

Marlin

Owner's Manual



Version 0.5

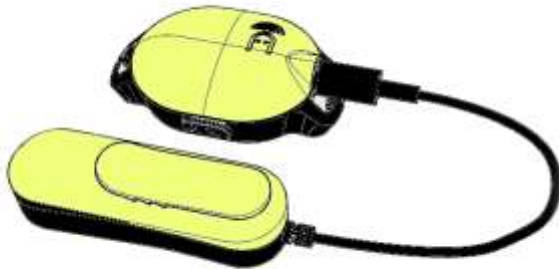
Contents

Introduction	4	Start and end a swim	11
Keys and Indication	4	Options	11
Device Basics	5	Time of the Day	11
Device Sleep/Wake Up.....	5	Total Swim Time	11
Powering off the Marlin	5	Report Total Distance	11
Charging the Marlin	5	Report Average Pace	11
Caring of the Marlin	5	Report Stroke Rate	11
Attaching the Unit.....	5	Report Twice.....	11
The Marlin App	6	Navigation Mode	11
Downloading the App	6	Feedback Mode	11
Creating a User Account	6	Feedback Unit.....	11
Connecting the device to the App (iOS).....	6	Report Interval.....	12
Connecting the device to the App (Android)	7	Offcourse Width	12
Pool Mode.....	8	Waypoint Radius.....	12
Starting a swim	8	Target Stroke Rate	12
Starting and ending a Segment	8	Navigation.....	12
Ending a swim	8	Navigation by waypoints	12
Option	8	Creating a course	12
Time of the day	8	Using a course.....	13
Total Swim Time.....	8	Skipping a waypoint.....	13
Repeat feedback	8	Clearing the course	13
Report Distance	8	Navigation by direction.....	13
Stroke Count	8	Swim Workout	14
Report Pace in Time	8	Uploading workouts	14
Report Every X laps	8	View workouts	14
Pool Length	8	Device Maintenance	15
Target Pace	9	Device Settings	15
Stroke Rate.....	9	Marlin Name	15
Lap Pace	9	Firmware Version	15
Training Program	9	Device MAC Address.....	15
Create a training program.....	9	Magnetic Calibration	15
Using a training program	10	Marlin/Marlin-P	15
Open Water Mode	11	Volume Level	15
		Memory Usage	15
		Battery Level.....	15

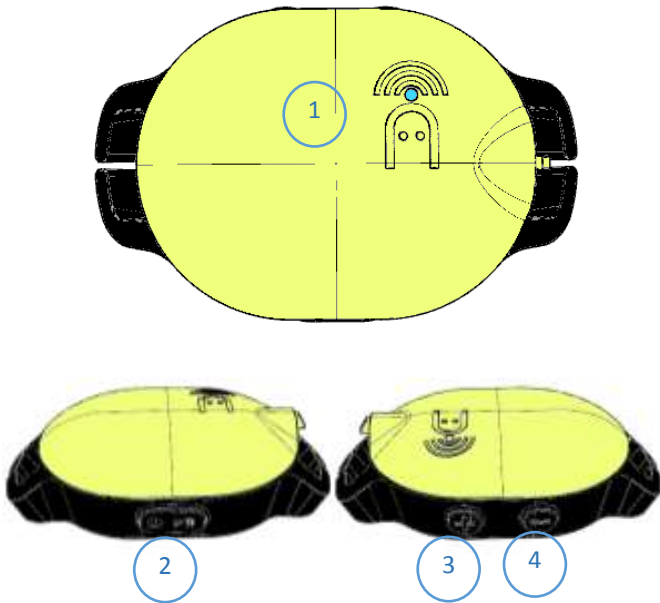
Factory Reset	15
My Settings	15
My Personal Settings	15
Account Settings	15
Marlin App Settings.....	15
Connect Settings	15
Firmware Update	17
iOS Firmware Update.....	17
Android Firmware Update	18
Important Safety and Handling Information.....	19

Introduction

The Platysens Marlin is a swim activity tracker. It consists of two units, the main unit and the bone conduction unit.



Keys and Indication



<p>① LIGHT</p>	<p>Blue (Flashing) – Waiting to be connected Red (Flashing) – Charging in progress Red (Flashing) – Swim in progress Red & Blue On - Clearing Memory</p>
<p>② START/STOP</p>	<ul style="list-style-type: none"> • Push to wake up the device • Hold for 10 sec to reset the device <p>In Pool mode:</p> <ul style="list-style-type: none"> • Push to start • Push to finish a segment, push to start next segment • Hold for 2 sec to stop

	<ul style="list-style-type: none"> • When stopped, hold for 2 sec (together with the PLUS button) to skip the training program <p>In Open water mode:</p> <ul style="list-style-type: none"> • Push to start • Push to pause/resume • If 'Free navigation' is selected, push to set direction • When stopped, hold for 2 sec (together with the PLUS button) to skip the course
<p>③ PLUS</p>	<ul style="list-style-type: none"> • Push to increase volume • Hold for 2 sec to change to pool mode <p>During Swim:</p> <ul style="list-style-type: none"> • Hold for 2 sec to turn on Stroke Rate • Push to increase tempo by 2 SPM <p>With training program:</p> <ul style="list-style-type: none"> • Hold for 2 sec to jump to next step <p>With course:</p> <ul style="list-style-type: none"> • Hold for 2 sec to jump to the next waypoint
<p>④ MINUS</p>	<ul style="list-style-type: none"> • Push to decrease volume • Hold for 2 sec to change to open water mode <p>During Swim:</p> <ul style="list-style-type: none"> • Hold for 2 sec to turn off Stroke Rate • Push to decrease tempo by 2 SPM <p>With training program:</p> <ul style="list-style-type: none"> • Hold for 2 sec to jump to previous step <p>With course:</p> <ul style="list-style-type: none"> • Hold for 2 sec to return to the previous waypoint

Device Basics

Device Sleep/Wake Up

Marlin goes into sleep mode if it has not started for one minute. When it sleeps, Marlin says *Sleep*.

