



# Marlin

## Complete User Guide

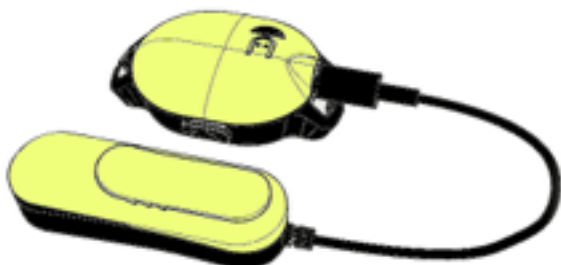
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Introduction	
Keys and Indication .....	4
Device Basics	
Device Sleep/Wake Up .....	5
Powering off the Marlin .....	5
Charging the Marlin .....	5
Caring of the Marlin.....	5
Attaching the Unit .....	5
The Marlin App	
Downloading the App .....	7
Creating a User Account.....	7
Connecting the device to the App (iOS) .....	7
Connecting the device to the App (Android).....	8
Pool Mode	
Starting a swim.....	10
Starting and ending a Segment .....	10
Ending a swim .....	10
Option .....	10
Time of the day .....	10
Total Swim Time.....	10
Repeat feedback/Report Twice .....	10
Report Distance .....	10
Stroke Count .....	10
Report Pace in Time/100m .....	10
Report Every X laps .....	10
Pool Length .....	10
Target Pace .....	10
Stroke Rate.....	11
Lap Pace.....	11
Training Program .....	11
Create a training program .....	11
Create a Step .....	12
Setting a training program.....	12
Editing/Removing a training program/set/step ...	12
Using a training program.....	12
Open Water Mode	
Start and end a swim.....	13
Options .....	13
Time of the Day .....	13
Total Swim Time.....	13
Report Total Distance .....	13
Report Average Pace .....	13
Report Stroke Rate.....	13
Report Twice .....	13
Navigation Mode.....	13
Feedback Mode .....	13
Feedback Unit .....	13
Report Interval .....	14
Offcourse Width .....	14
Waypoint Radius.....	14
Target Stroke Rate .....	14
Navigation.....	14
Navigation by waypoints.....	14
Creating a course .....	14
Searching for a course.....	15
Using a course .....	15
Skipping a waypoint .....	15
Clearing the course .....	15
Navigation by direction .....	15
Swim Workout	
Uploading workouts .....	16
View workouts.....	16
The Atlas .....	17
Device Maintenance	
Device Settings.....	18
Marlin Name .....	18
Firmware Version.....	18
Device MAC Address.....	18
Magnetic Calibration.....	18
Marlin/Marlin-P.....	18
Volume Level .....	18
Memory Usage .....	18
Battery Level .....	18
Factory Reset .....	18
Device Language .....	18
My Settings	
My Personal Settings.....	19
Account Settings .....	19

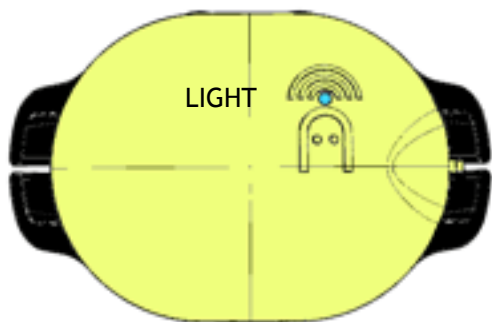
Marlin App Settings .....	19
Language .....	19
Check for Training Program Update .....	19
Publish New Open Water Routes .....	19
Connect Settings .....	19
Swim Smooth Guru .....	20
TrainingPeaks .....	20
Strava .....	20
Endomondo .....	20
Swim.com .....	20
SportTracks .....	20
2Peak .....	20
Firmware Update	
iOS Firmware Update .....	21
Android Firmware Update .....	22
Marlin State Diagram	
Important Safety and Handling Information	

