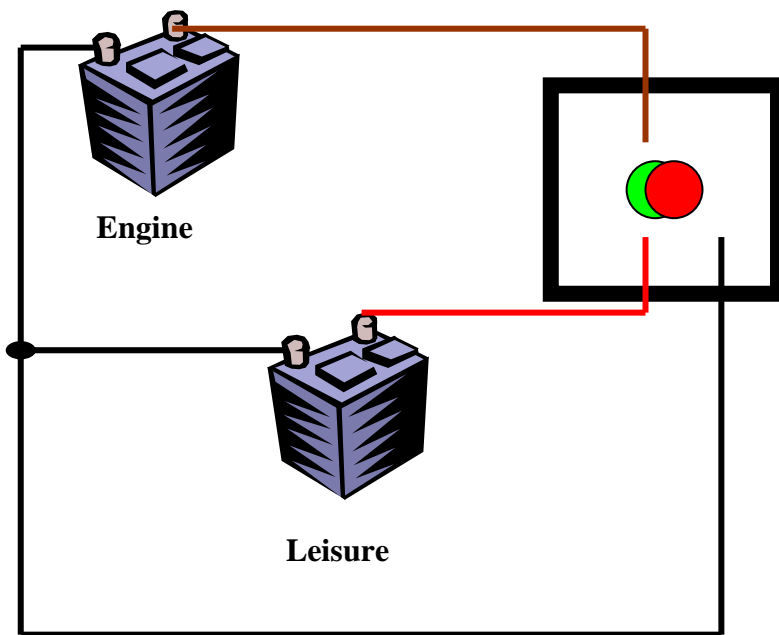


# Battery Master

## AUTOMATIC ENGINE BATTERY CHARGING SYSTEM WORKS EVEN WITHOUT MAINS HOOK-UP!

Installation of the Van Bitz Battery Master could not be easier. To ensure easy installation the Battery Master has in built thermal fuses and being potted is totally waterproof and immune to vibration damage so can be mounted anywhere.

**BROWN WIRE:**

CONNECT TO A TWELVE VOLT POSITIVE SOURCE THAT GOES DIRECTLY TO THE ENGINE BATTERY

(eg SPLIT CHARGE RELAY)

**RED WIRE:**

CONNECT TO A TWELVE VOLT POSITIVE SOURCE THAT GOES DIRECTLY TO THE LEISURE BATTERY

(eg SPLIT CHARGE RELAY)

**BLACK**

CONNECT TO A GOOD GROUND

ONCE YOU HAVE DECIDED THE LOCATION FOR THE BATTERY MASTER 2000 CAREFULLY CLEAN THE AREA WITH A SOLVENT CLEANER. REMOVE THE BACKING ON THE DOUBLE SIDED TAPE AND FIRMLY PRESS THE BATTERY MASTER ONTO THE CLEANED SURFACE. FULL STRENGTH WILL BE ACHIEVED AFTER A FEW MINUTES.

# BATTERY MASTER

## USER INSTRUCTIONS

Once installed, Battery Master is completely automatic in operation. The only maintenance required is an occasional check to ensure that none of the cables are chafing or being damaged by heat.

When the voltage in your vehicle leisure battery is significantly higher than the engine battery, the Battery Master will allow a controlled transfer of current:

When the transfer is taking place the LED will show **RED**.

When the voltage in both batteries becomes approximately equal, Battery Master will cut off the transfer and the LED will change to **GREEN**.

If the leisure battery is being charged by mains hook-up or solar panels, Battery Master will maintain the engine battery indefinitely even if it is being discharged by an alarm, radio, clock etc. If the leisure battery is not being charged in any way then Battery Master will allow the engine and leisure batteries to share the discharge load thus greatly increasing the time before the vehicle will fail to start.

**Van Bitz**

**Cornish Farm**

**Shoreditch**

**Taunton TA3 7BS**

**Tel: 01823 321992 Fax: 01823 354946**