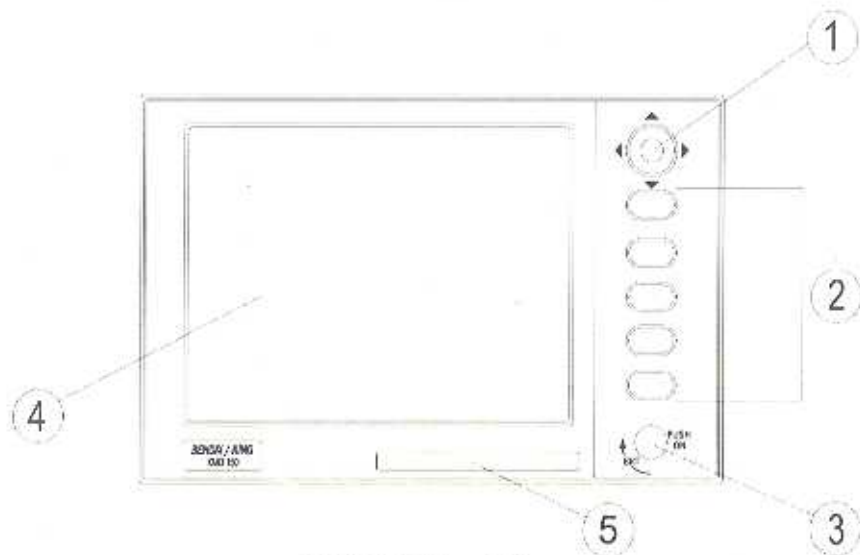


# **BENDIX/KING®**

## **KMD 150 MFD**

### **Getting Started Sheet**



**KMD 150 Front View**

1. Joystick
2. Function Keys (Functions correspond to labels on the display)
3. ON / OFF / Brightness control
4. Full Color TFT Liquid Crystal Display
5. Data Card

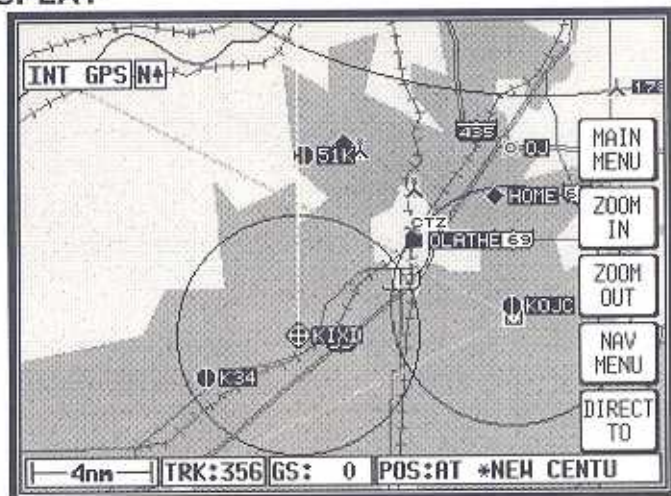
#### **TO TURN ON**

- Ensure Data Card is fully inserted with label up

**UNIT WILL NOT OPERATE WITHOUT A DATA CARD INSERTED**

- Push ON/OFF control and rotate clockwise for full brightness
- Press the **OK** key to acknowledge the database effectivity
- Press the **MAP** key to display the navigation map

## MAP DISPLAY



### KMD 150 Screen Icon Options

Airports	VORs (VOR/DME)	NDBs	Cities	Ints Helireps	VRPs
User Wpts	Railroads	Rivers	Heliroutes	Road labels	
Roads	Helipads	Gliders	Micros	Parachute	Obstacles
				Lightning	

