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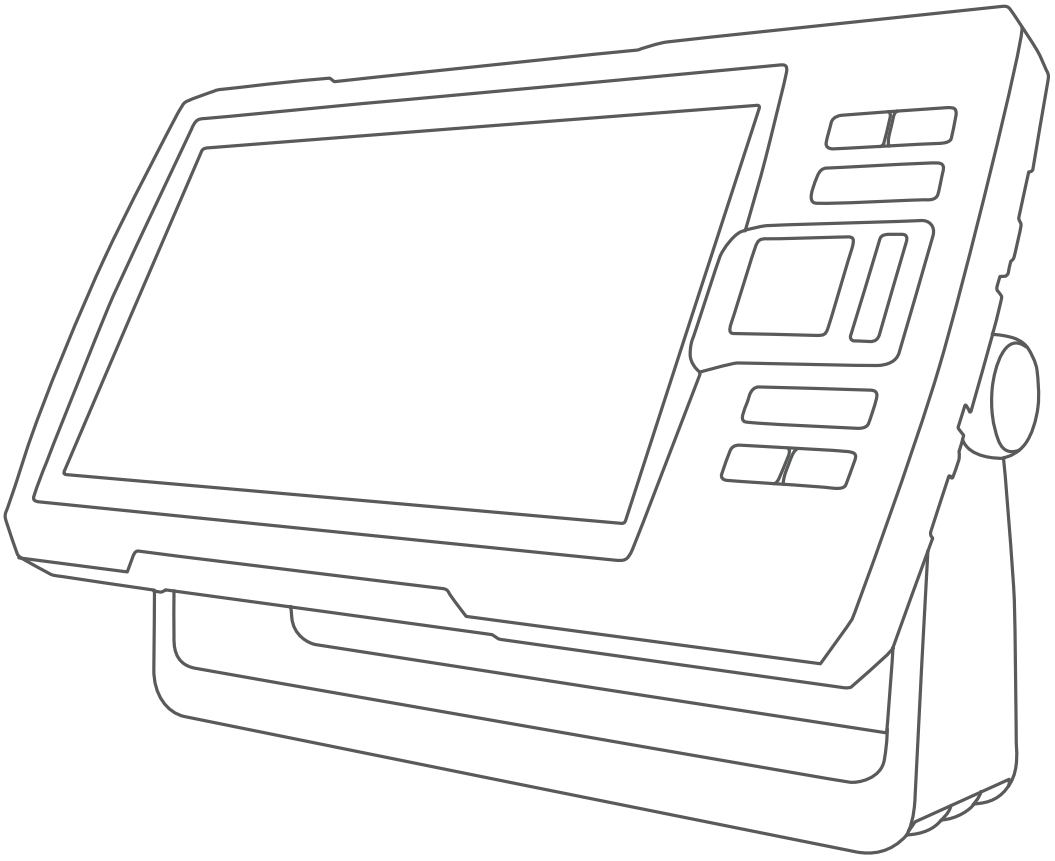

# STRIKER™ PLUS 4/5/7/9

## Owner's Manual

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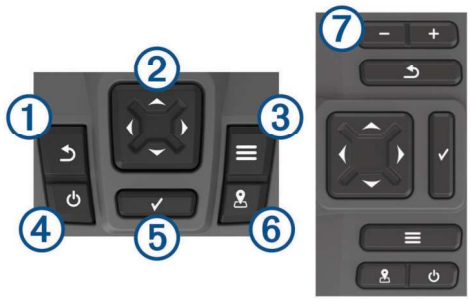
# Introduction

**⚠ WARNING**

See the *Important Safety and Product Information* guide in the product box for product warnings and other important information.

## Device Keys




| | | |
|---|---|---|
| ① | ⮌ | Returns to the previous screen.<br>Returns to the home screen when held. |
| ② | ‹ ^ › | Scrolls, highlights options, and moves the cursor.<br>Zooms in and out of a view. (Not available on all models.) |
| ③ | ☰ | Closes a menu, when applicable.<br>Opens a menu of options for the page, when applicable. |
| ④ | ⏻ | Turns on and off the device when held.<br>Performs one or more of these actions when quickly pressed:<br>• Adjusts the backlight<br>• Adjusts the color mode<br>• Enables and disables sonar |
| ⑤ | ✓ | Acknowledges messages and selects options. |
| ⑥ | | Saves the present location as a waypoint. |
| ⑦ | − +| Zooms out of a view. (Not available on all models.)<br>Zooms in to a view. (Not available on all models.) |

***NOTICE***

Before turning on the device, you must firmly press the connectors into the appropriate holes in the device. If the cables are not pressed far enough into the device, the device appears to lose power or stop working.

## Home Screen

The fishfinder home screen provides access to all of the features in the fishfinder. The features are dependant on the accessories you have connected to the fishfinder. You may not have all of the options and features discussed in this manual.

When viewing another screen, you can return to the home screen by holding ⮌. You can customize the layout of the screens.

## Zooming on the STRIKER Plus 4

You can zoom in and out of the map.

- Select ^ to zoom in.
- Select ⌄ to zoom out.

## Panning on the STRIKER Plus 4

You can move the sonar views and maps to view an area other than your present location.

1. Select ‹ or › to start panning.
2. Use the arrow keys to pan.

**TIP:** You can select ⮌ to stop panning.

## GPS Satellite Signal Acquisition

When you turn on the fishfinder, the GPS receiver must collect satellite data and establish the current location. When the fishfinder acquires satellite signals, ▂▃▄▅ appears at the top of the Home screen. When the fishfinder loses satellite signals, ▂▃▄▅ disappears and a flashing question mark appears over on the screen.

For more information about GPS, go to www.garmin.com/aboutGPS.

# Customizing the Chartplotter

## Customizing the Home Screen

You can add items to and rearrange items on the Home screen.

1. From the Home screen, select **Customize**.
2. Select an option:
   - To rearrange an item, select **Rearrange**, select the item to move, and select the new location.
   - To add an item to the Home screen, select **Add**, and select the new item.
   - To remove an item you have added to the Home screen, select **Remove**, and select the item.

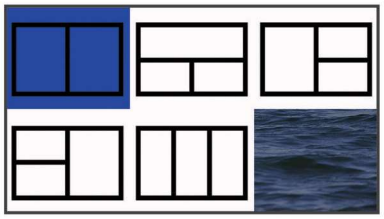
## Combination Pages

Some pages combine two or more functions on one page. The number of options available for combination pages depends on the optional devices you have connected to your STRIKER Plus device. You can edit the combination pages and create new combination pages.

### Creating a New Combination Page with the STRIKER Plus 5/7/9

You can create a custom screen to suit your needs.

1. Select **Customize** > **Add** > **Add Combo**.
2. Select a layout.



3. Select an area.
4. Select a screen.
5. Repeat these steps for each area of the page.
6. If necessary, select **Data (Hidden)**, and select an option:
   - To customize the data shown on the screen, select **Overlay Numbers**.
   - To turn on and off the compass tape data bar, select **Compass Tape**.
7. Select ⮌ when you are done customizing.
8. Select **Next**.
9. Enter a name for the page.

   **TIP:** Select ✓ to select a letter.
10. Use the arrow keys to resize the windows.
11. Use the arrow keys to select a location on the home screen.
12. Select ⮌ to exit.

### Creating a New Combination Page with the STRIKER Plus 4

You can create a custom page to suit your needs.

1. Select **Customize** > **Add** > **Add Combo**.
2. Select the first function.
3. Select the second function.
4. Select **Split** to choose the direction of the split screen (optional).
5. Select **Next**.
6. Enter a name for the page.

   **TIP:** Select ✓ to select the letter.
7. Use the arrow keys to resize the windows.
8. Use the arrow keys to select a location on the home screen.
9. Select ↩ to exit.