To wake it up, push the **START/STOP**. When it wakes up, Marlin says *Wake Up, Battery XX Percent, Memory XX Percent Full*.

Powering off the Marlin

The Marlin has no power on off button. It auto sleeps after one minute of inactivity, which is equivalent to turning it off.

Note that when it is connected to your smartphone, it is considered in use so you need to close the App before it is considered inactive. The blue light will blink when it is not connected to your smartphone.

After one minute, the blue light should stop blinking when it goes into sleep mode. The Marlin will announce it is going into sleep mode by saying "Sleep". To wake it up again, press the Start/Stop button and the Marlin say "Wake Up".

Charging the Marlin

Before using the unit for the first time, we recommend charging the battery in the MARLIN unit. Charging is performed by inserting the 3.5mm side of the charging cable into audio jack of the MARLIN unit and the USB side to a USB port as shown below. There is notch in the unit to ensure the connection is in the correct orientation. If charging has started successfully, a red LED will start to blink. The LED will stop blinking after the unit has been fully charged. The bone conduction headset draws power from the MARLIN unit and does not need to be charged.

Caring of the Marlin

Rinse the Marlin with fresh water after usage and store in a cool and dry environment. Clear the headphone jack of water before inserting the charge cable or the headset cable. Never attempt to charge or connect while there is water in the headphone jack. Do not use sharp objects to depress the buttons as this may cause punctures to the buttons and cause water damage. The Marlin is only designed to be used with the provided cable and headsets. Usage of third party headsets and cables are not recommended and will void the warranty. Replacement for these accessories can be ordered

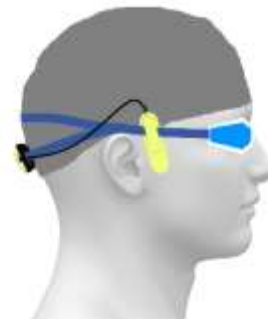
directly from Platysens. Do not use abrasive cleaners to clean the Marlin. There are no user replaceable parts inside the Marlin and all services should be performed by a manufacturer specified agency or a qualified service personnel.

Attaching the Unit

The Marlin unit attaches to the straps of your goggles. To secure the unit, slide your goggle straps in the slits on each side of the unit.



If your goggle straps do not fit in the slit, you may try stretching the straps to make it fit in the slits. After the Marlin unit is secured, you may wear your goggles as normal. Afterwards, attach the bone conduction unit. Clip the bone conduction unit to the side of your goggle straps as shown below.



Make sure the bone conduction unit makes contact with the side of your ear as shown. When complete, insert the 3.5mm side of the bone conduction unit to the Marlin unit. Please note there is notch in the unit to ensure the connection is in the correct orientation.

The Marlin App

Downloading the App

The MARLIN App can be accessed through the following links. The use of the App allows for advanced configurations and upload of data.



iOS App

<https://itunes.apple.com/us/app/platysens-marlin/id1131934460>

Android App

<https://play.google.com/store/apps/details?id=com.platysens.marlin>

Creating a User Account

A user account is needed for login to the Marlin App. The privacy policy of the Marlin App is listed in

<http://platysens.com/privacy>

Connecting the device to the App (iOS)

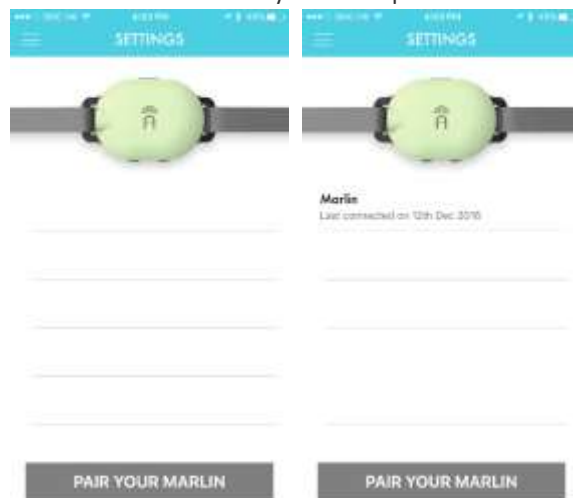
- Once you are logged into App, it will try to reconnect to the Marlin. Press CANCEL to continue. The App will enter the Home Screen.



- On the left hand menu bar, select Devices



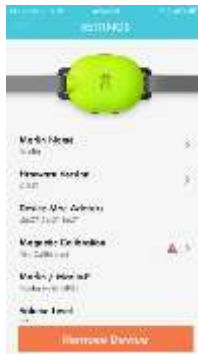
- A device screen will appear. Initially, there may be no devices shown. Press the Start/Stop Button on the Marlin and a device should appear. Make sure Bluetooth is enabled on your smartphone.



- Select the Device by clicking on the line that says Marlin, As soon as you do that, the "Pair Your Marlin" button below will turn orange and it will say "Connect:."



- Click on Connect. When connected, device information will be shown.



Connecting the device to the App (Android)

Before you start, make sure the Marlin is NOT connected with the Android System Bluetooth Settings. If it is connected, please disconnect it. Turn off Bluetooth on your Smartphone and then turn it back on. The pairing is handled by the App and the device should not be connected in the Android System Bluetooth Settings.