## 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



<b>LIGHT</b>	<ul style="list-style-type: none"> <li>Blue (Flashing) - Waiting to be connected</li> <li>Red (Flashing) - Charging in progress</li> <li>Red (Flashing) - Swim in progress (Pool Mode)</li> <li>Red (Flashing) - GPS synched (Open Water Mode)</li> <li>Red &amp; Blue On - Clearing Memory</li> </ul>
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<b>START/STOP</b>	<ul style="list-style-type: none"> <li>Push to wake up the device</li> <li>Hold for 10 sec to reset the device</li> </ul> <p><b>In Pool mode:</b></p> <ul style="list-style-type: none"> <li>Push to start</li> <li>Push to finish a segment, push to start next segment</li> <li>Hold for 2 sec to stop</li> <li>When stopped, hold for 2 sec (together with the PLUS button) to skip the training program</li> </ul> <p><b>In Open water mode:</b></p> <ul style="list-style-type: none"> <li>Push to start</li> <li>Push to pause/resume</li> <li>If 'Free navigation' is selected, push to set direction</li> <li>When stopped, hold for 2 sec (together with the PLUS button) to skip the course</li> </ul> <p><b>In Training Program:</b></p> <ul style="list-style-type: none"> <li>Push to start the next step if Auto Progress is not enabled</li> <li>Push to stop the next step if Auto Complete is not enabled</li> </ul>
<b>PLUS</b>	<ul style="list-style-type: none"> <li>Push to increase volume</li> <li>Hold for 2 sec to change to pool mode</li> </ul> <p><b>During Swim:</b></p> <ul style="list-style-type: none"> <li>Hold for 2 sec to turn on Stroke Rate</li> <li>Push to increase tempo by 1 SPM</li> </ul> <p><b>With training program:</b></p> <ul style="list-style-type: none"> <li>Hold for 2 sec to jump to next step</li> </ul> <p><b>With course:</b></p> <ul style="list-style-type: none"> <li>Hold for 2 sec to jump to the next waypoint</li> </ul>
<b>MINUS</b>	<ul style="list-style-type: none"> <li>Push to decrease volume</li> <li>Hold for 2 sec to change to open water mode</li> </ul> <p><b>During Swim:</b></p> <ul style="list-style-type: none"> <li>Hold for 2 sec to turn off Stroke Rate</li> <li>Push to decrease tempo by 1 SPM</li> </ul> <p><b>With training program:</b></p> <ul style="list-style-type: none"> <li>Hold for 2 sec to jump to previous step</li> </ul> <p><b>With course:</b></p> <ul style="list-style-type: none"> <li>Hold for 2 sec to return to the previous waypoint</li> </ul>

## 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>

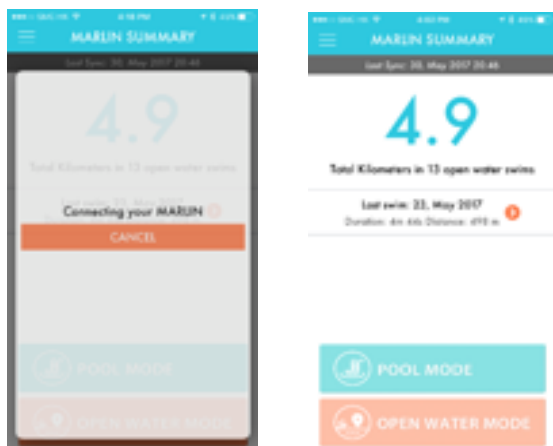
### Creating a User Account

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

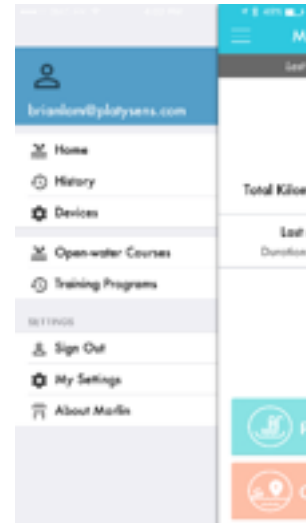
<http://platysens.com/privacy>

### Connecting the device to the App (iOS)

1. 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.



2. On the left hand menu bar, select Devices

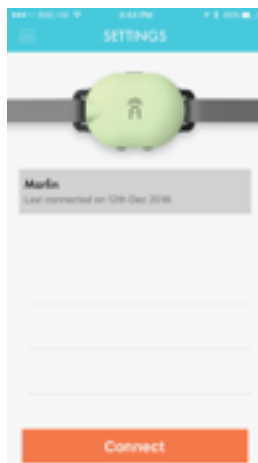


3. A device screen will appear. Initially, there may be no devices shown. Press the Start/Stop Button on the Marlin and a device should appear. Make sure Bluetooth is enabled on your smartphone.

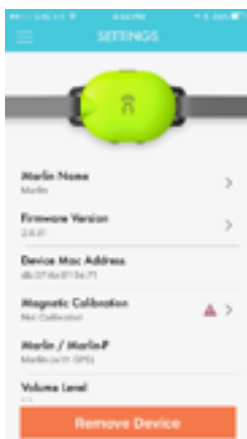


4. Select the Device by clicking on the line that says Marlin, As soon as you do that, the "Pair Your Marlin" button below will turn orange and it will say "Connect:."





5. 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.

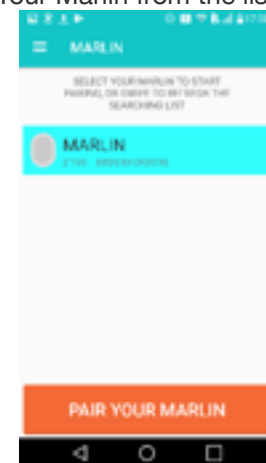
1. Once you are logged into App, it will try to reconnect to the Marlin. Swipe down to refresh the list. The Marlin needs to be in standby mode in order to be detected. The blue LED will blink when it is waiting to be connected. If the Marlin is in sleep mode, press the Start/Stop button to wake it up.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



2. Select Marlin from the list to continue.

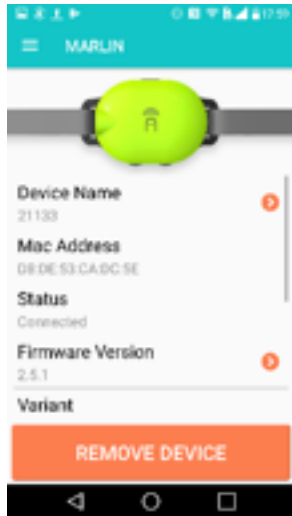


3. Select Pair Your Marlin from the list to continue.



4. 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.

