

# User Manual

For: RT 4 V4 Element QHD (Version 2021)

Carplounge Pilot V4 (Version 1.3.0)

Version: 1.05 05. Mai 2021

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## FOREWORD

The RT4 V4 Element is the newest boat from Carplounge Tackle!

It emerged from the exclusive collaboration between Raymarine and Carplounge Tackle and sets the new standard in the bait boat sector.

Until now, the echo sounders in bait boats were the hard-wired echo sounders. Due to the data transmission rates

It was always a disadvantage using wireless transmission, but it was precisely here that the aim was to improve the situation.

The Raymarine Element series offered what was needed to cancel this disadvantage in the transmission of all the necessary data from the HV-100 transducer over long distances in order to then let the final processing of this data take place on the tablet. Hypervision, sidescan, downscan but also chirp can be done without

Loss of signal quality. In future, the 3D Realvision will also be implemented in the in-house Carplounge app.

Congratulations on purchasing an RT4 Element QHD

These instructions are intended to help operate the bait boat and to avoid possible operator errors, So that you can enjoy your boat for a long time to come.

This description only refers to the tablet supplied by Carplounge and therefore only to the Android version of the Autopilot V4 the you received, deviations from the IOs version are possible when this version is eventually released.

**NOTE:**        **Please retain the original packaging the boat came in, should it be required to return the boat for upgrades or repairs at a latter date.**

## Technical Data

### 1.1 RT 4 Baitboat

- Weight (without batteries): 6.3 kg
- Dimensions (LxWxH): 630x400x240 mm
- Hull: fiberglass reinforced ABS trimaran
- Drive: 2 maintenance-free water jet drives
- Load: approx. 2.5 liters per feed hatch
- Power supply: 2 4S LI-ION digital smart baitboat batteries
- 2.4 GHz receiver



### 1.2 Remote control Jamara FX6 pro

- Weight (without batteries): 0.39 kg
- Dimensions (LxWxH): 174x190x89 mm
- Power supply: 4 AA cells
- 2.4 GHz transmitter



### 1.3 Transmitterbox

- Weight: approx. 800 gr
- Dimensions: 215 mm x 150 mm x 46 mm
- Power supply (internal): 6.8 Ah approx. 14 hours running time



### 1.4 Tablet

- Weight approx. 500 gr
- Screen diagonal 11 "
- Dimensions 253.8 mm x 165.3 mm x 6.3 mm
- For more information on the Samsung tablet, see the [Samsung website](#)

PREPARATION "AT HOME"

Before you take the baitboat to the lake, the following steps should be taken so that you do not experience any Issues while at the fishing.

### 2.1 Batteries

1. The Smart baitboat batteries should be fully charged
  - This can be checked quickly on the battery, by pressing the power button and then reading the LED's display. The charger glows red when the battery is charging and when the battery is full it glows green.



### 2.2 The Transmitterbox

1. The transmitter box should be fully charged
  - This is checked by turning on the Transmitter Box

(LED) Lights.



**Note: The transmitter box has an internal battery that has a running time of approx. 14 hours. Each LED is worth about 25% (about 3 hours) battery capacity. An alarm tone sounds which becomes more and more intense with further use and when the voltage reaches the lower limit of 9 volts, the transmitter box switches off to protect the battery from deep discharge**

2. The transmitter box is charged using the supplied charger via the charging socket  
As soon as the charger is connected to the transmitter box and the LED on the charger lights up red, charging takes place, the battery is full when the LED on the charger lights up green



### 2.3 The Tablet

1. Switch on the tablet and check the charge status, then Start the autopilot app, while at home and connect to your home network.
2. Scroll around and with pinch and zoom movements on the screen to the area you want to fish, so that the map can be saved onto the Tablet for latter use.

**Note:** If the map material becomes out of date, (this is controlled by Google) and no map is displayed in the app, it is necessary to reload it at home, or using a hotspot from your phone at the lake.

## 2.4 The handheld remote control

1. The hand held remote control serves as a second control element in the case that the tablet or the transmitter box fails, meaning you still remain in control of your Boat.

**Note:** The handheld remote control can remain on continuously, it only takes over Control as soon as you press one of the control levers. It takes about 4 seconds after you have not done anything on the handheld remote control till the tablet takes over control once again. You can always see what is currently controlling the boat ( Tablet or app ) by looking at the multi function button on the app.

The Boat position can be saved on the tablet at any time no matter what is curently being used to control the boat.

The range of the remote control is approx. 300-400 meters under optimal conditions

1. Here is where the battery´s are placed in the remote control



2. Use 4 AA Mignon Battery´s  
( +/- Observation please)





3. Place all switches in the upward position  
Then push the power button upwards to turn on the remote control.

Now push the left joystick briefly downwards (red arrows) and as long as all switches are in the upward position, the signal tone will stop, and the remote control now has control of the boat.



4. In the display you can see the remaining volts left on the battery's of the remote control.



### 2.4.1 DESCRIPTION OF THE REMOTE CONTROL

The remote control has a few levers, switches and knobs of which only some are stored with commands for the boat, and these are described here. The other's have no commands assigned to them.



- Blue 1 is the on / off switch
- Red 2 is the joystick, which is used to steer the boat to the left, right, forwards and backwards.
- Green 3 is the rotary control for the brightness of the LEDs, if you turn it all the way to the left, the LEDs are off.
- Yellow 4 is the function lever.
- Moved downwards briefly = the display at the rear is switched on / off (stealth mode)
- Moved downwards for a long time = Hook release right is released.
- Moved upwards briefly = "Power-LED's" headlights are switched on / off
- Moved upwards for a long time = Hook release left is released
- Long move to the left = left hopper door is opened. Or left spiral is started if Installed
- Long move to the right = right Hopper door is opened. Or right spiral is started if Installed
- Black 5 is the selector switch for the batteries. In the event that the first battery is empty, you can use this switch to select the backup battery.

PREPARATION: At the lake.

### 3.1 Preparing the bait boat for use

#### **3.1.1 Placing the batteries in the boat.**

To do this, open the cover in the middle of the boat under the handle and then insert the two batteries into the holder in the battery compartment



Push the battery tray lid down firmly, the circumferential sealing tape ensures that it is watertight.



**NOTE: It is imperative that 2 sufficiently charged batteries are used.**

### 3.1.2 Placement of Aerials.

The baitboat requires 2 Aerials, one for control via the "Autopilot" app and the second Aerial for the echo sounder.

- The straight antenna for the autopilot, the one with the silver base, is screwed onto the front of the boat.



The "shark fin" ceramic antenna for the echo sounder is pushed down firmly at the rear.



### 3.1.3 Switching on the RT4

Now that the antennas are attached, the bait boat can be switched on using the two watertight buttons.

The front (main switch) switches on the boat and the rear switches on the echo sounder.

**Note:** It is recommended, to switch the equipment on in the following order.

- 1 Boat, front and back buttons**
- 2 Transmitter Box**
- 3 The Tablet..**

## 3.2 Preparing the transmitter box

### 3.2.1 Placement on the Tripod

Simply insert the transmitter box into the guide rail while applying slight pressure. Be aware, that the transmitter box can slide all the way through the holder if incorrectly inserted.



### 3.2.2 Switching on the TRANSMITTERBOX

To do this, press down the power on button, then the LED button will glow and the battery status LEDs will light up.



**Note:** The transmitter box should always have a clear view of the boat.  
High humidity, bushes and power lines can significantly limit the range:  
If the transmitter box has no connection to the boat and tablet for more than a minute, it emits a signal tone (beep)

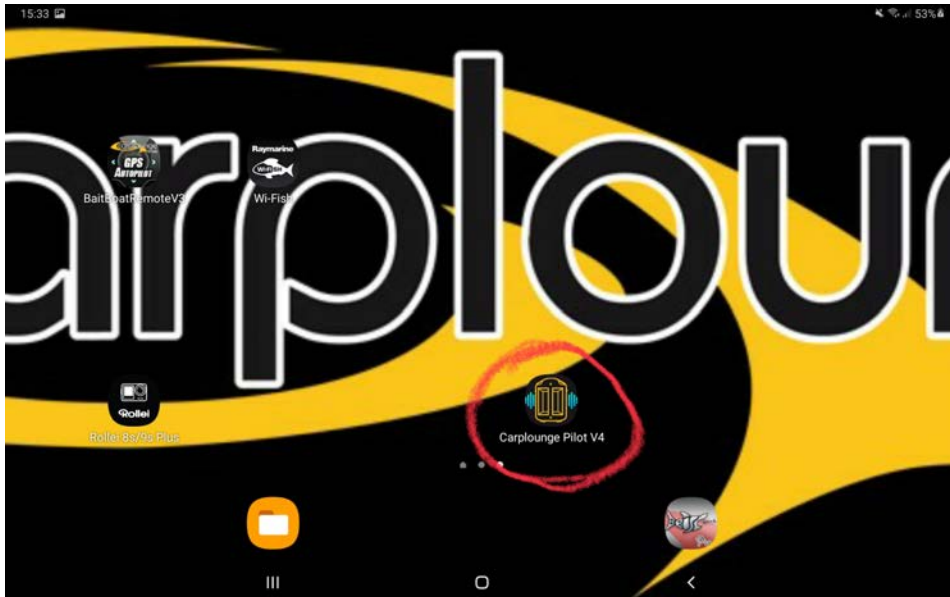
## 3.3 Preparation of the Tablet

### 3.3.1 Turning on the Tablet

Press the power on button of the Tablet on the side.

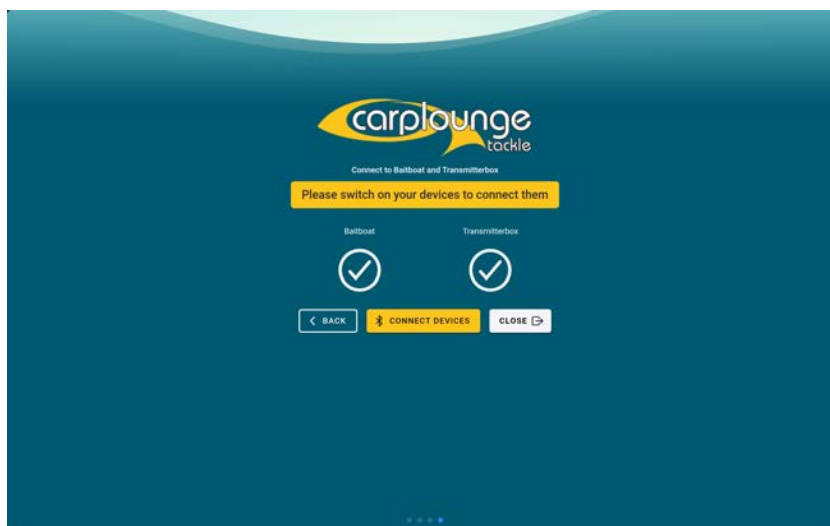
### 3.3.2 Starting the CARPLOUNGE PILOT V4 APP

1. All you have to do is tap on the Carplounge V4 symbol

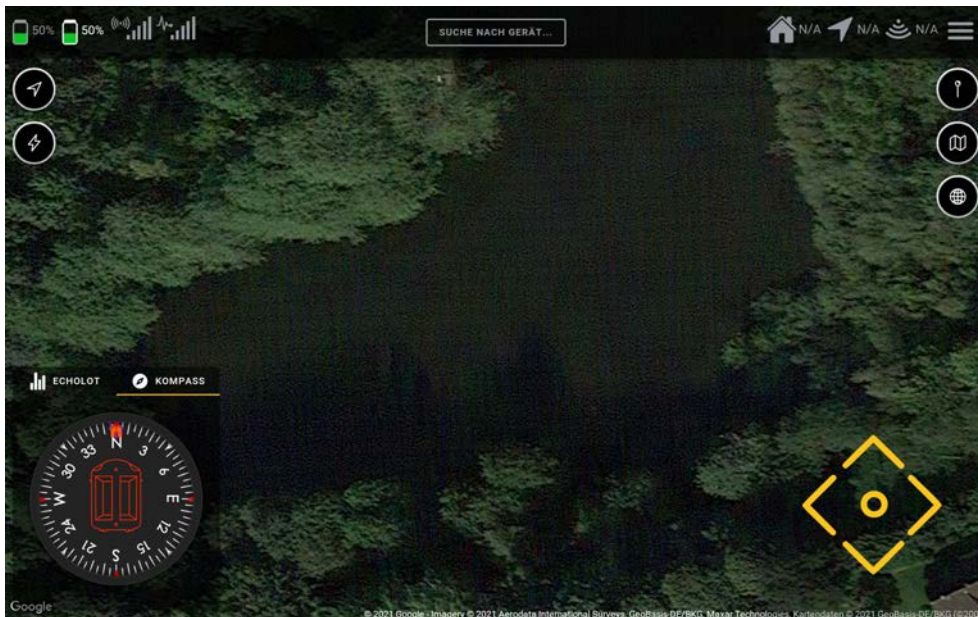


The App will then open

2. Then bind the app with the boat and transmitter box



3. Check battery status and reception in the upper left corner



**USING THE RT4 on the lake.**

Now that all previously mentioned points such as charging batteries etc, have been done, the first trip can finally begin.

The boat is ready for use and can now be lowered into the water ...

**NOTE:** due to the strong suction of the jet drives, the water depth should be at least 30 cm to avoid damage to the impellers.

