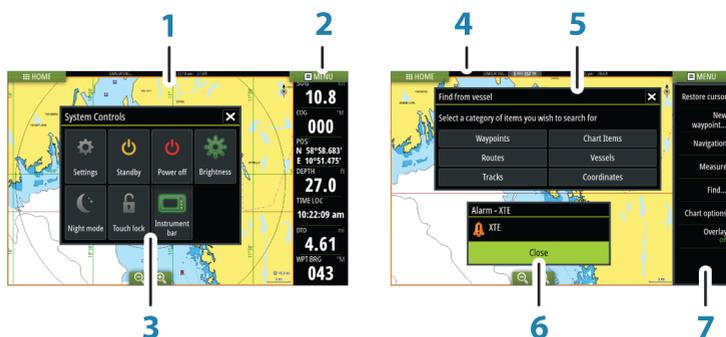
4 Favorites

Select a button to display the panel combination. Press and hold a favorite button to enter edit mode for the Favorites panel.

5 Man Over Board (MOB) button

Select to save a Man Over Board (MOB) waypoint at the current vessel position.

Application pages



Each application connected to the system is presented on panels. The application can be presented as a full page, or in combination with other panels in a multiple panel page.

All application pages are accessed from the **Home** page.

1 Application panel

2 Instrument bar

Navigation and sensor information. The bar can be turned off and it can be configured by the user.

3 System controls dialog

Quick access to basic system settings.

Display the dialog by a short press on the **Power** key or by swiping down from top of the screen.

4 Status bar

5 Dialog

Information to or input from the user.

6 Alarm message

Displayed if dangerous situations or system faults occur.

7 Menu

Panel specific menu.

Pre-configured split pages

Each full screen application has several pre-configured split pages, featuring the selected application combined with each of the other panels.

→ **Note:** The number of pre-configured split pages cannot be changed, and the pages cannot be customized or deleted.

Access a pre-configured split page by pressing and holding the main panel button.



Integration of 3rd party devices

Several 3rd party devices can be connected to the Vulcan. The applications are displayed on separate panels or integrated with other panels.

A device connected to the NMEA 2000 network should automatically be identified by the system. If not, enable the feature from the advanced option in the System settings dialog.

The 3rd party device is operated by using menus and dialogs as on other panels.

This manual does not include specific operation instructions for any 3rd party device. For features and functionality, refer to the documentation included with the 3rd party device.

GoFree wireless

The Vulcan includes built-in wireless functionality that lets you use a wireless device to remotely view (phone and tablet) and control the system (tablet only). The system is controlled from the wireless device by Apps downloaded from their relevant Application store.

Configuration and setup are described in the Vulcan Installation manual.

→ **Note:** For safety reasons, Autopilot and CZone functions cannot be controlled from a wireless device.

Operating the system with a wireless device

When remote control is accepted, the active page is mirrored to the wireless device.

The image on the wireless device includes softkeys used for operating the Vulcan system.

2

Basic operation

System Controls dialog

The System Controls dialog provides quick access to basic system settings. You display the dialog by making a short press on the **Power** key. The icons displayed on the dialog can vary. For example, the adjust splits option is only available if you are viewing a split page when you open the **System Controls** dialog.



Activating functions

Select the icon of the function you want to set or toggle on or off. For those functions that toggle on and off, a highlighted icon indicates the function is activated, as shown in the Instrument bar icon above.

Turning the system on and off



You turn the system on and off by pressing and holding the **Power** key. You can also turn the unit off from the **System Controls** dialog.

If the **Power** key is released before the shut-down is completed, the power off process is cancelled.

Selecting pages and panels

Selecting a page

- Select a full page panel by selecting the relevant application button on the **Home** page
- Select a favorite page by selecting the relevant favorite button
- Select a predefined split panel by pressing and holding the relevant application icon

Select active panel

In a multiple panel page, only one panel can be active at a time. The active panel is outlined with a border.

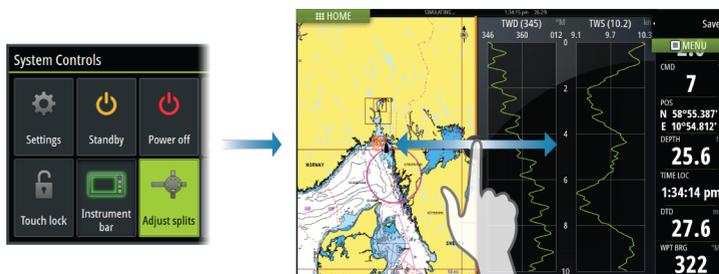
You can only access the page menu of an active panel.

You activate a panel by tapping it.

Adjusting panel size

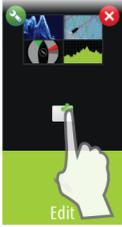
You can change the panel size for an active split page. The panel size can be adjusted for both favorite pages and for predefined split pages.

1. Activate the **System Controls** dialog
2. Select the adjust splits option in the dialog
3. Adjust the panel size by dragging the adjustment icon
4. Confirm your changes by tapping one of the panels or selecting the save option in the menu.