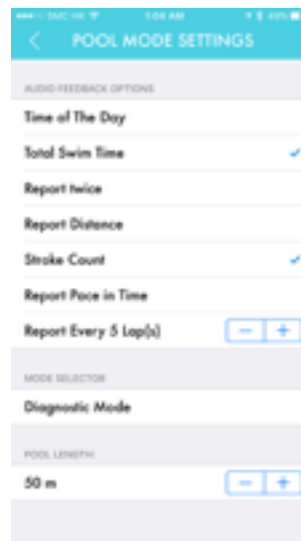
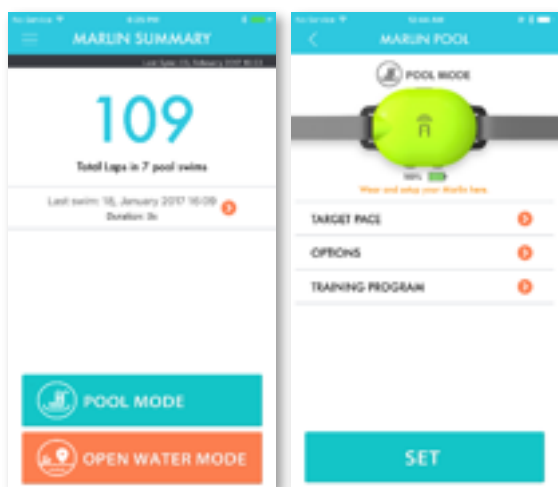
In between segments, the rest time is reported every 10 seconds for the first minute. Afterwards, rest time will be reported every minute and a relaxing tune will be played to indicate the swim has not been stopped.

### 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/Report Twice

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/100m

The time per 100m is reported.

#### Report Every X laps

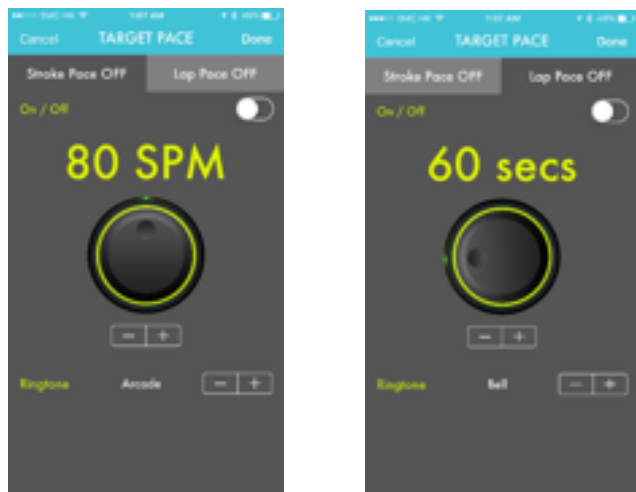
Define the reporting interval of how often Marlin reports feedback.

#### 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**.

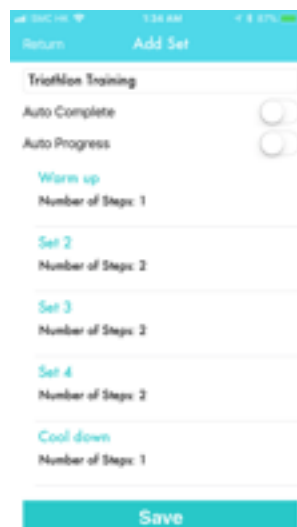
### Lap Pace

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**



The training programs are organized as follows

Program - Sets - Steps

For each program, multiple sets can be created. Within each set, detailed steps can be added to customize your training program. There are two system options

#### Auto Complete

By default, press the Start/Stop button to end a step. If Auto-Complete is enabled, the end of a step is detected automatically.

#### Auto Progress

By default, press the Start/Stop button start the next step. If Auto-Progress is enabled, the next step is started when motion is detected.

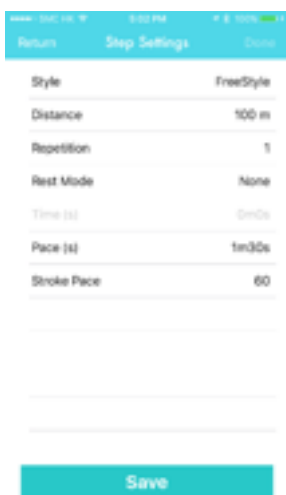
### Create a training program

To create a training program, click on the **+/Add program**. Enter a program name to identify the program.

