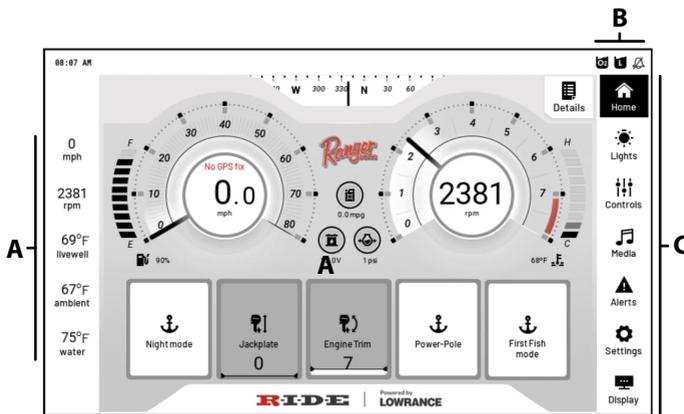


About this manual

This manual is a reference guide for operating the Ranger RIDE system. It assumes that all equipment is installed and configured, and that the system is ready to use. Some functions are boat configuration dependent and images used in this manual might not exactly match the screen on your unit.

Overview

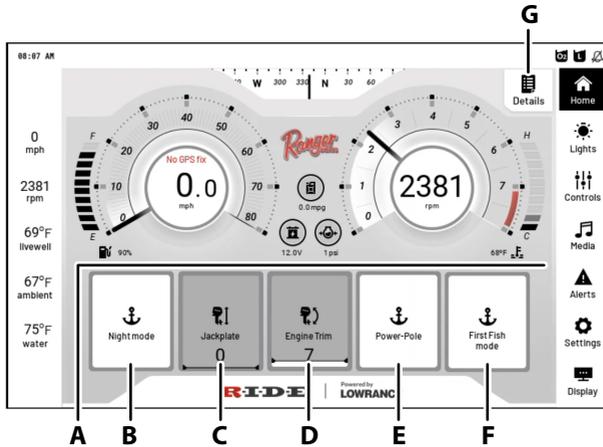
When the system is started the home screen is displayed.



- A.** Information bar
- B.** Status bar - indicates which functions/lights are active.
- C.** Menu bar – Used to navigate features and system options.

Home screen

The home screen shows engine data and gives access to commonly used functions. The functions available depend on your boat configuration.

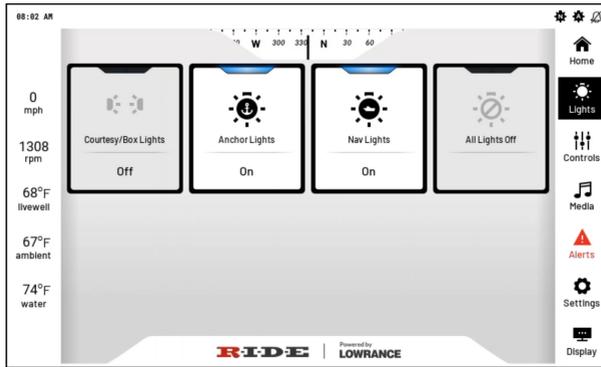


- A.** Engine data
- B.** Night mode button – Activates Night mode, lowers screen brightness and turns ON Nav. and Anchor lights.
- C.** Jackplate – Pressing the buttons opens the jackplate control page.
- D.** Engine Trim - Pressing the buttons opens the engine control page.
- E.** Power-Pole - Pressing the buttons opens the power pole control page.
- F.** First Fish mode – Turns on the Livewell and after 15 minutes activates high mode and turns on the oxygen generator.
- G.** Details - Pressing the buttons display all data reported by the engine over the NMEA 2000 network.

Lights

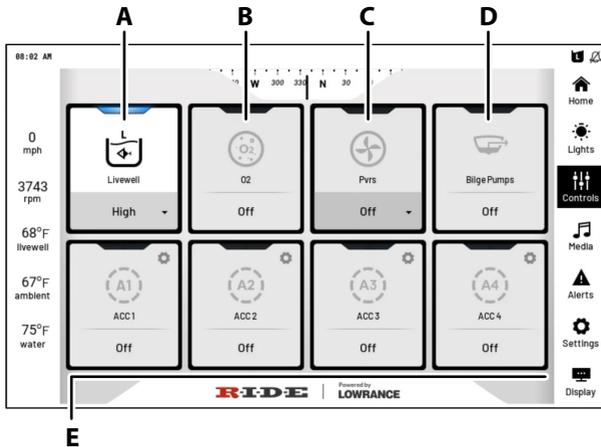
From the Lights page you can turn lights ON or OFF and check the status of the lights.

- **NOTE:** When turning on the Navigation lights, the Anchor lights will automatically come on and the above gunnel lights turn off. When turning off the Navigation lights, the Anchor light remains on and the Courtesy light comes back on. If installed, the option deck LED lights will also turn of with the navigation lights and return to their current setting when the navigation lights turn off.



Controls

The controls page lists various functions that can be controlled and monitored from the system. The functions available depend on your boat configuration.