- Once you are logged into App, it will try to reconnect to the Marlin. Swipe down to refresh the list. The Marlin needs to be in standby mode in order to be detected. The blue LED will blink when it is waiting to be connected. If the Marlin is in sleep mode, press the Start/Stop button to wake it up. It will announce "Wake Up".



- Select Marlin from the list to continue.



- Select Pair Your Marlin from the list to continue.



- Once connected. If you select Device, your Marlin should appear with its detailed information.



Some issues with the Marlin App may be related to the permission that is required for the App to access certain resources. This applies to all Android version after 6.0 (Marshmallow). The Marlin needs access to Location for Bluetooth Access and Storage for data synchronization. The settings can be accessed by selecting the following menu under Setting -> Applications -> Application manager -> Marlin -> Permissions

Pool Mode

Starting a swim

Push **START/STOP** to start, Marlin says *Swim Ready*.

Push **START/STOP** again, Marlin says *3 2 1 Go*. After every turn, Marlin announces information about your lap, according to the preference selected in **Options** in the MARLIN App.

Starting and ending a Segment

Marlin can time a particular segment of your swim. To start timing, push **START/STOP**, Marlin says *3 2 1 Go*. To end that segment, push **START/STOP** again, Marlin says *Segment Stop*, *Segment Total* and report based on the audio feedback options set in the App.

In between segments, the rest time is reported every 10 seconds for the first minute. Afterwards, rest time will be reported every minute and a relaxing tune will be played to indicate the swim has not been stopped.

Ending a swim

Push and hold **START/STOP** for 2 seconds to end a swim. Marlin says *Swim Stop*, *Total XX laps*, *Time YY mins ZZ seconds*

Option

The audio feedback that you would hear during swim can be configured via the App. In the App in **Home->Pool Mode->Options**



By default, the number of lap and lap time are reported. Additional feedback can be configured.

Time of the day

Marlin reports the time of the day in each report.

Total Swim Time

Marlin says the total swim time counted from the last time you heard *3 2 1 Go*.

Repeat feedback

The feedback is reported twice.

Report Distance

Instead of saying laps the actual distance, based on the pool length selected, is reported.

Stroke Count

The number of stroke for the last reporting interval is reported.

Report Pace in Time

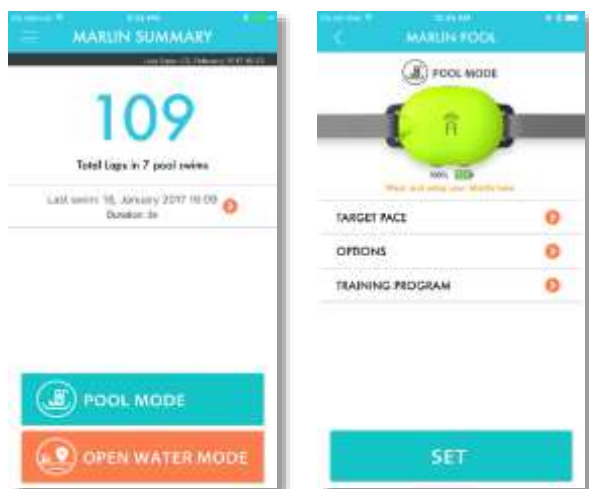
The time per 100m is reported.

Report Every X laps

Define the reporting interval of how often Marlin reports feedback.

Pool Length

Define the pool length used to calculate distance.



Target Pace

Marlin can give you a rhythm for your stroke or a target for your lap time. In the App in **Home->Pool Mode->Target Pace**



Stroke Rate

A rhythm for your stroke in terms of stroke per minute (SPM) can be defined. Fine adjustments can be made with the plus/minus buttons below the dial. There are five sound effects to choose from

Tune	Descriptions
Beep	A short beep
Arcade	A sound usually found in old fashion video games
Bell	A doorbell sound
Whistle	A whistle sound
Clap	A clapping hand sound

Alternatively, you could use **PLUS** or **MINUS** to turn on/off stroke rate after you start a swim. To turn on stroke rate, hold **PLUS** for 2 sec, Marlin says *SPM On XX*. To turn off stroke rate, hold **MINUS** for 2 sec, Marlin says *SPM Off XX*. The stroke rate can be modified by pushing **PLUS** or **MINUS**.

Lap Pace

A target time for your laps in seconds can be defined. There are three sound effects to choose from

Tune	Descriptions
Bell	A doorbell sound
Whistle	A whistle sound

Race Start	The electronic tune used in swimming gala
------------	---

Training Program

The Marlin can be used to set a training program. In the App in **Home->Pool Mode->Training Program**



Create a training program

A training program consists of multiple sets and each set consists of multiple steps. To create a training program, click on the **+/Add program**.

Click on *Add new set* to create a Set.

Within each set, select the type of the set, and click *Add new step* to add a step.

Inside each set, in *Style* choose the swimming style by selecting from **{Freestyle, Breast, Butterfly, Back, Drill, Fins, Pull, Kick}**.