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

Within each set, select the type of the set by selecting from { **Warm up, Main Set, Build Set, Cool Down, Numeric Sets from 1-10**}.

Inside each set, multiple steps can be added. To add a step, click *Add new step*. A new selection screen will appear.



### Create a Step

Within a step, multiple parameters can be configured.

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

For *Distance*, the value is based on the pool length configured in the pool options. Different multiples of the pool length can be selected

In *Repetition*, the audio feedback will be repeated based on the selected number. The maximum number that can be chosen is 60.

*Rest Mode* defines conditions that affects the start of the next repetition. Currently, to support all drills, users need to push the **START/STOP** to go to the next repetition.

<i>Rest Mode</i>	<i>Description</i>
None	No special conditions are set.
On Time	The next repetition will start only if more than X seconds has elapsed from the start of the current repetition. If this condition has not been met, the Marlin will wait until On Time has been reached before progressing to the next step.
Rest	After the <b>START/STOP</b> button has been pressed to indicate the end of the repetition, the Marlin will wait for next seconds before progressing to the next repetition.

For *Pace* and *Stroke Pace*, different values can be used for each step of the training program. If **Pace** is defined, Marlin would generate a tone every time 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.

### Setting a training program

In the following view, click the program you want to use, and then click **Set Program**. Marlin would respond by saying *Program Received*.



### Editing/Removing a training program/set/step

If a training program/set/step needs to be deleted or edited, swipe left to show the delete button in iOS. In Android, click on the workout record and hold until a message box appears. Training programs deleted will be removed from the server.

### Using a training program

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 400m*.

Whenever it says “Resume to Start”, it means you need to press the **START/STOP** to start the next step.

To start a step, push **START/STOP**, Marlin says *Ready two, one, “beep”*. To stop a step, push **START/STOP**, Marlin says *Done*. If Auto Progress or Auto Completed are enabled, then these **START/STOP** may not be necessary depending on the configuration.

To skip to the next step, push **PLUS** or **MINUS** and hold for 2 seconds. To repeat the current step, do a jump or double tap Marlin. When all sets are completed, Marlin says *Set Done*. When all steps are completed, Marlin says *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*.

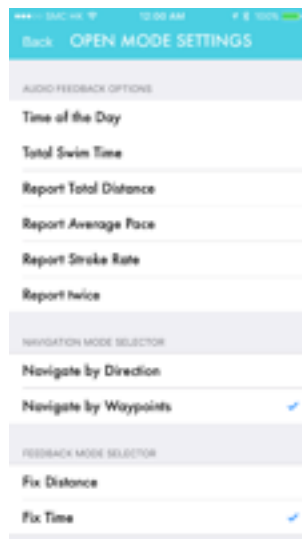
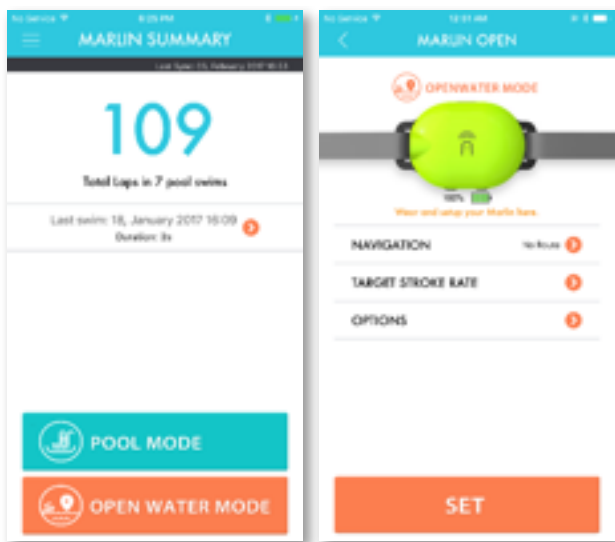
If you have defined *Navigate by Direction* in the option menu, Marlin will remember the direction you are looking at when you push **START/STOP** during a swim

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

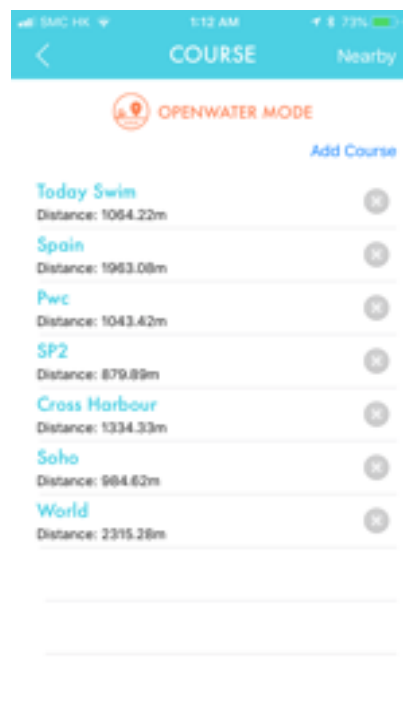
Marlin offer two modes of navigation, 1) navigate by pre-defined waypoints and 2) navigate by following a direction.