**The Echo sounder needs a depth of at least 50 cm's to function correctly**

#### 4.1 Quick start only with remote control

For this method it is only necessary that the boat is switched on itself.

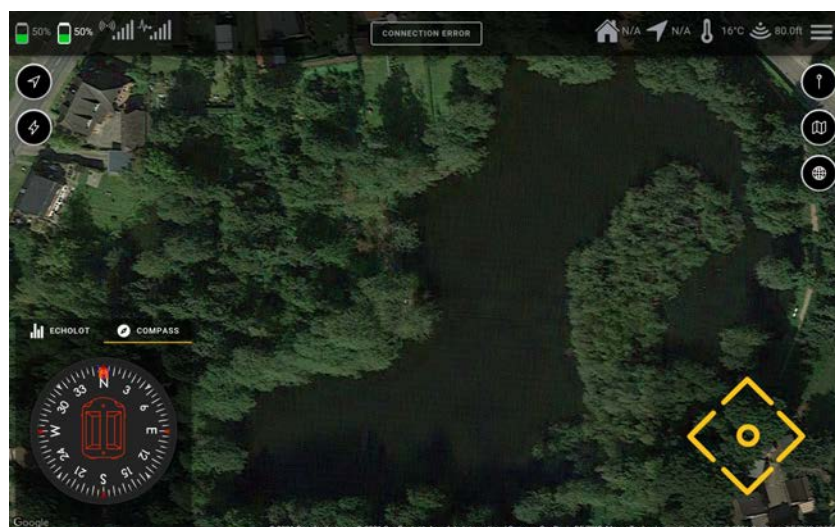
Switch on the handheld remote control according to Chapter 4, Point 3 and with

maneuver the boat to the desired position with the right control stick and carry out the desired actions with the left function stick.

**Note: The remote control can remain on continuously, it only takes over control when you operate one of the control levers. It takes about 4 seconds after you have not done anything on the remote control till the tablet takes over control again. The position can be saved on the tablet at any time.**

#### 4.2 Driving the boat using the Tablet

In order to drive via the tablet, the transmitter box and the boat must be operational. All components must be connected to one another, then the boat can be controlled via the drivepad in the bottom right corner of the screen.



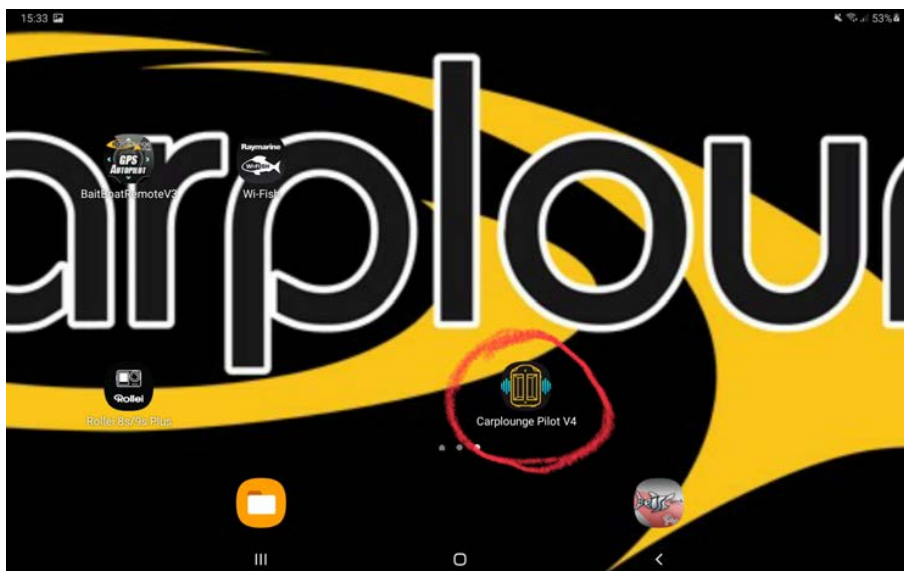


## THE CARPLOUNGE PILOT V4 APP

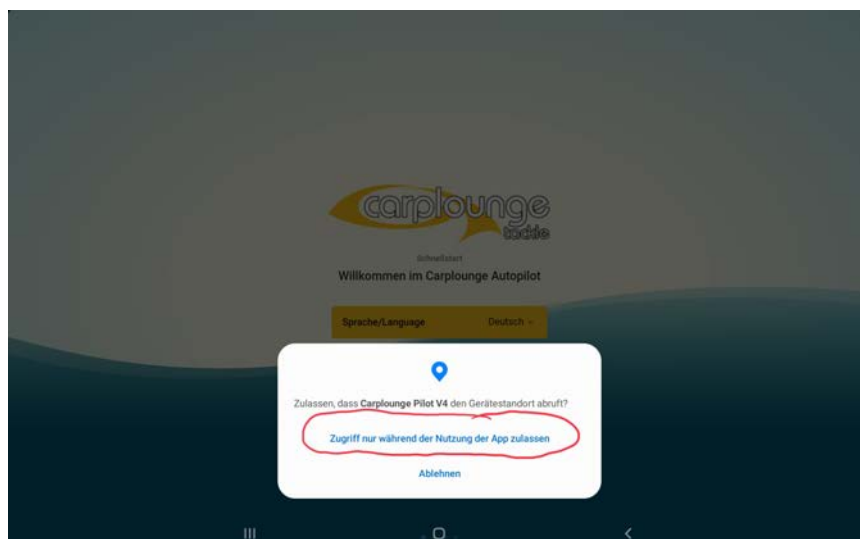
This chapter describes how the app is set up and which functions are hidden behind the individual displays and menu items.

### 5.1 The initial setup of the Carplounge Pilot V4 app.

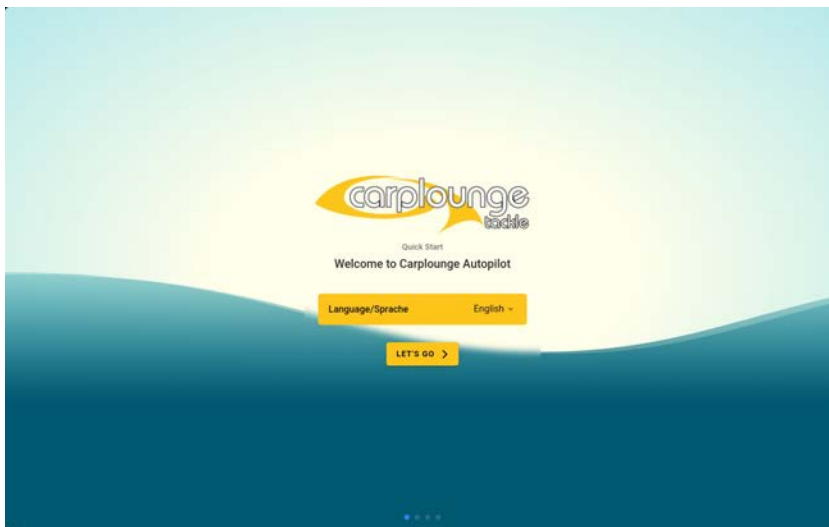
1.1 If the app has been accidentally deleted or you want to install it on another Android device, you can do this via the Google Playstore. After the installation, the app icon is displayed on the screen



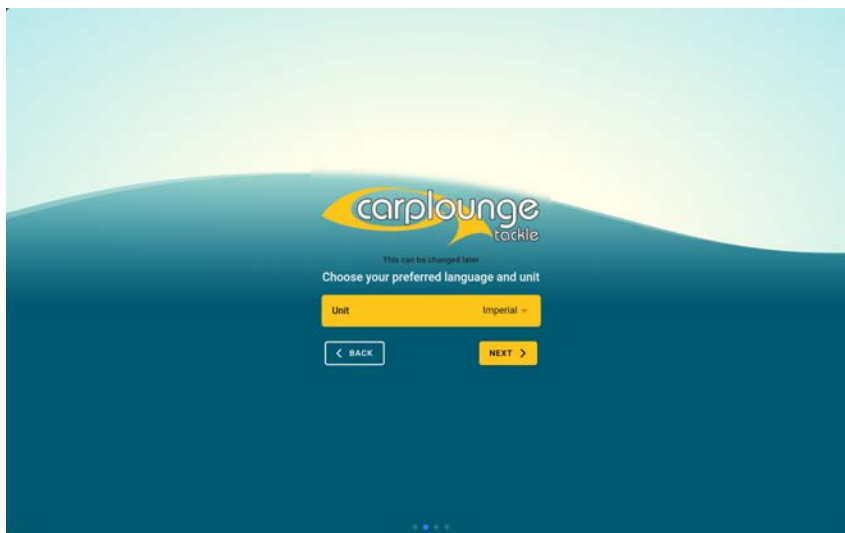
1.2 By tapping on the app symbol the app starts and you have to enable the use of the location service.



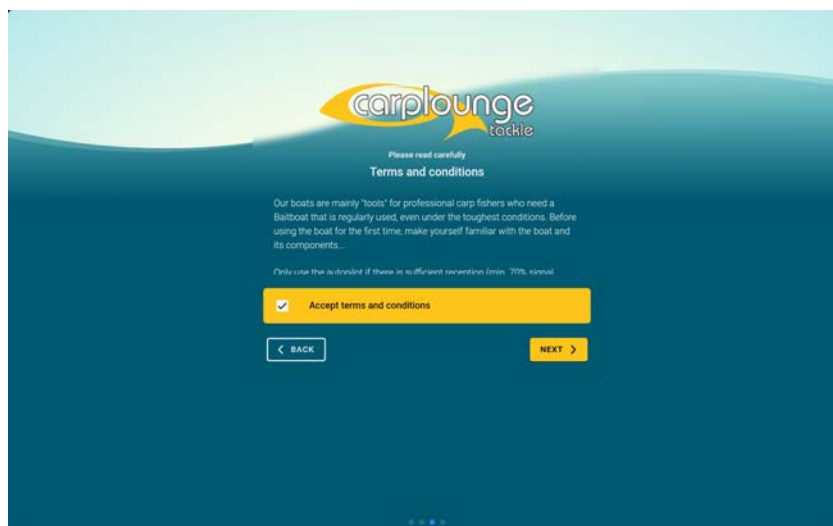
1.3 After this, the desired language can be selected.



1.4 Then the selection of the measuring system can be chosen

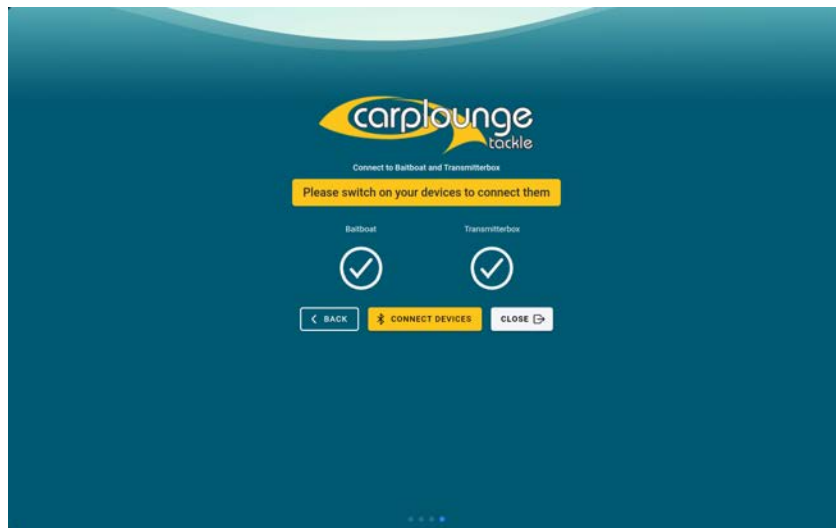


1.5 Now accept the terms and conditions



1.6 Now the app is ready to connect to the boat, transmitter box and boat

The Autopilot will connect automatically, but you will have to select the Echo sounder EXT when that appears.

