



PRO 1200 DISPLAY



# DISPLAY OVERVIEW

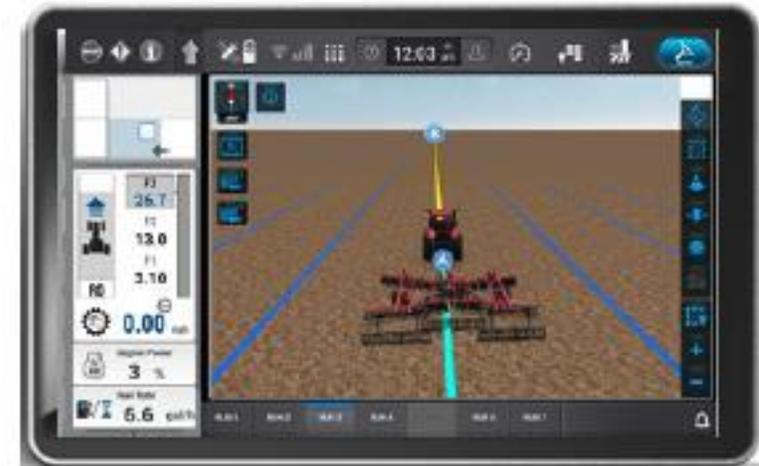
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# PRO 1200 DISPLAY INTRODUCTION

- Key Features:
  - Android based operating system
  - Enhanced 12" LCD touchscreen colour display (Pro 700 utilises a 10.4" touchscreen)
  - 4 video inputs for cameras (3 video input for cameras on the Pro 700)
  - Ability to set different user levels for accessing various features in the display.
  - Split screen functionality
  - Ability to access any menu/setting from the run screen.
  - A usb is no longer required to be constantly inserted into the display for data capture.

[Pro 1200 Display Introduction](#)

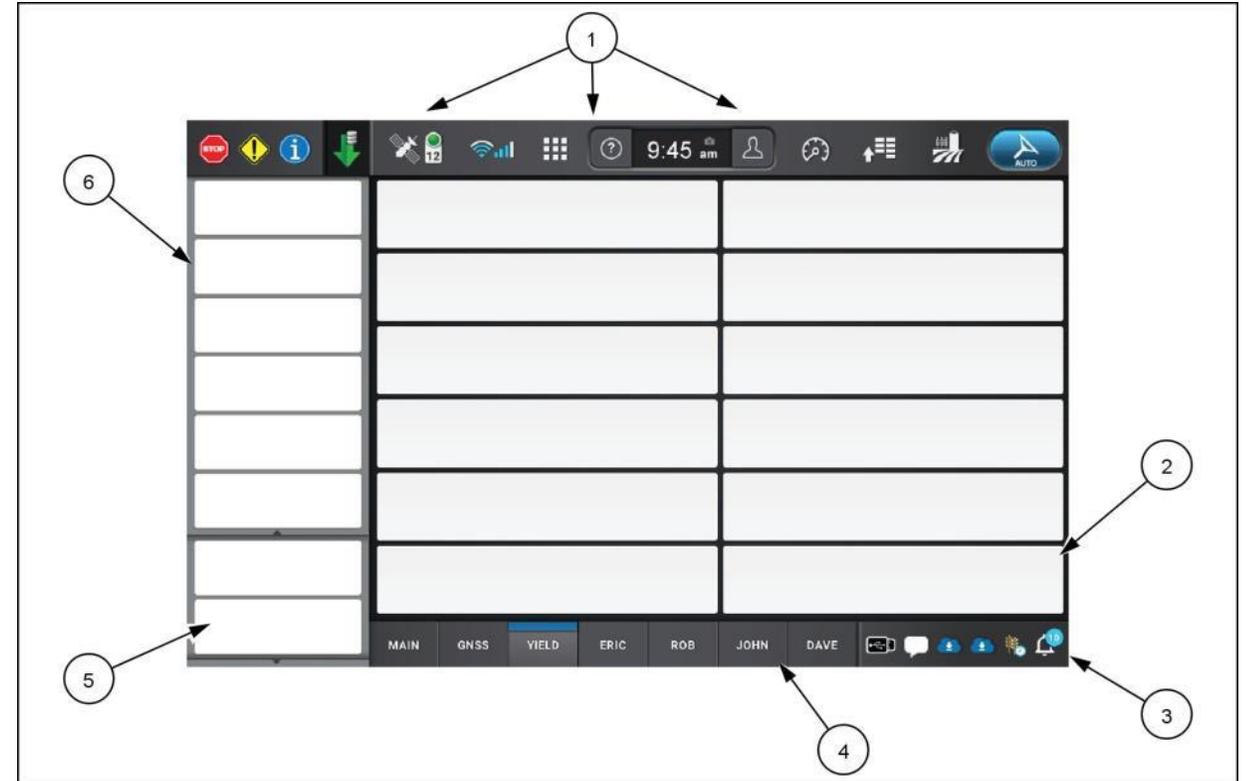


# DISPLAY OVERVIEW

## INTRODUCTION

- The display layout is organized into six main areas:

1. Top bar
2. Run screen User-Defined Windows (UDW)
3. Notification bar
4. Run screens
5. Lower Left-Hand Area (LHA)
6. Upper Left-Hand Area (LHA)



# DISPLAY OVERVIEW

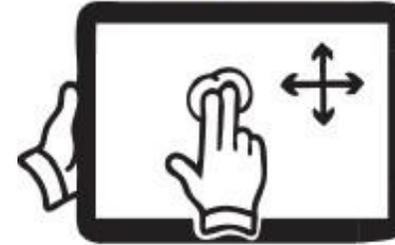
## INTRODUCTION

- Display and 3D Map navigation

PAN



ROTATE



ZOOM IN



ZOOM OUT

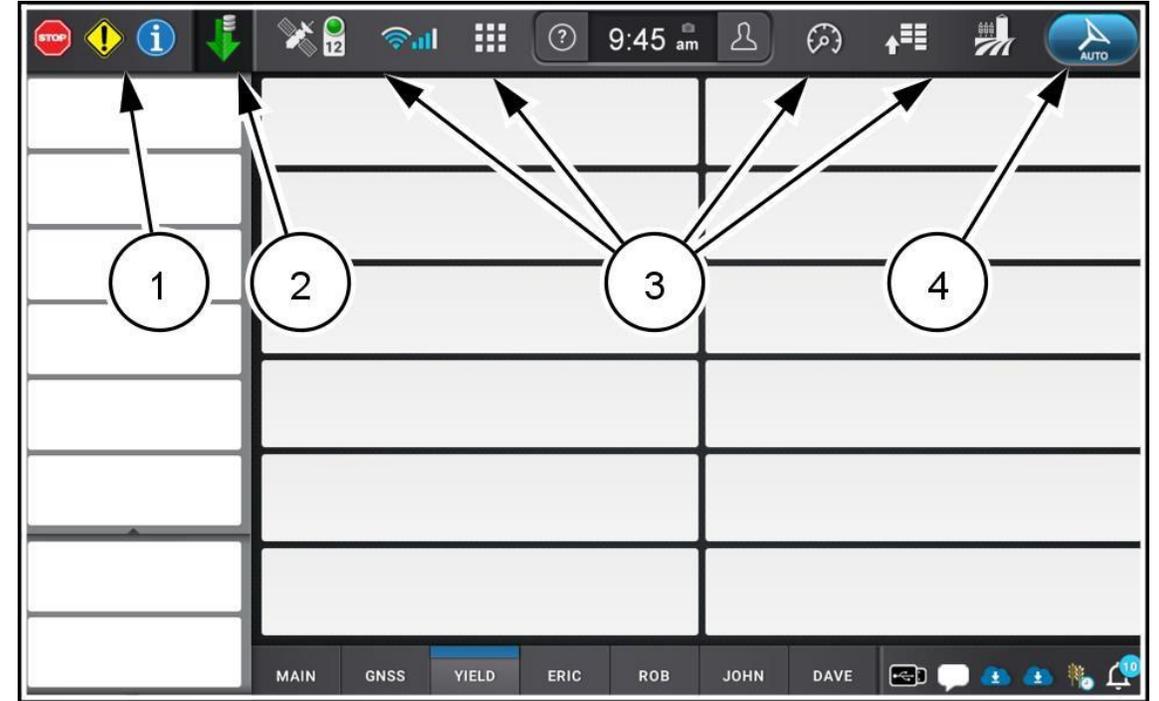


# DISPLAY OVERVIEW

## TOP BAR

- The **Top bar** provides access to vehicle controls, status and system settings. The top bar consists of the following sections:

1. Faults and alarms
2. Work condition status
3. Buttons and menus
4. Guidance Engage” button status



# DISPLAY OVERVIEW

## TOP BAR

### 1. Faults and alarms



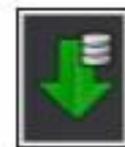
### 2. Work condition status



Out of work



In work



In work with data logging

# DISPLAY OVERVIEW

## TOP BAR

### 3. Top bar button identification



The GNSS top bar icon displays position accuracy status and number of satellites tracked.



The connectivity top bar icon displays the current signal strength of the Wi-Fi and cellular connection.



The Application Manager allows access to individual applications on the display.



The operating status screen displays input and output values for sensors on your machine.



The "Menu" screen provides setup and diagnostics for your vehicle, implement, guidance, ISOBUS, connectivity, and work condition.



The "Operations" screen allows you view field information, as well as select your vehicle and work condition.



Access manuals and videos on your display.



Create or modify user profiles.

# DISPLAY OVERVIEW

## TOP BAR

### 4. Guidance Engage button status



Autoguidance conditions met;  
Autoguidance is ready to  
engage.