In *Distance*, choose from the predefined set of distance,

Pool Length	Distance Options
25m	25, 50,75, 100, 150, 200, 250 300, 350,400, 450, 500, 550 600, 650,700, 750 800, 850 900, 950 1000
50m	50, 100, 150, 200, 300, 400, 500, 600, 700, 800, 900, 1000, 1100, 1200, 1300, 1400, 1500, 1600, 1700, 1800, 1900, 2000
25 yard	25, 50,75, 100, 150, 200, 250 300, 350,400, 450, 500, 550 600, 650,700, 750 800, 850 900, 950 1000

33.3m	33, 66, 99, 133, 200, 267, 333, 400, 477, 533, 600, 666, 733, 800, 866,933,1066, 1133, 1200, 1266, 1333
33.3 yard	33, 66, 99, 133, 200, 267, 333, 400, 477, 533, 600, 666, 733, 800, 866,933,1066, 1133, 1200, 1266, 1333

In *Repetition*, select the number of repetitions. The maximum number that can be chosen is 60.

Marlin tells you when to do the next repetition depending on the **Rest Mode** options.

Rest Mode	Description
None	You push START/STOP to go the next repetition
On Time	Do the next repetition every X seconds
Rest	Do the next repetition X seconds after Marlin detects the end of the previous repetition

Using a training program

In the following view, click the program you want to use, and then click **Set Program**.



Marlin would respond by saying *Training Program Received*.

In Marlin, Push **START/STOP** to start, Marlin says *Swim*

Program Start, and the contents of the first step, for example, it would say *Warm up Freestyle one set 400 m*.

To go to the next step, push **PLUS** or **MINUS** and hold for 2 seconds.

To repeat the step, do a jump or double tap Marlin.

To start doing the step, push **START/STOP**, Marlin says *Turn 1 go*.

The next set starts based on the following configuration

Mode	Description
On Time defined as X seconds	The next set is reported X seconds after the start of the previous set
Rest defined as X seconds	The next set is reported X seconds after stop is detected

When all sets are completed, Marlin says *Set Done*. Push **PLUS** or **MINUS** and hold for 2 seconds to go to the next step.

If **Pace** is defined, Marlin would generate a tone every time a based on the pace. For example, a step for 100m in a 25m pool is defined and Pace is configured as 1:20 per 100m. In this configuration, Marlin reports a tone every 20 seconds.

When all steps are completed, Marlin says *Swim Program Done. You are doing great*.

Open Water Mode

Start and end a swim

Push **START/STOP** to start, Marlin says *Searching GPS*.

While waiting for Marlin to get synchronized with GPS, Marlin says *Searching GPS* every 15 seconds. When synchronization is achieved, Marlin says *GPS synced*.

Push **START/STOP** again, Marlin says *Swim Start*.

If you do not wait for Marlin to say *GPS synced* and push **START/STOP**, Marlin would still say *Swim Start*, but accuracy of the route will be affected as it is still looking for the satellites

Push **START/STOP** again, Marlin says *Swim Pause*.

Push **START/STOP** again, Marlin says *Swim Resume*.

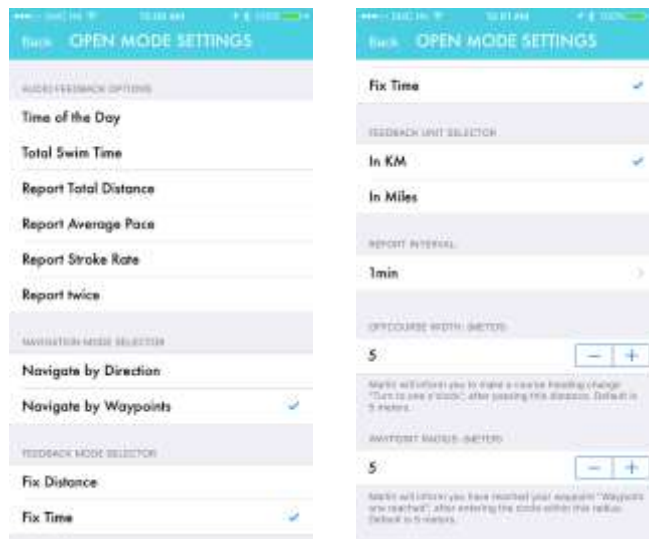
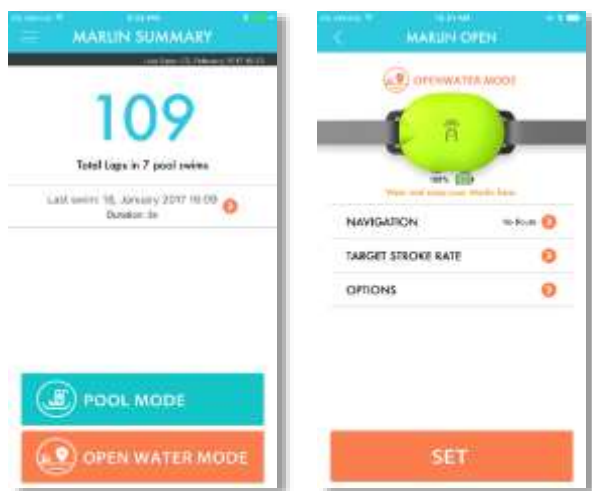
If you have defined *Navigate by Direction* in the option menu, Marlin will remember the direction you are looking at when you push **START/STOP** during a swim

To end a swim, push **START/STOP** and hold for 2 seconds, Marlin says *Swim Stop, ZZZ kilometers in XXX Minutes YYY seconds*.

During the swim, Marlin would report based on the chosen audio feedback options.

Options

The audio feedback can be configured via the App. In the App in **Home->Open Water Mode->Options**



By default, Marlin will report time information every 50m. Additional feedback can be configured based on the following settings

Time of the Day

Marlin says the time of the day in each report.

Total Swim Time

Marlin says the total swim time, excluding the time spent on pauses.

Report Total Distance

Marlin says the total swim distance.