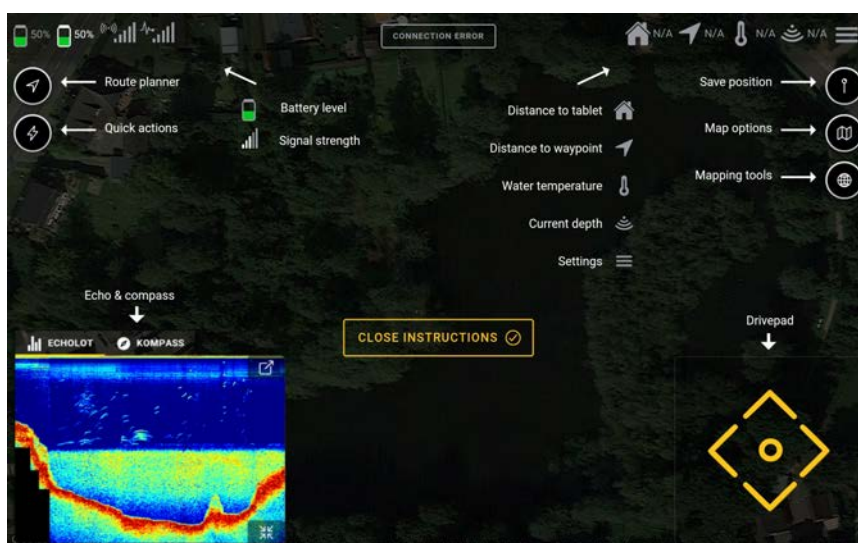


## 5.2 Description of the Carplounge Pilot V4 app

### 5.2.1 THE START WINDOW

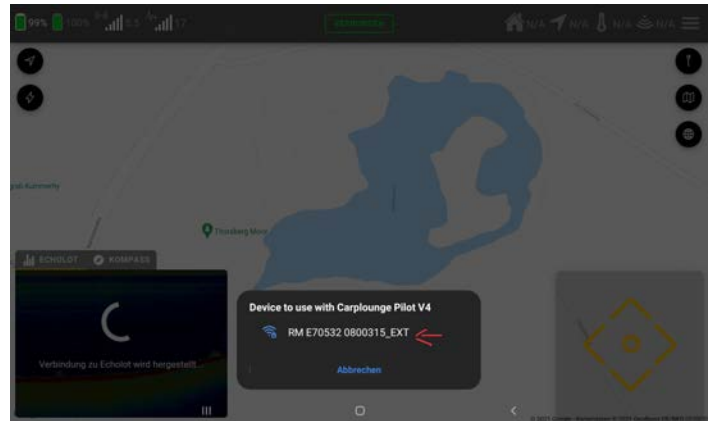
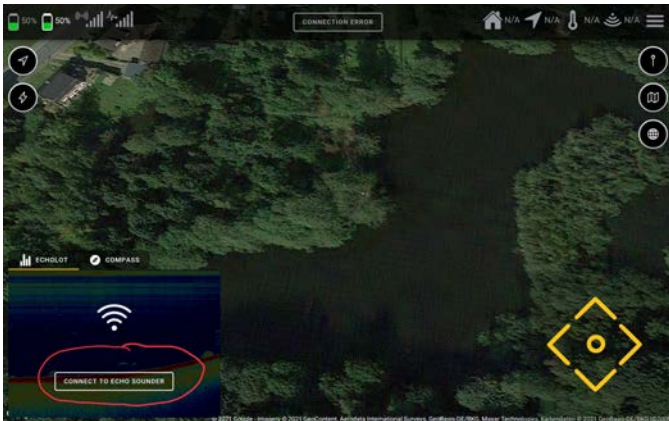
If you have set up the app for the first time after a new installation, you will see a description of all the control elements in the start window.

In the course of this instruction we go through the individual control elements in detail. Activated functions are recognized by the buttons because the buttons are colored black

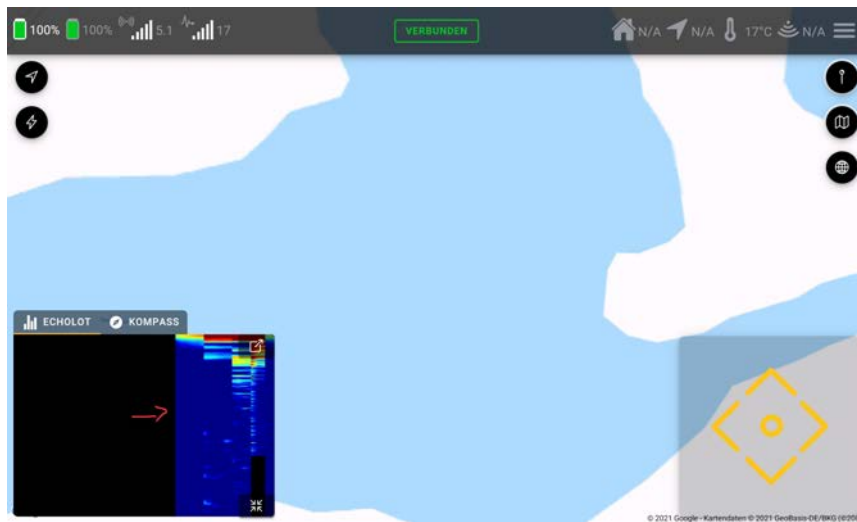


### 5.2.2 DAS ECHOLOT & KOMPASS FENSTER

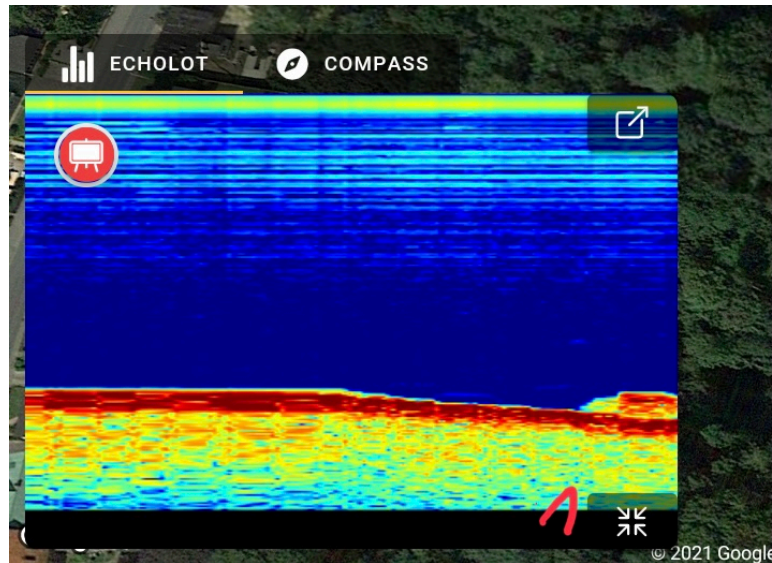
To see the echo sounder picture you have to connect this before use. To do this, press "Connect echo sounder" in the echo sounder window, then the system searches for the echo sounder, as soon as it has been found it must then be selected



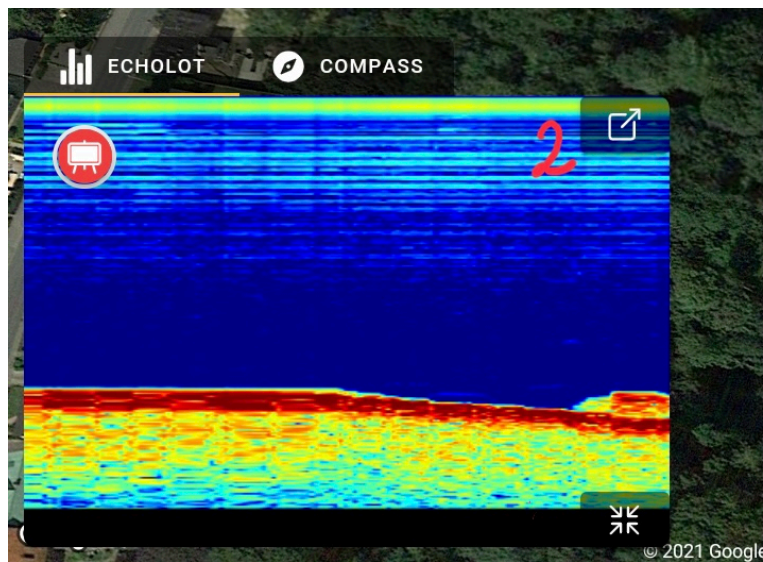
If this action was successful, the echo sounder image appears in the echo sounder window



In the window you can choose to display the echo sounder image as well as the compass. Furthermore, you can either reduce the window size by pressing the icon 1.

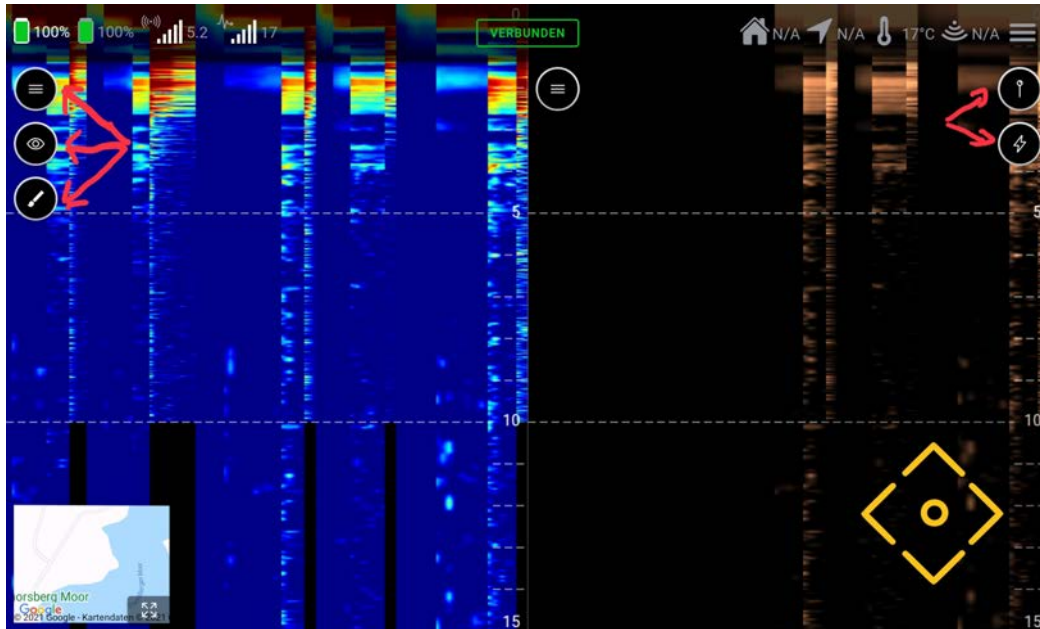


Or if you want to have the picture as the main window then you press Icon 2



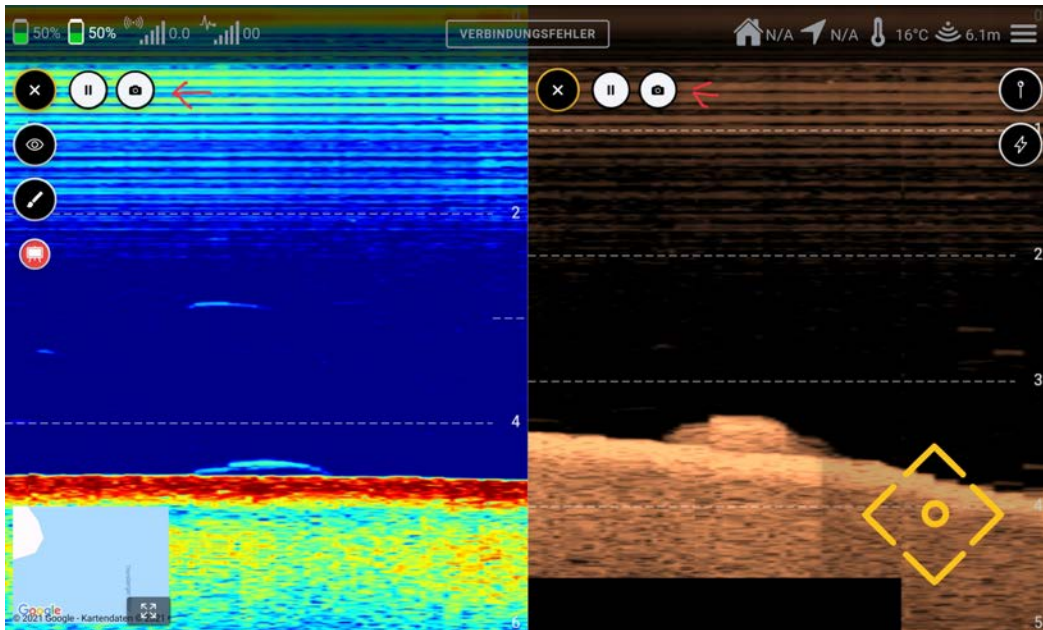
### 5.2.3 The Echo sounder main window

To change settings, the echo sounder image must be in the main window.  
If this is the case, the control bar is on the left side.

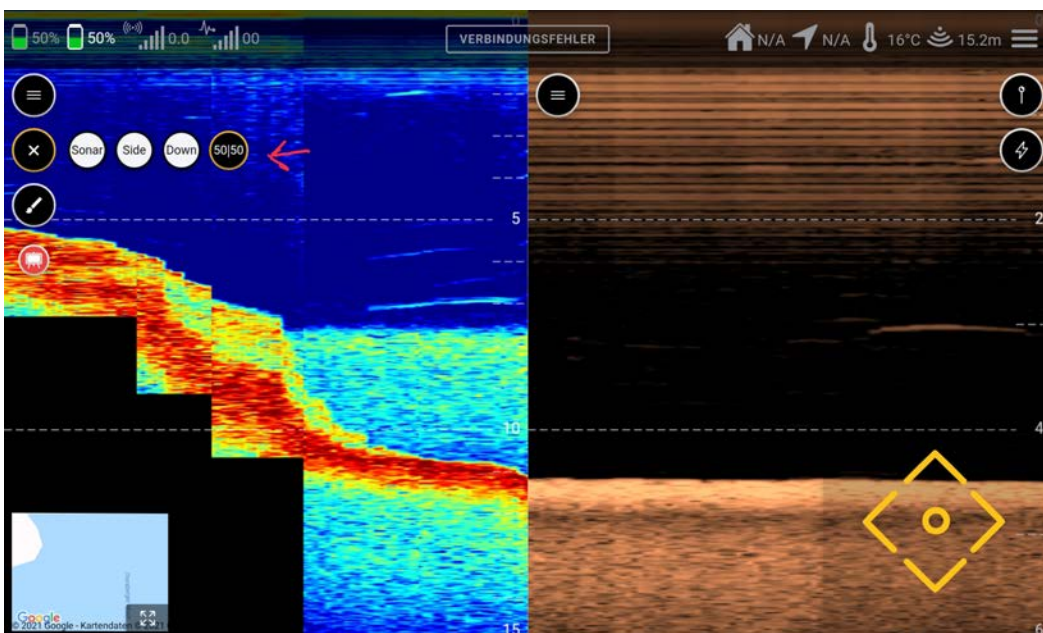


The scrolling speed is increased by dragging the picture apart horizontally with two fingers.

