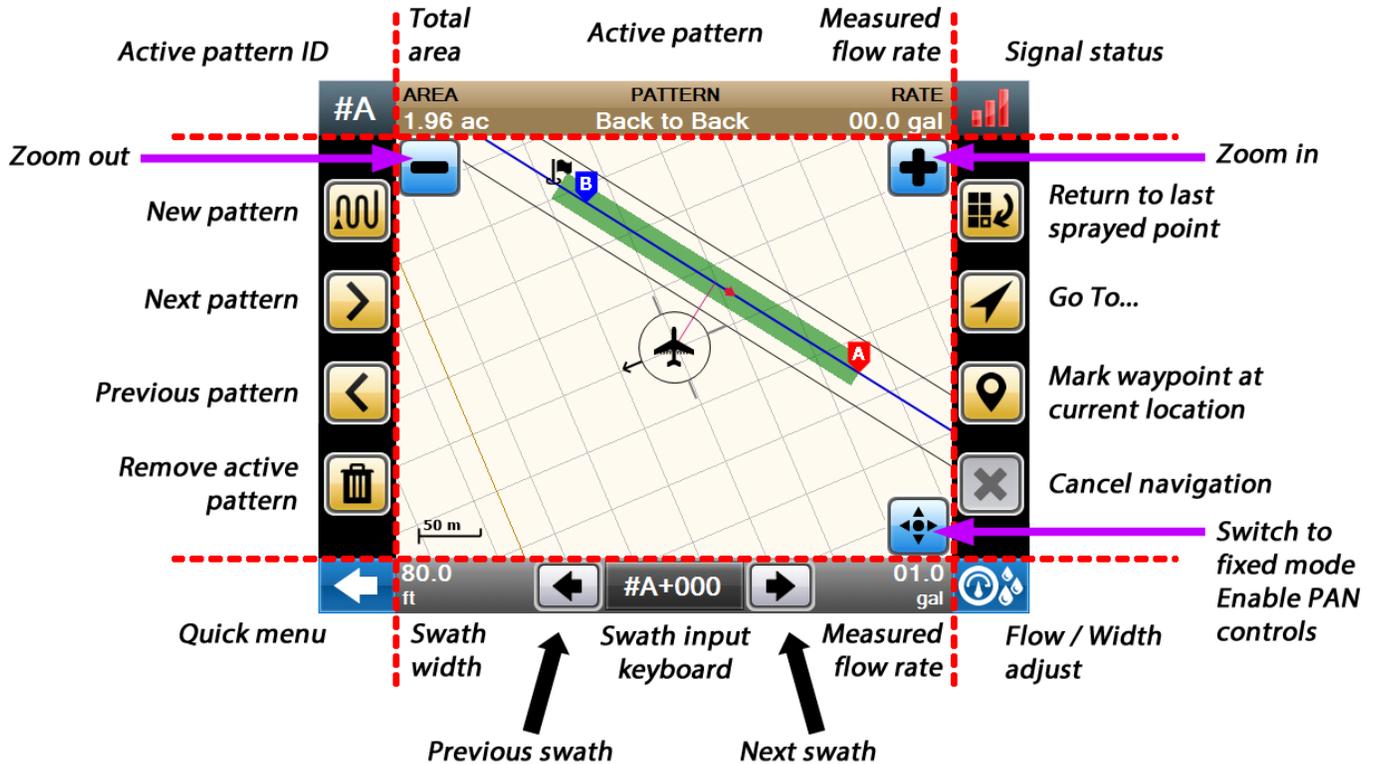


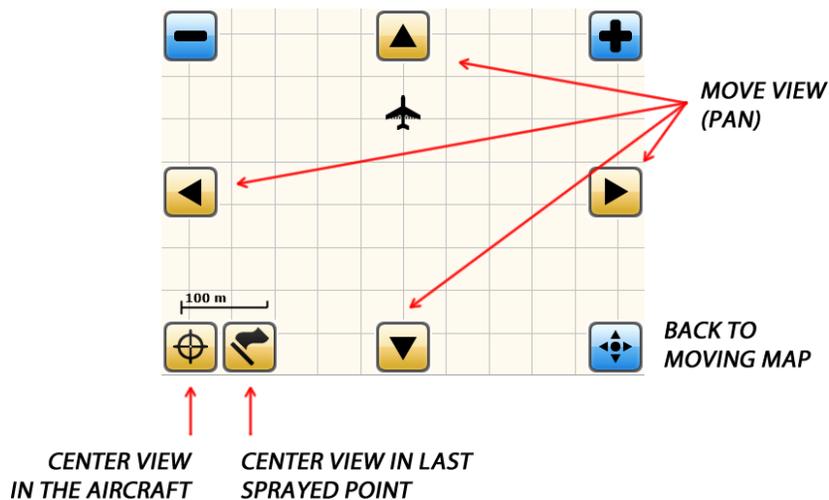


QUICK REFERENCE GUIDE

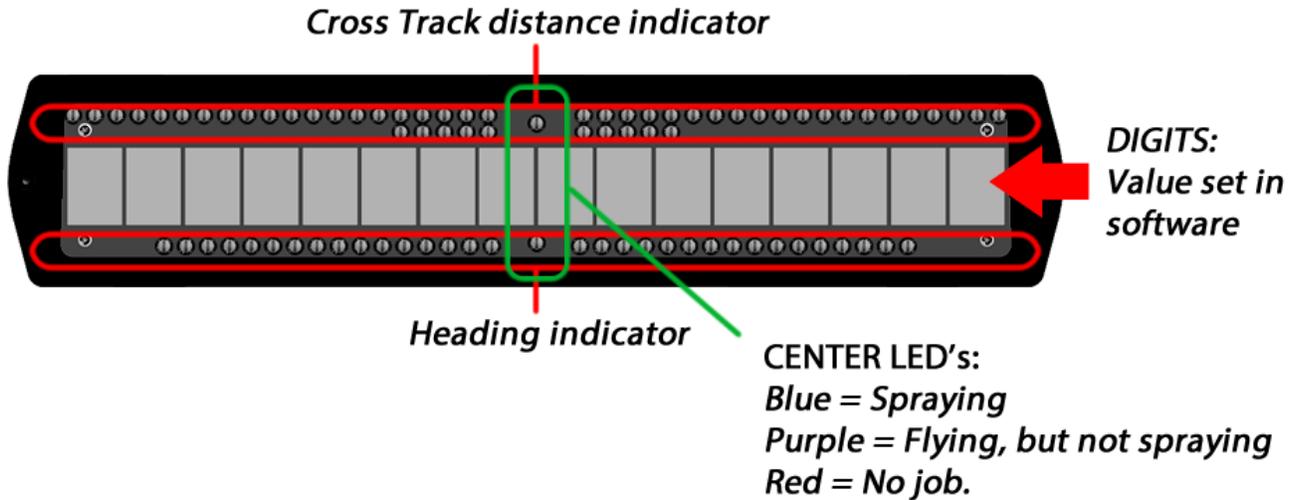
Flight screen



Flight screen: Fixed mode controls



Lightbar

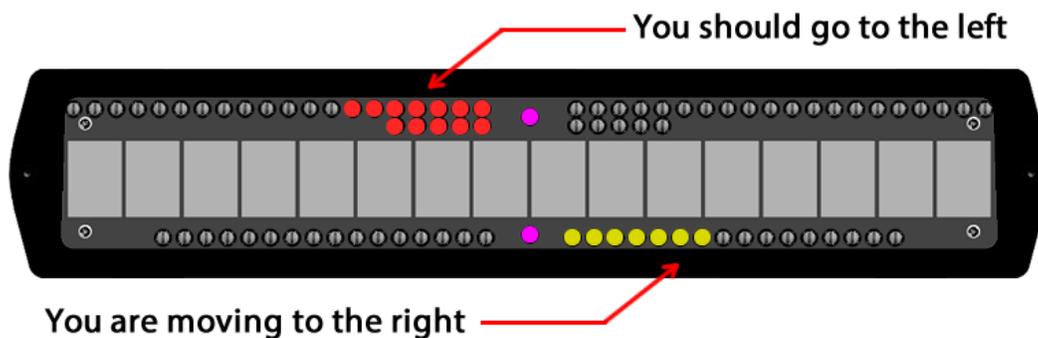


The upper indicator (cross track indicator), will point to the direction where you should go. The more distant you are to the swath, the more LED's will be lit.

The bottom indicator (heading indicator), will point to the direction that the current attitude will make you go.

In order to correct the distance, and reduce the cross track to zero, you should make the heading point to the direction of cross track indicator.

