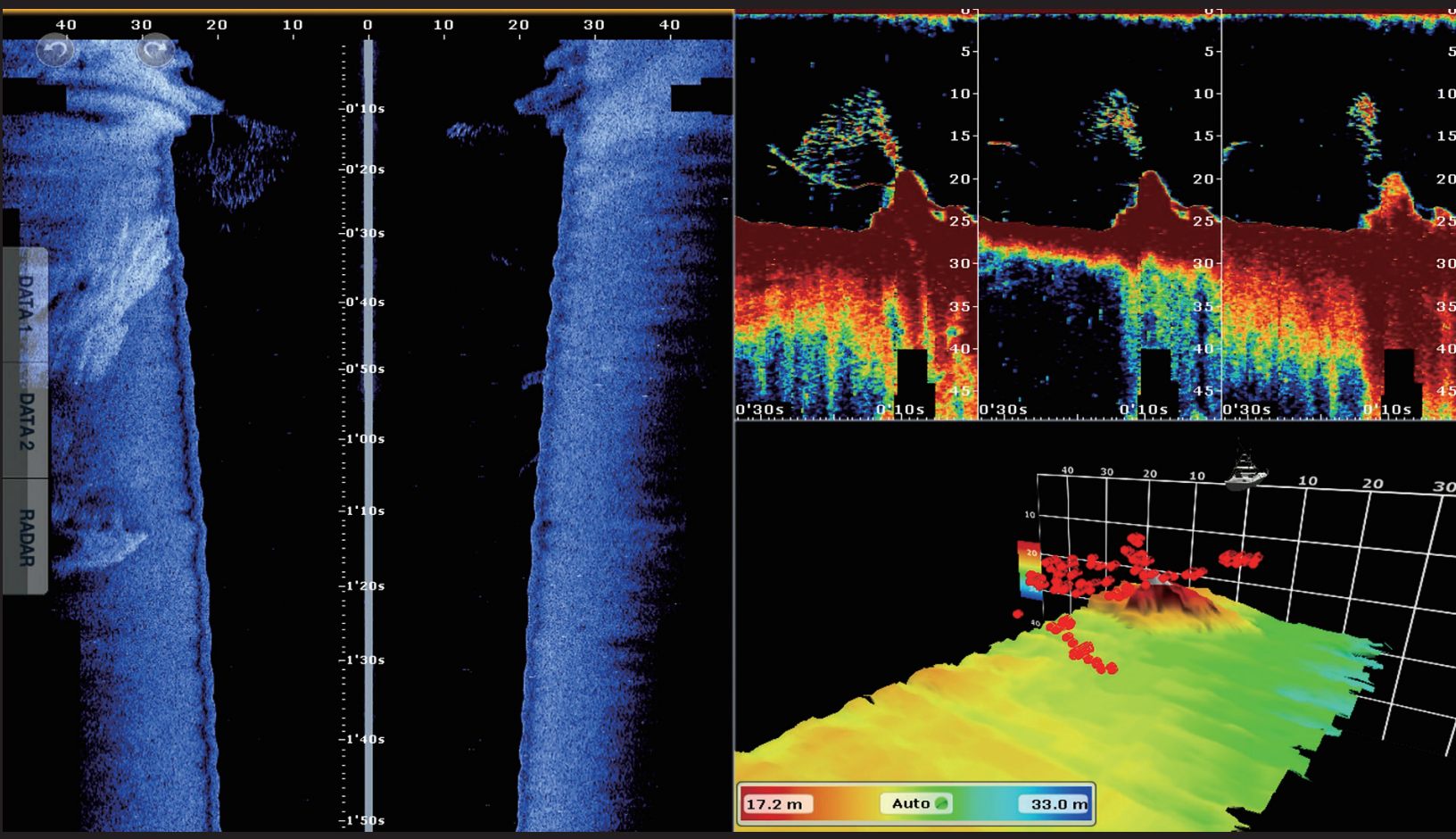


NAVnet TZ touch

NAVnet TZ touch 2

DFF3D FAQ's

DFF3D FAQ

Q1 Which MFD models will be compatible with the DFF3D Sonar?