### Navigation by waypoints

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

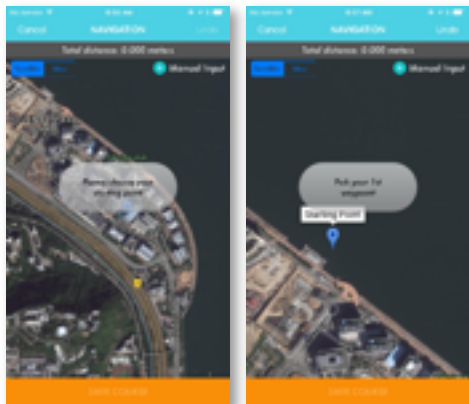
### Creating a course

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



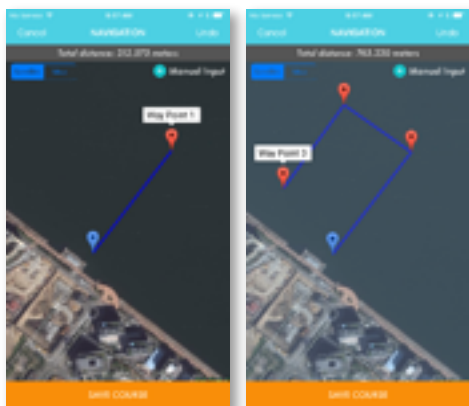
Pick a waypoint to start the swim.





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.

## Searching for a course

To set your course based on a swim route shared in the Atlas, select Nearby. This will search for all swim routes within the area. Courses can be selected and loaded to the navigation map.

## 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**.

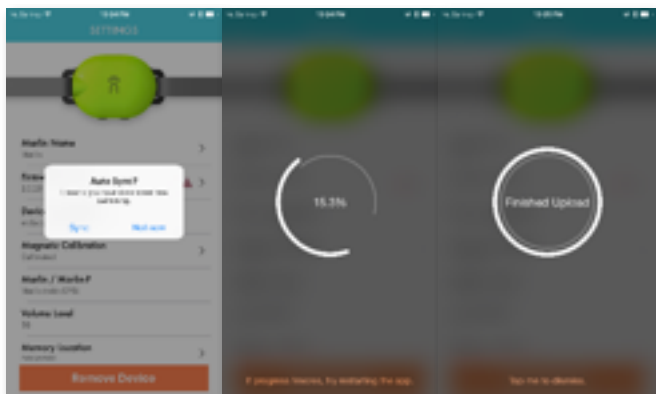
During you swim, push the **START/STOP** while **swimming** toward your desired direction. Marlin would then say *Direction Set*, and it would guide you to that direction.



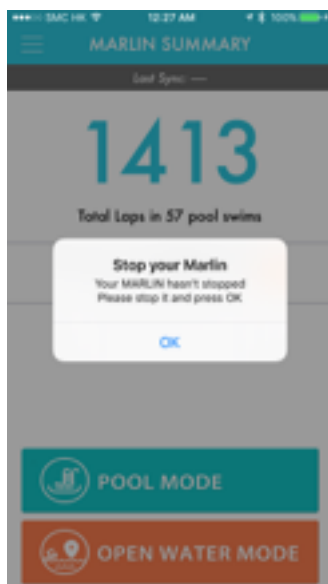
## Swim Workout

### 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.

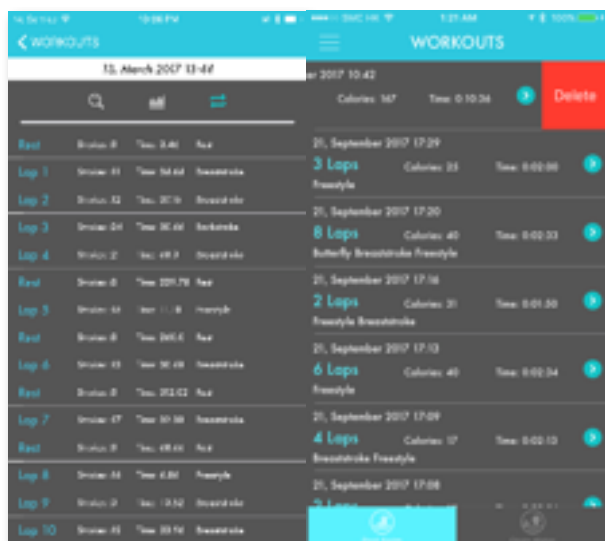


### View workouts

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.

