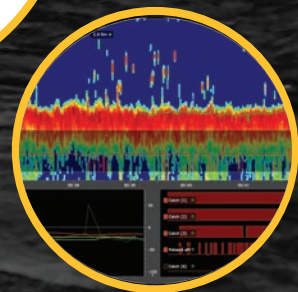


Scala2 User Manual



MARPORT

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Legal

History

V1	02/11/20	First release, documents Scala2 version 02.00.00.
V2	07/16/20	<p>Documents Scala2 version 02.02.</p> <p>New topics</p> <ul style="list-style-type: none"> • Using the MultiTrawl View on page 64: Multitrawl view: now compatible with quad trawls • Adding Events on page 96: Event markers can be added in live time, then found back when replaying data on ScalaReplay2 • Compatible Incoming NMEA Sentences on page 107: added Kongsberg NMEA message for warp lengths.
V3	05/28/21	<ul style="list-style-type: none"> • Now documents Scala2 version 02.04. • Added Twin Outrigger trawl gear in . • and : added details about the computer IP address. • Changed Settings tabs: Data Recorder and Data History tabs have been merged into one Advanced tab, accessible in Expert Mode only. • and : included guidelines to complete the positioning setting page with the receiver firmware 08.01.01. • New feature: Using the MultiDepth View on page 70. • Replaying Data on ScalaReplay2 on page 95: changed access to source directory. • Removed procedure about automatic download of A2S files: the feature is no longer available. Replaced by procedure Replaying Data Recorded on a SD Card on page 97. • Added contact details for the sales offices in South Africa and Norway in Support Contact on page 105.

V4	11/15/21	<ul style="list-style-type: none"> • Now documents Scala2 version 02.06. • New feature: Using the Virtual Charger Room on page 26. • Changing Scala2 Appearance on page 16: added feature to change the theme of the interface. • Using the MultiDepth View on page 70: <ul style="list-style-type: none"> • Added zoom feature on the echogram and option to change the door 3D model. • Added True Mode display on the echogram. • Added option to change the viewing angle. • Added a coordinate grid with time and depth on the echogram. • Using the MultiTrawl View on page 64: added new viewing angles.
V5	07/01/22	<ul style="list-style-type: none"> • Now documents Scala2 version 02.10.x. • Changing the Language Settings of Scala2 on page 16: the language can now be chosen from a drop-down menu. • Displaying an Echogram on page 42: <ul style="list-style-type: none"> • Added True time echogram feature, enabling time synchronization with other views with timescales. • Added feature to change the source sensor of an echogram. • Changing the Display of Page Elements on page 56: added option to change type of display directly from data item. • Setting an Alarm on Incoming Data on page 90: new notification display and updated settings.

V6	03/06/23	<ul style="list-style-type: none"> • Now documents Scala2 version 02.12.x. • Virtual Charger Room: added explanations about the display of sensors not part of the system charging via the Dock, and about the new notification feature in Using the Virtual Charger Room on page 26. • Updated guidelines for the display of the echogram settings (e.g. True Mode, Bottom Expansion, Palettes...), now accessible via a specific menu. Added description in Echogram Display Settings on page 43. • Updated guidelines for the display of sounding direction of the sounder sensors: Displaying an Echogram on page 42. • Added feature to desynchronize the time stamp of echograms and history plots: Zooming on Timestamp and Distance Scale on page 53. • Added new Trident View: Displaying the Trident View on page 78. • Added configuration details for penta trawls in Changing the Number of Trawls on page 75. • Added guidelines for the highlight feature when replaying data: Replaying Data on ScalaReplay2 on page 95. • Added Marport's proprietary NMEA output formats for quad and penta trawls: NMEA Outputs from Scala2 on page 119. • Added details about WIDA2 NMEA sentence of Kongsberg warp lengths in Compatible Incoming NMEA Sentences on page 107.
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Disclaimer

Marport endeavors to ensure that all information in this document is correct and fairly stated, but does not accept liability for any errors or omissions.

The present user guide is applicable for the following versions of Scala2: v. 02.12.x

Compatible macOS versions:

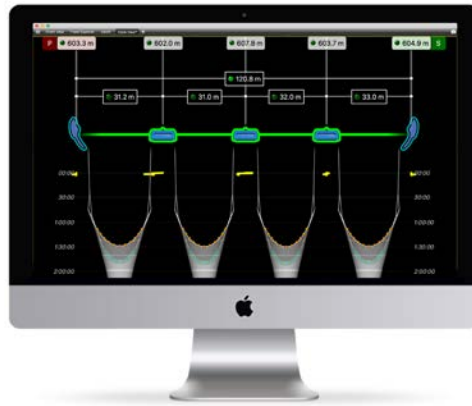
- macOS Mojave
- macOS Catalina
- macOS Big Sur
- macOS Monterey
- macOS Ventura

Introduction and Presentation

Read this section to get a basic knowledge of Scala2.

i Tip: Click Marport logo at the bottom of pages to come back to the table of contents.

Introduction



Scala2 is Marport's advanced trawl monitoring system that collects, processes, stores and displays data sent from multiple sensors, sounders and other connected devices. It gives you full control over the fishing operations.

In order to suit the working conditions, gear and sensor data type available, this monitoring system offers unparalleled flexibility and is easily configurable.

Scala2 is the evolution of Scala. It supports Marport's new Pro range of sensors, the Door Explorer and Trident, as well as the Dock charger.

You can benefit from several enhancements:

- A Virtual Charger Room has been added to be used with the new Dock product.
- A new multitrawl view of single, twin, triple, quad and penta trawls with doors and clump alignment, warp length and echogram display.
- Access all the customization options from a dedicated panel.
- Display vertical and horizontal echograms in order to be compliant with standard Explorer sensors and Seine Explorer sensors. This will give you a realistic display when the seine sensor pings sideways inside the seine.
- Display up to 6 spectrum analyzers to fully monitor the hydrophones' performance.
- Export a text file of the configuration of the receiver directly from Scala2.
- Easily play back historical data from A1 and A2S sensors. Data from A2S sensors can be imported and played back in high resolution.
- Add event markers in live time, then find them back when replaying data on ScalaReplay2.

You will also find the usual features from the first version of Scala:

- Display several simultaneous echogram presentations on a single page.
- Use drag and drop possibilities to customize your page layout.

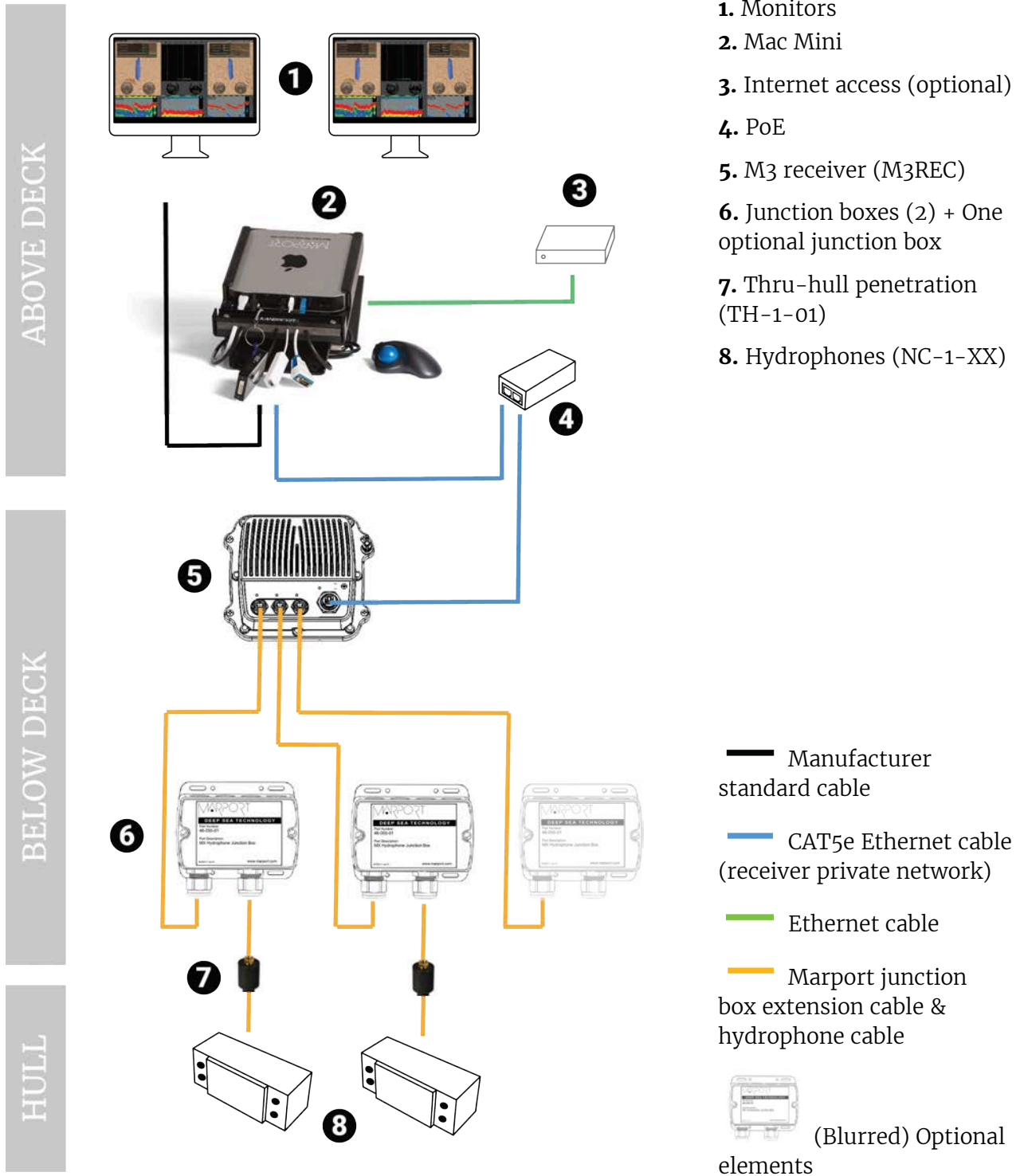
- Choose from existing gauges, histograms or 3D views or create your own layout with any number of sensors displayable on screen.
- Adjust windows and graphs according to your needs.
- Compare data from equivalent sensors using multiple history plots.

Scala2 is optimized to interface with other marine equipment:

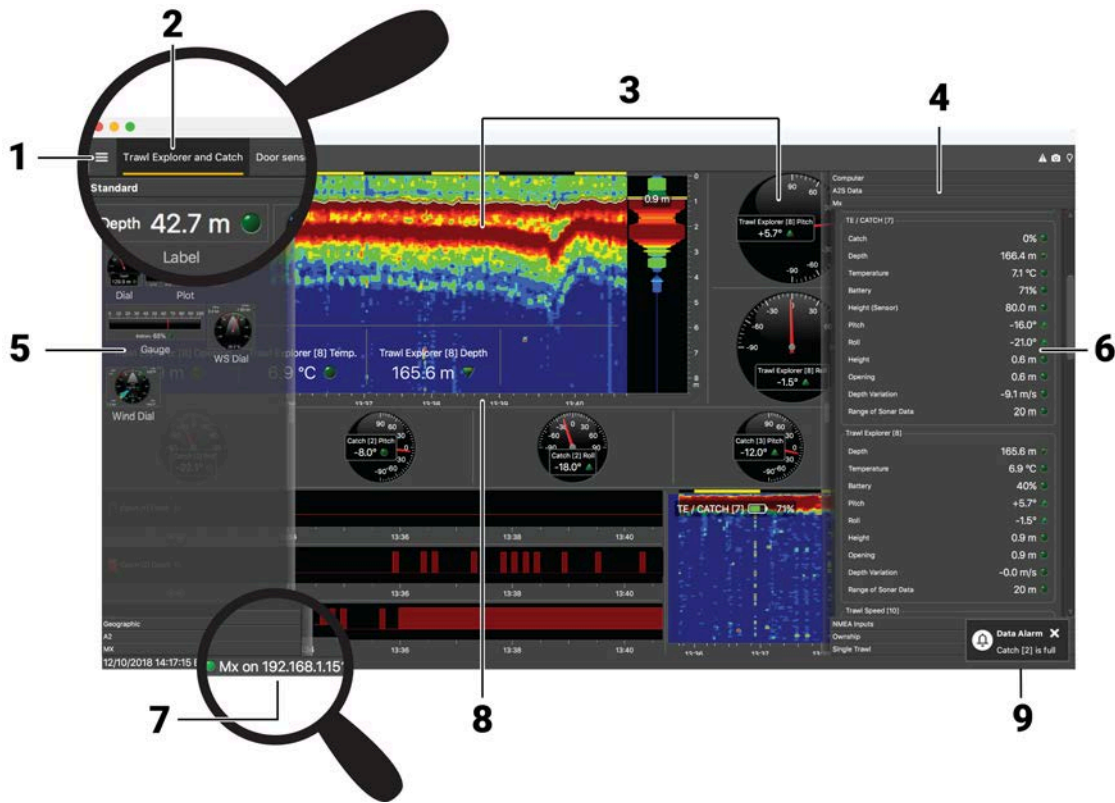
- It incorporates 3D simulation with bathymetry using a simple GPS data connection.
- It has a range of standard data inputs and outputs.

Overview of the System

This schema is an example of a system with M3 receiver.



Overview of Scala2



- | | | | |
|---|--|---|---------------------|
| 1 | Menu | 6 | Incoming Data |
| 2 | Toolbar for Page Display | 7 | Receiver Activity |
| 3 | Data Display | 8 | Echogram Time Stamp |
| 4 | Control Panels | 9 | Alarms |
| 5 | Customizing panel
(Customize mode only) | | |

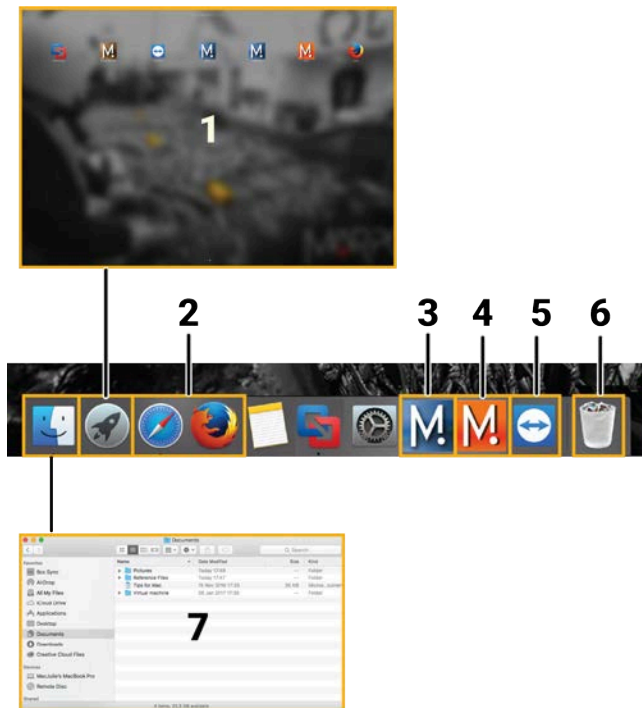
Mac Basics

Switching On the Computer



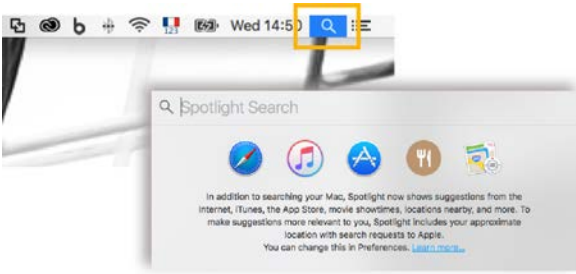
Opening Applications and Files

You can use the bar of icons at the bottom of your screen, called the Dock, to access applications and files. Click icons to open items.



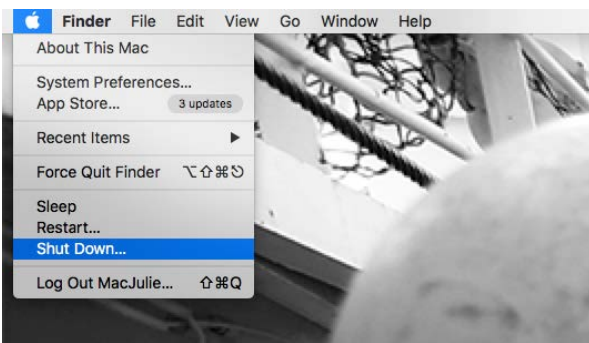
- 1 Launchpad: access all your applications
- 2 Web
- 3 Scala2
- 4 Mosa2
- 5 TeamViewer
- 6 Trash: to delete items, drag them to the trash
- 7 Finder: access your files

If you need to search for an item, click the magnifying glass on the top right corner of the screen and type the name of the item.



Switching Off the Computer

From the top left corner of the screen, click **Apple Menu**  > **Shut Down**. Also use this menu to restart or put the computer in sleep mode.



Installation

Read this section to know how to install and open Scala2.


Opening Scala2

Scala2 should open when you switch on the computer. If not, you can open Scala2 from the Dock at the bottom of the screen.

Before you begin

- If using Scala2 licence file: it must have been downloaded and stored in **Documents/Marport**.
- If using Scala2 software dongle: it must be plugged to the computer. Always have the dongle plugged in when using Scala2.
- The receiver is connected to the private Ethernet network.



About this task

 **Note:** To display the list of the options that are activated with your license, click **Menu** ≡ > **About**, then click **Options**.

Procedure

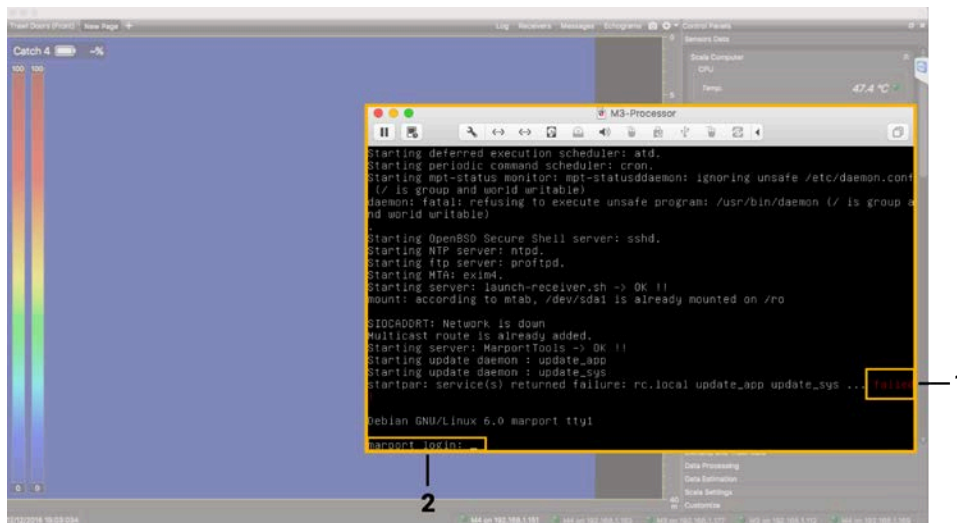
1. From the Dock at the bottom of the screen, click Scala2 icon.





 **Important:** On M3, M5, M4 and M6 systems, the following window is a software that analyzes sensors data. This program is necessary for the correct operation of the receiver. **DO NOT CLOSE this window.** If the window appears, click minimize  to hide it and change the settings as indicated in [Automatically Opening Scala2 at Start Up](#) to keep it hidden. This icon should always appear at the bottom of your desktop screen:



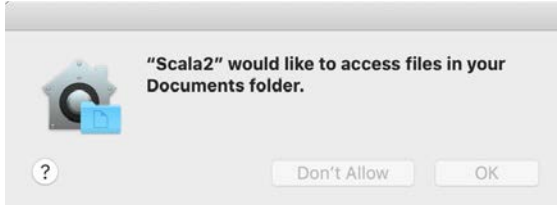
If you close the window, restart the computer.



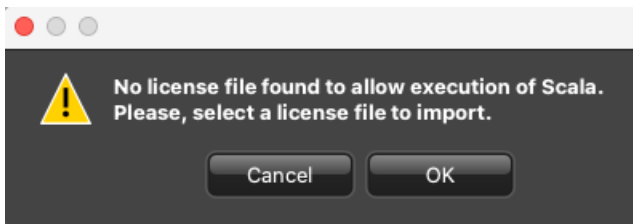
 **Note: Failed** (1) and **Login** (2) indications are **normal** and always appear. You do not need to enter anything.

 **Important:** Do not click inside the window or you will lose the mouse. If you lost the mouse, connect a keyboard and press **ctrl + cmd** (Apple) / **ctrl + window** key (Windows).

- 2. Trouble:** On **macOS Catalina**, a message appears asking for access to your folders when opening Scala2 and it stops the automatic opening of the application. See to know how to give full access from the **Security & Privacy** settings.



- 3. Trouble:** If on opening you have the following message, it means that Scala2 licence file is not on the computer or not stored in **Documents/Marport**. Click **OK** to open the dialog box and select the file, if it is on the computer. The licence file will automatically be added to **Documents/Marport**. If you do not have the file, contact your local Marport office.




Results

The application opens.

Changing the Language Settings of Scala2

A dialog box asks you to select the language the first time you open Scala2. It can be changed afterward in Scala2 settings.

Procedure

- From the top left corner of the screen, click **Menu**  > **Settings**, then go to **Advanced** tab.
- In **User Interface** > **Language**, select the language from the drop-down menu.
- Restart Scala2.

Results

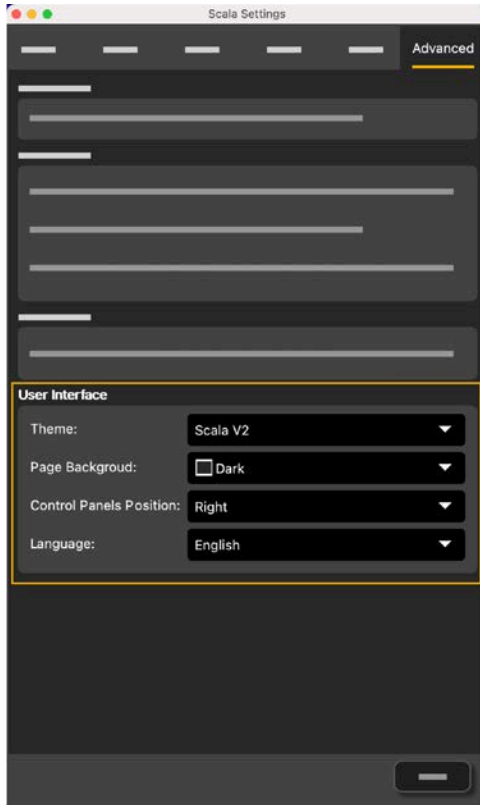
Scala2 language is changed.

Changing Scala2 Appearance

You can change the theme, background color and control panel positions.

Procedure

1. Click **Menu** ☰ > **Expert Mode** and enter the password `copernic`.
2. Click **Menu** ☰ > **Settings** > **Advanced**.
3. In **User Interface**, select the options from the drop-down menus.



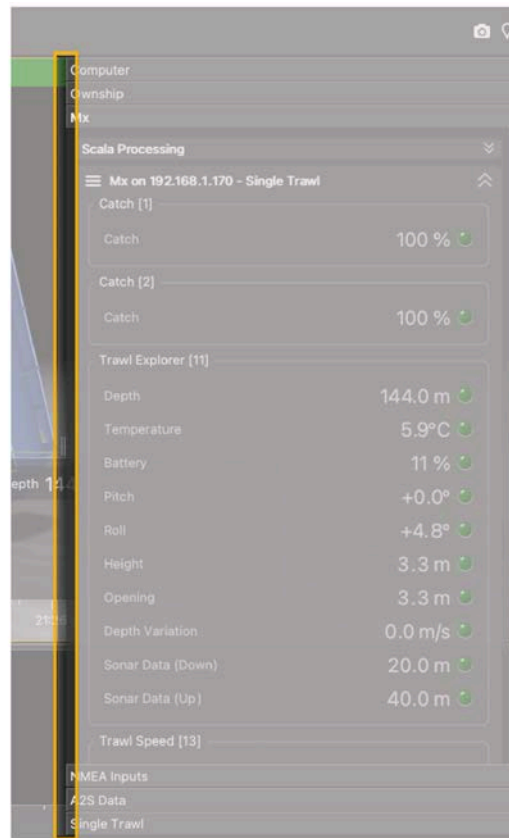
Display Configuration

Read this section to know how data are displayed on Scala2 and how to change their display.

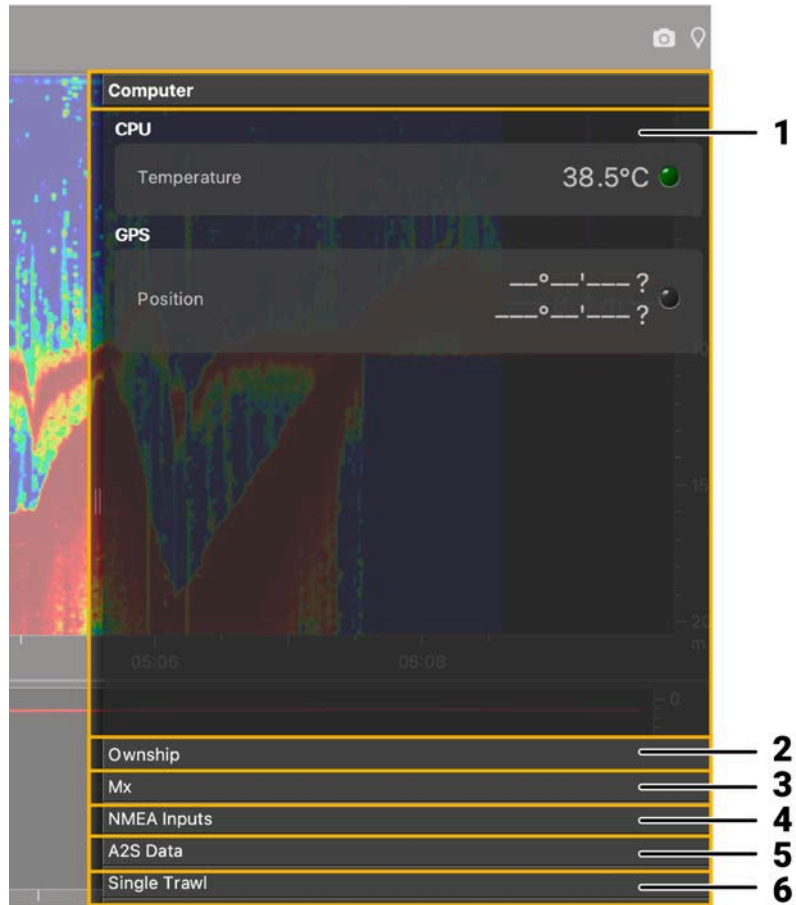
Control Panels

By default, the control panels are displayed on the right side of the screen. Click the drawer to open or close them.

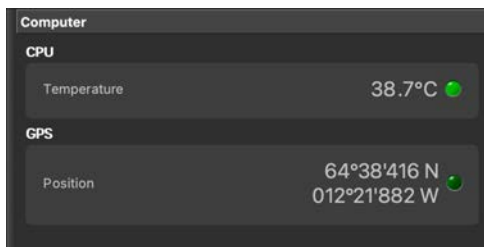
 **Note:** To change to position of the control panels, connect in **Expert Mode**, then click **Menu**  > **Settings** > **Advanced**.



Control panels are the following:



1. Computer



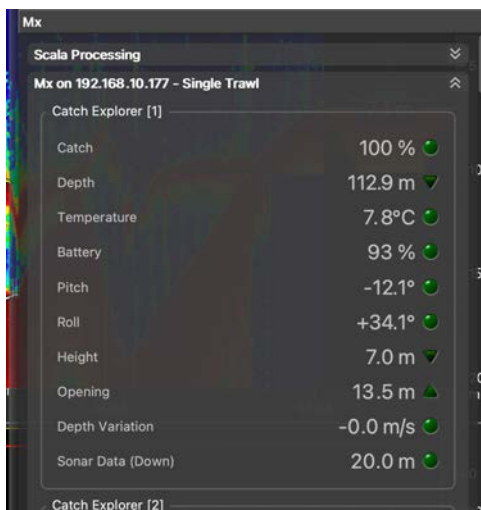
It displays the temperature of the central processing unit of the computer and the GPS position of the computer, if you allowed Scala2 to use your location.

2. Ownship






It displays information relative to the ownship, such as its position, its heading, the wind speed. This data depends on devices connected to the system.

3. Mx

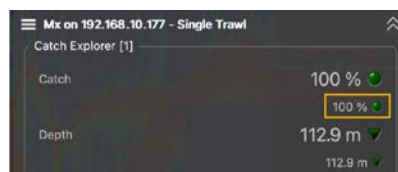


It displays the IP address of the receiver(s) and data received from the sensors. Data can be raw or filtered. By default, the location of the sensor on the trawl gear is written between brackets next to the name of the sensor. To know the location corresponding to the number, refer to the pictures in [Trawl Gears and Sensor Locations](#).

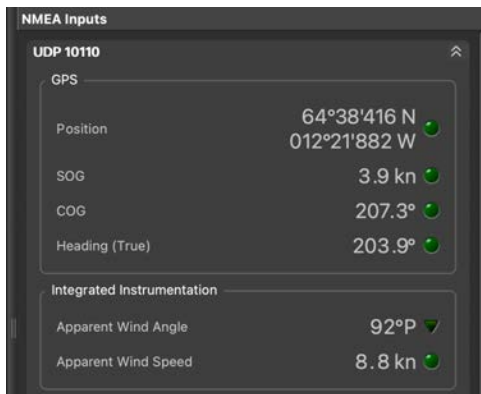
The shape of the lights changes according to data received:

- : data is stable
- : data value is increasing
- : data value is decreasing

To display raw data, connect in **Expert Mode**. Click the menu next to the receiver IP address, then **Show Raw Data**. Raw data are displayed under the filtered data. You can drag them to a page the same way as for filtered data.



4. NMEA Inputs



This is where you add NMEA inputs received from external devices.

It displays the incoming NMEA data.

5. A2S Data




ScalaReplay2 only: the panel displays the replay of data recorded on the SD card of A2S sensors.