The DFF3D will work with the original TZT series consisting of the TZT9, TZT14 and TZTBB. It will also work with the TZT2 series consisting of the TZTL12F and TZTL15F. The DFF3D will not work with the NavNet 3D MFDs.

Q2 Can the DFF3D Sonar and a traditional 50/200 sounder operate at the same time?

Yes. The DFF3D operates at a frequency of 165 kHz. Since many Furuno sounders operate at either 50 kHz or 200 kHz, you can use the DFF3D at the same time and even at the same time on the same MFD using different windows.

Q3 Which transducers are compatible with the DFF3D?

Unlike other Furuno sounders, the DFF3D Sonar uses a frequency of 165 kHz. The multi-beam design of the DFF3D means that no previous sounder transducers are compatible with the DFF3D. Initially there will be two transducers available, a bronze thru-hull and a transom mount transducer. Information on new additional transducer types can be found here under the DFF3D product information page on the Furuno USA website.

Q4 Can I mix a DFF1-UHD, DFF1, BBDS1 or DFF3 with the DFF3D on the same network?

Yes. You can mix a DFF1-UHD, DFF1, BBDS1 or DFF3 or the built in TZtouch2 sounder on the same network as the DFF3D Sonar. Only one sounder and the DFF3D Sonar can be operated at the same time

on each MFD. The DFF3D and one down sounder can actually be displayed on the same display page at the same time. In fact we recommend combining these complimentary systems on the same display page.

Q5 Will I be able to view the DFF3D sonar on any of the Furuno Apps?

Yes. The DFF3D can be viewed and adjusted via the Furuno Remote App.

On the Furuno Viewer App, only the digital depth indication will be displayed from the DFF3D.

Q6 How is the DFF3D connected to the network?

The DFF3D is connected to the network via a 5-meter shielded Ethernet cable that is supplied with the unit. Other longer Ethernet cable lengths are available if required.

Q7 Is the NavNet 3D series compatible with the DFF3D?

No. The NavNet 3D series is not compatible with the DFF3D. There are no plans to make it compatible.

Q8 Is the DFF3D compatible with Nobeltec TimeZero?

DFF3D is scheduled to become compatible with TIMEZERO, TZ Professional by December, 2017. Two optional modules, the DFF3D module and the PBG module, need to be purchased as well.

Q9 Will the DFF3D also supply temp information to the TZtouch network?

Yes. The DFF3D transducers have a built in temp sensor, so the DFF3D Sonar is capable of supplying temperature to the TZtouch network. You must go into the Initial Installation tab in the MFD

menu and within the Data Source menu, select the DFF3D as the primary temp source for the network under the SST tab.

Q10 Can the DFF3D also supply depth information to the TZtouch network?

Yes. The DFF3D is capable of supplying depth to the TZtouch network. You must go into the Initial Setup tab in the MFD menu and within the Data Source menu select the DFF3D as the primary depth source for the network under the Depth menu tab.

Q11 Does the DFF3D have Accu-fish?

No. High and low frequency comparison information is needed in order to provide Accu-Fish, fish size information.

Q12 Does the DFF3D show me bottom hardness/composition like the BBDS1?

No. Not at this time.

Q13 What is the power rating of the DFF3D?

The power rating of the DFF3D is 800 watts.

Q14 What is the water resistance rating of the DFF3D?

The water resistance rating of the DFF3D is IP55.

Q15 Are there any special setup procedures for the DFF3D?

While you could use the DFF3D right out of the box without making any setup changes in the installation menu, it is not recommended. It is recommended that the installer follow the setup procedure in the DFF3D Operator's manual. This will configure the DFF3D transducer and sensor inputs for the best and most accurate picture. The DFF3D transducer has a built-in motion sensor to provide a clear picture even in rough seas. For optimum resolution, the location of the transducer must be setup in the menu to get the best performance

out of the built-in motion sensor. The setup is also important to ensure accurate target positions (marks) are properly geo-referenced.

