

KSN 765/770 Quick Reference Guide

Integrated Communication Navigation Display



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FLIGHT MANAGEMENT SYSTEM (FMS) OVERVIEW

To access the FMS function, push the **FMS** key. When the FMS function is first accessed, the FMS page 1/3 is displayed and the Home window always has focus (**FMS HOME** will briefly display).



TIP

Pushing the **FMS** key always returns you to the FMS home window.

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ENTER A FLIGHT PLAN

The following pages describe how to enter a flight plan.

Enter a Departure Airport

1. Push the joystick knob or push the waypoint list window twice to move the focus to the waypoint list window.
2. Push the **EDIT** bezel softkey.

*All flight plan editing must be done in this mode. EDIT mode is noted by **Flight Plan Edit** as the displayed mode in the upper-left portion of the FMS HOME Window.*



EDIT Mode

3. Push the Insert (**INS**) bezel softkey.

The **INSERT NEW WAYPOINT** pop-up window is displayed.

WAYPOINT
IDENTIFIER
FIELD

NEAREST AIRPORTS		BRG	DIS	ETE
KSAN	- SAN DIEGO INTL	274°	0.8 nm	-:--
KNZY	- NORTH ISLAND NAS	216°	2.7 nm	-:--
KMYF	- MONTGOMERY	007°	5.4 nm	-:--
KNKX	- MIRAMAR MCAS	360°	8.5 nm	-:--
KNRS	- IMPERIAL BEACH NOLF	151°	10.2 nm	-:--
KSEE	- GILLESPIE	040°	11.7 nm	-:--

132.875 COM 125.900 Standby GPS CDI TERMINAL DATA IDENT WPT

PUSH FOR NAV ID: MZB Pg 1/3 PUSH FOR OK

APPT USER OK BACK ID-480676

4. Select the departure airport from the list.

The pop-up window is removed and the departure airport is inserted into the flight plan.

Enter an Arrival Airport

1. Push the joystick knob or push the waypoint list window twice to move the focus to the waypoint list window.
2. Push the **EDIT** bezel softkey.
*All flight plan editing must be done in this mode. EDIT mode is noted by **Flight Plan Edit** as the displayed mode in the upper-left portion of the FMS HOME Window.*



EDIT Mode

3. Push the Insert (**INS**) bezel softkey, then select the arrival airport.

WAYPOINT
IDENTIFIER
FIELD



4. If the arrival airport isn't in the **NEAREST AIRPORTS** list, enter the airport identifier by one of two ways:
 - Toggle the joystick up to select the airport Identifier field, then toggle and scroll the joystick knob to enter one character of the identifier at a time.
 - Push the Airport Identifier field twice, then use the pop-up QWERTY keypad to enter the airport identifier.
5. Use the keypad to enter the arrival airport, then push **OK**.
The waypoint is entered into the flight plan.



QWERTY Keypad

Enter a Departure

1. Push the Procedure (**PROC**) bezel softkey.

NOTE: The **PROC** bezel softkey label is displayed when the FMS HOME window or Waypoint List window has focus.

2. Push the Departure (**DEP**) bezel softkey to enter a departure procedure.



Enter a Departure Procedure

3. Push the joystick knob or push the touchscreen twice to select the desired runway for departure.



Select a Runway

4. Push the joystick knob or push the touchscreen twice to select the desired departure procedure.



Select the Desired Departure Procedure

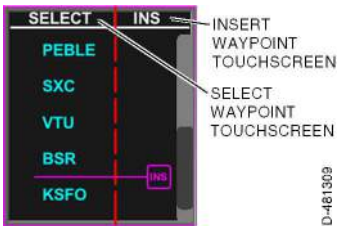
5. Push the joystick knob or push the touchscreen twice to select the desired departure procedure transition.
The departure procedure is then entered into the waypoint list.



