

Setting Paths and Boundaries

Setting an A=B Line

- 1 Vehicle at start of first pass
- 2 Verify you have an active job
- 3
- 4 **Straight**
- 5 **A=B**
- 6 **Point A**
- 7 **Point B**

Setting an A+ Direction Line

- 1 Vehicle at start of first pass
- 2 Verify you have an active job
- 3
- 4 **Straight**
- 5 **A=B**
- 6 **Point A**
- 7 Enter an angle, press **Done**

Setting a Pivot Line

- 1 Vehicle at start of first pass
- 2 Verify you have an active job
- 3
- 4 **Pivot**
- 5 **Start Pivot**
- 6 MAX displays **Logging pivot data** then **Pivot OK**
- 7 **Finish Pivot**

Creating an Initial Contour Pass

- 1 Vehicle at start of first pass
- 2 Verify you have an active job
- 3
- 4 **Contour**
- 5 Drive the contour

Creating an AB Contour Pass

- 1 Vehicle at start of first pass
- 2 Verify you have an active job
- 3
- 4 **AB Contour**
- 5 **Start Contour**
- 6 Drive the contour
- 7 **End Contour**
- 8 Turn around, engage on next guideline

Creating a Boundary

- 1 Vehicle at start of first pass
- 2 Verify you have an active job
- 3 **Menu**
- 4
- 5 **Center**
- 6 **Include**
- 7 **Start Boundary**
- 8 Drive the boundary
- 9 **Finish Boundary**

Select **Left, Center, or Right** Select **Include or Exclude**

Adjusting Paths and Boundaries

Snapping a Guidance Line to Current Location

- 1 Set a straight or pivot line
- 2
- 3 **Path Adjustment**
- 4 **Snap Here**

Shifting a Guidance Line to Current Location

- 1 Set a straight or pivot line
- 2
- 3 **Path Adjustment**
- 4 **Shift**
- 5 Enter Shift Increment: **10** ft **0** in
- 6 **Shift Left or Right:**

Renaming the Current Straight or AB Contour Path

- 1
- 2 **Path Adjustment**
- 3 **Rename Path**
- 4 Enter new path name, press **Done**

Backing Up and Restoring Data

Backing Up Data

- 1 Insert USB drive in terminal
- 2 **Menu**
- 3 **Diagnostics**
- 4 **Terminal Diagnostics**
- 5 **Backup Data**
- 6 **Ok**

Restoring Data

- 1 Insert USB drive in terminal
- 2 **Menu**
- 3 **Diagnostics**
- 4 **Terminal Diagnostics**
- 5 **Restore Data**
- 6 Select data file to restore
- 7 **Ok**

Making an eTurn

- 1 Engage on a straight line
- 2
- 3 Adjust eTurn settings, press **OK**
- 4 **Go**

Select **Skip Setup** in step 3 to skip step 3 the next time you make an eTurn.

Adding a Button as a Favorite

- 1 Navigate to button you want to add as a favorite
- 2 Press and hold button for 5 seconds
- 3 **Yes**

You can have up to 18 favorites on the Favorites panel.



Outback MAX Quick Reference Guide

Terminal Buttons

The four buttons to the right of the touchscreen include the Steering and Favorites buttons, which perform the same functions as the Steering and Favorites buttons on the touchscreen.

Working with Vehicles

Adding a New Vehicle

- 1 **Menu**
- 2 **Vehicle Profiles**
- 3 **New Vehicle**
- 4 From top to bottom, press a button then make a selection or complete the steps

Loading a Vehicle

- 1 **Menu**
- 2 **Vehicle Profiles**
- 3 **Previous Vehicles**
- 4 Select vehicle to load

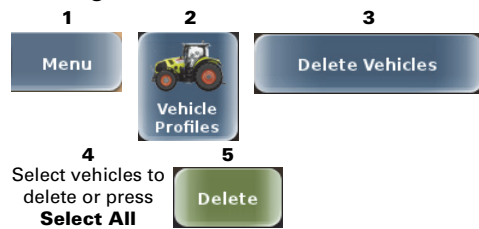
Importing Vehicles

- 1 Insert USB drive in terminal
- 2 **Menu**
- 3 **Vehicle Profiles**
- 4 **Import Vehicles**
- 5 Select vehicles to import or press **Select All**
- 6 **Import**

Exporting Vehicles

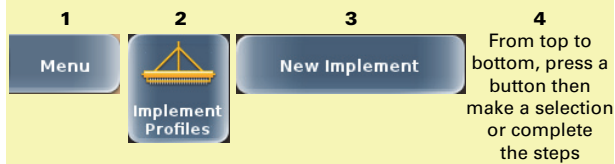
- 1 Insert USB drive in terminal
- 2 **Menu**
- 3 **Vehicle Profiles**
- 4 **Export Vehicles**
- 5 Select vehicles to export or press **Select All**
- 6 **Export**

