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Version 7.16 Improvements

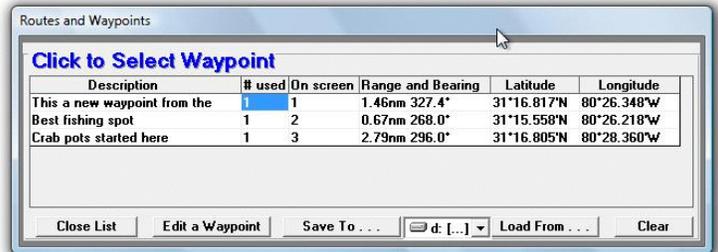
BSB/Bathy/Vector Chart Switching Buttons

A new set of buttons will appear over the normal chart buttons in the lower-left of the plotter screen when more than one type of charts are installed in WindPlot. Clicking on these buttons will quickly switch between BSB/Softchart, Bathy. and vector charts IF they are installed.



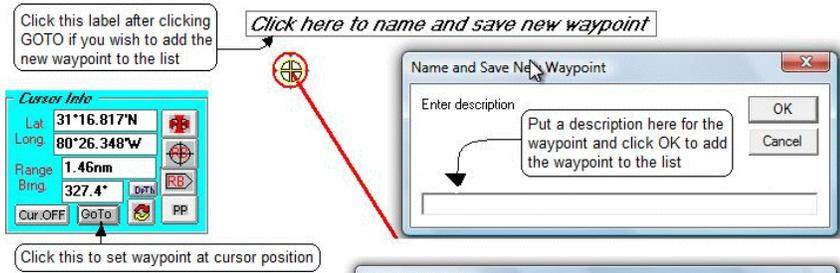
Waypoints are now separate from Marks

Many have expressed their interest in a Waypoint list that is separate from the marks so we have done this. Now, each time you make a Waypoint, no matter how you make it, you CAN add it to a Waypoint list. Simply make a new Waypoint the way you usually do then click on the screen when you see the screen say "Click to make this a Waypoint."



 <-- A new button has been also added to the bottom of the toolbar that allows you to quickly select a Waypoint from the new Waypoint list. When a Waypoint is active, it will turn the Waypoints off completely. Click this button when it says "NEW" to call the Waypoint list. Then just click on one of the Waypoints to quickly set it as the new Waypoint.

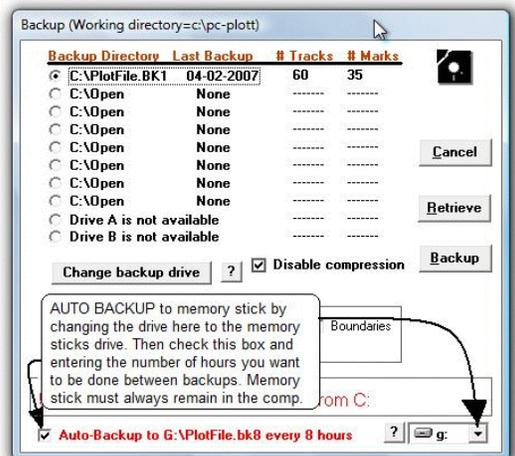
To create a new Waypoint using WindPlot's Cursor. Turn the cursor on and place the cursor on the Waypoint destination (place you want to go to) and click the "GO TO" button on the *Cursor Info* box to set the Waypoint. Then if you want to save this to the new Waypoint list to be called back up at some other time. Waypoints can be created from the mark list and from the Routes/Waypoint menu using Lat/Long or TD's.



The Waypoint list can also be called up from the *Routes/Waypoints* menu found in the WindPlot *Options* menu by clicking on button labeled **List**. The list can then be used to select a new Waypoint by simply clicking on one of them in the list. You can also edit the Waypoints by clicking on *Edit a Waypoint* and then clicking on one of the Waypoints in the list. Edit the description that shows on the list in the top box. Edit what is displayed at the end of the Waypoint in the 2nd box. Change the Lat./Long. position of the Waypoint in the next two boxes. Click the *Save Changes* button if your happy with your changes or click the *Delete a Waypoint* button to permanently eliminate the Waypoint all together.



Saving Waypoints is simple, just place the memory stick or floppy in the computer, change the drive selector located at the bottom of the list to the drive letter of the memory stick or floppy and click *Save To* or if you want to download some from Waypoints from the floppy or memory stick then click on *Load From*. If Waypoints already exist then you will be asked if you want to add these to the destination Waypoints. Clicking YES in this event will add the Waypoints to the existing Waypoints. Waypoints will not be added if any of the positions match those that are already there. When you click on *Load From*, the file search will appear. Click the *Search Now* to find the Waypoint file on the removable drive. The search is required because you may not know were the file is located on the drive.



Auto-Backup

Auto-Backup will backup all data files including track, mark and setup files on a timed basis. The best way to do this is to set it up to backup every day or so to a memory stick. That way in the event of a hard drive failure your data is safe on the memory stick.

WindPlot Screen Remote Display

A program is included with WindPlot II that sends radar TTM sentences containing the tracking info for all targets that have been acquired on the P-Sea Radar Option. Now the same program can re-display the entire computer screen and WindPlot II program to a remote computer. This can be used to display plotter picture to another position on the boat like the lazarette without having to purchase another software license key.

First, you must install the P-Sea WindPlot II program on the second computer. You will not be using the actual WindPlot II program on the remote but the WindPlot II files are required to run the remote display to work. Next, locate the RecvLanTTM.exe file on the WindPlot II install CD using "MyComputer" or "Windows Explorer" and copy it to the PC-PLOTT folder. Now once again search and locate the RecvLanTTM.exe file but this time look in the PC-PLOTT fold. Right-click on the RecvLanTTM.exe file, select "Copy To" from the menu that pops up then select "Create Shortcut on Desktop".

Now close all the Windows on the remote computer, locate the shortcut you just made for the RecvLanTTM.exe program and double-click to start it. Look for the computer name printed in red in the upper-left of the remote display window. This name will be needed later in the WindPlot II to get start it working in WindPlot II. You also need to check the IP address in both computers and set them up for a local LAN. It is beyond the scope of this paper to instruct you on how to check or change the IP. However, we suggest setting the IP's of the two computers to something like 192.168.0.100 and the other computer to 192.168.120 when you get to where you can check and change them. We also suggest turning all fire walls off or set the two computer IP's as a trusted IP in the fire walls. Again, it is beyond the scope of this paper to instruct on how to work your fire walls.

Connect the two computers with a Ethernet cross-over cable. If you do not have a Ethernet crossover cable then get a crossover adaptor plug. When properly connected you should get a green light at the Ethernet connection on both computers. If not, then most likely the cable is not right.

Now you need to set the name of the remote computer in WindPlot II. Open WindPlot II and click on the "Window" menu. Select "Print/Record Plot" and the window shown here will appear. Click on the "Digital Recorder" button.

Now you should see the "Digital Recorder" window show on the right here. Enter in the name of the computer you got from the remote RecvLanTTM.exe program to in the "Computer Name". Click the "Check for computer button" The program will check to see if it can communicate with this computer. If it can't, click on the "My Network Places" and make sure you can log onto the computer. You should see the name of the computer you entered in the "Computers Near Me". If you do not see the destination computer listed then you need to check your LAN settings and security options. Make sure you have shared access to the remote computer.

Once the computer is found set how often you want to send a picture. We suggest at least 5 seconds or more to start with and see how your program reacts and increase the number if WindPlot appears sluggish. Now to get it started, check the "Send to Remote Computer" check box and click the "Exit" button. You should start seeing the plotter screen image appear on the remote computer in a few seconds or so..