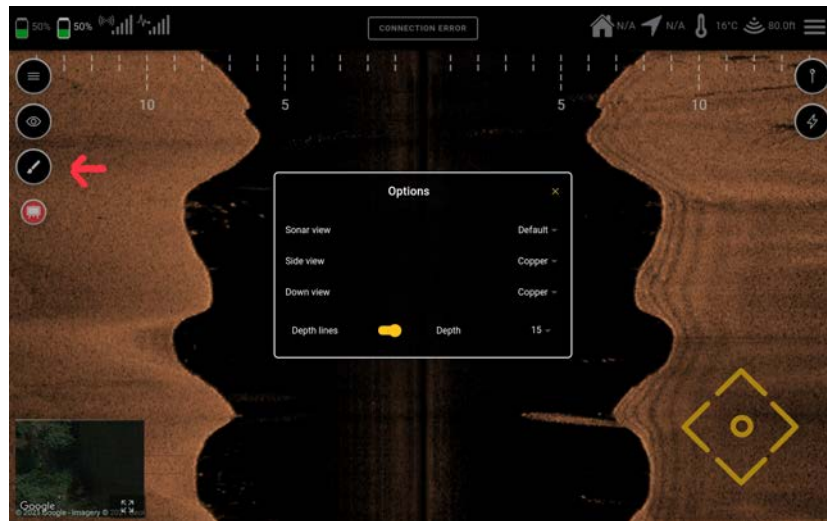
Pressing the top icon opens the pause function and the screenshot function.  
Pictures taken are saved in  
Images / Download folder saved (this may require access approval)



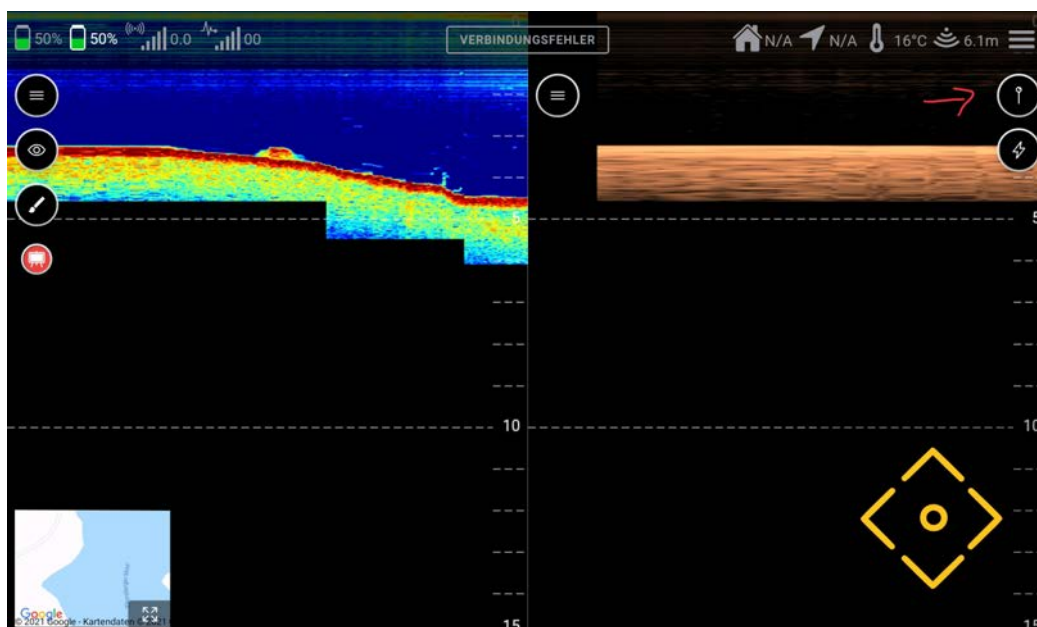
By pressing the "eye symbol" you get to the selection of the views,  
Here you can switch between the different echo sounder images  
(Sonar / Chirp / Downscan / Sidescan / 50/50 Chip/sonar)  
The chirp and downscan image are displayed together in the 50/50 image



The "paintbrush symbol" takes you to the settings for the color scheme. The depth lines can be shown / hidden here and the maximum depth display is set here.

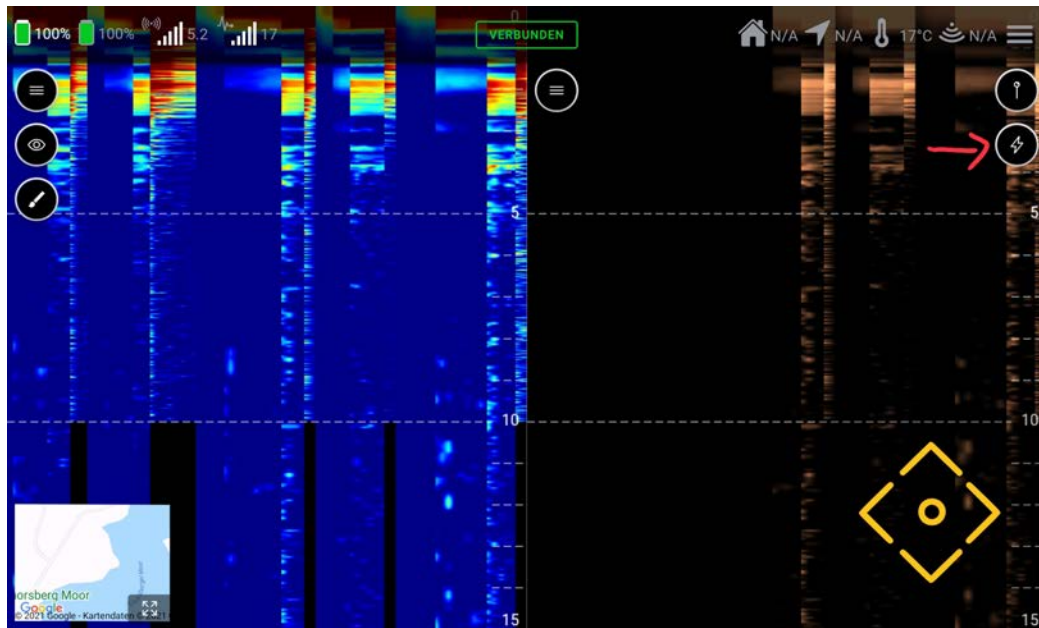


The position of the baitboat or tablet can be saved directly via the "needle icon" (top right in the corner). If you see a spot of interest in the echo sounder or even a fish, you can quickly save this spot this way.



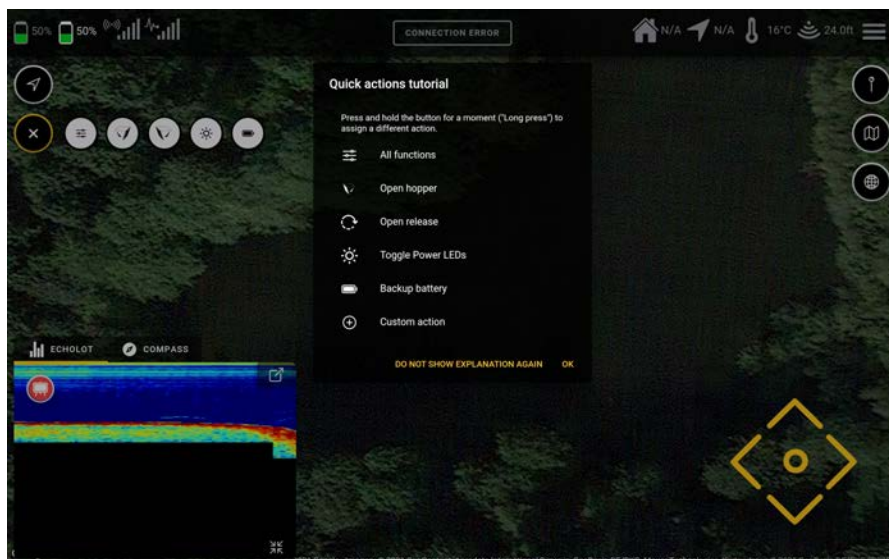
Below is the button to access the quick actions (see 5.3 )



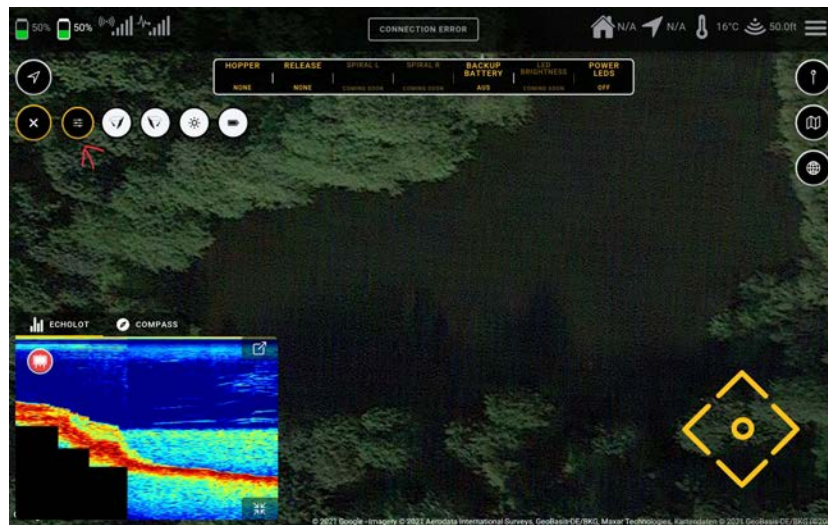


### 5.3 Quick Actions

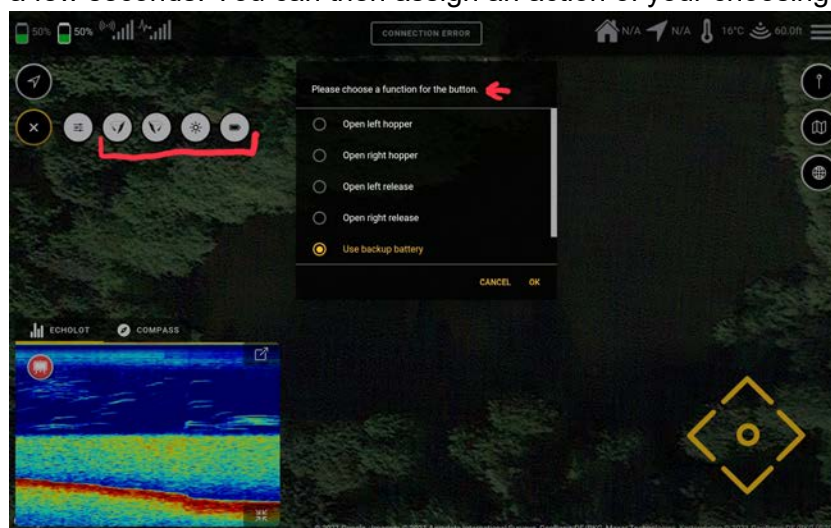
To be able to carry out actions with the baitboat there is the quickaction control panel. When you open it for the first time, a short description is displayed which can, however, be turned off if you no longer need it



It is possible to display the control bar for all functions in the upper area of the main window.

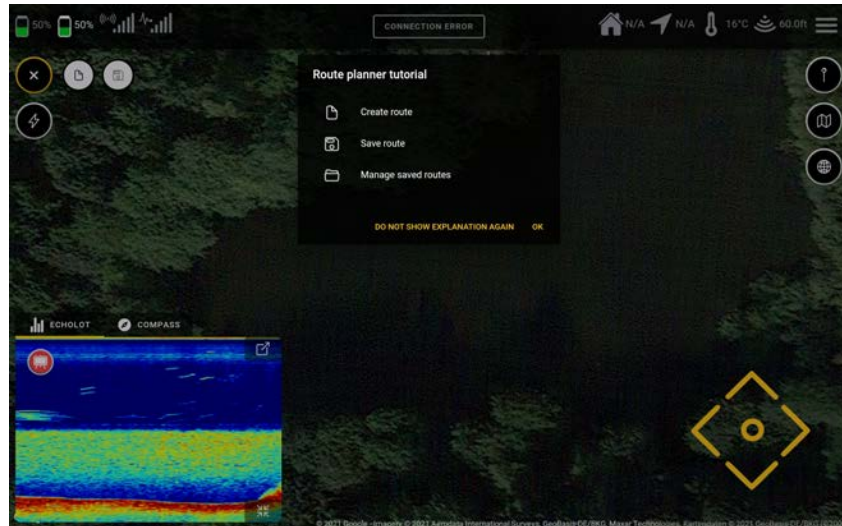


All you have to do is press the "All functions" control panel:  
The 4 rear quick action fields can be freely assigned by pressing and holding down for a few seconds. You can then assign an action of your choosing.



