FURUNO

User's Guide

REMOTE CONTROL UNIT   Model MCU-006/006H

This guide provides the basic operating and installation procedures for this equipment. For detailed information, see the Operator's Manual.
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Note: For the sake of brevity, this guide only shows the MCU-006. For MCU-006H users, the dimensions are the same, however the indications on each button are oriented horizontally and appear slightly different from the images shown here.

How to Install the Remote Control Unit

Included items

Name	Type	Qty
Remote Control Unit	MCU-006/006H	1
Installation Materials	CP002-21001	1
Accessories	FP002-21001	1

Sun cover
Panel cover
Self-tapping screw (4 pcs)
Remote control unit
Mounting hole

Procedure

1. Using the flush mounting template (supplied), cut a mounting hole in the installation site.
2. Fit the flush mount sponge to the rear of the unit.
3. Connect the NMEA 2000 cable to the remote control unit.
4. Set the unit into the hole and secure the unit with four self-tapping screws (ø4×16, supplied).
5. Attach the panel cover.
6. Attach the sun cover.
7. Connect the NMEA 2000 connector to the same network as the compatible MFD.
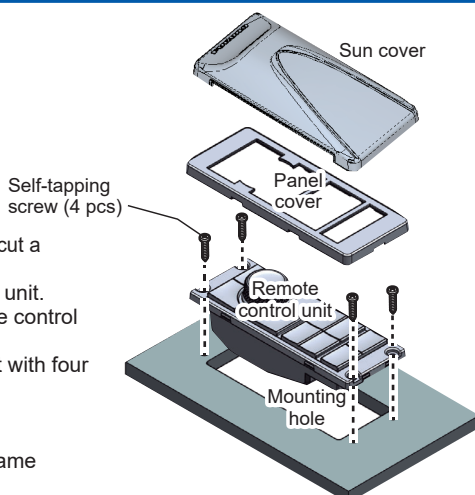
Compatible Equipment

- TZT9F   • TZT12F   • TZT16F
- TZT19F   • TZT10X   • TZT13X
- TZT16X   • TZT22X   • TZT24X
- TZTBBX

Note : TZT9F/12F/16F/19F are supported by V3.56 or later.

How to Remove the Panel Cover

Insert a flat-head screwdriver into each of the indicated slots, in numerical order. Twist the screwdriver gently to release each of the sides. Failure to release the sides in order may damage the cover.

Outline and Dimensions

59 mm
22.6 mm   31 mm
150 mm
#65 mm
NMEA 2000 Connector
7 mm
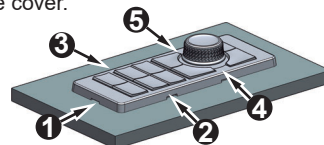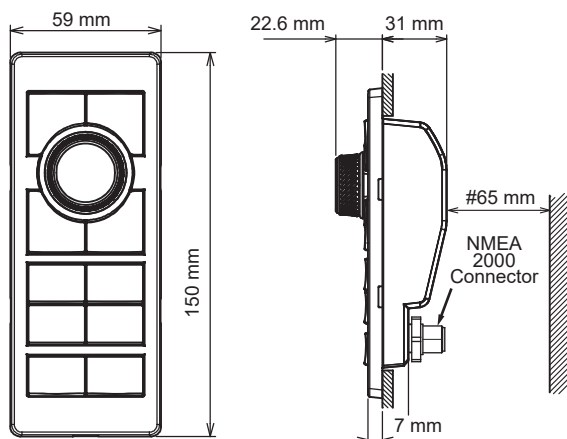
Specifications

Remote Control Unit MCU-006/006H	
Ambient temperature	-15 °C to +55 °C
Relative humidity	93% or less at 40 °C
Degree of protection	IP56 (front), IP55 (back)
Mass*	0.15 kg
Power supply	NMEA 2000 (Consumption current: Max. 100 mA; LEN: 2)

*: Mass does not include the sun cover.

Notes
1. The table shown below indicates tolerance of dimensions.
2. "#" indicates minimum service clearance.
3. Use self-tapping screws (ø4×16, included) to secure the unit.

DIMENSIONS (mm)	TOLERANCE (mm)
0 < L ≤ 50	±1.5
50 < L ≤ 100	±2.5
100 < L ≤ 500	±3

Operational Overview

1. HOME/SETTINGS key
Short push:
Goes to the Home page.

Long push::
Opens the Settings screen.

2. Joystick/Rotokey™
Push:
Confirms selection of item by cursor.
Joystick:
• Moves the cursor in the cursor mode.
• Scrolls the screen in the scroll mode.
Roto key:
• Selects items on menus.
• Zooms the display in, out.
• Increments, decrements numerical display.

3. Event/GOTO key
Short press:
Creates an event mark at the current position.

Long press:
Go to the cursor-selected point.

4. CURS/SCROLL key
Switches between cursor shift, screen scroll.

5. CANCEL/MOB key
Short push:
• Goes back one layer in the menu.
• Closes the menu, dialogue box.
• Ends tool mode.

Long push:
Inscribes an MOB mark at current location.

6. CTRL/Full Screen key
Short push:
Switches active screen.
Long push:
Switches the active screen between full screen, divided screen.

