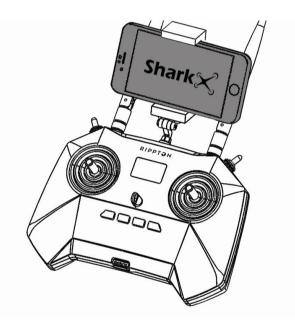


Manual for Rippton App

V7:20220513





Download the Rippton App

Search for "Rippton" on the Google Play Store, Samsung Galaxy Apps or App Store to install the app on your mobile device or scan this QR code.

1. Rippton App Interface

Notice Certain functions may not be available at Android version app.





Mission Selection Button Select automatic releasing fishing line mission



RTH (Return to Home) Button SHARKX will return to the home point and land on the ground



Release Switch Button To open or close the hook release mechanism



Automatic Landing Button SHARKX will land directly and stop its motors



Spot Marking Mark a spot during the flight

Current Location Return to the current location

Satellite Number

providing the signal

Indicate the number of satellites



Take-over Button SHARKX will hover and switch to manual control



Automatic Take off Button SHARKX will take off from the home point



HOME Point The position where the SHARKX takes off and returns to by default



Attitude Indicator Indicate the real-time attitude of SHARKX



Drone Battery Level Indicate the current battery level of SHARKX

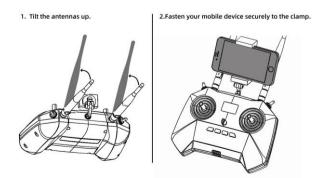
2. Preparation

2.1. Start the SharkX and the Remote Control

2.1.1. Short press the '**POWER**' button on the drone. The four LED indicators will start twinkling and the drone will emit four short beeps and then a long beep and a short beep. Now the drone has been turned on successfully.



- 2.1.2. Long press the '**POWER**' button on the remote control. The remote control will vibrate twice and the LCD screen will light up. Now the remote control has been turned on successfully.
- 2.2. Tilt the Antennas up and Fasten Your Mobile Device Securely to the Clamp

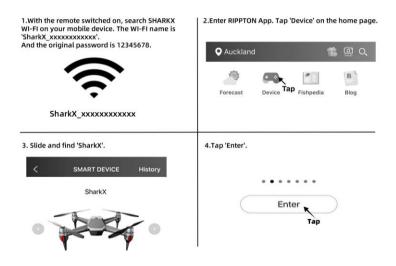


2.3. Preload the Map on the App

When using the SharkX in any new area, it's always necessary to enter the 'Rippton' app with network connection and finish preloading the map before connecting the SharkX to your mobile device.



2.4. Connect SharkX to Your Mobile Device



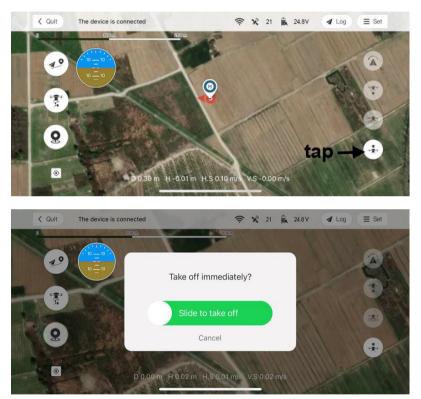
Notice before launching the SharkX, please make sure the satellite number is no less than 15, otherwise the drone will not take off successfully

4

RIPPT SN 3. Operation

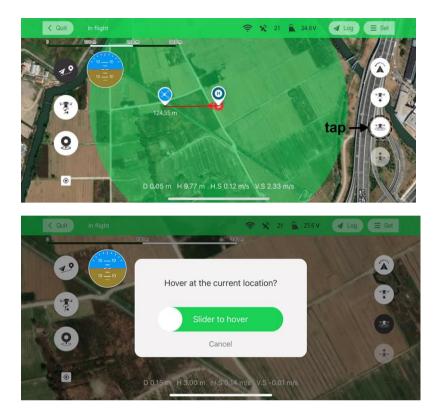
3.1. Launch the SharkX

3.1.1. Tap



3.2. Hover the SharkX

3.2.1. Tap 5 to hover the SharkX at current position

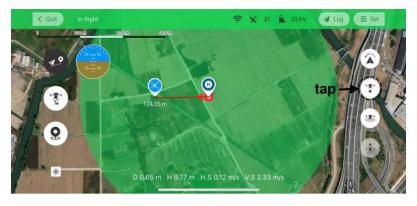


3.3. Land the SharkX

3.3.1. Tap to land the SharkX

Notice after tapping, the SharkX will descend at the current location. BE AWARE of the landing location.