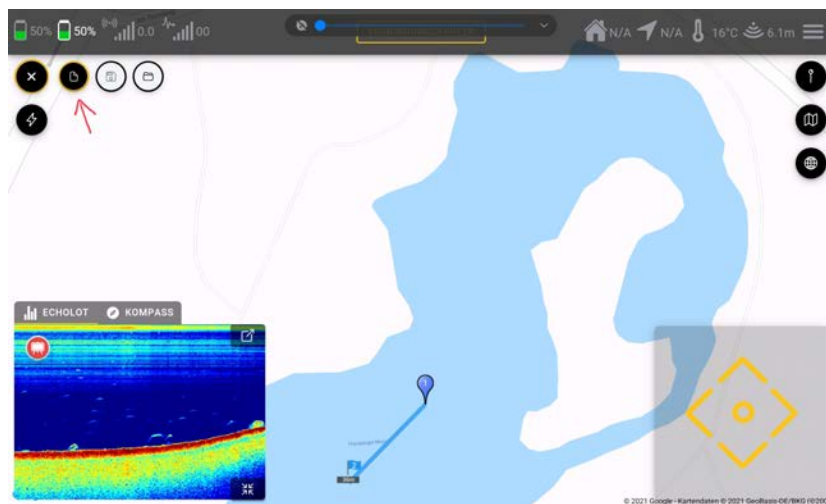
## 5.4 Route planer

Everything that has to do with a route is set in the Route planner menu.



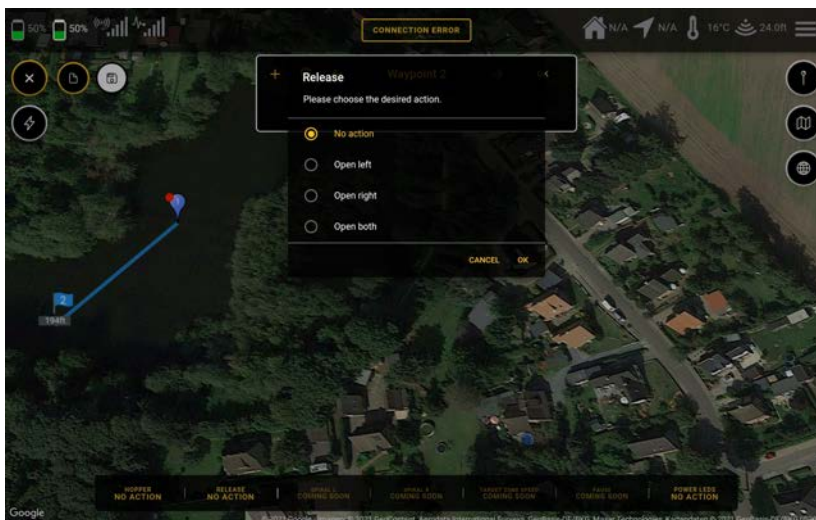
### 5.4.1 CREATING A ROUTE

To do this, press the "Create route" panel. Afterwards you can set the points on the map in the main window that the boat then starts from according to the numbering as soon as you start the route.



### 5.4.2 ADD AN ACTION TO THE WAYPOINT.

In order for the baitboat to perform an action at a waypoint, it must first be assigned to the waypoint. To do this, briefly tap on the waypoint and then the "waypoint selection" appears in the upper part of the window because you can first create all waypoints and then assign the "actions"



When you have selected the waypoint you can assign the desired action via the "Actions menu" which then appears in the screen below. If an action has been assigned to a spot, a red point is displayed.

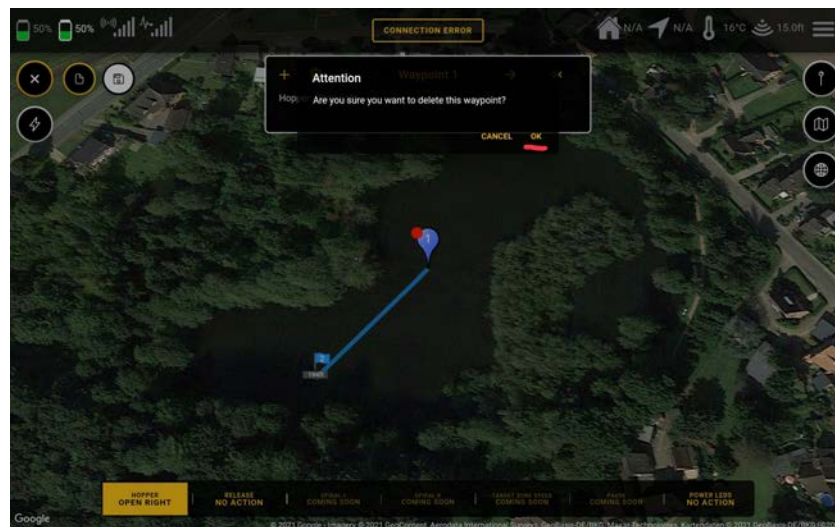


### 5.4.3 DELETING WAYPOINTS

Via the waypoint selection you can delete incorrectly made waypoints. To do this, select the desired waypoint and press "Delete"



Then the deletion of the waypoint has to be confirmed before it is really deleted



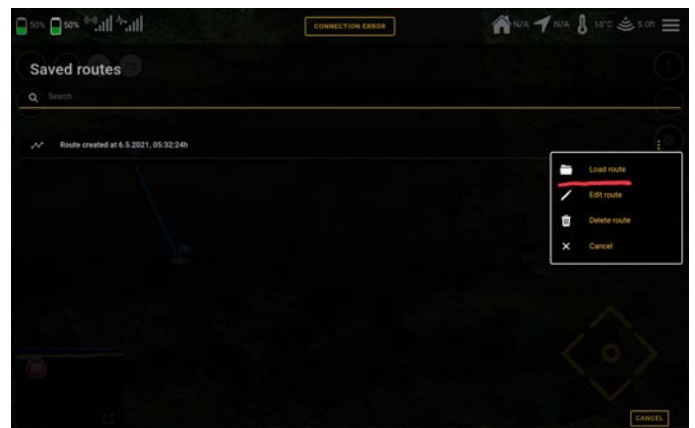
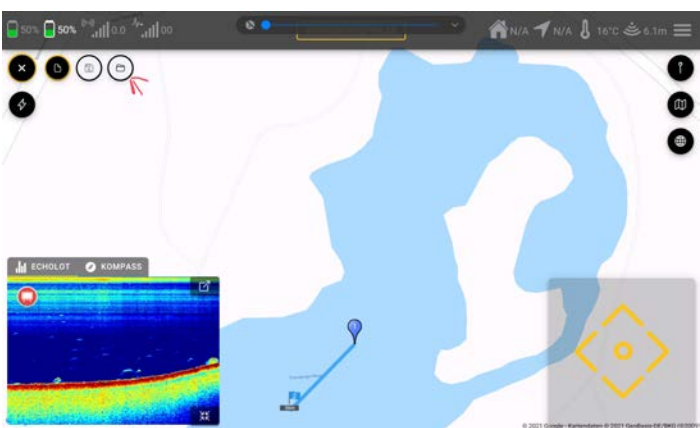
### 5.4.4 Saving a ROUTE

After a route has been created, it can also be saved in order to have it available for later use. To do this, press the "Save" field, after which the route must be given a name, then confirm and the route is saved.



### 5.4.5 Opening A SAVED ROUTE

If there is a saved route, the "Open saved route" panel is available. Tap on it once, then the selection window appears in which the saved routes are listed. Select the route and confirm. Then the saved route including the actions is loaded



### 5.4.6 DISCARDING A ROUTE

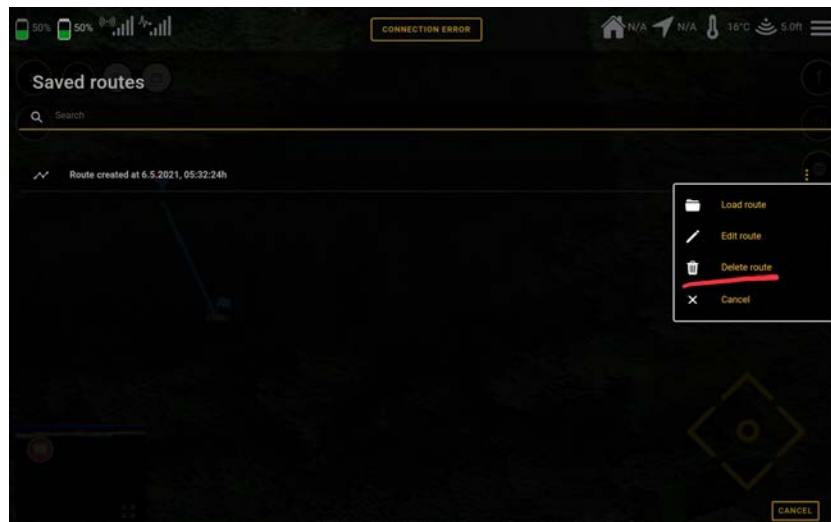
A distinction is made between deleting and discarding a route. If a route is discarded, the saved file is retained if it was saved.

To discard, just deselect "Create route" on the control panel



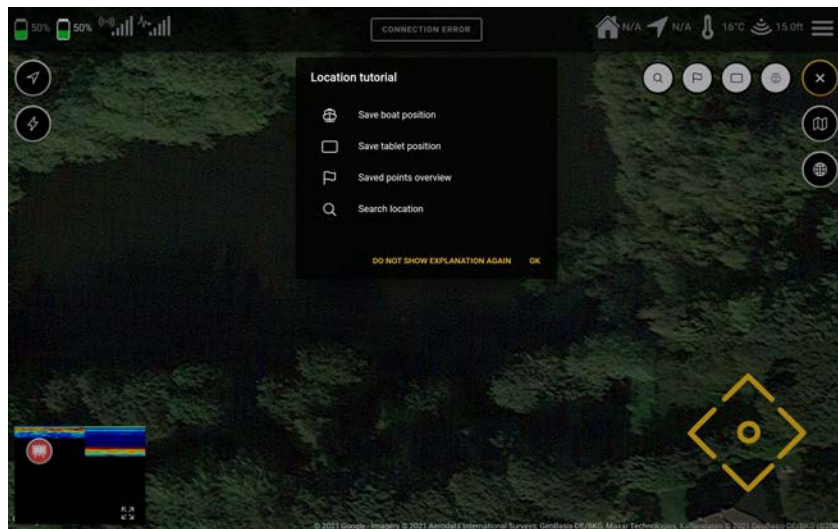
### 5.4.7 DELETING ROUTES

In contrast to the discarding of routes, when a route is deleted, the saved route is also deleted and is then no longer available. To do this, you have to go to the menu "saved routes" and then select "delete route" in the dropdown menu



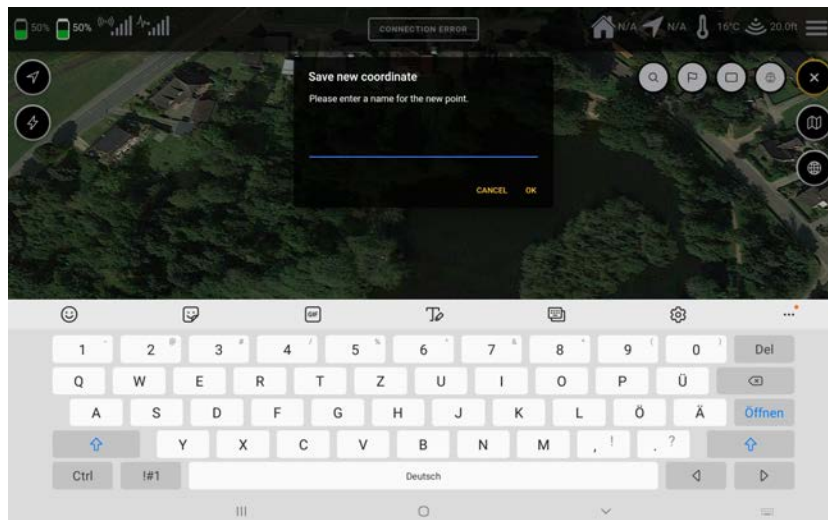
## 5.5 Saving Positions

In the menu Locations, everything revolves around creating spots because spots can not only be created via the echo sounder window.



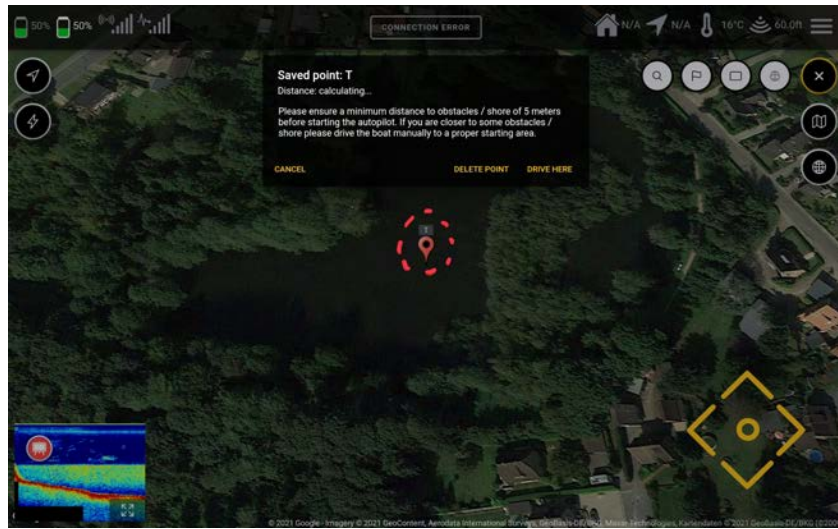
### 5.5.1 CREATING A SPOT

The fastest way to create a spot is to simply press the desired spot with your finger and then an input field and the keyboard appear to give the spot a name. You can take your time because the position is already saved even if the boat has drifted away from that spot. Enter the name and confirm and the spot is created.