Manual control of steering. One  
or more reasons that guidance  
cannot be engaged.



Autoguidance is currently active and  
steering the vehicle.



Autoguidance has not yet been activated.

# DISPLAY OVERVIEW

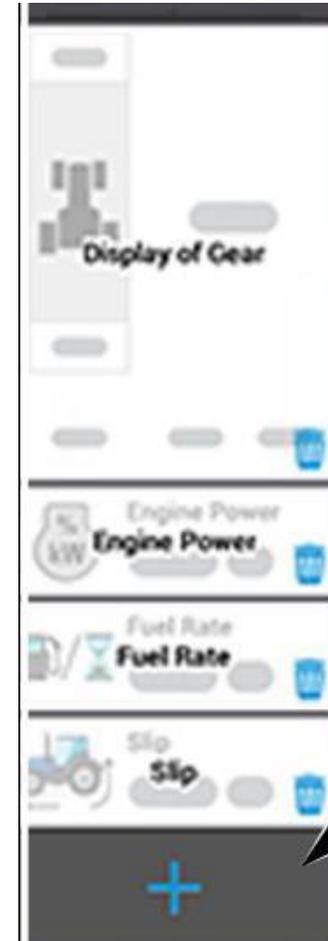
## LEFT HAND AREA

- The Left-Hand Area (LHA) of the screen is always visible regardless of the selected screen.
  - **Upper Left-Hand Area (LHA)**
    - ✓ The upper Left-Hand Area (LHA) is created by the **vehicle**.
    - ✓ The upper section is always visible in its entirety and is **not configurable** by an operator.
  - **Lower Left-Hand Area (LHA)**
    - ✓ The lower Left-Hand Area (LHA) consists of **User-Defined Windows (UDW's)** and is **fully configurable**.

# DISPLAY OVERVIEW

## LEFT HAND AREA

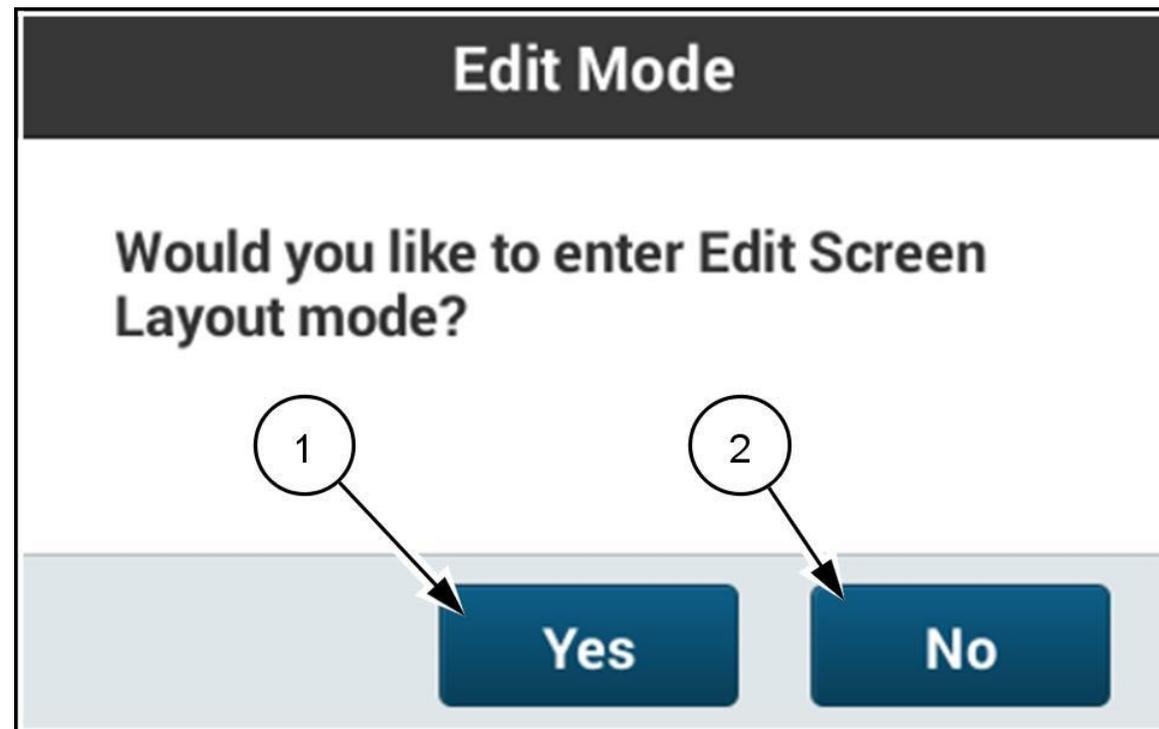
- Configuring the lower Left-Hand Area (LHA)
  - New displays have a default set of User-Defined Windows (UDW's) in the lower Left-Hand Area (LHA). The **default** set of UDW's is determined by the **vehicle model**.
  - You can **add and remove** UDW's to configure the lower LHA to suit your operations.



## DISPLAY OVERVIEW

### LEFT HAND AREA

- Add a User-Defined Window (UDW):  
Long-press a run screen button. A dialog appears asking if you wish to enter layout editing.
  - Press the “Yes” button **(1)** to edit the layout editor.
  - Press the “No” button **(2)** to cancel editing.



# DISPLAY OVERVIEW

## LEFT-HAND AREA

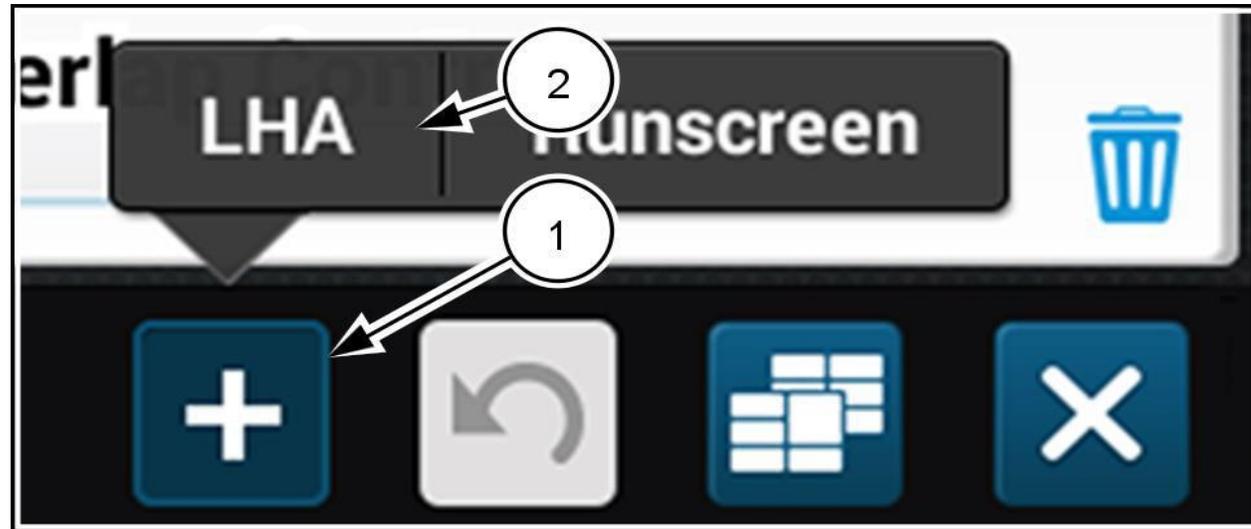
- The layout screen for the selected run screen appears.



## DISPLAY OVERVIEW

### LEFT-HAND AREA

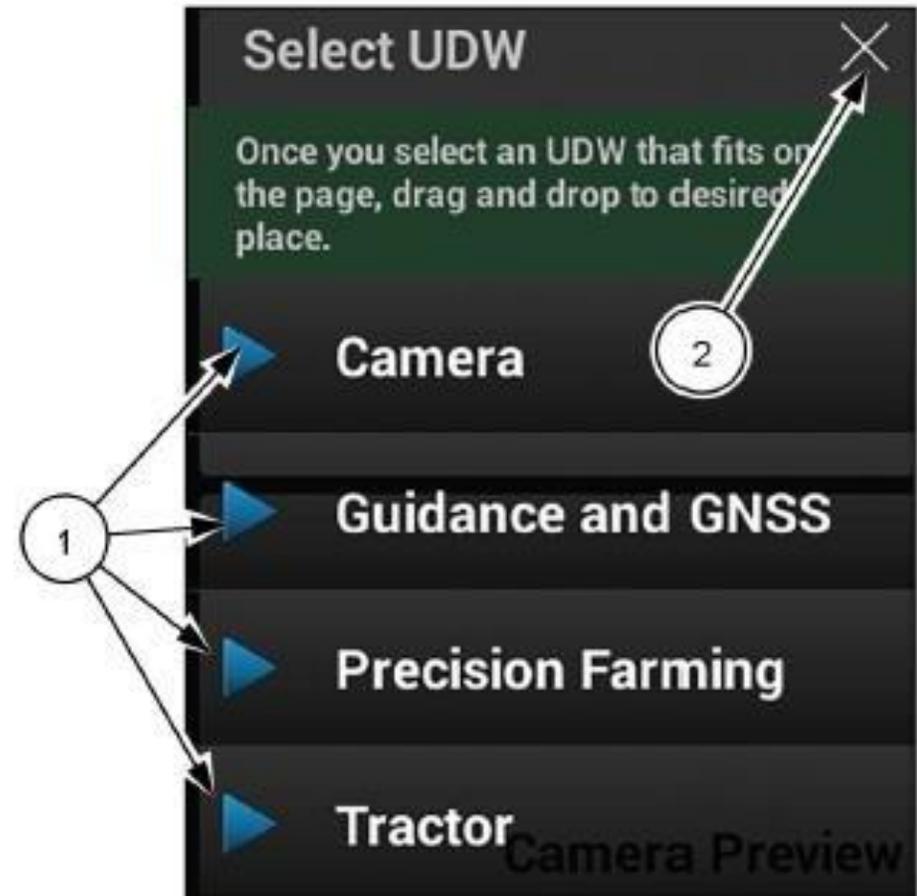
- Alternatively, you can press the Add button **(1)** and then the LHA option **(2)** to open the lower LHA edit menu.