Report Average Pace

Marlin says the average pace instead of the split time since the last report. The average pace is measure in time/100m.

Report Stroke Rate

Marlin says your stroke rate in stroke per minute.

Report Twice

Marlin repeats its information each time it provides audio feedback.

Navigation Mode

Select whether you want to navigate by waypoint or by direction. If you select **Navigate by waypoint**, you need to setup and download waypoints in the Navigation menu.

Feedback Mode

You can selected whether you want to hear the report in fix time interval or fix distance.

Feedback Unit

Choose the unit of feedback in kilometers or miles

Report Interval

This setting controls the interval of each report. If fix distance is chosen, a selection of difference distances can be chosen.

If fix time is chosen, a selection of different time periods can be chosen.

Offcourse Width

The distance at which the Marlin will warn the swimmer that he/she has swam offcourse. The default offcourse width is 5 meters.

Waypoint Radius

The Marlin will inform the swimmer that a waypoint has been reached after entering a circle with the size of the waypoint radius. The default waypoint radius is 5 meters.

Target Stroke Rate

You could use the Marlin to give you a rhythm for your stroke In the App in **Home->Open Water Mode->Target Pace**



You could define the rhythm for your stroke in terms of stroke per minute. Fine adjustments can be made with the plus/minus buttons below the dial. You may also select which tune you would like to hear. There are five sound effects to choose from

Tune	Descriptions
Beep	A short beep
Arcade	A sound usually found in old fashion video games

Bell	A doorbell sound
Whistle	A whistle sound
Clap	A clapping hand sound

Alternatively, you could use **PLUS** or **MINUS** to turn on/off stroke rate when you started a swim. To turn on stroke rate, push **PLUS** for 2 sec, you would hear *SPM On XX*. To turn off stroke rate, push **MINUS** for 2 sec, you would hear *SPM Off XX*. You could change the SPM by pushing **PLUS** or **MINUS**.

Navigation

Marlin offer two modes of navigation, 1) navigate by pre-defined waypoints and 2) navigate by following a direction.

Navigation by waypoints

In this mode, a set of waypoints is defined in the App and save them as a course.

Creating a course

In **Home->Open Water Mode-> Navigation Menu**, click **+ / Add Course**

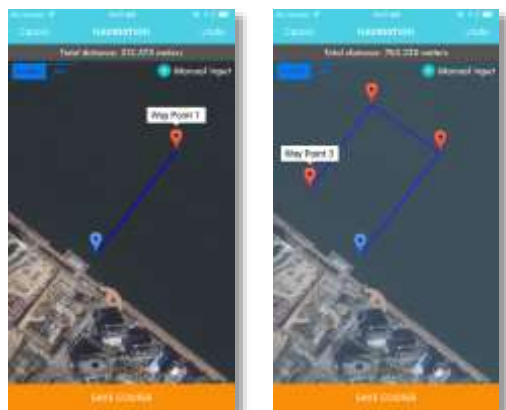


Pick a waypoint to start the swim.



Once it is placed, the waypoint can be modified by dragging it around.

More waypoints can be defined by selecting it on the map.



The maximum number of waypoints that can be defined is 16. When completed, click **Save Course** and type in a name. The waypoints can also be entered numerically by selecting the Manual Input option. There is also a load route option that superimposes routes from workout history on the map to allow easy creation of new waypoints from the route.

Using a course

Download a course into Marlin by selecting the course in the following screen, and go back to **Home->Open Water Mode** and click **Set**. Marlin would response by saving **Waypoints Received**.

As you swim, Marlin would guide you to waypoint 1. If you are on course, it says **On Course, you are doing great**. If you are deviating from the waypoint, it says **Turn toward X o'clock**. Marlin uses a clock face as reference.

Once you reach a waypoint, a tune is played and then **Waypoint X reached**. Marlin would then guide you to the next waypoint.

Skipping a waypoint

In certain scenarios, a pre-defined waypoint may not be reached during your swim. To prevent Marlin from guiding you back to that waypoint (Nth waypoint), Marlin allows for skipping waypoints. To skip a waypoint, push and hold the PLUS button for 2 seconds. Marlin would then say **Toward Waypoint N+1**.

Clearing the course

Once a course is downloaded to the Marlin, it would remain active in open water mode until you use the App to clear the course. To clear the course without the App, push and hold the START/STOP and PLUS together for 2 seconds. Marlin would then say **Course Skipped**.

Navigation by direction

Sometime you are swimming without a predefined course. In such scenarios, Marlin may guide you based on direction you set during the swim.

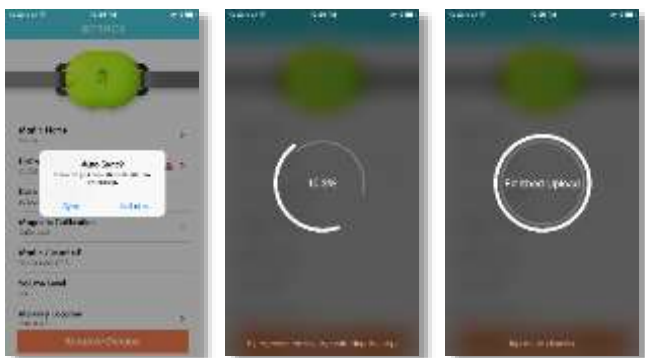
In the App in **Home->Open Water Mode->Options->Navigation**, choose **Navigate by Direction**.

During you swim, push the **START/STOP** while **swimming** toward your desired direction. Marlin would then say **Direction Set**, and it would guide you to that direction.