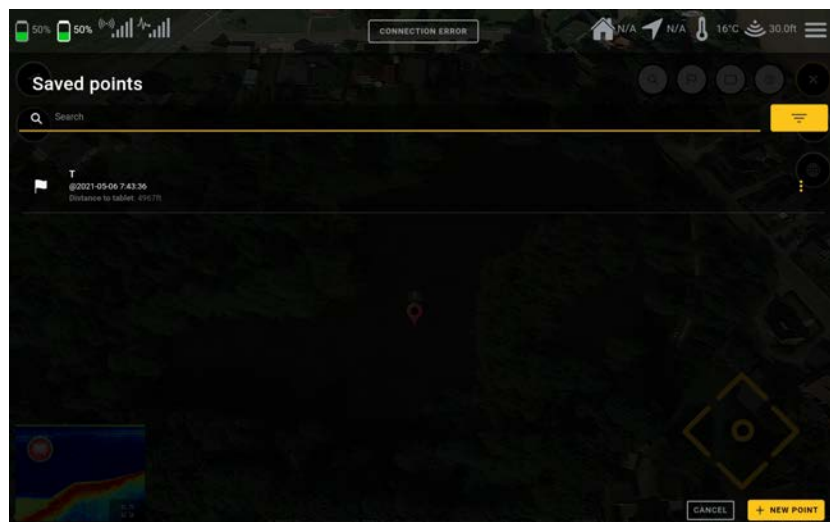
In this view it is also possible to delete a spot or to let the boat drive to the spot by holding your finger on the spot icon.



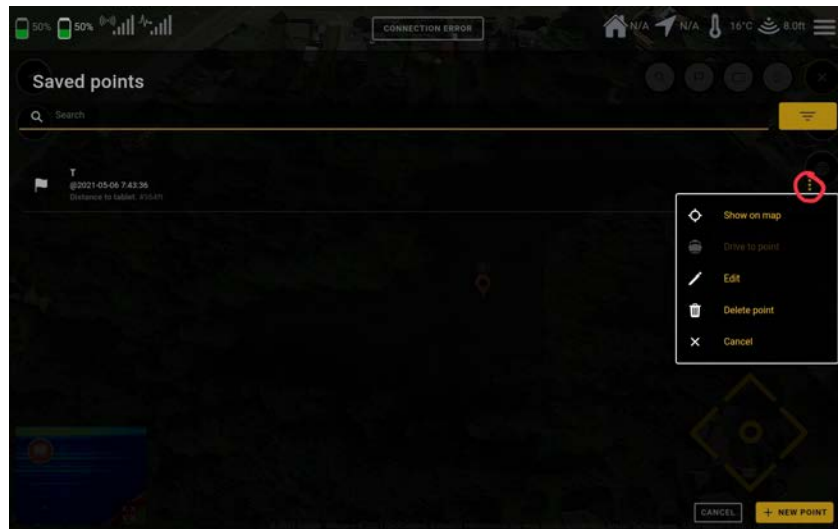
**Note: Even when driving the boat with the remote control, you can still save the boats position**

### 5.5.2 OVERVIEW OF THE STORED POINTS

The saved points are displayed in this menu.



Here, too, points can be added (bottom right in the corner) and existing points can be deleted, displayed on the map, edited and driven to with the boat.



### 5.5.3 SAVE TABLET / BOAT POSITION

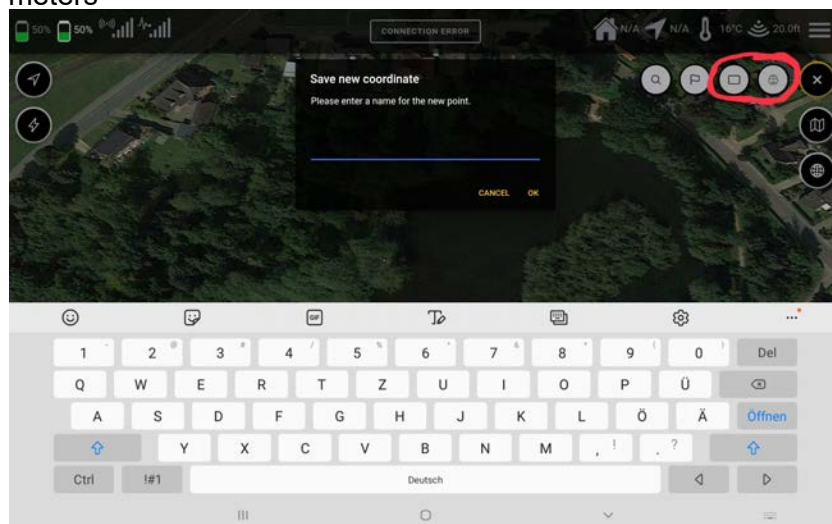
Since the storage of the tablet and boats position is the same, both are described here in summary.

Simply click on the desired symbol and in the pop-up window

Give the spot the desired name and save.

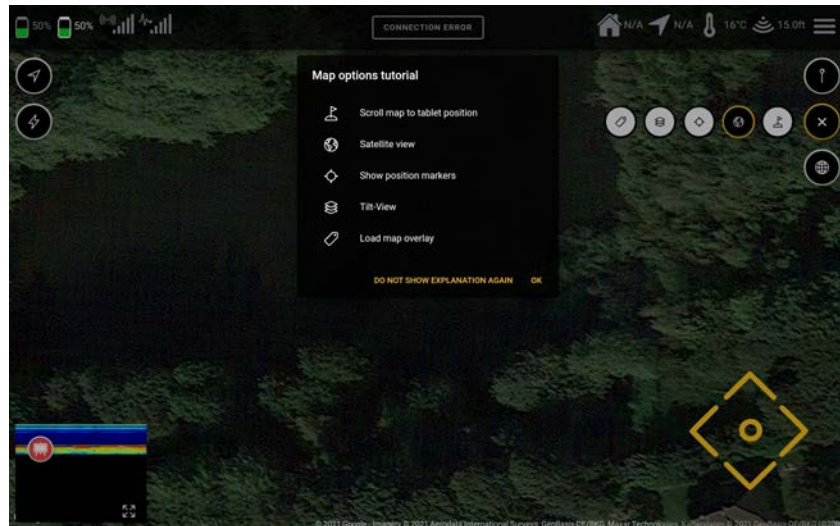
The accuracy of the boat position is approx. 30 cm and that of the tablet approx.

2 meters



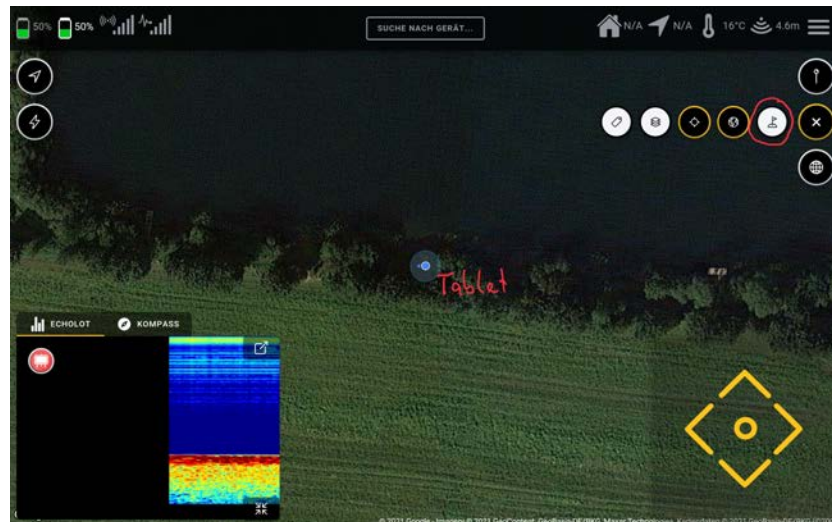
### 5.6 Mapping Menu

This extensive section deals with everything related to the integration of overlays, the generation of maps and the different map views, whereby the first points are self-explanatory.



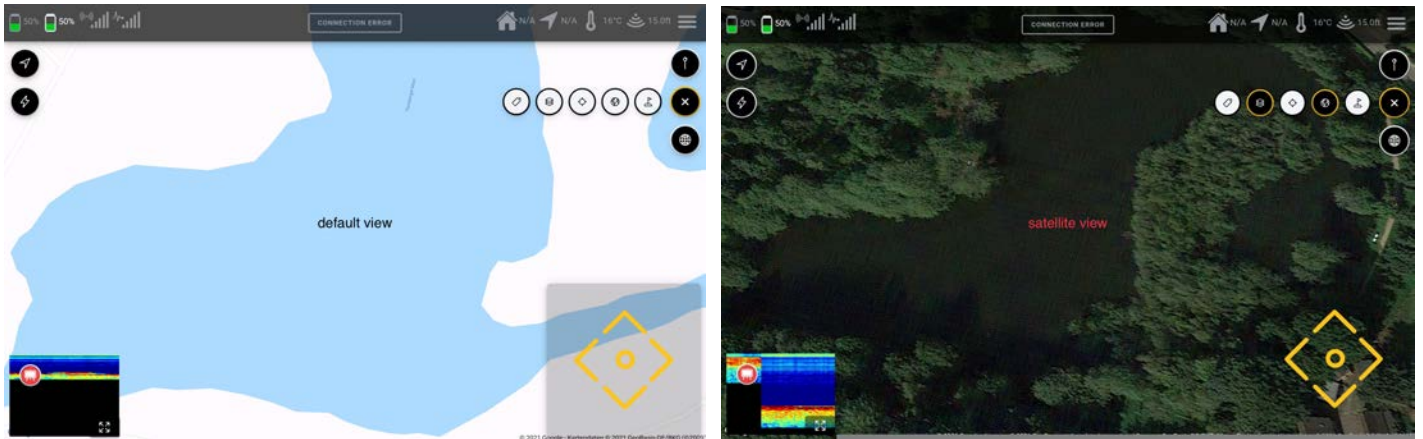
#### 5.6.1 TABLET POSITION ON MAP

to center the position of the tablet on the map, all you have to do is press the first button and the map moves to the tablet position.



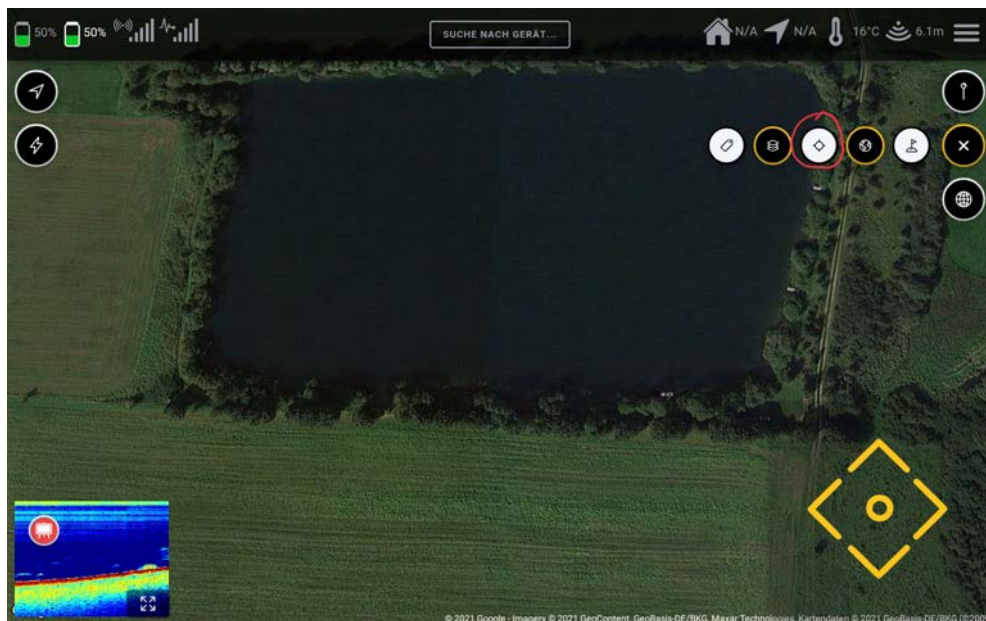
### 5.6.2 CHANGE MAP VIEW

In Google you can use the globe icon to display the map in two different views, standard and satellite, whereby both map views must have been saved in advance, otherwise you need internet access to load them.



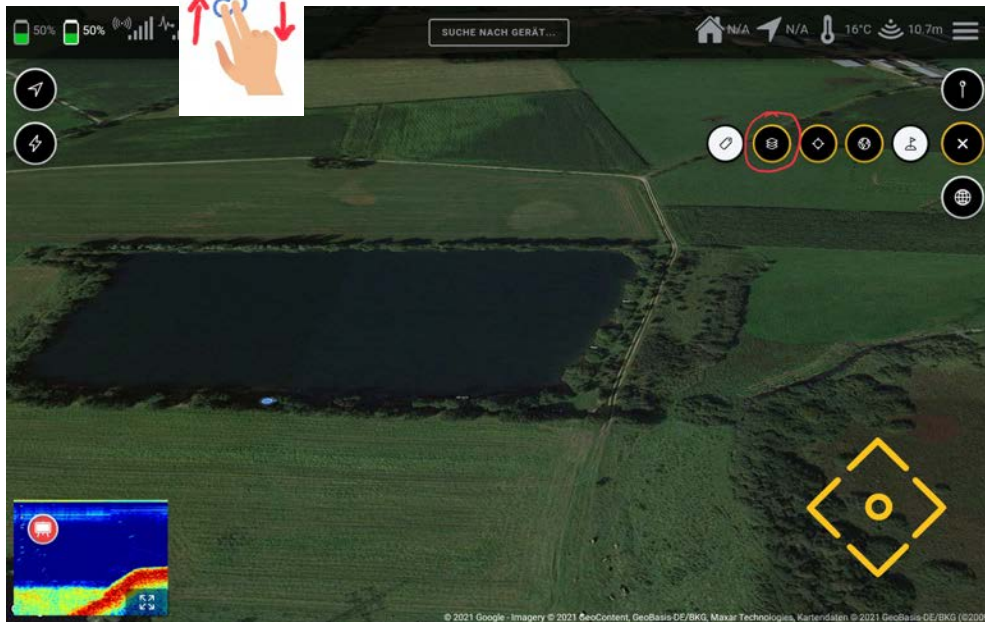
### 5.6.3 THE POSITION MARKER

To hide / show the position marker, the middle button is pressed



### 5.6.4 TILT MAP IN VIEW

In order to tilt the map so that structures from the overlay can be better recognized, The "tilt" function must be selected and then pull up or down on the map with two fingers at the same time.