6. Trawl Data: **Single Trawl / Twin Trawl / Triple Trawl / Quad Trawl / Penta Trawl**

Single Trawl	
Trawl Modeling	
Manual Estimation	
Doors Positioning	
Doors Spread	107.8 m ●
Port Door Slant Distance	700.3 m ●
Port Door Horizontal Distance	681.6 m ●
Port Door Bearing (T)	41.2° ●
Stbd Door Slant Distance	717.9 m ●
Stbd Door Horizontal Distance	700.0 m ●
Stbd Door Bearing (T)	32.4° ●
Stbd Door	
Depth	159.3 m ●
Warp Length	721.7 m ●
Position	64°38'74.2 N 012°21'40.2 W ●

From here, you can monitor your trawl. When sensors are operating, you can see their data displayed according to their location on the trawl (headline, body, doors).

- **Trawl Modeling:** options relative to a positioning system. You can reset the trawl position from here. It also gives options relative to the slant distances:
 - **Use slant distances from sensors rather than warp lengths:** by default, Scala2 uses warp lengths to know the distance of the trawl doors from the boat. If you have both a winch control system and sensors sending slant distances, Scala2 will use warp lengths only. Select if you need to use slant distances only.
 - **Estimate horizontal distance from depths:** estimates the distance between the doors and vessel if the system receives neither warp length data nor slant distances from sensors.
- **Manual Estimation:** warp lengths can be entered manually if no warp lengths are received from a winch control system.

 **Note:** Minimum data required to display **Doors Positioning** are GPS positioning, depth, door spread distance, port and starboard door bearings. However, we strongly recommend to receive warp lengths from a winch control system. Without it, the accuracy of the positioning will be reduced.

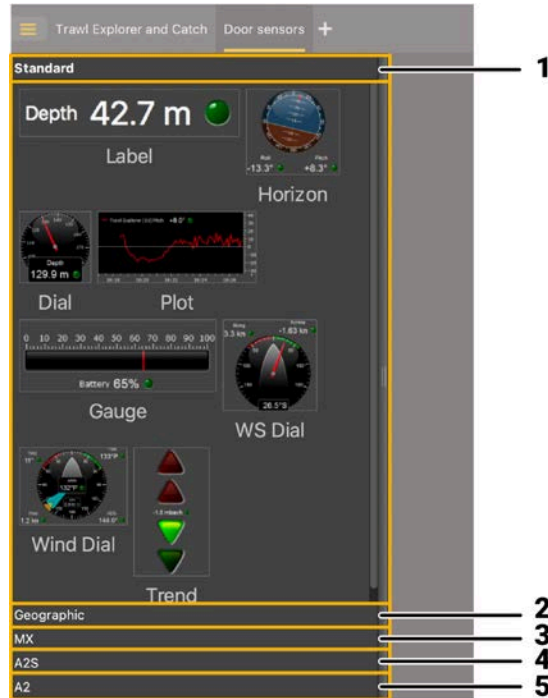
In the panels, a light next to the data indicates the status of data that are being received:

- Blinking green: data is received.
- Orange: communication with the receiver has been lost for a few seconds. A connection problem has just occurred.
- Red: there is no more communication with the receiver.

Customization Panels

The customization panels contain customization options for the data.

By default, the customization panels are on the left side of the screen. Click the drawer to open or close them. Drag elements from this panel to the pages to add data.

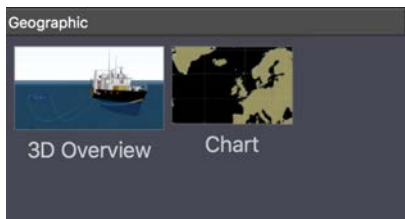


1. Standard



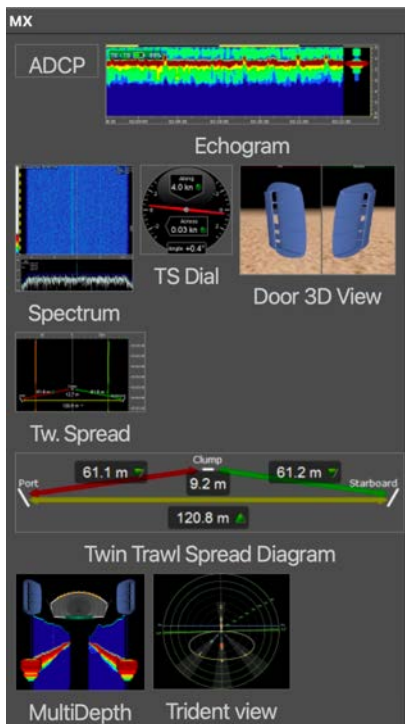
It contains general customization options for the data. See [Sensor Numerical Data](#) on page 55.

2. Geographic



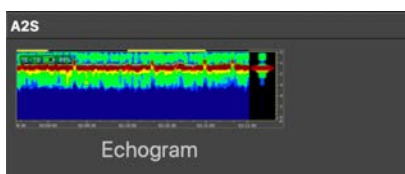
It contains the 3D overview of the system and chart view. See [Displaying Vessel System 3D View](#) on page 86 and [Displaying the Chart View](#) on page 87.

3. MX



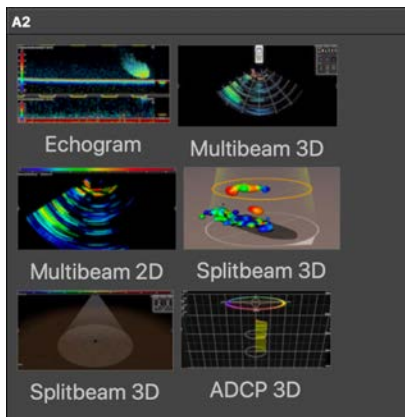
You can find here the echogram and advanced 3D views of the equipments.

4. A2S



It contains the echogram display of A2S sensor's data (under development).

5. A2









It contains the options for the display of Fish Explorer data (under development).

Receiver Data

Receiver activity and its IP address is displayed in the bottom left corner of the screen.

A dot next to the receiver name indicates its activity:

-  **Mx on 192.168.1.151**: the receiver is active.
-  **Mx on 192.168.1.153 - Spectrum ON**: the receiver is in Spectrum mode.
-  **Mx on 192.168.1.153 - Record ON**: the receiver is in audio recording mode.
-  **Mx on 192.168.1.151**: the communication with the receiver has just been lost. There is a connection problem.
-  **Mx on 192.168.1.151**: the communication with the receiver has been lost for at least 20 seconds.

 **Note:** Receiver IP address may change according to equipment.

Using the Virtual Charger Room

You can display the fleet of sensors in Scala2 **Virtual Charger Room**, when sensors are connected to the Dock or trawling.

i Tip: Refer to the Dock manual for more details about this product.

i Note: Only the latest generation of Marport sensors can benefit from all the Dock features. A1 sensor tiles will only inform if the sensor is trawling or on deck (turned off).

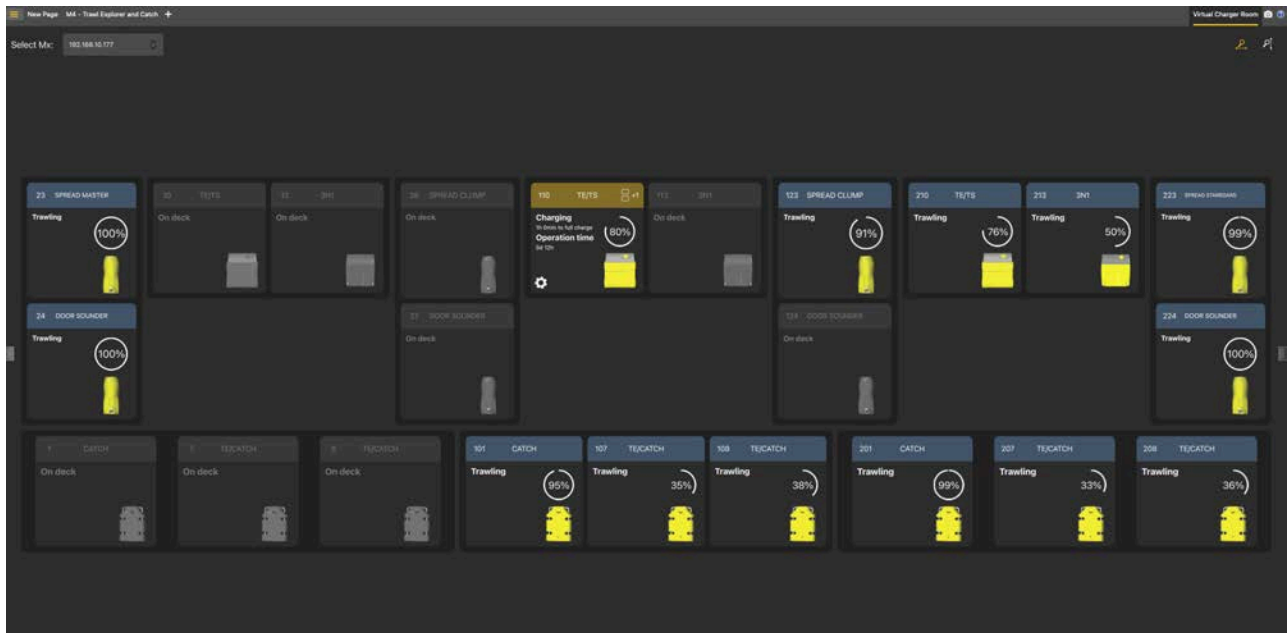
i Note: The Virtual Charger Room is compatible with single, twin, triple, quad and penta trawls.

Main page


To open the Virtual Charger Room, click **Menu** ≡ > **Virtual Charger Room** on the top left corner of the screen.

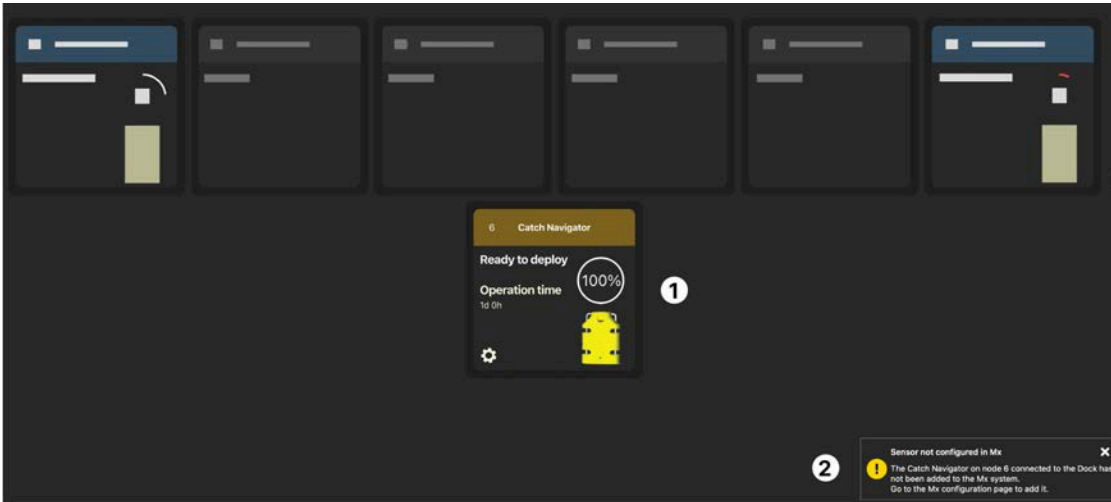
Each sensor that is part of the fleet appears on a tile. The tiles are placed according to the sensor location on the trawl, depending on the configuration that was made in the system configuration page.

To fit the view according to the width of the tiles click , or click  to fit according the height.



When a sensor that has not been added to the system is connected to the Dock, it is displayed underneath the other sensors (1). Only the charging status appears. A notification (2) also warns the user that the sensor is not part of the system configuration. When disconnected, the sensor is not displayed anymore.

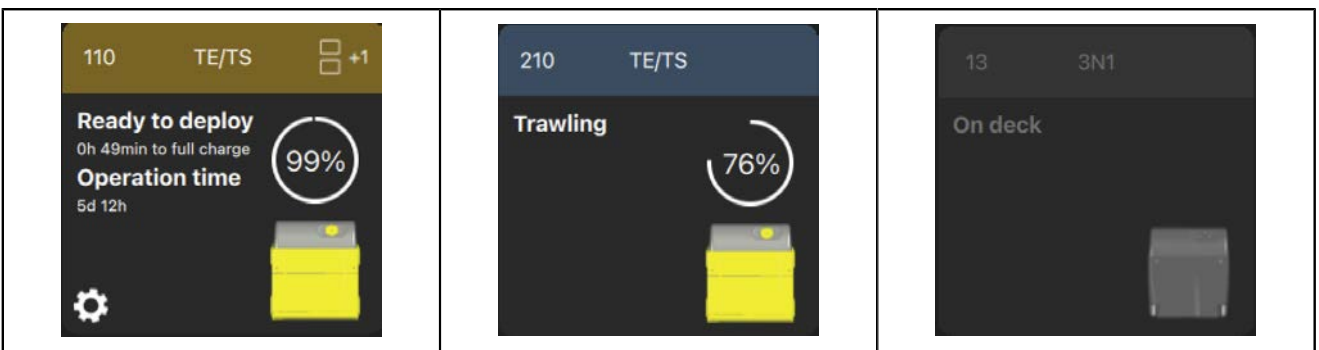
 **Note:** A1 sensors will not be displayed.





Sensor status

Each sensor tile is composed the following way:

	1. Node identifying the location of the sensor on the trawl.
	2. Name of the application
	3. If any, number of spare sensors. Click to show the other spare sensors.
	4. Charging level
	5. Access to the settings.
	6. Remaining lifetime at the current state of charge.
	7. Sensor status



<p>The sensor is connected to the Dock and charging. It displays Ready to deploy when fully charged.</p> <p>Click  >  to display the "Pick me up" animation on the charger plug when the sensor must be deployed.</p>	<p>The sensor is operating on the trawl.</p>	<p>The sensor is out of water and is not connected to the Dock.</p>
---	--	---

Notifications

When a sensor is connected to the Dock, the Virtual Charger Room is able to detect discrepancies between the system configuration and the sensor configuration. Notifications appear if the connected sensor is not part of the system configuration or if the sensor settings do not match the settings set in the system (based on the node).

The following settings are checked:

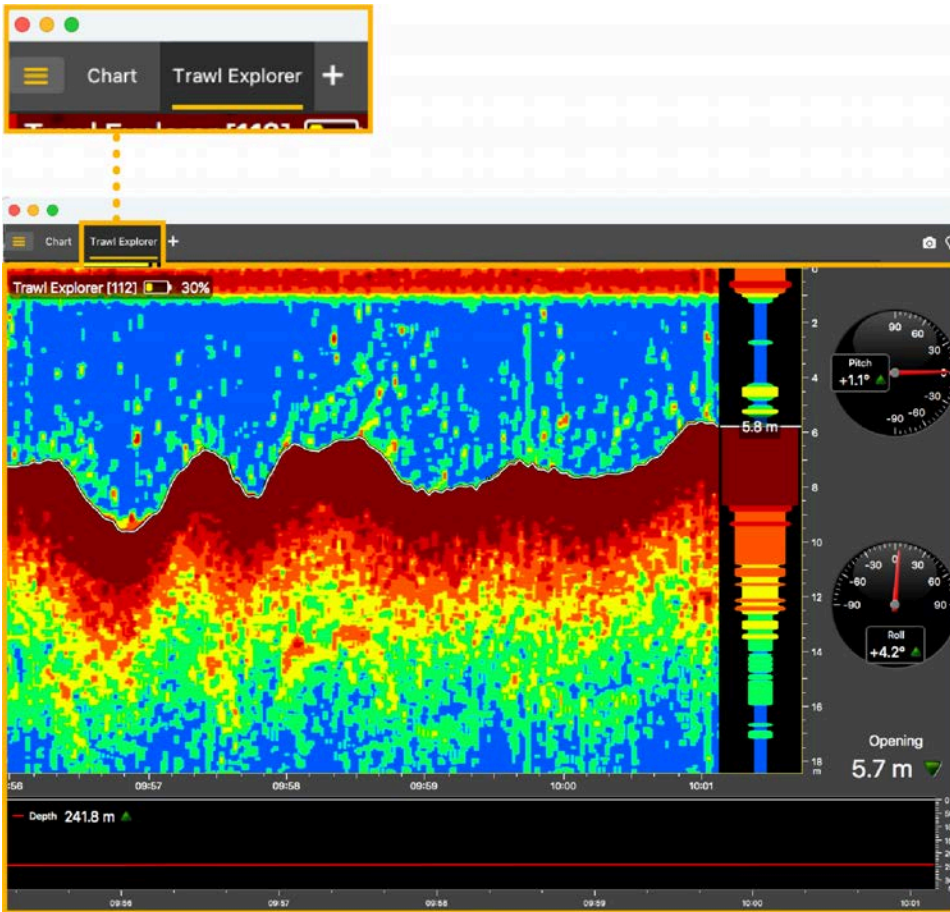
- Uplink frequency
- Sounding mode (when available)
- Sounding range (when available)
- PRP sensors: telegram names and frequencies

Creating Data Pages

On Scala2, data received from sensors can be displayed on pages. Pages are organized in tabs in the top toolbar.

Click one tab to display the corresponding page.


You can create specific pages according to your needs, for example one page for door spread sensor data, one for Trawl Explorer data.

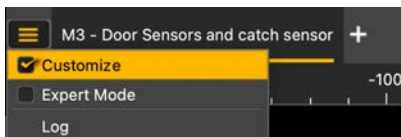


Creating a New Page

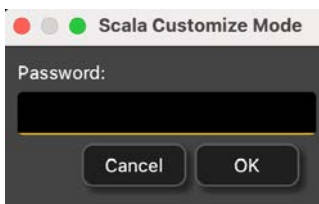
You can create a new page from scratch or from a template.


Procedure

1. From the top left corner of the screen, click **Menu**  > **Customize**.



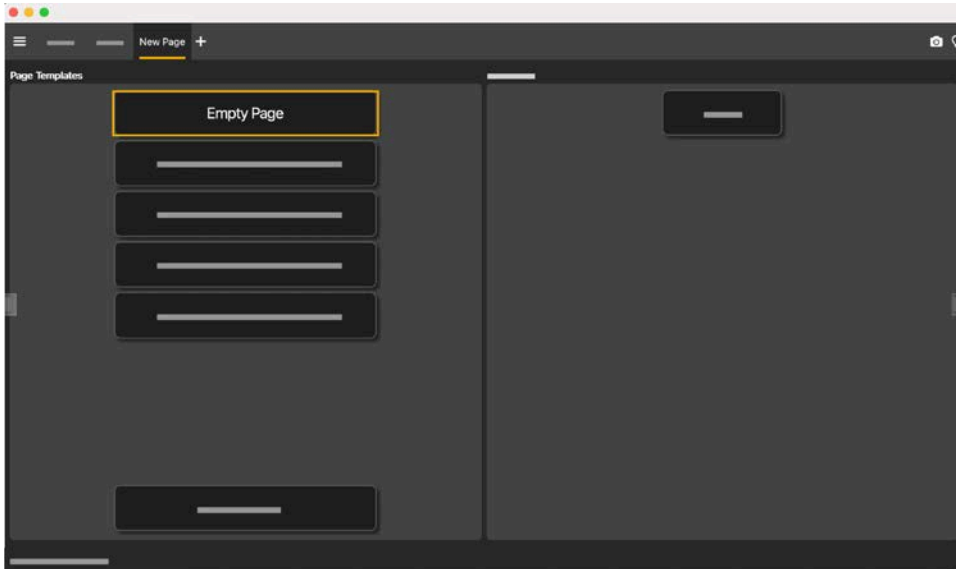
2. Enter the password eureka.



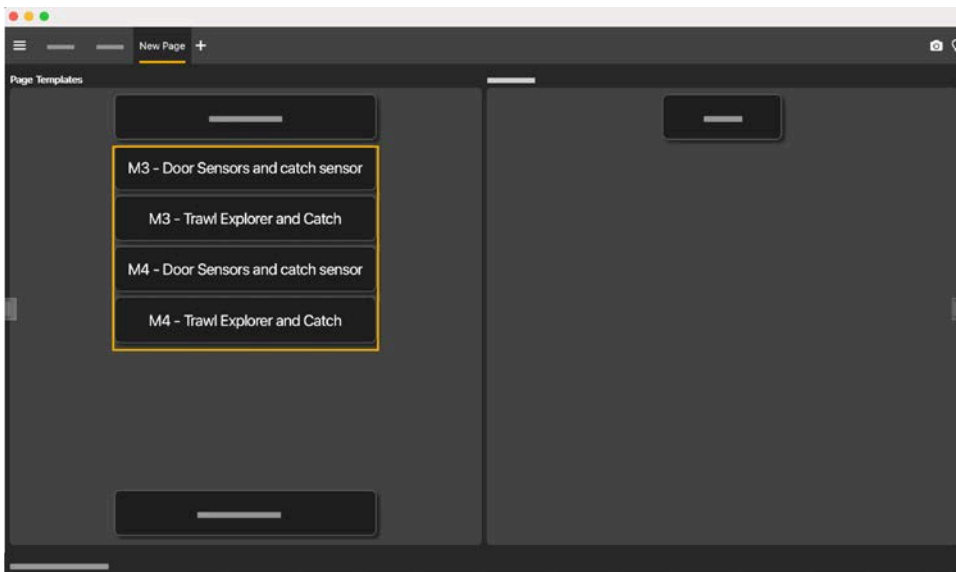
3. From the top toolbar, click the add icon .

Page Templates and **Hidden Pages** panels are displayed.
4. Select a type of page.

- To open a blank page, select **Empty Page**.

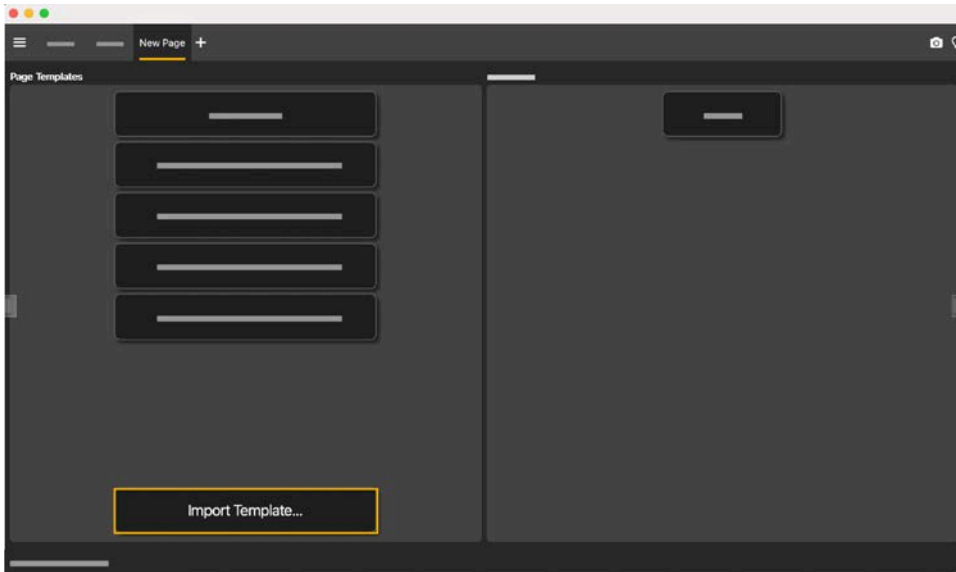


- To open a page with data already displayed, select a page from the **Page Templates**.



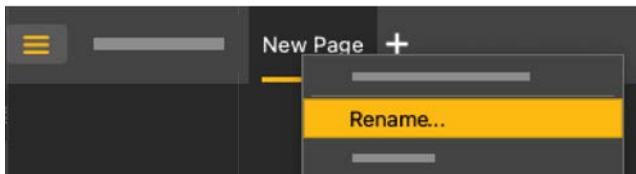
i Tip: You can use these pages as a basis and add other data.

- To display a page that was previously saved as an XML file (see [Exporting a Page](#) on page 36), click **Import Template**.



The new page appears in a new tab.

5. Right-click the new page tab and select **Rename**.



6. Type a name and press Enter.
The new page name appears.

What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Adding Data to a Page

You can choose data that will appear on the screen.

Before you begin

You must be in **Customize** mode to do this task.

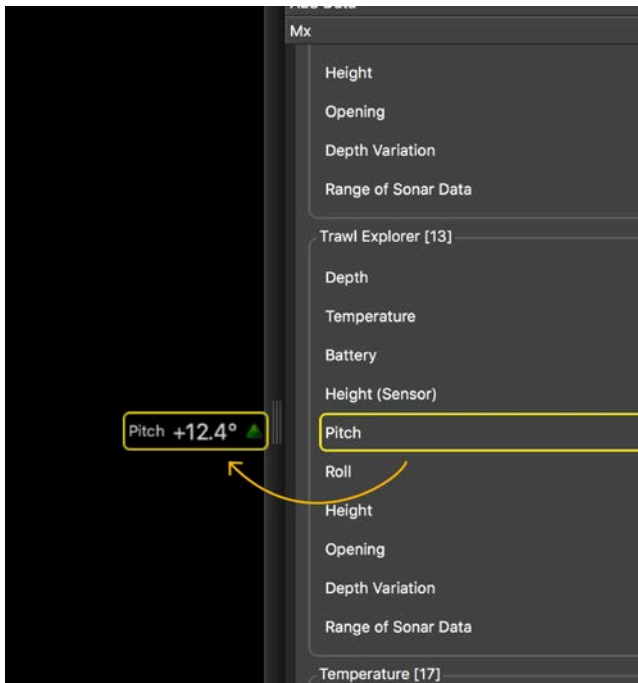
Procedure

1. Open the drawer on the right side of the screen to display the control panels. The other drawer contains the customization tools.

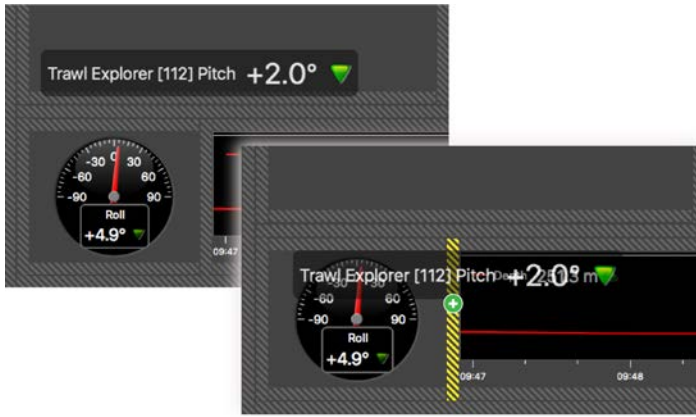


 **Note:** To change to position of the control panels, connect in **Expert Mode**, then click **Menu**  > **Settings** > **Advanced**.

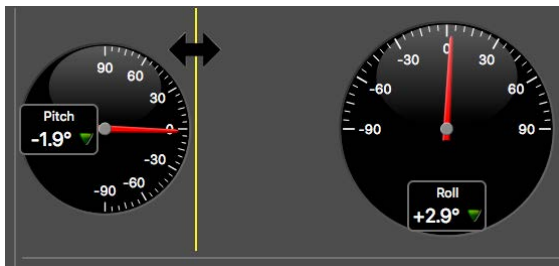
- Under the **Mx** tab, choose data and click + hold for 3 seconds until a rectangle with data appears.



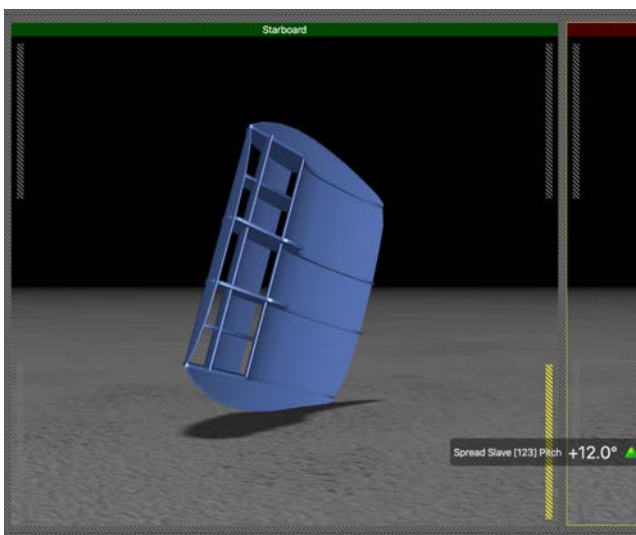
- Hold + drag the rectangle to the middle of the screen, above grey striped areas. The area becomes yellow when you can place data.

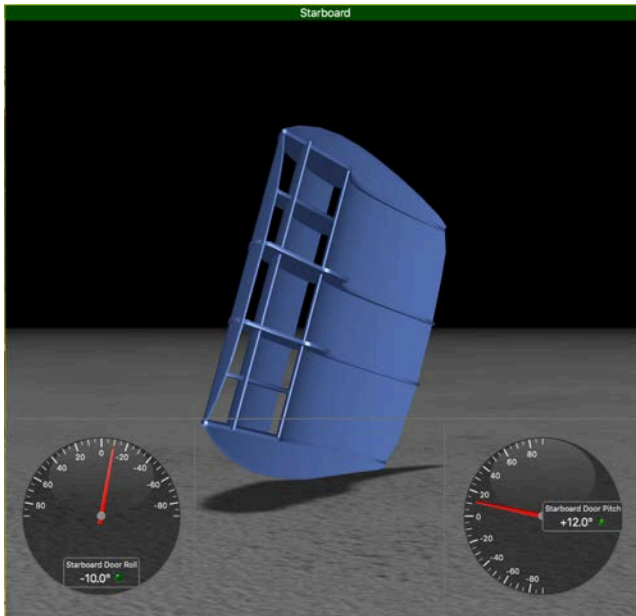


4. Stop holding the mouse button to place data at the chosen area.
5. In the dialog box that appears, select the desired type of display for the corresponding data. See [Display Types](#) on page 55 for more information about the types of display.
Data is displayed on the screen.
6. Drag the lines around data to resize it.



i Tip: To place data (e.g. dial, gauge, text) on top of previously placed echogram or 3D views, select data and drag it on the echogram or 3D. Locations where you can drop data are situated on the corners of the views. They appear as yellow stripes when data is dragged above the location.



