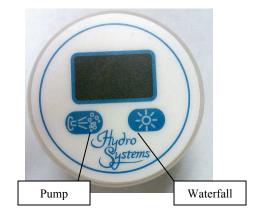
The 2-Button C6 System:



Control Features:

- Programmable run-timer
- Pump ON/OFF with water sensor
- 7-Segment digital water temperature display
- High water scalding alarm
- Waterfall ON/OFF

The Programmable System Run-Timer:

In order to run the pump operation, the run-timer must be programmed by pressing button 1. If button 1 is pressed and held, the timer will scroll through the programmable times. Release the button on the desired amount of run-time. The maximum programmable time is 30-minutes. If the light device is on when the main run-timer is programmed and the light time remaining is less than the programmed run-time, the light will remain on until the system run-timer expires.

Single Speed Pump Operation:

Once the system run-timer has been programmed, the pump is available for activation. Press button 1 to turn the pump ON and press button 1 again to turn the pump OFF. Once the pump has been turned off, the timer countdown will discontinue and the display will return to standby mode.

Digital Water Temperature Display:

Once the system detects the presence of water, the digital display will show the temperature of the water. This indicates the pump motor is available for activation.

High Water Scalding Alarm Feature:

If the temperature of the detected water exceeds 111 degrees Fahrenheit, 'too' 'hot' will flash on the digital display. All function activation except the light device will be prohibited. If the over-temperature is detected while a motor is functioning, then the motor operation will be automatically shut down. Once the temperature no longer exceeds the high limit, the system will allow the run-timer to be re-programmed.

The Waterfall Operation:

The system pump must first be active for the waterfall to function. Pressing and releasing the waterfall button turns the waterfall feature ON, pressing and releasing the button a second time turns the waterfall feature OFF. If the waterfall is operating when the pump is shutdown, then the waterfall will automatically turn OFF.

