











FELL Marine 2018 Designs, prices and features subject to change. To read the full user manual, see video tutorials and other useful information - visit: <u>WWW.FELLMARTINE.COW</u>

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## YOUR PERSONAL LIFEGUARD





EMERGENCY STOP

SECURE UP TO 4



PFOPLE ONBOARD



BE PROTECTED IN ALL CONDITIONS

# Corded Lanyard

### Falling overboard is one of the most likely cause of death while boating

NEXT GENERA WIRELESS BOATING

-2018

Traditional lanyard type cut-off switches are not always used by boaters, resulting in a rising trend in both injuries and fatal accidents. According to USCG statistics almost 60% of all boat related deaths in 2016 was caused by fall overboard.



Freedom of movement Easy to use Convenience Good-looking and pioneering

### A WIRELESS REVOLUTION

MOB+ sets a new standard for wireless man overboard devices and safety onboard. MOB+ is developed to provide 100% stability and save you in just one second should you fall over board.

### INNOVATING BOATING SAFETY

MOB+ is the most recognized wireless MOB system in the world. The system consists of an easy to install HUB mounted in your boat and up to four wearable FOBs. The FOBs communicate wirelessly with the HUB. Four FOB's can be connected to the HUB at the same time, with one unit acting as the captain's stop unit, and the additional three as alarm or stop units for passengers.

## PEACE OF MIND FREEDOM OF MOVEMENT SAFE BOATING MADE SIMPLE AWARD WINNING DESIGN WORLD LEADING MOB DEVICE









## SECURE PILOT AND PASSENGERS

First Come, First Served: First connected xFOB becomes the STOP FOB. Successive connections automatically becomes ALARM FOBs. **Universal FOBs:** Use any universal xFOB with the same xHUB system, just pair and connect.

FOB Status Indication: The xHUB has four light bars indicating connected xFOBs.



FIRST CONNECTION STOP FOE SECOND CONNECTION ALARM FOE

THIRD CONNECTION

FOURTH CONNECTION

3

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CONNECTION

SEQUENCE

STOP FOB

• KILL SWITCH

ALARM 1

ALARM 2



As long as you stay within wireless range you are free to drive your boat and move about as you feel like. Just relax as MOB+ cares for you if a MOB event should occur.



### IN THE WATER

Should you fall overboard the MOB+ will stop the engine because the wireless connection is lost when submerged in over 4 inches of water, even if you are still within 50 feet of your boat.



### OUT OF RANGE

If you get out of the wireless range of MOB+, whether by falling overboard in the water or walking away from your boat on the docks, the engine will stop.





## CONNECT AS PILOT

To start each boating trip, connect with a simple click on your FOB to connect as a Pilot. This will allow your engine(s) to start and you will remain safe while being able to move about the boat.

## DISCONNECT AS PILOT



Disconnect with a simple click on your FOB. We recommend that you disconnect the Pilot FOB before leaving the boat. Disconnecting while the engine(s) are running will turn off the engine(s).





disconnect



Disconnected

**•••**))





Automatic engine stop

Shut down ignition



Click & Release to

connect

Turn ON boat battery Before attempting to connect your FOB(s), make sure the MOB+ HUB has power. Typically the MOB+ is powered from the main house battery. Turn the boats Master Switch to ON

STOP FOB

Connected

ENTER BOAT

16.

<u></u>



You can now start

vour engine(s)

# 20h Time-Out The normal FOB to HUB connection

will automatically time-out after 20h and shut down your engine(s). This is to prevent unnecessary battery drainage of the xFOB battery. Click FOB again to reconnect

See an introduction

video!

www.fellmarine.com/mobintro

Safe to start

driving



### Use FOB to stop engine The Pilot FOB acts as a stop button to shut down the engine(s) at any time. While the Pilot FOB is connected, click the button on the FOB to activate stop. The same stop function can be activated by clicking on the dash mounted HUB.







## NEW FOB SETUP & SYNC

Pairing is only necessary the first time you use the system and not necessary before each boating trip. Pairing is the first-time-use procedure of synchronizing your FOBs unique IDs with your HUB to allow the two to connect wirelessly.



3 sec 🛣

the button on

vour FOB

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Press and hold the button on vour HUB.

The HUB starts

flashing blue and gives a sound signal indicating Pairing Mode.

Smart FOB memory

The HUB can store the ID of up to 20

unique FOBs at any given time. If pairing

more than 20 FOBs the system will start

overwriting the first stored FOB IDs. The

HUB will continue to remember the FOB

IDs even though the unit lose power.



The FOB only remember its last paired

to more than one HUB at the time.

HUB, this is to prevent it from connecting

The HUB will give a sound signal and a green light to indicate a successful pairing.



No FOB available

Press and hold the button on your HUB for 10 seconds



You can now start your engine(s)





Emergency Cap In the unlikely event that the MOB+ System stops functioning. Unplug the xHUB and plug the emergency cap into the cable to be able to drive your boat. The emergency cap is located on the cable supplied with the MOB+ xHUB.



Success!