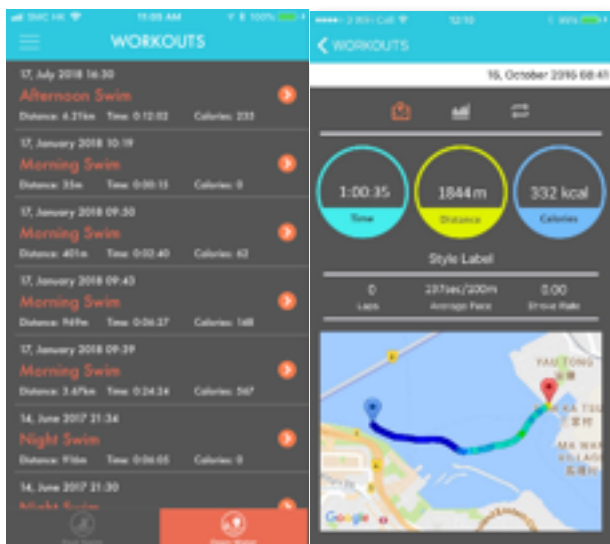


Pool Mode summary with swim results.

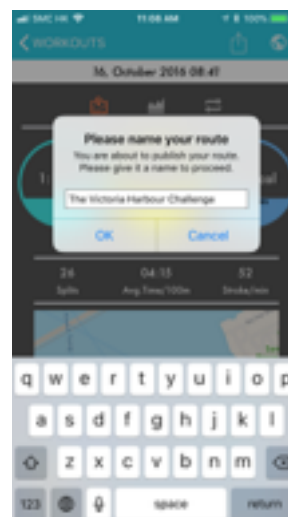


Lap data can be reviewed and removed. If a workout needs to be deleted, swipe left to show the delete button in iOS. In Android, click on the workout record and hold until a message box appears. Workouts deleted will be removed from the server.

## The Atlas



Open Water summary with swim results. Click on the map to review detailed information about your swim. After clicking on the map, there will be a Export GPX button on the bottom of the map. Select it to email a copy of your GPX data to your destination email.



On the summary page of the open water workout, there is a globe icon on the top right of the App. By selecting the icon, a message box will appear to allow for the sharing of swim routes with other swimmers. This is a manual sharing option for users who elect not to enable automatic sharing under My settings.



On the summary page, there is a share button. By selecting the share button, workouts which have not been automatically sent to the connected platforms can be manually sent to the connected platforms. The options for the connected platforms will appear after they have been authenticated under the My Settings section.

## 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

Indicates the percentage of memory used. There is an option to clear memory. This is recommended after your swim data has been successfully uploaded to the workouts. The upload all swim data is used whenever there are issues with the data synchronisation process.

#### Battery Level

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

#### Factory Reset

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

#### Device Language

Indicates language of the Marlin. In versions of Marlin that support different languages, this is where the language of the Marlin can be modified. If the Marlin's language can be changed, it will be displayed in this menu. Changing the language involves updating the firmware of the device and the process is similar to a firmware update.

## My Settings

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

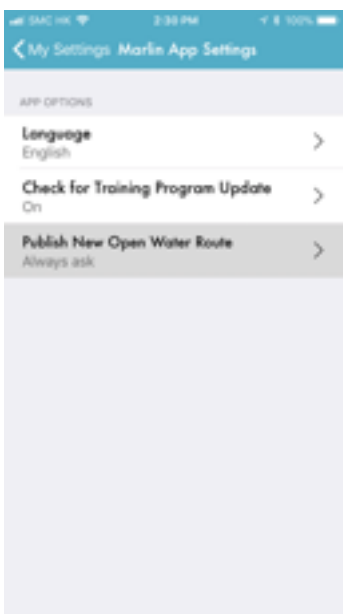
### My Personal Settings



Settings include weight, year of birth and gender can be set. This data allows more accurate calorie estimation. The year of birth data is also required to ensure compliancy with privacy regulations. For user's under the age of 16, parental permission can be provided by emailing [support@platysens.com](mailto:support@platysens.com).

### Account Settings

This is where a password change can be performed.



## Marlin App Settings

### Language

The indicates the language of the App. This follows the language used on the smartphone or tablet.

### Check for Training Program Update

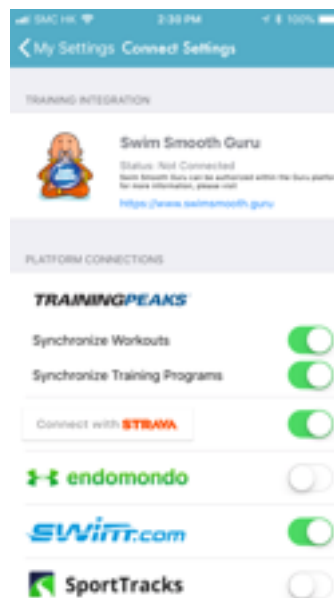
When enabled, the training programs from the connected platforms such as Training Peaks or Swim Smooth Guru will be downloaded to the Marlin App.

### Publish New Open Water Routes

When enabled, open water routes will be published to the Atlas where others can see the route information and use it to help set their open water course. The following options can be selected

- Always Ask
  - After uploading your swim data, the App will prompt you whether you want to share your swim route to the database
- Always publish automatically
  - After uploading your swim data, your swim route will be shared to the database
- Never ask for publishing

## Connect Settings



This section outlines two type of external platform connections. The first 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 automatically. Old data can be



shared manually in the workout history with the share button.