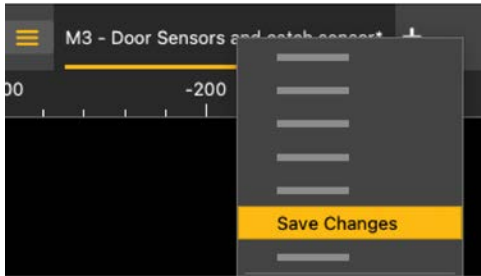


i Tip: You can add multiple data in one history plot in order to easily compare different data at the same time:

1. Drag data, for example Depth from a Trawl Explorer, to a yellow area.
2. In the **Choose new Gauge Type** dialog box, select **History Plot**.
3. Drag other data, for example Depth from a Spread Master, to the first Depth history plot.
4. The second data appear in the history plot in another color.



7. To change the type of display, for example switching from a text label to a plot, right-click the data item and click **Change Type of View**.
8. Right-click the page tab and click **Save Changes**.



What to do next

- To add other data, repeat the steps.
- Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Removing Data from a Page

You can remove data such as a dial, an echogram, a plot, that is displayed on a page.

Before you begin

You must be in **Customize** mode to do this task.

Procedure

Right-click data and select **Remove Dial** (or other data type).



What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Hiding a Page

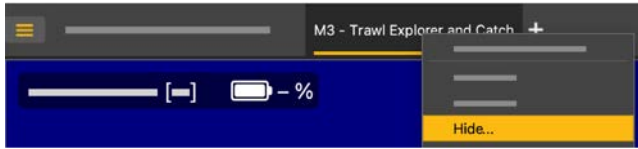
You can hide a page if you do not need to keep it in the tabs on the top bar.

Before you begin

You must be in **Customize** mode to do this task.

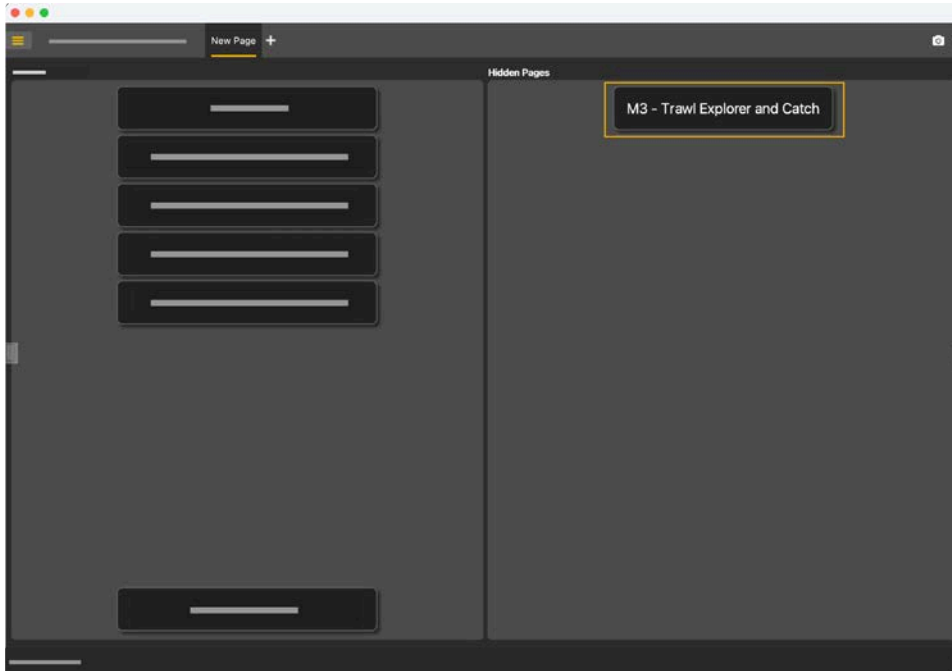
Procedure

1. Right-click the page tab and click **Hide**.



The page is removed from the top bar.

2. To open the page again, click the add icon +.
3. Click the name of the page displayed in **Hidden Pages**.



Exporting a Page

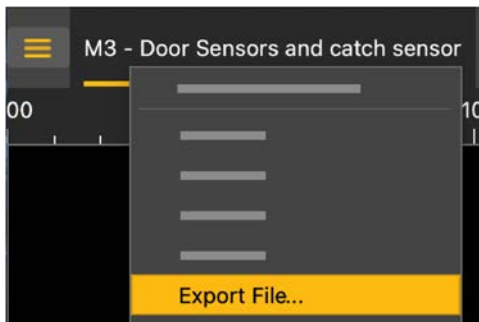
You can export pages you created, for example if you want to reuse them for other configurations.

Before you begin

- You must be in **Customize** mode to do this task.

Procedure

1. Right-click the page tab and select **Export File**.



2. Choose where you want to save the page.

What to do next

- Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.
- To reuse this page in other configurations: see [Adding Data to a Page](#) on page 31.

Deleting a Page

You can delete pages.

Before you begin

You must be in **Customize** mode to do this task.

Procedure

1. To permanently remove a page, right-click the page tab and click **Delete**.
2. To remove a page from the tabs but be able to find it later, right-click the page tab and click **Hide**.

What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Managing Windows


When you have multiple monitors, you can open pages in different windows to see different pages at the same time.



Opening a Page in a New Window

You can open a page in a new window and drag this window to another desktop screen.

Procedure

1. From the top left corner of the screen, click **Menu**  > **Customize** and enter the password eureka.
2. In the top toolbar, right-click a page name and select **Move to New Window**.



A new window containing the page opens.



3. Drag the new window to another desktop screen.



The initial window is considered as main window and it has the control panels. The window you created is named **Scala - 2**. Its name is displayed on the top of the window.



When moving pages between windows, the window you created is named **Window 2** in the menu.



- To create additional windows, right-click a page name and select **Move to New Window**. Each additional window you create has a number.

What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Moving Pages Between Windows

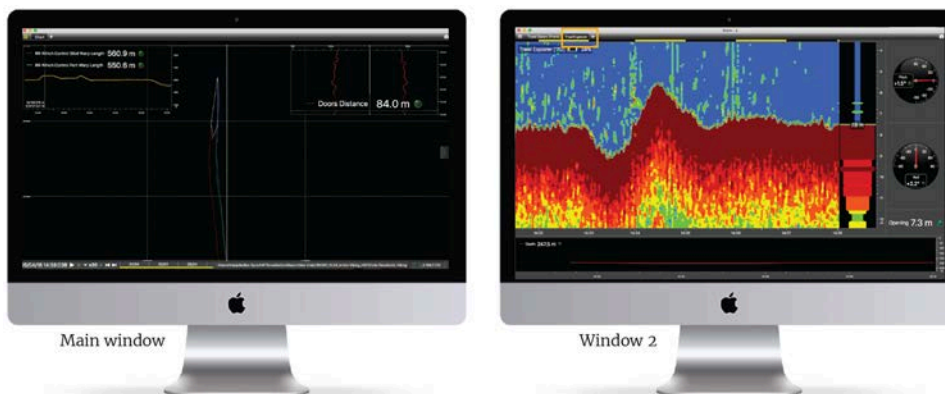
You can distribute pages among different windows.

Procedure

- From the top toolbar of the main window, right-click a page name and select for example **Move to Window 2**.



The page is moved from the main window to window 2.





- Check that the page name appears in the top toolbar of window 2.
- To move back a page to the main window, right-click the page name from window 2 and select **Move to Main Window**.

4. When you have several pages, in the same way, move pages between the main window and window 2, 3, 4...



Closing and Re-opening Windows

You can close all Scala2 windows at once or close only some windows. If you close some windows, you can find them back or choose to delete them.

Procedure


1. To close Scala2 and all the windows:
 - Click close  from the main window.
 - Or click close  from a secondary window and click **Quit** in the dialog box that appears.


All windows are closed and will be reopened the next time you open Scala2.

2. To close only one secondary window, click close  from the secondary window and click **Close** in the dialog box that appears.
3. To reopen a secondary window that has been closed, click **Menu**  > **Open Window X**.
4. To permanently delete a window, first you need to remove all the pages from this window:
 - You can move pages to another window: right-click page tabs and click **Move to Window X**.
 - Or you can remove pages: right-click page tabs and click **Delete** to permanently delete the pages or **Hide** to keep the page hidden.

The window disappears when all pages are removed.

Customizing the Display of Data

 **Note:** Customization options are all in the panel on the left side of the screen, available in **Customize** mode.

 **Note:** The display of some data have changed with Scala2:

- **Bearing angles** (systems with trawl positioning option): relative (R) bearing angles are now relative to the stern, unlike the first versions of Scala where angles were relative to the heading of the vessel. Angles toward port side are negative and angles toward starboard side are positive. True (T) bearing angles are not displayed anymore.
- **Twin Trawl Spread Plot:** right-click the plot to switch to a Single Trawl Spread Plot.

Echograms

Echograms are a representation of what is detected by the sensors with the acoustic signals. The strength of a detected target is expressed in Decibels (dB), that correspond to specific colors on the echogram. Blue usually represents the lowest target strengths and red the highest target strengths. The distribution of the color on the Decibels scale can be configured with the color palettes.

In Scala2, the **Mx** control panel displays all the sensor data. Within sensor data, echogram data are displayed as **Sonar Data**.

Displaying an Echogram

You can display an echogram view on a page.

Before you begin

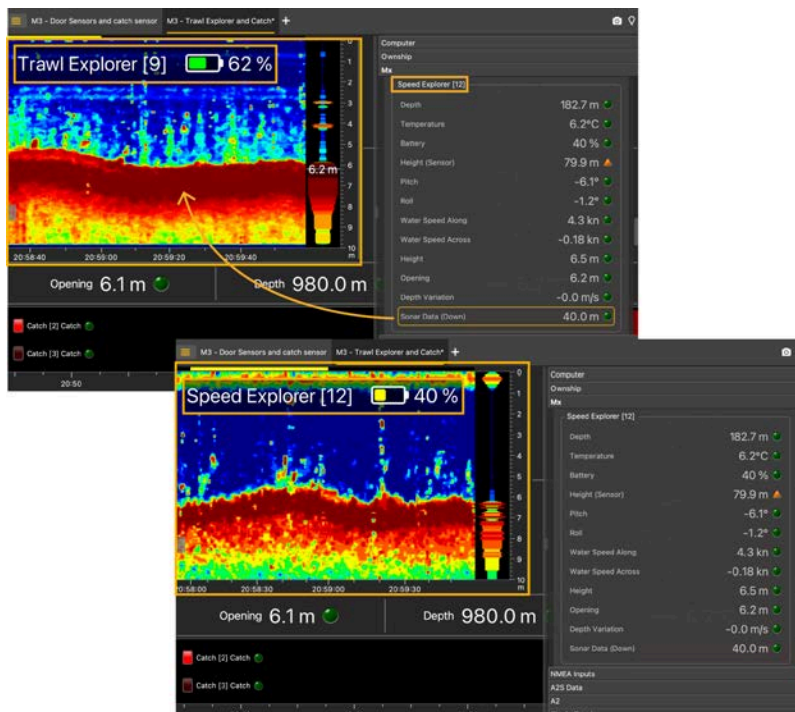
You must be in **Customize** mode to do this task.

Procedure

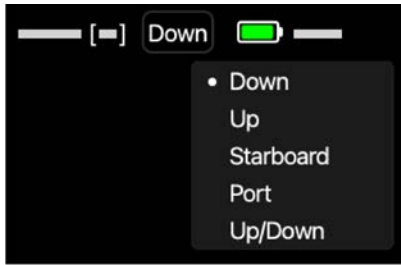
1. Open the drawer on the right side of the screen to display the control panels.
2. In the control panels, click the **Mx** tab. Under the sensor's name, click then drag **Sonar Data** to a page, where a yellow area appears.




i Tip: You can change the source of an existing echogram by dragging the sonar data of another sensor above it.

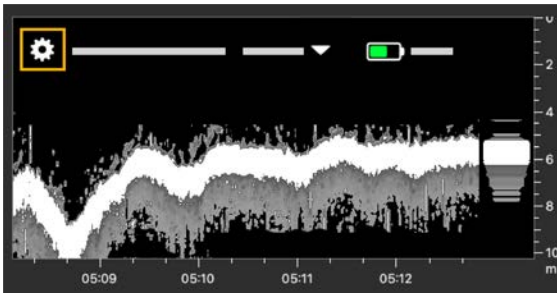


- If the sensor has been configured with more than one sounding direction, click the direction displayed next to the sensor name and select another one.

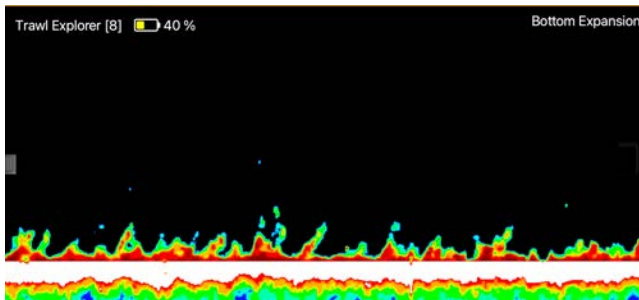


 **Note:** Refer to the sensors' manuals to have more information about the configuration of the sounding mode.


- On the echogram, click the wheel icon  next to the name of the sensor to open the display settings. This menu allows to change settings such as the depth scale, color palette, or viewing mode. See [Echogram Display Settings](#) on page 43 for more details.



You can for example switch to the **Bottom Expansion** viewing mode to display a more precise view of the bottom and better see fish close to the bottom. This view is usually used with echosounders on the hull, but you can use it with NBTE sensors on the trawl if the reception is good and the bottom is correctly detected.




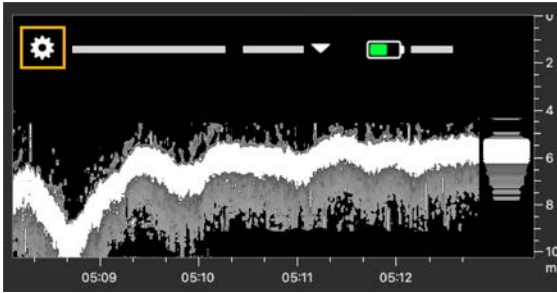
What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu**  > **Customize** again.

Echogram Display Settings

You can apply different display settings to the echogram.

- On the echogram, click the wheel icon  next to the name of the sensor to open the display settings.




Filtered Data	Activated by default. The system applies filters to data to smooth the measures received.
Show Palettes	Change the default colors of the echogram. See Changing the Echogram Colors on page 45 for more details.
Vertical Display	Suited for Seine Explorer with side-looking sounding.
Fixed beam Width	The echogram timescale is independent from the other timescales.
Beam Width Correction	The echogram timescale is synchronized with any view having a timescale, when placed above each other.
Standard Mode	The echogram is displayed beginning from the sensor position.
True Mode	The echogram is displayed beginning from the water surface. See Displaying the View from Surface to Seabed on page 48 for more details.
Bottom Expansion	Display a more precise view of the bottom to better see fish close to the bottom.
Show Scope / Hide Scope	Shown on the right side of the echogram by default. The scope displays the latest received sonar data.
Set VRM	Set a range marker at a given depth.
Time Synchronization	Synchronize the time stamp and zoom on echograms and history plots placed one above each other.
Manual Z Scale	Manually adjust the depth scale.
Z Scale Follow Bottom	Keep the zoom you set on the depth scale and follow the bottom to always keep it on the image.
Z Scale Auto Range	Keep the depth value that you set on the top of the scale and adjust the zooming to always keep the bottom on the first third of the image.
Z Scale Follow Sensor	Use with Door Sounder or Door Explorer sensors to keep the view of the door on the echogram. Available only when True Mode is activated.

Vertical Smoothing / Horizontal Smoothing (Expert Mode)	Displays smoother transitions between the colors in the echogram.
Vertical Interpolation / Horizontal Interpolation (Expert Mode)	

Changing the Echogram Colors

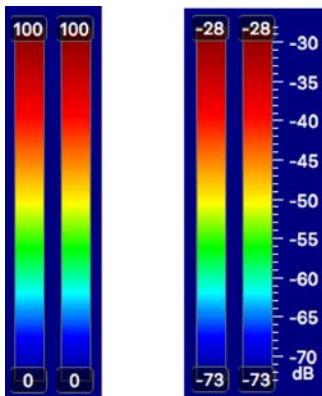
You can change the default colors of the echogram. The ability to configure the color palettes is interesting to highlight specific things, for example to clearly distinguish the sea bottom from fish targets.

Procedure

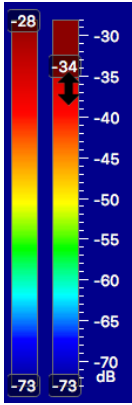
1. On the echogram, click the wheel icon  next to the name of the sensor to open the display settings. Click **Show Palettes**.

The two color palettes appear on the left side of the echogram. The first palette is for the area underneath the seabed and the second for the water column.

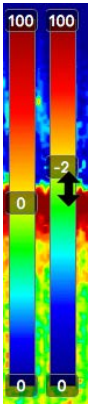
Depending on the type of sensor installed, you can have two types of color palettes. The second one is for latest generation sensors. It displays the target strength.



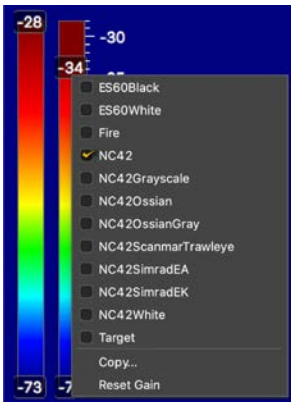
2. For both types of palettes:
 - a) Drag the top handle down to increase the red color.
 - b) Drag the bottom handle up to eliminate noises and weak echoes.



3. With the first type of palette only, you can also adjust the gain level. It changes the color intensity. You can for example saturate more or less in red to obtain same colors for different sensors. Click **Menu** ≡ > **Expert Mode** and enter the password `copernic`. A handle is displayed in the middle of the palette. Drag it to adjust the level.



4. To change the color hues, right-click the gauge and select another color palette.

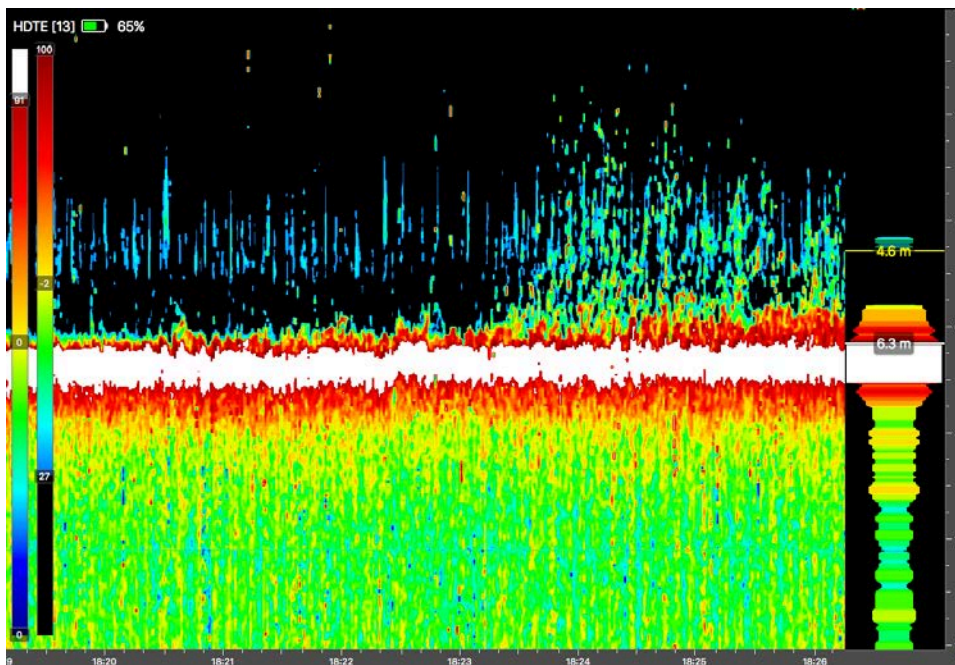


You can choose color palettes from other echosounder brands if you prefer them.

Option	Description
ES60Black	Simrad color palette
ES60White	Simrad color palette
Fire	Fire color palette

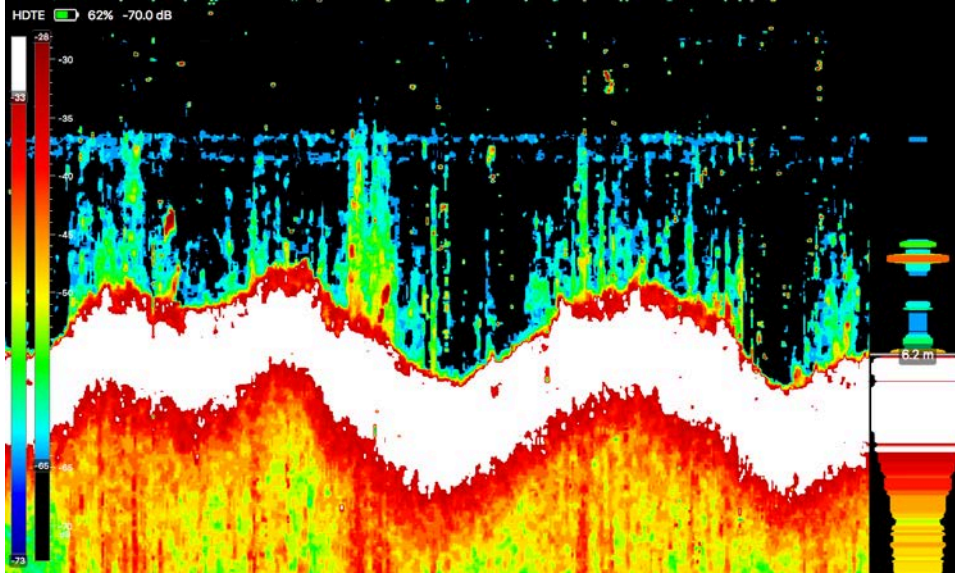
Option	Description
NC42	Standard Scala2 color palette
NC42Grayscale	Shades of grey
NC42Ossian	Ossian color palette
OssianGrey	Ossian color palette
NC42ScanmarTrawleye	Scanmar Trawleye color palette
NC42SimradEA	Simrad color palette
NC42SimradEK	Simrad color palette
NC42White	Same as NC42, but saturates in white for target strength above high threshold and black below low threshold.
Target	For V3 echosounders, increases the contrast for small targets.


5. You can also create your own palette by copying an existing palette and modifying the RGB color codes manually:
 - a) Right-click a palette and click **Copy**.
 - b) Enter a name. The new palette appears in the contextual menu.
 - c) A file with the list of the colors is saved in **Documents/Marport/ScalaLive/mx/SonarPalettes**. You can modify the file directly.
6. For example, to have the following display with the first type of palette:



- a) Right-click each palette and select NC42White for both.
- b) Drag the top handle of the left palette down to 91 to see the sea bottom in white.
- c) Drag the bottom handle of the right palette up to 27 to better see fish.

- d) Drag the gain handle of the right palette up to -2 to change the color level.
7. To have the following display with the second type of palette:




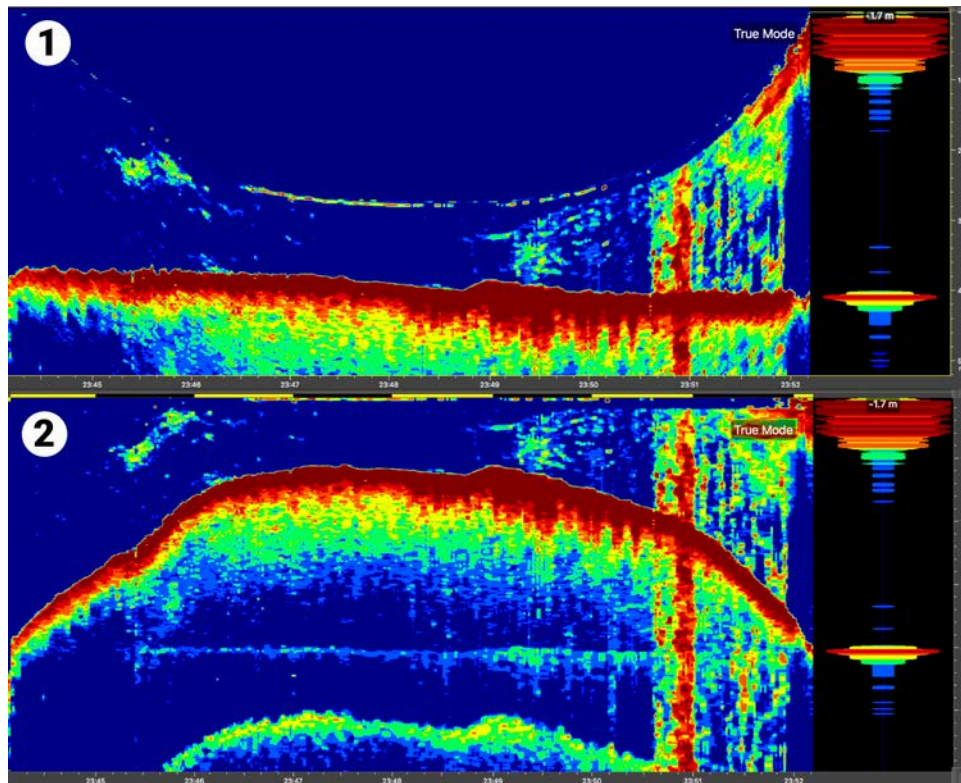
- a) Right-click each palette and select NC42White for both.
- b) Drag the top handle of the left palette down to -33dB to see the sea bottom in white.
- c) Drag the bottom handle of the right palette up to -65dB to better see fish.
8. To have smoother transitions between the colors in the echogram, click  and select **Vertical Smoothing** and/or **Horizontal Smoothing**.

Displaying the View from Surface to Seabed


You can choose to display the echogram beginning from the water surface instead of the default view from the sensor position. Depending on the type of fishery, this is useful to see the trawl descent from the sea surface to the seabed.

Procedure

- On the echogram, click the wheel icon  next to the name of the sensor to open the display settings. Click **True Mode**.
When **True Mode** option is activated, the echogram is displayed beginning from the water surface (1). When the option is deactivated, the echogram is displayed beginning from the sensor position (2).



2. You can set the depth scale to automatically follow the position of the sensor on the screen. For example, this option can be useful when using a Door Explorer. The echogram will follow its position, so you can keep an eye on its distance to the bottom without having to scroll on the depth scale.

a) On the echogram, click  > **Z Scale Follow Sensor**.

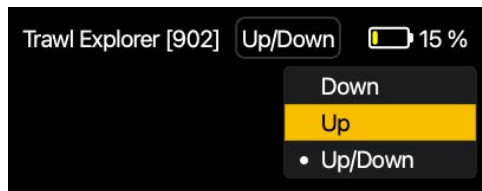
 **Note:** This option is compatible with **True Mode** only.

Displaying Echograms of Seine Sensors


You can display an echogram image of the contents of a seine purse when using a Seine sensor with side-looking option.

Procedure

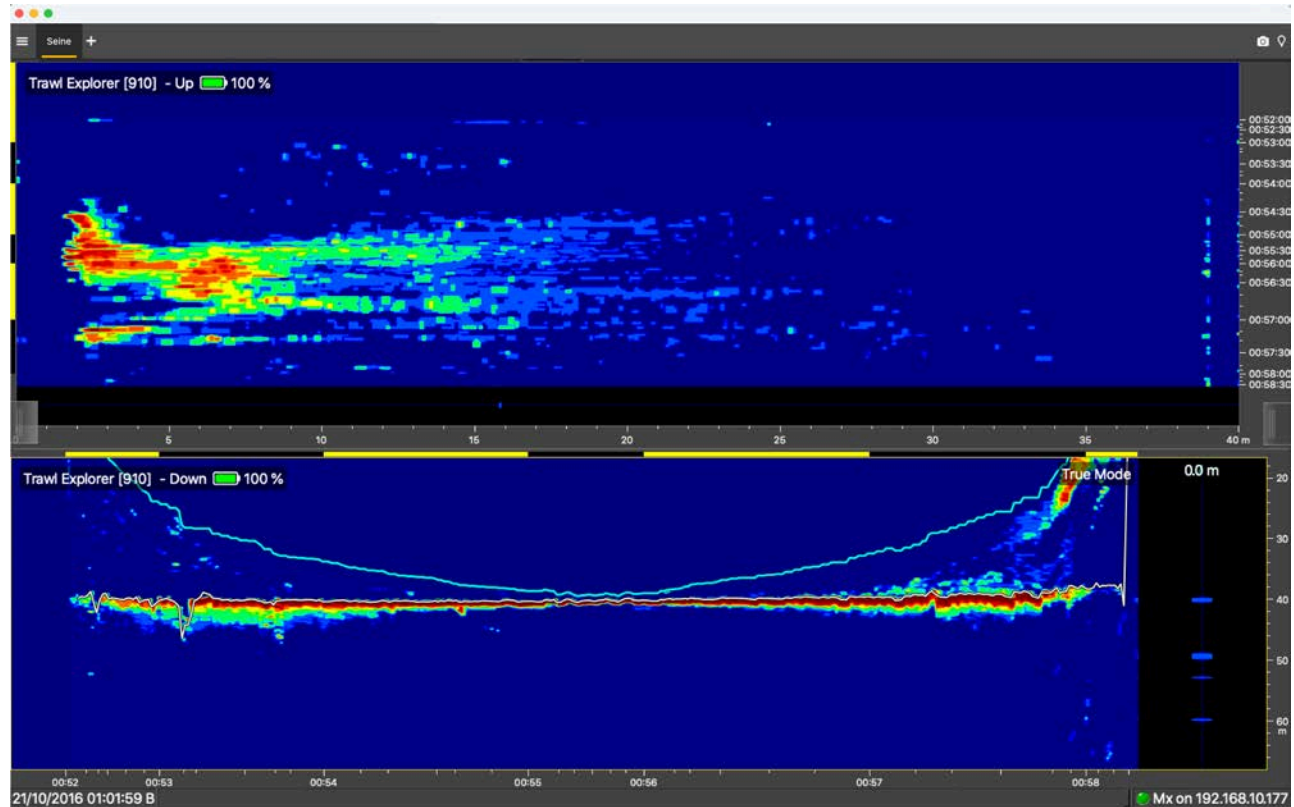
1. Drag **Sonar Data** from a Trawl Explorer to a page.
2. Change the sounding direction to **Up**.