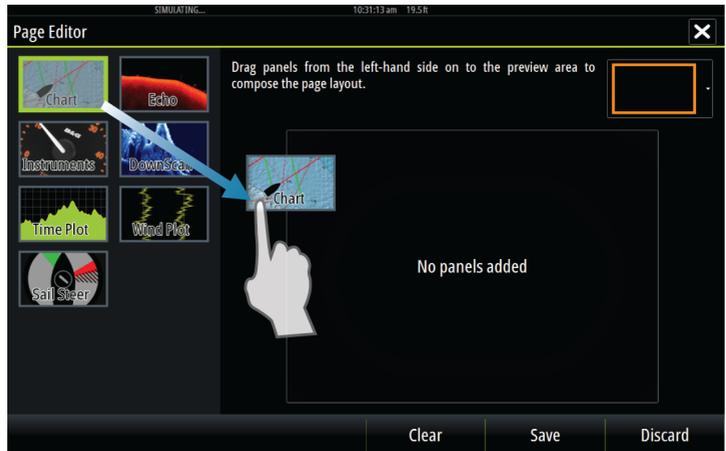
The changes are saved to the active favorite or split page.

Adding new favorite pages



1. Select the **New** icon in the favorite panel on the **Home** page to open the page editor dialog
2. Drag and drop page icons to set up a new page
3. Change the panel arrangement (only possible for 2 or 3 panels), if required.
4. Save the page layout

The system displays the new favorite page, and the new page is included in the list of favorite pages on the **Home** page.



Using the cursor on the panel

The cursor can be used to measure a distance, to mark a position, and to select items.

By default, the cursor is not shown on the panel.

Position the cursor by tapping the desired location on the screen.

N 59°01.280'
E 13°37.148'
110.5 mi, 104 °M

When the cursor is active, the cursor position window is displayed.

To remove the cursor and cursor elements from the panel, select the **Clear cursor** option.

GoTo cursor

You can navigate to a selected position on the image by positioning the cursor on the panel, then using the **Goto Cursor** option in the menu.

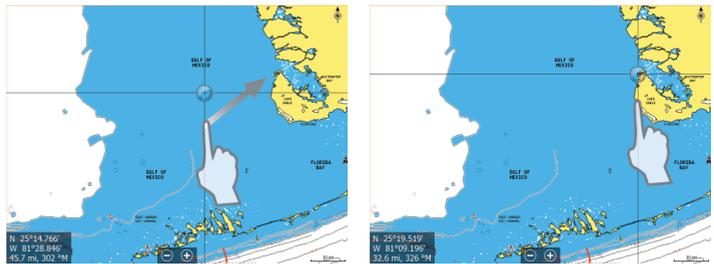
The Cursor assist function

The cursor assist function allows for fine tuning and precision placement of the cursor without covering details with your finger.

Press and hold your finger on the screen to switch the cursor symbol to a selection circle, appearing above your finger.

Without removing your finger from the screen, drag the selection circle over the desired item to display item information.

When you remove your finger from the screen the cursor reverts to normal cursor operation.



Measuring distance



The cursor can be used to measure the distance between your vessel and a selected position, or between 2 points on the chart panel.

1. Position the cursor on the point from where you want to measure the distance.
2. Start the measure function from the menu.
 - The measuring icons appear with a line drawn from the vessel center to the cursor position, and the distance is listed in the cursor information window.
3. You can reposition the measuring points by dragging either icon as long as the measuring function is active.

→ **Note:** The bearing is always measured from the grey icon to the blue icon.

You can also start the measuring function without an active cursor. Both measuring icons are then initially located at the vessel position. The grey icon follows the vessel as the vessel moves, while the blue icon remains at the position given when you activated the function. You terminate the measuring function by selecting the **Finish measuring** menu option.

Creating a Man Overboard waypoint

If an emergency situation should occur, you can position a Man Overboard (MOB) waypoint at the vessel's current position by selecting the **MOB** button on the **Home** page.

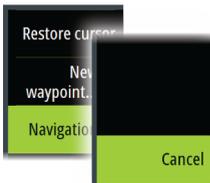
When you activate the MOB function the following actions are automatically performed:

- a MOB waypoint is positioned at the vessel's position
- the display switches to a zoomed chart panel, centered on the vessel's position
- the system displays navigation information back to the MOB waypoint

Multiple MOB waypoints are saved by repeatedly pressing the **MOB** buttons. The vessel continues to show navigation information to the initial MOB waypoint. Navigation to subsequent MOB waypoints needs to be done manually.

Cancel navigation to MOB

The system continues to display navigational information towards the MOB waypoint until you cancel the navigation from the menu.



Delete a MOB waypoint

1. Select the MOB waypoint to activate it
2. Select the MOB waypoint's pop-up to display the MOB waypoint dialog
3. Select the delete option in the dialog.