### Customizing a Combination Page

1. Open a combination page.
2. Select ☰ > **Configure**.
3. Select an option:
   - To change the name, select **Name**, and enter a new name.
   - To change the arrangement of the information on the screen, select **Change Layout**, and select a new layout.
   - To change the information shown on the screen, select **Change Function**, and select new information.
   - To resize the information areas shown on the screen, select **Resize Combination**.
   - To customize the data shown on the screen, select **Overlay Numbers** (*Overlay Number Settings*, page 6).

## Adjusting the Backlight

1. Select **Settings** > **System** > **Display** > **Backlight**.
2. Adjust the backlight.

   **TIP:** From any screen, press ⏻ repeatedly to scroll through the brightness levels. This can be helpful when the brightness is so low you cannot see the screen.

## Adjusting the Color Mode

1. Select **Settings** > **System** > **Display** > **Color Mode**.

   **TIP:** Select ⏻ > **Color Mode** from any screen to access the color settings.
2. Select an option.

## Setting the Beeper

You can set when the device makes sounds.

1. Select **Settings** > **System** > **Beeper**.
2. Select an option:
   - To have the device beep when you select an item and when an alarm is triggered, select **On (Selections and Alarms)**.
   - To have the device beep only when alarms are triggered, select **Alarms Only**.

# ActiveCaptain™ App

**⚠ CAUTION**

This feature allows users to submit information. Garmin® makes no representations about the accuracy, completeness or timeliness of information submitted by users. Any use or reliance on the information submitted by users is at your own risk.

**NOTE:** The ActiveCaptain feature is only available on models that have Wi-Fi® technology.

If you connect to a Wi-Fi adpater The ActiveCaptain feature is only available on models that have Wi-Fi technology.

The ActiveCaptain app provides a connection to your STRIKER Plus device and the community for a connected boating experience.

You can use the app to easily and quickly transfer user data, such as waypoints and routes, connect to the Garmin Quickdraw™ Contours Community, and update device software. You can also plan your trip, and view and control the STRIKER Plus device from the app.

The app can push smart notifications, such as calls and texts, to your chartplotter display when paired.

## ActiveCaptain Roles

Your level of interaction with the STRIKER Plus device using the ActiveCaptain app depends on your role.

| Feature | Owner | Guest |
|---|---|---|
| Register device to account | Yes | |
| Update software | Yes | Yes |
| Automatically transfer Garmin Quickdraw contours you have downloaded or created | Yes | |
| Push smart notifications | Yes | Yes |
| Begin navigating to a specific waypoint or navigating a specific route | Yes | Yes |
| Manually synchronize waypoints and routes with the STRIKER Plus device | Yes | Yes |

## Getting Started with the ActiveCaptain App

**NOTE:** The ActiveCaptain feature is only available on models that have Wi-Fi technology.

You can connect a mobile device to the STRIKER Plus device using the ActiveCaptain app. The app provides a quick and easy way for you to interact with your chartplotter and complete such tasks as sharing data, registering, updating the device software, and receiving mobile device notifications.

1. From the STRIKER Plus device, select **ActiveCaptain**.
2. From the **ActiveCaptain** page, select **Wi-Fi Network** > **Wi-Fi** > **On**.
3. Enter a name and password for this network.
4. From the application store on your mobile device, install and open the ActiveCaptain app.
5. Bring the mobile device within 24 m (80 ft.) of the STRIKER Plus device.
6. From your mobile device settings, open the Wi-Fi connections page and connect to the Garmin device, using the name and password you entered in the Garmin device.

## Receiving Smart Notifications

With the ActiveCaptain app, the STRIKER Plus device can show notifications received from your mobile device.

1. From the STRIKER Plus device, select **ActiveCaptain** > **Smart Notifications** > **Enable Notifications**.
2. Turn on Bluetooth® technology in the mobile device settings.
3. Bring the devices within 24 m (80 ft.) of each other.
4. From the ActiveCaptain app on the mobile device, select **Smart Notifications** > **Pair with Chartplotter**.
5. Follow the on-screen instructions to pair the app to the STRIKER Plus device using Bluetooth technology.
6. When prompted, enter the key on your mobile device.
7. If necessary, adjust the notifications in your mobile device settings.

## Updating Software with the ActiveCaptain App

If your device has Wi-Fi technology, you can use the ActiveCaptain app to download and install the latest software updates for your device.

**NOTICE**

Software updates may require the app to download large files. Regular data limits or charges from your Internet service provider apply. Contact your Internet service provider for more information about data limits or charges.

The installation process can take several minutes.

1. Connect the mobile device to the STRIKER Plus device (*Getting Started with the ActiveCaptain App*, page 2).
2. When a software update is available and you have internet access on your mobile device, select **Software Updates** > **Download**.

   The ActiveCaptain app downloads the update to the mobile device. When you reconnect the app to the STRIKER Plus device, the update is transferred to the device. After the transfer is complete, you are prompted to install the update.
3. When you are prompted by the STRIKER Plus device, select an option to install the update.
   - To update the software immediately, select **OK**.
   - To delay the update, select **Cancel**. When you are ready to install the update, select **ActiveCaptain** > **Software Updates** > **Install Now**.

# Sonar Fishfinder

When properly connected to a compatible transducer, your STRIKER Plus device can be used as a fishfinder.

For more information about which transducer is best for your needs, go to www.garmin.com/transducers.

Different sonar views can help you view the fish in the area. The sonar views available vary depending on the type of transducer and sounder module connected to the chartplotter. For example, you can view Garmin ClearVü™ sonar screens only if you have a compatible Garmin ClearVü transducer connected.

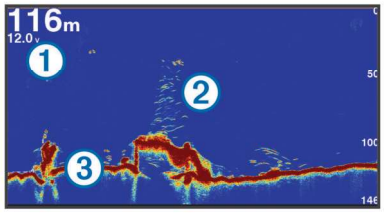
There are four basic styles of sonar views available: a full-screen view, a split-screen view that combines two or more views, a split-zoom view, and a split-frequency view that displays two different frequencies. You can customize the settings for each view in the screen. For example, if you are viewing the split-frequency view, you can separately adjust the gain for each frequency.

If you do not see an arrangement of sonar views to suit your needs, you can create a custom combination screen (*Combination Pages*, page 1).

## Traditional Sonar View

There are several full-screen views available, depending on the transducer that is connected.

The full-screen Traditional sonar view shows a large image of the sonar readings from a transducer. The range scale along the right side of the screen shows the depth of detected objects as the screen scrolls from the right to the left.

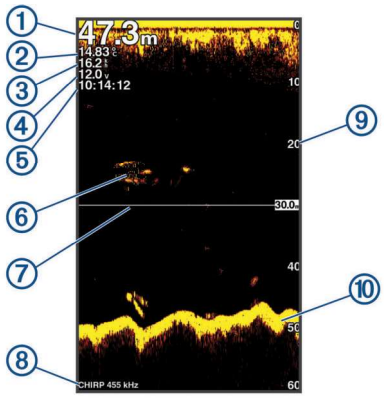



| | |
|---|---|
| ① | Depth information |
| ② | Suspended targets or fish |
| ③ | Bottom of the body of water |

## Garmin ClearVü Sonar View

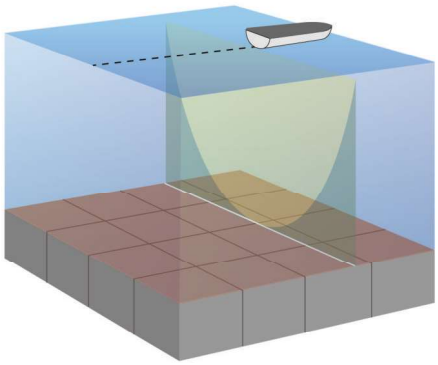
**NOTE:** To receive Garmin ClearVü scanning sonar, you need a compatible transducer.