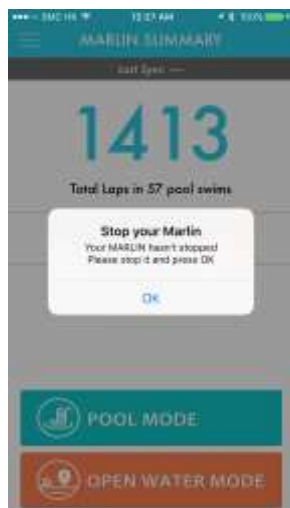
Swim Workout

Uploading workouts

You may review your swim by looking at data captured by Marlin. If there is new swim data in your device, you would be prompted to upload the data.



Sometimes, if the Marlin has not been stopped properly, the following message may appear. To remove this message, press the **START/STOP** button to stop the Marlin before proceeding with the data upload.



View workouts

To see the workouts, choose **History**. The swimming pool workout is under the **Pool Swim** tab, and open water workouts are under the **Open Water** tab.



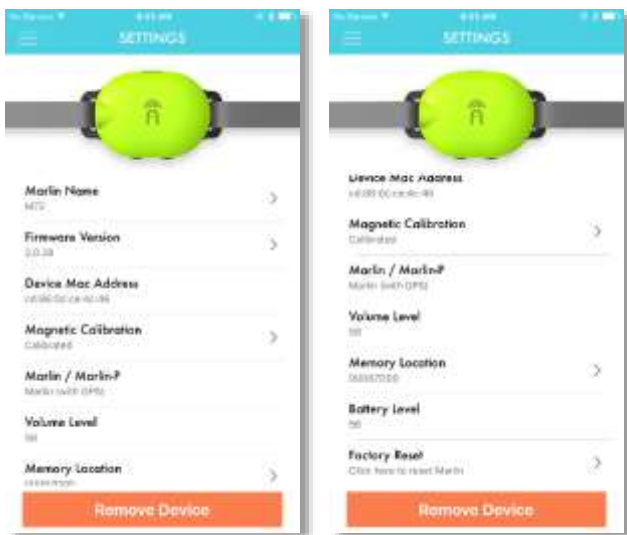
If a workout needs to be deleted, swipe left to show the delete button in iOS. In Android, click on the workout record and hold until a message box appears. Workouts deleted will be removed from the server.



Device Maintenance

Device Settings


In the mobile App side menu, click on *Devices*, where the properties of Marlin are shown



Marlin Name

The name of your Marlin, you may click on the arrow to change its name.


Firmware Version

The current firmware version, you may click on the arrow to do a firmware upgrade. There will be a  if your firmware is out-of-date.

Device MAC Address

This is the Bluetooth MAC address of your device.

Magnetic Calibration

It indicates whether the magnetic sensor in your Marlin is calibrated. You may click on it to re-do calibration. Follow the on screen calibration instructions to perform the calibration procedure. There will be a  if your sensor is not calibrated.

Marlin/Marlin-P

This indicates whether your Marlin is a Marlin (with GPS) or a Marlin-P (Pool Only)

Volume Level

Shows the volume level of the device from 0 to 100%

Memory Usage

Percentage of memory used, if it is nearly full, the mobile App would remind you to clear the memory.

Battery Level

Percentage of battery left. When it is too low, Marlin would keep saying *Low Battery*.

Factory Reset

Restore factory setting. All your settings and magnetic calibration setting are reset. The memory is unaffected by the factory reset.

My Settings

In the mobile App side menu, click on *My Settings* where the properties of the Marlin are shown

My Personal Settings

Settings include weight, year of birth and gender can be set. This data is to enable more accurate calorie estimation

Account Settings

This is where a password change can be performed.