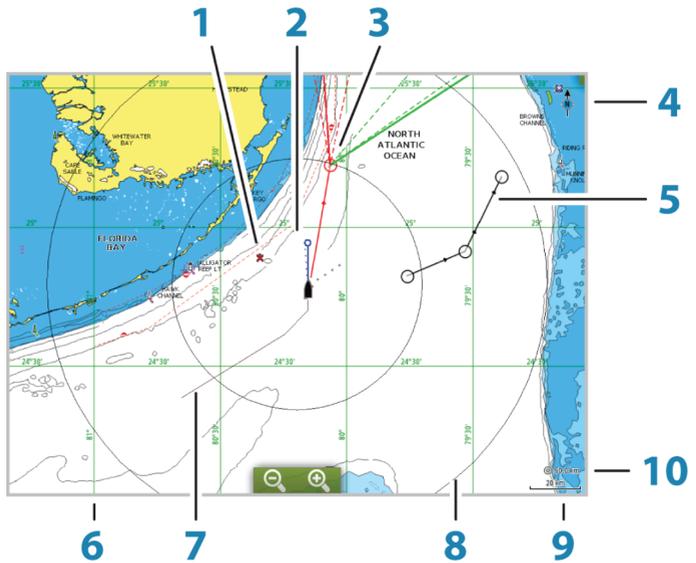
A MOB waypoint can also be deleted from the menu when it is activated.

3

Charts

The chart function displays your vessel's position relative to land and other chart objects. On the chart panel you can plan and navigate routes, place waypoints, and display AIS targets.

The Chart panel



- 1 MOB (Man Over Board) mark
- 2 Vessel with extension line (extension line is optional)
- 3 Waypoint with Laylines*
- 4 North indicator
- 5 Route*
- 6 Grid lines*
- 7 Track*
- 8 Range rings*
- 9 Chart range scale
- 10 Range rings interval (only displayed when Range rings are turned on)

* Optional chart items. You turn the optional images on/off individually from the Chart settings dialog.

Showing dual chart types

If you have different chart types available - embedded or in the card slot - you can show two different chart types simultaneously on a page with two chart panels.

You can select a dual chart panel by pressing and holding the Chart application button on the **Home** page, or by creating a favorite page with two chart panels.

Panning the chart

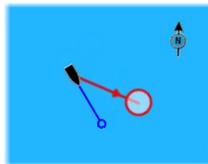
You can move the chart in any direction by dragging your finger on the screen.

Select the **Clear cursor** menu option to remove the cursor and cursor window from the panel. This also centers the chart to the vessel position.

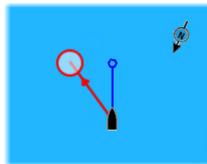
Positioning the vessel on the chart panel

Chart orientation

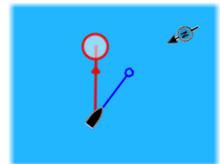
Several options are available for how the chart is rotated in the panel. The chart orientation symbol in the panel's upper right corner indicates the north direction.



North up



Heading up



Course up

North up

Displays the chart with north upward.

Heading up

Displays the chart with the vessel's heading directed upward. Heading information is received from a compass. If heading is not available, then the COG from the GPS is used.

Course up

Rotates the chart in the direction of the next waypoint when navigating a route or navigating to a waypoint. If not navigating the heading up orientation is used until navigation is started.

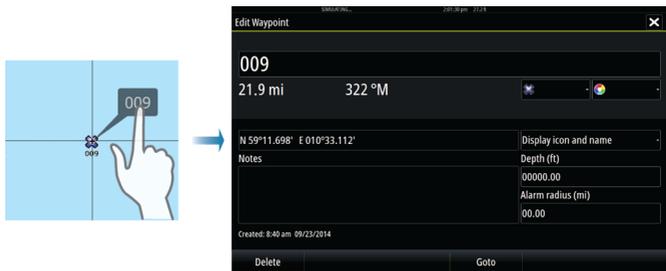
Look ahead

Moves the vessel icon closer to the bottom of the screen so that you can maximize your view ahead.

Displaying information about chart items

When you select a chart item, a waypoint, a route, or a target, basic information for the selected item is displayed. Select the chart item's pop-up to display all available information for that item. You can also activate the detailed information dialog from the menu.

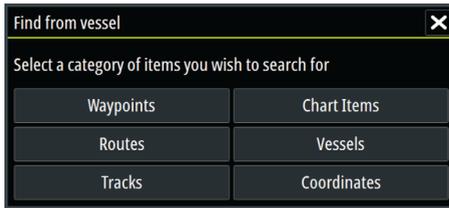
→ **Note:** Pop-up information has to be enabled in chart settings to see basic item information.



Find objects on chart panels

You can search for other vessels or various chart items from a chart panel.

Activate the cursor on the panel to search from the cursor position. If the cursor is not active, the system searches for items from the vessel's position.



→ **Note:** You must have a SIRIUS data package subscription to search for fueling stations and an AIS receiver connected to search for vessels.

3D charts

The 3D option provides a three dimensional graphical view of land and sea contours.

→ **Note:** All chart types work in 3D mode, but without 3D cartography for the appropriate area the chart appears flat.