Q16 Can I use the DFF3D to replace my traditional echo sounder?

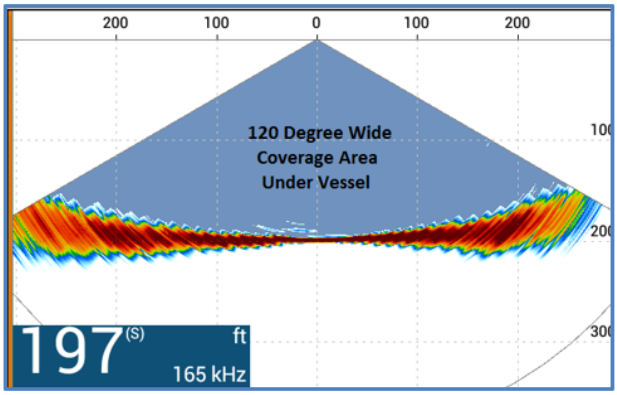
The DFF3D could be used in place of traditional sounders. The DFF3D does offer a traditional down-sounding mode and display information that you are accustomed to viewing. It also has the ability to instantly view a wide swath of each side of your vessel. However if Accu-fish and Bottom discrimination are important to you, you will need a traditional two frequency sounder for these features.

Q17 Is it recommended that I also have a traditional echo sounder as well as the DFF3D?

While it is not necessary to have both the DFF3D and a traditional echo sounder installed on your vessel, if you already have one you can keep it and get the best of both worlds. Due to the frequency difference between the DFF3D and a traditional sounder, you can run them both at the same time. Further, you can use your traditional sounder to view the bottom on either 50/200 kHz or TruEcho CHIRP sounder while simultaneously using the DFF3Ds' ability to view off of each side of your vessel.

Q18 How deep can the DFF3D see down? Out to the sides?

The DFF3D's coverage area is a 120 Degree swath beneath the vessel originating from the transducer. Maximum Bottom detection is about 1,000 feet directly under the vessel and about 600 feet down off to the sides of the vessel. Please look at the image to better understand the coverage area of the transducer. The associated table also lists the maximum bottom coverage area based on depth using the DFF3D's Profile Mode.



Depth (feet)	Side Looking Distance (One Side)	Total Coverage area or swath
25	43	86
50	86	172
100	172	344
200	344	688
300	519	1038
400	693	1386
500	866	1732
600	1040	2080

Q19 How long are the transducer cables?

The DFF3D transducers come with 10 meter cables (33 feet).

Q20 Can the DFF3D use heave information?

Yes. If there is a Furuno SC (Satellite Compass) compass installed in the network such as an SC30 or SC50. In the DFF3D setup menu you would select the SC compass as the motion sensor source instead of the internal source from the transducer.

Q21 What is the frequency of the DFF3D?

The frequency of the DFF3D is 165 kHz.

Q22 I already have a traditional sounder, why do I want or need a DFF3D Sonar?

The DFF3D Multi-Beam Sonar provides real time sweeping 120° high resolution information under your vessel which traditional sounders cannot offer. The unique ability to see over 600 feet off of each side of your vessel is extremely valuable. The DFF3D also offers you some new viewing modes as well. While you can run the DFF3D in a traditional single beam mode, you can also run in triple beam mode, or the Cross Section mode which allows you to cover a 120 degree swath below your vessel. Then, you can also view a 3D Sounder

history mode which is very intuitive while still continue to scan and view on both sides of your vessel.

Q23 Does the DFF3D require a motion sensor, like an SC30, to function properly?

The DFF3D does not need a separate motion sensor to function properly. The compact multi-beam transducers that work with the DFF3D have precision motion sensors built directly into them, making installation a breeze. If you have a Furuno satellite compass (SC) it is recommended that you use that device for the sensor input to take advantage of the higher precision sensors in the SC compass.

Q24 What is the input voltage of the DFF3D?

The DFF3D Sonar requires a 12 to 24Vdc input.

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