Installing the training plotter.

Your theory pack contains a card with a code on it and a download link for the RYA plotter website.

Your should follow the link and onscreen instructions to download the software.

Your browser may ask you if you want to Run or Save the file.

Choose Run.

The plotter software was produced by CHERSOFT and is digitally signed by CHERSOFT rather than the RYA - your internet browser may give you this information before the download.

From Windows Vista the you may have to allow the installer to make changes to the computer (i.e. install the application). Choose Yes.

The Installer will start and after a short while display the first page of the installer.

Click Next.

You are then faced with the EULA (End User Licence Agreement). You have to accept this to install and use the software by clicking the "I accept the terms..." and then Next.
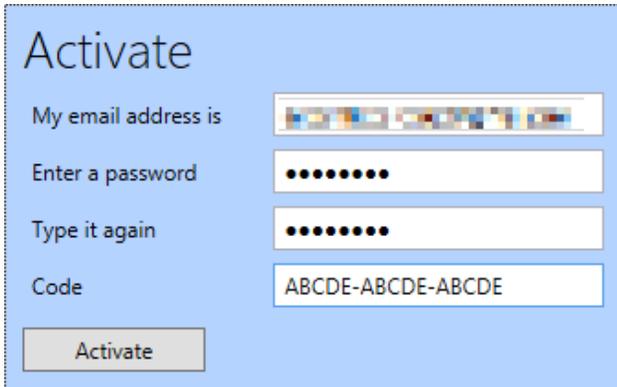

Then just click Install to install the software.

How long it takes depends on your internet connection speed and your computer. Once it is done the last page gives you the option of "Launch RYA Training Chart Plotter". You can take this option as you will now need to Activate the training plotter application. You will need internet access to activate the plotter.

To activate the training plotter.

The training plotter is only available to trainees on an RYA Training course. The codes on the cards are single use. When you activate the plotter an email address is used as your user name. The RYA will not pass this address on to another company.
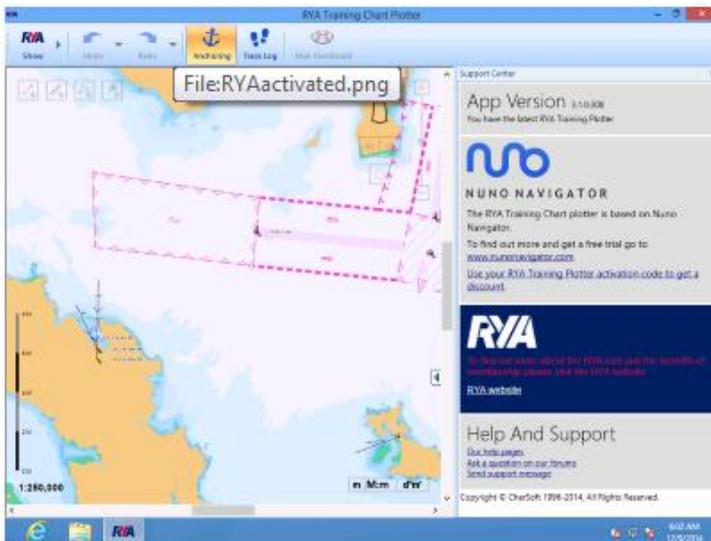

When you type an email address in the plotter will check to see if that email address already has a plotter account associated with it.

If it is the first time you have activated it will ask you to enter a password (twice) and the code from your card.
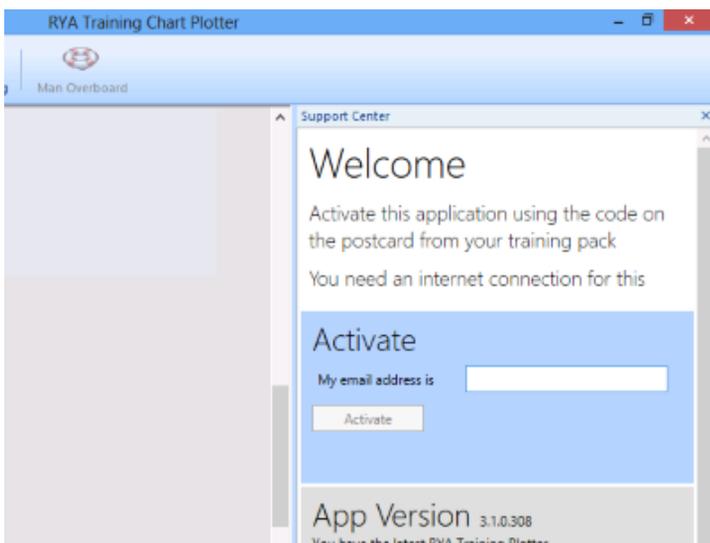
Click the Activate button when you are ready.