3. On the echogram, click , then click **Vertical Display** to see the contents on the seine purse as the sensor goes down.

4. Again, drag **Sonar Data** from the Trawl Explorer and place it next to the first echogram.
5. Change the sounding direction to **Down**, then click  > **True Mode** to see the descent of the sensor.


Results



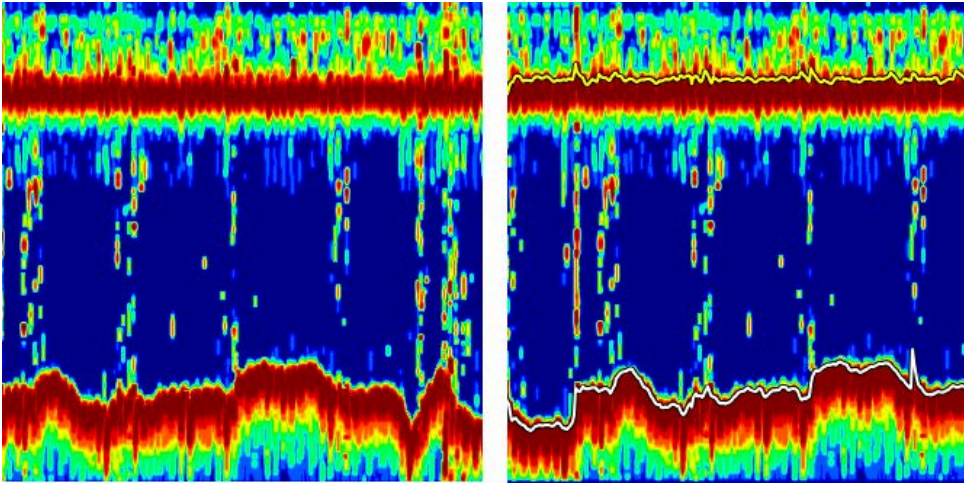
Displaying the Bottom Line


You can display lines on an echogram to mark the bottom of the trawl and the beginning of the seabed.

Procedure

On the echogram, click , then click **Draw Bottom Line**.

A yellow line appears at the bottom of the trawl and a white line appears at the beginning of the seabed. On the example below, the first echogram does not have a bottom line and the second has one.



 **Note:** In sensors data, the opening is the distance between the sensor and the yellow line and the height is the distance between the sensor and the white line.

Changing the Distance from the Door Sounder to the Bottom


You can change the distance at which the Door Sounder echogram begins.

About this task

By default, the echogram is displayed beginning from the sensor position. You can increase the distance at which the echogram begins to:

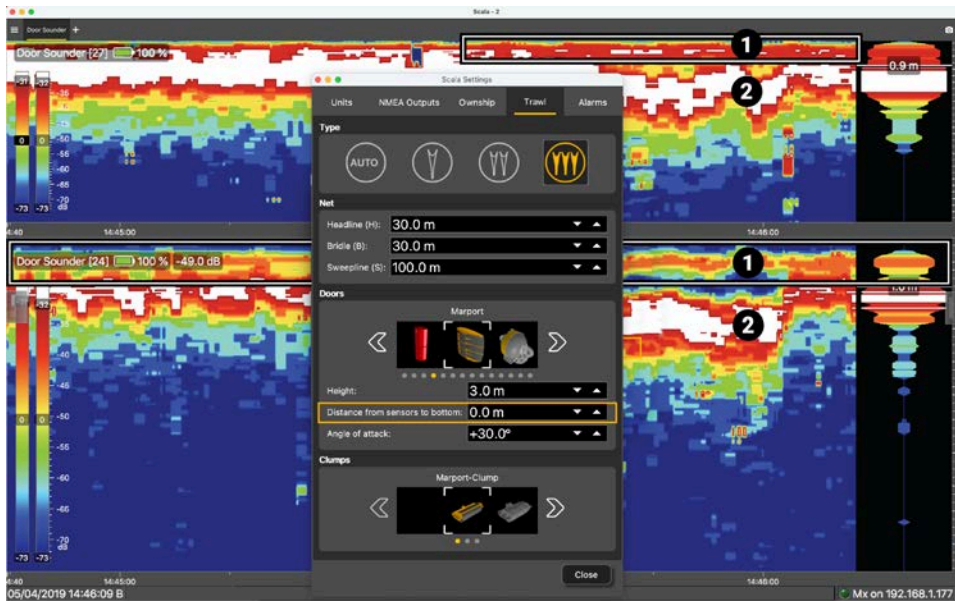
- Have distance to bottom values beginning from the shoes, instead of from the sensor position.
- Remove the echo of the shoes from the echogram

Procedure

1. Click **Menu**  > **Settings**, then go to the **Trawl** tab.
2. In **Doors** > **Distance from sensors to bottom**, enter the distance of the Door Sounder sensors from the door shoes.

The echoes of the shoes do not appear anymore on the echogram.

The image below shows the default echogram from Door Sounder sensors. You can see that the echoes of the shoes (**1**) appear above the echo of the ground (**2**).




The image below shows the echogram received from Door Sounder sensors when a distance is added. Now, you can only see the echo of the ground (2).

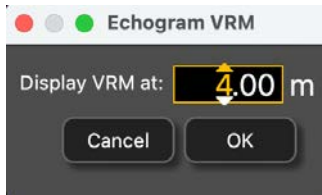
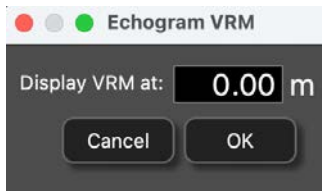


Adding a Range Marker

You can set a range marker at a given depth, for example if you need to ensure that your trawl net stays at this depth. It is called a Variable Range Marker (VRM).

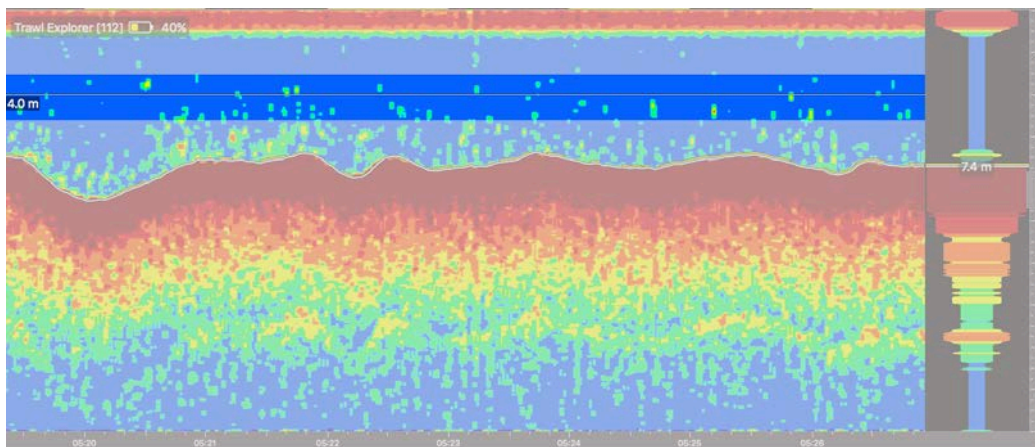
Procedure

1. On the echogram, click , then select **Set VRM**.
2. Use the arrows above and below the numbers to set a value.



3. Click **OK**.

The range marker is displayed on the echogram.



4. To remove the range marker:


- a) On the echogram, click  > **Set VRM**.
- b) From the dialog box that appears, select **Remove Marker**.


Zooming on Timestamp and Distance Scale

In echograms and history plots, you can zoom in and out on the distance scale and timestamp and move them along.

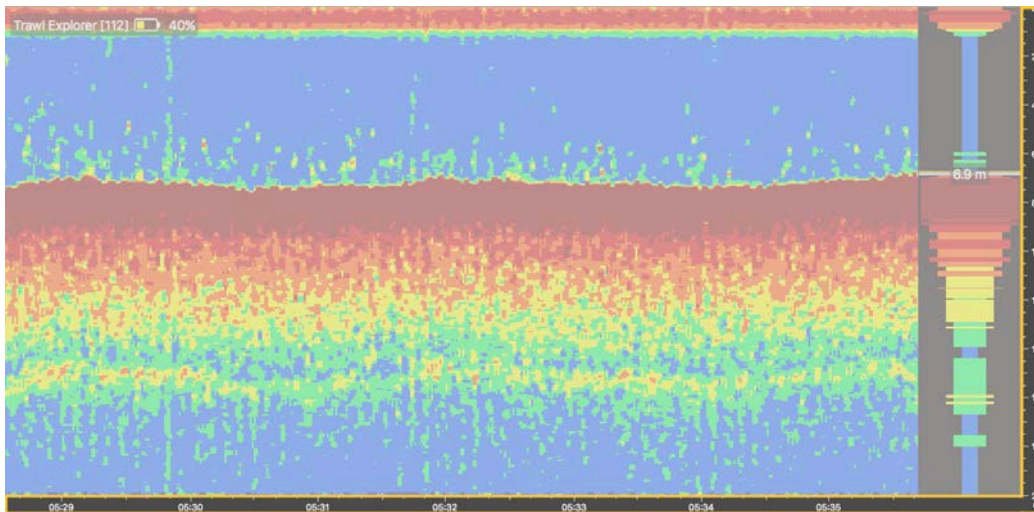
Procedure

1. To zoom in and out of the distance scale, place your cursor on the vertical axis of the echogram or history plot and scroll.
2. To zoom in and out of the time stamp, place the cursor on the horizontal axis and scroll.

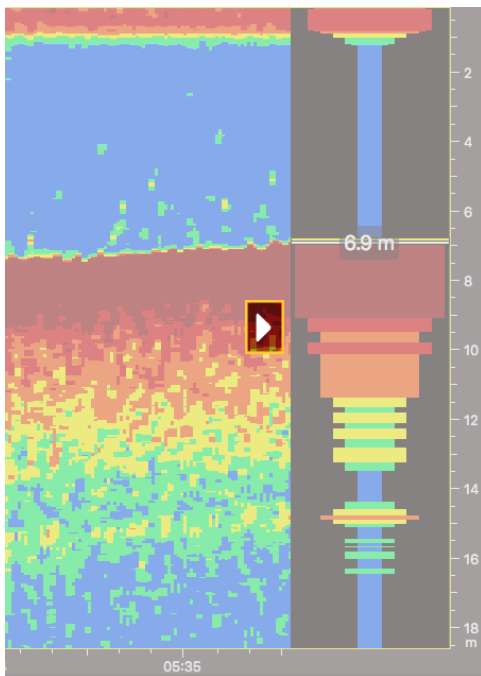
 **Note:** When two echograms or two history plots are displayed one above the other, their time stamp is synchronized by default. So if you zoom on one, the other will also zoom.

If you do not want the echograms or plots to be synchronized, click  on the top left corner of the echogram or right-click the plot, then deselect **Time Synchronization**.

3. Drag the scala to move along the time stamp or distance scale.



4. To come back in the time stamp to data currently being received, click the arrow on the right.


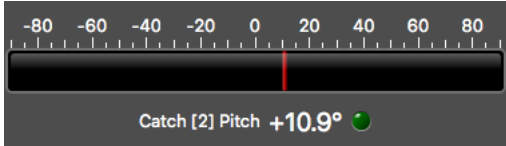
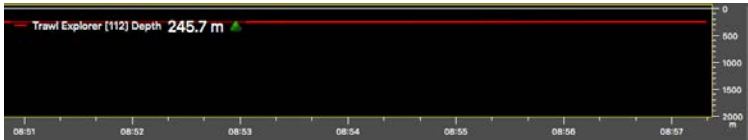



Sensor Numerical Data

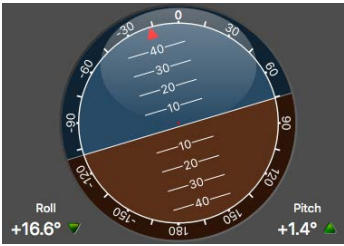
Data such pitch and roll, temperature, depth can be displayed in dials, gauges, history plots or text format.




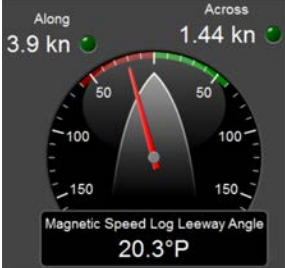
Display Types

You can choose between different types of display in the customization panel or when you drag numerical data to a page.

Dial	
Gauge	
History Plot	
Label	

There are also dials specific to certain types of data:

Name	Types of data	Illustration	Display details
Horizon	<ul style="list-style-type: none"> Pitch Roll 		<p>Displays horizon line according to pitch and roll.</p> <p>Red dot in the middle indicates pitch angle and red arrow on top indicates roll angle.</p>

Name	Types of data	Illustration	Display details
Wind dial	<ul style="list-style-type: none"> • True wind speed • True wind direction • True wind angle • Apparent wind angle • Apparent wind speed 		<p>Vessel is displayed in the middle in grey.</p> <p>Apparent wind angle is displayed in blue and true wind angle in orange.</p>
Heading dial	<ul style="list-style-type: none"> • Heading (True) • Heading (Magnetic) 		<p>Red arrow displays North. Cardinal points are displayed around.</p>
Trawl Speed Dial	<p>For trawl speed type sensors:</p> <ul style="list-style-type: none"> • Water speed along • Water speed across 		<p>Bearing angle is negative when the sensor is oriented toward port and positive when oriented toward starboard.</p>
Water Speed (WS) Dial	<p>For speed log type of device, data received from NMEA inputs:</p> <ul style="list-style-type: none"> • Water speed along • Water speed across 		<p>Leeway angle is displayed for port (P) or starboard (S).</p> <p>Vessel is displayed in the middle in grey.</p>

Changing the Display of Page Elements

You can change the title, font, unit of measure and arrangement of data displayed on pages.

Before you begin

You must be in **Customize** mode to do this task.

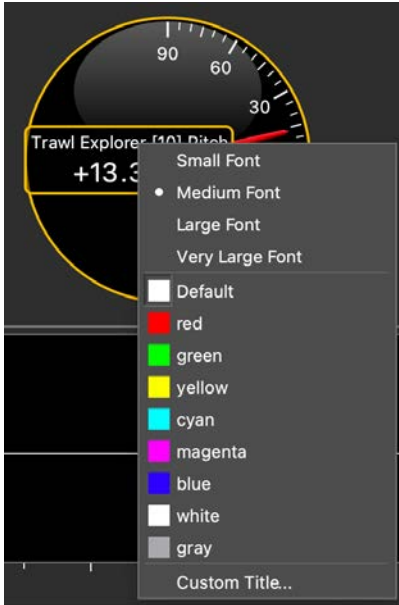
About this task

Changing the display of elements can be done on different areas:

- The title of the element
- The element itself (dial, gauge or history plot).

Procedure

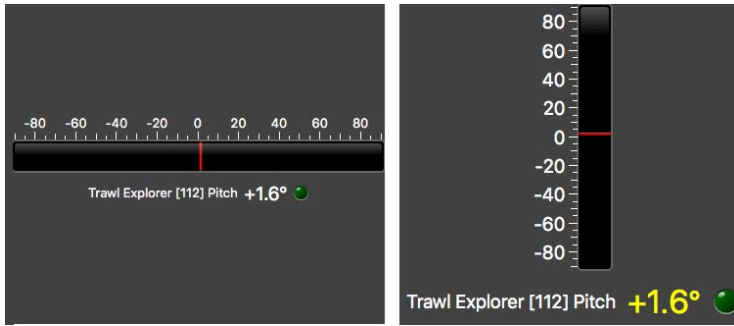
- To change the title, right-click the title and choose:
 - Font size
 - Font color: it changes only the color of numerical data, except for history plots where it changes the color of the line.
 - **Custom Title** to change the default title.



- To change the display of plot, gauge or dial, right-click the element and choose:


Option	Description
Dial	<ul style="list-style-type: none"> • Font size
Gauge	<ul style="list-style-type: none"> • Rotate • Font size • Units
History Plot	<ul style="list-style-type: none"> • Show raw data: useful to check if there are communication problems • Show points: useful to see the interval of received data • Show bars: if you use a seiner, useful to identify the different depths • Vertical/horizontal
Text Display	<ul style="list-style-type: none"> • Font size • Font color • Units

In the example below, the gauge orientation has been changed to vertical, the font size of the units and title have been changed to large fonts and the font color to yellow.



3. To change the type of display, for example switching from a text label to a plot, right-click the data item and click **Change Type of View**.

What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu**  > **Customize** again.

Displaying Catch Monitoring

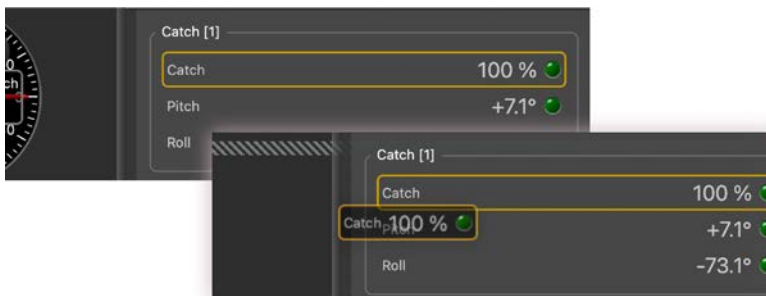
You can be alerted when the codend is full.

Before you begin

You must be in **Customize** mode to do this task.

Procedure

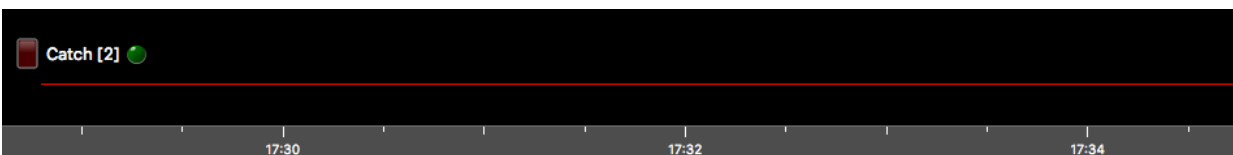
1. Open the control panels and drag **Catch** data to a page.



2. In the **Choose new Gauge Type** dialog box, select **History Plot**.

Results

When there is no catch the history plot is:



When the codend is full:



What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Displaying Single Trawl Spread

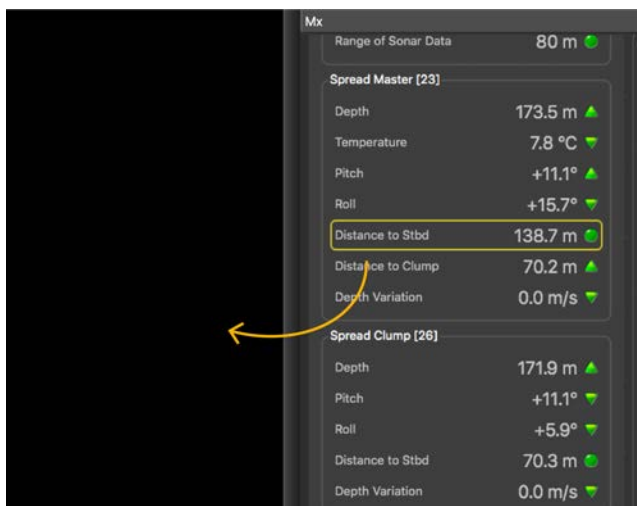
If you have a trawl with door sensors, you can display a plot to see the distance between the trawl doors. For twin trawls, you can also see the distance between both doors and the clump.

Before you begin

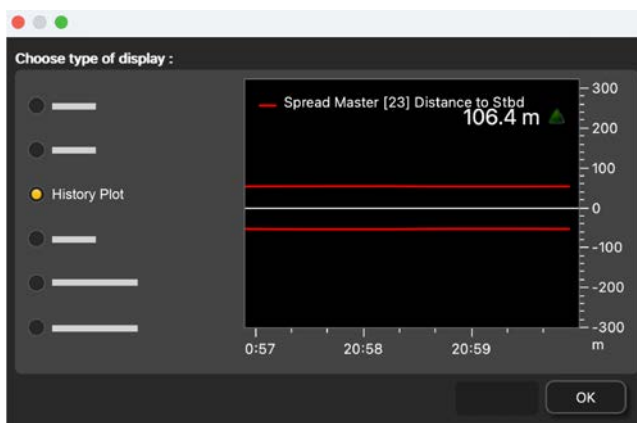
You need to have Spread sensors that send distance between port and starboard doors.

Procedure

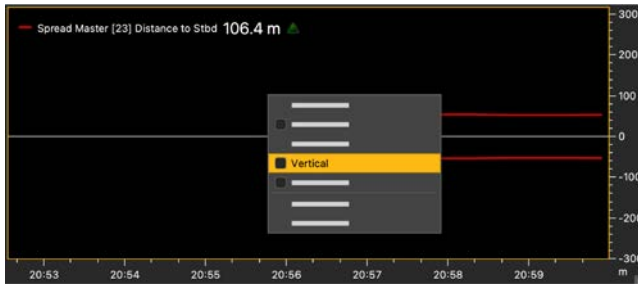
1. Open the control panels and from the **Mx** tab, click + hold distance data from spread sensors such as **Distance to Stbd** from a **Spread Master** and drag it to the page display.



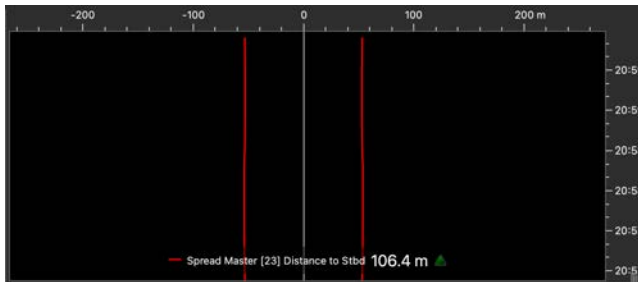
2. In **Choose new Gauge Type**, select **History Plot**.



3. Right-click the history plot and select **Vertical**.



The history plot becomes vertical. You can see the distance between the port and starboard door.



Displaying Twin Trawl Spread

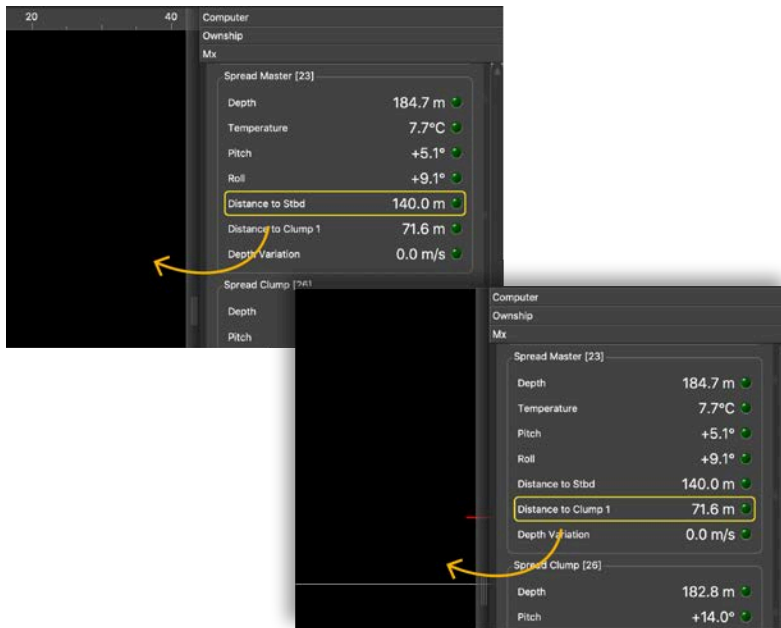
You can display a diagram of twin trawl spread in order to see the distance between the port and starboard doors, and between the clump and port/starboard doors. This way, if the trawl is asymmetric you can adjust accordingly and see live results very easily.

Before you begin

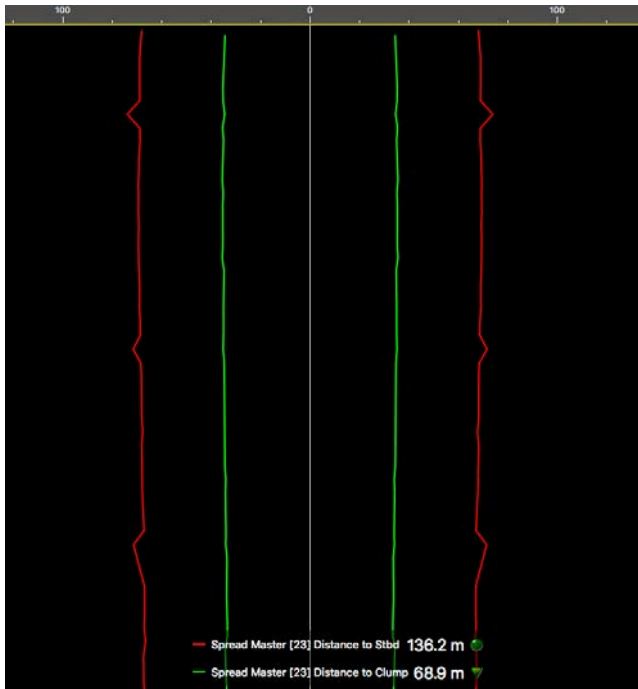
- You must be in **Customize** mode to do this task.
- You need to have twin trawls and door sensors with dual or triple distance option.

Procedure

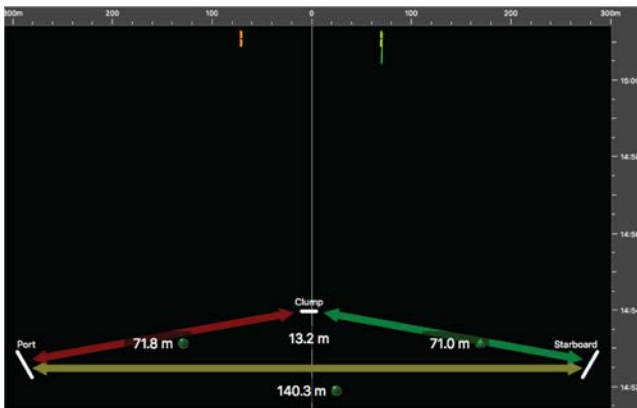
1. If you have twin trawls with **2 measured distances**, drag to the page the Spread Master **Distance to Stbd**, then drag **Distance to Clump** above the plot of the distance to starboard. Right-click the plot and click **Vertical**.



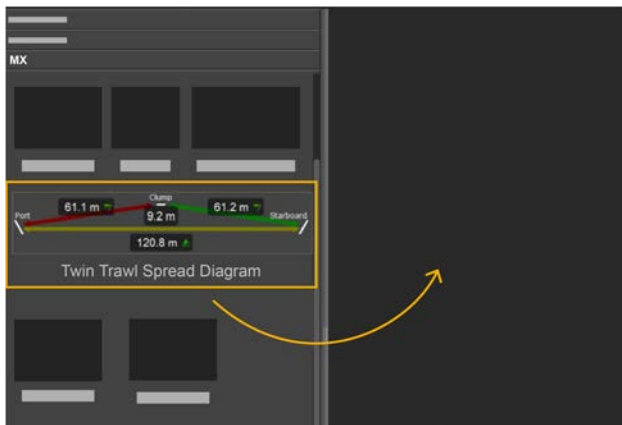
Distances between the port door and starboard door and between the port door and clump are displayed.



2. If you have twin trawls with **3 measured distances**, open the **Customize** panel and go to the **Mx** tab.
 - Click + drag a **Twin Trawl Spread Plot** to the page. You can know if the clump is centered when the yellow dashed line is above the red and green lines.



- Or click + drag a **Twin trawl Spread Diagram** to only display the diagram.




Now you can see the distances between:

- port door and starboard door,
- port door and clump,
- clump and starboard door.

 **Note:** Right-click the plot and click **Single Trawl Spread Plot** if you need to switch to single trawl.

What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu**  > **Customize** again.

3D Views

You can display 3D views of different elements from the system, for example the trawl doors or trawl speed sensors.

Using the MultiTrawl View

You can display data from A2S door spread sensors on a 3D view of the trawls and doors.

Displaying the MultiTrawl View

Before you begin

- Go to **Menu** ≡ > **Settings** > **Trawl**, then select **Auto** to automatically detect the number of trawls or select manually the type of trawl gear in use. If you change the trawl gear, change this setting accordingly.

Procedure

- Click **Menu** ≡ > **Customize** and enter the password `eureka`.
- Open the **Customize** panel on the left side of the screen, then drag **MultiTrawl** to a page.

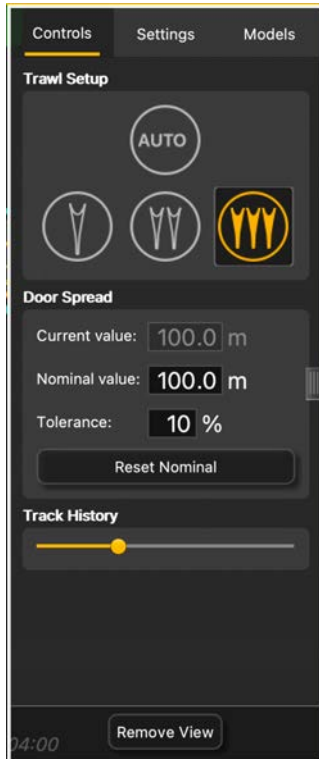


- Click the arrow on the right side of the view to show the display options. See [Display Options](#) on page 65.

Display Options

You can change the display of the **MultiTrawl** using customization panels. Right-click the view to open them.

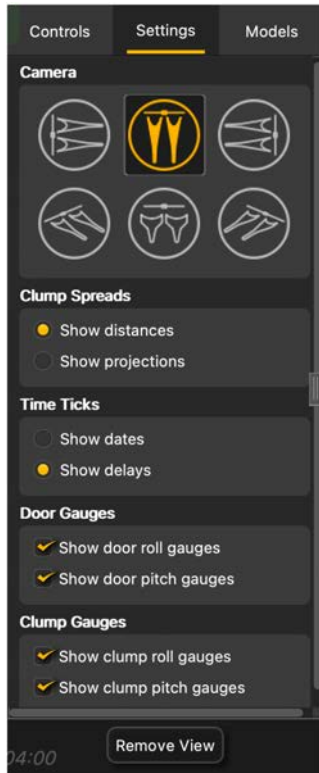
Controls



- **Trawl Setup:** select **Auto** to automatically detect the number of trawls or select manually the type of trawl gear in use. If you change the trawl gear, change this setting accordingly.
- **Door Spread:**
 - **Current value:** current total spread distance.
 - **Nominal value:** total spread distance you want to have. If the value of the current distance becomes larger or smaller than the nominal value, the alignment axis appears in red.
 - **Tolerance:** tolerance threshold between the current and nominal values.
- **Reset nominal:** if the current spread distance is correct, click to make this distance the nominal value.
- **Track History:** zoom in and out of the time scale of the trawl tracks.