Select the Desired Departure Procedure Transition

Enter En Route Waypoints

When the flight plan edit function is active (the **EDIT** softkey is active), the waypoint list header and touchscreen change to permit the pilot to select (**SELECT**) and insert (**INS**) waypoints. Touching the left side of the waypoint list window selects individual waypoints. Touching the right side defines the location where the pilot wants to insert a waypoint.



1. While in flight plan edit mode, rotate the joystick knob or touch the waypoint list to place the **INS** icon where you want the en route waypoints to be added.



Enter En Route Waypoints

2. Push the Insert (**INS**) bezel softkey.

The **INSERT NEW WAYPOINT** pop-up window is displayed.

3. Push the **APT** bezel softkey or use the touchscreen button to choose the nearest airport, NAVAIDs, or intersections.



4. Rotate the joystick knob to scroll through the available waypoints, then push the joystick knob or push the touchscreen twice to select the desired waypoint.

5. If the desired waypoint isn't listed, the waypoint can be manually entered. Push the waypoint identifier field at the top of the display twice to show the QWERTY pop-up window, key in the desired waypoint, then push **OK**.



QWERTY Pop-Up Window

Enter Waypoints via Airway

NOTE: Before an airway can be entered, the beginning and ending waypoints of the airway must already be contained in the flight plan.

1. While still in Flight Plan Edit mode, rotate the joystick knob or touch the waypoint list to place the **INS** icon between the start and end waypoints of the airway.
2. Push the Insert (**INS**) bezel softkey.

3. Push the Airway (**AWY**) bezel softkey.



The **INSERT WAYPOINTS VIA AIRWAY** pop-up window is displayed.



4. Enter the airway name and then push **OK**.

The FMS message **AIRWAY ADDED** is displayed when an airway is successfully added.

Enter an Arrival

1. Push the **FMS** key to access the FMS function.
2. Push the Procedure (**PROC**) bezel softkey.



3. Push the Arrival (**ARR**) bezel softkey.

ARRIVAL
BEZEL
SOFTKEY



ID-495730

4. Rotate the joystick knob to scroll through the available arrivals and transitions, then push the joystick knob or push the touchscreen twice to select the desired arrival and then the desired transition.



Select Arrival and Transition

EDIT A FLIGHT PLAN

The following pages describe how to edit a flight plan.

Connect a WPT Disconnect

A disconnect is created whenever a defined path does not exist between two waypoints. For example, adding a procedure may result in a disconnect in the flight plan. When a disconnect exists in the flight plan, **WPT DISCONNECT** is displayed in the waypoint list.

In order to remove the disconnect, push the Direct-To key (**-D→**) and select a waypoint after the disconnect message, or complete the following procedure:

1. Push the disconnect message twice to highlight the disconnect in the Waypoint List window.



2. Push **EDIT** , **CONN** .
3. Push **OK** to select the **CONFIRM CONN** prompt.



Change a Waypoint

1. Push the waypoint twice to highlight the waypoint in the Waypoint List window.



2. Push **EDIT** , **CHNG** .

3. Select a waypoint by:

- Pushing the **APT**, **NAV**, or **INT** buttons and scrolling with the joystick knob, or
- Pushing the identifier field twice and entering the identifier with the pop-up QWERTY keyboard.



4. Push **OK**.

Delete a Waypoint

1. Push the waypoint twice to highlight the waypoint in the Waypoint List window.



2. Push **EDIT** , **DEL** .

3. Push **OK** to select the **CONFIRM DEL** prompt.



Delete an Entire Flight Plan

1. Push the **FMS** key to access the FMS function.
2. Push Clear (**CLR**).



The **CAUTION PRESS OK TO CLEAR ENTIRE FLIGHT PLAN** prompt is displayed.



3. Push **OK** to clear the entire flight plan.

Activate a Flight Plan Leg

If you are trying to join a flight plan leg that is not displayed in magenta, complete the following procedure:

1. While in Edit mode, push the first waypoint of the desired leg in the Waypoint List window twice to highlight it.



2. Push Activate (**ACTV**).
The selected waypoint becomes the active FROM waypoint.

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EXECUTE A DIRECT-TO

The following pages describe how to execute a Direct-To.