The second type, training integration, are platforms which can provide detailed training programs to the Marlin in addition to the data export. Once authorized from the external platform, training programs can be sent to the user account.

The following platforms are currently supported by the Marlin.

### Swim Smooth Guru

Swim Smooth Guru can be authorised within the Swim Smooth Guru platform. Training programs from the Guru platform can be downloaded to the Marlin. Swim data from the Marlin can be sent back to the Marlin. This integration is only available on the English only version of the Marlin and not supported in other language versions of the Marlin.

### TrainingPeaks

With TrainingPeaks, there are two options that can be enabled

- Synchronise Workouts

Upload data to Training Peaks.

- Synchronize Training Programs

Download your training plans to Marlin. Only recent programs in the next 3 days will be downloaded to the Marlin.

### Strava

### Endomondo

### Swim.com

### SportTracks

### 2Peak

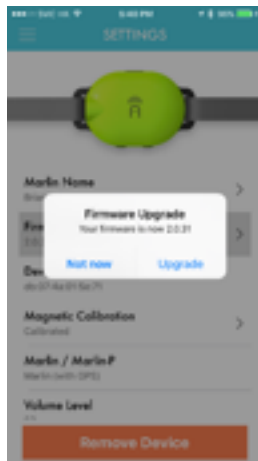
## Firmware Update

### 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.



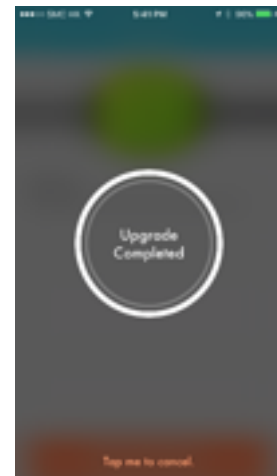
2. It will prompt you on whether you would like to perform a firmware upgrade. Click upgrade to perform the upgrade.



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.



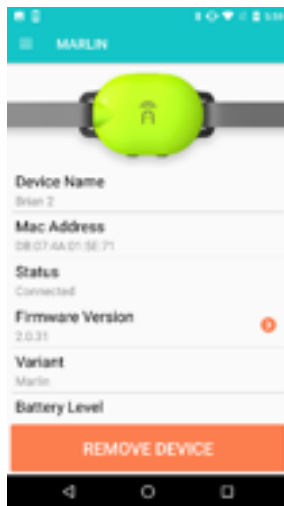
5. In the settings page, the device name will be temporarily changed to DfuTarg. Select it to connect. If you go to Home and come back to the Device page, your original device name will appear.



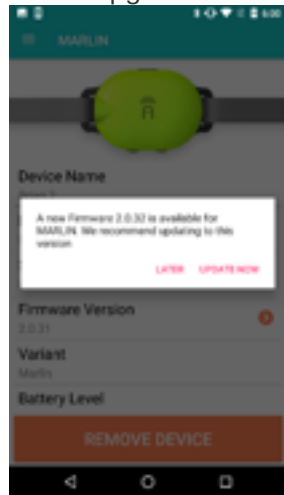
- Please perform the calibration of the device again. It is also recommended to clear the Flash Memory at this time. Just click on Memory Usage and select "Clear Memory"

## Android Firmware Update

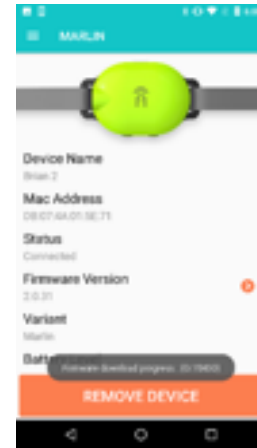
- Go to the Device page. There should be a red triangle indicating a new firmware is available. Click on Firmware Version. Make sure you are connected to the internet before you begin a firmware upgrade. This is necessary because the new firmware files are located at our servers.



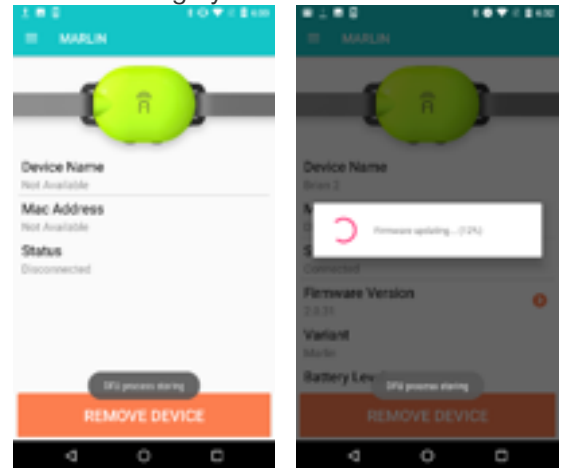
- It will prompt you on whether you would like to perform a firmware upgrade. Click upgrade now to perform the upgrade.