## DISPLAY OVERVIEW

### LEFT-HAND AREA

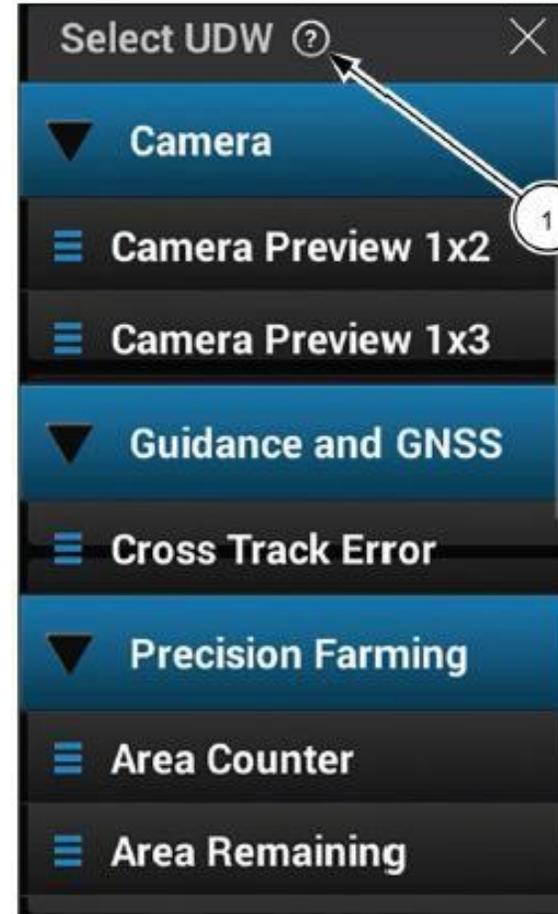
- Press the application **(1)** in the menu that has the desired User-Defined Window (UDW). The list of UDW's in the selected application appears.
- Press the "Close" icon **(2)** in the UDW menu if you wish to close the menu without selecting a menu item.



## DISPLAY OVERVIEW

### LEFT-HAND AREA

- Press to select the desired UDW option. If necessary, scroll to find the UDW option.
- You can press the “?” icon **(1)** if you wish to see information about the “Select UDW” menu.



# DISPLAY OVERVIEW

## LEFT-HAND AREA

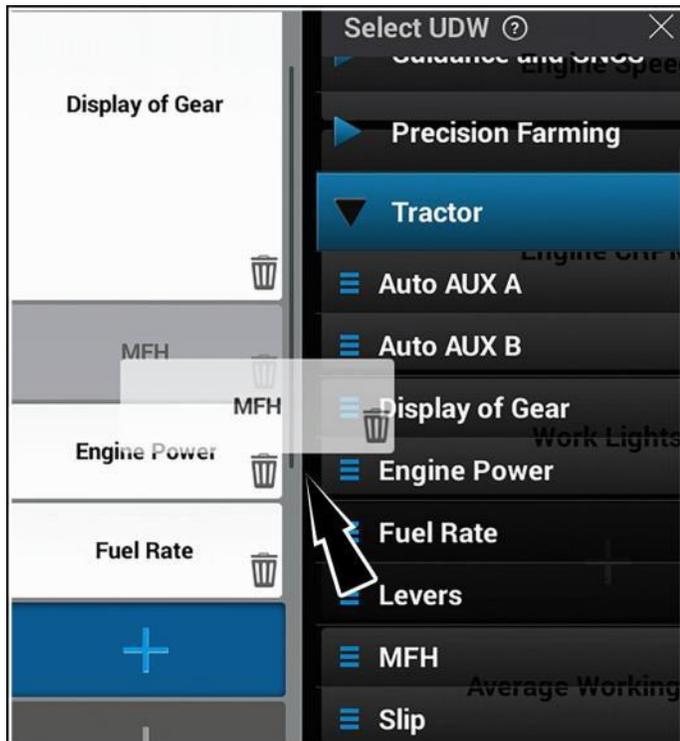
- The UDW appears in the lower LHA layout screen. If you wish to remove a UDW, press the Delete icon (1).



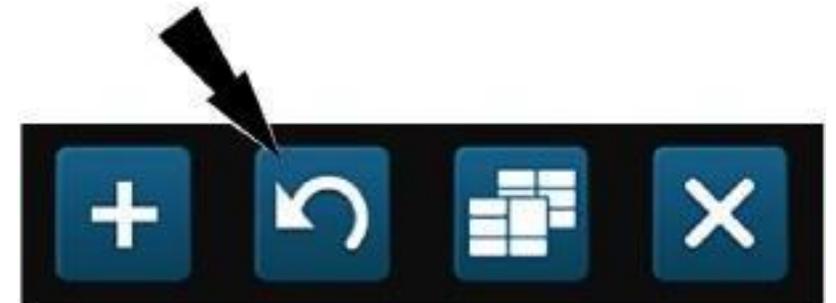
# DISPLAY OVERVIEW

## LEFT-HAND AREA

- If you wish to change the sequence in which UDW's appear in the LHA, drag and drop them to the desired locations.



You can revert to a previous state if you wish to cancel changes you have made. Press the “Revert” button.



# DISPLAY OVERVIEW

## RUN SCREENS

- A display that has never had any of its run screen layouts or Left-Hand Area (LHA) layout edited has a default set of **User-Defined Windows (UDW's)** already programmed.
- The **defaults** are determined by what vehicle is selected.
- Any changes to the run screen layouts are **saved only for the current vehicle.**

# DISPLAY OVERVIEW

## RUN SCREENS

### 1. Layout management

A logged-in user can establish multiple run screens and Left-Hand Area (LHA) layouts for each combination of vehicle and implement.