After briefly whirring the application will be activated.

A chart will appear to the left.

Activating Again: If you are installing the plotter on another PC for backup, moving to a new PC or have wiped the operating system and need to re-activate then you should use the email address and password that you used when you first activated the plotter with the code.
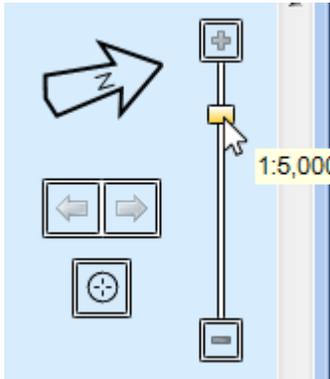

When you type in an email address that has already been used for the plotter it will ask for your password (but not the code that was originally used).

If you cannot remember the password please click the link "I forgot my password" – a password reset link will be sent to your email address.

Introduction

The training charts cover the same information as the paper chart you have received in the student pack. The electronic charts have been configured to display as much as possible as clearly as possible – if something is too small to read, zooming in will make it large enough to read. You can zoom in and out on the chart by using the scroll function on your mouse or by using the "zoom" control at the top right hand side of the screen.

You can also use a keypad to move and the + and - keys to zoom in and out. The arrow keys move the chart in the direction of the arrows.

Note: the zoom function will reveal progressively more information on the vector chart than on the raster chart. This is covered in detail in section 5 of the course.

The chart plotter uses standard charting symbols. The official definitions of these are available in two ways

 • Right click on the chart and choose "Chart Information". This displays a window explaining whatever is at the cursor position. Once the "Chart Information" window is displayed, it will be updated each time you double-click on the chart.

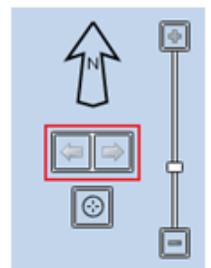 • A key, known as ENC chart 1; see "Chart Symbols" in the "help pages" of the chart plotter.

Moving around the chart

The easiest way to move round the chart is by using the mouse.

You can click and drag to move the chart (a cursor looking like a hand is displayed). When you drag to the edge of the chart, hold the cursor near the edge and the chart will continue scrolling until you release the mouse button.
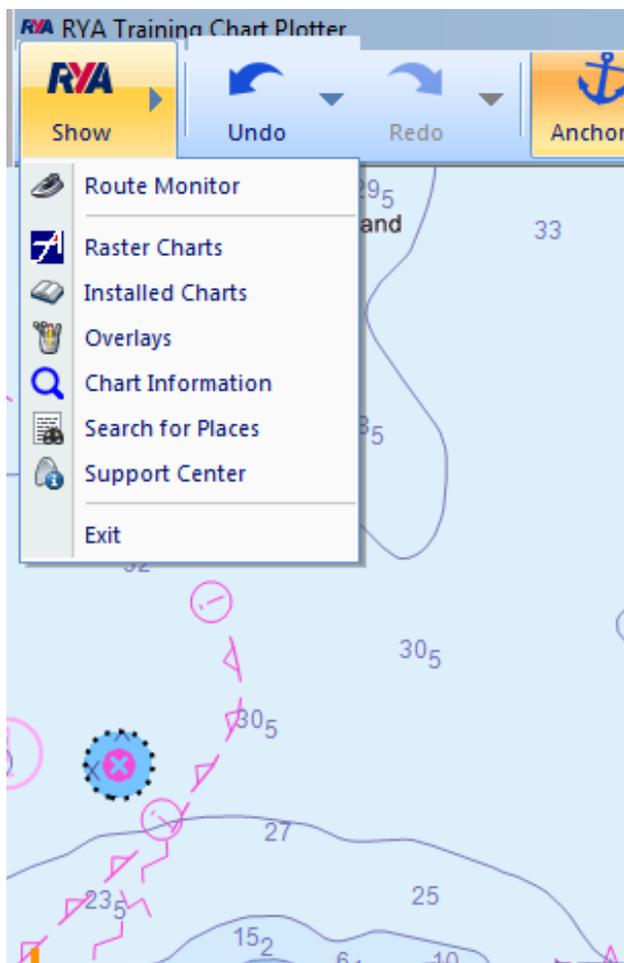
Dragging the chart and zooming in and out works in just the same way while you are adding a route, area or line; use the mouse wheel at any time to zoom, and hold the cursor near the edge of the chart to continue scrolling.