Direct-To a Waypoint in the Flight Plan

The following procedure describes how to perform a Direct-To a waypoint in the flight plan.

1. Push the Direct-To key (**D→**).

The **DIRECT TO** pop-up window is displayed.



2. Use the joystick knob or touchscreen to select the desired flight plan waypoint, then push the joystick knob or push the touchscreen twice to perform the Direct-To.

Direct-To a Waypoint Not in the Flight Plan

The following procedure describes how to perform a Direct-To a waypoint that is not in the flight plan:

1. Push the Direct-To key (**-D→**).

The **DIRECT TO** pop-up window is displayed.



2. Push the **FPL** bezel softkey to toggle through the nearest flight plan waypoints, previous waypoints, airports, NAVAIDs, and intersections.

These can also be selected using the touchscreen buttons displayed at the top of the page.

3. Use the joystick knob or touchscreen to select the desired waypoint, the push the joystick knob or push the touchscreen twice to perform the Direct-To.

When a Direct-To is performed to a waypoint not contained in the active flight plan (PREV, APT, NAV, INT, or USER waypoint), the remaining waypoints in the active flight plan become grayed out and the original flight plan is suspended until the new Direct-To a waypoint not in the flight plane is undone.



Direct-To a Waypoint Not in the Flight Plan

When the aircraft passes over the Direct-To waypoint not in the flight plan, the CDI changes to FROM and the outbound track is unchanged from the inbound track.

There are three options:

1. Execute a Direct-To a waypoint in the active flight plan.
2. Add more waypoints to the Direct-To a waypoint not in the flight plan.
3. Push the Direct-To key (**D→**), then push **UNDO**.

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ACCOMPLISH A HOLDING PATTERN

The following pages describe how to accomplish a holding pattern.

Create a Hold

A hold can be created manually by the pilot. A hold can be accomplished at a waypoint in the current flight plan. The following procedure describes how to create a hold at a waypoint.

1. Use the joystick knob or touchscreen to highlight the desired hold waypoint.



2. Push the Procedure (**PROC**) bezel softkey.



3. Push the **HOLD** bezel softkey.



4. Push the **ADD** bezel softkey.



The Modify Parameters window is then displayed.



Modify Parameters Window

NOTE: When a hold is published at a selected waypoint, the FMS uses information contained in the NAV database to pre-populate the hold parameters with the published hold.

- Select the desired parameter field by moving the joystick up or down or by pushing the touchscreen on the desired field.
- Toggle the joystick knob to select and modify hold parameters as desired.

NOTE: When published hold specifications are modified, the **PUB** bezel softkey label is displayed. Pushing the **PUB** bezel softkey populates fields with published values.

- Push the **OK** bezel softkey when the hold parameters are set as desired.

*The hold is entered into the flight plan. Note that **HLD** is displayed next to the holding waypoint in the waypoint list, and **HLD** is displayed under the waypoint name in the text data field.*



Hold Entered Into Flight Plan

Modify or Delete an Existing Hold

To edit or delete a hold that has already been inserted into a flight plan, complete the following procedure:

1. Use the joystick knob or touchscreen to highlight the waypoint in the FMS Waypoint List window.



2. Push the Procedure (**PROC**) bezel softkey.
3. Push the **HOLD** bezel softkey.
4. If modifying the hold (or reviewing an existing hold), push the Modify (**MOD**) bezel softkey.
The Modify Parameters window is then displayed.

5. Modify the parameters as desired, then push the **OK** bezel softkey.



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EXECUTE AN APPROACH PROCEDURE

The following pages describe how to execute an approach procedure.

Enter and Fly an Approach

An Approach procedure can be executed when the last waypoint in the flight plan is an airport.