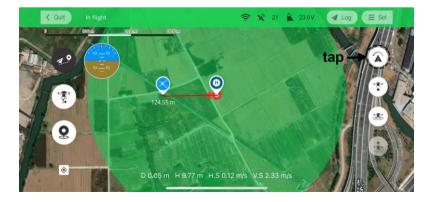
RIPPT 🌖 N

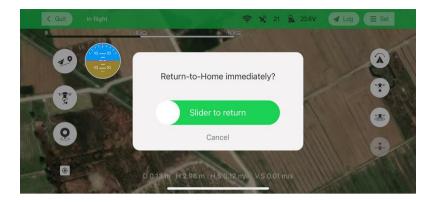




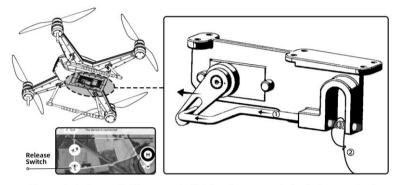
3.4. Return the SharkX to the Home Point

3.4.1. Tap **(**) to activate **Return-to-Home** function.





3.5. Attach the Fishing Line



①. Press the 'Release Switch' button on the flight interface to open the hook release mechanism.

②. Put the fishing line in the device.

3. Press the 'Release Switch' button on the remote control to close the hook release mechanism.

3.6. Cast the Fishing Line

- 3.6.1. Perform a New Cast Mission
- 3.6.1.1. Tap 🥠 to start a cast mission.

R I P P T 🕄 N







3.6.1.3. Slide to start. A voice prompt will be heard.



Notice set the flying height and speed before sliding to start.

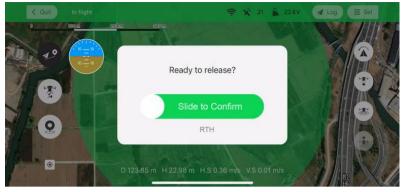
3.6.1.4. SharkX will start the motors after the 5-second countdown and then take off in a short wait subsequently.



Notice the 5-second countdown and the short wait allow users a limited time to finally ensure there are no obstacles around the drone and the fishing line is unlocked on the reel. To avoid any accidents, please make sure the preflight check gets done before starting every mission.

3.6.1.5. When SharkX reaches the mission spot, a prompt (1st chart below) shows on the interface. Slide to confirm or tap **RTH**, the fishing line will be released; or if no operation occurs within 30 seconds, the prompt will disappear, the drone will cast the fishing line and automatically return to the HOME point and then land on the ground.

R I P P T 🕄 N



3.6.2. Reactivate Past Cast Missions

Notice all mission spots will be saved automatically and remain visible on the main interface after the missions have been performed successfully.

3.6.2.1. Tap 🥠 and tap the past mission spot. And then tap Set as a Task Spot on the prompt.

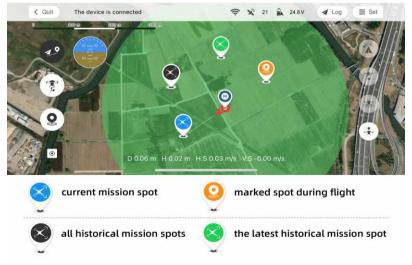


3.6.2.2. Tap Set Task and then slide to start.

Quit The device is control	nnected	🛜 🗙 21 🔒 23.6V	✓ Log
		<u>00</u> m	
	ta	ip 💧	
	Set Task @ (3)		CIE
			•
	31.25 m	1 mm	*
<u>Q</u>			
			*
	D 0.50 m H 0.03 m H.S 0.1	8 m/c // 5 0.00 m/c	
	D 0.50 m H 0.03 m H.3 0.1	6 m/s V.3 -0.00 m/s	
	10245 BAL		
Quit The device is con		🔶 🗶 21 🔒 23.6V	✓ Log
Quit The device is co	100 m		✔ Log
	Start a Ta	sk	✓ Log Ξ Set
	100 m		0
	Start a Ta	sk	
	Start a Ta Height(20-30)	sk 23m	0
	Start a Ta Height(20-30)	sk 23m 8m/s	
	Start a Ta Height(20-30) Speed(1-10) Slide to st	sk 23m 8m/s	A
	Start a Ta Height(20-30) Speed(1-10)	sk 23m 8m/s	

3.6.2.3. Refer to step 3.5.1.4 and 3.5.1.5.

3.6.3. Annotation of Different Spots



R I P P T **3** N

3.7. Interrupt the Ongoing Mission and Start a New One

Tap \checkmark to stop the ongoing mission and then slide to start a new one.



Notice it's recommended not to tap any icon on the interface during the automatic mission execution unless you decide to start a new mission

4. Payload Weight Display

The SharkX is capable of auto weighing the payload it carries and the precise real-time weight will display on the flight interface.



Notice the real-time weight values might deviate due to wind and when the SharkX carries no payload, there is no weight display on the flight interface