## 8h Time-Out

Override Mode automatically times out after 8h and shuts down your engine(s) to prevent engine start if the boat is left unobserved. After time-out the Override Mode can be reactivated as shown above.



If you have lost your FOB or if it's out of battery, you can always override the system. Remember that when you override the system you will NOT be protected in a man overboard situation.





## CONNECT AS PASSENGER

After the Pilot has connected his or hers FOB as a STOP FOB, connect additional 3 FOBs as Alarm FOBs with a simple click on the passenger FOBs.

## PILOT PASSENGER PASSENGER



## DISCONNECT AS PASSENGER



Disconnect a passenger with a simple click on the appropriate passenger FOB. The passenger can reconnect at any time as described on the previous page.







### Connect anyone

Did you know that you can connect just about anyone with a passenger FOB. Connect your kids, wife or the family dog while boating to keep them safe from falling overboard.



## Multiple Pilot FOBs The connected Pilot can configure a act as STOP FOBs. Press 3 sec on the

passenger FOB to become an additional Pilot FOB, allowing up to all 4 FOBs to HUB before connecting an Alarm FOB. See www.fellmarine.com/support



### Connected passengers

Make sure to keep an overview of who onboard you have connected with Alarm FOBs. If you have selected to connect any of the passenger FOBs as STOP FOBs, make sure to disconnect them while the engine is idle to avoid abrupt stops.



## Disconnect Alarm FOBs

Disconnecting any Alarm FOB will not shut down the engine(s). Connect or disconnect an Alarm FOB at any time while the Pilot FOB is connected.

## PASSENGER OVERBOARD

In a Man OverBoard event with a passenger FOB, the MOB+ will automatically sound an alarm to notify the pilot driving.









ALARM

Rescue missing person in the water

## PILOT OVERBOARD

In a Man OverBoard event with the pilot FOB, the MOB+ will automatically shut down the engine(s) and sound an alarm.





Restart engine(s) without interacting with the system











#### **Disengage Alarm** If a connected passenger FOB goes overboard or out of range the HUB will sound an alarm. To disconnect the alarm simply click the button on the HUB. The passenger can at any time reconnect the passenger FOB.



### FOB indication

The HUB has four blue bars on top indicating the status for each connected FOB. If a FOB goes overboard the light circle will flash red simultaneously as the respective FOB light bar flashes.





6 seconds after an MOB event with a STOP FOB, the MOB+ automatically activates dStart to allow any remaining passengers in the boat to restart the engine(s) directly. The mode flashes vellow and times out after 2 hours.



2h Time-Out MOB Mode automatically times out after 2h shuts down your engine(s). This is to prevent engine start if the boat is left unobserved after leaving the boat without disconnecting the xFOB.



## HOW TO WEAR

## **USEFUL INFORMATION**







### MEASUREMENTS AND PERFORMANCE

Weight	164g / 5.8oz.	
Housing material	ASA / TPU / PBT / POM – RoHS	
Temperature range	From -15°C / 5°F to 55°C / 131°F	
Voltage Source	10-32Vdc	
Energy consumption Active mode	2.5W max. at 13.8Vdc, Standby: <30mA, <0.4W max. at 13.8V	
Fuse	1A-3A	
Alarm decibel level	n decibel level >85db	
Kill Switch max electricity	8A continuously, 10A puls	

#### WIRELESS PERFORMANCE

Frequency area	EU: 868 MHz	US: 915 MHz
RF signal (in)	10 dBm max.	
RF signal (out)	10 dBm max.	
4D Antenna diversity	<b>O</b>	

#### WE ARE HERE TO HELP

Please feel free to contact us with any inquiry.





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On www.fellmarine.com/videos you will find installation and user guide videos.

### xFOB

#### **xFOB Battery**







Button to connect/disconnect-

xHUB will indicate low battery on the xFOB by blinking the light bar respective to the connected xFOB.

#### MEASUREMENTS AND PERFORMANCE

Weight	10g / 0.35oz.	
Housing material	ASA / TPU / POM	
Temperature range	From -15°C / 5°F to 55°C / 131°F	
Voltage Source	Coin Cell Battery - 3V nominal	
Power consumption	0.3 µA in sleep (0.00033 W) 30 mA in active mode (0.098W)	
Battery life	300 hours continous usage	

#### WIRELESS PERFORMANCE

Frequency area	EU: 868 MHz	US: 915 MHz
RF signal (in)	10 dBm max.	
RF signal (out)	10 dBm max.	
4D Antenna diversity	0	

#### BATTERY XFOB

Battery type	CR2032
Battery voltage	3V lithium battery

#### CERTIFICATIONS

Wireless	US: FCC Part 15C	EU: R&TTE - ETSI EN 300 220	
EMC	US: CISPR16	EU: EN 301 489	
IP Grade	xF0B™: IP68, xHUB™: IP67 EN60945		
Materials	RoHS (2002/95/EC)		
Flammability	IEC 60950 1&22		

The MOB+ is tested and certified to meet all the current standards – for your safety. ABYC A33 & E-11 Compliant (US Emergency engine/propulsion kill devices standard)

