

7. Steering control

Press  or  to steer the motor direction left or right. (Fig. 11)

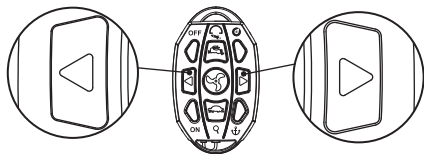


Fig. 11

8. Spot lock (anchor mode)

Press  to select spot lock (anchor) function to anchor the boat in position. Press  again to disengage anchor function, will return the motor to the stop mode. Press  and  to select speed. (Fig. 12)



Fig. 12

9. Cruise Control

When  button is pressed, boat will travel in the direction that you were traveling when selection was made.

Press  or  to adjust direction that you want travel to. Press  again to quit this mode. (Fig. 13)

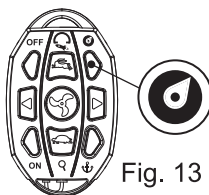


Fig. 13

10. Lanyard

For your convenience the lanyard can be configured to suit your preference ie around the neck or use the carabiner to clip to a belt loop. (Fig. 14)

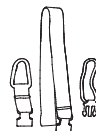


Fig. 14

11. Charging the remote

1. To charge the remote, remove the waterproof plug, connect the USB charging cable. The USB end of the cable has a charging status light - red light indicates charging, green light indicates charged.

NOTE: When charging the hand remote for the first time, the light will turn green fairly quickly, leave it charging overnight or for several hours. Only ever use the charging cable supplied with the remote, use of an incorrect cable can damage the battery and electronics of the remote.

2. The hand remote can on average be used continuously for 48 hours. You can have the remote plugged into a USB charging port (if your vessel has one fitted) and still use the remote to command the Cayman motor. (Fig. 15a)

3. If you want, you can buy your item: #59915 DC Adapter (as Fig. 15b) to charge the remote and smartphone. (Fig. 15c)

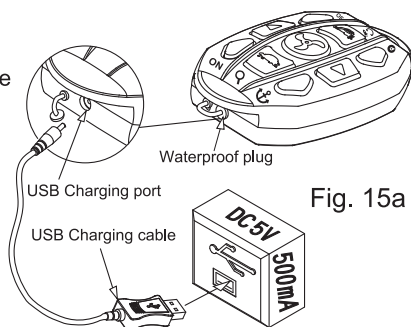


Fig. 15a

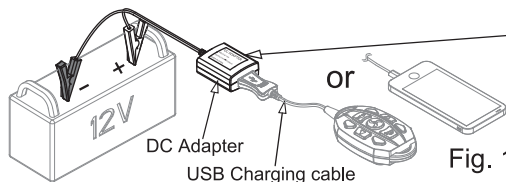


Fig. 15c

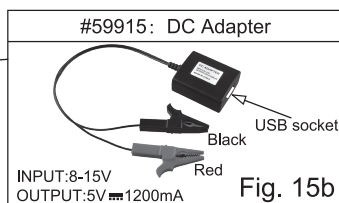


Fig. 15b