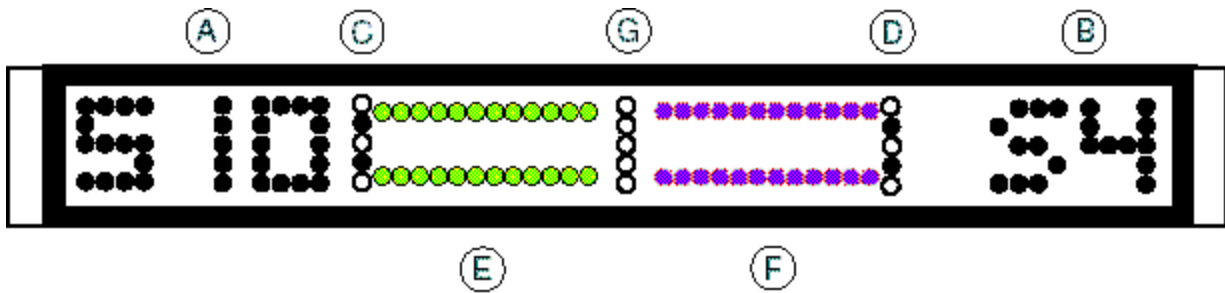
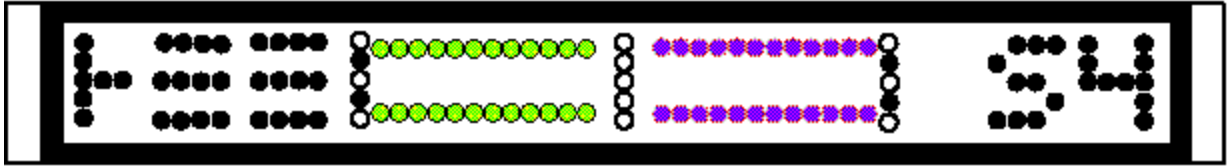


## BRIGHT BAR DISPLAY BASIC INFORMATION AND DISPLAY



- A / B : Initially no display when generating a new area. As soon as **NEW AR**. Goes to “**SPRAY ON TO ENTER PT A**”, Son will display at (A) and PtA will display at (B). After area is formed, (A) will display the first item as selected in the **DSP** (Display settings) menu, and (B) will display the last item as selected in the **DSP** menu.
- C / D : Yellow flashing – Approaching a boundary. Yellow off – inside area. Yellow on -- outside selected area. Red on – spray on. Red off – spray off.
- E / F : Two rows of lights, with the left side having red lights, and the right side having green lights. Each row can show either Cross Track or Angle of Intercept, or both, as selected by the **DSP** menu. The red rows of lights tell the pilot to turn left to the target swath, and the green rows of lights tell the pilot to turn right to the target swath. The lights can also give a graphic of the angle of intercept to the target swath (as selected in the **DSP** menu). One row of lights, either upper or lower, indicates the **XTRACK** (Cross Track) and the other row indicates the **AOI** (Angle Of Intercept) to the target swath. To turn on the first of the cross track lights, the distance from target swath must be a minimum of 200 feet.
- G : This column of yellow lights indicates that the system is on, and provides a center reference for the display.

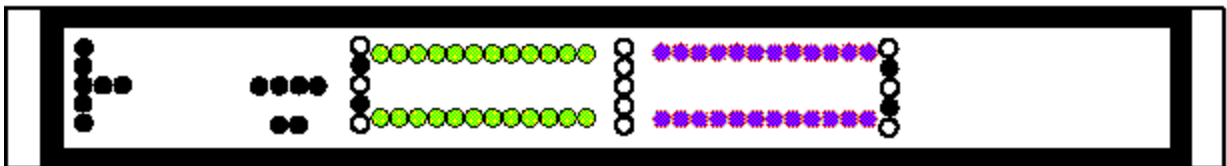
## BRIGHT BAR WITH NO DSP SETTING FOR LEFT DISPLAY



In any auto mode, this symbol indicates the direction of the next target swath. This example indicates the target swath is moving to the left.

These lights indicate Spray ON, and no lights indicate Spray OFF.

## BRIGHT BAR WITH NO DSP SETTINGS FOR EITHER DISPLAY



Indicates the direction of target swath.

This display will be left blank. All flight information will be displayed on the left display only.

While inside the area, the pilot may press <F4> to leave an arrowhead on the screen. This mark allows him to return to the same spot upon return to the area. This 'arrow' on the Bright Bar shows the pilot if he is flying against his original flight direction (at the time he pressed <F4>) or in the same direction as his original flight line. In this example, the bright Bar indicates that the pilot is flying against his original flight direction.