Check the example in the image below:



Jobs and patterns:

Before anything else, you should create a new job. A job is the base for everything. All data generated to a job will be stored inside of it, with exception of the data that is shared through all jobs, such as the waypoints.

Each job can contain up to 26 different patterns, each one containing its own 'A', 'B' and 'C' points (when needed).

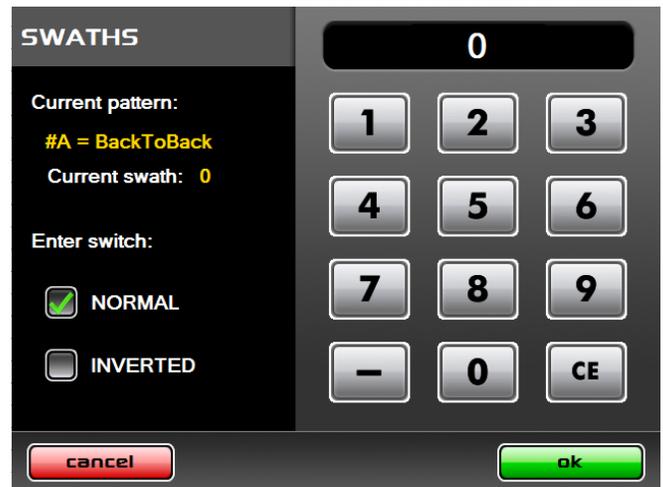
A job can be finished and saved to resume later, or saved into a report format. Any job saved to continue later can be resumed, but once you finish and transform it into a report, it is not possible to resume that job.

