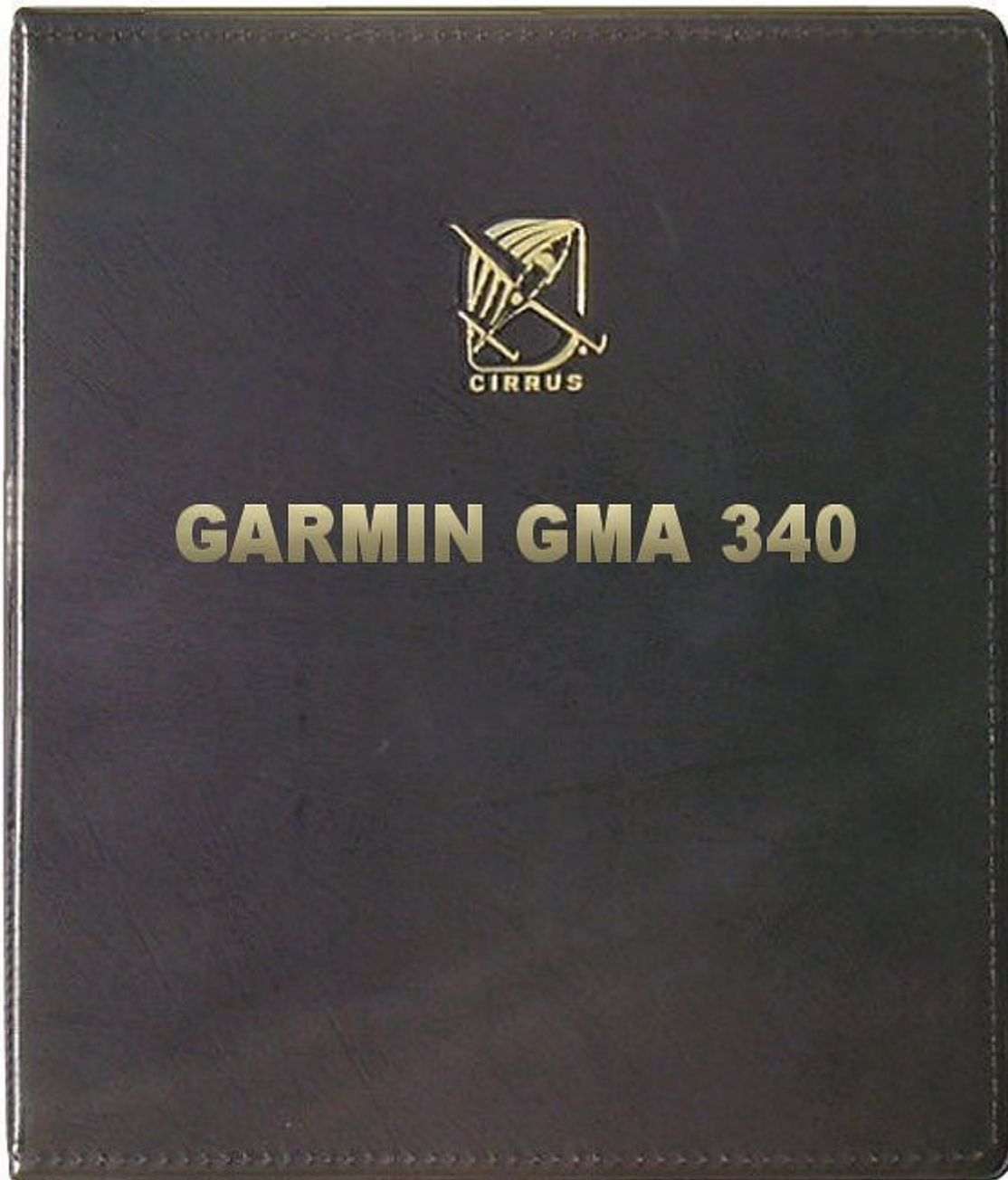


GMA 340 AUDIOPANEL MANUAL



Standard Disclaimer

This manual is intended for recreational use in Microsoft Flight Simulation 2004 ONLY and may NOT be used in any Real World Aviation application. The authors are not responsible for errors or omissions.

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The Eaglesoft Development Group Garmin GMA 340 Manual is designed to quickly orient the novice or experienced flight simulation pilot with an overview of the various controls of the Garmin GMA 340 available in the Cirrus SR20 G2 model.

The following pages will help you become familiar with the operation of Garmin GNS 430.

Note: For Real World information and free Real World PDF Documents please visit the Cirrus Site from the following URL. <http://www.cirrusdesign.com/>

Note: For Real World information and free Real World PDF Documents please visit the Avidyne Site from the following URL. <http://www.avidyne.com/techpubs.shtm>

Note: For Eaglesoft Development Group Product Support: Please Register and Login to our Support Forums for product support at the following URL. <http://www.eaglesoftdg.com/forum>

Note: See **Avidyne Flightmax PFD and MFD Manuals** for detailed operation of **PFD and MFD**

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Function Selection Switches

POWER Click the small left knob (Pilot) to turn unit on and off.

MKR BCN

Audio Frequency	Audio Heard	Lamp Actuated
400 Hz	- - - - -	Blue (Outer)
1300 Hz	Amber (Middle)
3000 Hz	White (Airway/Inner)

MRK MUTE: When the green light is illuminated, the AOM audio will be heard. The actual Garmin GMA 340 has a feature called “**Smart Mute™**” that will temporarily mute the marker beacon audio. This feature is not programmed in this FS version.

SENS Selects Marker receiver sensitivity HI or LO.

COM1 MIC/COM1 When the green lights are illuminated, COM1 transmit/receive is active.

COM2 MIC/COM2 When the green lights are illuminated, COM2 transmit/receive is active.

COM3 MIC/COM3 Not functional in the sim; lights will illuminate.

COM 1 / 2 When the green light is illuminated, both **COM1** and **COM2** receive audio is active, transmit selected depends on whether **COM1 MIC** or **COM2 MIC** is selected.

NAV1 When the green light is illuminated, NAV1 identification audio is active.

NAV2 When the green light is illuminated, NAV2 identification audio is active.

ADF When the green light is illuminated, ADF identification audio is active.

SPKR PILOT – PA – CREW – Not functional in the sim; lights will illuminate.

TEST Press and Hold button to check all lights for proper operation. A soft chime will be heard when button is pressed.