You may want to return to an area of chart you have been looking at before. There are a set of back/forward buttons which will take you through previous chart positions you have been at.

Finding information

Most of the information and features in the chart plotter can be found under the "show" menu. Click on each of these and a new window or additional information will appear on the screen.

Raster Charts: The normal view of the chart plotter is the vector chart. You can bring up the raster version of any area of the chart. The Raster version is exactly the same as your paper charts. This is covered in more detail in section 5.

Installed Charts: These are the charts already installed on the chart plotter and are the same as your paper charts.

Overlays: These are the plots and routes you will make on the chart. Anything you plot will be automatically saved as an overlay.

Chart Information: This can be clicked on to provide additional information about any area or feature on the chart.
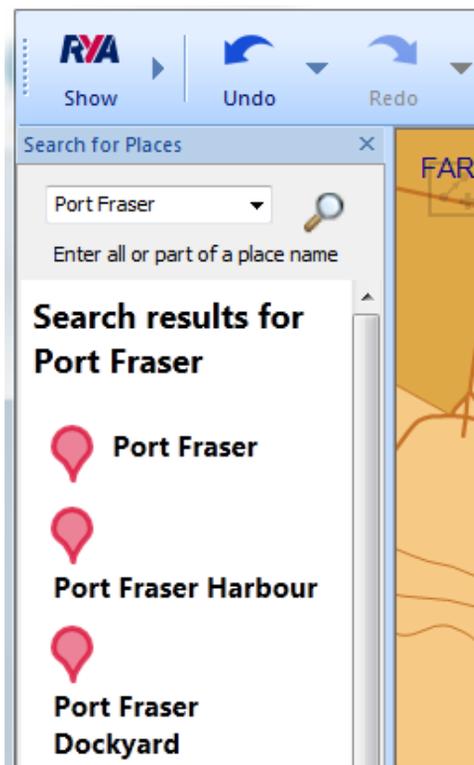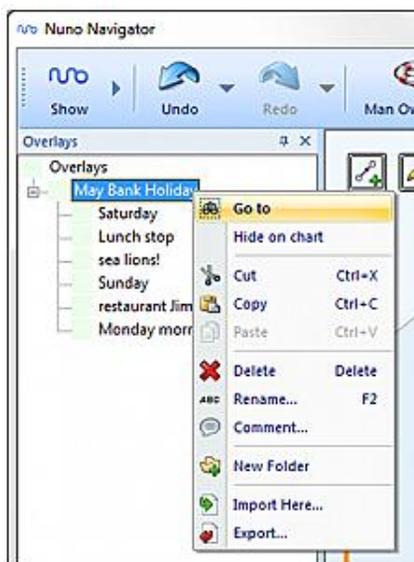
Search for Places: Can be used to find a certain location, port or area.

Support Centre: This is the area which gives you information about the version of chart plotter you are using and access to the help pages where you can get further information about how to use functions of the chart plotter.

Finding a location

To go to a particular place, use the search box in the toolbar. Click on the "show" menu and choose "search for places". Enter the name in the search box. If no results show then zoom out until the search results show the desired location.

Every route, area, point and line has a "Go to" command that will scroll the chart to that position.

Units and formats

At the bottom right of the screen you can see what units that the depths and distances are displayed in. To change the settings click on an individual control to cycle through the different options.

For the purposes of the training course the depths need to be set to metres (m), the distances to Nautical miles (N) and the position format to Degrees, minutes and thousandths of a minute (D°MM.MMM').