1. Push the **FMS** key to access the FMS function.
2. Push the Procedure (**PROC**) bezel softkey.



3. Push the Approach (**APPR**) bezel softkey.

APPROACH
BEZEL
SOFTKEY



ID-495748

4. Rotate the joystick knob to scroll through the available approaches and transitions, then push the joystick knob or push the touchscreen twice to select the desired approach and then the desired transition.



Select Approach and Transition

5. Depending on the type of approach selected, the following will occur:
- **VHF Ground-Based Approaches (e.g. ILS, LOC, VOR):** The NAV radio must be tuned and then select the CDI button to change to VLOC prior to the Final Approach Waypoint (FAWP).
 - **GPS-Monitored Approaches:** Primary navigation instruments must be used.
 - **GPS Approaches:** When flying a GPS approach, the **APPROACH** annunciation must be displayed prior to reaching the FAWP and remain displayed for the remainder of the approach. This annunciation is a positive cue to the flight crew that the sensor configuration is correct and sensor integrity is within limits for the approach.

NAV Radio Autotune

If configured, the KSN 770 will autotune the NAV radios for ILS and localizer approaches only. When an ILS or localizer approach is inserted into the flight plan, the standby NAV frequency is tuned to the ILS or localizer frequency.

The standby NAV frequency is automatically set to the active NAV frequency when all of the following conditions are met:

- The FAWP has not been sequenced
- An ILS/LOC approach procedure is active in the flight plan
- Track is within 35 degrees of the inbound track as defined from the FAWP to the Missed Approach Waypoint (MAWP).

The KSN 770 will automatically switch the CDI selected NAV source from GPS to VLOC when all of the following conditions are met:

- The FAWP has not been sequenced
- An ILS/LOC approach procedure is active in the flight plan
- Track is within 35 degrees of the inbound track as defined from the FAWP to the MAWP
- Track is within 10 degrees of the desired track.

Vectors to Final (VTF)

The VTF selection provides a final approach extension from the FAWP that can be used to orient the flight crew while being vectored to the final approach. Vectors To Final (VTF) is indicated in the flight plan list as **FLY VTF**.



Vectors to Final

The **VTF** bezel softkey label is displayed on the left-side of the waypoint list when the waypoint list or home window is selected and the VTF approach transition is available. Pushing the **VTF** bezel softkey activates the VTF function.

Suspend is active when the VTF is selected and the green vectored leg to the FAWP is displayed. The pilot will have to fly to intercept the green vectored leg. Once the leg is intercepted, it turns magenta and the **SUSPEND** annunciation is removed.

NOTE: To undo VTF, reinsert the approach or select a different approach.

Change, Delete, or Reinsert an Entered Approach Procedure

In order to change, delete, or reinsert an entered approach procedure, complete the following procedure:

1. Push the **FMS** key to access the FMS function.
2. Push the Procedure (**PROC**) bezel softkey.
3. Push the Approach (**APPR**) bezel softkey.

The **Select APPROACH for** window is displayed.



Select APPROACH for Window

4. From this window, the approach can be reinserted, deleted, or the type of approach can be changed (to the same runway only).
- To reinsert the approach, rotate the joystick knob or push the touchscreen to select **Reinsert**. Push the joystick knob or push the touchscreen twice to select reinsert.
 - To delete the approach, rotate the joystick knob or push the touchscreen to select **Delete Active Approach**. Push the joystick knob or push the touchscreen twice to delete the active approach.
 - To change the type of approach used to the same runway, rotate the joystick knob or push the touchscreen to select the desired approach. Push the joystick knob or push the touchscreen twice to select the different approach and then select the desired transition.

NOTE: To select an approach to a different runway, the approach must first be deleted, then re-entered.

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EXECUTE A MISSED APPROACH

The missed approach procedure begins at the Missed Approach Waypoint (MAWP), and is separated from the approach by a **Missed Approach** header within the waypoint list.



Missed Approach Header

When crossing the MAWP and the missed approach is not initiated prior to the MAWP, the FMS enters Suspend. The CDI will go to FROM and the outbound course is the same as the inbound course. The flight plan is suspended until the missed approach is selected.