When 3D chart option is selected, the Pan and the Rotate icons appear on the right side of the chart panel.

4

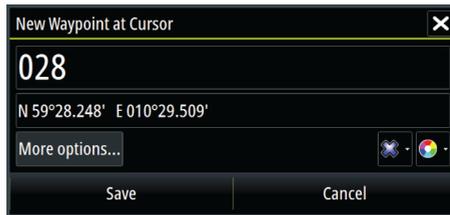
Waypoints, Routes, and Tracks

Waypoints

A waypoint is a user generated mark positioned on a chart, or on the Echosounder image. Each waypoint has an exact position with latitude and longitude coordinates. A waypoint positioned on the Echosounder image has a depth value, in addition to position information. A waypoint is used to mark a position you later may want to return to. Two or more waypoints can also be combined to create a route.

Saving waypoints

You can save a waypoint at a selected location by positioning the cursor on the panel, and then selecting the new waypoint option in the menu.



In the Chart and Nav panels, you can save a waypoint at the vessel position, when the cursor is not active, by selecting the new waypoint option in the menu.

Moving a waypoint



1. Select the waypoint you want to move
 - The waypoint icon expands to indicate that it is active
2. Activate the menu and select the waypoint in the menu
3. Select the move option
4. Select the new waypoint position
5. Select Finish in the menu

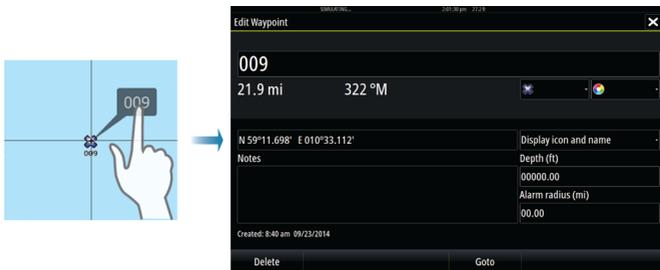
The waypoint is now automatically saved at the new position.

Edit a waypoint

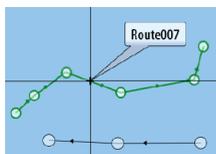
You can edit all information about a waypoint from the **Edit Waypoint** dialog.

This dialog is activated by selecting the waypoint's pop-up, or from the menu when the waypoint is activated.

The dialog can also be accessed from the Waypoints tool on the **Home** page.



Routes



A route consists of a series of routepoints entered in the order that you want to navigate them.

When you select a route on the chart panel it turns green, and the route name is displayed.

The system includes support for Navionics Autorouting and Jeppesen Easy Routing. This feature automatically suggests routepoints between the first and last routepoint of a route, or between selected routepoints in a complex route. You can use the feature when you create a new route, or you can use it to edit already saved routes.

Creating a new route on the chart panel

1. Activate the cursor on the chart panel.
2. Select the new route option from the menu.
3. Position the first waypoint on the chart panel.
4. Continue positioning new routepoints on the chart panel until the route is completed.
5. Save the route by selecting the save option in the menu.

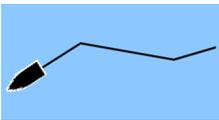
Edit a route from the chart panel

1. Select the route to make it active.
 2. Select the route edit option in the menu.
 3. Position the new routepoint on the chart panel:
 - If you set the new routepoint on a leg, a new point is added between existing routepoints.
 - If you set the new routepoint outside the route, the new routepoint is added after the last point in the route.
 4. Drag a routepoint to move it to a new position.
 5. Save the route by selecting the save option in the menu.
- **Note:** The menu changes depending on the selected edit option. All edits are confirmed or cancelled from the menu.

Autorouting and Easy Routing

The Autorouting and Easy Routing suggest new routepoint positions based on information in the map and on your boat's size. Before you can start using this feature the boat draught, width and height must be entered into the system. The boat settings dialog is automatically displayed if the information is missing when you start the feature. For more information about Autorouting and Easy Routing, refer to the Operator Manual.

Tracks



Tracks are a graphical presentation of the historical path of the vessel, allowing you to retrace where you have travelled. Tracks can be converted to routes from the **Edit** dialog.

From the factory, the system is set to automatically track and draw the vessel's movement on the chart panel. The system continues to record the Tracks until the length reaches the maximum points, and then automatically begins overwriting the oldest points.

The automatic tracking function can be turned off from the Tracks dialog.

Creating new Tracks

You can start a new track from the **Tracks** dialog, activated by using the **Tracks** tool on the Home page.

5

Navigating

The navigation function included in the system allows you to navigate to the cursor position, to a waypoint, or along a predefined route.

If autopilot functionality is included in your system, the autopilot can be set to automatically navigate the vessel.

For information about positioning waypoints and creating routes, refer to "*Waypoints, Routes, and Tracks*" on page 22.

Navigate to cursor position

You can start navigating to a cursor position on any chart, or Echosounder panel.

Position the cursor at the selected destination on the panel, and then select the **Goto Cursor** option in the menu.

→ **Note:** The **Goto Cursor** menu option is not available if you are already navigating.