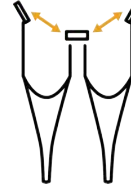
! Important: To have correct door spread values displayed on Scala2, you need to be careful when you reduce the number of trawls. See [Changing the Number of Trawls](#) on page 75.

Settings

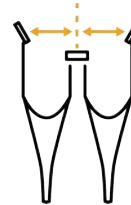



- **Camera:** change the viewing angle of the 3D view.
- **Clump Spreads:**

- **Show distances:** real values of spread between two door sensors.



- **Show projections:** calculated values of linear spread between door sensors. These values have a yellow dot instead of a green dot.



 **Note:** Spread distances and projection distances should be the same. If not, it means the doors or clumps are not aligned.

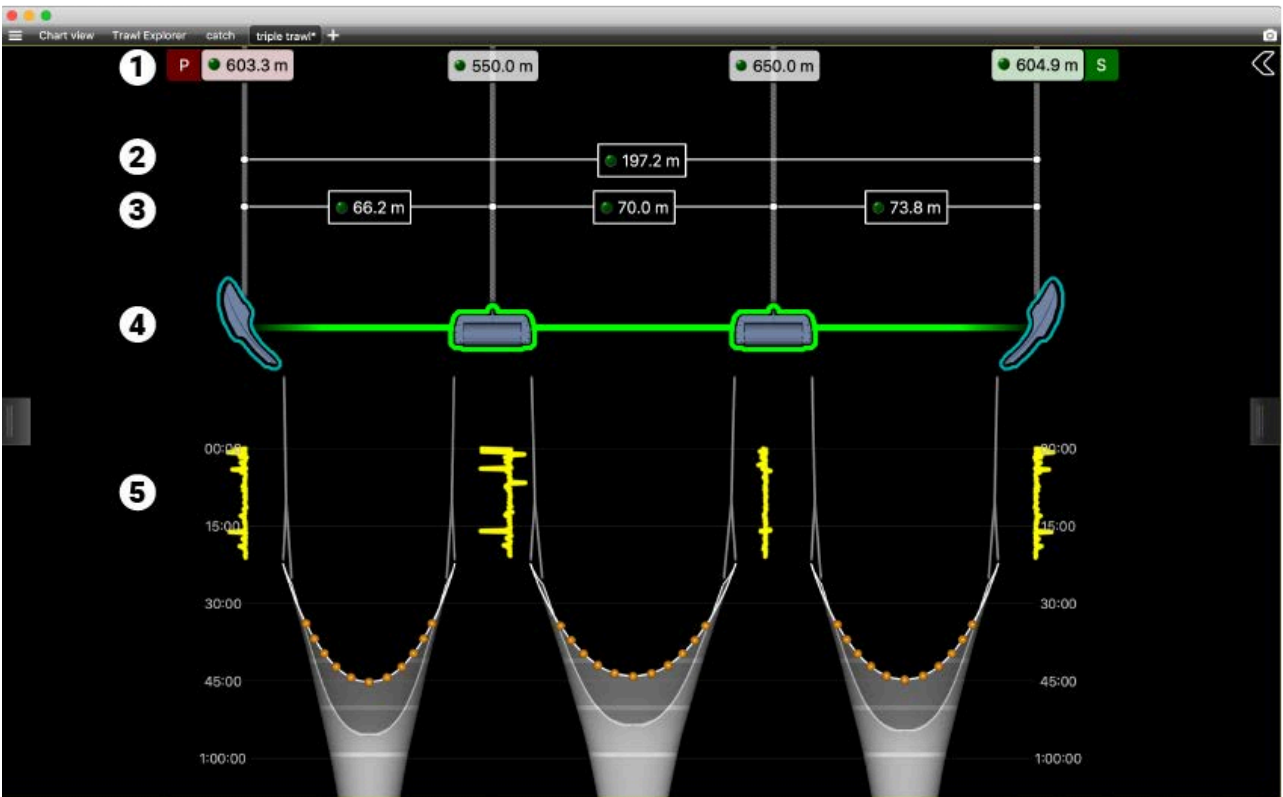
- **Time Ticks:** select **Show dates** to show the current time on the timescale or **Show delays** to show the time that has elapsed since the trawl was put in water.
- **Warp Labels:** display the warp lengths received from a winch control system or the slant distance received from a Duplex sensor.
- **Door Gauges and Clump Gauges:**
 - **Show roll gauges** and **Show pitch gauges:** displays angular gauges to help with door pitch and roll monitoring.

Models



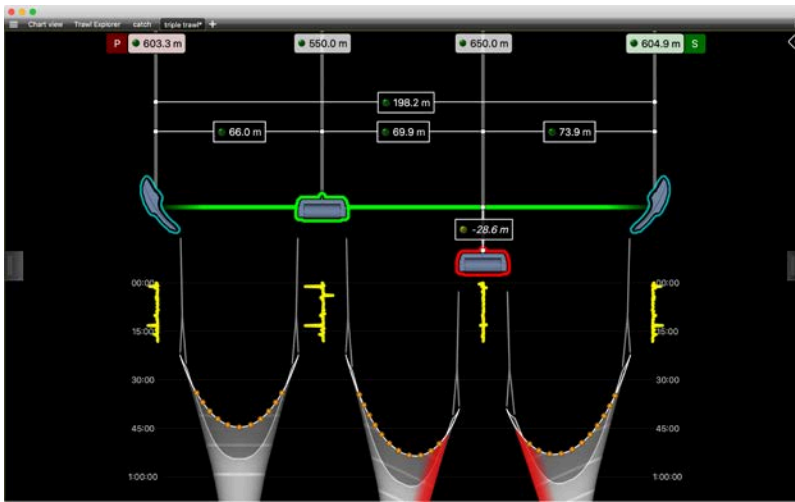
You can change the model of trawl doors or clumps. Click the arrows to select the model. The 3D view will change accordingly.

Understanding the MultiTrawl View

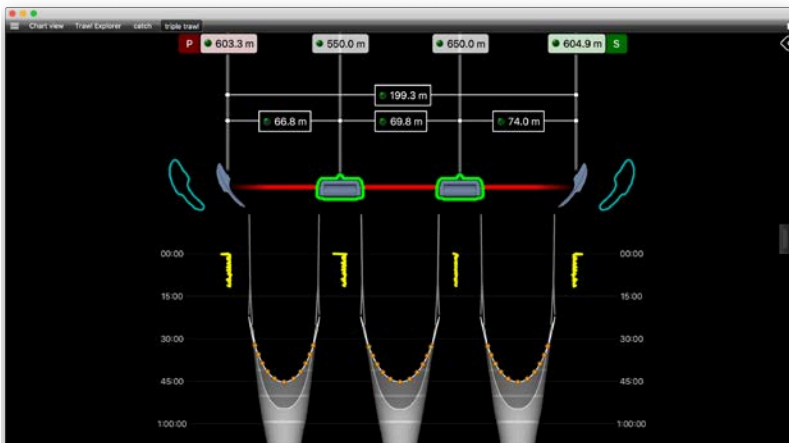


1. Warp lengths, received from a winch control system using NMEA sentences.
2. Total spread distance.
3. Spread distances between doors and clumps (or between doors for a single trawl).
4. 3D representation of the position of the doors and clump. Alignment is correct when the doors are inside their outline, clumps are framed in green and axis is green.
5. Track of the trawl doors and clumps. Timescale is on both sides of the trawls. Timescale can show the current time or the time that has elapsed since the trawl was put in water. In this example, the elapsed time is displayed.

Examples of data received



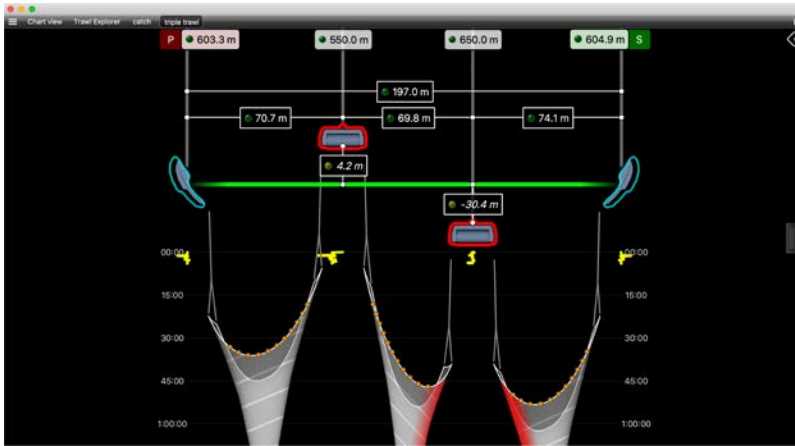
When a door or clump is out of alignment, it is displayed in red. The distance from the alignment axis is displayed above.



In this case, the current spread distance is inferior to the nominal spread distance that was set. Doors are shown out of their expected position and axis is in red.



In this case, the current spread distance is superior to the nominal spread distance. One of the clump is out of alignment.



In this case, both clumps are out of alignment.


! Important: If you do not receive warp lengths, Scala2 is not able to show the correct position of the clumps. By default, Scala2 will display the clumps in a static position out of the alignment axis, closer to the vessel.

Using the MultiDepth View


You can display a 3D view showing the trawl gear and the echogram images received from a Door Sounder and Door Explorer.

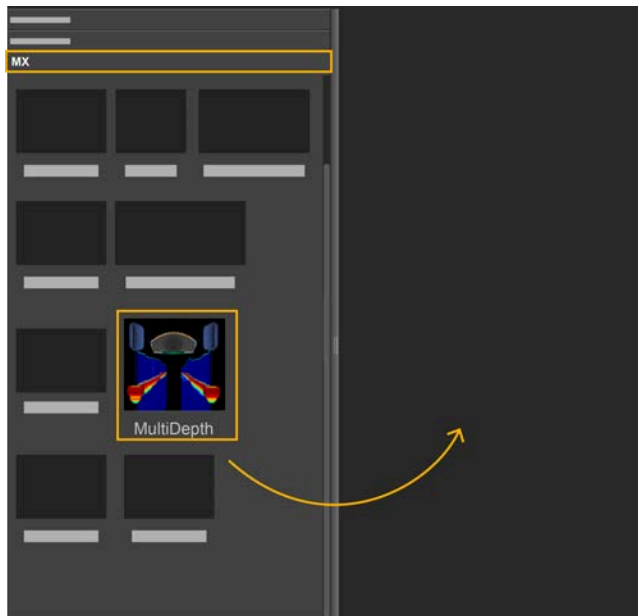
Displaying the MultiDepth View

Before you begin

Go to **Menu**  > **Settings** > **Trawl**, then select **Auto** to automatically detect the number of trawls or select manually the type of trawl gear in use. If you change the trawl gear, change this setting accordingly.

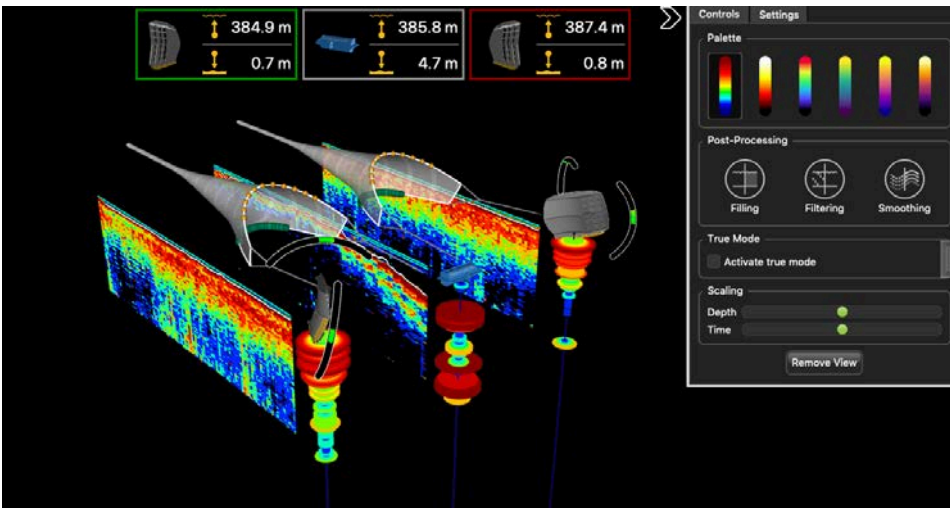
Procedure

1. Click **Menu**  > **Customize** and enter the password **eureka**.
2. Open the **Customize** panel on the left side of the screen, then drag **MultiDepth** to a page.

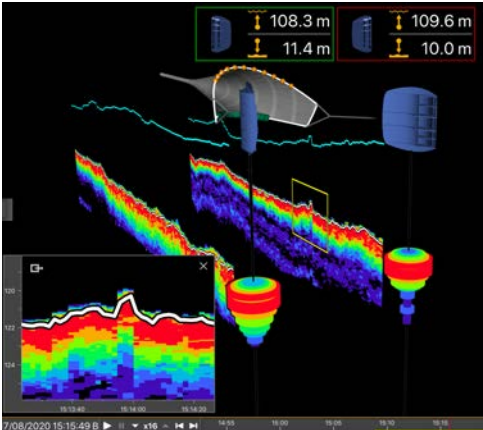


Results

The view is displayed. You can see the depth (distance from the sensor to the sea surface) and height (distance from the sensor to the seabed) of the sensors above the 3D view. Click the arrow on the right side of the view to show the display options.



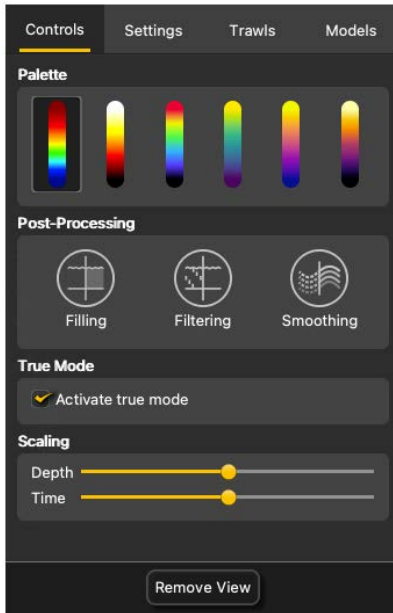
To zoom on specific area of the echogram, deactivate the **Customize** mode, then right-click the echogram and move the mouse while you hold down the right button.



Display Options

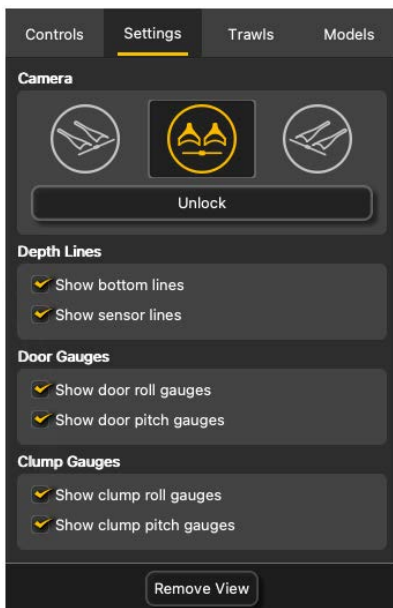
You can change the display of the **MultiDepth** view using a setting panel. Click the arrow on the right side of the view to show the display options.

Controls



- **Palette** : echogram color palettes
- **Post-Processing**
 - **Filling**: add a background to the echogram with a coordinate grid showing depth and time values.
 - **Filtering** : display filtered data (see).
 - **Smoothing**: set smoother transitions between the colors in the echogram.
- **True Mode**: select to see the echogram beginning from the water surface. If not selected, the echogram begins from the sensor position.
- **Scaling**: zoom in and out of the echogram depth or time.

Settings



- **Camera**:
 - Click the icons to change the viewing angle of the 3D view.
 - **Lock/Unlock**: unlock to use to mouse to change the viewing angle and lock to deactivate the mouse control.
- **Depth Lines**:
 - **Show bottom lines**: show the detected seabed.
 - **Show sensor lines**: show the sensor position on the echogram.
- **Door Gauges and Clump Gauges**:
 - **Show roll gauges** and **Show pitch gauges**: displays angular gauges to help with door pitch and roll monitoring.

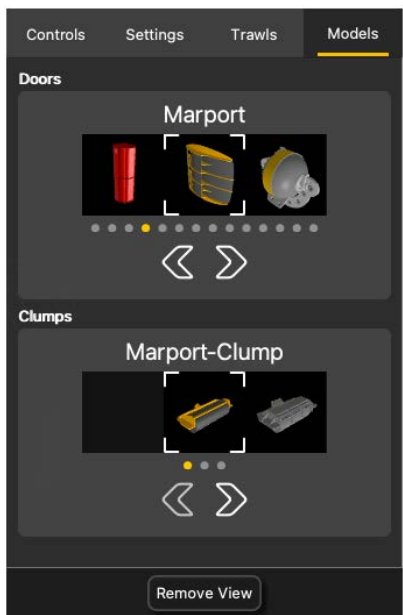
Trawls



Trawl Setup: select **Auto** to automatically detect the number of trawls or select manually the type of trawl gear in use. If you change the trawl gear, change this setting accordingly.

! Important: To have correct door spread values displayed on Scala2, you need to be careful when you reduce the number of trawls. See [Changing the Number of Trawls](#) on page 75.

Models






You can change the model of trawl doors or clumps. Click the arrows to select the model. The 3D view will change accordingly.

Changing the Number of Trawls

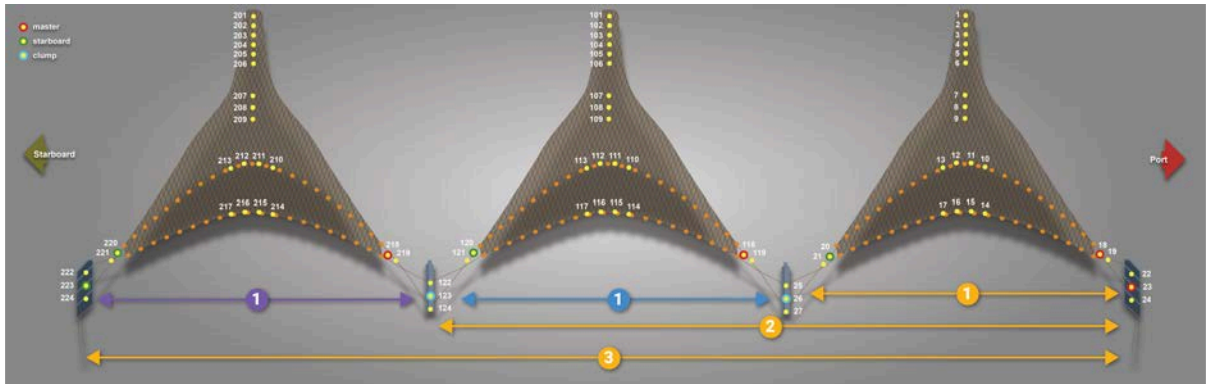
You need to remove specific clumps when reducing the number of trawls in water.

To have correct door spread values displayed on Scala2, you need to be careful when you reduce the number of trawls. Door sensors are configured to operate on specific locations on doors and clumps. If the composition of the trawl gear does not correspond to the configuration of the sensors, spread data will not be displayed.

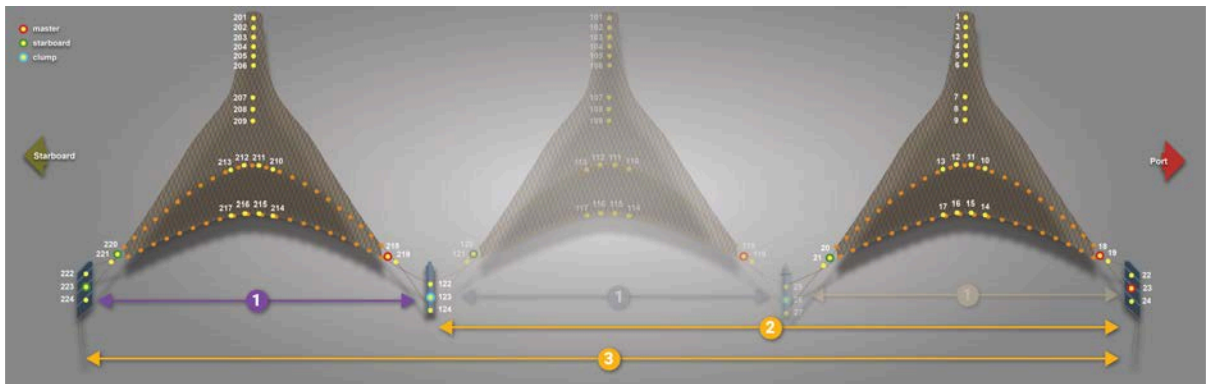
Triple trawl

-  Distances sent by Master on port door
-  Distance sent by inner port clump
-  Distance sent by inner starboard clump

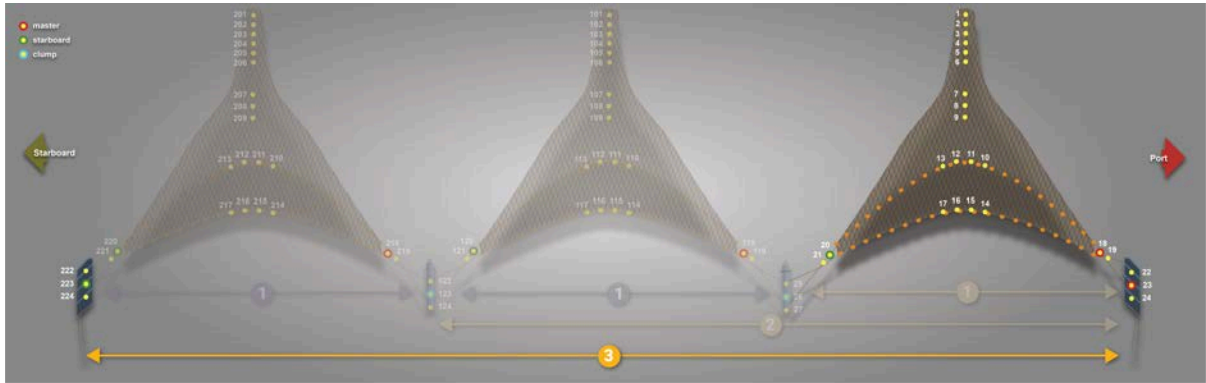
- Triple trawl:



- Triple to twin: keep the inner starboard clump in water.



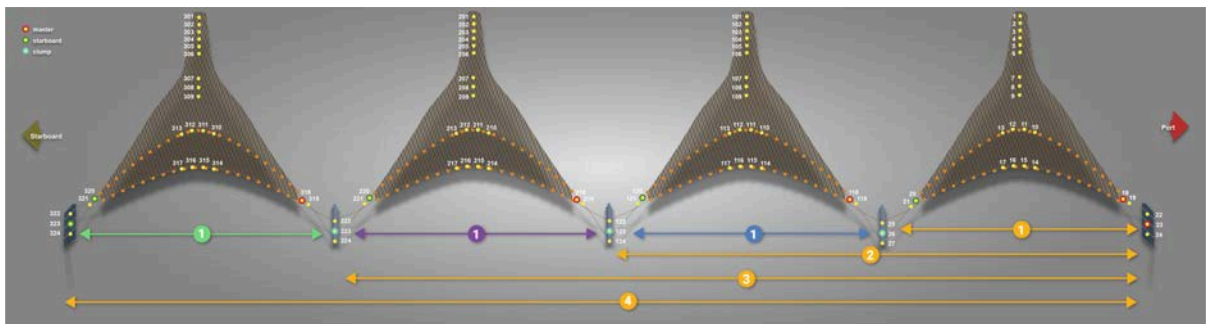
- Triple to single: only keep the starboard and port trawl doors in water.



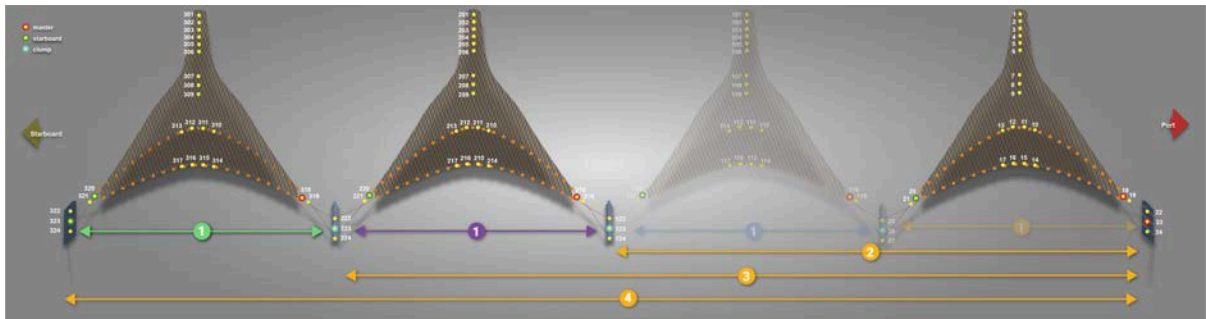
Quadruple trawl

- ← 1 → Distances sent by Master on port door
- ← 1 → Distance sent by inner port clump
- ← 1 → Distance sent by center clump
- ← 1 → Distance sent by the inner starboard clump

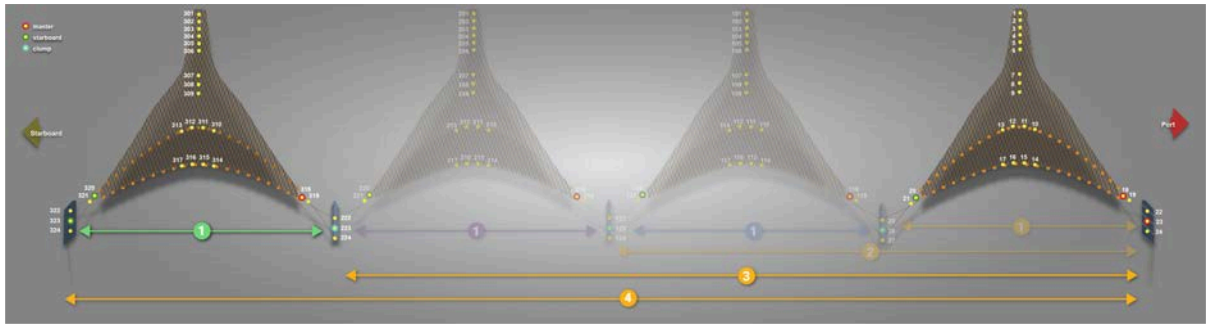
- Quadruple trawl:



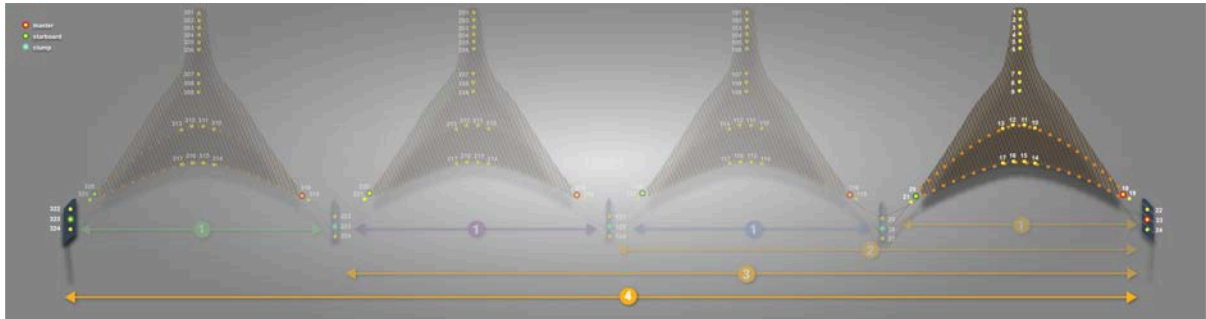
- Quadruple to triple: keep the center and inner starboard clump in water.



- Quadruple to twin: keep the inner starboard clump in water.



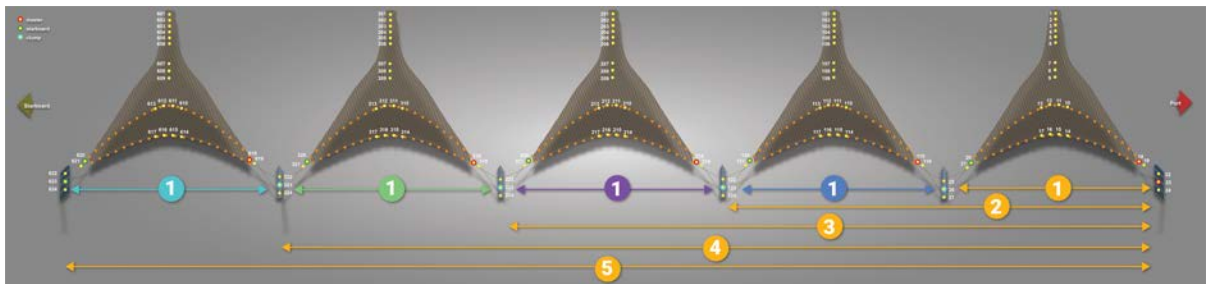
- Quadruple to single: only keep the port and starboard doors in water.