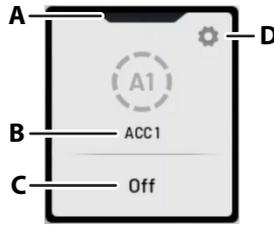


- A.** Livewell – Turns the Livewell ON or OFF. To access all modes, press the down arrow next to the status text and select the desired mode.
- B.** O2 – Turns the livewell Oxygen Generator ON or OFF.
- C.** PvrS – Turns the Power Ventilation Rod Storage ON or OFF. To access all modes, press the down arrow next to the status text and select the desired mode.
- D.** Bilge pumps – Turns the Bilge pumps ON or OFF.
- E.** User defined buttons for optional accessories.

→ **Note:** If the light icon is selected for a user defined button, the button moves to the light page.

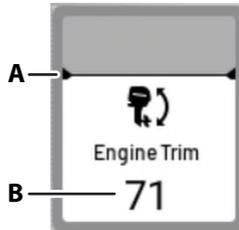
Button and status indication

The function buttons are used to control the connected equipment and give feedback on the current status of a function.



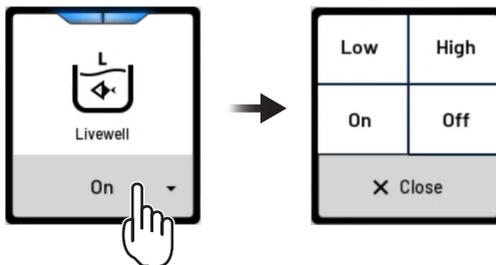
- A.** Status indicator - If the indicator is split, there are two channel controlled by the button. Each channel reports its own status.
- B.** Function name and icon
- C.** Status text
- D.** Function setting – Not all function buttons have the settings option.

Some functions have an analog status indicator. Press the button to show the controls for the function.



- A.** Analog indicator
- B.** Current value in %

And some functions do have more than 2 modes (ON/OFF), this is indicated by a drop-down arrow to the right of the status text. Press the status text to access all modes.



Status indicator color coding

OFF (Black)

Function is turned OFF.



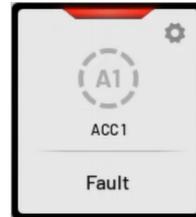
ON (Blue)

Function is turned ON.



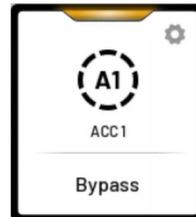
Fault (Red)

The fuse and/or relay is broken.



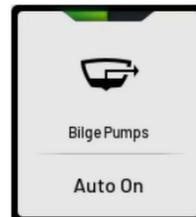
Bypass (Orange)

DDS 1 fuse for the function is in the bypass position.



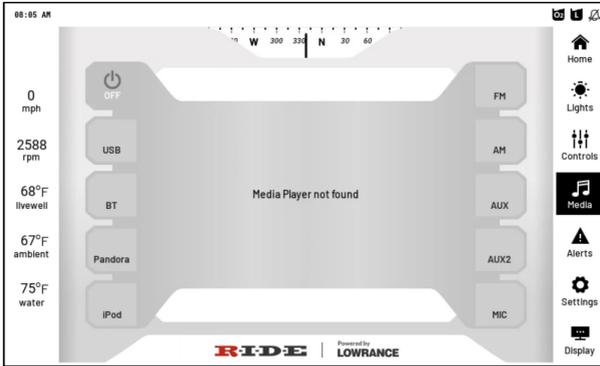
Auto On (Green)

Activated by external equipment, e.g. a float switch.



Media

If a compatible audio system is installed, it can be controlled from the Media page.

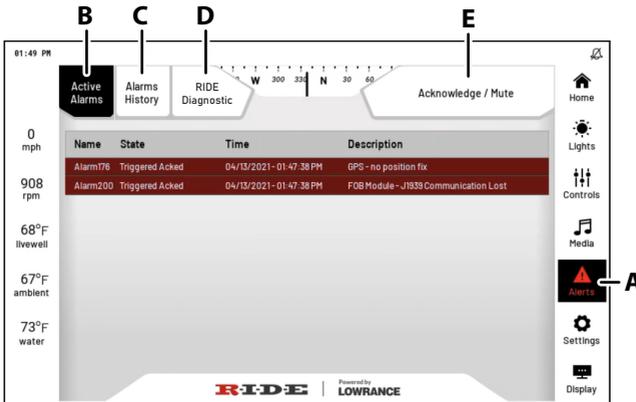


Alerts

When a fault occurs (e.g. a fuse is blown or a communication issue), the following happens:

- The Alerts page button starts blinking.
- The buzzer turns ON (unless the Alarm Buzzer is turned off on the settings page).

The alert screen has 3 sub-pages that can be used to check alert details, alert history, and diagnostic data.