Deleting Vehicles



Working with Implements

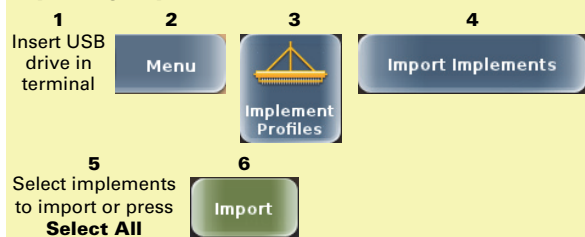
Adding a New Implement



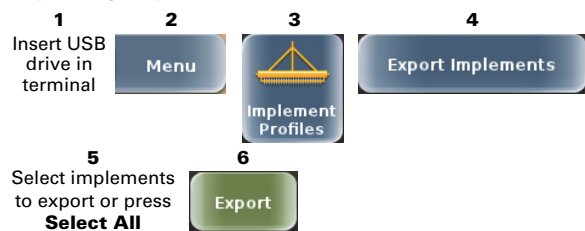
Loading an Implement



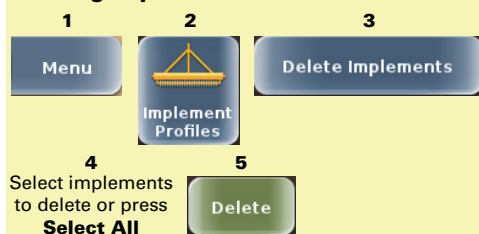
Importing Implements



Exporting Implements



Deleting Implements

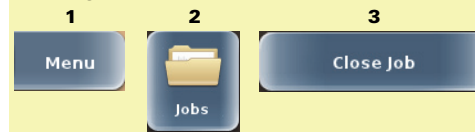


Working with Jobs

Starting a New Job



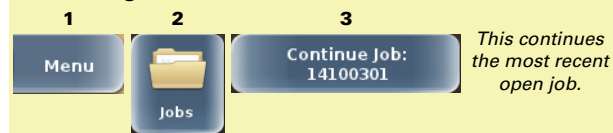
Closing a Job



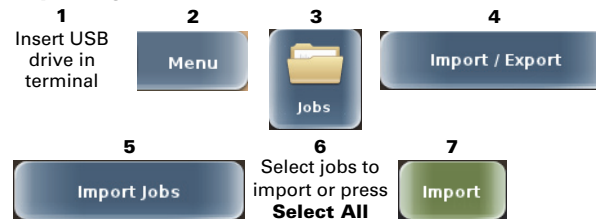
Loading an Existing Job



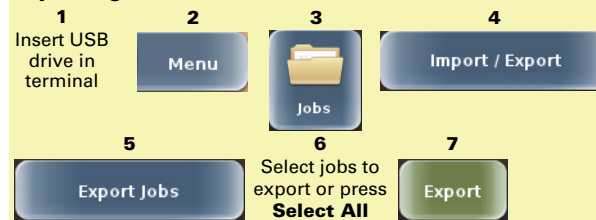
Continuing a Job



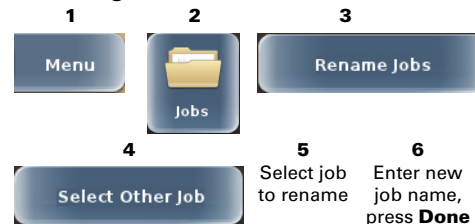
Importing Jobs



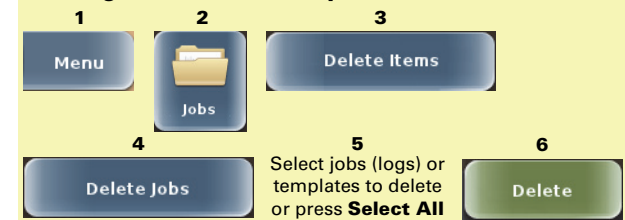
Exporting Jobs



Renaming a Job

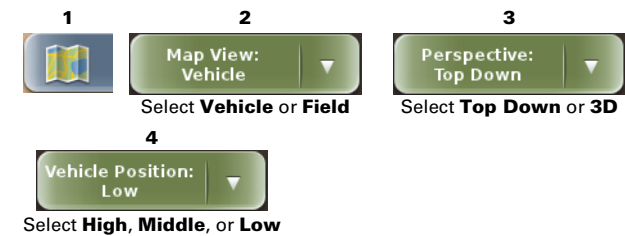


Deleting Jobs and Job Templates

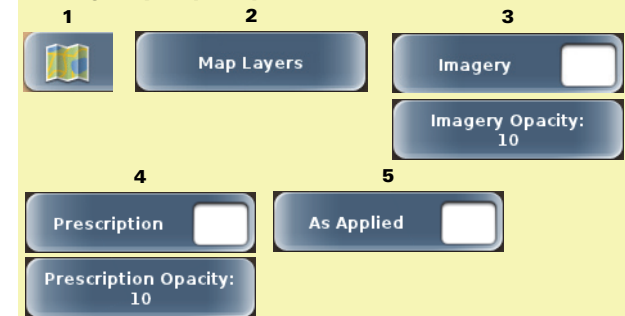


Working with Maps

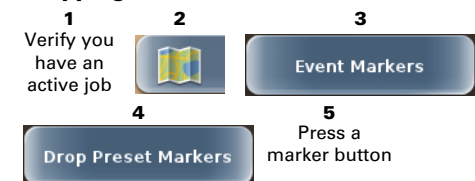
Setting the Map View, Perspective, and Position



Setting Map Layer Options



Dropping a Marker



Returning to a Point