Garmin ClearVü high-frequency sonar provides a detailed picture of the fishing environment around the boat in a detailed representation of structures the boat is passing over.




| | |
|---|---|
| ① | Bottom depth |
| ② | Water temperature |
| ③ | GPS speed |
| ④ | Device voltage |
| ⑤ | Time |
| ⑥ | Suspended targets (fish) |
| ⑦ | Depth line |
| ⑧ | Transducer type and frequency, and zoom type |
| ⑨ | Depth indicator as the sonar data screen scrolls from right to left |
| ⑩ | Bottom echo |

Traditional transducers emit a conical beam. The Garmin ClearVü scanning sonar technology emits two narrow beams, similar to the shape of the beam in a copying machine. These beams provide a clearer, picture-like image of what is around the boat.

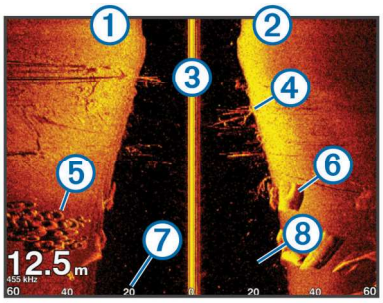


## SideVü Sonar View

**NOTE:** Not all models support SideVü sonar and scanning transducers.

**NOTE:** To receive SideVü scanning sonar, you need a compatible transducer and fishfinder.

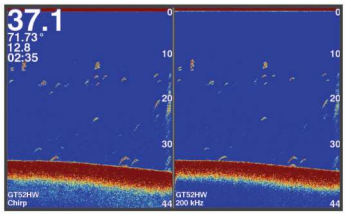
SideVü scanning sonar technology shows you a picture of what lies to the sides of the boat. You can use this as a search tool to find structures and fish.




| | |
|---|---|
| ① | Left side of the vessel |
| ② | Right side of the vessel |
| ③ | The transducer on your vessel |
| ④ | Trees |
| ⑤ | Old tires |
| ⑥ | Logs |
| ⑦ | Distance from the side of the vessel |
| ⑧ | Water between the vessel and the bottom |

## Split-Screen Frequency

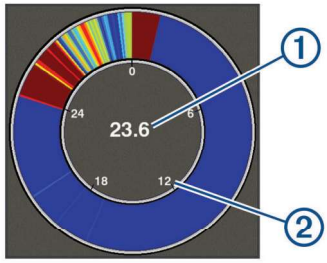
You can view two frequencies from the split frequency screen.




## Flasher

The flasher shows sonar information on a circular depth scale, indicating what is beneath your boat. It is organized as a ring that starts at the top and progresses clockwise. Depth is indicated by the scale inside the ring. Sonar information flashes on the ring when it is received at the depth indicated. The colors indicate different strengths of the sonar return.

Select Flasher.

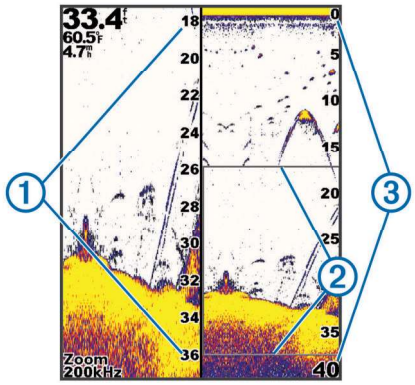



| | |
|---|---|
| ① | Depth at your present location |
| ② | Depth scale |

## Split-Zoom View

On the split-zoom page, you can see a full-view graph of sonar readings on the right side of the screen, and a magnified portion of that graph on the left side of the screen.

From a sonar screen, select ☰ > **Zoom** > **Split Zoom**.




| | |
|---|---|
| ① | Zoomed depth scale |
| ② | Zoom window |
| ③ | Depth range |

## Selecting the Transducer Type

If you are connecting a transducer that was not included with the device, you may need to set the transducer type to make the sonar function properly. Before connecting the transducer, you should select the transducer type. The transducer name should be listed on the label on the transducer cable, near the connector.

This device is compatible with a range of accessory transducers, including Garmin ClearVü transducers, which are available at www.garmin.com/transducers.

1. Select **Settings** > **My Vessel** > **Transducer Type**.
2. Select an option:
   - If you have a 200/77 kHz, dual-beam transducer, select **Dual Beam (200/77 kHz)**.
   - If you have a 200/50 kHz, dual-frequency transducer, select **Dual Frequency (200/50 kHz)**.
   - If you have another type of transducer, select it from the list.

## Sonar Frequencies

**NOTE:** The frequencies available depend on the chartplotter, sounder modules, and transducer being used.

Adjusting the frequency helps adapt the sonar for your particular goals and the present depth of the water.

Higher frequencies use narrow beam widths, and are better for high-speed operation and rough sea conditions. Bottom definition and thermocline definition can be better when using a higher frequency.

Lower frequencies use wider beam widths, which can let the fisherman see more targets, but could also generate more surface noise and reduce bottom signal continuity during rough sea conditions. Wider beam widths generate larger arches for fish target returns, making them ideal for locating fish. Wider beam widths also perform better in deep water, because the lower frequency has better deep water penetration.

CHIRP frequencies allow you to sweep each pulse through a range of frequencies, resulting in better target separation in deep water. CHIRP can be used to distinctly identify targets, like individual fish in a school, and for deep water applications. CHIRP generally performs better than single frequency applications. Because some fish targets may show up better using a fixed frequency, you should consider your goals and water conditions when using CHIRP frequencies.

Some sonar black boxes and transducers also provide the ability to customize preset frequencies for each transducer element, which enables you to change the frequency quickly using the presets as the water and your goals change.

Viewing two frequencies concurrently using the split-frequency view allows you to see deeper with the lower frequency return and, at the same time, see more detail from the higher frequency return.

### Selecting Frequencies

**NOTE:** You cannot adjust the frequency for all sonar views and transducers.

You can indicate which frequencies appear on the sonar screen.

1. From a sonar view, select ☰ > **Frequency**.
2. Select a frequency suited to your needs and water depth.

   For more information on frequencies, see *Sonar Frequencies*, page 4.

## Creating a Waypoint on the Sonar Screen Using the Device Keys

1. From a sonar view, use the arrow keys to select a location to save.
2. Select ✓.
3. If necessary, edit the waypoint information.

## Pausing the Sonar

Not all options are available on all models.

Select an option:

- From the **Traditional** or **ClearVü** sonar screen, select ◀ or ▶.
- From the **SideVü** sonar screen, select ▼ or ▲.

## Adjusting the Zoom

You can adjust the zoom manually by specifying the span and a fixed starting depth. For example, when the depth is 15 m and the starting depth is 5 m, the device displays a magnified area from 5 to 20 m deep.

You also can allow the device to adjust the zoom automatically by specifying a span. The device calculates the zoom area from the bottom of the water. For example, if you select a span of 10 m, the device displays an magnified area from the bottom of the water to 10 m above the bottom.

1. From a sonar screen, select ☰ > **Zoom**.
2. Select an option:
   - Select **Bottom Lock** to lock the screen to the water bottom.
   - Select **Manual** to manually set the zoom.
   - Select **Auto** to automatically set the zoom.
   - Select **Split Zoom** to turn on the split-zoom view.

### Locking the Screen to the Water Bottom

You can lock the screen to the water bottom. For example, if you select a span of 20 meters, the device shows an area from the water bottom to 20 meters above the bottom. The span appears on the right side.

1. From a sonar view, select ☰ > **Zoom** > **Bottom Lock**.
2. Select a span.

## Sonar Gain

The gain setting controls the sensitivity of the sonar receiver to compensate for water depth and water clarity. Increasing the gain shows more detail, and decreasing the gain reduces screen clutter.

