

HUNT mode is the ability to program speed sequences into your iTroll. Please note that HUNT Mode is a software upgrade and needs to be enabled for it to become functional.

Learning how to use HUNT mode in your iTroll is simple. The keys to doing so are:

***How to get from manual mode (turn dial to control throttle) to HUNT mode:***

Confirm that you are in manual mode where turning iTroll's dial changes the throttle of the motor.

1. Press the **Idle/Run** Button to IDLE the motor.
2. Press the **Hunt** button to get to HUNT mode.
3. You are in HUNT mode when you see the **"START"** screen:



10-20% 3.0% 2M  
1A Hunt to Start

4. To run a HUNT program, press the **Hunt** button.



10-20% 3.0% 2M  
1A 16.0% ↑ 1:15

5. You can tell that a HUNT program is running by looking for the **timer.**

Note: Some software versions may NOT have a letter in this position:



10-20% 3.0% 2M  
1A Hunt to Start

**How to turn a HUNT program off and return to the "START" screen:**

1. You can tell that a HUNT program is running by looking for the **timer**.



10-20% 3.0% 2M  
1A 16.0% ↑ 1:15

A red line connects the underlined word "timer" in the text above to the "1:15" timer value in this screenshot.

2. Press the **Off** button to return to the **"Start"** screen:



10-20% 3.0% 2M  
1A Hunt to Start

A red line connects the underlined word "Start" in the text above to the "Hunt to Start" text in this screenshot.

**How to exit HUNT mode and return to Manual mode:**

Pressing the **Off** button when the **"Start"** screen is displayed turns HUNT mode off and returns you to manual mode.

**Navigating the "START" screen:**

If your start screen has a letter in this position, you have one of the software versions of iTroll that has multiple HUNT programs stored in memory.



10-20% 3.0% 2M  
1A Hunt to Start

A red arrow points from the underlined letter "A" in the text above to the "1A" text in this screenshot.

Pressing the **Max** button toggles to the next HUNT program in iTroll's memory. You can tell which program you are accessing by the letter displayed here.

Note:

Generation 1 units with this letter have 6 memory positions (A - F)

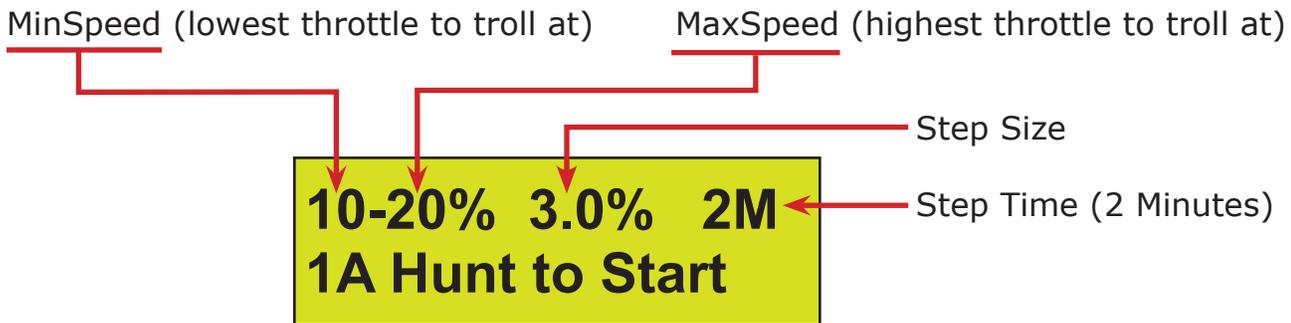
Generation 2 units with this letter have 8 memory positions (A - H)

## Types of HUNT programs:

If you have a iTroll unit with 6 or 8 memory positions, you have three types of HUNT programs at your command. If you have a single memory iTroll, you have the "original" type of HUNT program.

1. Memory positions A through D are the first type of HUNT program that we call **"Original"**. These HUNT programs allow you to set multiple speeds to troll at.

Description of data displayed:



This is a 8 speed program that steps up or down at 2 minute intervals.

The 8 speeds are: 10 - 13 - 16 - 19 - 20 - 17 - 14 - 11 - 10 ... repeat.

Note that this program hits different speeds on the way up than on the way down. This happens because the RANGE between the Min and Max speeds is EVEN (10 points) and the Step Size is ODD.

Changing the step size to 2 creates a 6 speed program.

The 6 speeds are: 10 - 12 - 14 - 16 - 18 - 20 - 18 - 16 - 14 - 12 - 10 ... repeat.

Changing the step size to 5 creates a 3 speed program.

The 3 speeds are: 10 - 15 - 20 - 15 - 10 ... repeat.

## 2. "Cut" and "Bump" programs - Ideal for making following fish strike!

If you have a 6 memory Gen 1 iTroll the "E" program is a cut and "F" is a bump.