Marlin App Settings

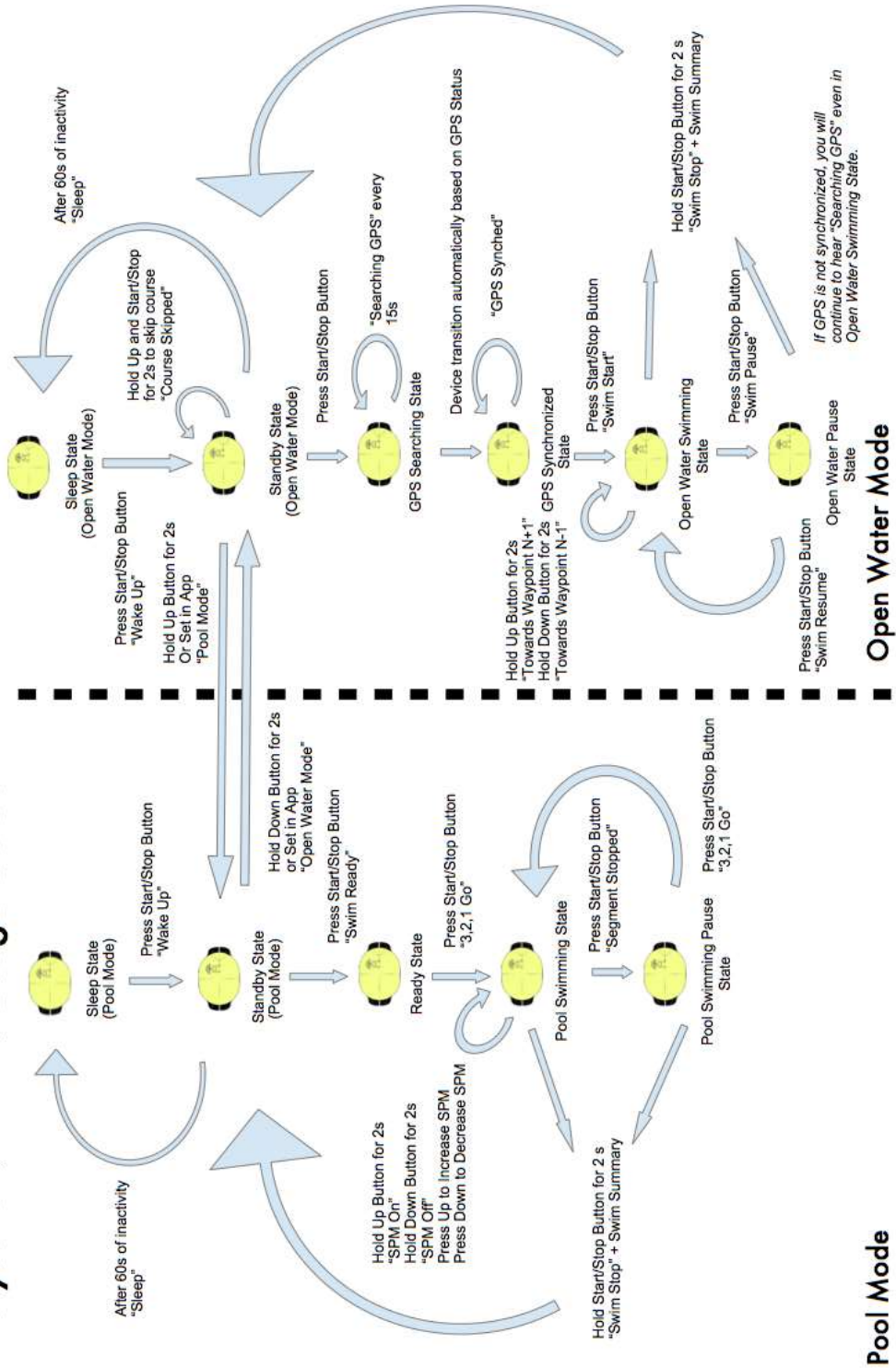
The indicates the language chosen and the App version number

Connect Settings



This section indicates two type of external platform connections. The first type, training integration, are platforms which can provide training programs to the Marlin. Once authorized from the external platform, training programs can be send to the user account. The second type, are platform connections where the data from the Marlin can be exported. New data uploaded to the App will be synchronized to the connected platforms. Old data can be shared manually in the workout history with the share button.

Platysens MARLIN Usage Guide



Firmware Update

iOS Firmware Update

1. Go to the Devices page. There should be a red triangle indicating a new firmware is available. Click on Firmware Version. Make sure you are connected to the internet before you begin a firmware upgrade. This is necessary because the new firmware files are located at our servers.



2. It will prompt you on whether you would like to perform a firmware upgrade. Click upgrade to perform the upgrade.



3. The download process will commence. Once it finished download, it will start the install and show a percentage progress. If it gets stuck, you may tap the screen to cancel the process.



4. When upgrade is completed. You will see the following screen. Tap it to return to the Device Screen.



5. In the settings page, the device name will be temporarily changed to DfuTarg. Select it to connect. If you go to Home and come back to the Device page, your original device name will appear.



- Please perform the calibration of the device again. It is also recommended to clear the Flash Memory at this time. Just click on Memory Usage and select "Clear Memory"

Android Firmware Update

- Go to the Device page. There should be a red triangle indicating a new firmware is available. Click on Firmware Version. Make sure you are connected to the internet before you begin a firmware upgrade. This is necessary because the new firmware files are located at our servers.



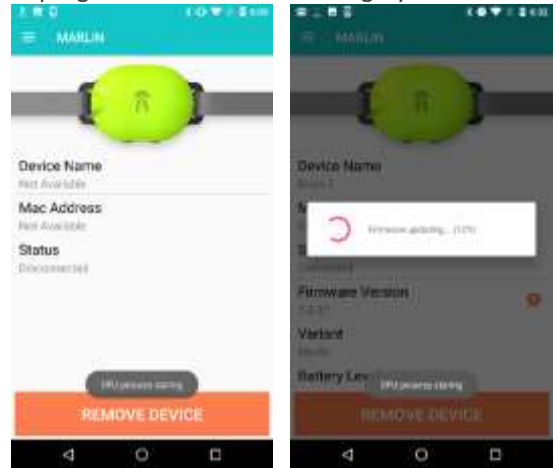
- It will prompt you on whether you would like to perform a firmware upgrade. Click upgrade now to perform the upgrade.



- The download process will commence



- Once it finished download, it will start the install and show a percentage progress. The background screen will revert to a disconnected stage. The percentage of progress will be shown in the grey box.



- Once completed, the Marlin will reconnect and the updated Firmware will be shown.



- Please perform the calibration of the device again. It is also recommended to clear the Flash Memory at this time. Just click on Storage Occupied and select "Yes"

Important Safety and Handling Information

High-risk activities

THE PRODUCT IS NOT INTENDED FOR USE, WHETHER DIRECT OR INDIRECT, WHERE FAILURE OR FAULT OF THE PRODUCT COULD DIRECTLY OR INDIRECTLY CAUSE RISK OR DAMAGE TO LIFE OR PROPERTY

Cautions

- This product contains electrical equipment that could cause injury if not used properly
- This is not a toy. Do not allow children to play with it. The product may contain small components that can be a choking hazard

Operating Environment

Usage of Marlin outside of these ranges may affect its performance

Operating temperature: 10°C to 40°C

Storage temperature: 0°C to 50°C

Relative humidity: 5% to 75% (non-condensing)

Avoiding Hearing Damage

The Marlin should be only be used with the provided bone conduction unit and charging cable. Other accessories are not supported and may cause hearing damage if the sound levels are too high. Do not listen to high levels for long periods.