**NOTE:** Setting the gain on one sonar view applies the setting to all the views.

### Setting the Gain Automatically

**NOTE:** To set the gain on the split-frequency screen, you must set each frequency separately.

1. Select ☰ > **Gain**.
2. Select **Enable Auto Gain**, if applicable.
3. Select an option:
   - To display higher-sensitivity, weaker sonar returns with more noise automatically, select **Auto High**.
   - To display medium-sensitivity sonar returns with moderate noise automatically, select **Auto Med**.
   - To display lower-sensitivity sonar returns with less noise automatically, select **Auto Low**.

### Setting the Gain Manually

1. From a sonar screen, select ☰ > **Gain**.
2. Select ▲ or ▶ until you begin to see noise in the water portion of the screen.
3. Select ▼ or ◀ to decrease the gain.

## Adjusting the Range of the Depth Scale

You can adjust the range of the depth scale that appears on the right side of the screen. Automatic ranging keeps the bottom within the lower third of the sonar screen, and can be useful for tracking the bottom where there are slow or moderate terrain changes.

When the depth changes dramatically, like a drop off or cliff, manually adjusting the range allows a view of a specified depth range. The bottom is shown on the screen as long as the bottom is anywhere within the manual range established.

1. From a sonar screen, select ☰ > **Range**.
2. Select an option:
   - To allow the device to adjust the range automatically based on the depth, select Auto.
   - To increase the range manually, select ▼ or ▶.
   - To decrease the range manually, select ▲ or ◀.

   **NOTE:** From a sonar screen, select ✚ and ━ to quickly manually adjust the range.

   Setting the range on one screen applies that setting to all screens, except the SideVü screen.

## Sonar Setup

**NOTE:** Not all options and settings apply to all models and transducers.

### Showing and Adjusting the Depth Line

You can show and adjust a horizontal line on a sonar screen. The depth of the line is indicated on the right side of the screen.

**NOTE:** Showing a depth line on one screen displays the depth line on all the screens.

1. From a sonar screen, select ☰ > **Sonar Setup** > **Depth Line**.
2. Select ☰.
3. To adjust the **Depth Line**, select ▲ or ▼.

### Setting the Scroll Speed

You can set the rate at which the sonar image moves across the screen. A higher scroll speed shows more detail, especially while moving or trolling. A lower scroll speed displays sonar information on the screen longer. Setting the scroll speed on one sonar view applies to all the sonar views.

1. From a sonar view, select ☰ > **Sonar Setup** > **Scroll Speed**.

2 Select an option:

- To adjust the scroll speed automatically using speed-over-ground, select **Auto**.

  The Auto setting selects a scroll rate to match the boat speed, so targets in the water are drawn with the correct aspect ratio and appear less distorted. When viewing Garmin ClearVü or SideVü sonar views, it is recommend to use the Auto setting.
- To use a very fast scroll speed, select Ultrascroll®.

  The Ultrascroll option quickly scrolls new sonar data, but with a reduced image quality. For most situations, the Fast option provides a good balance between a quickly scrolling image and targets that are less distorted.

## Setting the Bottom Search Limit

You can set a maximum depth at which the auto range feature searches for the bottom. A lower limit acquires data about the bottom faster than a higher limit.

1 From a sonar screen, select ☰ > **Sonar Setup** > **Bottom Search Limit**.

2 Select a range.

## Sonar Appearance Settings

From a sonar view, select ☰ > **Sonar Setup** > **Appearance**.

**Color Scheme**: Sets the color scheme.

**Edge**: Highlights the strongest signal from the bottom to help define the hardness or softness of the signal.

**A-Scope**: Displays a vertical flasher along the right side of the screen that shows instantaneously the range to targets along a scale.

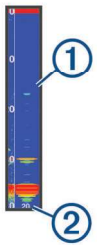
**Fish Symbols**: Sets how the sonar interprets suspended targets.

### *Turning on the A-Scope*

The a-scope is a vertical flasher along the right side of the full-screen sonar view. This feature expands the most recently received sonar data so that it is easier to see. It can also be helpful for detecting fish that are close to the bottom.

**NOTE:** This feature is not available on all sonar screens.

From the full screen page, select ☰ > **Sonar Setup** > **Appearance** > **A-Scope**.




| | |
|---|---|
| ① | A-Scope |
| ② | Diameter of the sonar cone at the present depth |

### *Configuring the Appearance of Suspended Targets*

**NOTE:** Configuring the appearance of suspended targets on one screen applies that setting to all screens.

**NOTE:** This feature is not available on all sonar views.

| | |
|---|---|
| | Shows suspended targets as symbols. |
| 21 | Shows suspended targets as symbols with target depth information. |
| | Shows suspended targets as symbols with background sonar information. |
| 21 | Shows suspended targets as symbols with background sonar information and target depth information. |

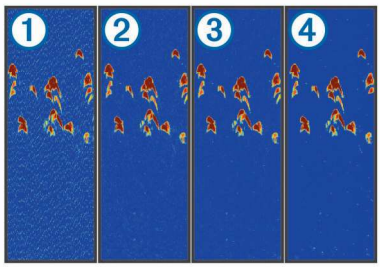
1 From a sonar screen, select ☰ > **Sonar Setup** > **Appearance** > **Fish Symbols**.

2 Select an option.

## Sonar Noise Rejection Settings

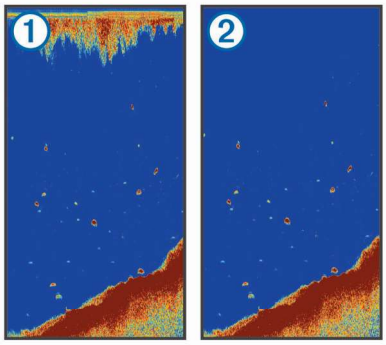
From a sonar view, select ☰ > **Sonar Setup** > **Noise Reject**.

**Interference**: Adjusts the sensitivity to reduce the effects of interference from nearby sources of noise.




When you adjust the interference setting from off ① through low ②, medium ③, and high ④, noise is gradually removed, but there is little effect on the strong target returns. You should use the lowest interference setting that achieves the desired improvement to remove interference from the screen. Correcting installation issues that cause noise is the best way to eliminate interference.

**Surface Noise**: Hides sonar returns near the surface of the water. Hiding surface noise helps reduce screen clutter.




Surface noise ① is caused by interference between the transducer and water. You can hide surface noise ② to help reduce clutter. Wider beam widths (lower frequencies) can show more targets, but can generate more surface noise.

**TVG**: Reduces surface noise.

This control is best used for situations when you want to control and suppress clutter or noise near the water surface. It also allows for the display of targets near the surface that are otherwise hidden or masked by surface noise.

## Overlay Number Settings

You can customize the data shown on the sonar screen.

From a sonar screen, select ☰ > **Overlay Numbers**.

**Navigation Inset**: Shows the navigation inset when the vessel is navigating to a destination.

**Compass Tape**: Shows the compass tape data bar.

**Device Voltage**: Shows the voltage of the device.

**Depth**: Shows the transducer's current depth.

**Speed**: Shows the vessel's current speed.

**Water Temp.**: Shows the current water temperature.

**Time of Day**: Shows the current time of day.

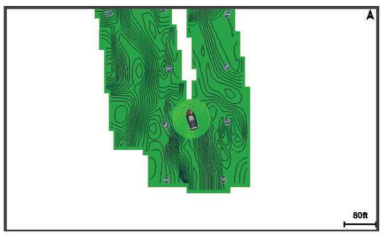
# Garmin Quickdraw Contours Mapping

**⚠ WARNING**

The Garmin Quickdraw Contours mapping feature allows users to generate maps. Garmin makes no representations about the accuracy, reliability, completeness or timeliness of the maps generated by third parties. Any use or reliance on the maps generated by third parties is at your own risk.