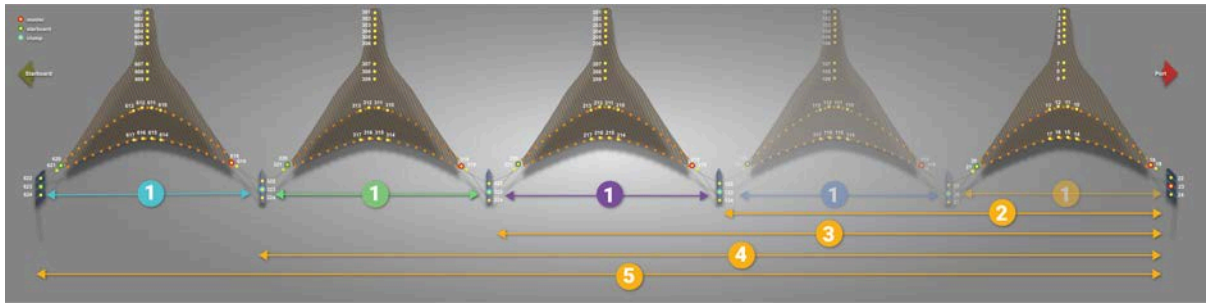
Penta trawl

- ← 1 → Distances sent by Master on port door
- ← 1 → Distance sent by inner port clump
- ← 1 → Distance sent by center clump
- ← 1 → Distance sent by the inner starboard clump
- ← 1 → Distance sent by the starboard clump

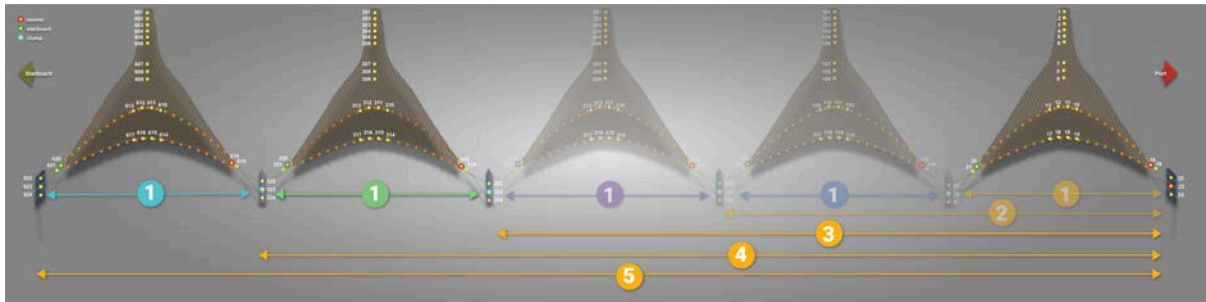
- Penta trawl:



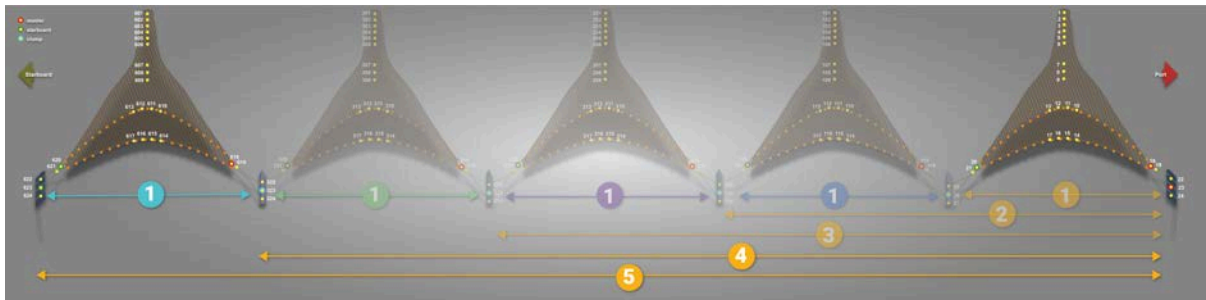
- Penta to quadruple:



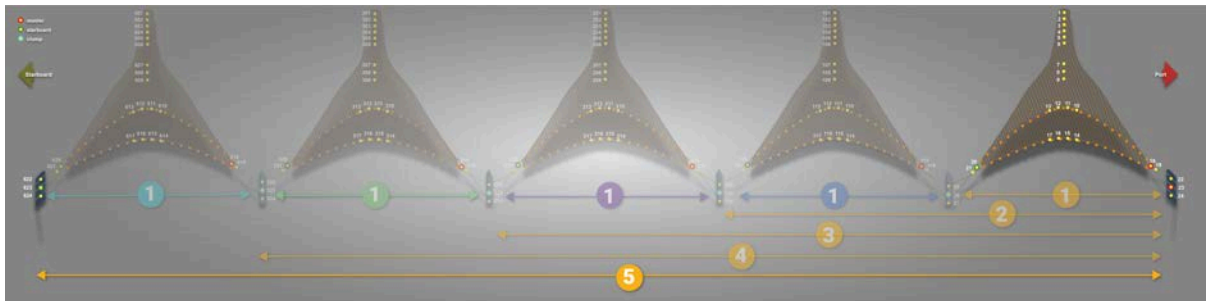
- Penta to triple:



- Penta to twin:



- Penta to single:

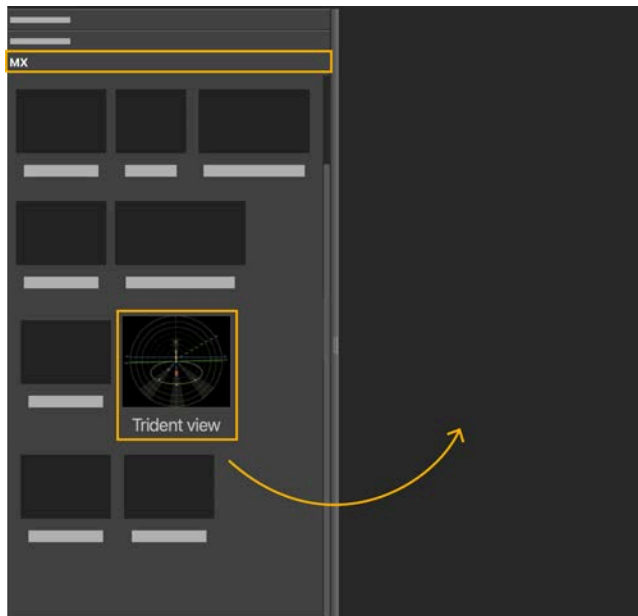


Displaying the Trident View

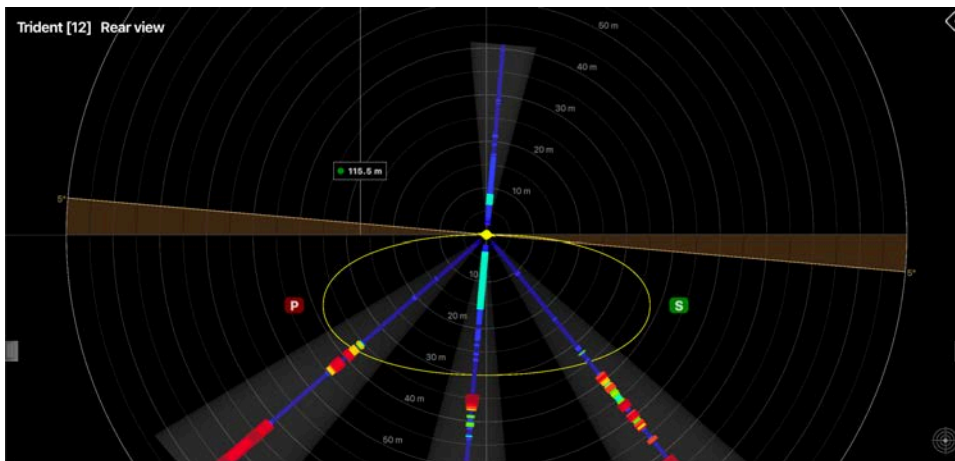
Trident sensors have a dedicated 3D view, showing the echogram beams, the sounding range, the depth and roll values of the sensor.

Procedure

1. Click **Menu** ≡ > **Customize** and enter the password **eureka**.
2. Open the **Customize** panel on the left side of the screen, then drag **Trident View** to a page.

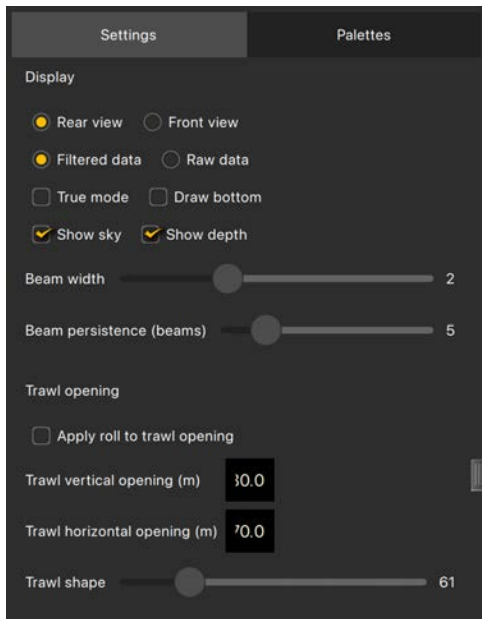


The view is displayed. Port and starboard sides are indicated. The roll values appear in the center of the view, on both sides of the sensor.



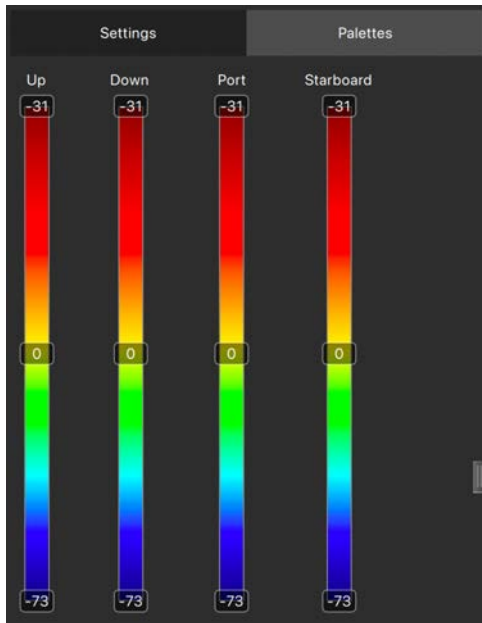
3. Click and drag inside the view to move it.
4. Click the arrow on the right side of the view to show the display options.

Settings



- **Display:**
 - Choose the viewing angle of the trawl between front and rear.
 - Choose to display the filtered or raw data.
 - **True mode:** the water surface is fixed so you can see the descent of the sensor.
 - **Draw bottom:** show the detected seabed.
 - **Show sky:** display a sky above the sea level.
 - **Show depth:** display the distance between the sensor and the sea level.
 - **Beam width:** increase the width of the echogram.
 - **Beam persistence (beams):** the detections remain longer on the echogram image.
- **Trawl opening**
 - Select **Apply roll to trawl opening** so that the trawl opening (yellow circle) follow the roll movements measured by the sensor.
 - You can enter a value for the trawl vertical or horizontal opening in order to correspond to the reality.
 - **Trawl shape:** change the shape of the trawl opening, from oval-shaped to a rounded rectangle.

Palettes



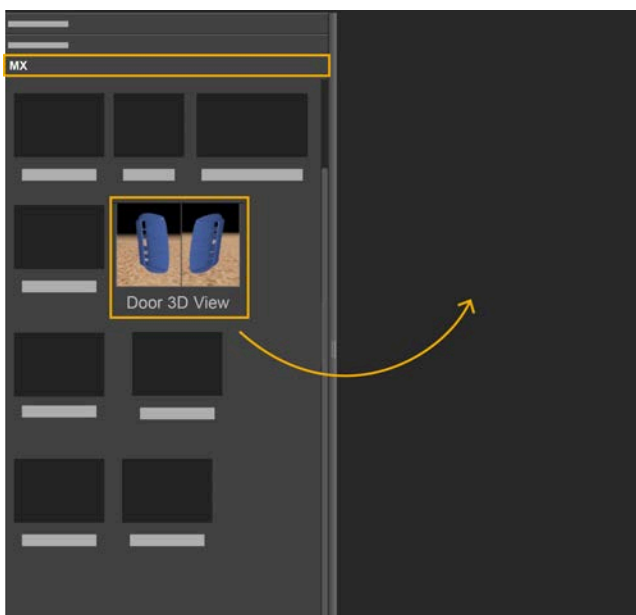
Use these palettes to change the echogram colors. See [Changing the Echogram Colors](#) on page 45 for more details about the palette settings.

Displaying Trawl Door 3D View

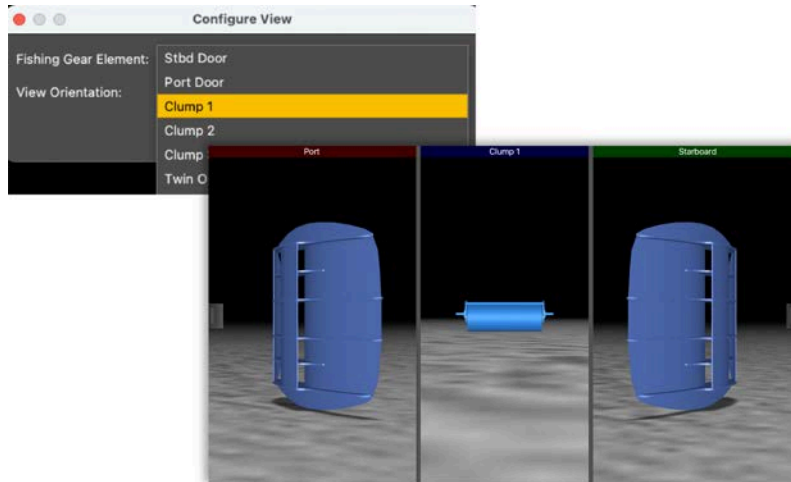
You can display a 3D view of the trawl doors and clump. This way, you can see the movements of the doors and clump.

Procedure

1. Open the customization panel and go to the **Mx** panel. Click + drag the **Door 3D View** to the page and select the fishing gear element. If you have twin trawls you can display the clump and if you have twin outrigger trawls you can set which doors are displayed. Repeat for all fishing gear elements.

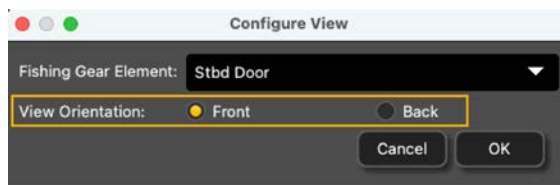



The 3D view is displayed:

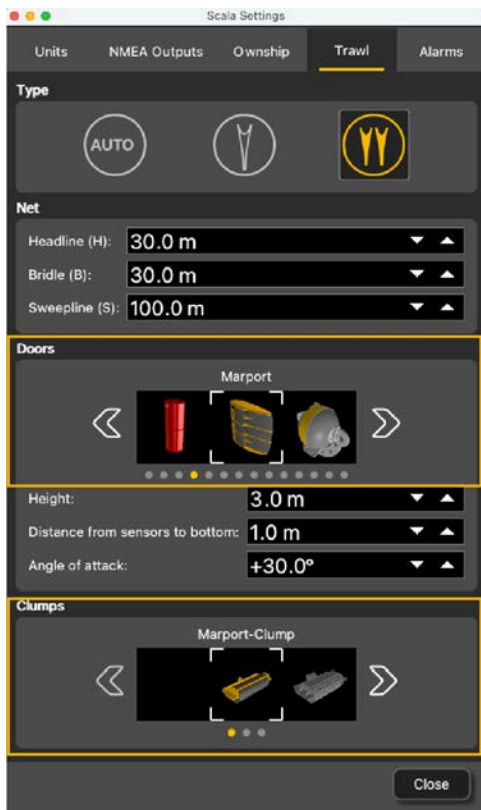


i Tip: You can change the fishing gear element anytime: right-click the 3D view and click **Configure**.

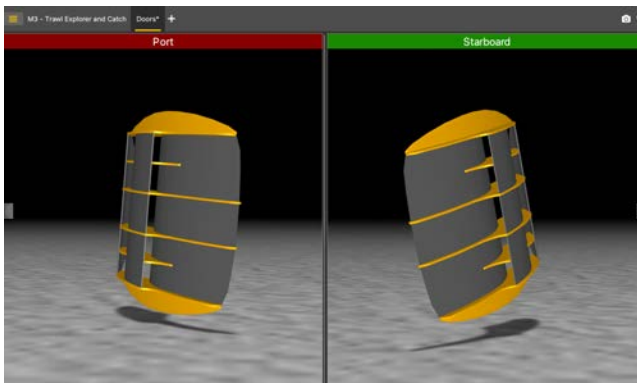
2. You can also change the viewing angle: looking from the trawl toward the vessel (front), or from the vessel toward the trawl (back).



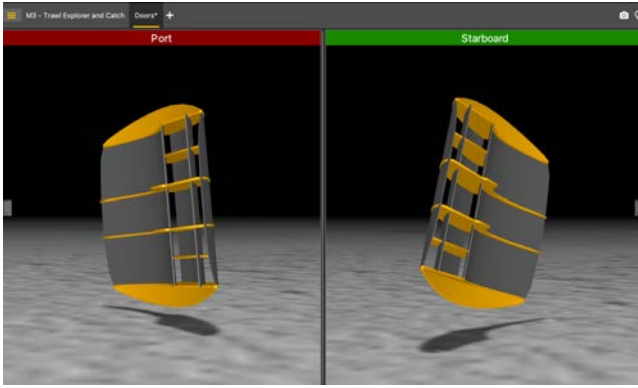
3. To change the door or clump model:
 - a) From the top left corner, click **Menu**  > **Settings**.
 - b) Click the **Trawl** tab and select the models of doors and clump from the lists, using left and right arrows.



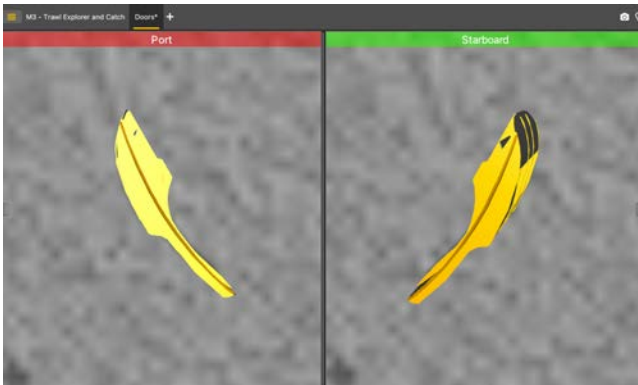
4. To change the view angle of the door, right-click the 3D view and choose:
 - **Horizontal Camera** to see the doors from the front:



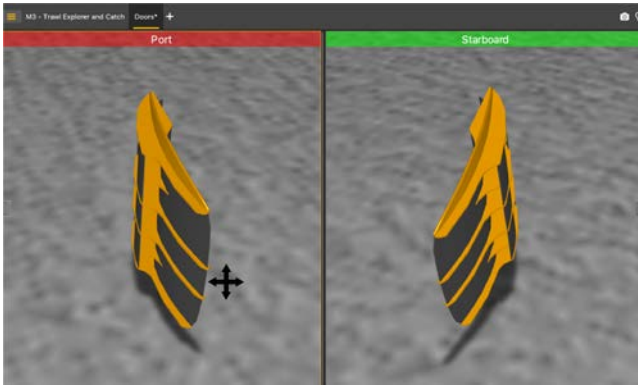
Or back:



- **Vertical Camera** to see the doors from above.



- **Free Camera** to adjust the viewing angle yourself, by clicking and dragging the 3D doors.



5. To display or hide the ground, right-click the 3D view and select or not **Display Ground**. You should leave the ground displayed, in order to see if the doors are touching it.

Displaying Trawl Speed 3D View

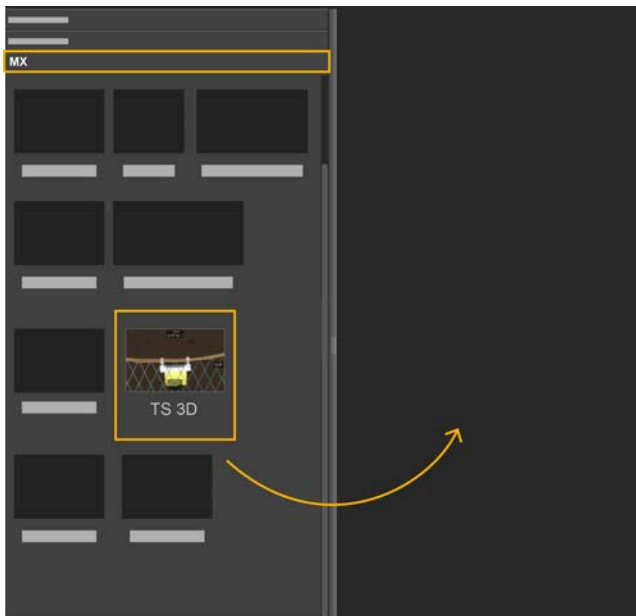
You can display a 3D view of the trawl speed sensor to see the positioning of the trawl and the across and along water speeds. You can use this view instead of the dial display, as this is more intuitive.

Before you begin

You must be in **Customize** mode to do this task.

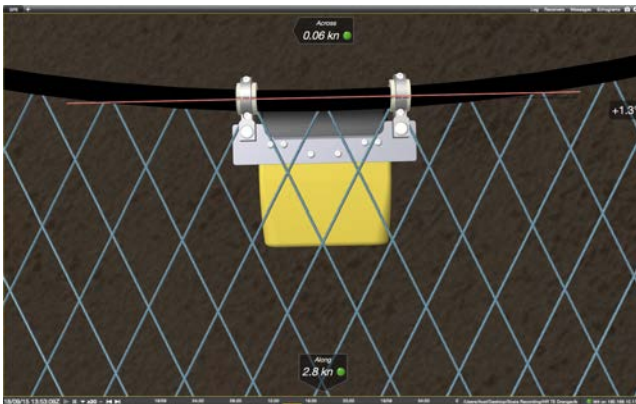
Procedure

1. Open the customization panel and go to the **Mx** panel.
2. Click + drag the **TS 3D** to the page.



3. Drop it in a yellow area.
4. In the dialog box that appears, select the location of the trawl speed sensor.


The 3D view of the trawl speed sensor is displayed. You can see the along and across speeds and the positioning angle of the trawl.



What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ☰ > **Customize** again.

Displaying Vessel System 3D View

You can display a 3D overview of the vessel system if you have the Scala Full version. To know if you have the 3D enabled, check in **Menu**  > **About Scala**.

Before you begin

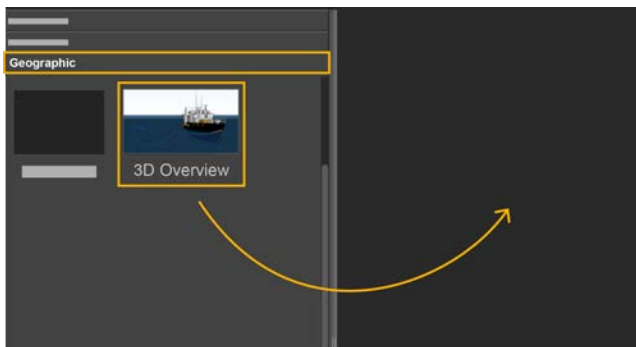
You must be in **Customize** mode to do this task.

You need to have incoming data from:

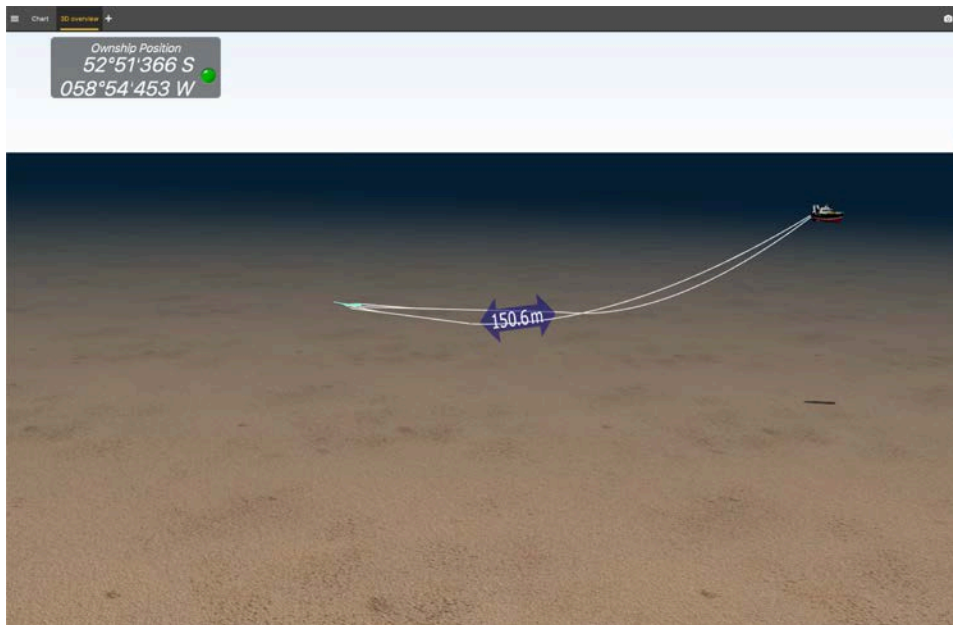
- GPS (position, heading)
- Sensors with positioning
- Warp lengths or Slant Range sensors giving distance to vessel

Procedure

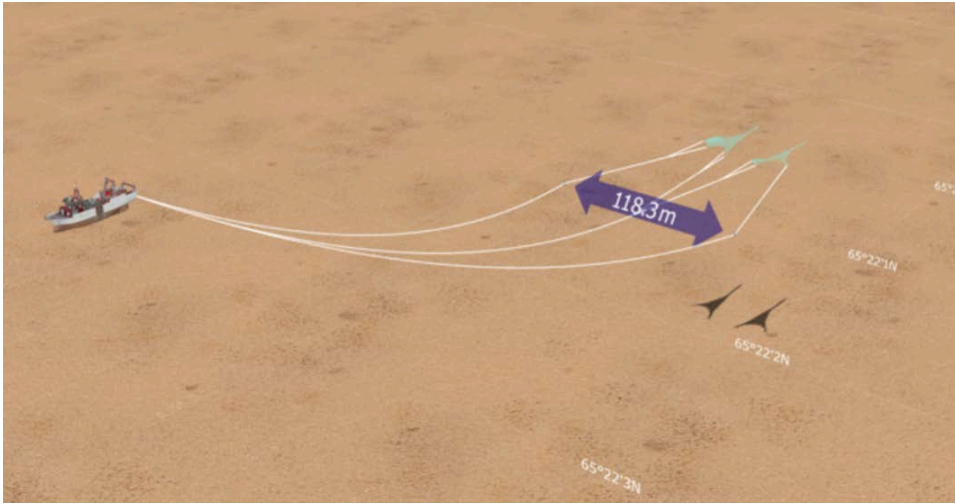
1. Open the customization panel, then go to **Geographic**.
2. Click + drag the **3D Overview** to the page.



A 3D view of the vessel and trawl is displayed.



If you have twin trawls, you can see it on the 3D view as well. Make sure you have configured twin trawls in the [receiver settings](#).



3. To change the vessel 3D model, from the upper left corner of the screen click **Menu** ≡ > **Settings** and click the **Ownship** tab.
4. To change the view, you can use the numeric keypad: press 5 to see the vessel from above, press the digits around to make the vessel turn accordingly (2 being front view and 8 back view).
5. Right-click the 3D view and click **Center on Ownship** to focus on the vessel or **Center on Trawl** to focus on the trawl.

What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Displaying the Chart View

You can display the location and trajectory of the trawl behind the vessel if you receive GPS data and have door positioning sensors.

Before you begin

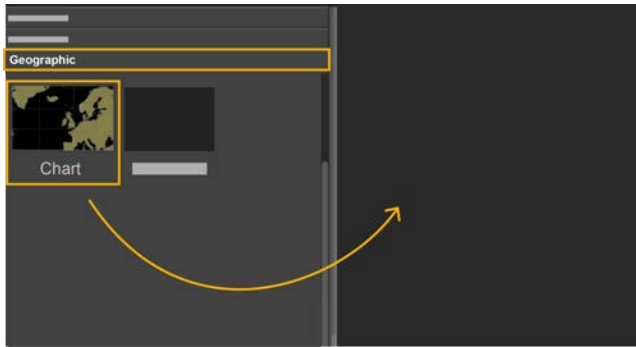
- You must be in **Customize** mode to do this task.

You must have:

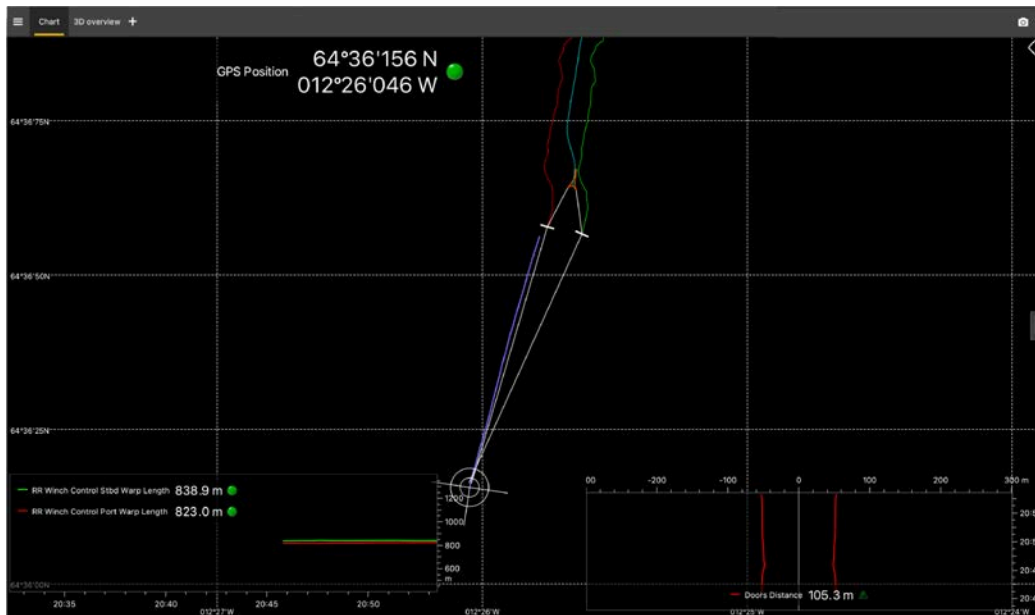
- Incoming GPS data and heading data.
- Spread or Slant Range sensors with bearing measurement
- Warp lengths or Slant Range sensors giving distance to vessel

Procedure

1. Open the customization panel, then go to **Geographic**.
2. Click + drag **Chart** to the page.

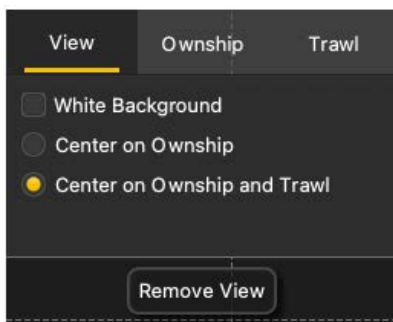


- Drop it in a yellow area.
The chart view is displayed.