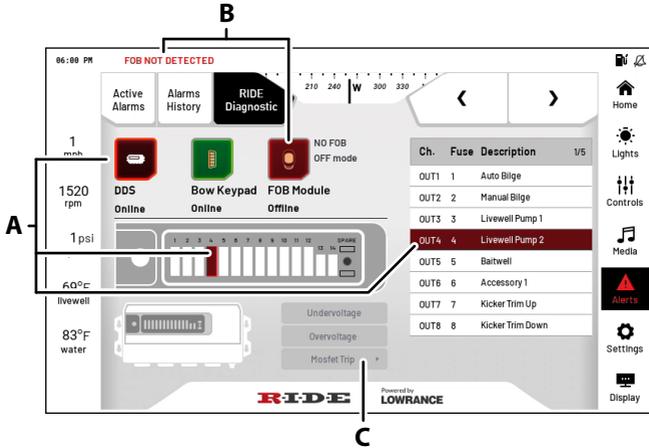


- A.** The alert button – Blinks red when there is an active alarm.
- B.** Active Alarms button – Opens a list with all the active alarms.
- C.** Alarm history button – Opens a list with a history of all alarms.
- D.** RIDE Diagnostic – Opens the diagnostics page, used for fault finding.
- E.** Page specific button(s):

- On the Active Alarms page – Acknowledge / Mute, used to acknowledge and mute active alerts.
- On the Alarms History page – Options to set the time interval for shown alerts.
- On the RIDE Diagnostic page – Options to navigate the channel list.

RIDE Diagnostic

Errors are highlighted in red.

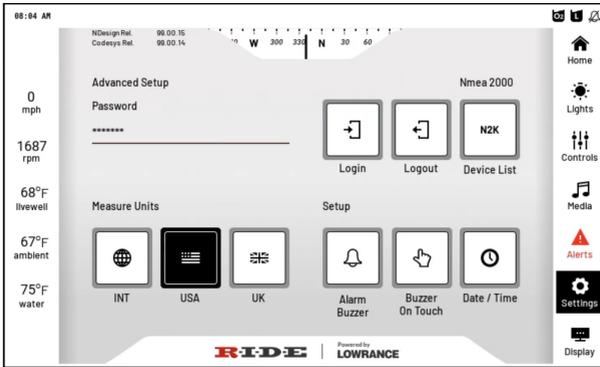


- A.** DDS - If you get a DDS error, the faulty fuse/channel is indicated.
- B.** FOB/Bow Keypad - Any fault condition is indicated.
- C.** Mosfet Trip - Press the Mosfet trip button to open the Mosfet page. From that page you can reset each Mosfet channel individually.

Settings

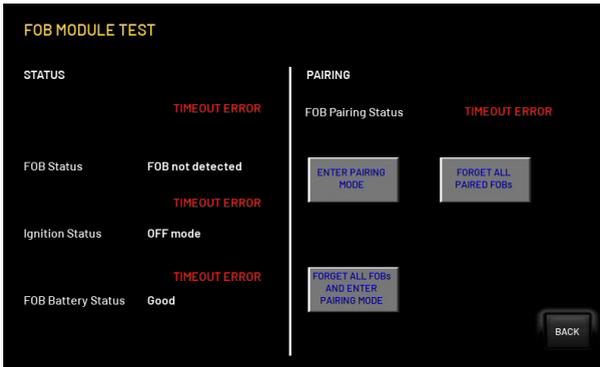
Used for changing basic system settings.

→ **Note:** The advanced setup is only accessible to boat builders and dealers.



Pair a FOB

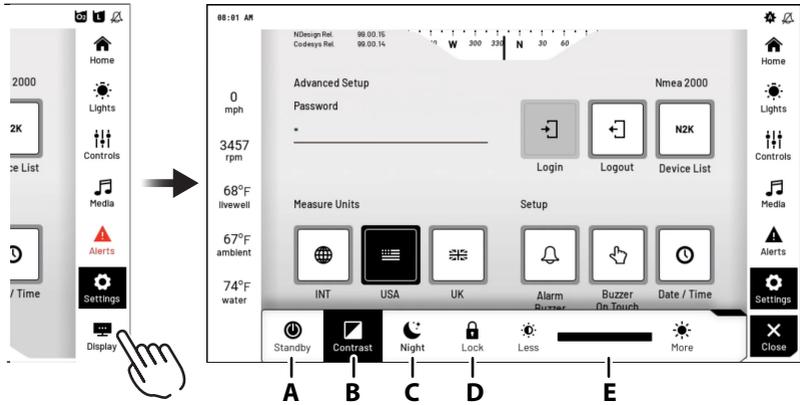
Contact your Ranger dealer for instructions on how to access the following screen:



- If you need to add a FOB to your system, press the ENTER PAIRING MODE button on the RIDE screen and the pairing button on the FOB to be paired.
- If you need to replace your FOB, press the FORGET ALL FOBs AND ENTER PAIRING MODE button on the RIDE screen and the pairing button on the FOB to be paired.

Display

The display dialog can be used to adjust screen brightness, activate night mode, and more.



- A.** Standby - Puts the display into standby mode to save power. It will not go into standby if the engine is running.
- B.** Contrast - Turns off high contrast (the default) display mode. This reveals the blue mode. The blue mode was the default on the walleye boat. Ranger changed it for this boat.
- C.** Night - Changes the display to a night pallet.
- D.** Lock - Locks the screen to make it non responsive to touch except a small area in the top right of the display.
- E.** Brightness – Adjusts the screen brightness

