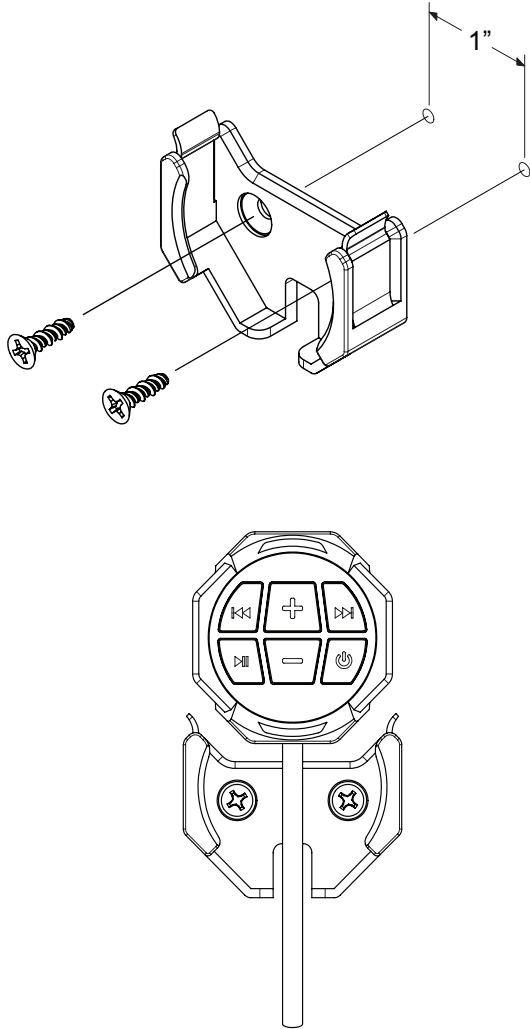


Surface Mounting

The controller can be mounted on any flat surface using the surface mount cradle. This will allow the controller to be removed for use in hand as well as kept in the cradle when not in use.

Before drilling any holes make sure there are no obstructions behind the mounting surface. Also make sure there is enough space around the cradle to remove and replace the controller easily.

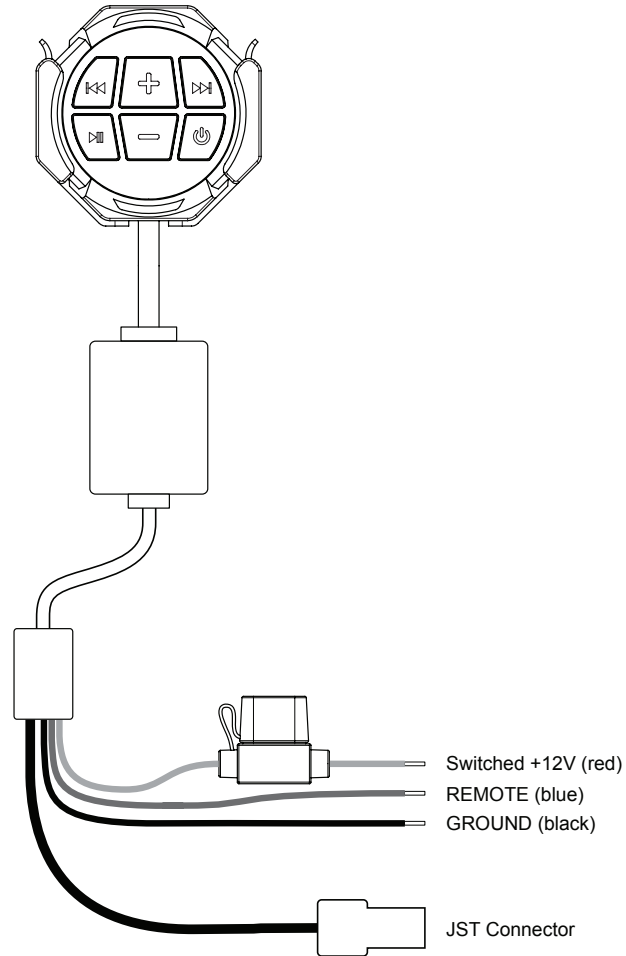


Wiring

The wiring and connections should be secure and away from any moving parts or extremely hot surfaces.

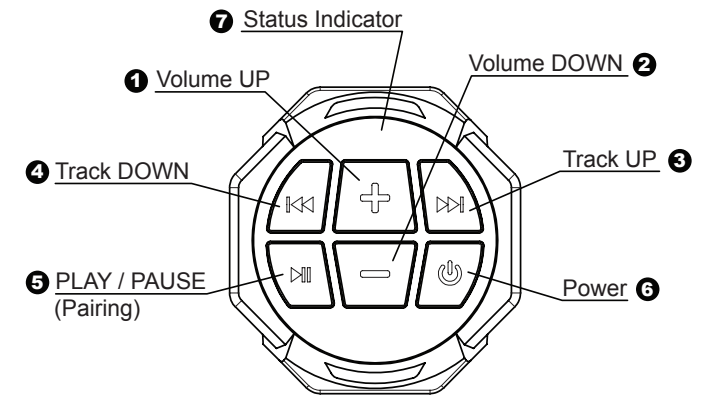
The RCA signal output can be connected directly to an amplifier or to the auxiliary input of an audio head unit.

The blue remote wire provides a +12V output to turn on an amplifier.



Controls

- 1** Volume UP - Each press will increase the volume.
- 2** Volume DOWN - Each press will decrease the volume.
- 3** Track UP - Press to advance to the next track.
- 4** Track DOWN - Press to restart the current track or to back up to previous tracks.
- 5** PLAY / PAUSE - Press once to pause. Press again to play. Long press for pairing.
- 6** Power - One long press will turn the unit on or off.
- 7** Status Indicator - Bluetooth connection status.



Bluetooth Device Pairing

The pairing process can vary based on your particular device. Refer to the operating instructions of your device. Below is the general process to connect the controller.

When the unit is powered up the status indicator will flash slowly "searching" for the last paired device. If no device is located, it will flash quickly indicating it is ready to pair to a new device.

On your Bluetooth enabled device, search for "POLARIS" under Bluetooth settings.

Select POLARIS, wait for the device to indicate "connected".

The status indicator will change to solid red.

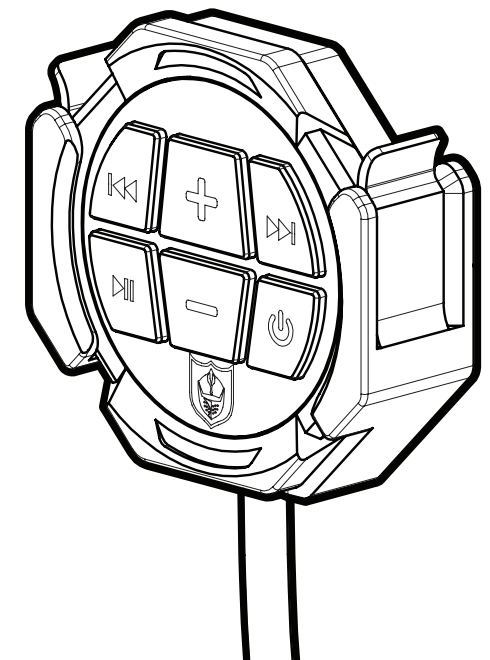
Music will now play through the system.

To connect to a different device while currently paired, press and hold the PLAY/PAUSE button. This will initialize pairing mode.



PRO ARMOR®

Operators Guide



**Bluetooth®
Controller**