



- Press *Return To Point* to display the Return To Point panel where you select an existing point (such as the Last Apply point, any A or B point, or any dropped marker in the current job) to which you want Outback MAX to provide guidance.
- Press *Applied Color Map* to display the Applied Color panel where you change the rate and color for High Rate and Low Rate. *The Applied Color Map button is only displayed if the optional AC110 is installed.*


## Working with Boundaries


Press  to display the Field Boundary panel (top of panel at right), where you:



- Press the top green button to select Left, Center, or Right to determine if calculations should start from the left edge, center, or right edge of the swath width.
- Press the bottom green button to select Include (get the total area calculation) or Exclude (subtract the defined area from the total area calculation).
- Press *Start Boundary* to begin the boundary.
- Press *Finish Boundary* to complete the boundary.

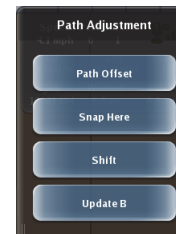
## Working with Paths

Press  to display the Path Planning panel (top of panel at right), where you:




- Press *Straight* to display the Straight panel where (in Straight Guidance mode) you select the last A=B line, create a new A=B line, or set an A+ Direction line (A point and heading angle).
- Press *Pivot* to display the Pivot panel where (in Pivot Guidance mode) you select the last pivot line or start (and finish) a new pivot line.
- Press *Contour* to enter Contour Guidance mode where you follow any previous applied paths/area (straight, pivot, or free form).

- Press *Path Adjustment* to display the Path Adjustment panel to:
  - Enter a path offset to move guidance line by any amount relative to original guideline.
  - Snap guidance line to vehicle's current location parallel to original guidance line.
  - Shift guidance line left or right (relative to previous shift) in small increments rather than re-establishing a new guidance line.
  - Update Point B in an A=B line.
- Press *Previous Paths* to select any previous path.
- Press *eTurns* to display the eTurns Setup panel to configure eTurns™. eTurns is a subscription-only eDriveX feature.




## Using Favorites

Press  to display the Favorites panel (top of panel at right).

- To select a favorite, press the desired button on the Favorites panel.
- To add a favorite to the Favorites panel, navigate to the button you want to add as a favorite, press and hold the button for 5 seconds (Add to Favorites window appears), then press *Yes*. You can display a maximum of eight favorites.
- To delete a favorite, press and hold the desired button on the Favorites panel for 5 seconds (Remove from Favorites window appears), then press *Yes*.

## Viewing Status and Diagnostics

Outback MAX includes several screens that provide useful information to verify certain settings as well as troubleshoot issues.

Press  to display the Diagnostics panel (top of panel at right). All status and diagnostics screens are accessible from the Diagnostics panel.



# Outback MAX™ Quick Reference Guide

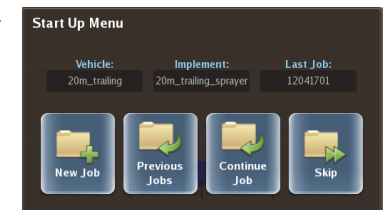
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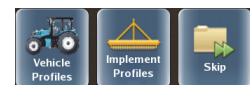
## Starting Outback MAX

The power button is located on the rear right of the terminal.

1. Press and hold the power button for approximately 3 seconds until the screen illuminates and the Hemisphere logo appears. Also, power up any optional components, such as eDriveX™ or AC110™.
2. Read, understand, and accept the disclaimer. The Start Up Menu appears (at right).
3. Press any of the job buttons to work with a job or press *Skip* to go straight to the map screen.



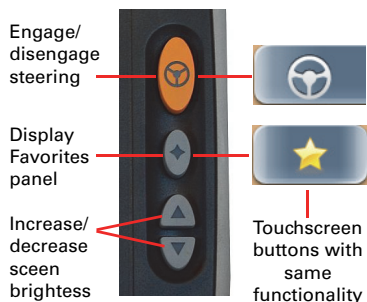
When starting Outback MAX for the first time there are no job buttons (replaced by the *Vehicle Profiles* and *Implement Profiles* buttons).



## Terminal Buttons


The Outback MAX terminal includes four buttons to the right of the touchscreen.

The Engage and Favorites buttons on the touchscreen perform the same functions as the Engage and Favorites buttons on the terminal.