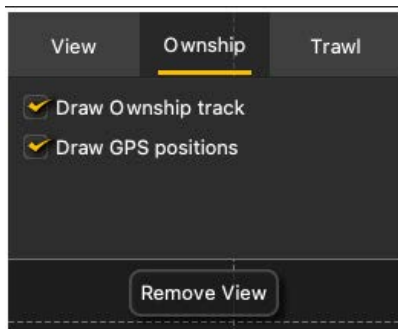
- Click the arrow on the right side of the view to show the display options.

View



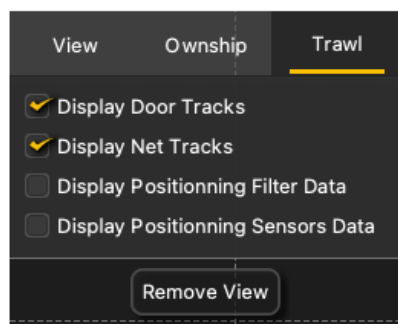
- White Background:** change the chart background to white instead of black.
 - Center on Ownship:** center the view on the vessel only.
 - Center on Ownship and Trawl:** center the view on both vessel and trawl.
- i Tip:** If the view looks empty it might be because the view is not centered on the vessel. Select one of these last two options.

Ownship



- **Draw Ownship track:** displays the path of the vessel, based on the GPS position.
- **Draw GPS positions:** displays points corresponding to the raw GPS positions.

Trawl



- **Display Door Tracks:** displays the path of the doors, according to the door positioning data. Green track is starboard door, red track is port.
- **Display Net Tracks:** displays the path of the headline.
 - i Tip:** For a more accurate position of the headline, complete the trawl measurements in **Settings > Trawl > Net**.
- **Display Positioning Filter Data:** used for development only.
- **Display Positioning Sensors Data:** displays raw data used to get the trawl position.

What to do next

Deactivate the Customize mode when you have finished customizing pages: click **Menu** ≡ > **Customize** again.

Displaying a Position Marker

You can place a marker on plots and echograms to display the GPS position at a given time on the timestamp.

Before you begin

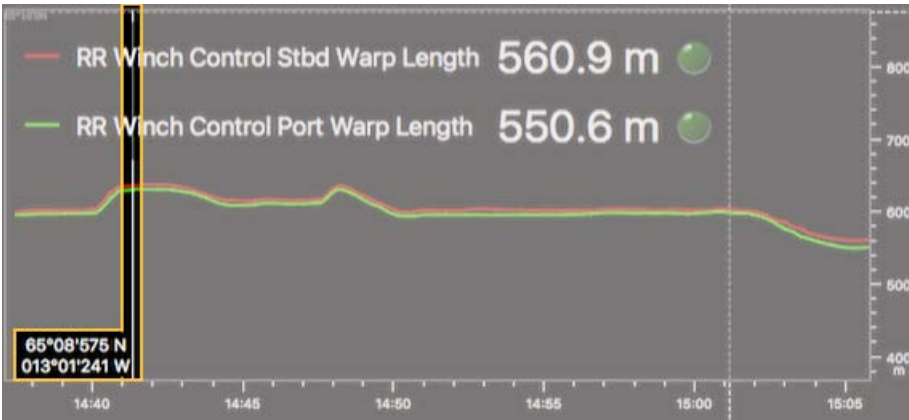
You need incoming GPS data.

Procedure

1. From Mosa2, click **Menu** ≡ > **Expert** and enter the password `copernic`.
2. Click **Menu** ≡ > **Settings**.
3. Under the tab **Advanced**, select **Display global position cursor on plots and echograms**.

Results

A marker with your position is displayed on plots and echograms.

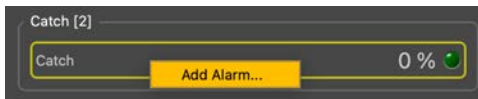


Setting an Alarm on Incoming Data

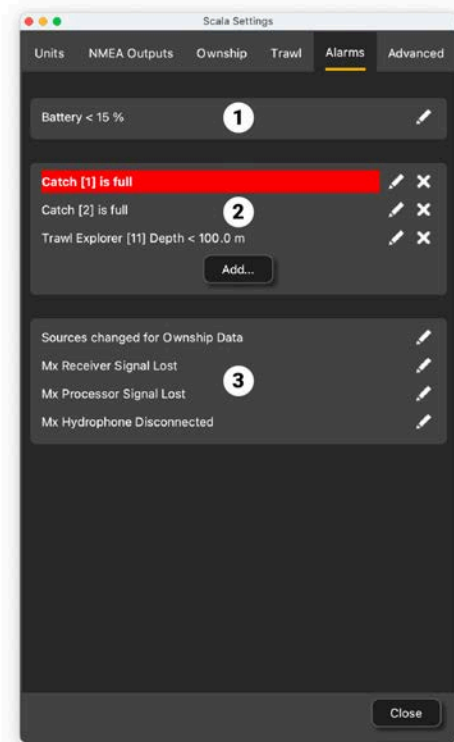
You can be alerted by an alarm when data received have a given value.

Procedure

1. In the control panel, click the data on which you want to set an alarm.



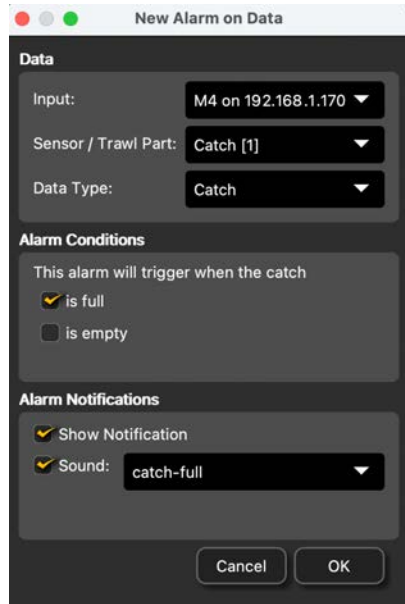
2. Alternatively, from the top left corner of the screen, click **Menu** ≡ > **Settings**, then go to **Alarms** tab.



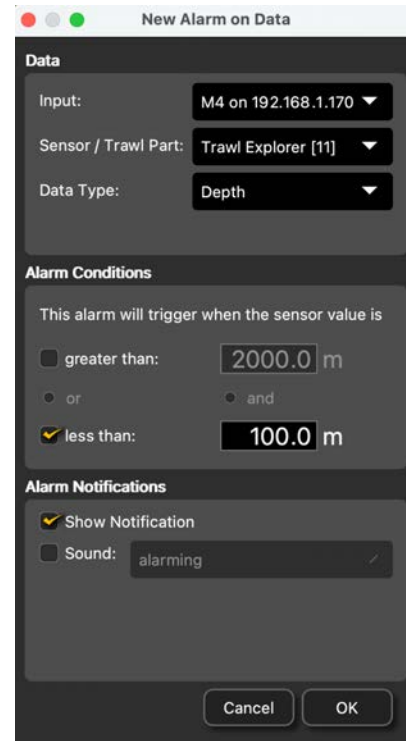
1. Default low battery alarm.
2. Custom alarms created by the user.
3. Default system alarms: alert in case of communication issues, for example with the receiver or hydrophones.

3. Click **Add**.

4. In **Alarm Data**, choose on which equipment and type of data you want to set an alarm.
5. In **Alarm Conditions**, choose the conditions on which the alarm is triggered.
6. In **Alarm Notifications**, choose if you want to display a pop-up notification and/or a sound. These are examples of alarm settings:

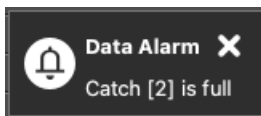


Alarm on the catch status

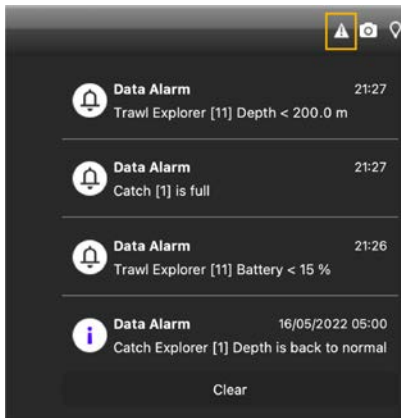


Alarm on a depth value

The notification is displayed for 30 seconds in the bottom right corner of the screen.

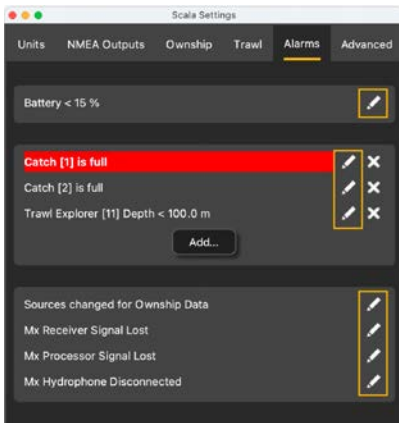


View the full list of notifications by clicking the alarm icon on the top toolbar.

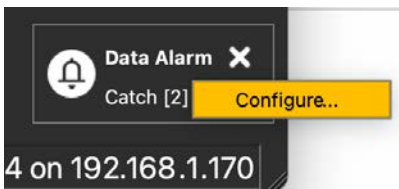


7. To modify an alarm:

- click  **Edit** from the setting panel,




- or, right-click the notification from the pop-up or list and click **Configure**.



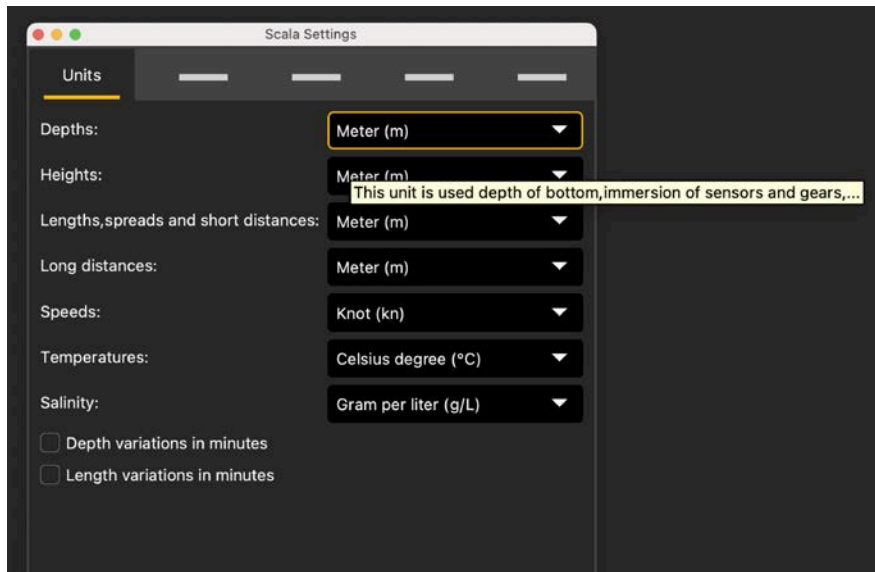
Changing the Default Units

You can change the default units of data displayed in Scala2.

Procedure

1. From the top left corner, click **Menu**  > **Settings**.
2. In **Units**, select the units to use in Scala2 among the following units:
 - For distance data: meter, foot, yard, fathom, cable length (only for lengths)
 - For speed data: kilometer/hour, knot, meter/second, mile/hour
 - For temperature data: Celsius or Fahrenheit

 **Tip:** Hover over the units in the menu to see for which data they are used.



Recording and Replaying Data

Data received by Scala2 can be replayed with ScalaReplay2 application.

Recording of Incoming Data

Data received by Scala2 can be recorded on your computer.

By default, when you first install Scala2, data are automatically recorded.

If you want to stop or start the recording of data, click **Menu** ≡ > **Stop Recording** or **Start Recording**.

All incoming data is by default recorded in **Documents/Marport/SDSRecord/SDS**.

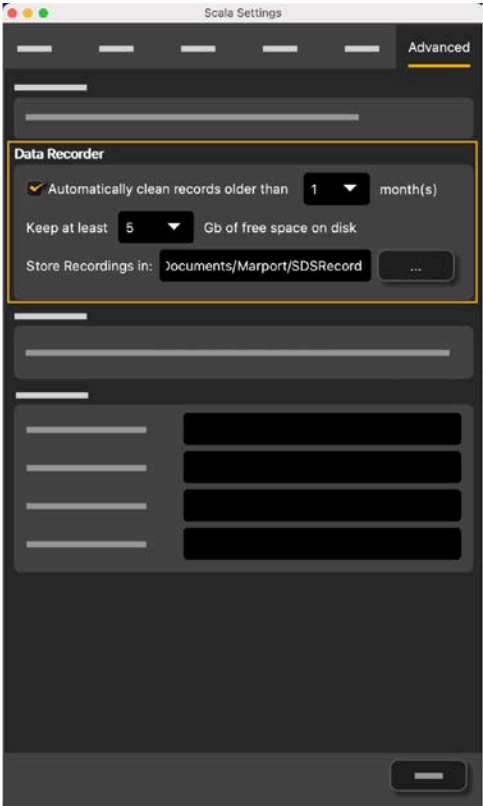
The name of the SDS files indicates the year, month, day and hour of the beginning of the record, in GMT timezone.

To access data recording settings, connect in **Expert Mode**, then click **Menu** ≡ > **Settings** > **Advanced**.

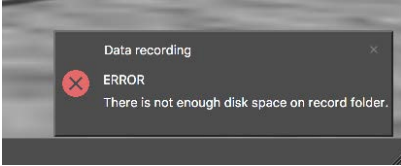
You can change the folder where recorded data are saved.

Data recorded can take a significant amount of space on your computer. Set how much disk space need to remain available on the computer. This will avoid disk overload. When the maximum disk space is reached, the oldest files are deleted as new files are created.

By default, the recording interval is set to 1 month. This means that files older than 1 month are automatically deleted as new files are recorded.



If there is not enough space on the hard drive to record data, Scala2 displays a warning.



Replaying Data on ScalaReplay2

You can replay on ScalaReplay2 data you have recorded.

Procedure

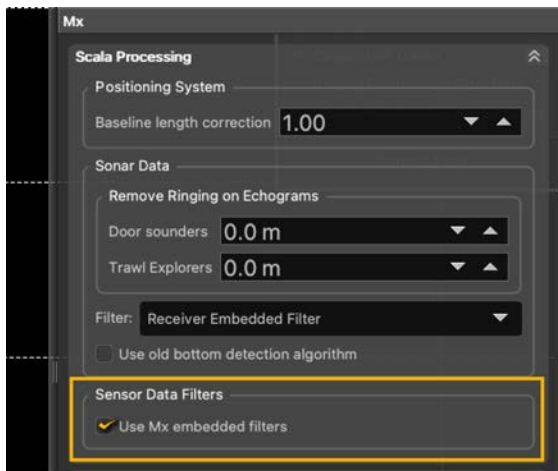
1. Click the **Launchpad** icon in the Dock. Then click the ScalaReplay2 icon.



ScalaReplay2 opens.


 **Note: macOS Catalina:** when opening ScalaReplay2 for the first time, click **OK** when the computer asks you to access folders such as **Documents**, **Downloads** or **Photos**.

2. Open the control panels, then click **Mx** > **Scala Processing** > **Sensor Data Filters** and select **Use Mx embedded filters**.

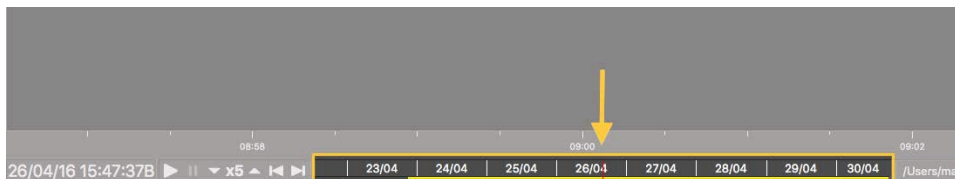


3. To choose the source directory, right-click the timeline and click **Change Directory**.



 **Note:** By default, ScalaReplay2 reads files that are in **Documents/Marport/SDSRecord**.

Data from the source folder is displayed at the bottom of the screen, in the timeline. Periods containing recorded data are in yellow and your position in the timeline is marked by a red line.

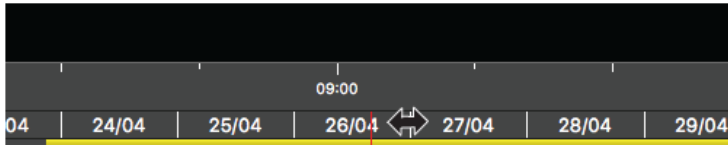


4. You can show on the timeline the moments when specific types of data were received: right-click the timeline and select the data from the **Highlight type** drop-down menu.

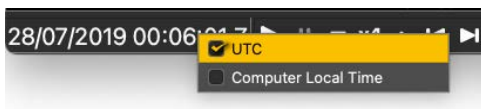
The moments appear highlighted above the yellow line.




5. To zoom in and out on the timeline, place your mouse on the timeline and scroll.
6. To move along the timeline, click + drag the timeline.



7. The date and time of the recording is displayed on the left side of the timeline. Right-click the hour to change it to UTC timezone.

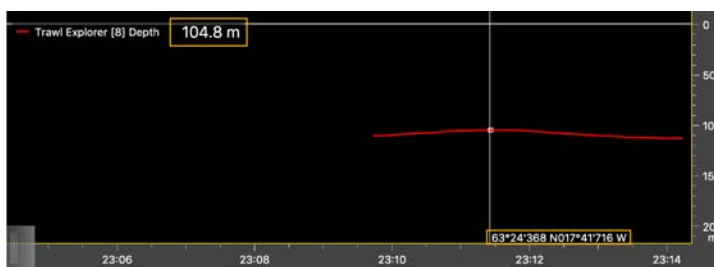


8. Control the playback using the play, pause and speed control buttons at the left of the timeline.

 **Note:** You can change the display of page data only when the playback is paused.




9. To display with a marker the global position and value of data in plots:
 - a) Click **Menu** ≡ > **Settings** > **Advanced**.
 - b) Select **Display global position cursor on plots and echograms**.
 - c) Pause the replay, then hover the mouse over plots to see the global position and value of data, or over echograms to see the global position.



Adding Events

You can mark a specific moment when receiving live data to find it back when replaying data with ScalaReplay2.

Procedure

1. Make sure the recording of data is activated.
2. On Scala2, click  on the top right corner of the screen when you want to mark an event.
3. Add a legend.
4. Open the corresponding SDS files on ScalaReplay2.

You can see a marker on the timeline at the time at which you created the event.



5. You can also manually add events to the timeline of replay files: mark a specific moment in the replay, or jump forward or backward in the timeline:
 - a) Create an XML document named Markers.xml and put it in the same folder as the SDS files you are replaying. The document must begin by `<Markers>` and end by `</Markers>`.
 - b) To add a marker (1, 2), enter the following line: `<Marker date="YYYY-MM-DDTHH:MM:SSZ" text="xxx" />`. The time is in UTC time zone. The content of "text" appears when hovering over the marker in the timeline (1).
 - c) To add jumps, enter the following line: `<Jump from="YYYY-MM-DDTHH:MM:SSZ" to="YYYY-MM-DDTHH:MM:SSZ" />`. Jumps allow you to directly jump from a given position (green arrow) to another location (blue arrow). You can jump forward (3) or backward (4) in the timeline.

Here is an example of a code and the result.

```

1 <Markers>
2   ① <Marker date="2016-02-03T08:15:00Z" text="fish"/>
3   ② <Marker date="2016-02-03T09:25:00Z" text="fish"/>
4   ③ <Jump from="2016-02-03T06:30:00Z" to="2016-02-03T07:45:00Z" />
5   ④ <Jump from="2016-02-03T10:30:00Z" to="2016-02-03T10:00:00Z" />
6 </Markers>
  
```

Figure 1: Example of XML file

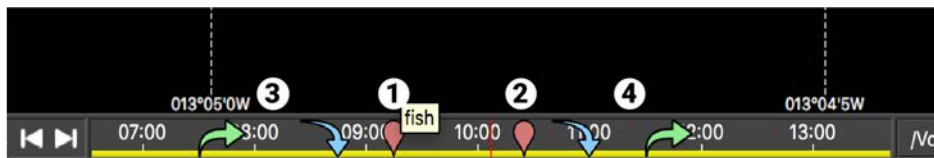


Figure 2: Example of display in the timeline

Extracting Data from SDS Files


You can extract data contained in SDS files and display the contents in a table on a spreadsheet application, using Marport sds2txt application.

Ask your local Marport office for more details about how to get the application and how to use it.

Replaying Data Recorded on a SD Card

You can replay data that have been recorded in high definition on the SD card.

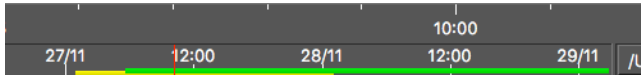
About this task

 **Note:** Data in high definition is available only when downloading them from the SD card of the sensors. Data received in Scala2 in live will have a lower definition.

Procedure

1. Download from Mosa2 the files recorded on the SD card (refer to the user guides of the sensors for instructions).
2. Right-click the timeline and click **Change Directory** to choose the source directory where the files are stored.

In the replay bar, the recording period of the files in high definition is displayed in green.



In the control panels, data that were received in live are displayed in the **Mx** panel and data recorded on the SD card are displayed in the **A2S Data** panel.



3. Go to the control panels, then click and drag data from the **A2S Data** panel to a page.

Maintenance and Troubleshooting

Read this section for troubleshooting and maintenance information.

Installing Updates

You can install new versions of Scala2 once they are released. Ask your local dealer to obtain them.

Procedure


1. Double-click the installation zip file.
2. Follow the installation steps.
3. From the installation window that appears, drag Scala2 icon to the **Applications** icon.



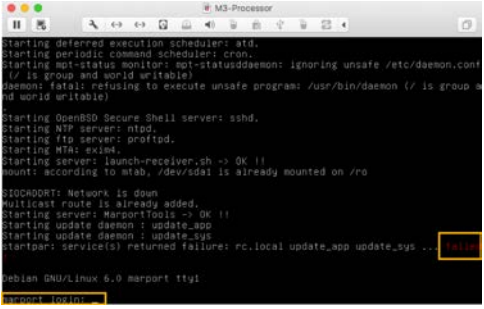




4. Do the same for the ScalaReplay2 icon.

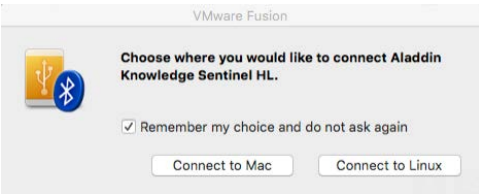
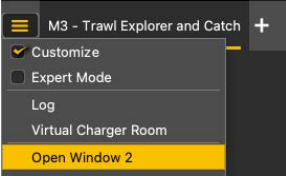
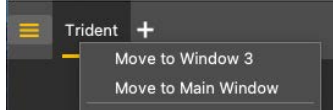
Troubleshooting


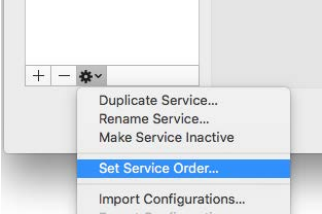
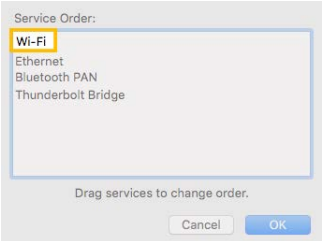
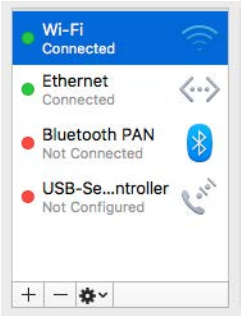
Read this section to find solutions for common problems.

Problem	Possible causes	Solution
Scala2 does not open due to error message saying Scala2 cannot be opened.	Your Mac security preferences do not allow you to open applications not downloaded from the App Store.	<ol style="list-style-type: none"> 1. Click Apple menu  > System Preferences > Security & Privacy 2. From the lower-left corner of the Security & Privacy dialog box, click the lock icon and enter your password if you have one. 3. In Allow apps downloaded from, select Anywhere. 4. If you are under OS X Sierra and above, click Open Anyway or see Installing Scala2 to know how to add the Anywhere option.
Under macOS Ventura, Scala2 takes time to open.	This issue is due to the operating system of the computer, macOS Ventura.	Wait for a few seconds for Scala2 to open. Do not force quit the application.

Problem	Possible causes	Solution
On Scala2 opening, a message appears saying that the license file is not found.	Scala2 needs a licence file to run correctly. This message means that the file is not on the computer or not stored in the correct location.	Click OK to open the dialog box and select the file, if it is on the computer. The licence file will automatically be added to Documents/Marport . If you do not have the file, contact your local Marport office.
A message appears asking for access to your folders when opening Scala2. It also stops the automatic opening of the application.	Under macOS Catalina, you need to give full disk access to Scala2.	Go to the computer's System Preferences > Security & Privacy > Privacy > Full Disk Access , then add Scala2 and ScalaReplay2 to the list.
When starting the system, there is a black window saying failed and asking for a login.	This window comes from a virtual machine software that analyzes sensors data. This program is necessary for the correct operation of the receiver.	<p>! Important: DO NOT CLOSE this window. Failed and login indications are normal and always appear. You do not need to enter anything.</p> <ul style="list-style-type: none"> On the top of the window, click minimize  to hide it. Change the settings as explained in Automatically Opening Scala2 at Start Up to keep it hidden. This icon should always appear at the bottom of your desktop screen:  If you close the window, restart the computer. Do not click inside the window or you will loose the mouse. If you lost the mouse, connect a keyboard and press ctrl + cmd (Apple) / ctrl + window key (Windows). 

Problem	Possible causes	Solution
<p>Sensor data is not displayed, LEDs are red or orange.</p>	<p>You may have closed the virtual machine when you opened Scala2 or when you plugged in a device.</p>	<ol style="list-style-type: none"> 1. Check if this icon is in the dock, at the bottom of your screen:  2. If it is not present, restart the system. <p>! Important: A virtual machine starts automatically when starting your computer and is necessary for Scala2 functioning. The virtual machine window can appear when opening Scala2. Do not close it.</p> <p>A message is also displayed when plugging an USB device. For guidance, see: A VMware Fusion message appears when adding a new USB key.</p>
	<p>Ethernet connection is down.</p>	<ol style="list-style-type: none"> 1. Click Menu ≡ > Expert Mode and enter the password copernic. 2. Open the control panels and go to the Mx panel. Click the menu icon next to the name of the receiver and click Configure Receiver. 3. From the system setting page, check on the schema at the bottom is there are green checks.  <ol style="list-style-type: none"> 4. If there is a red cross, check that the power supply for PoE adapter is connected to the mains supply. 5. From the system page, click Hydrophones from the panel on the left. 6. Check the hydrophones current status. If there is no current: <ol style="list-style-type: none"> 1. Check from the configuration page that the correct hydrophone type between passive and active is selected. 2. Check that the wiring in the hydrophone junction box is correct.

Problem	Possible causes	Solution
<p>A VMware Fusion message appears when adding a new USB key.</p>	<p>This message is due to the virtual machine that is installed on your computer with Scala2. It appears when adding an external USB device.</p>	 <p>1. Select Remember my choice and do not ask again. 2. Click Connect to Mac.</p>
<p>The size of Scala2 window is smaller than before.</p>	<p>Scala2 window must have lost the full screen display.</p>	<p>Double-click the top of the window to have a full screen window.</p>
<p>I cannot find a window I created.</p>	<p>You may have closed the window.</p>	<p>Click Menu ≡ > Open Window X.</p>  <p>The window opens.</p> <p>Note: If you moved or deleted all the pages contained in a window, this window is permanently deleted.</p>
<p>I do not see pages I created on the top toolbar.</p>	<p>You may have moved these pages to a new window.</p>	<p>1. Check your other windows to see if your page appears in it. If you created a window and cannot find it, see the previous troubleshooting case. 2. If you want to move your page to another window, connect in Customize mode. To move it to the window with the control panels, right-click the page name and click Move to Main Window. To move it to another window click Move to Window X.</p> 
	<p>You may have hidden this page (Customize mode only)</p>	<p>See Hiding a Page on page 35.</p>

Problem	Possible causes	Solution
<p>I cannot connect to the internet.</p>	<p>Internet network might be too far in the network list.</p>	<ol style="list-style-type: none"> 1. Click Apple menu  > System Preferences > Network. 2. From the bottom of the network list, click the wheel icon and select Set Service Order.  <ol style="list-style-type: none"> 3. Drag on top of the list the network you use to have internet. It can be for example your phone WiFi, your WiFi router, a USB to Ethernet adapter...  

Giving Remote Access to the Computer

If you have an issue with the system, you may need to give remote access to the computer to the support team with **TeamViewer** application.

Before you begin

You need to have access to a good internet connection.

Procedure

1. From the **Launchpad**  or Dock, click **TeamViewer**.



2. Check that you have the message **Ready to connect** at the bottom left corner of TeamViewer. If the message is **Not ready** it means you have no internet connection.
3. You can give access to your computer to the support team by giving them the ID and Password displayed under **Allow Remote Control**.

Uninstalling Scala2

You can uninstall Scala2 and ScalaReplay2 from your computer.

About this task

! **Important:** Removing completely Scala2 preferences and settings means all pages and customizations will be lost. Only do this task if necessary.

Procedure

1. Go in **Applications**.
2. Right-click Scala2 or ScalaReplay2 icon and select **Move to Trash**.
3. To remove all Scala2 and ScalaReplay2 preferences and settings from the computer:
 - a) Find the *.dmg file that you downloaded when you installed Scala2. By default it should be in the **Downloads** folder of the computer.
 - b) Double-click the *.dmg file.
The installation panel appears.



c) Double-click **UninstallScala.command**.



Support Contact

You can contact your local dealer if you need maintenance on your Marport products. You can also ask us at the following contact details:

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8, rue Maurice Le Léon
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Appendix

Compatible Incoming NMEA Sentences

Scala2 can decode and use the following types of NMEA sentences coming from external devices (GPS, winch system, sounder...).