Navigate a route

You can start navigating a route from the chart panel or from the **Route** dialog.

When route navigation is started, the menu expands and shows options for canceling the navigation, for skipping a waypoint, and for restarting the route from current vessel position.

Navigating with the autopilot

When you start navigation on a system with autopilot functionality, you are prompted to set the autopilot to navigation mode.

If you choose not to engage the autopilot, the autopilot can be set to navigation mode from the Autopilot Controller later on.

For more information about autopilot functionality, refer to "*Autopilot*" on page 29.

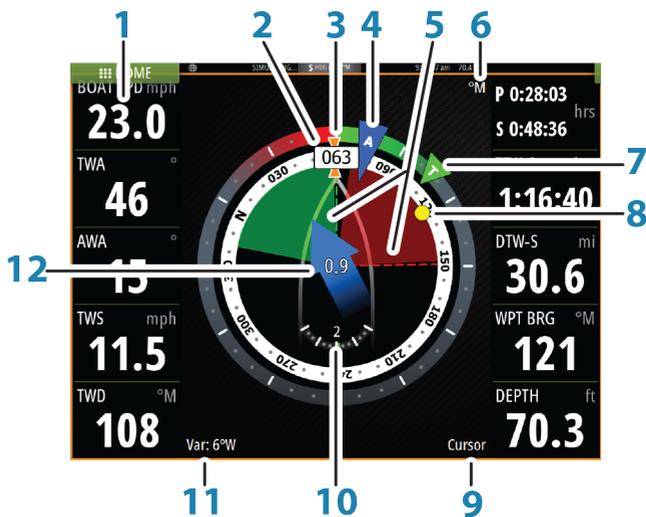
6

The Sail Steer panel

The Sail Steer panel provides a composite view of key sailing data. All data is displayed relative to the yacht's bow, providing a clear and easy to understand image of important sailing data.

The Sail Steer panel can be shown as a full screen panel, or in a multi-panel page.

The number of data fields included in the panel is dependent on available panel size.



- 1 User configurable data fields
- 2 Vessel heading
- 3 COG (Course Over Ground)
- 4 Apparent wind*
- 5 Port and starboard laylines.
- 6 Magnetic or True reference
- 7 TWA (True Wind Angle) - Green if on TWA upwind or downwind. Blue if off target by 10° or more, or on a free leg. The indicator will fade from blue to green the closer you get to the exact angle.*
- 8 Bearing to current waypoint

- 9 Active (next) waypoint ID, routepoint ID, or cursor
- 10 Rudder angle
- 11 Magnetic variation
- 12 Tide rate and relative direction*

* Optional images. You can turn the optional images on/off from the menu.

Selecting data fields for the Sail Steer panel

Data sources connected to the system can be viewed on the Sail Steer panel.

1. Select the Sail Steer panel to make it active.
2. Select the **MENU** button and select the edit option.
 - Edit mode is indicated in top of the panel.
3. Select the instrument field you want to change.
 - The selected field has a highlighted frame.
4. Select the **MENU** button again to select info.
5. Repeat the steps to change other instrument fields.
6. Save your settings by selecting the save option in the menu.

Sail Time calculations

The system calculates the time and distance to a waypoint taking into consideration that the vessel is sailing on a layline course to the waypoint. Data showing time calculations will be indicated with an - S extension:

- DTW-S Sailing Distance to Waypoint
- TTW-S Sailing Time to Waypoint
- ETA-S Sailing Estimated Time of Arrival

7

Time and Wind plots

The system can present data history in different plots. The plots can be displayed in full page, or combined with other panels.

The Time plot panel

The Time plot panel consists of two predefined layouts. You switch between the layouts by selecting the left and right panel arrows. You can also select the layout from the menu.

You can select which data to present on a time plot panel, and you can define the time range for each plot.



Wind Plot panel

A Wind Plot is a special type of Time Plot specifically designed to help you understand recent changes in wind speed and direction. The Wind Plot panel includes wind direction and wind speed. The graphics are configured vertically with the newest data being displayed at the top of the screen.



8

Autopilot

If an AC12N, AC42N or SG05 autopilot computer is connected to the system, autopilot functionality is available in the system.

An Autopilot is designed to maintain an accurate course in various sea conditions with minimal helm movements.

Safe operation with the autopilot

⚠ Warning: An autopilot is a useful navigational aid, but DOES NOT replace a human navigator.

Activating the autopilot



You activate the autopilot from any panel by selecting the autopilot tile in the Instrument bar, followed by selecting a mode in the **Autopilot Controller**.

Switching from automatic mode to manual steering

You switch the autopilot to STBY mode from any automatic operation mode from the autopilot pop-up.

Autopilot indication on the pages



- 1 Autopilot indication in Status bar
- 2 Autopilot pop-up
- 3 Autopilot tile in Instrument bar

Autopilot mode indication in the Status bar

S HDG 007 °M

The Status bar shows autopilot information as long as an autopilot computer is connected to the network.