## Working with Vehicles

You must add a vehicle and an implement before beginning a job.

Press  to display the Vehicle Profiles panel (top of panel at right), where you:




- **Add a vehicle (press New Vehicle)** - Added vehicles remain in memory, even if you move the terminal to another vehicle.

*If you have eDriveX connected you must calibrate your vehicle during the process of adding the vehicle. The calibration process includes onscreen instructions to guide you through the calibration.*

- **Edit a vehicle (press Current Vehicle)** - similar steps to adding a vehicle.
- **Load an existing vehicle (press Previous Vehicles)** - You can load any previously created vehicle (that has not been deleted).
- **Import a vehicle (press Import Vehicles)** - You must insert a USB drive into the terminal and the drive must have a 'vehicles' folder at the root level (vehicle files must be in this folder).
- **Export a vehicle (press Export Vehicles)** - You must insert a USB drive into the terminal.
- **Delete a vehicle (press Delete Vehicles)** - A deleted vehicle is permanently removed from memory. You cannot delete the current vehicle.

## Working with Implements

You can add as many implements to Outback MAX as you want and then select the one you need for your job.

Press  to display the Implement Profiles panel (top of panel at right), where you:




- **Add an implement (press New Implement)** - Added implements remain in memory, even if you move the terminal to another vehicle.

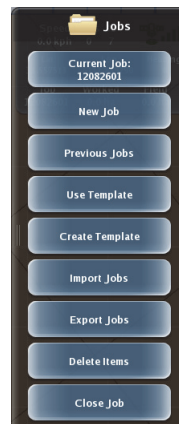
*If you have AC110 connected and are using it for rate control you should calibrate your rate controller while adding your implement.*

- **Edit an implement (press Current Implement)** - similar steps to adding an implement.
- **Load an existing implement (press Previous Implement)** - You can load any previously created implement (that has not been deleted).
- **Import an implement (press Import Implements)** - You must insert a USB drive into the terminal and the drive must have an 'implements' folder at the root level (implement files must be in this folder).
- **Export an implement (press Export Implements)** - You must insert a USB drive into the terminal.
- **Delete an implement (press Delete Implements)** - A deleted implement is permanently removed from memory. You cannot delete the current implement.

## Working with Jobs

To start a job you must have a GPS signal and add a vehicle/implement.

Press  to display the Jobs panel (top of panel at right), where you:



- **Start a new job (press New Job)** - Job number appears on the expanded Indicator tab.
- **Load an existing job (press Previous Jobs)** - You can display all jobs available or filter by Client, Farm, and/or Field.

- **Continue the most recent job (press Continue Job)** - You can only continue a job if you have no jobs loaded (top button on Jobs panel is *Continue Job*). When you have a job loaded the top button on the Jobs panel is *Current Job*.
- **Create a job template (press Create Template)** - Job templates allow you to reuse certain parameters of a job file, such as a specific client or farm. You can only create a job template from a closed job.
- **Use a job template (press Use Template)** - Starts a new job based on the job template you select.
- **Import a job (press Import Jobs)** - You must insert a USB drive into the terminal and the drive must have an 'S3Jobs' folder at the root level (job files must be in this folder).
- **Export a job (press Export Jobs)** - You must insert a USB drive into the terminal. You can export job files and job template files. You cannot export the current job (only export a closed job). *You can also export jobs to your Outback ConnX™ account.*
- **Delete a job (press Delete Jobs)** - A deleted job is permanently removed from memory. You cannot delete the current job.
- **Close a job (press Close Job)** - You must close a job before you can export it or delete it.

## Working with Maps

Press  to display the Mapping Options panel (top of panel at right), where you:



- Press **Map View** to set whether the vehicle appears stationary and the map moves or vice versa.
- Press **Perspective** to select Top Down (bird's eye) view or 3D (three-dimensional) view down the field in the direction of travel.
- Press **Vehicle Position** to place the vehicle near the screen bottom (Low), screen middle (Middle), or screen top (High).
- Press **Map Layers** to display the Map Layers panel where you show/hide any loaded imagery/prescription maps and applied areas, as well as set the opacity of imagery and prescription maps.
- Press **Event Markers** to display the Drop Preset Markers panel where you can drop a marker (such as a pole or rock) as well as edit the label/color of preset markers to suit your needs.