The Garmin Quickdraw Contours mapping feature allows you to instantly create maps with contours and depth labels for any body of water.

When Garmin Quickdraw Contours records data, a colored circle surrounds the vessel icon. This circle represents the approximate area of the map that is scanned by each pass.



A green circle indicates good depth and GPS position, and a speed under 16 km/h (10 mph). A yellow circle indicates good depth and GPS position, and a speed between 16 and 32 km/h (10 and 20 mph). A red circle indicates poor depth or GPS position, and a speed above 32 km/h (20 mph).

You can view Garmin Quickdraw Contours in a combination screen or as a single view on the map.

The amount of saved data depends on the memory available in the device, your sonar source, and the speed of your boat as you record data. You can record longer when you use a single-beam sonar. It is estimated that you might be able to record about 1,500 hours of data onto the device.

## Mapping a Body of Water Using the Garmin Quickdraw Contours Feature

Before you can use the Garmin Quickdraw Contours feature, you must have sonar depth and your GPS position.

1. Select **Quickdraw Map** > ☰ > **Quickdraw Contours** > **Start Recording**.
2. When recording is complete, select ☰ > **Quickdraw Contours** > **Stop Recording**.

## Adding a Label to a Garmin Quickdraw Contours Map

You can add labels to a Garmin Quickdraw Contours map to mark hazards or points of interest.

1. From the **Quickdraw Map**, select a location.
2. Select **Add Quickdraw Label**.
3. Enter text for the label, and select **Done**.

## Deleting Garmin Quickdraw Contours

You can remove your Garmin Quickdraw Contours maps.

Select **Quickdraw Map** > ☰ > **Quickdraw Contours** > **Delete**.

## Garmin Quickdraw Community

The Garmin Quickdraw Community is a free, public, online community that enables you to share your Garmin Quickdraw Contours maps with others. You can also download maps other users have created.

If your device has Wi-Fi technology, you can use the ActiveCaptain app to access the Garmin Quickdraw Community (*Connecting to the Garmin Quickdraw Community with ActiveCaptain*, page 7).

**NOTE:** The Garmin device must have a memory card slot or Wi-Fi technology to participate in the Garmin Quickdraw Community.

### Connecting to the Garmin Quickdraw Community with ActiveCaptain

1. From your mobile device, open the ActiveCaptain app and connect to the STRIKER Plus device (*Getting Started with the ActiveCaptain App*, page 2).
2. From the app, select **Quickdraw Community**.

You can download contours from others in the community (*Downloading Garmin Quickdraw Community Maps Using ActiveCaptain*, page 7) and share the contours you have created (*Sharing Your Garmin Quickdraw Contours Maps with the Garmin Quickdraw Community Using ActiveCaptain*, page 7).

#### *Downloading Garmin Quickdraw Community Maps Using ActiveCaptain*

You can download Garmin Quickdraw Contours maps that other users have created and shared with the Garmin Quickdraw Community.

1. From the ActiveCaptain app on your mobile device, select **Quickdraw Community** > **Search for Contours**.
2. Use the map and search features to locate an area to download.

   The red dots represent Garmin Quickdraw Contours maps that have been shared for that area.
3. Select **Select Download Region**.
4. Drag the box to select the area to download.
5. Drag the corners to change the download area.
6. Select **Download Area**.

The next time you connect the ActiveCaptain app to the STRIKER Plus device, the downloaded contours are transferred to the device automatically.

#### *Sharing Your Garmin Quickdraw Contours Maps with the Garmin Quickdraw Community Using ActiveCaptain*

You can share Garmin Quickdraw Contours maps that you have created with others in the Garmin Quickdraw Community.

When you share a contour map, only the contour map is shared. Your waypoints are not shared.

When you set up your ActiveCaptain app, you may have selected to share your contours with the community automatically. If not, follow these steps to enable sharing.

From the ActiveCaptain app on your mobile device, select **Quickdraw Community**.

The next time you connect the ActiveCaptain app to the STRIKER Plus device, your contour maps are transferred to the community automatically.

## Map Settings

Select **Quickdraw Map** > ☰.

**Waypoints**: Shows the list of waypoints.

**Waypoint Display**: Sets how to display waypoints on the chart.

**Quickdraw Contours**: Turns on bottom contour drawing, and allows you to create fishing map labels.

**Routes**: Shows the list of routes.

**Tracks**: Shows your travel history on the map.

**Search**: Allows you to search for saved routes and waypoints.

**Map Setup**: Sets the perspective of the map and shows the heading line, which is a line drawn on the map from the bow of the boat in the direction of travel.

**Overlay Numbers**: Allows you to customize the data shown on the map.

## Garmin Quickdraw Contours Settings

Select **Quickdraw Map** > ☰ > **Quickdraw Contours** > **Settings**.

**Display**: Displays Garmin Quickdraw Contours. The My Contours option shows your own Garmin Quickdraw Contours maps. The Community Contours option shows the maps you have downloaded from the Garmin Quickdraw Community.

**Recording Offset**: Sets the distance between the sonar depth and the contour recording depth. If the water level has changed since your last recording, adjust this setting so the recording depth is the same for both recordings.

For example, if the last time you recorded had a sonar depth of 3.1 m (10.5 ft.), and today's sonar depth is 3.6 m (12 ft.), enter -0.5 m (-1.5 ft.) for the Recording Offset value.

**User Display Offset**: Sets differences in contour depths and depth labels on your own contours maps to compensate for changes in the water level of a body of water, or for depth errors in recorded maps.

**Comm. Display Offset**: Sets differences in contour depths and depth labels on the community contours maps to compensate for changes in the water level of a body of water, or for depth errors in recorded maps.

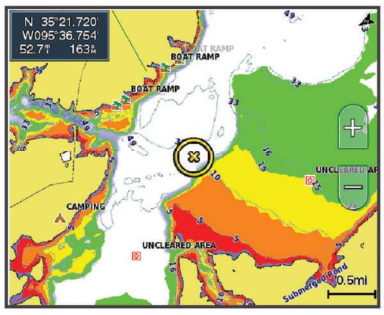
**Survey Coloring**: Sets the color of the Garmin Quickdraw Contours display. When this setting is turned on, the colors indicate the quality of the recording. When this setting is turned off, the contour areas use standard map colors.

Green indicates good depth and GPS position, and a speed under 16 km/h (10 mph). Yellow indicates good depth and GPS position, and a speed between 16 and 32 km/h (10 and 20 mph). Red indicates poor depth or GPS position, and a speed above 32 km/h (20 mph).

**Depth Range Shading**: Specifies the upper and lower limits of a depth range and a color for that depth range.

### Depth Range Shading

You can set color ranges on your map to show the water depths where your target fish are currently biting. You can set deeper ranges to monitor how quickly the bottom depth changes within a specific depth range. For inland fishing, a maximum of five depth ranges can help reduce map clutter.




| | |
|---|---|
| Red | From 0 to 1.5 m (from 0 to 5 ft.) |
| Orange | From 1.5 to 3 m (from 5 to 10 ft.) |
| Yellow | From 3 to 4.5 m (from 10 to 15 ft.) |
| Green | From 4.5 to 7.6 m (from 15 to 25 ft.) |

# Navigation with the STRIKER Plus

**⚠ WARNING**

When navigating, the course may pass over land or shallow water. Use visual sightings, and steer to avoid land, shallow water, and other dangerous objects.

You can set and follow a course to a destination using one of two methods: Go To or Route To.

**Go To**: Takes you directly to the destination. This is the standard option for navigating to a destination. The device creates a straight-line course or navigation line to the destination. The path may run over land and other obstacles.