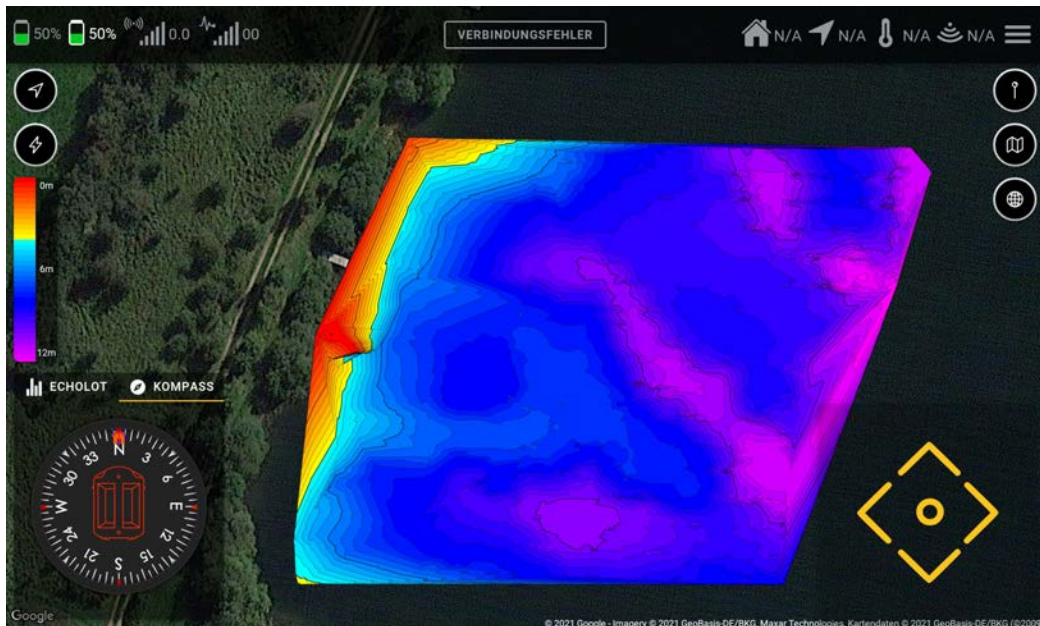


### 5.6.4 OVERLAYS

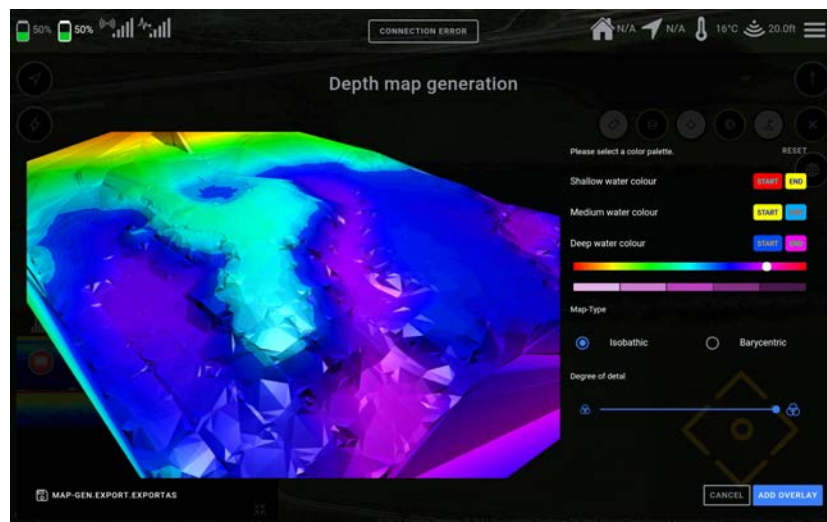
With this function you can display the depth maps on the google map. As soon as you press the overlay button, the selection window for the recognized overlays appears, in which you then select the desired overlay and then confirm.



Then the desired overlay with the available information is then displayed.

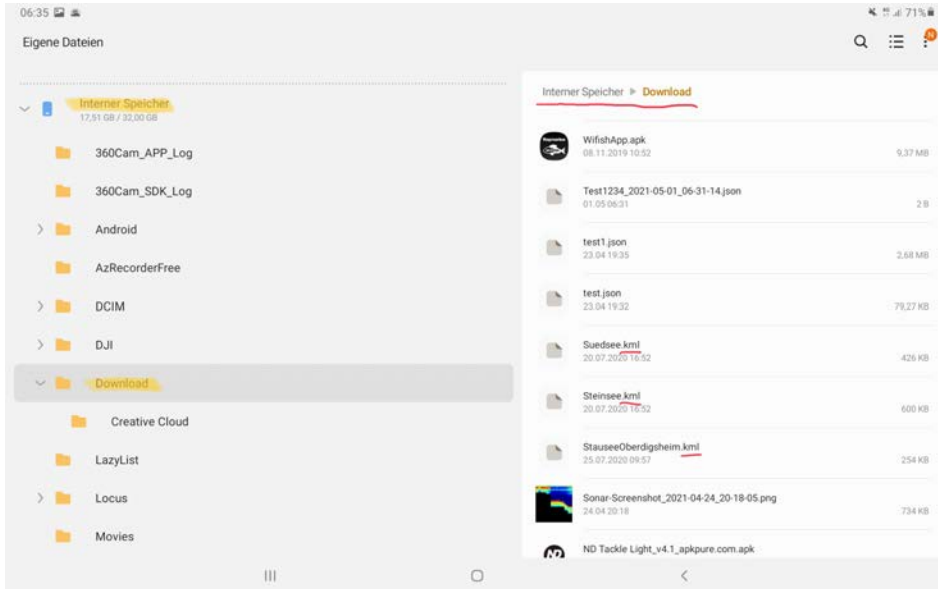


If you select the recorded depth data you will be taken to the menu depth map generation where the depth data will be evaluated. Here you can then assign the map types, level of detail and depth colors:



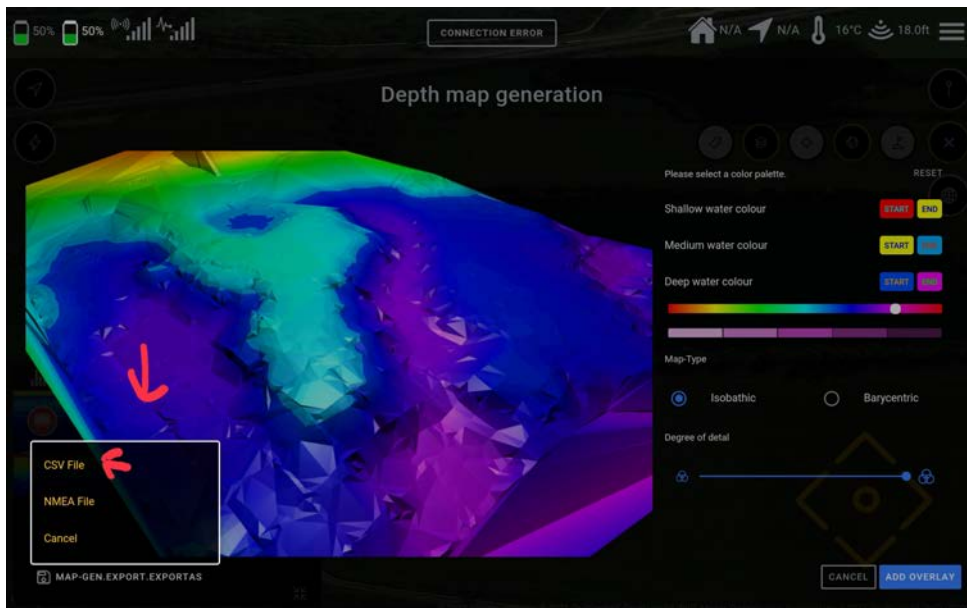
### 5.6.4.1 Importing OVERLAYS

To import overlays, they just have to be inserted in the appropriate file format (KML) into the download folder on the tablet, after which they are then also available in the overlay selection window. The screenshots, mapping logs, etc. are also stored in this folder



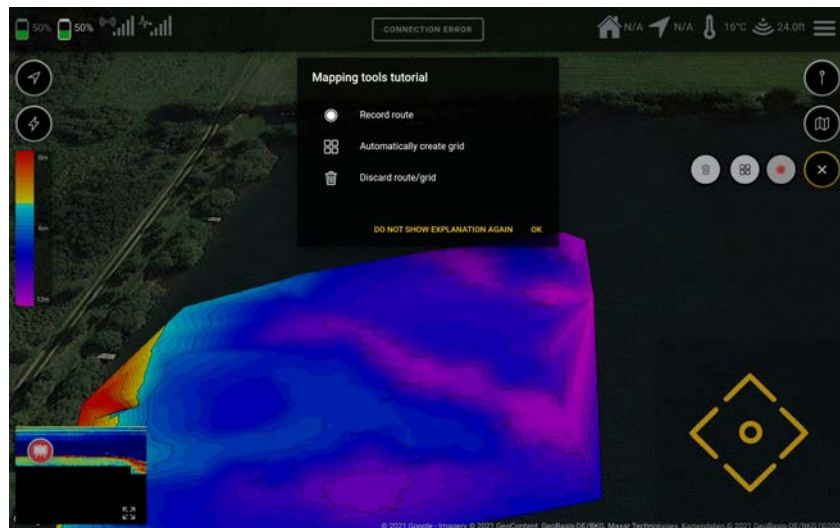
### 5.6.4.2 EXPORTING DEPTH DATA

In order to use depth data on other devices, you can export them as a CSV / NMEA file in the Generate depth map window. The exported data are stored in the file path as in 5.6.4.1



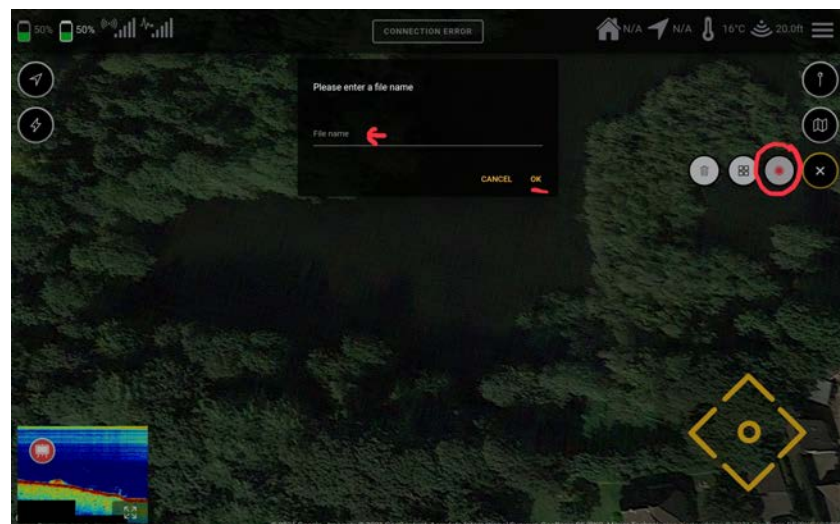
## 5.7 Mapping tools (mapping)

Creating depth maps is arguably one of the most useful things to do when fishing. Knowledge of the structure of a body of water also leads to successful sessions on a regular basis. This section describes how to use the RT4 to collect the data for creating a depth map.