The chart plotter uses the computer's settings wherever possible.

• Date and time formats can be set in the Control Panel, Regional and Language Settings
• Time Zone can be set in the Control Panel.

Date and Time Depths and Heights can be displayed in:
> • Feet (ft)
> • Metres (m)

Distances can be displayed in:
> • Kilometres (km)
> • Statute Miles (mi)
> • Nautical Miles (M)

The Position formats are:
> • Degrees, minutes and thousandths of a minute (D°MM.MMM')
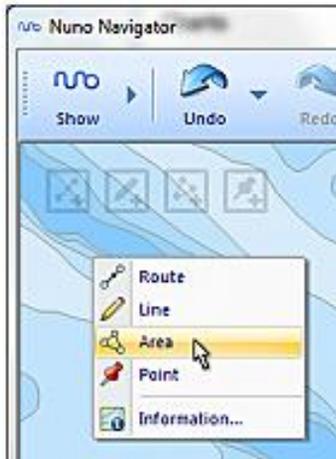> • Degrees, minutes, seconds and tenths of a second (D°MM'SS.S)

Bearings are always displayed as whole degrees.

Create an area

An area consists of a series of Corners, joined by lines. You can create and store a virtually unlimited number of areas. You can assign a name to an area and add a comment. Like all overlay objects you can organize areas into folders along with other overlay objects such as routes, points and lines.

You can create marked areas on the chart for any purpose. There are some basic classifications but you can name the area and add comments about it.

To create an area, in the main window

Right click on the chart where you want the first corner.
Choose "Area" from the menu.

Click on the chart again for each corner. An area must have at least three corners; there's no maximum number of corners.

To complete the area, press C or click on the first corner.
To delete the last corner you added, press ESC or right click.

You can also start a new area by clicking on the "Make Area" button.

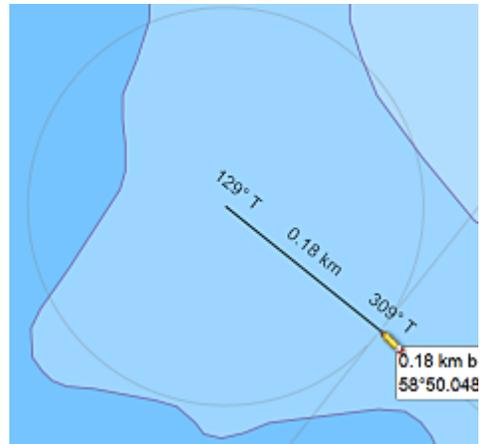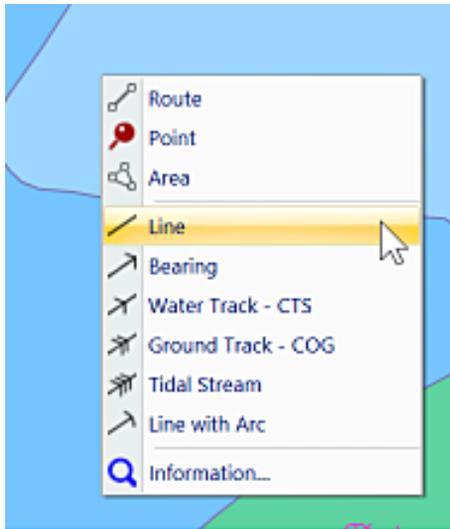There are several techniques you can use to refine an area once created:

• Move an existing corner using the mouse to "click and drag".

• Add an additional corner by drag copying an existing one ("click and drag" with the ctrl key pressed).

• Delete a corner by selecting it (by clicking) and pressing DEL.

You can still zoom (using the mouse wheel or +/- keys) and pan the chart (holding the mouse near the edge of the chart), when adding a route.

As with any type of overlay, you can reverse your recent changes to areas using the Undo button. You can restore your undone changes using the Redo button.

Create a line

You can create and store a virtually unlimited number of lines. Like all overlay objects you can organize lines into folders along with other overlay objects such as routes, areas and points.

Right click on the chart where you want to start the line.
Choose "Line" from the menu.

While you are drawing the line, the length and direction of the line are displayed in the tip. You can also see a gray range circle and bearing line.