Execute a Missed Approach Before or After Reaching the MAWP

A missed approach can be executed in two ways: *before* reaching the MAWP or *after* reaching the MAWP:

1. To execute a missed approach before reaching the MAWP, push the **MA** bezel softkey. The **MA** bezel softkey label is only displayed when either the FMS HOME window or waypoint list window has focus.

TIP

Pushing the **FMS** key will cause the **MA** touchscreen button to display.

2. To execute a missed approach after reaching the MAWP, push the **MA** touchscreen button that displays when the missed approach pop-up window is displayed. The missed approach pop-up window is displayed when the MAWP is reached and the missed approach has not yet been activated.



Activating the Missed Approach Procedure

Pushing the **CLEAR** touchscreen button removes the pop-up window without activating the missed approach procedure.

TIP

The missed approach can be activated later by pushing the **FMS** key and then the **MA** bezel softkey.

When the missed approach is activated, **TERMINAL MISSED APR** is displayed in the FMS Phase of Flight window. See section 15, *Flight Management System*, of the *KSN 765/770 Integrated Communication Navigation Display Pilot's Guide* for more information.



TERMINAL MISSED APR Annunciation

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GLOSSARY, ACRONYMS, AND ABBREVIATIONS

BEZEL SOFTKEY – A key (button) on the bezel surrounding the KSN display that is used to perform multiple functions, depending on the Bezel Softkey Label.

BEZEL SOFTKEY LABEL – A label on the KSN display immediately adjacent to a bezel softkey that identifies the functions of the softkey (button). The label function changes depending on which window on the display is being controlled. The window on the display with the magenta border is the one being controlled.

CDI – Course Deviation Indicator.

DEDICATED BEZEL KEY – A key (button) on the bezel surrounding the KSN display that has a label printed on it, such as FMS, MFD, and MENU. A Dedicated Bezel Key performs a single function.

DISCONNECT – Created when a defined path does not exist between two waypoints.

DIRECT-TO – The path from the aircraft's present position to the selected waypoint.

DIRECT-TO KEY () – Displays the Direct-To overlay.

DIRECT-TO A WAYPOINT NOT IN THE FLIGHT PLAN – A Direct-To performed to a waypoint not contained in the active flight plan (APT, NAV, INT, USER or PREV waypoint).

FAWP – Final Approach Waypoint.

FLIGHT LEG – A line representing a flight plan between two waypoints in the flight plan list.

FMS – Flight Management System.

FMS FUNCTION – The navigation function of the KSN.

FMS KEY – Selects the FMS Home Page with the Home window as the focus.

FOCUS – The window on the display bound in magenta. The bezel softkeys control functions on the focused window.

GPS CDI – A button on the screen that indicates that the GPS is driving the CDI. The button alternates with the VLOC CDI.

IAP – Instrument Approach Procedure.

JOYSTICK KNOB – Contains a rotation function, push function, and toggle function for panning, scrolling, data input, and selecting items.

KEY – A button.

KSN – The KSN 765/770 integrated communication navigation display.

LEG – A line between two waypoints in the flight plan list.

MAWP – Missed Approach Waypoint.

MENU KEY – Activates the menu, which contains several pages of selections to configure the KSN.

MFD – Multifunction display.

MFD KEY – Selects the MFD function.

MFD FUNCTION – Enables the pilot to display a variety of navigation and weather information; terrain and obstacle data; and traffic information.

PAGE – Information arranged on the screen. Push the **PAGE** key to change the page.

PAGE KEY – Changes the page on the screen.

POP-UP ALERTS – An alert on the touchscreen. Often the pilot can choose a response, such as CLEAR or MISSED APPROACH.

QWERTY KEYPAD – Touchscreen keys arranged in a standard QWERTY keyboard layout.

SEQUENCE – When the aircraft crosses a waypoint and the next leg of the flight plan becomes active.

