



WATERWORLD CONNECT APP

User manual



New in this version:



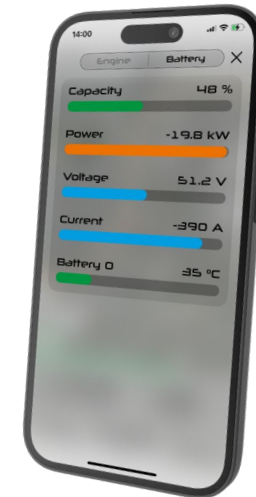
Configurable 'boost settings'

Boost settings for the propulsion system can now be configured directly by the user through the 'Device' Menu.



WaterWorld devices directly visible in 'Network'

All WaterWorld devices now appear automatically under 'Network' in the 'Settings' menu. This allows users to instantly view and manage every connected component within the system.



SoC and charging status visible in 'Battery Overview'

In the 'Engine/Battery Overview' settings menu, the State of Charge (SoC) is displayed immediately. If a charger is connected, the charging status is also shown.

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1. First-Time Use

The WaterWorld Connect app enables wireless communication between your iOS device and the WaterWorld electric propulsion system. The app provides real-time insights, such as: battery information, vessel speed and position, and other operational data. It also allows the user to adjust system settings and perform firmware updates directly from your iOS device.

1.1 Requirements

- iPhone or iPad running iOS 16 or later.
- Bluetooth enabled.
- Latest version of the WaterWorld Connect app (App Store).

1.2 WaterWorld Connect

WaterWorld Connect links your iPhone or iPad to the vessel and immediately provides key information such as GPS-based speed and position. The system supports remote software updates, making new features and improvements available as soon as they are released by the manufacturer.

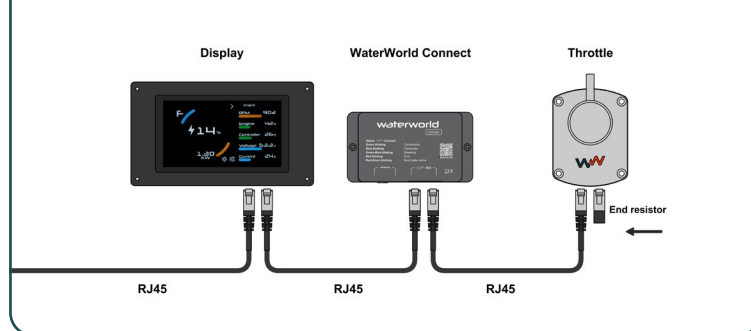
WaterWorld Connect is a future-proof enhancement to the system. It continues to evolve as new capabilities become available. Fully compatible with the WaterWorld Connect app.



1.3 Installing the WaterWorld Connect Module

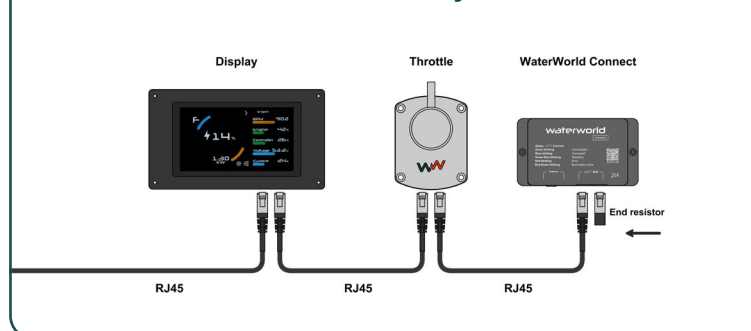
The module connects using RJ45 cables. Installation can be performed in one of two ways:

1) Placed between existing CANopen components



Placed between existing CANopen components. When in-line, no additional termination is required.

2) Installed at the end of the system



Installed at the end of the system. When placed end-of-line, an additional termination resistance is required.

1.4 Powering On and Connecting

1. Powering on

The WaterWorld Connect module powers on automatically when the main WaterWorld system is switched on via the keyswitch.

2. Status LED

- Flashing green (●): Active, ready to connect
- Flashing blue (●): Successfully connected to a smartphone or tablet

3. Connecting to your device

- Open the WaterWorld Connect app
- Tap the settings icon (top left)
- The 'Device List' appears
- All available WaterWorld Connect modules and the simulator are shown
- Select your module
- Enter the default pairing pin: 123456*

** For security reasons, changing this pin is strongly recommended.*

2. Home Screen

Device List / Settings – Access to app configuration, devices, and network settings.

Boost icon – Temporary power increase/decrease (20.0i only).

Power – Real-time system power consumption.