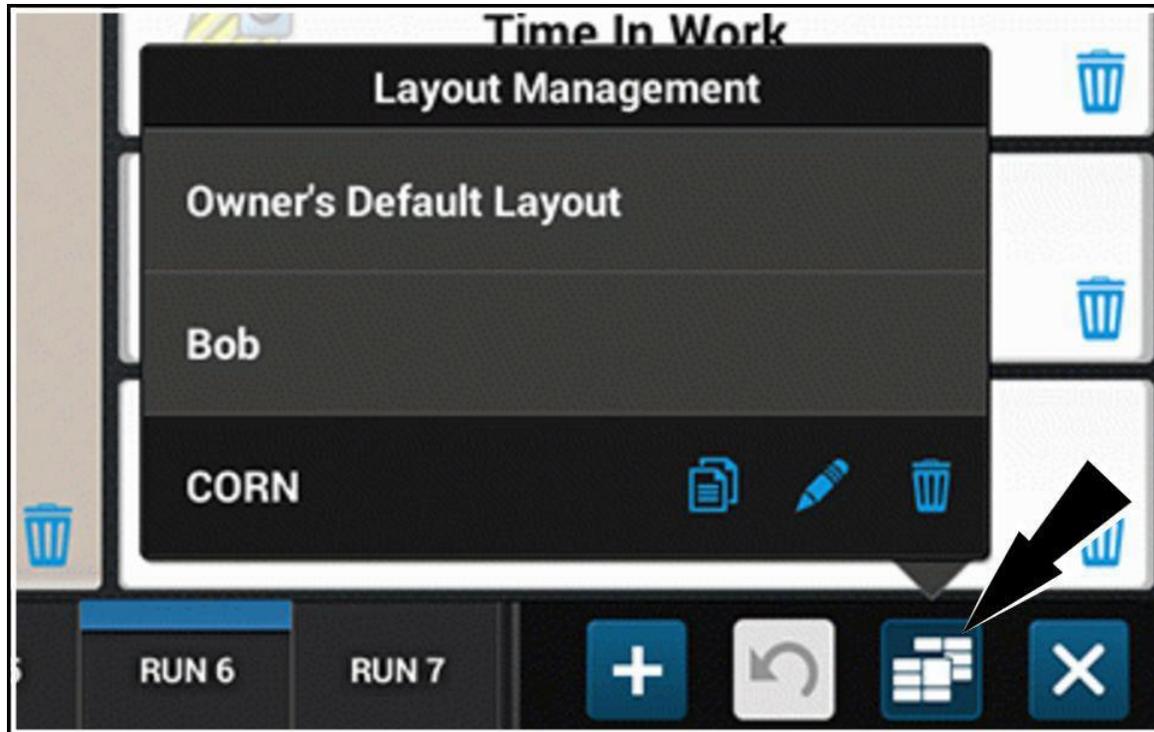


**NOTE:** Using the “Layout Management” menu is not a requirement for editing the run screen and LHA layouts.

## DISPLAY OVERVIEW

### RUN SCREENS

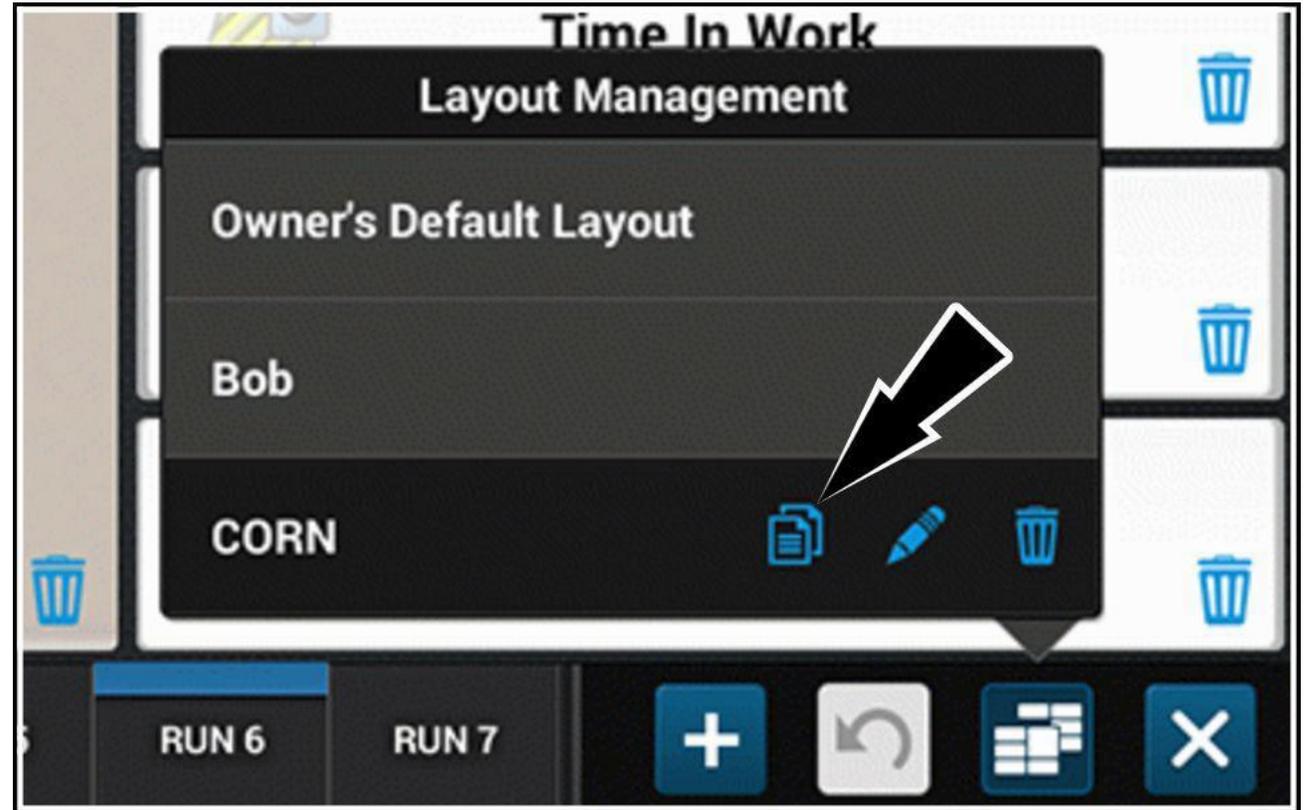
- Press the “Layout Management” button to open the “Layout Management” menu. A default layout menu item appears. Any other previously added menu items also appear.



## DISPLAY OVERVIEW

### RUN SCREENS

- If you wish to add a layout to the menu, press the “Copy” icon in a menu item.



# DISPLAY OVERVIEW

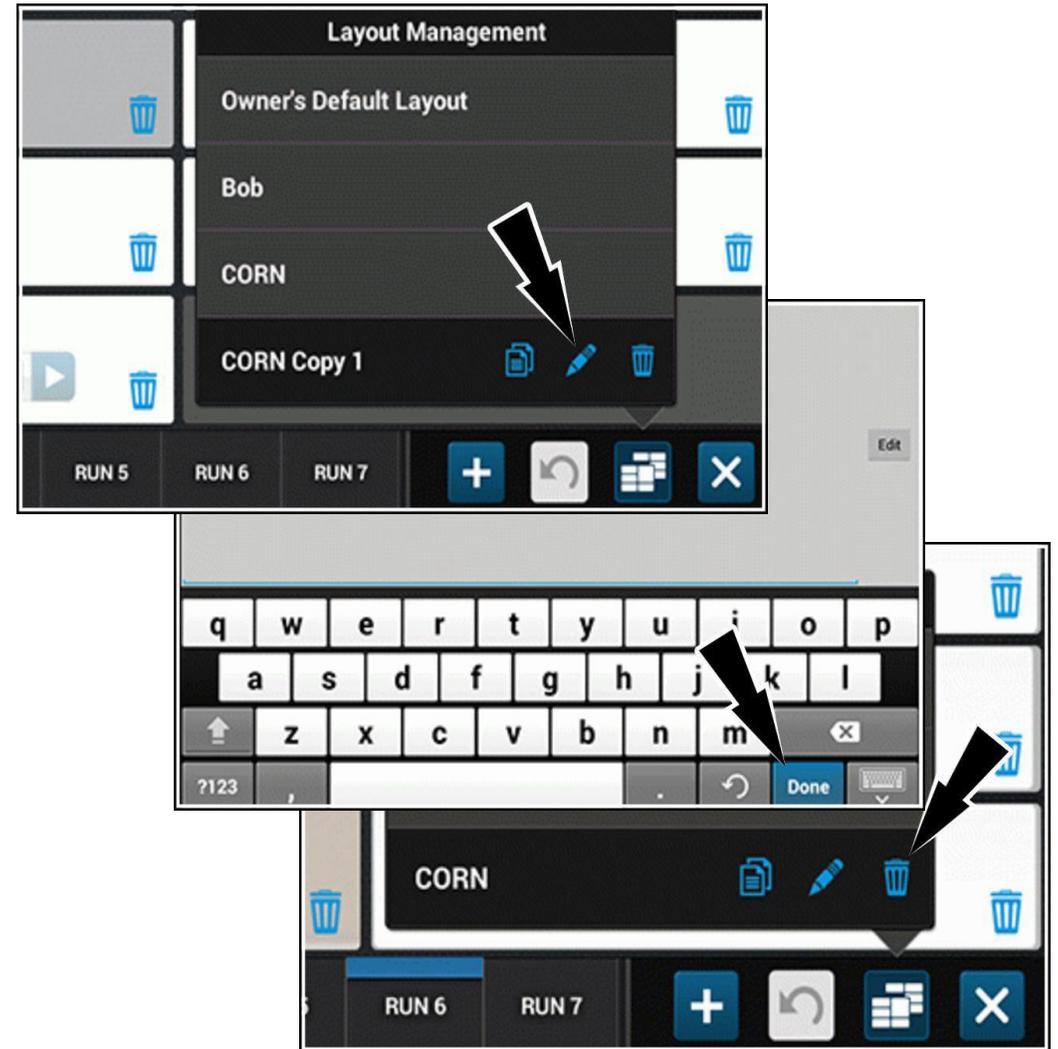
## RUN SCREENS



- Press the Edit icon to open the keyboard. An editing scratchpad appears



- Press the Delete icon to remove the menu item.



# DISPLAY OVERVIEW

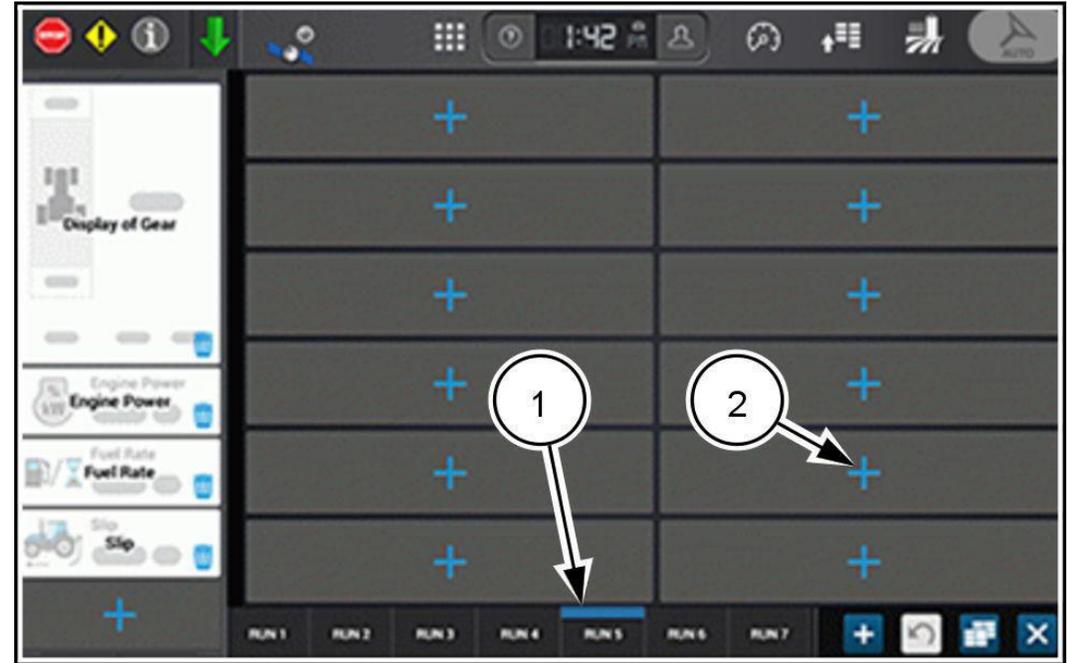
## RUN SCREENS

### 2. Editing User-Defined Window (UDW) layouts

- Long-press a run screen button



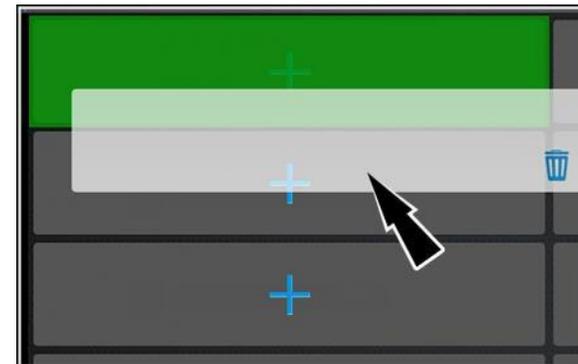
- Press to select the run screen **(1)** that you wish to edit. Press the desired User-Defined Window (UDW) location **(2)** to establish the location of the top section of the desired UDW.



