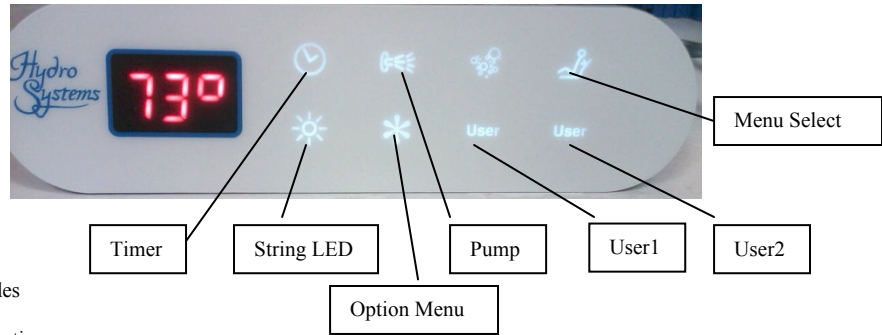


The 8-Button C81 System:



Control Features:

- Pump ON/OFF with water sensor
- 1 Back Jet, 1 Pillow and Waterfall Massage modes
- The Purge Clean Cycle
- String LED Light System with built in 30-minute timer
- Two user preference set buttons
- 7-Segment digital water temperature display
- Programmable run-timer
- ½ Minute automatic button dimming
- High water scalding alarm

The Programmable System Run-Timer:

In order to operate the pump, the run-timer must be programmed by pressing the timer button. If the button is pressed and held, the timer will scroll through the programmable run-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 the pump button to turn the pump ON and press the button again to turn the pump OFF.

The Purge Clean Cycle:

Any system fitted with a blower automatically contains the purge clean cycle feature. 15 minutes after the blower is turned off and no water is in the tub, the blower will activate for 2 minutes to remove any standing water and to ensure that the pipes are adequately cleared of moisture.

½ Minute Button Dimming Feature:

When the system run-timer is active, the keypad buttons are brightly backlit. If no buttons are actuated for 30 seconds, the backlighting will revert to a 50% brightness level. Pressing any button will cause the display buttons to return to full brightness again.

Digital Water Temperature Display:

Once the system detects the presence of water, the digital display will show the temperature of the water and the timer LED will light up. The timer must be programmed; then the pump motor is available for activation.

High Water Scalding Alarm Feature:

If the temperature of the detected water exceeds 111 degrees Fahrenheit, the digital display will flash 'too' 'hot'. All device activation will be prohibited. If the over-temperature is detected while system functions are operational, all functions except the light device will be shutdown. Once the temperature no longer exceeds the high limit, the system will be available for re-programming of the run-timer.

The String LED System Operation:

The string LED device can be operated independently of the pump motor system. Pressing and releasing the string LED button activates the string lights; a second press deactivates the string lights. Once the string light system has been activated, an internal light timer is set to 30-minutes. If the string light system is left on for 30-minutes it will automatically be shut down.

The Back Jet, Pillow and Waterfall Massage Mode Features:

The system pump motor must first be operational for any massage mode feature to operate. Once the pump is active, the Option Menu button cycles through all of the features with every press displaying 'P1' – Pillow 1, 'b1' – Back Jet 1 and 'SP' – Waterfall. Once the desired feature is displayed, the Menu Select button can cycle through various stages of operation; full on stage, fast speed stage, medium speed stage, slow speed stage and full off stage.

User Preference Buttons:

The user preference buttons are only available while the system run timer is in the count down phase. Once a preferred system operation has been set, pressing and holding one of the user buttons until 'Sto' (Store) appears on the digital display will store the personal settings profile to memory. If it is a first time program, then the display will store the setting without a press and hold of the user button. In order to retrieve the stored setting from memory, press and release the user button once the run-timer has been programmed; the system will recall the stored functional settings that were stored. A 20-minute timer is automatically selected when a user preference is recalled.