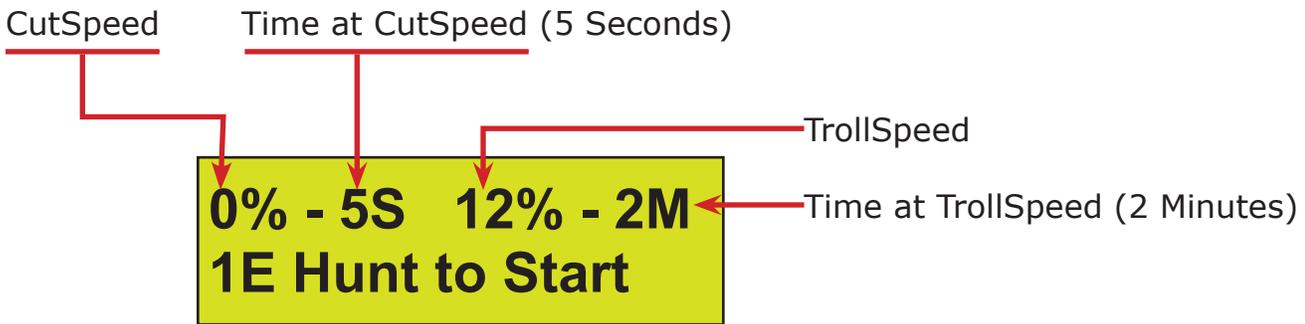
If you have a 8 memory Gen 2 iTroll, "e & f" programs are cuts and "G & H" are bumps. It is easy to identify the cut programs as their addresses are in lower case letters.

Cut and bump programs are simple to understand. They allow you to set your trolling speed and then iTroll will interrupt the troll at regular intervals and cut or bump the throttle depending on what type of program you are using.

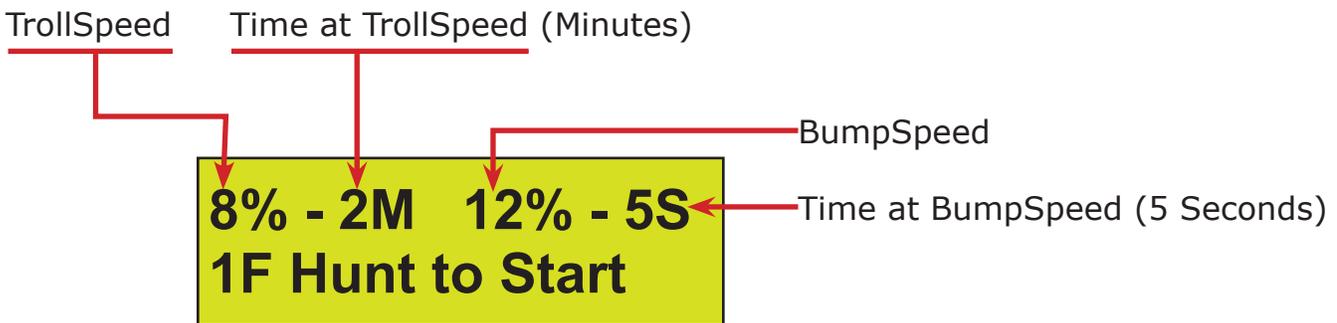
In both types of programs, the trolling speed is selected in minutes and the cut or bump speed is selected in seconds.

All 4 parameters in a cut or bump program can be programmed to fully customize your presentations.

3. Data displayed on the "Start" screen for a CUT PROGRAM:

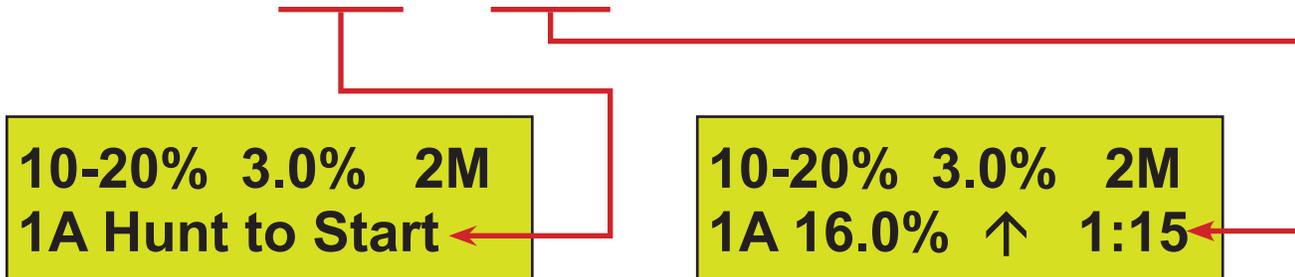


4. Data displayed on the "Start" screen for a BUMP PROGRAM:



**How to reprogram the parameters of a HUNT program:**

From either the **"START"** or **"TIMER"** screens



1. Press the **Idle** button.
2. Press the **Hunt** and **Max** buttons at the **SAME TIME**.
3. First of four reprogramming screens will be displayed.

### ***Order of reprogramming screens:***

1. Original style HUNT programs:
  - MinSpeed
  - MaxSpeed
  - Step Size
  - Step Time i(programmable in Minutes)
  
2. CUT programs:
  - CutSpeed
  - Time at CutSpeed (programmable in Seconds)
  - TrollSpeed
  - Time at TrollSpeed (programmable in Minutes)
  
3. BUMP programs:
  - TrollSpeed
  - Time at TrollSpeed (programmable in Minutes)
  - BumpSpeed
  - Time at BumpSpeed (programmable in Seconds)

### ***Reprogramming shortcut in 6 and 8 memory units:***

When in a reprogramming screen, if you want to leave the EXISTING parameter unchanged, you can skip to the next reprogramming screen by pressing the **Off** button.

Innova Design & Dist. Inc. 441 W Allen Ave Ste 102 San Dimas, CA 91773

Phone: 909.971.0000 Fax: 909.971.9333 eMail: iTroll4Fishing@iTroll.us