# DISPLAY OVERVIEW

## RUN SCREENS

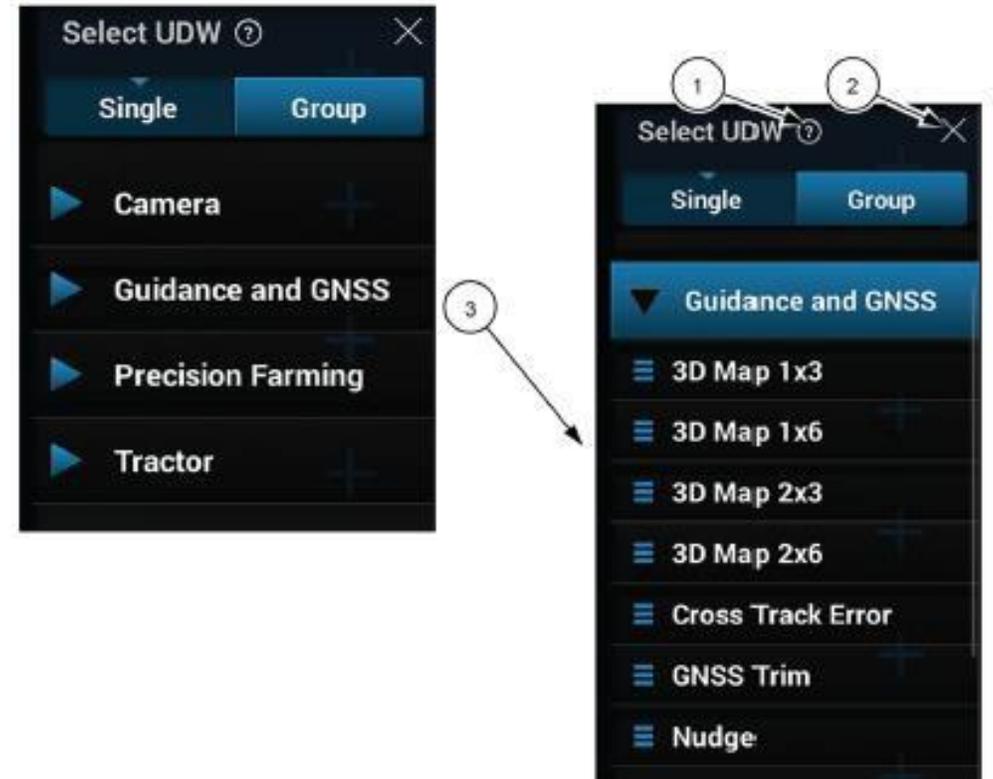
- There must be space available for the UDW. If needed spaces are already occupied by a UDW, press the **Delete** icon to remove it.
- You can also **drag-and-drop** the existing UDW to another location if there is enough space for it.



# DISPLAY OVERVIEW

## RUN SCREENS

- Press the **desired menu item**. The menu for that application appears
- Press the desired menu item **(3)** to select the UDW and **enter it into the selected space** in the run screen.
- Repeat this procedure to place additional UDW's into the selected run screen layout.



## DISPLAY OVERVIEW

### RUN SCREENS

- If you wish to change the sequence in which UDW's appear in the run screen, drag and drop them to the desired locations.



# DISPLAY OVERVIEW

## BOTTOM BAR

- The bottom bar of the display is **always visible**. The bottom bar consists of the following sections:

1. Run screen buttons
2. Notification bar



- **Run screen buttons**

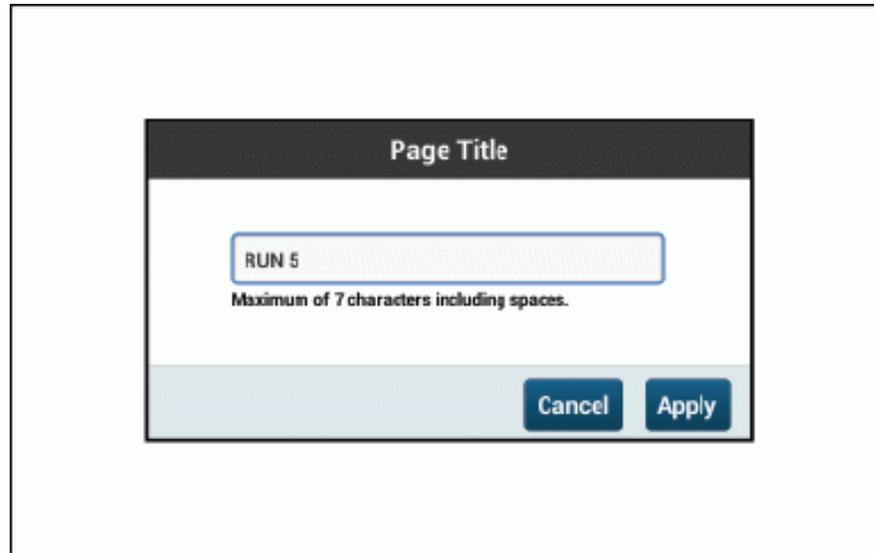
- There are 7 run screen buttons.
- Press a run screen button to open its run screen.
- You can **rename** and reorganize the run screen buttons to suit your operation.

# DISPLAY OVERVIEW

## BOTTOM BAR

### ■ Renaming run screens

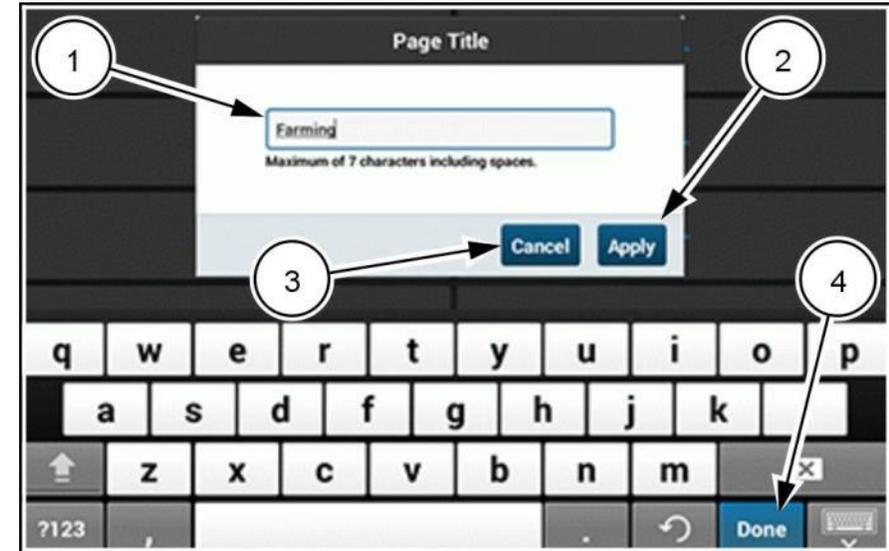
- To rename a run screen, **long-press** the run screen button. The layout screen for the selected run screen opens.
- Press the run screen button again once. The **Page Title** window appears.



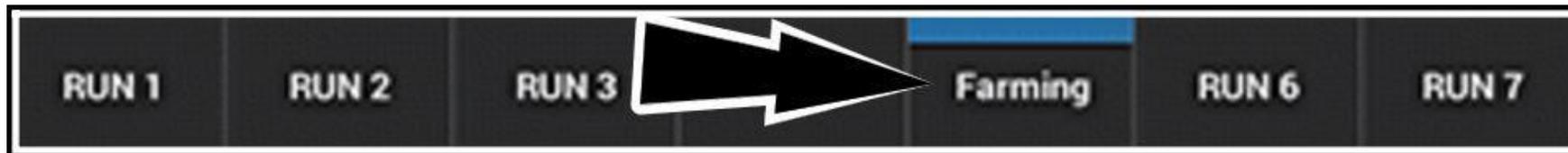
## DISPLAY OVERVIEW

### BOTTOM BAR

- Press the editing field **(1)**. The keyboard appears.
- Use the keyboard to enter the desired name.



- The editing window and keyboard disappear from the layout screen. The new name appears on the run screen button.

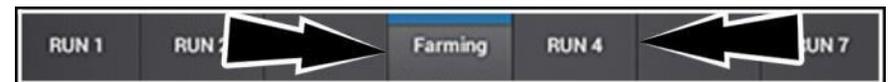


# DISPLAY OVERVIEW

## BOTTOM BAR

### ■ Organizing run screens

- You can move the run screen buttons in the bottom row to organize them.
- To move a run screen in the bottom row, long-press any run screen button. The layout screen for the selected run screen opens.
- Drag-and-drop the desired run screen over the existing run screen button in the desired location.
- The affected buttons swap places.