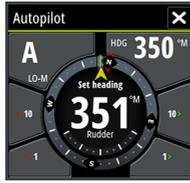
Icons are included if the autopilot is passive or locked by another autopilot control unit.

Autopilot pop up

You control the autopilot from the autopilot pop-up. The pop-up has a fixed position on the page, and it is available for all pages except when an Autopilot panel is active.

As long as the autopilot pop-up is active, you cannot operate the background panel or its menu. You remove the pop-up from a page by selecting the **X** in the upper right corner. You turn it on again by selecting the autopilot tile in the instrument bar.

The following pop-ups are available:



Autopilot controller



Mode selection



Turn pattern selection

Autopilot tile in Instrument bar



You can select to show the autopilot tile in the Instrument bar. If the autopilot pop-up is turned off you can turn it on by selecting the tile in the Instrument bar.

The Autopilot panel

The autopilot panel is used to display navigation data. It can be shown as a full screen panel, or in a multi-panel page.

The number of data fields included in the autopilot panel is dependent on available panel size.

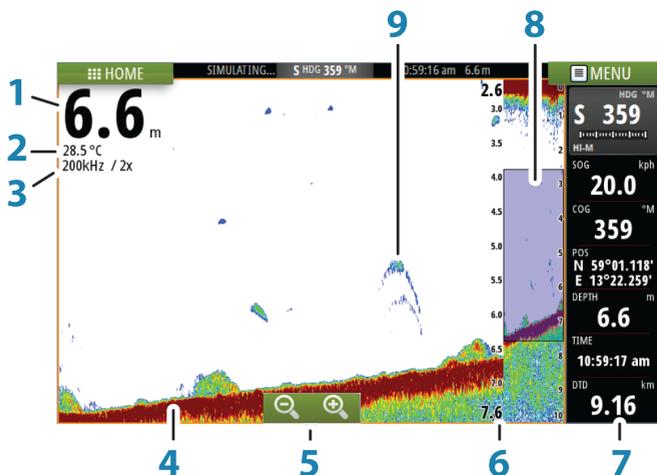


9

Echosounder

The Echosounder function provides a view of the water and bottom beneath your vessel, allowing you to detect fish and examine the structure of the sea floor.

The Echosounder image



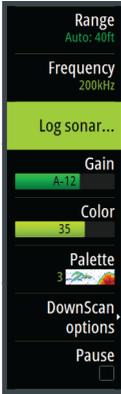
- 1 Depth
- 2 Temperature
- 3 Frequency and Zoom scale
- 4 Bottom
- 5 Zoom buttons
- 6 Depth Range scale
- 7 Instrument panel
- 8 Zoom column
- 9 Fish arches

Viewing Echosounder history

You can view echosounder history by panning the image. To resume normal scrolling, select the **Clear cursor** menu option.

Recording log data

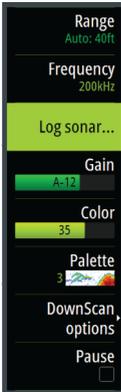
You can record data and save the file internally in the unit, or save it onto a card inserted into the unit's card reader. Select the Log sonar menu option, and then Record in the Record Echo dialog.



When the Echosounder data is being recorded, there is a flashing red symbol in the top left corner and a message appears periodically at the bottom of the screen.

Stop recording log data

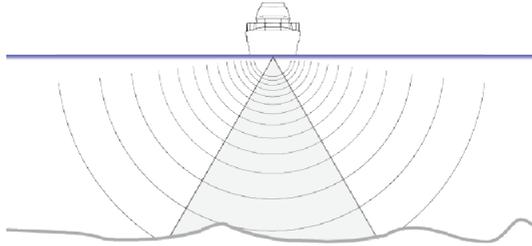
Select the Log sonar menu option, and then Stop in the Recording Echo dialog to stop the recording of Echosounder data.



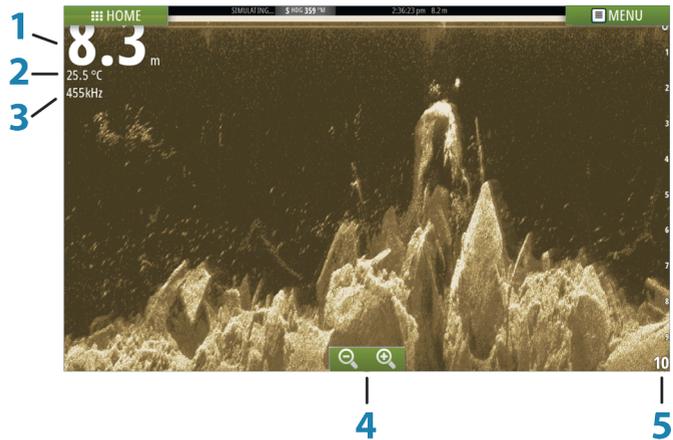
10

DownScan

DownScan provides detailed images of structure directly below your boat, down to 92 m (300 ft). The DownScan page is accessed from the Home page when the DownScan transducer is connected.