**Route To**: Creates a route from your location to a destination, allowing you to add turns along the way. This option provides a straight-line course to the destination, but allows you to add turns into the route to avoid land and other obstacles.

## Searching for a Destination by Name

You can search for saved waypoints, saved routes, saved tracks, and marine services destinations by name.

1. Select **User Data** > **xx**.
2. Enter at least a portion of the name of your destination.
3. If necessary, select **Done**.

   The 50 nearest destinations that contain your search criteria appear.
4. Select the destination.

## Creating a Waypoint on the Map

1. From the **Quickdraw Map**, select a location.
2. Select ✓.

   A list of options appears along the right side of the chart. The options vary based on the location or object you selected.
3. Select **Create Waypoint**.

## Navigating to a Waypoint

1. From the **Quickdraw Map**, use the arrow keys to select the waypoint.

   The waypoint name appears on the screen.
2. Select ✓.
3. Select **Navigate To** > **Go To**.

## Creating and Navigating a Route Using the Map

The starting point can be your present location or another location on the map.

1. Select **User Data** > **Routes** > **New** > **Route Using Chart**.
2. Pan the map to select the starting location of the route.
3. Select ✓ to add a turn to the route.
4. Repeat to add all of the turns in the route.
5. Select ☰ > **Navigate To**.
6. Select an option.

## Stopping Navigation

From the map, select ☰ > **Stop Navigation**.

## Waypoints

Waypoints are locations you record and store in the device.

### Marking Your Present Location as a Waypoint

From any screen, select 📍.

### Creating a Waypoint at a Different Location

1. Select **User Data** > **Waypoints** > **New Waypoint**.

2. Select an option:
   - To create the waypoint by entering position coordinates, select **Enter Coordinates**, and enter the coordinates.
   - To create the waypoint using a chart, select **Use Chart**, select the location, and select ✓.

### Marking and Navigating to a Man Overboard Location

From any screen, select > **Man Overboard** > **Yes**.

The fishfinder sets a direct course back to the location.

### Measuring Distance on the Map

You can measure the distance between your location and another location.

1. Pan the map.
2. Select ✓ > **Measure Distance**.

   The distance between the locations appears in the upper-left corner of the screen.
3. If necessary, select ✓ to move the pin and measue the distance to another location.

### Viewing a List of all Waypoints

Select **User Data** > **Waypoints**.

### Editing a Saved Waypoint

1. Select **User Data** > **Waypoints**.
2. Select a waypoint.
3. Select **Edit Waypoint**.
4. Select an option:
   - To add a name, select **Name**, and enter a name.
   - To change the symbol, select **Symbol**.
   - To change the depth, select **Depth**.
   - To change the water temperature, select **Water Temp.**.
   - To change the comment, select **Comment**.
   - To move the position of the waypoint, select **Position**.

### Deleting a Waypoint or an MOB

1. Select **User Data** > **Waypoints**.
2. Select a waypoint or an MOB.
3. Select **Delete**.

### Deleting All Waypoints

Select **User Data** > **Manage Data** > **Clear User Data** > **Waypoints** > **All**.

## Routes

A route is a sequence of waypoints or locations that leads you to your final destination.

### Creating and Navigating a Route Using the Map

The starting point can be your present location or another location on the map.

1. Select **User Data** > **Routes** > **New** > **Route Using Chart**.
2. Pan the map to select the starting location of the route.
3. Select ✓ to add a turn to the route.
4. Repeat to add all of the turns in the route.
5. Select > **Navigate To**.
6. Select an option.

### Creating and Saving a Route

This procedure saves the route and all the waypoints in it. The starting point can be your present location or another location.

1. Select **User Data** > **Routes** > **New** > **Use Chart**.
2. Select the starting location of the route.
3. Follow the onscreen instructions to add a turn.
4. If necessary, repeat step 3 to add more turns.
5. Select the final destination.

### Viewing a List of Routes

Select **User Data** > **Routes**.

### Editing a Saved Route

You can change the name of a route or change the turns the route contains.

1. Select **User Data** > **Routes**.
2. Select a route.
3. Select **Edit Route**.
4. Select an option:
   - To change the name, select **Name**, and enter the name.
   - To select a waypoint from the turn list, select **Edit Turns** > **Use Turn List**, and select a waypoint from the list.
   - To select a turn using the chart, select **Edit Turns** > **Use Chart**, and select a location on the chart.

### Browsing for and Navigating a Saved Route

Before you can browse a list of routes and navigate to one of them, you must create and save at least one route.

1. Select **User Data** > **Routes**.
2. Select a route.
3. Select **Navigate To**.
4. Select an option:
   - To navigate the route from the starting point used when the route was created, select **Forward**.
   - To navigate the route from the destination point used when the route was created, select **Backward**.

   A magenta line appears. In the center of the magenta line is a thinner purple line that represents the corrected course from your present location to the destination. The corrected course is dynamic, and it moves with your boat when you are off course.
5. Review the course indicated by the magenta line.
6. Follow the magenta line along each leg in the route, steering to avoid land, shallow water, and other obstacles.
7. If you are off course, follow the purple line (corrected course) to go to your destination, or steer back to the magenta line (direct course).

### Browsing for and Navigating Parallel to a Saved Route

Before you can browse a list of routes and navigate to one of them, you must create and save at least one route.

1. Select **User Data** > **Routes**.
2. Select a route.
3. Select **Navigate To**.
4. Select **Offset** to navigate parallel to the route, offset from it by a specific distance.
5. Indicate how to navigate the route:
   - To navigate the route from the starting point used when the route was created, to the left of the original route, select **Forward - Port**.
   - To navigate the route from the starting point used when the route was created, to the right of the original route, select **Forward - Starboard**.
   - To navigate the route from the destination point used when the route was created, to the left of the original route, select **Backward - Port**.
   - To navigate the route from the destination point used when the route was created, to the right of the original route, select **Backward - Starboard**.

A magenta line appears. In the center of the magenta line is a thinner purple line that represents the corrected course from your present location to the destination. The corrected course is dynamic, and it moves with your boat when you are off course.

6 Review the course indicated by the magenta line.

7 Follow the magenta line along each leg in the route, steering to avoid land, shallow water, and other obstacles.

8 If you are off course, follow the purple line (corrected course) to go to your destination, or steer back to the magenta line (direct course).

### Deleting a Saved Route

1 Select **User Data** > **Routes**.

2 Select a route.

3 Select **Delete**.

### Deleting All Saved Routes

Select **User Data** > **Manage Data** > **Clear User Data** > **Routes**.

## Tracks

A track is a recording of the path of your boat. The track currently being recorded is called the active track, and it can be saved. You can show tracks in each chart or 3D chart view.

### Showing Tracks

Select **User Data** > **Tracks** > **Tracks**.

A trailing line on the chart indicates your track.

### Clearing the Active Track

Select **User Data** > **Tracks** > **Clear Active Track**.

The track memory is cleared, and the active track continues to be recorded.

### Saving the Active Track

The track currently being recorded is called the active track.

1 Select **User Data** > **Tracks** > **Save Active Track**.

2 Select an option:

- Select the time the active track began.
- Select **Entire Log**.

### Viewing a List of Saved Tracks

Select **User Data** > **Tracks** > **Saved Tracks**.

### Editing a Saved Track

1 Select **User Data** > **Tracks** > **Saved Tracks**.

2 Select a track.

3 Select **Edit Track**.

4 Select an option:

- Select **Name**, and enter the new name.
- Select **Track Color**, and select a color.

### Saving a Track as a Route

1 Select **User Data** > **Tracks** > **Saved Tracks**.

2 Select a track.

3 Select **Edit Track** > **Save As** > **Save as Route**.

### Browsing for and Navigating a Recorded Track

Before you can browse a list of tracks and navigate to them, you must record and save at least one track (*Saving the Active Track*, page 10).