Click where you want to end the line. The length and bearing of the line are now shown next to it.

Once you've created a line you can change its length and/or bearing by dragging either end.

To move the line while keeping its length and bearing the same, drag the handle in the middle of the line.
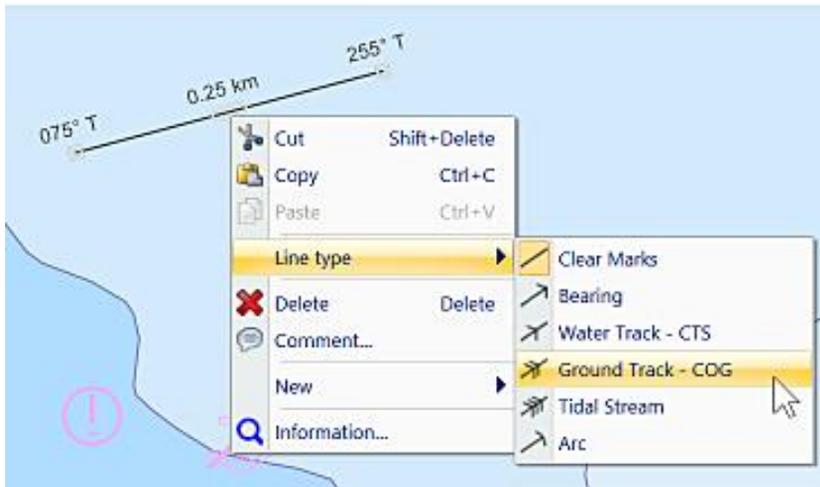
You can use a line to measure distances and bearings. The length and bearing are displayed in the tooltip while you drag the end of the line. You don't even have to finish the line: you can start a line, hold the other end over something to see the distance or bearing, and then right click or press ESC to abandon the line.

You can still zoom (using the mouse wheel or +/- keys) and pan the chart (holding the mouse near the edge of the chart), when adding a line.
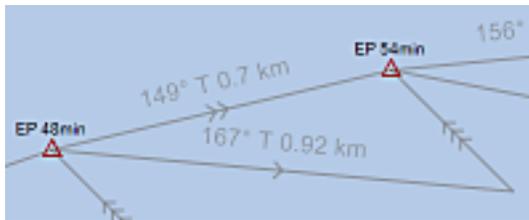
As with any type of overlay, you can reverse your recent changes to lines using the Undo button. You can restore your undone changes using the Redo button.

Using different line types.

The example on the previous page is a general purpose line, however, you can change the type of line on the chart.

You can change a line into another type by right clicking on it and choosing Line Type from the menu.

Lines for a Course to Steer (CTS) or for a Dead Reckoning (DR) and an Estimated Position (EP).

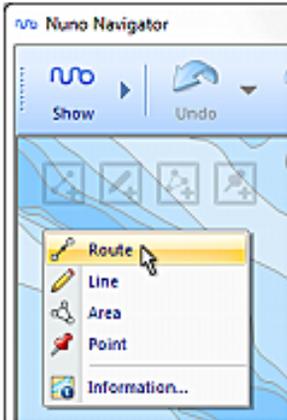Water Track, Ground Track and Tidal Stream lines.

Arc line

You can reverse a bearing line from the line menu.

Create a route

A route consists of a series of waypoints, joined by rhumb lines. On the chartplotter you can create and store a virtually unlimited number of routes. You can assign a name to a route and add a comment. Like all overlay objects you can organize routes into folders along with other overlay objects such as areas, points and lines.

In the main window right click on the chart where you want the first waypoint.

Choose "Route" from the menu.

Click on the chart where you want the second waypoint.

Click on the chart for each waypoint, until you have a complete route.

To finish, press ESC or right click.

You can also start a new route by clicking on the "Make Route" button.

There are several techniques you can use to refine a route once created:

• Move an existing waypoint using the mouse to "click and drag"

• Insert a waypoint by right clicking on a leg and choosing "Insert Waypoint"

• Insert a waypoint by drag copying an existing one ("click and drag" with the ctrl key pressed).

• Delete a waypoint by selecting it (click on it) and pressing DEL.

• Extend a route by clicking on the last waypoint and choosing "Extend Route".