7. EDGE Swipe/Switch MFD to CONTROL key
Short press:
Enables edge swipe operation with the joystick.
• Opens the Layers menu.   • Opens the Quick page.

 then   then

• Opens the Slide-out menu.   • Opens the Data area.

then   then

Long press:
Switches the MFD to operate.

8. NAV INFO/F1 key
Short press:
Opens the NAV INFO window.
Long press:
Performs the function gesture assigned to the "two finger tap function.".

9. GAIN/F2 key
Short press:
Enables gain setting with the Rotokey™.
Long press:
Performs the function gesture assigned to the "two finger long tap function.".

10. AUTO/STBY key
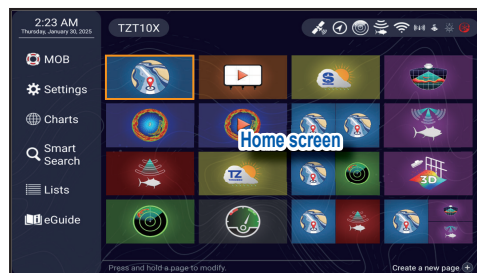Switches between AUTO and STBY mode for the connected FURUNO AutoPilot.

11. Brill key
Opens the [Quick Access] window.
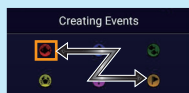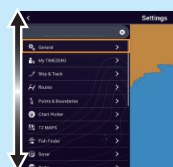Displays the brilliance adjustment window when the [Quick Access] window is open.

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Note: The instructions and screenshots below are based on the NavNet TZtouchXL.

Home screen Operation

Press the **HOME/Settings** key to open the home screen. The home screen is where you access functions and menus, select displays and check sensor status.
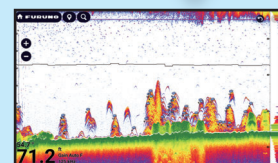

Home screen

Display selection

Rotate the rotary knob to put the orange frame on the applicable display icon.

Push to activate.

Push the joystick to open the selected display.

Menu operation

Rotate the rotary knob to put the orange frame on the applicable menu item.

Push to activate.

Push the joystick to activate the selected item.

Zoom in and Out

Rotate the rotary knob to zoom in or out the chart scale (Chart Plotter/Weather display) and select the range (Radar/Fish finder display).

Zoom in

Rotate the Rotokey™ in clockwise direction.

Zoom out

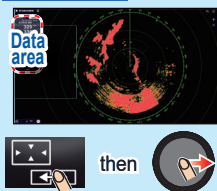Rotate the Rotokey™ in counterclockwise direction.

Edge Swipe Function

Press the **EDGE** key and operate the joystick to activate the Edge Swipe function: Quick page, Slide-out menu, [Layers] menu, and Data area.
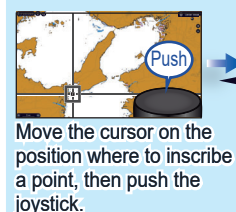
[Layers] menu — then

Data area — then

Quick page — then

Slide-out menu — then

Cursor and Scroll modes

Press the **CURS•SCRL** key to switch the function of the joystick between the Cursor and Scroll modes.

Cursor mode operation

In the cursor mode, the cursor appears on the display other than the home screen and menu. Operate the joystick to move the cursor.

Cursor

Scroll mode operation

In the scroll mode, you can pan the display (Chart Plotter/Weather/Radar display), shift the range and scroll back the picture (Fish finder display) with the joystick.

Tips
- In the cursor mode, you can pan the display by moving the cursor to the edge of the screen. This function is available in the full screen Chart Plotter/Weather/Radar display.
- You can adjust the cursor speed in the [General] menu.

Switching displays and Selecting an Active window

Switching displays

When multiple displays are installed in the same network, press and hold the **CONTROL** key to switch between displays that can be controlled with the MCU-006.

Selecting an active window

To select an active window in a split display, move the cursor on the applicable window or press the **CONTROL** key. An orange frame appears around the current active window.
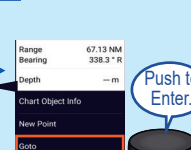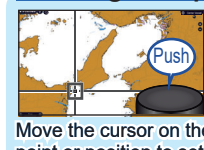
How to Inscribe/Go to a Point

How to inscribe a point

Push

Move the cursor on the position where to inscribe a point, then push the joystick.

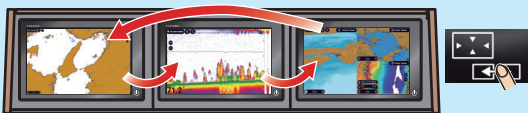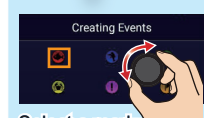| Range | 67.13 NM |
Bearing	338.3 ° R
Depth	— m
Chart Object Info	
New Point	

Push to Enter.

Select [New Point].

How to go to a point

Push

Move the cursor on the point or position to set as a destination, then push the joystick.

Range	67.13 NM
Bearing	338.3 ° R
Depth	— m
Chart Object Info	
New Point	
Goto	

Push to Enter.

Select [Goto].

How to inscribe an event mark

Push

Move the cursor to the event icon, then push the joystick.

Creating Events

Select a mark.

Push to Enter.

Push the joystick to inscribe the selected mark at the own ship position.