1 Select **User Data** > **Tracks** > **Saved Tracks**.

2 Select a track.

3 Select **Follow Track**.

4 Select an option:

- To navigate the track from the starting point used when the track was created, select **Forward**.
- To navigate the track from the destination point used when the track was created, select **Backward**.

5 Review the course indicated by the colored line.

6 Follow the line along each leg in the route, steering to avoid land, shallow water, and other obstacles.

### Deleting a Saved Track

1 Select **User Data** > **Tracks** > **Saved Tracks**.

2 Select a track.

3 Select **Delete**.

### Deleting All Saved Tracks

Select **User Data** > **Manage Data** > **Clear User Data** > **Saved Tracks**.

### Retracing the Active Track

The track currently being recorded is called the active track.

1 Select **User Data** > **Tracks** > **Follow Active Track**.

2 Select an option:

- Select the time the active track began.
- Select **Entire Log**.

3 Review the course indicated by the colored line.

4 Follow the colored line, steering to avoid land, shallow water, and other obstacles.

### Setting the Color of the Active Track

1 Select **User Data** > **Tracks** > **Active Track Options** > **Track Color**.

2 Select a track color.

### Managing the Track Log Memory During Recording

1 Select **User Data** > **Tracks** > **Active Track Options**.

2 Select **Record Mode**.

3 Select an option:

- To record a track log until the track memory is full, select **Fill**.
- To continuously record a track log, replacing the oldest track data with new data, select **Wrap**.

### Configuring the Recording Interval of the Track Log

You can indicate the frequency at which the track plot is recorded. Recording more frequent plots is more accurate but fills the track log faster. The resolution interval is recommended for the most efficient use of memory.

1 Select **User Data** > **Tracks** > **Active Track Options** > **Record Intervals** > **Interval**.

2 Select an option:

- To record the track based on a distance between points, select **Distance** > **Change**, and enter the distance.
- To record the track based on a time interval, select **Time** > **Change**, and enter the time interval.
- To record the track plot based on a variance from your course, select **Resolution** > **Change**, and enter the maximum error allowed from the true course before recording a track point.

# Device Configuration

## System Settings

Select **Settings** > **System**.

**Display**: Adjusts the backlight brightness (*Adjusting the Backlight*, page 2) and color scheme (*Adjusting the Color Mode*, page 2).

**Beeper**: Turns on and off the tone that sounds for alarms and selections (*Setting the Beeper*, page 2).

**GPS**: Provides information about the GPS satellite settings and fix.

**Auto Power**: Turns on the device automatically when power is applied.

**Keyboard Layout**: Sets the arrangement of the keyboard to an alphabetical or computer keyboard layout.

**Language**: Sets the on-screen language.

**System Information**: Provides information about the device and the software version.

**Simulator**: Turns on the simulator and allows you to set the speed and simulated location.

### System Information

Select **Settings** > **Settings** > **System Information**.

**Event Log**: Allows you to view a log of system events.

**Software Information**: Provides information about the device and the software version.

**Garmin Devices**: Provides information about connected Garmin devices.

**Factory Settings**: Restores the device to factory settings.

**NOTE:** This deletes any setting information you have entered.

## My Vessel Settings

**NOTE:** Some settings and options require additional hardware. Some settings are available only when you have valid depth data.

Select **Settings** > **My Vessel**.

**Transducer Type**: Displays the type of transducer connected to the device (*Selecting the Transducer Type*, page 4).

**Keel Offset**: Offsets the surface reading for the depth of a keel, making it possible to measure depth from the bottom of the keel instead of from the transducer location (*Setting the Keel Offset*, page 11).

**Temp. Offset**: Compensates for the water temperature reading from a temperature-capable transducer (*Setting the Water Temperature Offset*, page 11).

### Setting the Keel Offset

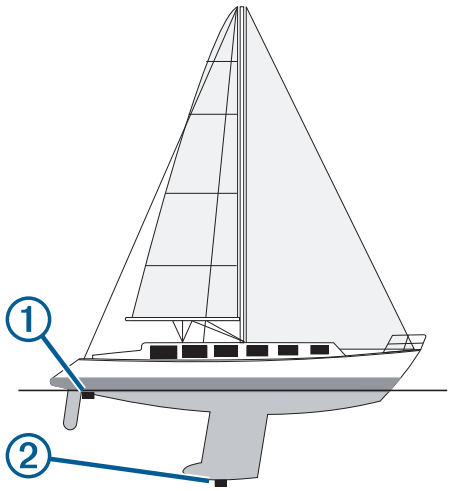
You can enter a keel offset to compensate the water depth reading for the transducer installation location. This allows you to view the depth of the water below the keel or the true depth of the water, depending on your needs.

If you want to know the water depth below the keel or the lowest point of your boat and the transducer is installed at the water line or anywhere above the end of the keel, measure the distance from the transducer location to the keel of the boat.

If you want to know the true water depth and the transducer is installed below the water line, measure the distance from the bottom of the transducer up to the water line.

**NOTE:** This option is only available when you have valid depth data.

1. Measure the distance:
   - If the transducer is installed at the water line ① or anywhere above the end of the keel, measure the distance from the transducer location to the keel of the boat. Enter this value as a positive number.
   - If the transducer is installed at the bottom of the keel ② and you want to know the true depth of the water, measure the distance from the transducer to the water line. Enter this value in as a negative number.




2. Select **Settings** > **My Vessel** > **Keel Offset**.
3. Select **+** if the transducer is installed at the water line, or select **−** if the transducer is installed at the bottom of the keel.
4. Use the arrow keys to enter the keel offset measured in step 1.

### Setting the Water Temperature Offset

You can set the temperature offset to compensate for the temperature reading from a temperature-capable sensor.

1. Measure the water temperature using the temperature-capable transducer that is connected to the device.
2. Measure the water temperature using a different thermometer or temperature sensor that is known to be accurate.
3. Subtract the water temperature measured in step 1 from the water temperature measured in step 2.

   This is the temperature offset. Enter this value in step 5 as a positive number if the sensor connected to the device measures the water temperature as being colder than it actually is. Enter this value in step 5 as a negative number if the sensor connected to the device measures the water temperature as being warmer than it actually is.
4. Select **Settings** > **My Vessel** > **Temp. Offset**.
5. Use the arrow keys to enter water temperature offset measured in step 3.

## Alarms Settings

### Navigation Alarms

Select **Settings** > **Alarms** > **Navigation**.

**Arrival**: Sets an alarm to sound when you are within a specified distance or time from a turn or a destination.

**Anchor Drag**: Sets an alarm to sound when you exceed a specified drift distance while anchored.

**Off Course**: Sets an alarm to sound when you are off course by a specified distance.

### System Alarms

**Alarm Clock**: Sets an alarm clock.

**Device Voltage**: Sets an alarm to sound when the battery reaches a specified low voltage.

**GPS Accuracy**: Sets an alarm to sound when the GPS location accuracy falls outside the user-defined value.

### Sonar Alarms

Select **Settings** > **Alarms** > **Sonar**.

**Shallow Water**: Sounds when the water depth is shallower than the specified depth.

**Deep Water**: Sounds when the water depth is deeper than the specified depth.

**Water Temp.**: Sounds when the water temperature varies more than ± 2°F (± 1.1°C). Alarm settings are saved when the device is turned off.

**NOTE:** You must connect the device to a temperature-capable transducer to use this alarm.

**Fish**: Sets an alarm to sound when the device detects a suspended target.

- sets the alarm to sound when fish of all sizes are detected.
- sets the alarm to sound only when medium or large fish are detected.
- sets the alarm to sound only when large fish are detected.

## Unit Settings

Select **Settings** > **Units**.