The DownScan image



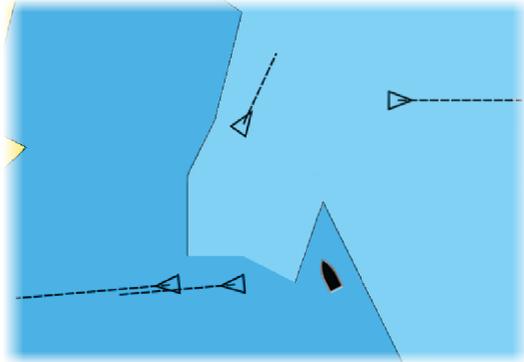
- 1 Depth
- 2 Temperature
- 3 Frequency
- 4 Zoom buttons
- 5 Range scale

11

AIS

If an NAIS400, an AI50 or an NMEA 2000 VHF that can do AIS (Automatic Identification System) is connected to the network, then any targets detected by these devices can be displayed and tracked. You can also see messages and position for DSC transmitting devices within range.

AIS targets can be displayed as overlay on chart images, making this feature an important tool for safe travelling and collision avoidance. You can set alarms to notify you if an AIS target gets too close or if the target is lost.



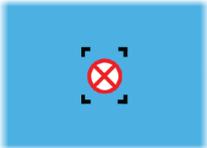
AIS target symbols

The system uses the AIS target symbols shown below:

Symbol	Description
	Sleeping AIS target (not moving or at anchor).
	Moving and safe AIS target with course extension line.
	Dangerous AIS target, illustrated with bold line. A target is defined as dangerous based on the CPA and TCPA settings.

Symbol	Description
	Lost AIS target. When no signals have been received within a time limit, a target is defined as lost. The target symbol represents the last valid position of the target before the reception of data was lost.
	Selected AIS target, activated by selecting a target symbol. The target returns to the default target symbol when the cursor is removed from the symbol.

AIS SART



When an AIS SART (Search and Rescue beacon) is activated, it starts transmitting its position and identification data. This data is received by your AIS device.

If your AIS receiver is not compliant with AIS SART, it interprets the received AIS SART data as a signal from a standard AIS transmitter. An icon is positioned on the chart, but this icon is an AIS vessel icon.

If your AIS receiver is compliant with AIS SART, the following takes place when AIS SART data is received:

- An AIS SART icon is located on the chart in the position received from the AIS SART
- An alarm message is displayed

If you have enabled the siren, the alarm message is followed by an audible alarm.

→ **Note:** The icon is green if the received AIS SART data is a test and not an active message.

12

Instrument panels

The Instruments panels consist of multiple gauges - analog, digital and bar - that can be customized to display selected data. The Instruments panel displays data on dashboards, and you can define up to ten dashboards within the Instruments panel.

→ **Note:** To include fuel/engine information, engine and tank information has to be configured from the Settings panel.

Dashboards

A set of dashboard styles are predefined to display vessel, navigation, and angler information.

You switch between the panel's dashboards by selecting the left and right arrow buttons on the panel. You can also select the dashboard from the menu.



Vessel dashboard

Navigation dashboard

Angler dashboard

→ **Note:** Additional dashboards can be activated from the menu if other systems (e.g. CZone) are present on the network.

Customizing the Instruments panel

You can customize the Instruments panel by changing the data for each of the gauges in the dashboard, by changing the dashboard layout, and by adding new dashboards. You can also set limits for analog gauges.

All edit options are available from the Instruments panel menu. Available editing options depends on which data sources are connected to your system.

13

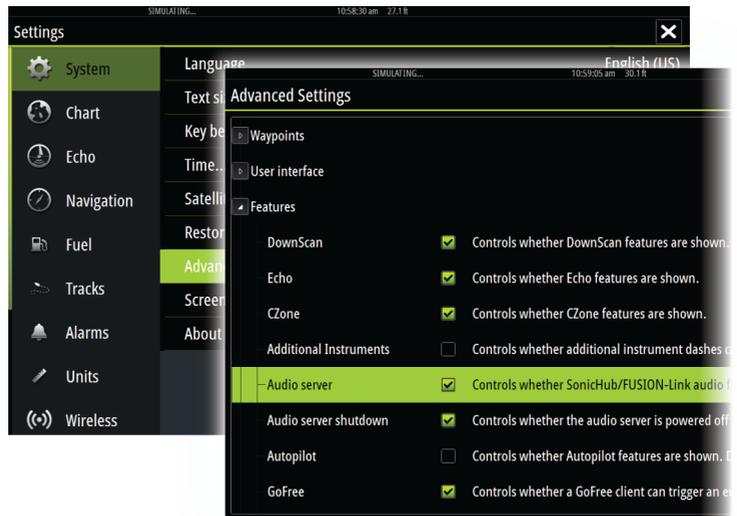
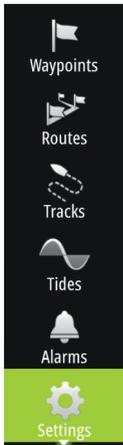
Audio

If a SonicHub server or a FUSION marine entertainment system is connected to the NMEA 2000 network, you can use the Vulcan to control and customize the audio system on your vessel.