NMEA 0183 Standard Sentences

Symbol (*) indicates which parts of the sentence Scala2 uses.

NMEA Sentence	Format	First compliant version of Scala
DBK - Depth Below Keel	\$--DBK,a.a,F,b.b,M,c.c,F*hh<CR><LF> 1. \$--: Talker identifier* 2. DBK: Sentence formatter* 3. a.a,F: Depth, feet 4. b.b,M: Depth, meters* 5. c.c,F: Water depth, fathoms 6. *hh: Checksum*	1.4.0.0
DBT - Depth Below Transducer	\$--DBT,a.a,F,b.b,M,c.c,F*hh<CR><LF> 1. \$--: Talker identifier* 2. DBT: Sentence formatter* 3. a.a,F: Water depth, feet* 4. b.b,M: Water depth, meters* 5. c.c,F: Water depth, fathoms* 6. *hh: Checksum*	1.2.0.0
DPT - Depth	\$--DPT,a.a,b.b,c.c*hh<CR><LF> 1. \$--: Talker identifier* 2. DPT: Sentence formatter* 3. a.a: Water depth relative to the transducer, meters* 4. b.b: Offset from transducer, meters (positive = distance from transducer to water line; negative = distance from transducer to keel)* 5. c.c: Maximum range scale in use 6. *hh: Checksum*	1.0.0.0

NMEA Sentence	Format	First compliant version of Scala
GGA - Global Positioning System Fix Data	<p>\$--GGA, hhmss.ss,aaaa.aa,b,cccc.cc,d,e,ff,g.g,h.h,M,i.i,M,j.j,kkkk*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. GGA: Sentence formatter* 3. hhmss.ss: UTC of position* 4. aaaa.aa, b: Latitude North/South (N/S)* 5. cccc.cc, d: Longitude East/West (E/W)* 6. e: GPS quality indicator 7. ff: Number of satellites in use (00-12) 8. g.g: Horizontal dilution of precision 9. h.h, M: Antenna altitude above/below mean sea level (geoid), meters* 10.i.i, M: Geoidal separation, meters 11.j.j: Age of differential GPS data 12.kkkk: Differential reference station ID 13.*hh: Checksum* 	1.0.0.0
GLL - Geographic Position - Latt/Long	<p>\$--GLL,aaaa.aa,L,bbbb.bb,L,hhmss.ss,C,d*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. GLL: Sentence formatter* 3. aaaa.aa,L: Latitude North/South (N/S)* 4. bbbb.bb,L: Longitude East/West (E/W)* 5. hhmss.ss: UTC of position* 6. C: status (A= data valid / V: data not valid)* 7. d: Mode indicator 8. *hh: Checksum* 	1.2.6.0

NMEA Sentence	Format	First compliant version of Scala
GNS - GNSS Fix Data	<p>\$--GNS, h h m m s s . s s , a a a . a a , L , b b b b b . b b , L , c -- c , d d , e . e , f . f , g . g , h . h , i . i , a * h h < C R > < L F ></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. GNS: Sentence formatter* 3. h h m m s s . s s : UTC of position* 4. a a a a . a a , L : Latitude North/South (N/S)* 5. b b b b b . b b , L : Longitude East/West (E/W)* 6. c -- c : Mode indicator 7. d d : Total number of satellites in use (00-99) 8. e . e : Horizontal dilution of precision 9. f . f : Antenna altitude above/below mean sea level (geoid), in meters* 10. g . g : Geoidal separation, meters 11. h . h : Age of differential data 12. i . i : Differential reference station ID 13. * h h : Checksum* 	1.0.0.0
HDG - Heading, Deviation & Variation	<p>\$--HDG, a . a , b . b , M , c . c , M * h h < C R > < L F ></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. HDG: Sentence formatter* 3. a . a : Sensor magnetic heading (degrees)* 4. b . b , M : Magnetic deviation (degrees), Easterly/Westerly (E/W)* 5. c . c , M : Magnetic variation (degrees), Easterly/Westerly (E/W)* 6. * h h : Checksum* 	1.0.0.0
HDT - Heading, True	<p>\$--HDT, a . a , T * h h < C R > < L F ></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. HDT: Sentence formatter* 3. a . a , T : Heading (degrees) True* 4. * h h : Checksum* 	1.0.0.0
MTW - Water Temperature	<p>\$--MTW, a . a , C * h h < C R > < L F ></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. MTW: Sentence formatter* 3. a . a , C : Temperature, degrees C* 4. * h h : Checksum* 	1.4.0.0

NMEA Sentence	Format	First compliant version of Scala
MWD - Wind Direction & Speed	<p>\$--MWD, a.a,T,b.b,M,c.c,N,d.d,M*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. MWD: Sentence formatter* 3. a.a,T: Wind direction, 0° to 359° true* 4. b.b,M: Wind direction, 0° to 359° magnetic* 5. c.c,N: Wind speed, knots* 6. d.d,M: Wind speed, meters/second* 7. *hh: Checksum* 	1.6.0.0
MWV - Wind Speed & Angle	<p>\$--MWV, a.a,b,c.c,d,E *hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. MWV: Sentence formatter* 3. a.a: Wind angle, 0 to 359 degrees* 4. b: Reference, R = relative, T = true* 5. c.c: Wind speed* 6. d: Wind speed units, K = km/h, M = m/s, N = knots* 7. E: Status, A = data valid V= data invalid* 8. *hh: Checksum* 	1.0.0.0
RMC - Recommended Minimum Navigation Information	<p>\$--RMC, aaaaaa,A,bbbb.bbb,B,cccc.ccc,C,ddd.d,eee.e,ffffff,ggg.g,G,H*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. RMC: sentence formatter* 3. aaaaaa: Time (UTC)* 4. A: Status, A = data valid, V = navigation receiver warning* 5. bbbb.bbb, B: Latitude, N/S* 6. cccc.ccc, C: Longitude, E/W* 7. ddd.d: Speed over ground (knots)* 8. eee.e: Course Over Ground (degrees True)* 9. ffffff: Date: ddmmyy* 10.ggg.g, G: Magnetic variation (degrees E/W)* 11. H: mode indicator: A=Autonomous, D=Differential, E=Estimated, M=Manual input, S=Simulator, N=data not valid (sentence is not accepted if mode indicator = N)* 12.*hh: Checksum* 	2.2.2.0

NMEA Sentence	Format	First compliant version of Scala
VBW - Dual Ground/Water Speed	<p>\$--VBW, a.a, b.b, A, c.c, d.d, A, e.e, A, f.f, A*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. VBW: Sentence formatter* 3. a.a: Longitudinal water speed (knots), "-" = astern* 4. b.b: Transverse water speed, "-" = port* 5. A: Status, A = data valid, V = data invalid* 6. c.c: Longitudinal ground speed, "-" = astern* 7. d.d: Transverse ground speed, "-" = port* 8. A: Status, A = data valid, V = data invalid* 9. e.e: Stern Transverse water speed, "-" = port* 10.A: Status, A = data valid, V = data invalid* 11. f.f: Stern Transverse ground speed, "-" = port* 12.A: Status, A = data valid, V = data invalid* 13.*hh: Checksum* 	1.4.0.0
VHW - Water Speed and Heading	<p>\$--VHW, a.a, T, b.b, M, c.c, N, d.d, K*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. VHW: Sentence formatter* 3. a.a,T: Heading, degrees True* 4. b.b,M: Heading, degrees Magnetic* 5. c.c,N: Speed, knots* 6. d.d,K: Speed, km/hr 7. *hh: Checksum* 	1.4.0.0
VLW - Dual Ground/Water Distance	<p>\$--VLW, a.a, N, b.b, N, c.c, N, d.d, N*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$--: Talker identifier* 2. VLW: Sentence formatter* 3. a.a,N: Total cumulative water distance, nautical miles* 4. b.b,N: Water distance since reset, nautical miles* 5. c.c,N: Total cumulative ground distance, nautical miles* 6. d.d,N: Ground distance since reset, nautical miles* 7. *hh: Checksum* 	1.3.3.0

NMEA Sentence	Format	First compliant version of Scala
VTG - Course Over Ground and Ground Speed	\$--VTG,a.a,T,b.b,M,c.c,N,d.d,K*hh<CR><LF> 1. \$--: Talker identifier* 2. VTG: Sentence formatter* 3. a.a,T: Course over ground, degrees, True* 4. b.b,M: Course over ground, degrees, Magnetic 5. c.c,N: Speed over ground, knots* 6. d.d,K: Speed over ground, km/hr* 7. *hh: Checksum*	1.3.3.0
VWR - Relative (Apparent) Wind Speed and Angle	\$--VWR,a.a,L,b.b,N,c.c,M,d.d,K*hh<CR><LF> 1. \$--: Talker identifier* 2. VWR: Sentence formatter* 3. a.a,L: Relative Wind angle, 0 to 180 degrees, Left or Right (L/R)* 4. b.b,N: Wind speed, knots 5. c.c,M: Wind speed, meters/second 6. d.d,K: Wind speed in Km/Hr 7. *hh: Checksum*	1.3.3.0

Proprietary Sentences

Symbol (*) indicates which parts of the sentence Scala2 uses.

Sentence	Format	First compliant version of Scala2
ATW - Naust Marine winch control system	<p>\$NMATW, aaaaaa, bbbbbb, cccccc, ddddd, eeeee, fffff, ggggg, hhhhh, iiiii, jjjjj, kkkkk, lllll, mm:mm*hh <CR><LF></p> <p>\$NMATW: Talker identifier + sentence formatter*</p> <p>a. Winch starboard tension (kg)*</p> <p>b. Winch port tension (kg)*</p> <p>c. Winch middle tension (kg)*</p> <p>d. Winch starboard length (meter or feet)*</p> <p>e. Winch port length (meter or feet)*</p> <p>f. Winch middle length (meter or feet)*</p> <p>g. RPM starboard</p> <p>h. RPM port</p> <p>i. RPM middle</p> <p>j. Line speed starboard (meter or feet/min)</p> <p>k. Line speed port (meter or feet/min)</p> <p>l. Line speed middle (meter or feet/min)</p> <p>m. Towing time (meter or feet/min)</p>	1.2.0.0
CON - Consumption, attitude of vessel (Silecmar)	<p>\$SICON, aaa, bbb, cc, ddd, ee.e, ff.f*hh<CR><LF></p> <p>1. \$SICON: Talker identifier + sentence formatter*</p> <p>2. aaa: consumption of the main engine (L/H)*</p> <p>3. bbb: RPM of the main engine*</p> <p>4. cc: tilt of propeller's blade (%)*</p> <p>5. ddd: Out temperature of the exhaust gases, Celsius degrees*</p> <p>6. ee.e: Vessel pitch, degrees*</p> <p>7. ff.f: Vessel roll, degrees*</p>	1.2.6.0
	<p>\$SICON, aaa, bbb, cc, ddd, e.e*hh<CR><LF></p> <p>1. \$SICON: Talker identifier + sentence formatter*</p> <p>2. aaa: consumption of the main engine*</p> <p>3. bbb: RPM of the main engine*</p> <p>4. cc: tilt of propeller's blade (%)*</p> <p>5. ddd: average trim angle of vessel, degrees*</p> <p>6. e.e: Out temperature of the exhaust gases, Celsius degrees*</p>	1.6.19.0

Sentence	Format	First compliant version of Scala2
FEC - Furuno attitude message	<p>\$PFEC,GPatt,aaa.a,bb.b,cc.c,*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$PFEC: Talker identifier + sentence formatter* 2. GPatt: Global positioning attitude, sentence formatter 3. aaa.a: Heading true* 4. bb.b: Pitch* 5. cc.c: Roll* 6. *hh: Checksum* 	1.0.5.0
KW - Karmoy Winch	<p>\$KWIN,a,b.b,T,c.c,M,d.d,rpm*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$KWIN: Talker identifier + sentence formatter* 2. a: Winch 0 = Stbd / Trawl 1 = Port Trawl Winch 3. b.b, T: Tensions (tons) 4. c.c, M: Length (meters) 5. d.d, rpm: Speed (rpm) 	1.6.25.0
MA DD - Marelec winch length and tension	<p># MA DD dd/mm/yy hh:mm:ss LB aaaam LS bbbbm LM ccccm TB ddddK TS eeeeK TM ffffK gg<CR><LF></p> <ol style="list-style-type: none"> 1. # MA DD: talker identifier* 2. dd/mm/yy: date 3. hh:mm:ss: time 4. LB aaaam: Shooted length portside in meters* 5. LS bbbbm: Shooted length starboard in meters* 6. LM ccccm: Shooted length center in meters* 7. TB ddddK: Tension of portside in kg* 8. TS eeeeK: Tension of starboard in kg* 9. TM ffffK: Tension of center in kg* 10. gg: system in 00 = MANUAL (stop), 10 = auto shooting, 20 = auto fishing, 30 = auto hauling, 40 = slow tension alarm without propeller reduction, 41 = slow tension alarm with propeller reduction, 50 = fast tension alarm without propeller reduction, 51 = fast tension alarm with propeller reduction* 	1.2.0.0
MPT TXOR - Marport, transducer orientation	<p>\$PMPT,TXOR,aa.a,bb.b,cc.c,d*hh</p> <ul style="list-style-type: none"> • \$PMPT: talker identifier + sentence formatter. • TXOR: Transducer Orientation • aa.a: pitch* • bb.b: roll* • cc.c: yaw* • s: V = valid / N = not valid* 	2.0.0.0

Sentence	Format	First compliant version of Scala2
NAV - Ifremer proprietary sentence	\$NANAV,04/09/ yy,hhmmss.sss,NASYC,N,48,22.92315,W,004,28.90527, D,00.0,WG84,04/09/13, 13:05:37.000, COU,346.08,-00.22,+00.13,+00.00,+00052.172,000,0000	1.0.0.0
IFM - Ifremer versatile sentence	\$PIFM,EU,MES,dd/mm/yy,hh:hh:ss.sss,TRFUN, ±a,bb,cccc,dddd,e.e,f,ggggg,hhhh,i.i,j,<CR><LF> 1. \$PIFM: Talker identifier + sentence formatter* 2. OCGYR: pitch, roll, heading 3. TRFUN: winch lengths (starboard, port) and winch tensions (starboard, port)	1.0.0.0
SYN - Winch Syncro 2020, winch length and tension	\$WMSYN,aaa.a,m,bbb.b,m,ccc.c,m,ddd.d,m,ee.e,t,ff.f, t,gg.g,t,hh.h,t,0.5,r,0.7,r,1.6,s,2.0,s,0,0,1,0,0, 45.5,c,33.0,p,32.8,p*31 1. \$WMSYN: Talker identifier + sentence formatter* 2. aaa.a: winch starboard length in meters* 3. bbb.b: winch inner starboard length in meters* 4. ccc.c: winch inner port length in meters* 5. ddd.d: winch port length in meters* 6. ee.e: winch starboard tension in tons* 7. ff.f: winch inner starboard tension in tons* 8. gg.g: winch inner port tension in tons* 9. hh.h: winch port tension in tons* 10. Other strings are not used.	1.0.0.0
	\$WMSYN,aaa.a,c,bbb.b,c,ccc.c,c,dd.d,t,ee.e,t,ff.f, t*hh<CR><LF> 1. \$WMSYN: Talker identifier + sentence formatter* 2. aaa.a,l: Starboard wire length (m=meter)* 3. bbb.b,l: Mid wire length (m=meter)* 4. ccc.c,l: port wire length (m=meter)* 5. dd.d,t: Starboard wire tension, tons* 6. ee.e,t: Mid wire tension, tons* 7. ff.f,t: Port wire tension, tons*	1.6.19.0

Sentence	Format	First compliant version of Scala2
TAWWL - RappHydema, PTS Pentagon warp length	@TAWWL, a, M, b, M, c, M*hh<CR><LF> See below. M = meter	1.4.4.0
	@TAWWL, x, y, z*hh<CR><LF> 1. @TAWWL: Talker identifier + sentence formatter* 2. a: Starboard winch length* 3. b: Port winch length* 4. c: Middle winch length*	1.6.19.0
TAWWT - RappHydema, PTS Pentagon warp tension	@TAWWT, a.a, T, b.b, T, c.c, T*hh<CR><LF> See below. T = tons	1.4.4.0
	@TAWWT, a.a, b.b, c.c*hh<CR><LF> 1. @TAWWT: Talker identifier + sentence formatter* 2. a.a: Starboard winch tension* 3. b.b: Port winch tension* 4. c.c : Middle winch tension*	1.6.19.0
WCT - Warp length and tension (Silecmar)	\$SIWCT, aaa, bbb, ccc, d.d, e.e, f.f*hh<CR><LF> 1. \$SIWCT: Talker identifier + sentence formatter* 2. aaa: Port winch cable, meters* 3. bbb: Starboard winch cable, meters* 4. ccc: Clump winch cable, meters* 5. d.d: Tension in the port winch, tons* 6. e.e: Tension in the starboard winch, tons* 7. f.f: Tension in the clump winch, tons* 8. *hh: Checksum*	1.2.6.0

Sentence	Format	First compliant version of Scala2
WIDA1 - Kongsberg warp length (single to triple trawls)	<p>\$WIDA1 , aa , bbbb , cc , 0 , dd , eeee , ff , 1 , g , h , i , 2 , k , l , m , 3 *hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$WIDA1: Talker identifier + sentence formatter* 2. aa: port wire tension, tons* 3. bbbb: port wire out, meters* 4. cc: port wirespeed, m/min 5. 0: port* 6. dd: starboard wire tension, tons* 7. eeee: starboard wire out, meters* 8. ff: starboard wirespeed, m/min 9. 1: starboard* 10.g: port mid wire tension, tons* 11.h: port mid wire out, meters* 12.i: port mid wirespeed, m/min 13.2: port mid* 14.k: stb mid wire tension, tons* 15.l: stb mid wire out, meters* 16.m: stb mid wirespeed, m/min 17.3: starboard mid* 18.*hh: Checksum* 	2.2.2.0
WIDA2 - Kongsberg warp length (quad and penta trawls)	<p>\$WIDA2 , aa , bbbb , cc , 4 , dd , eeee , ff , 5 *hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$WIDA2: Talker identifier + sentence formatter* 2. aa: center port wire tension, tons* 3. bbbb: center port wire out, meters* 4. cc: center port wirespeed, m/min 5. 4: center port* 6. dd: center stb wire tension, tons* 7. eeee: center stb wire out, meters* 8. ff: center stb wirespeed, m/min 9. 5: Center stb* 10.*hh: Checksum* 	2.12.1.0
WLP - Scantrol winch length (port)	<p>\$SCWLP , a . a , M , b . b , M*hh<CR><LF></p> <ol style="list-style-type: none"> 1. \$SCWLP: Talker identifier + sentence formatter* 2. a.a,M: paid out wire in meters* 3. b.b,M: wirespeed in meters/sec., positive when paying out wire 4. *hh: Checksum* 	1.0.6.0

Sentence	Format	First compliant version of Scala2
WLS - Scantrol winch length (starboard)	\$SCWLS, a . a , M , b . b , M * hh <CR> <LF> 1. \$SCWLS: Talker identifier + sentence formatter* 2. a.a,M: paid out wire in meters* 3. b.b,M: wirespeed in meters/sec., positive when paying out wire 4. *hh: Checksum*	1.0.6.0
WLC - Scantrol winch length (clump)	\$SCWLC, a . a , M , b . b , M * hh <CR> <LF> 1. \$SCWLC: Talker identifier + sentence formatter* 2. a.a,M: paid out wire in meters* 3. b.b,M: wirespeed in meters/sec., positive when paying out wire 4. *hh: Checksum*	1.0.6.0
WLD - Scantrol winch length (triple trawl - port clump)	\$SCWLD, a . a , T * hh <CR> <LF> 1. \$SCWLD: Talker identifier + sentence formatter* 2. a.a,M: paid out wire in meters* 3. b.b,M: wirespeed in meters/sec., positive when paying out wire 4. *hh: Checksum*	2.0.0.0
WLE - Scantrol winch length (quad trawl - center clump)	\$SCWLE, a . a , T * hh <CR> <LF> 1. \$SCWLE: Talker identifier + sentence formatter* 2. a.a,M: paid out wire in meters* 3. b.b,M: wirespeed in meters/sec., positive when paying out wire 4. *hh: Checksum*	2.0.0.0
WTP - Scantrol winch tension (port)	\$SCWTP, a . a , T * hh <CR> <LF> 1. \$SCWTP: Talker identifier + sentence formatter* 2. a.a,T: tension in tons* 3. *hh: Checksum*	1.0.6.0
WTS - Scantrol winch tension (starboard)	\$SCWTS, a . a , T * hh <CR> <LF> 1. \$SCWTS: Talker identifier + sentence formatter* 2. a.a,T: tension in tons* 3. *hh: Checksum*	1.0.6.0
WTC - Scantrol winch tension (clump)	\$SCWTC, a . a , T * hh <CR> <LF> 1. \$SCWTC: Talker identifier + sentence formatter* 2. a.a,T: tension in tons* 3. *hh: Checksum*	1.0.6.0

Sentence	Format	First compliant version of Scala2
WTD – Scantrol winch tension (triple trawl – port clump)	\$SCWTD, a . a , T*hh<CR><LF> 1. \$SCWTD: Talker identifier + sentence formatter* 2. a.a,T: tension in tons* 3. *hh: Checksum*	2.0.0.0
WTE – Scantrol winch tension (quad trawl – center clump)	\$SCWTD, a . a , T*hh<CR><LF> 1. \$SCWTD: Talker identifier + sentence formatter* 2. a.a,T: tension in tons* 3. *hh: Checksum*	2.0.0.0

NMEA Outputs from Scala2

Scala2 can output data in the following formats.

Marport's proprietary sentence

Scala2 uses the following sentence to output sensor data:

\$MPPMSD, X, YY, ZZZ, TTT, u, VV.VVV* <chk>

- 1. \$MP:** Talker identifier
- 2. MSD:** Sentence formatter (Marport Sensor Data)
- 3. X, YY, ZZZ:** location of the emitting sensor on the trawl gear
- 4. TTT:** type of sensor data
- 5. u:** acronym of the unit
- 6. VV.VVV:** decimal value
- 7. * <chk>:** checksum. The checksum is a security measure to ensure that the sentence is transmitted accurately. The checksum follows the NMEA specifications (IEC 61162-1 Ed.4).

The following sections give more details about the contents of the sentence.

Sensor location

X, YY, ZZZ specifies the location of the emitting sensor on the trawl gear.

- **X:** 1 or 2 letters indicating on which gear the sensor is installed. This is useful only for twin, triple, quad and penta trawl gears.
- **YY:** 2 letters indicating the part of the gear where the sensor is installed.
- **ZZZ:** numerical code that is a Marport sensor node identifier related to the Mx receiver configuration. It is used in Scala2 to position the sensors in the 3D views.

Type of gear	Gear position	X
Single		T
Twin trawl	Starboard	ST

Type of gear	Gear position	X
Twin trawl	Port	PT
Triple trawl	Starboard	ST
Triple trawl	Middle	MT
Triple trawl	Port	PT
Quad trawl	Starboard	ST
Quad trawl	Inner starboard	LT
Quad trawl	Inner port	MT
Quad trawl	Port	PT
Penta trawl	Starboard	ST
Penta trawl	Inner starboard	LT
Penta trawl	Middle	NT
Penta trawl	Inner port	MT
Penta trawl	Port	PT
Unknown		<Empty>

Trawl gear part	YY
Port Door	PD
Starboard Door	SD
Port Wing	PW
Starboard Wing	SW
Headrope	HR
Footrope	FR
Body	BO
Cod-end	CE

Clumps in twin or triple gears are coded as a starboard door of the trawl:

Clump	X, YY	Description
Twin trawl	PT, SD	Port trawl, starboard door
Triple trawl, starboard clump	MT, SD	Middle trawl, starboard door
Triple trawl, port clump	PT, SD	Port trawl, starboard door
Quad trawl, starboard clump	LT, SD	Inner starboard trawl, starboard door

Clump	X, YY	Description
Quad trawl, middle clump	MT, SD	Inner port trawl, starboard door
Quad trawl, port clump	PT, SD	Port trawl, starboard door
Penta trawl, starboard clump	LT, SD	Inner starboard trawl, starboard door
Penta trawl, inner starboard clump	NT, SD	Middle trawl, starboard door
Penta trawl, inner port clump	MT, SD	Inner port trawl, starboard door
Penta trawl, port clump	PT, SD	Port trawl, starboard door

Sensor data types and values

TTT, u, VV.VVV contains the type, unit and value of sensor data.

- **TTT**: 3 letter code corresponding to the type of data.
- **u**: acronym of the unit.
- **VV.VVV**: decimal value.

Data type	TTT	Unit	u	Description
Depth	DPT	meters	m	Depth of sensor (distance from surface)
Catch	CAT	%		Currently 0 (sensor OFF) or 100 (sensor ON), unit field is empty
Pitch	PIT	degrees	d	From -90 to 90
Roll	ROL	degrees	d	From -180 to 180
Temperature	TMP	Celsius degrees	c	
Spread starboard	XST	meters	m	Distance between the master spread sensor and the slave. If the field is empty, it means “slave lost”.
Spread clump	XC1			
Spread port	XPT			
Battery	BAT	%		From 0 to 100. Unit field is empty.
Speed along	SPL	m/s	ms	
Speed across	SPX	m/s	ms	
Distance to bottom	DTB	meters	m	Distance from the sensor to the sea floor

Data type	TTT	Unit	u	Description
Opening	OPN	meters	m	Distance from the headrope to the footrope or from the top to the bottom of the trawl body
Clearance	CLR	meters	m	Distance from the footrope or the bottom of the trawl body to the sea floor
Slant Distance	SLD	meters	m	Distance from the sensor to the hydrophone
Relative Bearing	RBR	degrees	d	Angle from the ownship to the sensor relative to ownship heading
True Bearing	TBR	degrees	d	Angle from the ownship to the sensor relative to True North

Spread data comes from the master sensor.

Type of gear	X, YY, ZZZ, TTT	
Single (the master is on the port door)	T,PD,23,XST	Distance between doors
Twin trawl (the master is on the port door)	PT,PD,23,XST	Distance between doors
	PT,PD,23,XC1	Distance between port door and clump
Triple trawl (the masters are on the port doors)	PT,PD,23,XST	Distance between port door and starboard door
	PT,PD,23,XC1	Distance between port door and port clump
	PT,PD,23,XC2	Distance between port door and starboard clump
Quad trawl	PT,PD,23,XST	Distance between port door and starboard door
	PT,PD,23,C1	Distance between port door and starboard clump
	PT,PD,23,C2	Distance between port door and middle clump
	PT,PD,23,C3	Distance between port door and port clump
Penta trawl	PT,PD,23,XST	Distance between port door and starboard door

Type of gear	X, YY, ZZZ, TTT	
	PT,PD,23,C1	Distance between port door and starboard clump
	PT,PD,23,C2	Distance between port door and inner starboard clump
	PT,PD,23,C3	Distance between port door and inner port clump
	PT,PD,23,C4	Distance between port door and port clump

Positioning sentences

Scala2 can output NMEA data for trawl door positioning with the following sentences:

- \$PSIMS (Olex)
- \$PTSAL (MaxSea version 12 and SeaPix)
- \$PMPT (TimeZero)
- \$IIGLL (MaxSea version 12, single position sentence)
- \$IITPT (Simrad, single position sentence)

These are examples of PSMIS, PTSAL and IITPT sentences:

\$PSIMSn,aaa,M,bbb,M,ccc.c,T,ddd.d,M, hhhmss*hh<cr><lf>

- **\$PSIMS**: talker identifier + sentence formatter
- **n**: 1 = Spread1 (port trawl door when Twin Rig) / 2 = Spread2 (starboard trawl door when Twin Rig).
- **aaa,M**: slant range to sensor, in meters (filtered values, no decimals).
- **bbb,M**: horizontal range to sensor, in meters (unfiltered values, no decimals). Transmits null fields if depth-sensor is not activated (will calculate horizontal range with manual set depth).
- **ccc.c,T**: true bearing (deg.rel.north) to sensor. Requires gyro input for reliable data.
- **ddd.d,M**: spread measurement in meters (door to door or door to clump). Transmits null fields if invalid values. Filtered values if sensor's filter is on.
- **hhhmss**: time of transmission (time of Spread interrogation). Requires ZDA input from GPS for accurate timestamp.
- ***hh**: checksum

\$PTSAL,aaa.a,bbb.b,ccc.c, ddd.d,eee.e,fff.f*hh <cr><lf>

- **\$PTSAL**: talker identifier + sentence formatter
- **aaa.a**: horizontal range in meters to sensor 1
- **bbb.b**: horizontal range in meters to sensor 2
- **ccc.c**: bearing to sensor 1 relative to stern line
- **ddd.d**: bearing to sensor 2 relative to stern line
- **eee.e**: depth in meters of sensor 1
- **fff.f**: depth in meters of sensor 2

- ***hh**: checksum

\$PMPT,POS,AA,bbb.b,M,ccc.c,T,ddd.d,M,eee.e,M,hhmmss*<chk><cr><lf>

- **\$PMPT**: talker identifier + sentence formatter
- **POS**: position
- **AA**: 2 letters code that specifies the part of the gear (SD = starboard door / PD = port door / CL = clump on twin trawl / SC = starboard clump on triple trawl / PC = Port Clump on triple trawl).
- **bbb.b,M**: horizontal distance in meters
- **ccc.c,T**: true bearing (deg.rel.north) to sensor
- **ddd.d,M**: depth below surface distance in meters
- **eee.e,M**: distance to bottom in meters if available, or empty
- **hhmmss**: time of data (hour-minutes-seconds)
- ***hh**: checksum

@IITPT,aaa,M,bbb,P,ccc.c,M<cr><lf>

- **@IITPT**: talker identifier + sentence formatter. (TPT = Trawl position true vessel)
- **aaa,M**: horizontal range in meters to the target (0 - 4000 m). Requires an active depth sensor on the trawl or manual set depth, if not the slant range will be presented.
- **bbb,P**: true bearing to the target (i.e. relative to north). Requires gyro input for reliable data.
- **ccc.c,M** is the depth in meters of trawl below the surface (0 - 2000 m). Requires an active depth sensor on the trawl or manual set depth, if not the depth field will be empty

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