Navigation Warnings

Please use your best judgement when using navigation cues provided by Marlin. The Marlin is configured to provide suggested routing only and not designed to replace user navigation. Do not follow its guidance if it would put you in a dangerous situation. The Marlin's navigation guidance is based on map data only and does not take into consideration of the environment, weather conditions, obstacles which may cause safety issues. Always use your best judgement when swimming in open water to ensure safety. The guidance accuracy is limited by Global Positioning System (GPS) accuracy and the waypoints set in the Marlin. If there are interference with the frequencies use by the GPS, the accuracy of the navigation may be adversely affected. In

some countries, complete and accurate map information may not be available.

Activity Tracking Accuracy

The Marlin estimates activity based on sensor data to provide information for your training needs. The data and information is intended to be an estimation and may not be completely accurate.

Water Resistance

The Marlin is rated for IPX8 at 1.5 meters for 30 minutes. Usage exceeding this specification will void the warranty of the product.

Battery Warnings

A lithium-polymer battery is used in this device. The battery can only be charged with the supplied USB cable.

USB Rating: 5V  0.15A

Battery Rating: 3.7V 300mAh

If the following guidelines are not followed, the batteries may experience reduced lifetime and may experience a risk of damage, fire and/or injury.

- Do not expose the device to fire, heat source, explosion or other hazard
- Do not disassemble, modify, puncture or damage the device
- Do not leave batteries with unattended with children. Never put batteries in mouth
- Do not charge the device with a data cable that is not supplied/approved by Platysens. The cable used in this design is customized for the Marlin
- Batteries are NOT replaceable in this device
- Contact local waste disposal departments to dispose of device to comply with local regulations
- Store the device following the temperature range specified in this manual
- Do not operate the device outside the specified temperature range

Software License Agreement

Use of the Marlin, Marlin App constitutes acceptance of the software license terms. Platysens Ltd grant you a limited license to use the embedded software in binary executable form under normal operations. Title, ownership rights, and intellectual property rights of the Software remain with Platysens. You agree not to decompile, disassembly, modify

or to create any derivative works based in the Software. The complete license agreement may be found in found at www.platysens.com/legal

Hardware Limited Warranty

Platysens warrants the Marlin against material defects and workmanship for one year from the date of purchase. Platysens does not warrant against normal wear and tear, nor damages caused by accident or abuse. You may be required to show proof of purchase details when making a claim under this warranty. Repairs should only be performed by persons authorized by Platysens. Consumers in certain jurisdictions may have mandatory legal rights. These rights are not affected by warranties in this limited warranty. Except where prohibited by law, this warranty is non-transferrable.



Disposal and Recycling Information

This symbol on the product and packaging is in accordance to European Union Waste Electrical and Electronic Equipment (WEEE) Directive. When this product reaches its end of life, take it to a collection point designed by local authorities. The separate collection and recycling of waste will help conserve natural resources and help protect the environment.

Regulatory Compliance

Product: Marlin/Marlin-P Swim Activity Tracker
Model: MRL171
Manufactured in: China
Designed in: Hong Kong
FCC ID: 2AKDH-MRL171
IC: 22410-MRL171



FCC Compliance

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by Platysens Limited, could void the user's right to operate the product.

This equipment has been tested and found to be compliant to FCC radiation exposure limits. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy. If not installed and

used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference, the user is encouraged to try to correct the interference with one or more of the following measures

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician

ISED Compliance

This device complies with Innovation, Science and Economic Development Canada license-exempt RSS standard(s).

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

CAN ICES-3(B)/NMB-3(B)

Le présent appareil est conforme aux CNR Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes:

- (1) il ne doit pas produire de brouillage et
- (2) l'utilisateur du dispositif doit être prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

CAN ICES-3(B)/NMB-3(B)

The device meets the exemption from the routine evaluation limits in section 2.5 of RSS 102 and compliance with RSS-102 RF exposure, users can obtain Canadian information on RF exposure and compliance.

Le dispositif rencontre l'exemption des limites courantes d'évaluation dans la section 2.5 de RSS 102 et la conformité à l'exposition de RSS-102 rf, utilisateurs peut obtenir l'information canadienne sur l'exposition et la conformité de rf.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter. This equipment should be installed and operated with a minimum distance of 5 millimeters between the radiator and your body.

Cet émetteur ne doit pas être Co-placé ou ne fonctionnant en même temps qu'aucune autre antenne ou émetteur. Cet équipement devrait être installé et actionné avec une distance minimum de 5 millimètres entre le radiateur et votre corps.

European Compliance Statement

Platysens Limited hereby declares that this device is in compliance with the essential requirements and other relevant provisions of the R&TTE Directive. A copy of the EU Declaration of Conformity is available at

www.platysens.com/legal

“The *Bluetooth*[®] word mark and logos are registered trademarks owned by the Bluetooth SIG, Inc. and any use of such marks by Platysens Limited is under license. Other trademarks and trade names are those of their respective owners.”

Apple and the Apple logo are trademarks of Apple Inc., registered in the U.S. and other countries. App Store is a service mark of Apple Inc., registered in the U.S. and other countries.

Google Play and the Google Play logo are trademarks of Google Inc.

“GPS Navigation is not available in Marlin-P model”