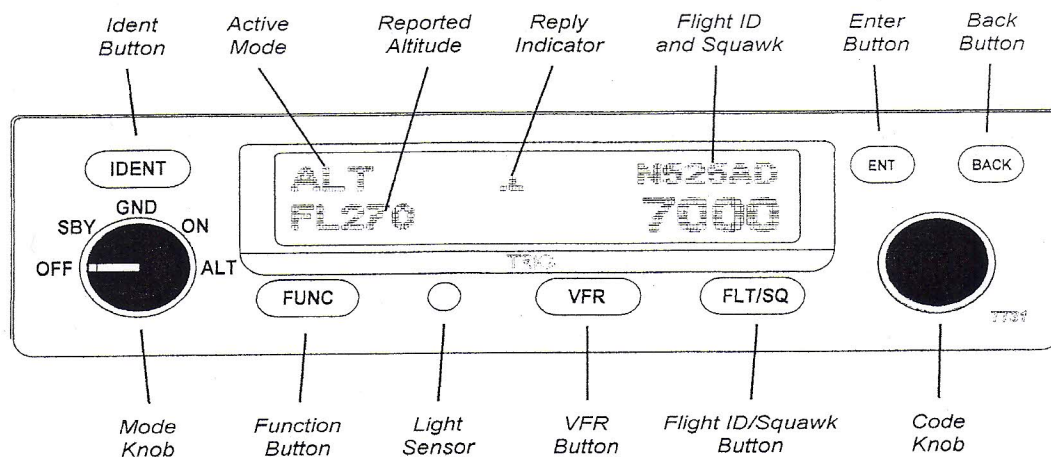


8. Normal Operation

8.1 Overview

On the front panel is an amber backlit LCD display flanked by a rotary mode selector knob (OFF, SBY, GND, ON, and ALT) and a continuously rotating knob used for code and data entry.



8.2 Display

The display shows the operating mode of the transponder, the reported pressure altitude, and the current squawk code and Flight ID. The reply indicator is active when the transponder replies to interrogations.

The pressure altitude is displayed as a Flight Level, which is the pressure altitude in hundreds of feet. When non-standard atmospheric conditions apply, this may not match the altimeter indicated altitude, but will be correctly displayed by the ATC radar.

8.3 Mode Selector Knob

The left hand knob controls the power to the transponder and the operating mode.

- OFF Power is removed from the transponder.
- SBY The transponder is on, but will not reply to any interrogations.
- GND The transponder will respond to Mode S ground interrogations from surface movement radar.
- ON The transponder will respond to all interrogations, but altitude reporting is suppressed.
- ALT The transponder will respond to all interrogations.

When airborne, the transponder should always be set to ALT unless otherwise directed by Air Traffic Control. When you are taxiing on the ground, the transponder should be set to GND unless your installation includes a gear squat switch. Aircraft installations that include a gear squat switch will automatically select GND on landing.

8.4 Push Buttons

- IDENT** Press the IDENT button when ATC instructs you to "Ident" or "Squawk Ident". This activates the SPI pulse in the transponder replies for 18 seconds. IDENT will appear in the display.
- FUNC** Pressing the FUNC button provides access to the flight timer, stopwatch and altitude monitor function. When the aircraft is ADS-B equipped, pressing FUNC also provides access to the ADS-B position monitor.
- VFR** Pressing the VFR button sets the transponder to the pre-programmed conspicuity code. Pressing the button again restores the previous squawk code.
- FLT/SQ** Pressing FLT/SQ alternates the primary display between squawk code and Flight ID.
- ENT** The ENT button enters a digit in the code selector.
- BACK** The BACK button goes back to the previous digit in the code selector.

8.5 Code Selector Knob

The right hand knob is used to set squawk codes and the Flight ID. The FLT/SQ button selects which will be updated. Turning the knob will highlight the first digit on the display, and the digit can be changed as required. Press the ENT button to advance to the next digit. When ENT is pressed on the last digit, the new squawk code or Flight ID will replace the previous value. If the code entry is not completed within 7 seconds, the changes are ignored and the previous code restored.

1200	VFR code in the USA
7000	VFR code commonly used in Europe.
7500	Hijack code
7600	Loss of communications
7700	Emergency code

The Flight ID should correspond to the aircraft call sign entered on your flight plan. If no flight plan is active, the aircraft registration should be used as your Flight ID. Use only letters and digits. If the Flight ID is less than 8 characters long, entering a blank character will end it.

8.6 Flight Timer

The Flight Timer records the time for which the transponder has been powered on and operating in flight mode – either ON or ALT. Press the FUNC button to display the Flight Timer.

8.7 Stopwatch

The stopwatch can be used as a convenient timer. Press the FUNC button to display the stopwatch. Pressing ENT will reset and start the timer. Pressing ENT again will stop the timer.

8.8 ADS-B Position Monitor

The ADS-B position monitor is available on aircraft equipped for ADS-B position output. It provides a convenient way of verifying that valid position information is being received by the transponder by displaying the current calculated position. If a valid position is displayed, the transponder will be transmitting that position to ADS-B participants. If no position is available the position will be