Range – Estimated range based on current speed and SoC.

Throttle Position & Compass – Displays throttle position and vessel heading.

Engine / Battery Overview – Provides a live status summary of motor and battery performance.

Map Controls:

- **Button 1:** Zoom to vessel position; tap again to follow heading.

- **Button 2:** Switch between satellite and standard map

- **Button 3:** Display range indicators around the current position (none, outbound trip, or return trip)

SoC – State of Charge of the battery.

Time left – Estimated remaining run time.

Speed – Current vessel speed (km/h).



3. Engine / Battery Overview

3.1 Engine 1

Displayed data:

- Power (W / kW)
- Speed (RPM)
- Motor temperature (°C)
- Controller temperature (°C)
- Voltage (V)
- Current (A)
- Phase current (A)

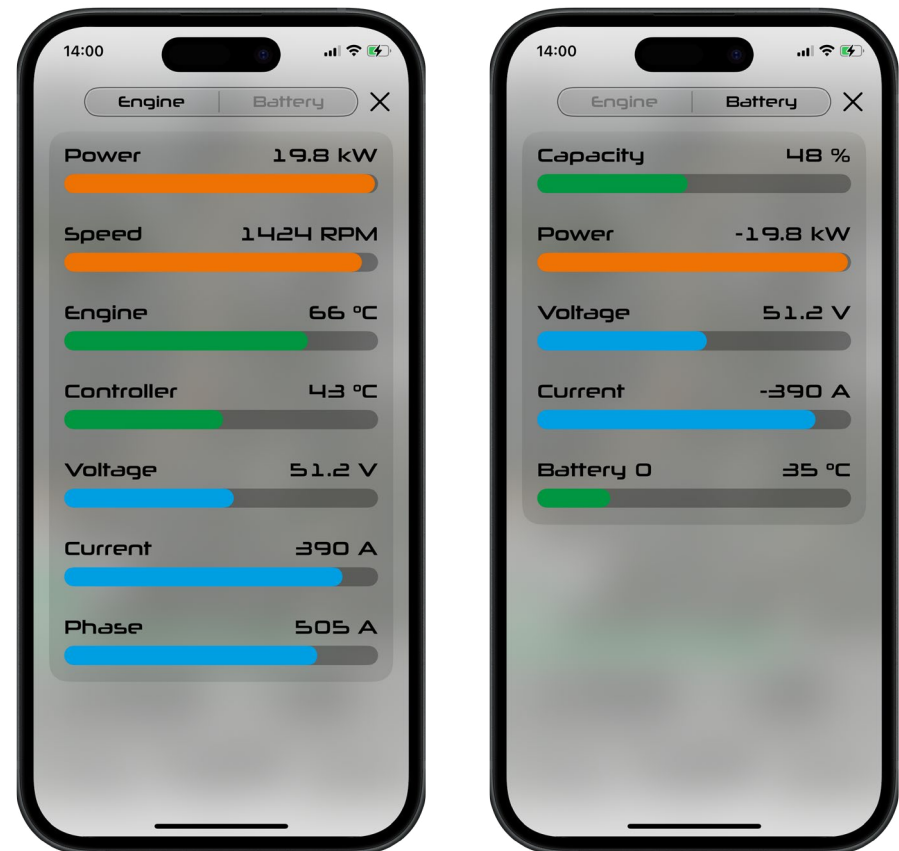
3.2 Battery

Displayed data:

- Capacity: Battery charge in percentage (%)
- Power: Charging power or battery consumption
- Current: Charging current or consumption
- Battery 1-8: Temperature of each connected battery

3.3 Engine 2 (if present)

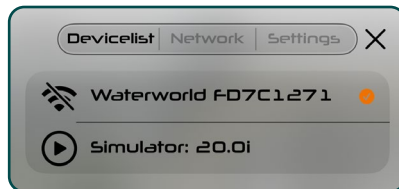
Identical parameters as Engine 1.



4. Device List / Settings

4.1 Device List

Shows all WaterWorld Connect modules within range, including the simulator.



Orange check mark – Active connection with device.

Red check mark – Device currently paired to another module (not available).

4.2 Network

Opens the WaterWorld Network overview. See Chapter 5.