Before you can start using your audio equipment, it must be installed according to the Vulcan Installation manual and to the documentation included with the audio device.

Enabling audio

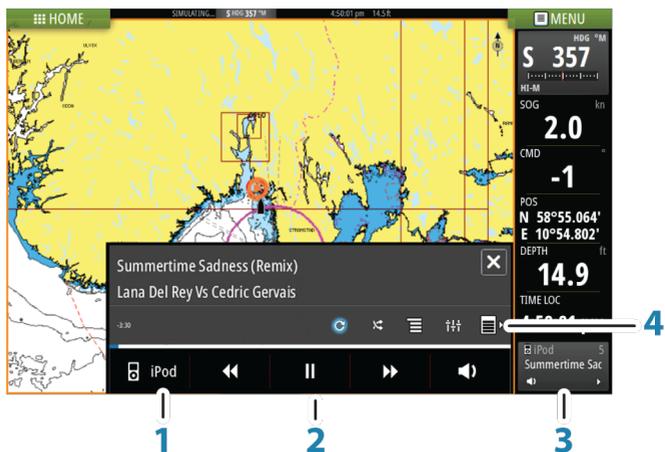
A compatible audio device connected to the NMEA 2000 network should automatically be identified by the system. If not, enable the feature from the **Advanced Settings** dialog.



The Audio panel

You activate the audio panel by activating the audio tile in the Instrument bar.

The control buttons, tools and options vary from one audio source to another as described later in this chapter.



- 1 Audio source
- 2 Audio control buttons
- 3 Audio tile
- 4 Audio tools

Operating the audio system

1. Select the Audio tile in the Instrument bar to activate the Audio overlay.
2. Select the options icon and then select the audio server.
3. Select the source icon and then select the audio source.
 - Number of sources depends on the active audio server.
4. Use the panel buttons to control your audio system.

For available options, refer to the documentation following your audio equipment.

14

Alarms

Alarm system

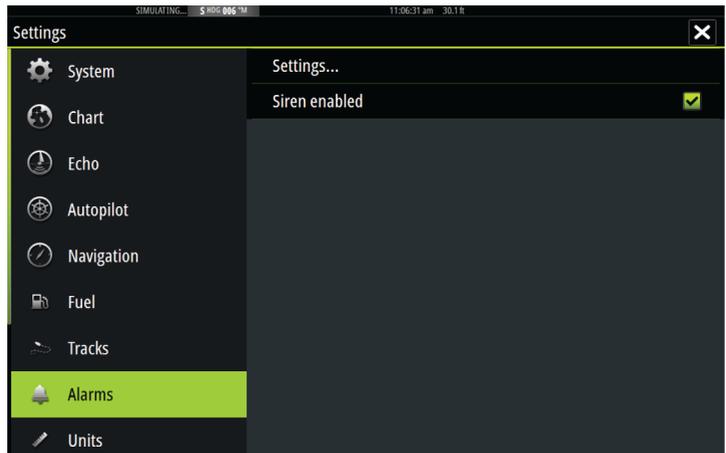
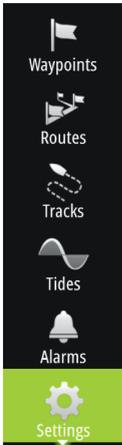
The system continuously checks for dangerous situations and system faults while the system is running. When an alarm situation occurs, an alarm message pops up on the screen.

If you have enabled the siren, the alarm message is followed by an audible alarm, and the switch for external alarm becomes active.

The alarm is recorded in the alarm listing so that you can see the details and take the appropriate corrective action.

Alarms dialog

All alarms are setup in the Alarms Settings dialog.



15

Tools

By default, the Tools panel includes icons used for accessing options and tools that are not specific to any panel.

When external equipment is integrated to the Vulcan, new icons might be added to the Tools panel. These icons are used for accessing the external equipment's features.

Waypoints/routes/tracks

List of waypoints, routes, and tracks with details.

Select the waypoint, route, or track you wish to edit or delete.

Tides

Displays tide information for the tide station nearest to your vessel.

Select the arrow panel buttons to change the date, or select the date field to access the calendar function.

Available tide stations can be selected from the menu.

Alarms

Active alarms

List of active alarms.

Alarm history

List of all alarms with time stamp.

Alarm settings

List of all available alarm options in the system, with current settings.

Settings

Provides access to application and system settings.



Vessels

Status listing

List of all AIS and DSC vessels with available information.

Message listing

List of all messages received from other AIS vessels with time stamp.

Sun, Moon

Displays sunrise, sunset, moonrise and moonset for a position based on entered date and the position's latitude/longitude.

Trip calculator

Trip 1 / Trip 2

Displays voyage and engine information, with reset option for all data fields.

Today

Displays voyage and engine information for current date. All data fields are automatically reset when the date changes.

Files

File management system for Files, Waypoints, Routes, Tracks, and Settings.

Find

Search function for chart items (waypoints, routes, tracks, etc.).