# DISPLAY OVERVIEW

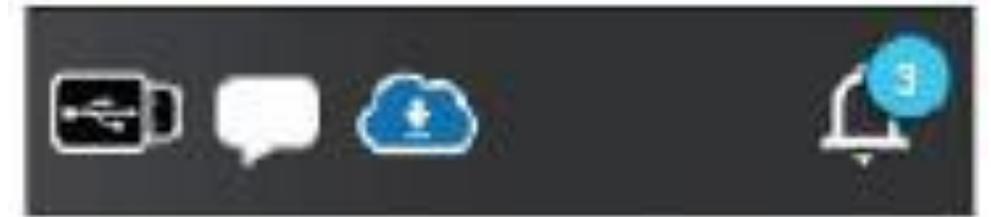
## BOTTOM BAR

### ▪ Notification bar

- The far-right icon is the notification icon. The notification icon informs you if there are new status changes or alerts available. The notification icon is always visible.



- If the notification icon has a number on it, there are that many new notifications of events that occurred since you first turned on the display.



## DISPLAY OVERVIEW

### BOTTOM BAR

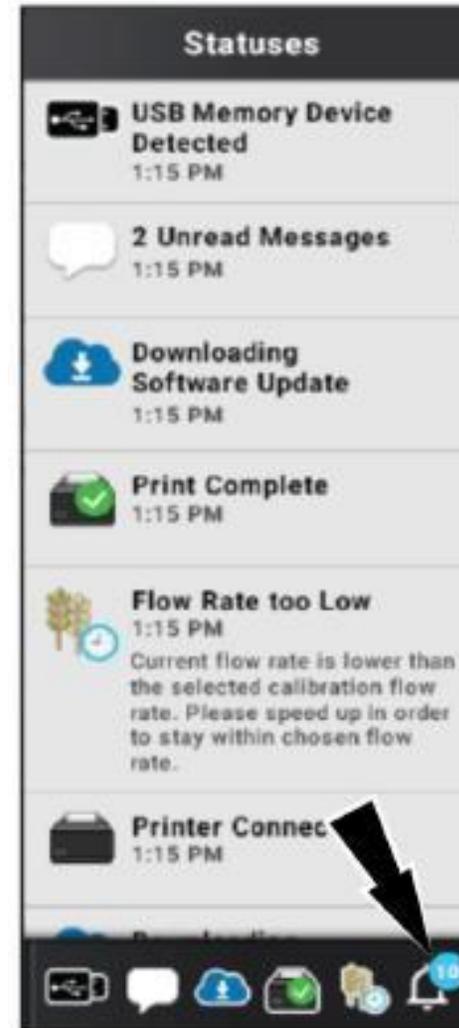
- If there are more than five regular statuses, the five most recent status icons appear.
- High-priority status icons appear to the left of any regular status icons. They have a red triangle with a white exclamation point over them.
- No regular status icons appear when there are four or more high-priority notifications.



## DISPLAY OVERVIEW

### BOTTOM BAR

- Press the notification icon to open the “Statuses” list.
  - When there are no high-priority statuses, the regular statuses appear listed in the sequence they became active with newest status on top.
  - High-priority statuses appear at the top of the “Statuses” list. They appear in the sequence that the high-priority statuses became active, with the oldest on top.



# DISPLAY OVERVIEW

## BOTTOM BAR

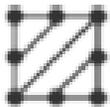
- Status and notification icons

Icon	Description	Priority	How status clears
	USB memory device detected	Normal	Clears when the Universal Serial Bus (USB) stick is no longer detected
	USB memory device error	Normal	Clears when error is no longer detected
	Import in progress	Normal	Clears when the import is completed
	Import failed	Normal	Clears at key off
	Import complete	Normal	Clears at key off
	Export in progress	Normal	Clears when export complete

# DISPLAY OVERVIEW

## BOTTOM BAR

- **Status and notification icons**

	Export failed	Normal	Clears at key off
	Export complete	Normal	Clears at key off
	Boundary recording In progress	Normal	Clears when boundary recording ended
	Landmark recording in progress	Normal	Clears when landmark recording ended
	Swath recording in progress	Normal	Clears when swath recording ended
	Vehicle in road mode	High	Clears when road mode turned off

# DISPLAY OVERVIEW

## BOTTOM BAR

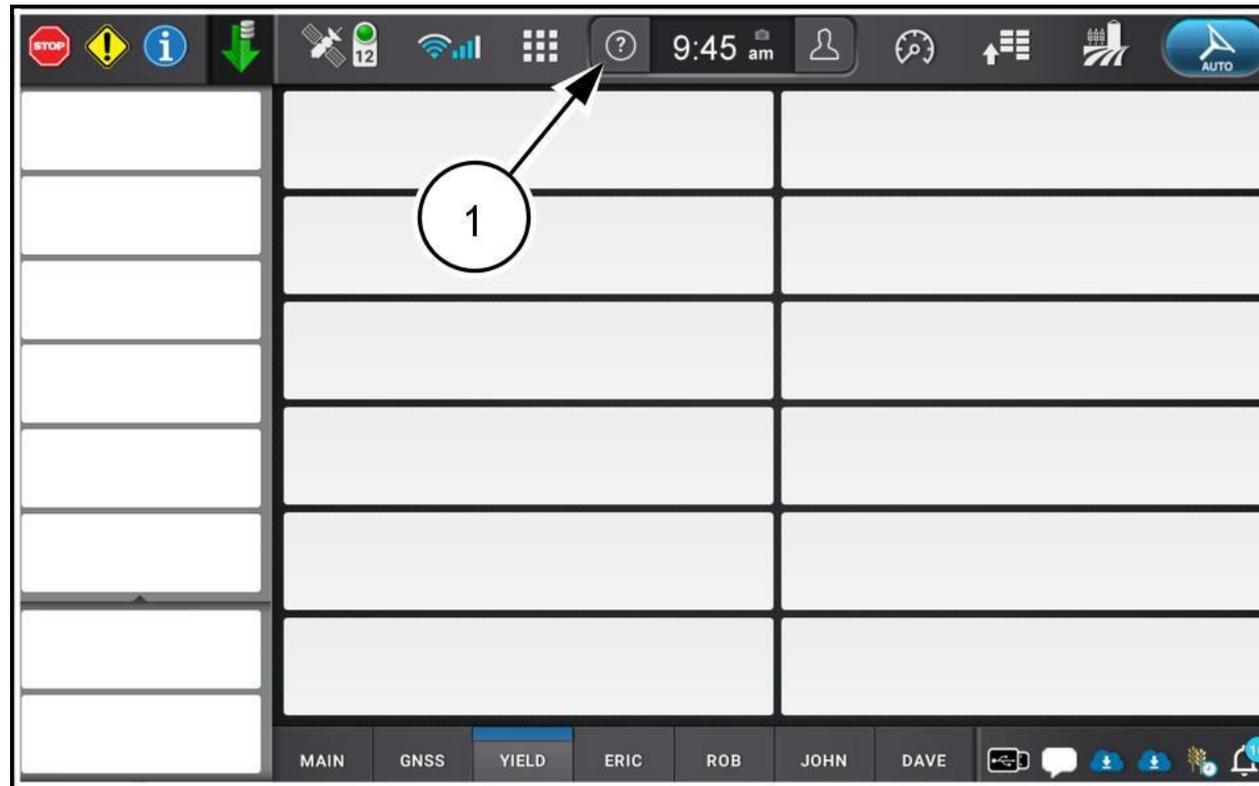
- Status and notification icons

	Cloud file available		Clears when the cloud file is downloaded
	Downloading	Normal	Clears when the download is complete
	Download error	Normal	Clears at key OFF
	Download paused	Normal	Clears when the download is unpaused
	Download postponed	Normal	Clears at key OFF or when the download is started
	Download completed	Normal	Clears at key OFF

## DISPLAY OVERVIEW

### HELP AND INFORMATION

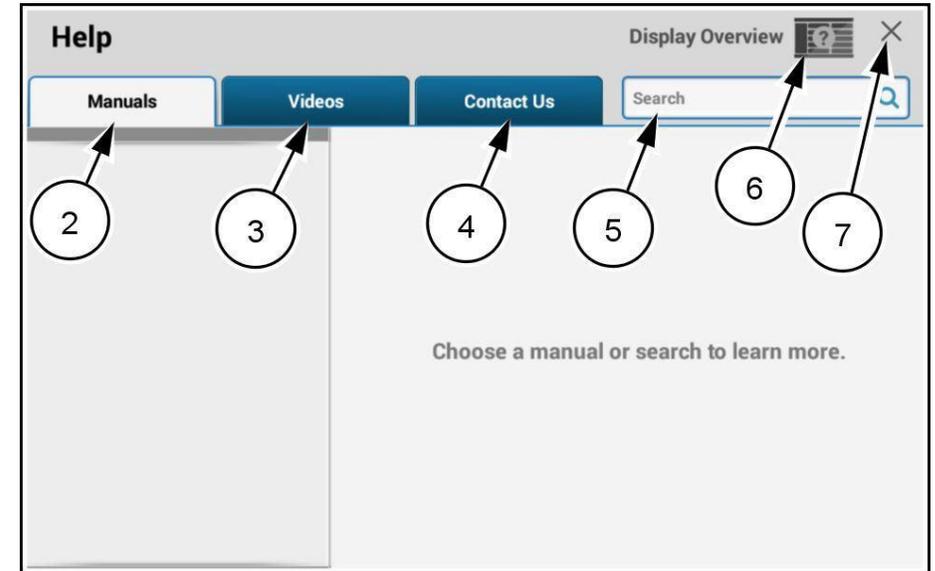
- To access the Help page, press the question mark icon **(1)**.