### 5.7.1 RECORDING DEPTH DATA WITHOUT A GRID/Raster

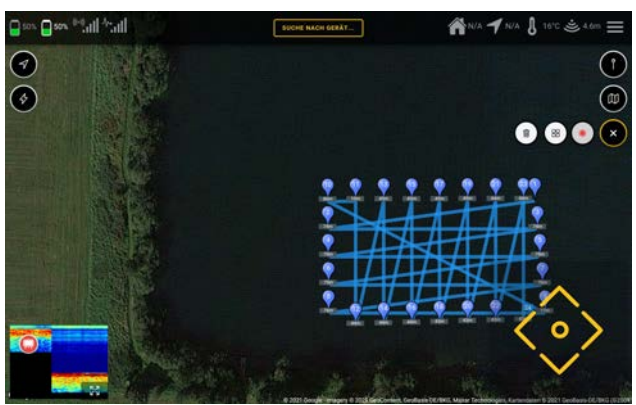
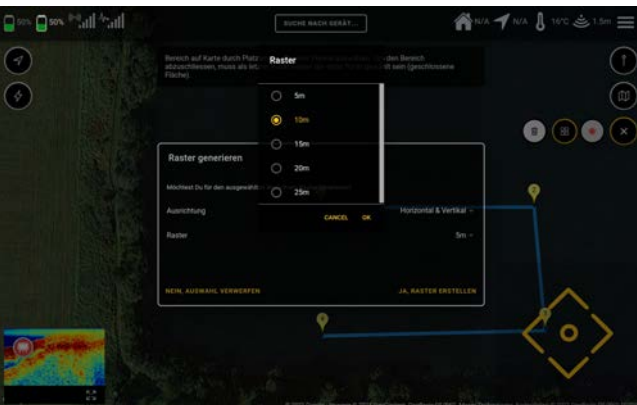
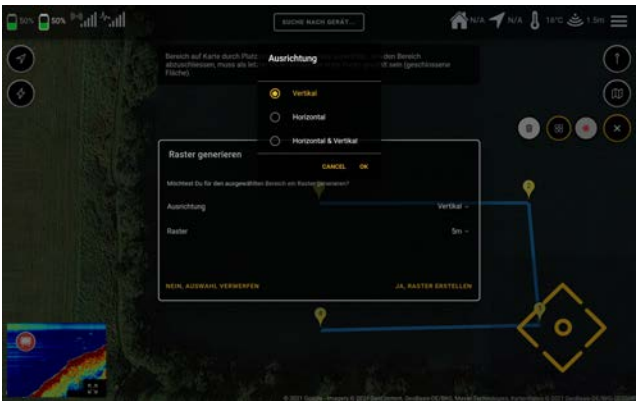
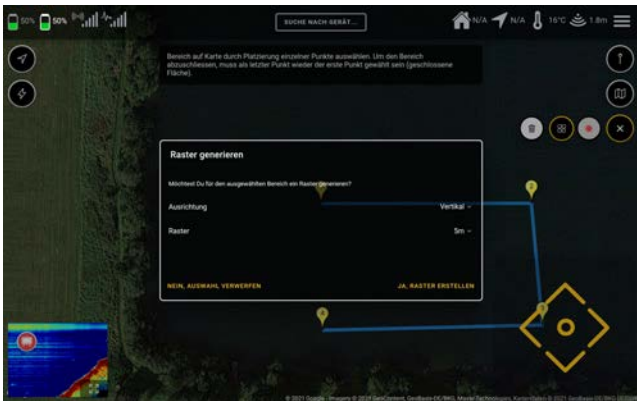
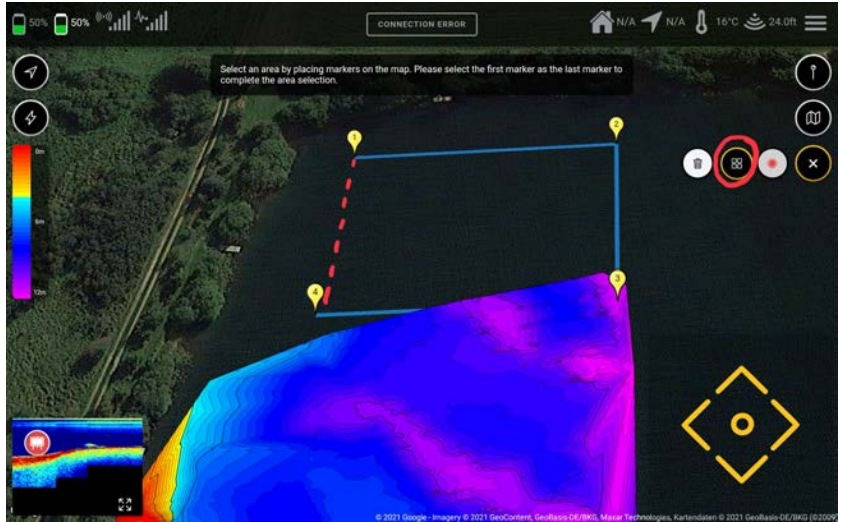
You can record the depth data using the "Record route" button. This is used if you want to record the data without having created a grid/raster, enter the name and confirm, and then the record button starts pulsing, which shows that the recording is in progress. This is stored in the Downloads folder (see 5.6.4.1)





### 5.7.2 RECORDING DEPTH DATA WITH GRID/RASTER

To do this, you select the action "Automatically create a grid", if you have pressed here you will be asked to limit the area to be measured: As soon as you have touched the first point again you will come to the window for creating the grid. Here you can set the parameters for the grid (alignment / grid spacing) then confirm and the grid is created.



If you start the mapping with the multi function button, the recording starts automatically as soon as the first point is reached and ends when the last Point is reached.

### 5.7.3 DELETING A GRID/RRASTER

To delete a grid you just have to press the "Garbage Icon", then delete it and if the boat is currently in motion, it will be canceled.

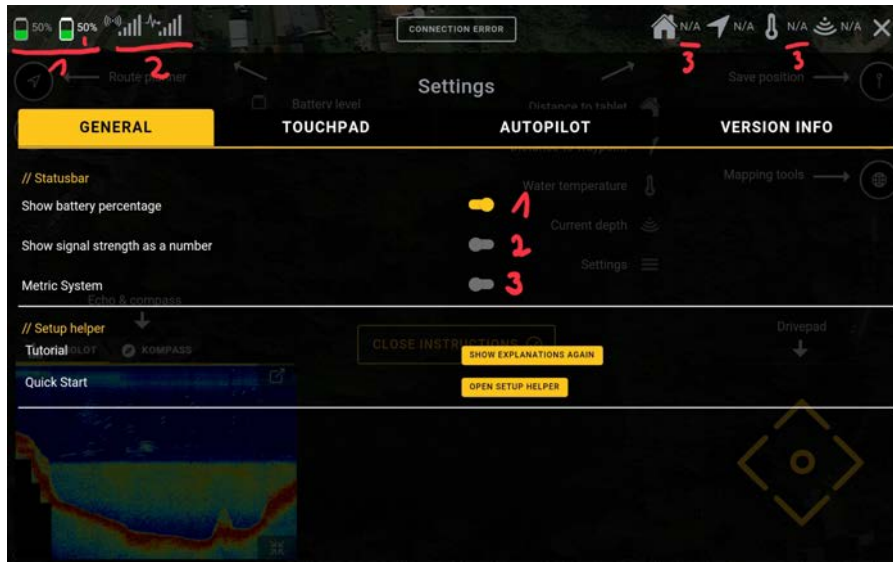
### 5.8 The menu pages

In order to change settings such as left / right running of the motors or driving speed etc. There are menu pages where this can be done via the "menu symbol" in the top right corner: Press this to access the Menu.



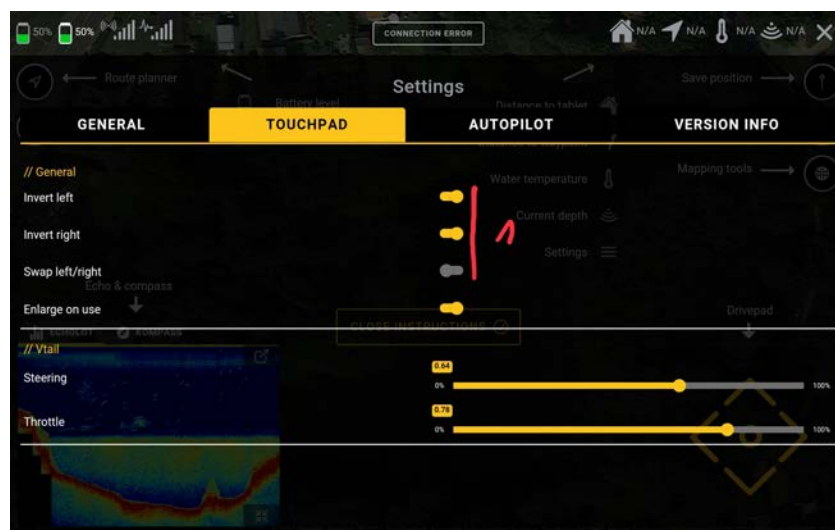
### 5.8.1 GENERAL MENU

In this menu window, the displays and the metric system can be changed and the initial setup can be started again from here.

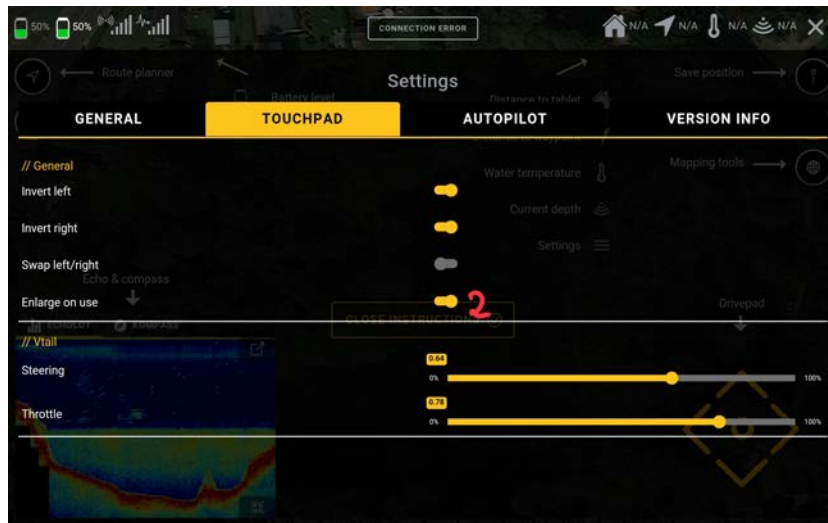


### 5.8.2 TOUCHPAD

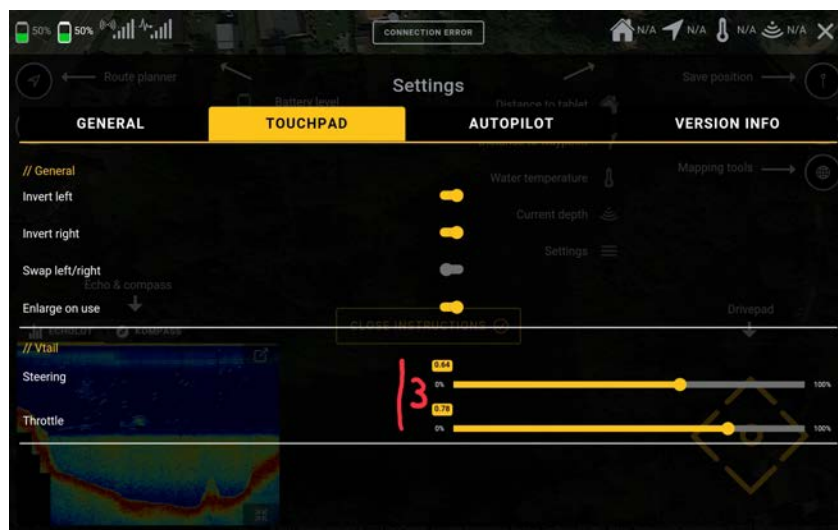
In this menu you set everything that the touchpad (control pad) has an influence on. The motor control is set at the positions marked with 1. If your boat drives to the right instead of to the left or instead of moving forwards backwards, you can change this here by inverting the option.



The setting marked with 2 causes the control pad "Touchpad" in the main window to enlarge when you tap it



The settings marked 3 are settings with which you can set the sensitivity of the steering (top bar) and the maximum speed (bottom bar)



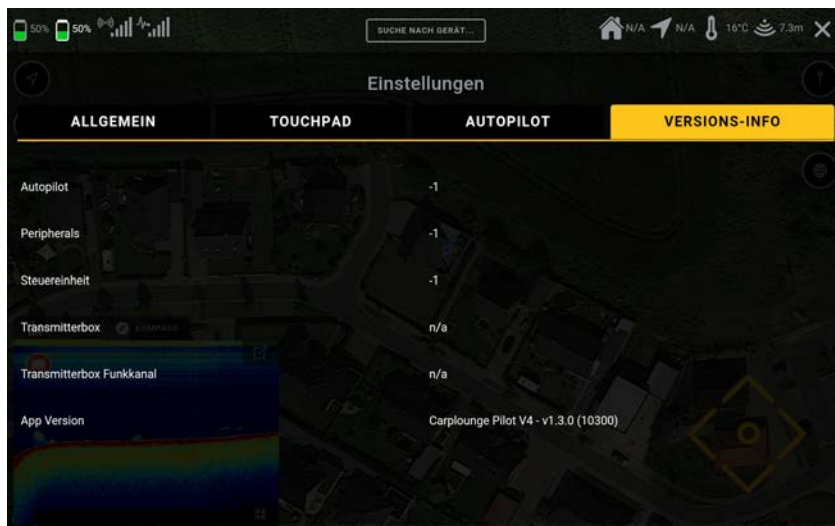
### 5.8.3 AUTOPILOT

This menu defines (A) what the bait boat should do when a task is completed or the reception signal is lost. Furthermore, the speed at which each trip started is set here (B). However, this can also be adjusted while driving.



### 5.8.4 VERSION-INFO

This window shows the software version of the individual components.



## UPDATES

You should check regularly whether there are updates for the app on playstore.

Because not only does the app get updates but also the hardware is updated regularly through the app itself. This is done either by looking at the Playstore or by opening the Carplounge Pilot V4 app

Access to the Internet (Playstore) is required to download the update.

The app is then updated automatically.

Internet is not required to update the hardware, the boat must only be connected to the transmitter box and the tablet, and then the update is carried out if required.