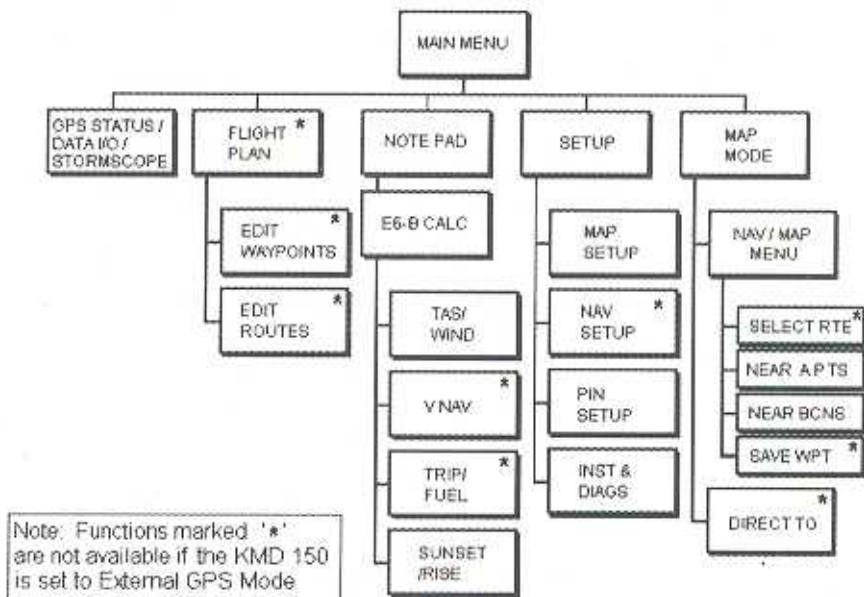
### Terrain and Urban Areas Color Key

Level	Color
Urban Areas	Yellow
less than 1000 feet	Light Green
1001 – 2000 feet	Medium Green
2001 – 3000 feet	Dark Green
3001 – 5000 feet	Light Brown
5001 – 9000 feet	Medium Brown
9001 – 13,000 feet	Dark Brown
greater than 13001 feet	White

## MENU STRUCTURE

All of the KMD 150 functions can be accessed by pressing the **MAIN MENU** key and then selecting the desired function by pressing keys as shown on the Menu structure diagram:

### Software Architecture



**MAP SETUP** - Map orientation, measurement units, language, map symbology and declutter settings, and other map settings.

**NAV SETUP** - CDI settings, leg sequencing, and alarm settings.

**PIN SETUP** Personal Identification Number security settings.

**INST & DIAGS** - Position logging settings, stormscope configuration, external/internal GPS selection, GPS Status, output test.

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23500 West 105<sup>th</sup> Street  
Olathe, KS 66061 USA  
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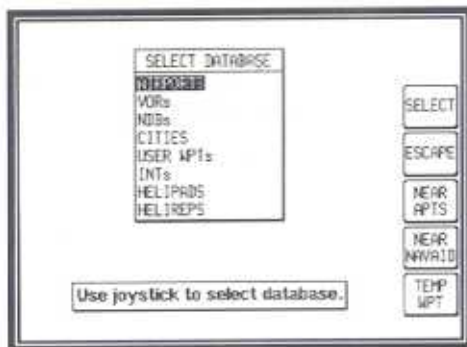
## ***DIRECT TOs (not available in External GPS Mode)***

A DIRECT TO provides navigation from your present position to a single waypoint. The destination waypoint can be defined from the database or using the joystick to point to a desired location on the map.



### ***Visual DIRECT TO***

- In Map Mode use the joystick to move the pointer to the desired location, (Note that the information at the bottom of the display indicates distance, bearing, and estimated time enroute from present position to the pointer.)
- Press the **DIRECT TO** key to activate a Direct To the point selected.



### ***DIRECT TO a Database Waypoint***

- Press the **DIRECT TO** key.
- Use the joystick to select the desired type of waypoint and press the **SELECT** key.
- Use the joystick to enter the identifier of the waypoint
- Press the ENTER key to activate a Direct To the selected waypoint.

***To cancel a DIRECT-TO press the DIRECT TO OFF key***