## DISPLAY OVERVIEW

### HELP AND INFORMATION

- The Help page provides access to additional information, such as:
  1. **Manuals** In Portable Document Format (PDF) for the tractor, display, implements, or precision farming operations
  2. **Videos** for operation or maintenance of your machine
  3. **Contact information** for your servicing dealer
  4. **Information** about **User-Defined Windows** (UDWs) and the display layout.

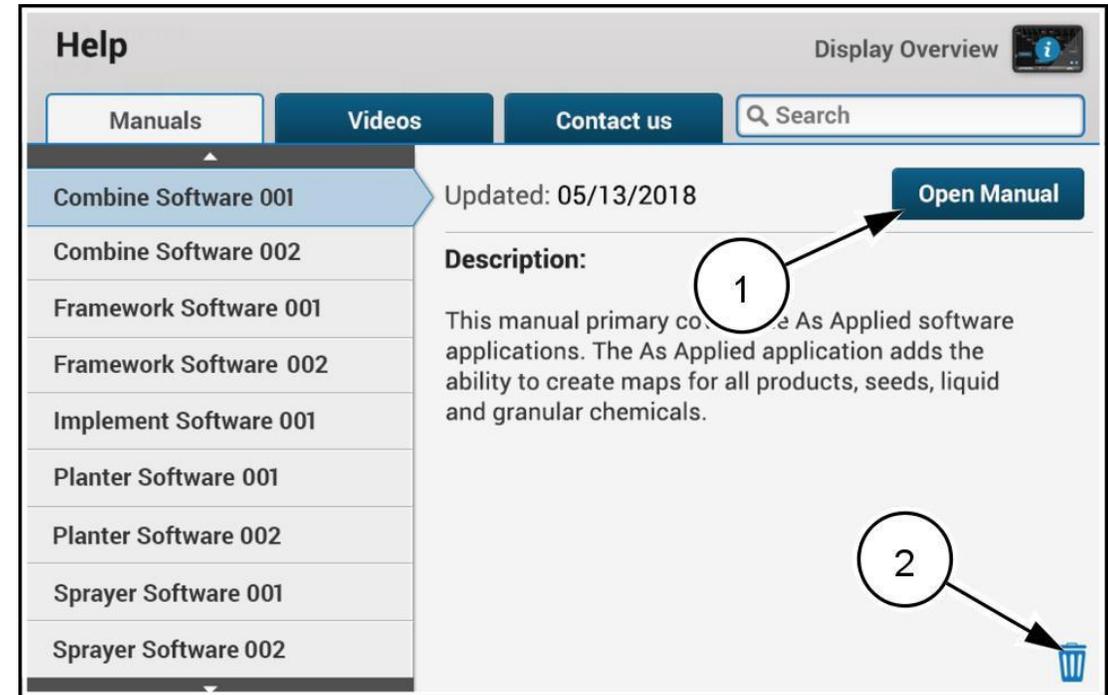


## DISPLAY OVERVIEW

### HELP AND INFORMATION

#### 1. Manuals tab

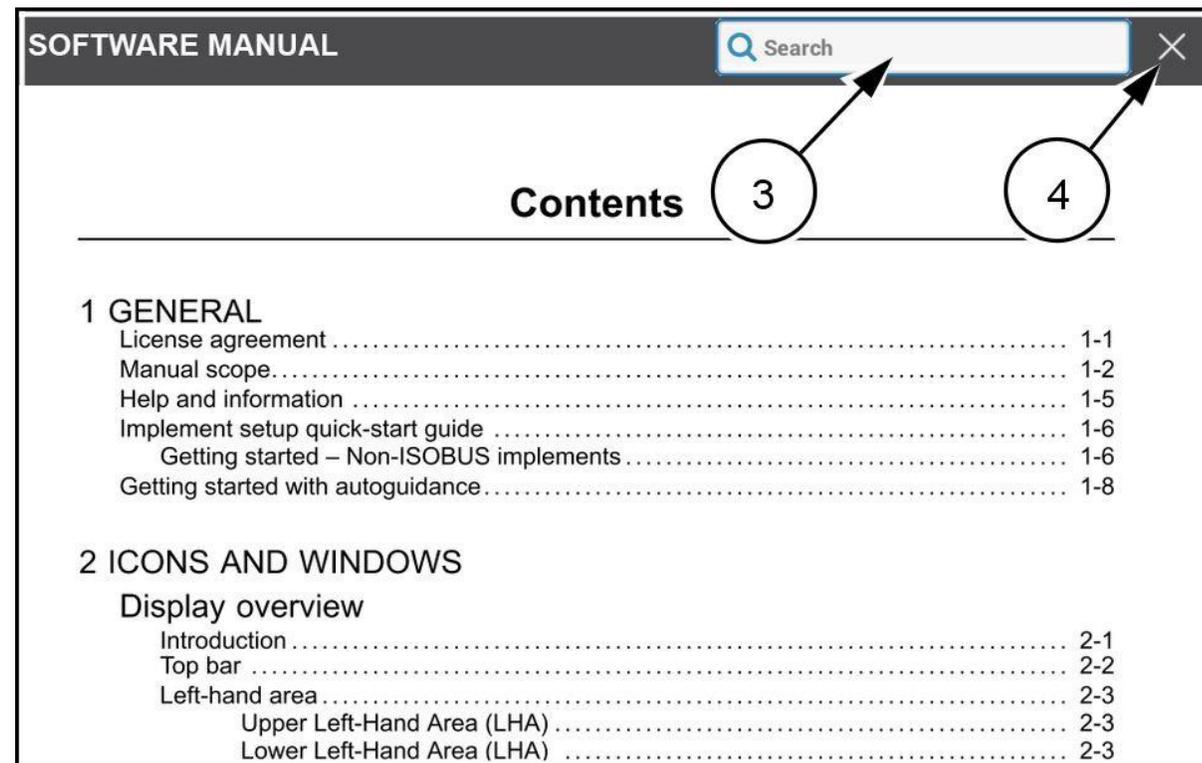
- The “Manuals” tab is split into two halves. The left half lists **the different manuals** that are available for review.
- The right side provides **additional information** about the selected manual. Press the “Open Manual” button **(1)** to open the manual in a Portable Document Format (PDF) viewer. Press the trash can icon **(2)** to delete the manual from the list.



## DISPLAY OVERVIEW

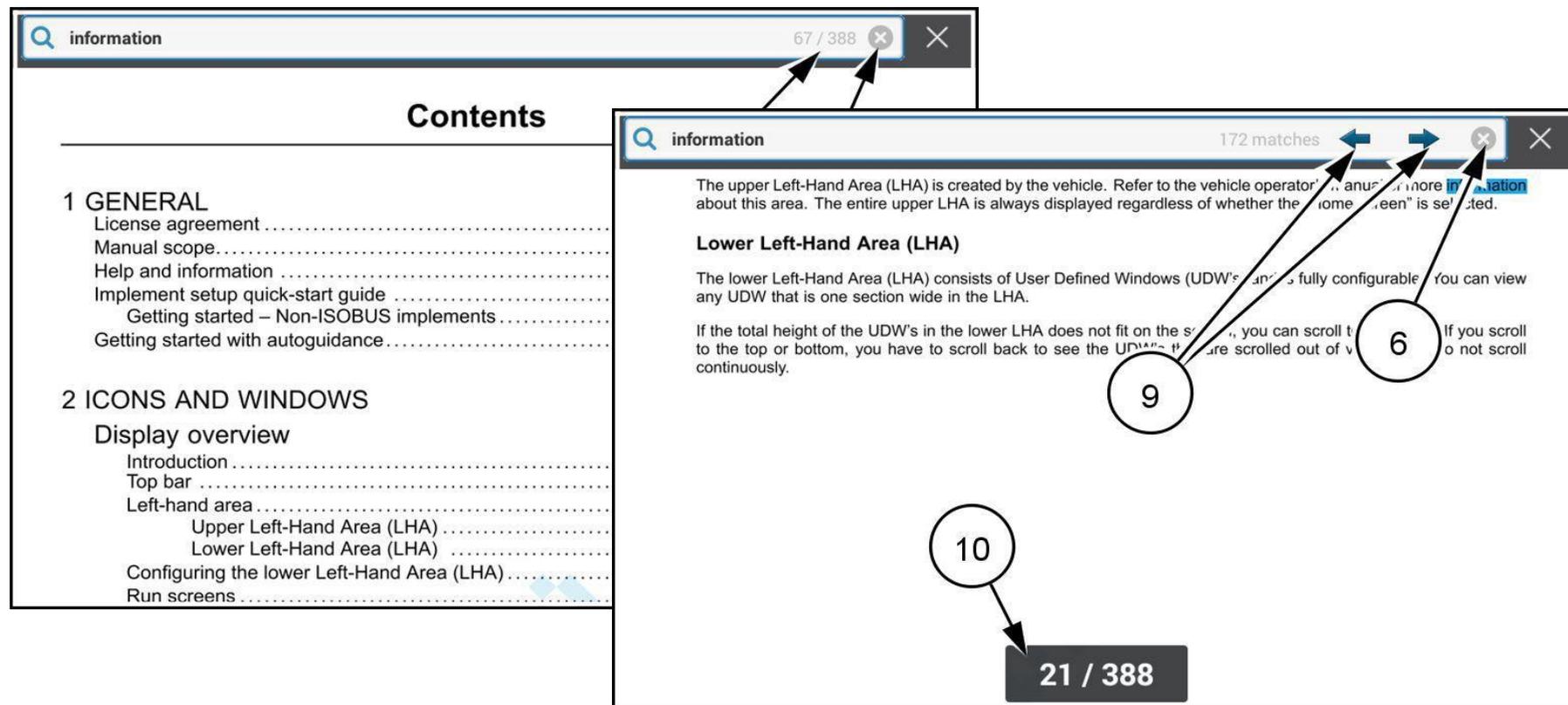
### HELP AND INFORMATION

- A “Search” field **(3)** is located at the top of the PDF viewer. Scroll through the document as needed. When finished with the PDF, press the “X” button **(4)** to close the PDF viewer and return to the “Manuals” tab.