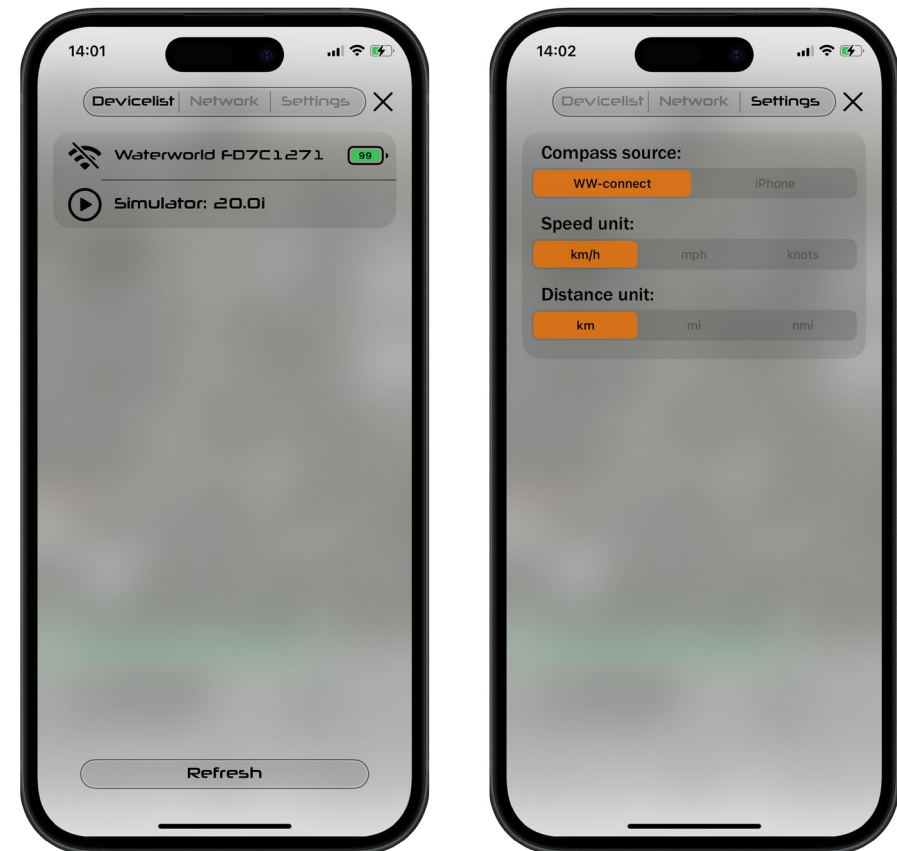
4.3 Settings

Compass data source: Phone GPS or WaterWorld Connect.

Speed units:

- Kilometers per hour (km/h)
- Miles per hour (mph)
- Knots

Distance units: Kilometers (km/h), miles (mph) and nautical miles.



5. WaterWorld Network

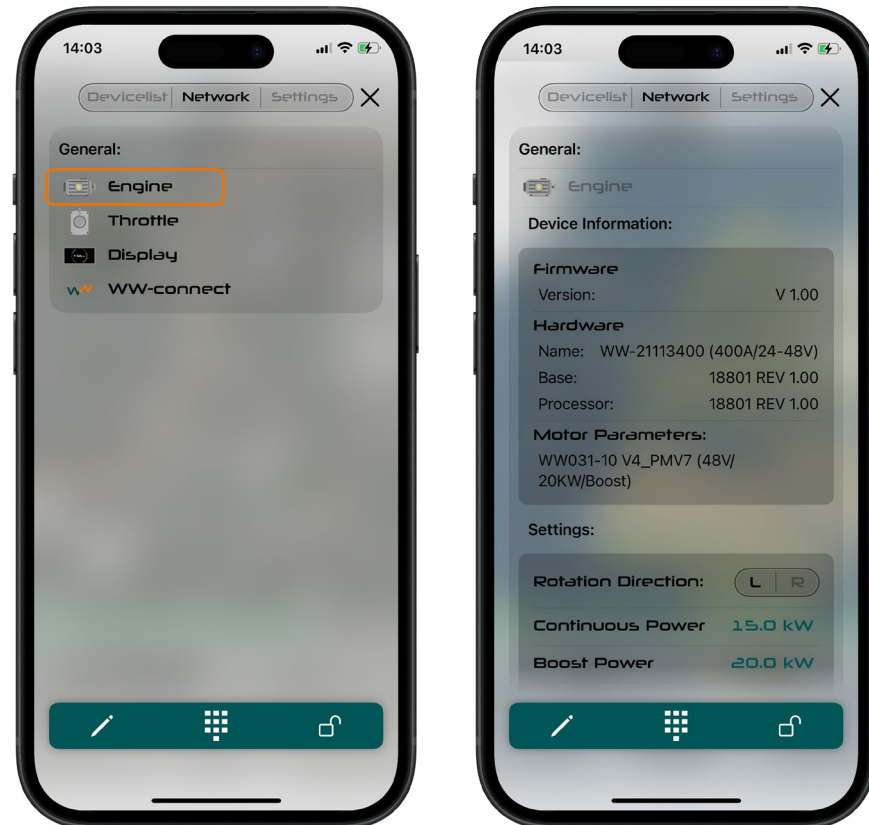
Through this page you can view firmware versions and the status of connected devices, adjust system settings, and easily perform firmware updates.

