

SolarAir 150 - Solar Oxygenator with Battery

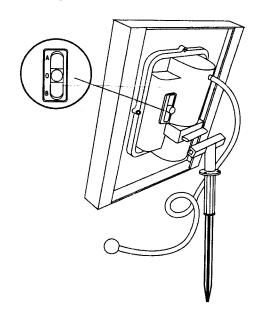
Congratulations on buying a product with the latest features in battery-back up technology. These instructions relate only to the solar oxygenator and contain important information for using the product for the first time. Please keep this instruction for later reference.

INTRODUCTION

The Solar oxygenator has been designed for pond use. A solar module powers the air pump. The pump drives air through the hose and the air stone. In order for the air pump to operate, the solar module needs to be placed in **direct** sunlight. The performance of the pump depends on the season and the position of the solar module.

ASSEMBLING AND USING YOUR PRODUCT

- 1) Unpack all components carefully.
- 2) Connect the air stone to the hose
- 3) Connect the hose to the vent of air pump.
- 4) Decide on a suitable location. (**Please note**: The air pump soaks air through small holes in front of the pump eye. Therefore, the air pump should not be placed on grounds, where water can get through the hole.)
- 5) The solar oxygenator is now ready to operate.



3. OPERATING INSTRUCTION

Switch on "A" --- Mode of "Day":

Switch the button to "A" position, the air pump will only run in bright or good sunlight conditions. On bright sunny days surplus power will charge the battery for "night" use. The pump will not work on cloudy days or night as there is insufficient power to run the pump.

Switch on "B" --- Mode of "Night":

Switch the button to "B" position, the Solar panel charges the battery at day and the air pump will only work at night. (If you turn on the night mode at day, the air pump does not run till sunset).

The air pump keeps running at night until the next day sunrise or the battery is flat. On bright sunny days the battery will fully charged. On cloudy days the pump will run for significantly less time.

Switch on "O"--- Mode of "off":

Switch the button to "O" position, the air pump will stop running. The full solar energy will charge into the battery.