SOFTKEY – A key that performs a function based on the screen label adjacent to it.

SUSPEND – When the aircraft crosses a waypoint and there is no next leg of the flight plan.

TOUCHSCREEN BUTTON – A button on the touchscreen display.

VIEW – A certain section on an MFD page framed in magenta. Pushing the **VIEW** key changes the section framed in magenta. The **VIEW** key has no function in the FMS function.

VTF – Vectors to final.

VLOC CDI – A button on the screen that indicates that the VOR or localizer is driving the CDI. The button alternates with the GPS CDI.

WAYPOINT – A navigation fix in a flight plan.

WINDOW – A section on the screen that responds to events from the user or the KSN system.

ZOOM-IN/+ KEY – Increases the range, when the view within the selected window contains an adjustable range.

ZOOM-OUT/- KEY – Decreases the range, when the view within the selected window contains an adjustable range.

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KSN 770/765


AFFORDABLE, WAAS-ENABLED, INTEGRATED MFD WITH A FLEXIBLE HYBRID USER INTERFACE

AWARENESS AT HAND



TECHNOLOGY YOU CONTROL.
NOT THE OTHER WAY AROUND.

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FROM THE FIRST TIME YOU DRIVE THE 770'S HYBRID INTERFACE,
YOU'LL FIND IT THE PERFECT BLEND OF TOUCHSCREEN AND HARD BUTTONS.
EASILY CONTROL YOUR GPS NAVIGATION, NAV/COMM, WEATHER, TRAFFIC
AND TERRAIN IN ANY FLIGHT CONDITION WITH CONFIDENCE.

INTEGRATION MADE EASY

The KSN 770 is the next generation, WAAS-Enabled, Integrated Safety Navigator. It combines GPS navigation, Nav/Com, Terrain Mapping, charting and safety sensor displays. This feature rich MFD will also display XM Datalink Weather, radar-based weather, traffic and terrain. The combination of hard buttons, cursor control and touchscreen also allows you to fly the KSN 770 your way.

ENHANCED SAFETY AND SITUATIONAL AWARENESS

The KSN 770 features Wide Area Augmentation System (WAAS) and Localizer Performance with Vertical Guidance (LPV). It also displays a full complement of safety systems including: On-board weather radar, Enhanced Ground Proximity Warning System (EGPWS), XM Datalink Weather, Traffic Collision Avoidance System (TCAS) and split screen capabilities. Never before have so many features been designed into an easy to use MFD that delivers unrivaled situational awareness to the pilot.

KSN 765

The KSN 765 packs the same robust capabilities of the KSN 770 without the Nav/Com. Access to advanced platforms is made possible through its high software certification. It is one of the lowest cost MFDs that also offers an interface to external products.

KSN 770/765 FEATURES

- High-res VGA display (5.7" diagonal, 5.25" high).
- Hybrid user interface.
 - Touchscreen, hard keys and cursor control device (CCD)
- Electronic charts and maps.
- WAAS GPS enroute and approach navigation system.
- TCAS, Radar**, TAWS** and Stormscope.
- XM WX Interface.
- 10W COM with optional high-power 16W COM.
 - Digital radio core
- Analog and digital inputs/outputs.
- EPIC/APEX FMS Core.
- Open architecture integrates with a variety of sensors.
- Simple to use.
 - No "Home" key required
 - Direct access keys
- Affordable pricing, extensive dealer network.
- Enhanced ground proximity warning system (option).
- Nav/Com (10W Com with 16W option)*.
 - * Nav/Com not available on KSN 765
 - ** Optional

KSN 770/765 Specifications

Size	6.25" W x 5.25" H x 10" D
Weight (770/765)	9.9/8.1 lbs
Power	11-33 VDC
Screen Diagonal/Display Size	5.7" Active matrix LCD
Resolution	640 W x 480 H pixels (Full VGA)
Nav/Com	10W Com (16W option)

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KSN 770/765 ARCHITECTURE





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