5.1 Network Overview

Access via:

1. Go to Settings
2. Click on 'Network'
3. The list shows all devices on the CAN-network
> Refresh the page by swiping down.

- **Firmware:** Information about the version of the present software of the controller.
- **Hardware:** Information about the version of the present hardware of the controller.
- **Motor Parameters:** Contains information about the version of the motor control software.
- **Max Engine Power:** This setting defines the maximum motor power and can be adjusted as desired.
- **Engine Configuration:** Adjust the rotation direction without reversing any cables.



5.2 Software update

If an update is available, the option 'Update available' will appear.

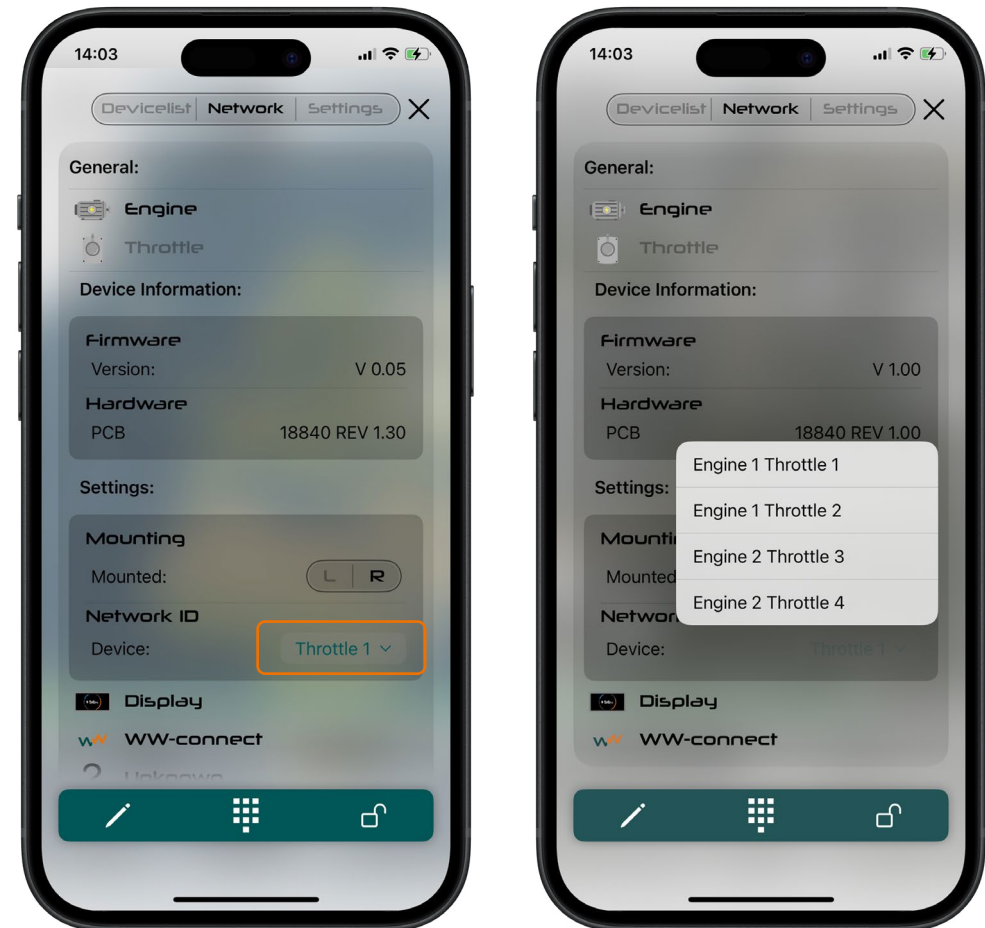
Tap 'Update' and follow the on-screen instructions.

Important: Do not turn off the system during the update to avoid interruptions or potential damages.

5.3 Throttle Configuration

Sets the throttle position to port (left) or starboard (right). Only available when the throttle is in neutral and the propeller is stationary.