Selecting a specific swath:

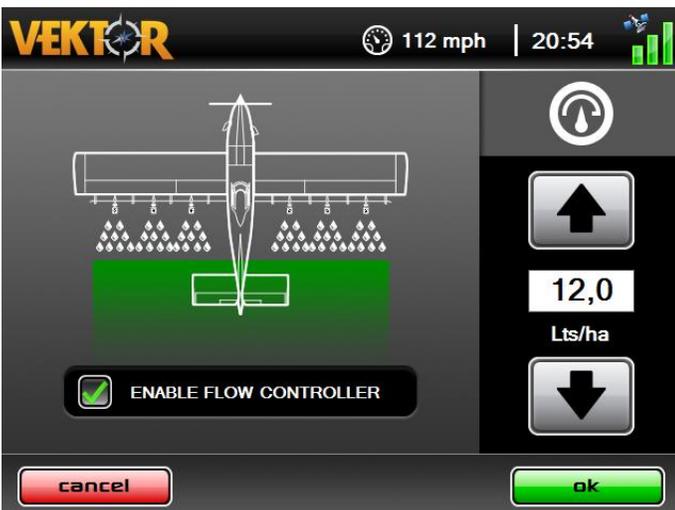
In the flying screen, press the button 'Swath input keyboard', as shown in the first page.

A keyboard will pop-up. Use the keyboard to specify a swath that you want to select.

It is also possible to use this same screen to change the direction of advance, when you press the 'enter' key on the grip.



Flow and swath width:

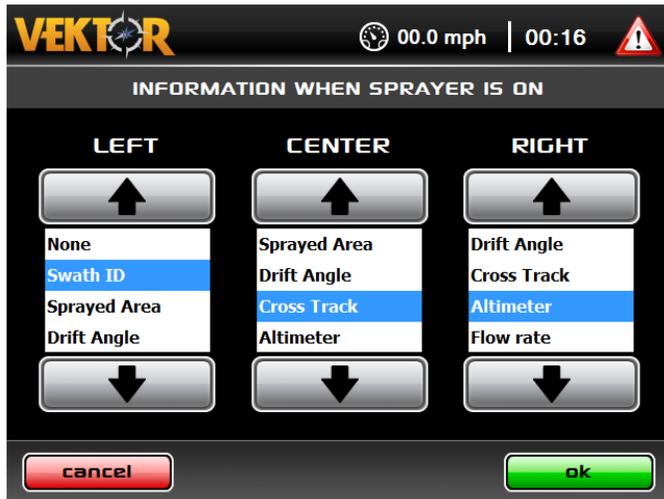


It is possible to change the target flow rate at any time. The changes will immediately take effect.

Use the arrows to increase or decrease the values. If you press over the numbers, a keyboard will pop-up so you can introduce a new value.

To enable or disable the automatic flow control, check or uncheck the option in the middle of the screen. Press 'ok' to make the system to accept the changes.

Lightbar setup:



During the flight, different information can be displayed in the lightbar.

An information set can be used when the sprayer is active, and a different information set can be displayed when the pilot deactivates the sprayer.

The lightbar provides space for three fields, which can be set in the settings menu. Adjust each field of lightbar for when the sprayer is 'on' and for when the sprayer is 'off'.

Waypoints and navigation:

Waypoints can be created for navigation. You can create a new waypoint by pressing the button "Mark waypoint" as showed in the first page. Each waypoint can have an icon to represent it and a name. Another parameter that may be specified is the radius. Once your current position is inside the radius from a waypoint, the system will understand that you arrived at that waypoint.

To go to a waypoint, press the button "Go To" to display a list of the available points. Selected the desired destination point and the system will guide you to there.

During navigation, the lightbar will display the distance to the selected destination, and the estimated time to arrive on it.

Common questions:

- **How can I advance swaths to the left using a single switch grip?**
 - Mark the option "INVERTED" for the "ENTER switch" in the "Swath input keyboard"
- **How can I create a new waypoint by entering the coordinates?**
 - Go to the settings menu, and locate the option "waypoints". Add the waypoint by pressing the "+" button. Input the coordinates and other data.
- **How can I continue a pattern after it is complete?**
 - Fly the pattern until the last swath. Advance to the next swath and it will prompt if you want to repeat. To repeat to the opposite side, back to the first swath and then back one more time, so it will prompt if you want to repeat.