# DISPLAY OVERVIEW

## HELP AND INFORMATION



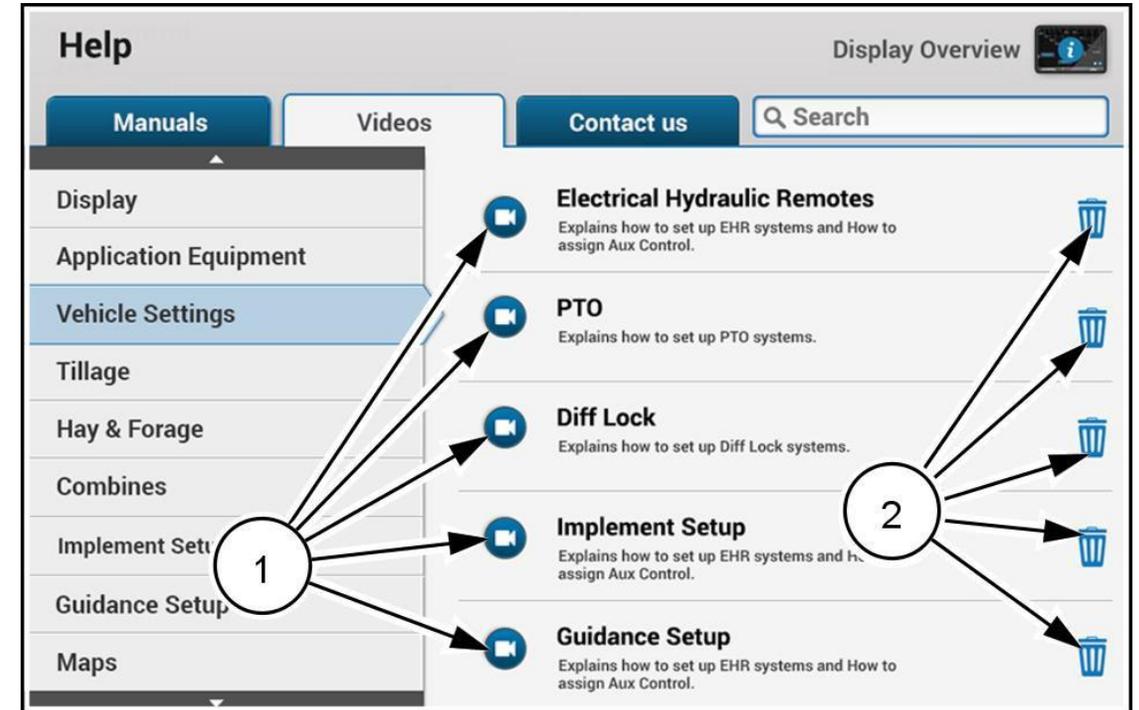
- Press the arrows **(9)** to navigate through the matches as needed.

## DISPLAY OVERVIEW

### HELP AND INFORMATION

#### 2. Videos tab

- The “Videos” tab is split into two halves. The left half lists the different video categories that are available for review.
- The right side provides a list of videos concerning the selected video category. Press the film recorder button **(1)** to open the selected video in a video player. Press the trash can button **(2)** to delete the video from the list.

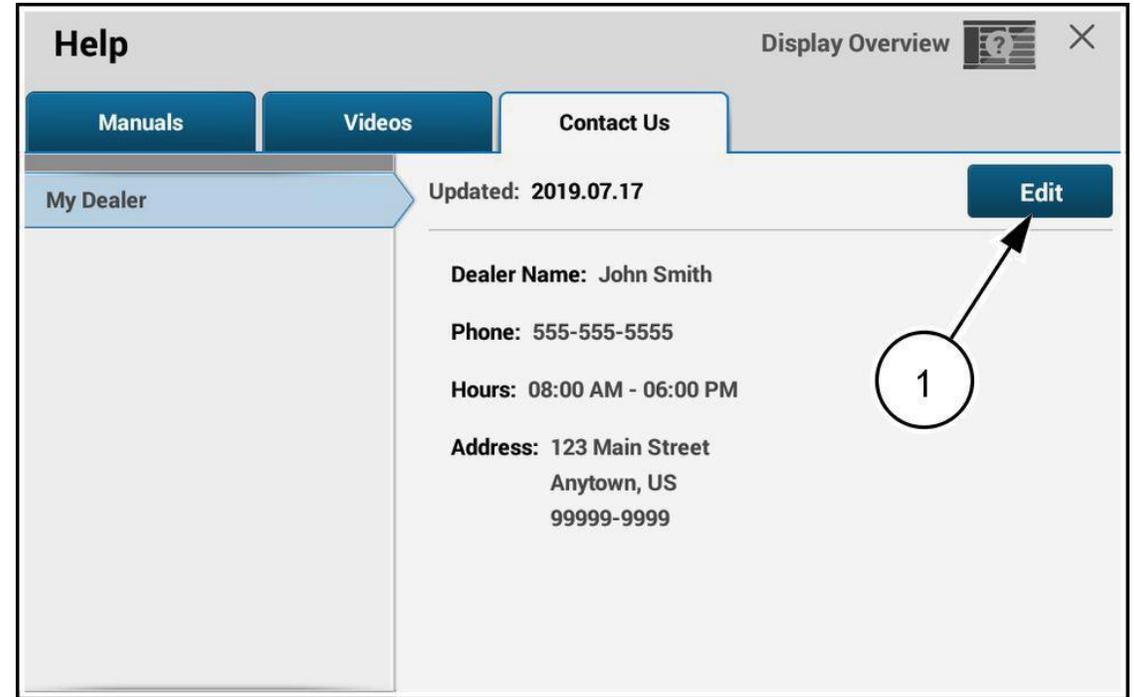


## DISPLAY OVERVIEW

### HELP AND INFORMATION

### 3. Contact Us tab

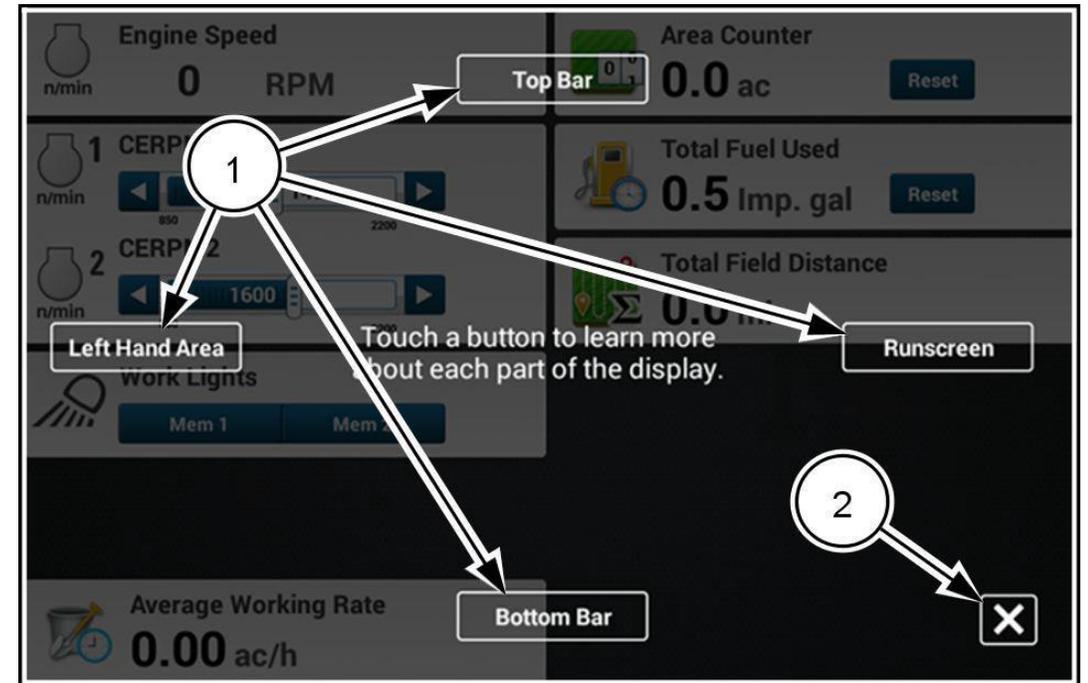
- The “Contact Us” tab is split into two halves. The left half lists the different categories that are available for review.
- The right side provides additional information about your dealer. Each field can be modified as needed user and/or dealer. Press the “Edit” button **(1)** to modify information.



## DISPLAY OVERVIEW HELP AND INFORMATION

### 4. “Display Overview” information page

- The “Display Overview” information page displays four navigational buttons **(1)** containing text concerning the four main components of the display. Press a navigational button to open a new page containing informational buttons for the components of the selected area of the display.
- Press the “X” button **(2)** to close the “Display Overview” information page.



## DISPLAY OVERVIEW

### HELP AND INFORMATION

- Press the navigational button to open another informational page about the described component. Press an informational button area to view more information about the component described
- The “Top Bar” informational page contains both callouts **(3)** and informational buttons **(4)**. The callouts are used to indicate the location of the items being described.