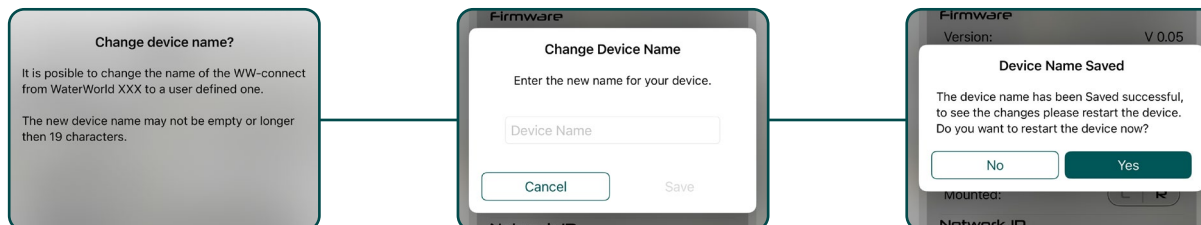
Applicable to Throttle 1 and Throttle 2 (if installed).





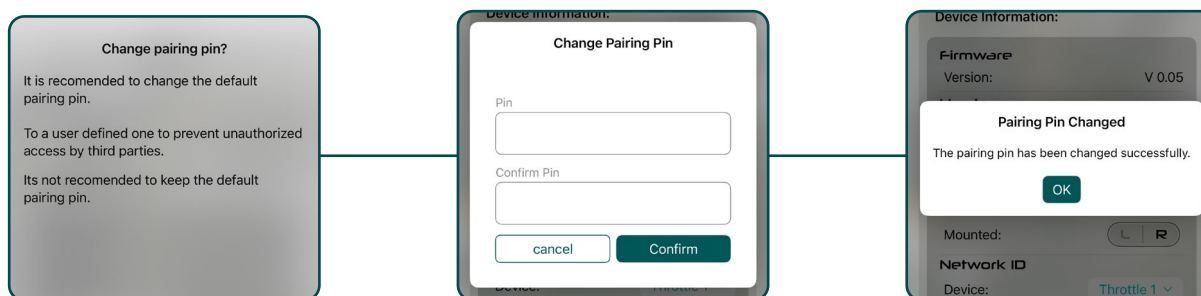
5.4 Change device name

With the pen icon you can change the WaterWorld network name.



5.5 Change pairing pin

The keyboard icon allows you to change the PIN code used to pair a mobile phone with the WW Connect.

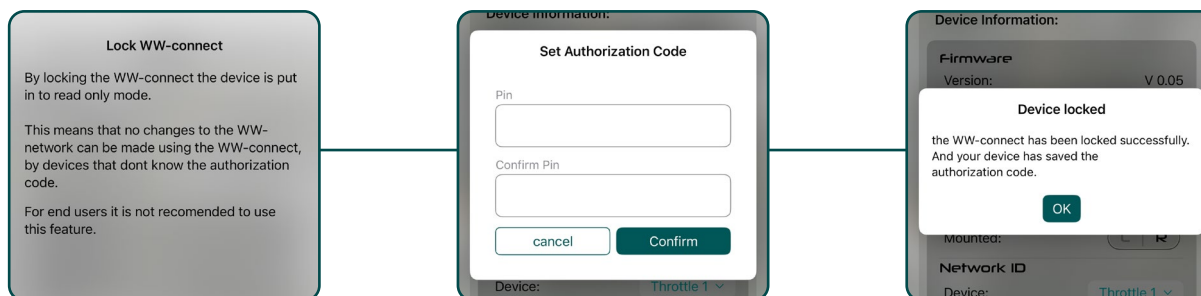


** After changing this pairing code, all other devices must be paired again; only the device used to change the code will remain paired.*



5.6 Lock WW Connect:

The lock icon allows you to lock the settings of the WaterWorld Connect. This way, the system can still be read through the app, but no changes can be made.



6. Frequently Asked Questions (FAQ)

I forgot my pairing pin. What should I do?

Reset WaterWorld Connect:

1. Press and hold the button on the WaterWorld Connect module for 5 seconds. The LED flashes blue-green (●●) and then returns to green (●).
2. Open the app again and reconnect.

I can't see my system in the Device List. What now?

1. Check all connections and ensure the system is powered on.
2. Refresh via Settings > 'Network'
3. Ensure you are within range

Note: WaterWorld Connect does not appear in the standard Bluetooth menu.

The app gives an error while connecting. What now?

Error: "Failed to connect because the pairing pin has changed."

Follow the next steps to connect again:

1. Go to Settings > Bluetooth.
2. Search for: 'Waterworld xxxxxx'.
3. Tap on the i-icon and select 'Forget this device'.
4. Reconnect using the WaterWorld Connect app.