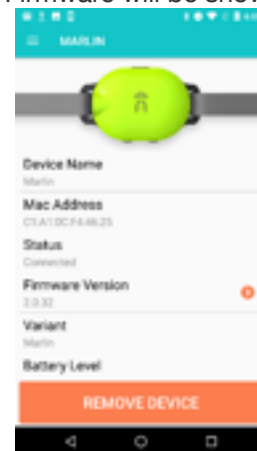
- The download process will commence



- 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.

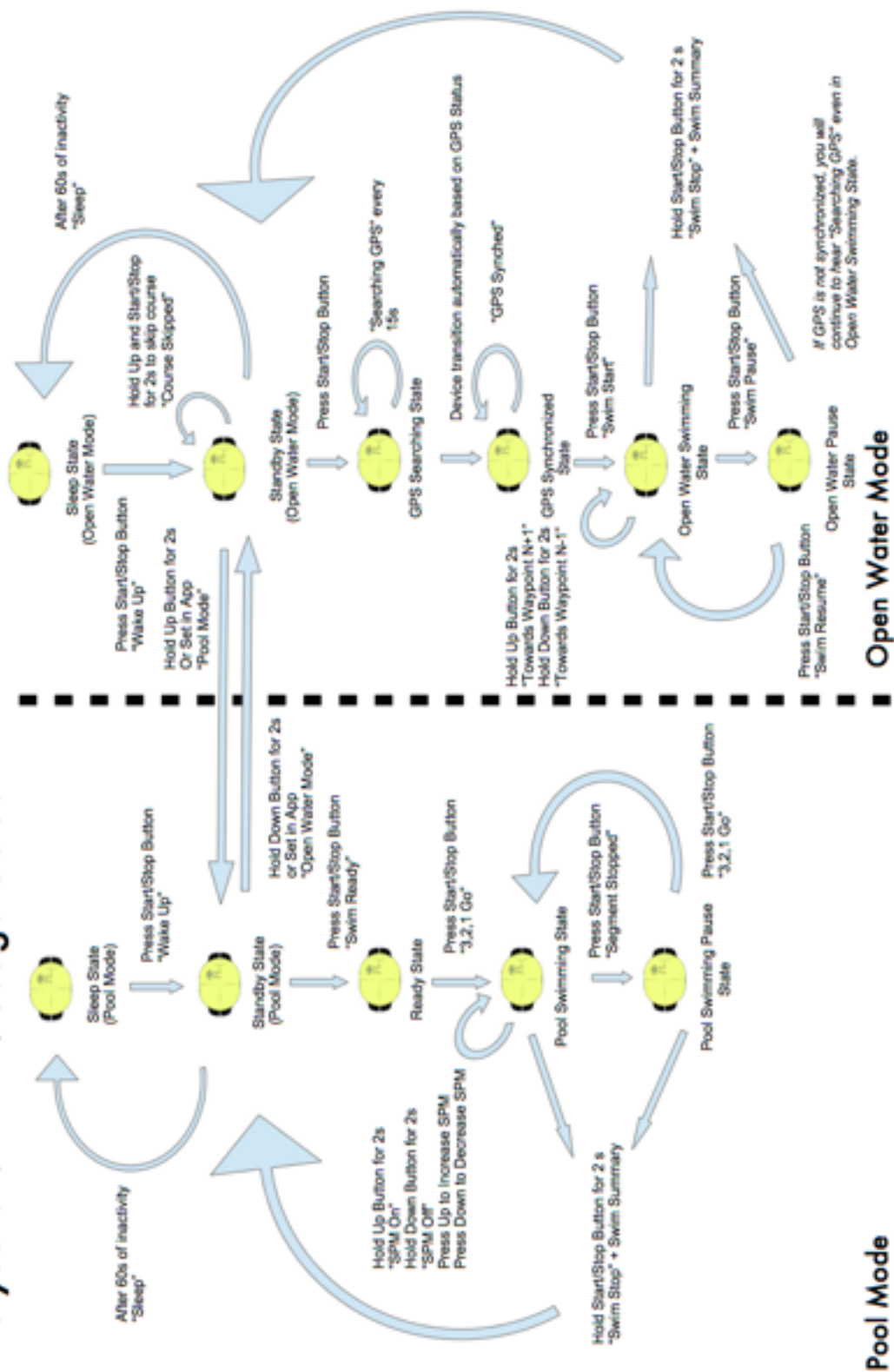


- Please perform the calibration of the device again. It is also recommended to clear the Flash Memory at this time. Just click on Storage Occupied and select "Yes"



Marlin State Diagram

Platysens MARLIN Usage Guide



## 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](http://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.



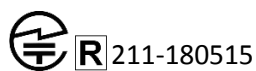
## Disposal and Recycling Information

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.

**WARNING:** This product contains lead, a chemical known to the State of California to cause birth defects and other reproductive harm.

## 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](http://www.platysens.com/legal)

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

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