**System Units**: Sets the unit format for the device.

**Variance**: Sets the magnetic declination, the angle between magnetic north and true north, for your present location.

**North Reference**: Sets the direction references used in calculating heading information. True sets geographic north as the north reference. Grid sets grid north as the north reference (000º). Magnetic sets the magnetic north as the north reference.

**Position Format**: Sets the position format in which a given location reading appears. Do not change this setting unless you are using a map or chart that specifies a different position format.

**Map Datum**: Sets the coordinate system on which the map is structured. Do not change this setting unless you are using a map or chart that specifies a different map datum.

**Time Format**: Sets a 12-hour, 24-hour, or UTC time format.

**Time Zone**: Sets the time zone.

**Daylight Savings Time**: Sets daylight savings time to Off or On.

## Navigation Settings

**NOTE:** Some settings and options require additional hardware.

Select **Settings** > **Navigation**.

**Route Labels**: Sets the type of labels shown with route turns on the map.

**Turn Transition Activ.**: Sets the turn transition to be calculated based on time or distance.

**Turn Transition Time**: Sets how many minutes before the turn that you transition to it as the next leg, when Time is selected for the Turn Transition Activ. setting.

**Turn Transition Dist.**: Sets how far before the turn that you transition to it as the next leg, when Distance is selected for the Turn Transition Activ. setting.

**Route Start**: Selects a starting point for route navigation. You can select Boat to start navigation from the current vessel location, or Waypoints to start from the first waypoint on the route.

## Restoring the Factory Default Settings

**NOTE:** This deletes all settings information you have entered, including all Garmin Quickdraw Contours you have generated.

Select **Settings** > **System** > **System Information** > **Factory Settings** > **Yes**.

# Sharing and Managing User Data

You can share data if two compatible devices are connected using the blue and brown wires on the power cable or using the User Data Sharing Cable (*Connecting to a Garmin Device to Share User Data*, page 12).

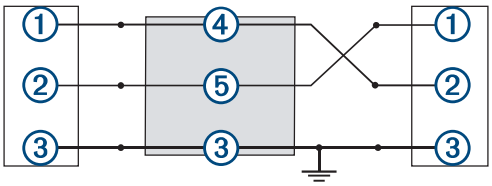
## Connecting to a Garmin Device to Share User Data

You can connect the STRIKER Plus device to a compatible Garmin device to share user data, such as waypoints. If the devices are mounted near each other, you can connect the blue and brown wires. If the devices are mounted too far apart for the wires to reach, you can connect the devices using a User Data Sharing Cable (010-12234-06).

1. Make sure both devices are connected to the same ground.
2. Complete an action:
   - If the devices are mounted near each other, connect the blue wire from the first device to the brown wire of the second, and connect the brown wire from the first device to the blue wire of the second.
   - If the devices are not mounted near each other, obtain a User Data Sharing Cable (010-12234-06), and connect the devices following the instructions included with the cable (*User Data Sharing Cable Wiring Diagram*, page 12).
3. On both devices, select **User Data** > **Manage Data** > **User Data Sharing**.

User data is shared between the connected devices. If you select Clear User Data, data is removed from both connected devices.

### User Data Sharing Cable Wiring Diagram




| Item | Wire Function | Wire Color |
|---|---|---|
| ① | Data | Blue |
| ② | Data | Brown |
| ③ | Ground | Black |
| ④ | Data | Green |
| ⑤ | Data | White |

## Clearing Saved Data

You can remove saved user data from the device memory. User data includes waypoints, routes, and tracks.

1. Select **User Data** > **Manage Data** > **Clear User Data**.
2. Select an option.

***NOTICE***

If you select All, all the data you have saved will be removed, except Garmin Quickdraw contours data.

If you are connected to another device and User Data Sharing is enabled, data is removed from all connected devices.

# Appendix

## Registering Your Device with the Serial Number

If your device does not have Wi-Fi technology, you can register using the device's serial number. If your device has Wi-Fi technology, you should use the ActiveCaptain app to register the device (*Getting Started with the ActiveCaptain App*, page 2).

Keep the original sales receipt, or a photocopy, in a safe place.

1. Locate the serial number on the product box or on the device.
2. Go to my.garmin.com/registration.
3. Sign in to your Garmin account.
4. Enter the serial number.

## Specifications

| | |
|---|---|
| Temperature range | From -15° to 55°C (from 5° to 131°F) |
| Water rating | IEC 60529 IPX7 |
| Input voltage | From 10 to 20 Vdc |
| Rated current | 1.5 A |
| Fuse | 3 A, 250 V fast-acting |
| Wireless frequency and protocol* | Wi-Fi, 2.4 GHz @ 22 dBm nominal |

*Not available on all models.

## Troubleshooting

### My device will not turn on or keeps turning off

Devices erratically turning off or not turning on could indicate an issue with the power supplied to the device. Check these items to attempt to troubleshoot the cause of the power issue.

- Make sure the power source is generating power.

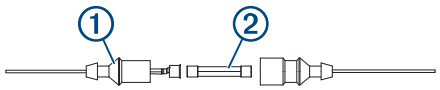
  You can check this several ways. For example, you can check whether other devices powered by the source are functioning.
- Check the fuse in the power cable.

  The fuse should be located in a holder that is part of the red wire of the power cable. Check that the proper size fuse is installed. Refer to the label on the cable or the installation instructions for the exact fuse size needed. Check the fuse to make sure there is still a connection inside of the fuse. You can test the fuse using a multimeter. If the fuse is good, the multimeter reads 0 ohm.
- Check to make sure the device is receiving is at least 10 V, but 12 V is recommended.

  To check the voltage, measure the female power and ground sockets of the power cable for DC voltage. If the voltage is less than 10 V, the device will not turn on.
- If the device is receiving enough power but does not turn on, contact Garmin product support at support.garmin.com.

#### *Changing the Fuse in the Power Cable*

1. Open the fuse housing ①.




2. Twist and pull the fuse to remove it ②.
3. Insert a new 3 A fast-blow fuse.
4. Close the fuse housing.

### My device will not acquire GPS signals

If the device is not acquiring satellite signals, there could be a few causes. If the device has moved a large distance since the last time it has acquired satellites or has been turned off for longer than a few weeks or months, the device may not be able to acquire the satellites correctly.

- Ensure the device is using the latest software. If not, update the device software (*Updating Software with the ActiveCaptain App*, page 3).
- Make sure the device has a clear view of the sky so the antenna can receive the GPS signal. If it is mounted inside of a cabin, it should be close to a window so it can receive the GPS signal.

### My sonar does not work

- Push the transducer cable all the way into the back of the device.

  Even if the cable seems to be connected, you should push firmly so that it is fully seated.
- Press ⏻, and ensure sonar is enabled.
- Select the correct transducer type (*Selecting the Transducer Type*, page 4).

### My device is not creating waypoints in the correct location

You can manually enter a waypoint location to transfer and share data from one device to the next. If you have manually entered a waypoint using coordinates, and the location of the point does not appear where the point should be, the map datum and position format of the device may not match the map datum and position format originally used to mark the waypoint.

Position format is the way in which the GPS receiver's position appears on the screen. This is commonly displayed as latitude/longitude in degrees and minutes, with options for degrees, minutes and second, degrees only, or one of several grid formats.

Map datum is a math model which depicts a part of the surface of the earth. Latitude and longitude lines on a paper map are referenced to a specific map datum.

1. Find out which map datum and position format was used when the original waypoint was created.

   If the original waypoint was taken from a map, there should be a legend on the map that lists the map datum and position format used to create that map. Most often this is found near the map key.
2. Select **Settings** > **Units**.
3. Select the correct map datum and position format settings.
4. Create the waypoint again.

### My device does not display the correct time

Time is set by GPS position and time zone setting.

1. Select **Settings** > **Units** > **Time Zone**.
2. Ensure the device has a GPS fix.

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